

LEGENDQUEST





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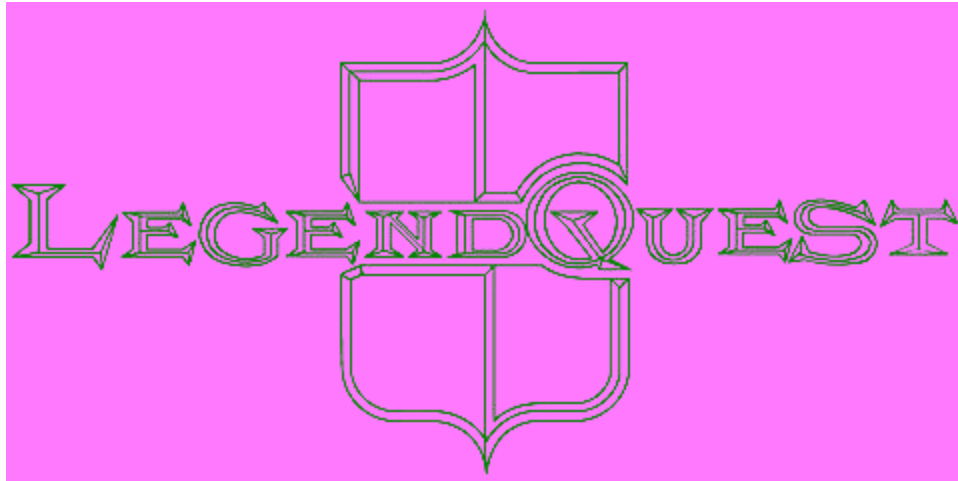


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INTRODUCTION

Legend Quest is a fantasy role-playing game. It is set in a fantastic place where magic works and heroes live. Dragons, ogres and singing swords are all a part of the game. It is the players that become the knights, wizards, scouts or whatever they wish. **Legend Quest** takes imagination, for the players must picture everything that is happening. There is no board, no joystick and no action figures. **Legend Quest** takes place in the mind, and anything is possible.

Legend Quest Gold Edition

When **Legend Quest** reached the ripe old age of ten, we started to think about re-editing the book and re-releasing it. Just as the original book took years to play-test and edit, the “new” version took more time than expected as well. The “gold edition” incorporates additions discussed in supplements and things that needed tweaking from the original rules. It also adds back several of the creatures listed in the first edition of the book but cut due to space considerations before the second edition. The rules are the same as the original ones, with some better explanations. If you notice the changes, you can consider yourself an expert.

What’s Role-Playing?

For those who are new to role-playing games, role-playing is completely different from most other games. It is not up to the spinner to call the shots. There are dice, players, paper and pencils. In a role-playing game, each player assumes the role of a character in a fantasy world. The player declares what the character will try to do, and the dice show how well the character did it.

In a role-playing game, one person is the game master, and the rest are players. Players have a character that represents them in the game world. The player acts out the life of the character, or at least the more exciting pieces of the character’s life. Each character has certain skills, equipment, characteristics and goals. Characters are as life-like as the players can make them. It is only through the character that the player can affect or learn about the game world. The character’s main goal is to stay alive. After that comes the quest for power and knowledge. Characters will normally band together in a “party”, which will then seek its collective fortune by adventuring.

While each of the players controls one character, the game master controls all the rest. The game master (GM) must create a world of action and adventure for the players to explore. The GM must populate this world with interesting people for the characters to meet and either work

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with or against. Normally, the game master is the person most familiar with the rules. Being a GM demands a lot of preparation before the game is actually played. The game master must walk into each playing session ready for anything the players will want to do. This is a very big job, because in **Legend Quest** anything can happen!

In a role-playing game, the characters can attempt to do just about anything. This book of rules will describe how they go about trying to do these things and what their chances are of doing so. The idea of a role-playing game is that the characters are reacting just as a real person would in that situation. Through role-playing, people can act out the lives of knights and knaves, wizards and wanderers, or just about any hero they wish.

The main goal of **Legend Quest** is to have fun. Every group of players will be different, with different ideas on what is fun. Some will like to role-play every moment of their characters' lives, while others would rather go slay dragons. Some may want tricks, traps and riddles to challenge them, while others would rather outwit the locals in a bar. In role-playing, any of these can happen, and usually all will.

Glossary

The following words may be unfamiliar to most players, or may have different meanings than may be expected. This glossary is intended to help give new players a starting point to help them to understand the rules.

- Accuracy** - The ease or difficulty of casting a particular spell.
- AoE** - Abbreviation for area of effect, the space or number of people within the effects of a spell.
- Attribute** - One of the six standards by which a character is measured. The six attributes are Strength, Knowledge, Endurance, Willpower, Agility and Psyche.
- Base** - The accuracy, range and area of effect of a spell if no control levels are used to add marginal modifiers.
- Campaign** - A series of adventures, in which the party remains basically the same.
- Character Points** - Points used to create or improve a character.
- Control Levels** - Skill allowing focus in a specific spell. Control levels allow the caster to utilize marginal modifiers.
- CoS** - Abbreviation for chance of success.
- Die Multiplier** - The amount by which a die roll is multiplied to arrive at the die total. Used mainly for damage.

Fatigue - The amount of mental damage a character can withstand. Casting fatigue is the Fatigue damage taken while casting a spell. Sustaining fatigue is the Fatigue damage for maintaining a spell that has already been cast.

Formula - An alchemist spell. For the purposes of this book, the terms "spell" and "formula" can typically be interchanged.

GM - Abbreviation for game master.

Marginal Modifier - Increases to a spell's base accuracy, range and area of effect. Marginal modifiers are gained through the use of control levels and are listed after the slash in the spell descriptions. Marginal modifiers for alchemist and enchanter spells affect the casting time or the accuracy.

Melee - Combat that involves hand to hand and throwing attacks.

Non-Player Character - A character controlled by the GM.

Party - A group of adventurers working together.

Player Character - The player's representative in the game world. Who the player is role-playing.

Power Levels - Typically power level. The amount of magical energies that a spell caster can gather for spell casting. Common abbreviation is Pow.

Race - The type of being the character is, such as elf, dwarf or human.

Range - 1. Combat that involves projectile combat with held and aimed weapons.

2. The distance between two opponents. Used in magic and ranged combat.

Spell Specific - Relating only to one spell, not the entire classification. Control levels are always spell specific, while talismans may or may not be.

Accomplishing a Task

A die roll simulates almost every action in Legend Quest. There are three basic types of actions that a character can attempt to accomplish: standard, resisted and assisted. Each of these types of actions is handled in similar, but different ways.

Standard tasks are those actions in which the character is working alone without any help or interference from the outside. This includes most of the everyday activities such as lifting, craftsmanship and cooking. When attempting a standard task, follow the steps below to arrive at the character's chance of success:

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- 1.) Find the skill that most closely approximates the task on the skills list. (See **Skill Descriptions**.)
 - 2.) Find the base attribute for that skill.
 - 3.) Multiply the character's attribute score in the base attribute by 10% for the character's base chance of success.
 - 4.) Multiply the skill levels in the skill by 5% and add this to the base.
- OR If the character has no skill levels in the skill, subtract a 15% non-skilled modifier.

In standard skill task rolls, this will be the formula to produce the chance of success:

$$\text{Chance of Success} = (\text{base} \times 10\%) + (\text{skill levels} \times 5\%)$$

If the task should use a straight attribute and not a skill, then skip step 4. This would be a task such as Strength for lifting or Agility for dodging.

Example: *Adderack the Bowyer is making arrows. The skill for making arrows is Weaponcraft. The base attribute for Weaponcraft is Knowledge. Adderack has a Knowledge of 6 and therefore receives a 60% base chance of success. Adderack also has three levels in Weaponcraft and therefore adds 15% to his base for a total chance of success of 75%. ($\{Knowledge \times 10\% \} + \{3 \text{ levels} \times 5\% \} = 75\%$)*

Cudor Mayhem is also making arrows, but Cudor has no Weaponcraft skills. Like Adderack, Cudor has a Knowledge of 6 and therefore receives a 60% base chance of success. Since he has no Weaponcraft skill levels, Cudor must subtract 15% (the non-skilled modifier) from his base for a total chance of success of 45%. ($\{Knowledge \times 10\% \} - 15\% = 45\%$)

Boslo wishes to try to lift a large stone. Boslo has a Strength of 6, and there is no skill appropriate for lifting stones. Therefore, Boslo's chance of success is 60% ($Strength \times 10\%$).

Resisted tasks are those actions in which the character is working alone but is being opposed by some outside force. This includes most of the combat and adventuring tasks. When attempting a resisted task, follow the steps below to arrive at the character's chance of success:

- 1.) - 4.) Follow the first four steps above.
- 5.) Subtract 5% x the resisting character's appropriate attribute or apply the object's resistance modifier.

In resisted skill task rolls, this will be the formula to produce the chance of success:

$$\text{Chance of Success} = \text{Standard Task} - (\text{resisting attribute} \times 5\%)$$

Again, if the task should use a straight attribute and not a skill, then skip step 4. In some cases, it is possible for characters to use skills to help them resist. In these cases, subtract an additional 5% x the resisting skill levels used from the chance of success.



Example: *Selem the Dark is attacking a guard with a dagger. The melee weapon skill dagger uses a base attribute of Strength. The guard will be resisting her attack with his Agility. Selem has a Strength of 6, and 3 skill levels with a dagger. The guard has an Agility of 4. Selem multiplies her base attribute by 10% for a base chance of success of 60%. She then adds 15% for her three skill levels. From this she must subtract 20% due to the guard's resisting attribute. Selem has a total chance of success of 55%. ($\{Strength \times 10\% \} + \{3 \text{ levels} \times 5\% \} - \{Agility \times 5\% \} = 55\%$)*

Boslo wishes to try to lift a huge stone. Boslo has a Strength of 6, and there is no skill appropriate for lifting stones. This stone however is so large that it has a -20% modifier. Boslo's chance of success is 40% ($\{Strength \times 10\% \} - \text{the } 20\% \text{ resistance modifier}$).

Assisted tasks are those actions in which the character is receiving help from an outside source, with or

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without other interference. This includes many of the knowledge skills such as teaching or language skills. When attempting an assisted task, follow the steps below to arrive at the character's chance of success:

- 1.) - 4.) Follow the first four steps above.
- 5.) Add 5% x the assisting character's appropriate attribute and 5% x the assisting character's appropriate skill levels.
- 6.) If the task is also being resisted, subtract 5% x the resisting character's appropriate attribute or apply the object's resistance modifier.

In assisted skill task rolls, this will be the formula to produce the chance of success:

$$\text{Chance of Success} = \text{Standard Task} + (\text{assisting attribute} \times 5\%) + (\text{assisting skill} \times 5\%) - \text{Resistance}$$

Example: *Marser the Schoolmaster is attempting to teach Mikey how to read. The base attribute for Teaching is Knowledge. Marser has a Knowledge of 7, and 4 skill levels in Teaching. Mikey has a Knowledge of 3 and there is no appropriate learning skill. Marser's chance of success is 105% ({Knowledge of 7 x 10%} + {4 skill levels x 5%} + {assisting Knowledge of 3 x 5%}).*

Boslo is still trying to lift the huge stone. This time Boslo has brought his brother Oslo who also has a Strength of 6. There is no skill appropriate. This same stone is large and has a -20% modifier. Boslo's chance of success is 70% ({Strength x 10%} + {assisting Strength x 5%} - the 20% resistance modifier).

Once the chance of success (CoS) has been computed, the player rolls the dice to see if there was success or failure. If the die roll is less than or equal to the CoS, the character has succeeded in the attempted task. If the die roll is more than the CoS, the character has failed.

Even if the character has more than a 100% chance of success, any roll of 96-100 will always result in a failure. In the same way, even if the chance of success is less than 5%, any roll of 01-05 will always result in success. This means that characters always have a chance for success or failure.

A character may only attempt a task once, until the situation changes. For example, a character tries to lift a boulder. The first roll is a failure. All additional attempts will be failures until the character changes the situation, such as using a lever or getting some help.

There are a limitless number of modifiers that could be applied to a given situation. Many of the more common modifiers have been listed in the sections of this book as they apply to the particular skills. Fatigue, bulky armor, weather conditions and lighting are just some of the things that could change the chance of success. Most situations will have more than one modifier; all of which will be cumulatively added together. In many cases, the game master will have to decide the modifier based on common sense alone. The appendices list many different modifiers, but often even these will not be enough.

Probably the hardest modifiers to estimate are for the Psyche skills. Most often, Carousing and the other Psyche skills should be role-played and not reduced to simple dice rolling. The die rolls can supplement the role-playing, but not replace it.

In some circumstances, a character can take his or her time while performing a task, and thereby gain bonuses.

Taking your time can benefit most craftsmanship attempts (including enchantments and alchemical formulas), some combat functions (surprise attacks), and any other task in which the situation stays the same for enough time. If a character takes twice as long to accomplish a task, the multiplier for skill levels is doubled (10% instead of 5%). In these cases the extended formula for chance of success is:

$$\text{Chance of Success} = (\text{base} \times 10\%) + (\text{skill levels} \times 10\%) + \text{Assistance} - \text{Resistance}$$

The only remaining type of action is when two characters are both attempting to accomplish the same action at the same time; in other words, when two characters are directly competing against each other. This is called a **competitive task**. This could occur during such activities as racing, gaming or gambling and is also the basis for initiative. The character with the highest score wins. For initiative, winning means going first.

- 1.) Find the skill that most closely approximates the task.
- 2.) Find the base attribute for that skill.
- 3.) Multiply the character's attribute score by 10% for the character's base.
- 4.) Multiply the skill levels in the skill by 5% and add this to the base.

OR If the character has no skill levels in the skill, subtract a 15% non-skilled modifier.

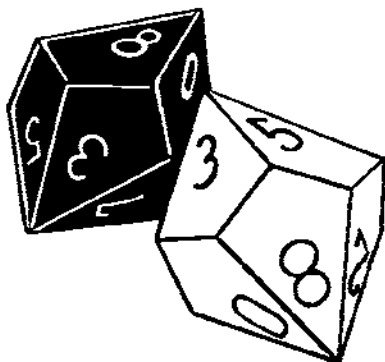
- 5.) Add a 1-100 die roll to this calculation.

In competitive skill task rolls, this will be the formula to produce the character's score:

$$\text{Score} = (\text{base} \times 10\%) + (\text{skill levels} \times 5\%) + \text{die roll}$$

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Again, if the task should use a straight attribute and not a skill, then skip step 4, such as in tests of Strength and Agility.



Dice

Legend Quest uses dice for most tasks and occurrences. The only dice used in **Legend Quest** are ten-sided dice. Any time a player needs to roll a chance of success or any other score of 1 to 100, the player should roll two ten sided dice. One of these dice will be the “tens”, and one will be the “ones”. These dice must be identified before the roll. For this reason, it is best to use two different colored dice. The “tens” die will be multiplied by ten and then added to the “ones” die. Any score of “00” is read as “100”.

Examples:

<i>Tens Die</i>	<i>Ones Die</i>	<i>Die Roll</i>
0	3	3
2	6	26
4	5	45
5	4	54
7	0	70
9	8	98
0	0	100

The other use of dice is the die multiplier. When using a die multiplier, the player rolls one die and multiplies the result by the die multiplier. In the case of fractions, always round up. The following chart shows how this works:

Die Roll	Die Multipliers								
	$\frac{1}{4}$	$\frac{1}{3}$	$\frac{1}{2}$	1	$1\frac{1}{2}$	2	$2\frac{1}{2}$	3	$3\frac{1}{2}$
1	1	1	1	1	2	2	3	3	4
2	1	1	1	2	3	4	5	6	7
3	1	1	2	3	5	6	8	9	11
4	1	2	2	4	6	8	10	12	14
5	2	2	3	5	8	10	13	15	18
6	2	2	3	6	9	12	15	18	21
7	2	3	4	7	11	14	18	21	25
8	2	3	4	8	12	16	20	24	28
9	3	3	5	9	14	18	23	27	32
10	3	4	5	10	15	20	25	30	35

Die Multipliers

What is a Success?

Once the chance of success (CoS) has been computed the player rolls the dice to see if there was success or failure. Success indicates that the character performed the action that the player wished. In combat, this means that the opponent was wounded. In craftsmanship skill, the item produced is functional. Exactly what success indicates is still for the GM to describe, but the character did achieve the goal.

A failure indicates that the character did not accomplish the goal with this attempt. In combat, this means the opponent escaped injury. In a craftsmanship skill, the item produced will not function. (Typically, it is broken.) If the character can change the circumstances, he or she may be allowed another attempt.

Some successes are more difficult than others are and may require an extended period of time and/or more than one die roll. Business Management, Brewing and Teaching are just some of the examples of this. A business manager cannot establish a successful business overnight, nor may a scholar teach advanced chemistry in an afternoon. These attempts will take long periods of time to accomplish successfully.

Other successes may involve more than one skill. Such tasks as getting information from a bartender may involve Carousing, Streetwise and Bribe. One skill’s success may build on another’s or cover for a failure. The GM must control these linked attempts, because detailing them here would be impossible.

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Attributes

Six major attributes define every character. These are referred to by the abbreviation SKEWAP, which stands for Strength, Knowledge, Endurance, Willpower, Agility and Psyche. All characters have these scores, whether they are player or non-player characters. Not only do the attributes describe the character, but they restrict the character as well.

All characters must have a score of at least one in every attribute. The maximum score in an attribute is defined by the character's race. Race also defines the attribute's average score and how difficult it is to increase.

Strength: Strength is the ability of the body to accomplish physical actions. It is used in melee combat, lifting and other athletic pursuits. The Strength attribute stands on its own, and is not dependant upon body weight or size.

Knowledge: Knowledge is the ability of the mind to accomplish mental tasks. It is used in spell casting, mentalism, senses, scholarly tasks and craftsman skills that require preciseness. The Knowledge attribute is loosely related to the intelligence quotient and often considered "book-smarts".

Endurance: Endurance is the ability of the body to withstand physical attacks and pressures. It is used when taking damage or running. The Endurance attribute is related to body size.

Willpower: Willpower is the ability of the mind to withstand mental attacks and pressures. It is used when fatigue begins and when resisting intimidation and other influences. The Willpower attribute is very difficult to perceive unless the character is in a stressful situation.

Agility: Agility is the ability of the body to avoid physical attacks and perform complex physical manipulations. It is used to dodge, parry, run, attack with range weapons and accomplish craftsman skills that require a steady, nimble hand. The Agility attribute is the ability to react in time to be effective and encompasses manual dexterity.

Psyche: Psyche is the ability of the mind to avoid mental attacks and perform complex mental manipulations. It is used to influence people or to defend against magic or mentalism. The Psyche attribute is the character's cunning and "street-smarts".

Skills

Skills are the effective experience and all the character has learned during his or her life. They are used along with the character's attributes in order to accomplish tasks. The more experienced a character is in the skill, the more skill levels the character will have. These skill levels become more difficult to earn as they progress. (See **Training and Character Improvement** for more detail.)

Every time a character attempts an action that he or she is skilled in, the character can use the skill levels to add to the chance of success. Each skill level used adds 5% to the chance of success. Even if the character has no levels in the skill, he or she may still attempt it using the attribute base and applying a -15% non-skilled modifier.

There are two types of skills: regular skills and group skills. Regular skills are skills used by the character to accomplish a particular task. Group skills are skills used to perform a particular class of tasks. Group skills can be used by themselves to accomplish any of the skills within their group, or with regular skill levels as additional levels. When used with a regular skill, the levels in the regular skill and the levels in the group skill are added together to determine the total levels used in the chance of success. Even if used alone, group skills cancel the non-skilled modifier.

Note - Melee, Range and Artillery are a special type of group skills called genre skills. Genre skills are group skills for group skills. These allow characters to use both the group skill and the genre skill when using a regular skill.

Example: *Lojar has three levels in the group skill Rogue and two levels in the regular skill Move Quietly. When Lojar is attempting to Move Quietly, he can add his group skill levels to his regular skill levels. This means that he can use up to five (3+2) levels when determining his chance of success (+25%). When using other Rogue skills, he can use up to three levels (+15%) (assuming he does not have any levels in the regular skills).*

Yeldin has one level in the genre skill Melee, two levels in the group skill Swords and three levels in the regular skill dirk. When using a dirk in combat, Yeldin may use up to six (1+2+3) levels. When using another sword, Yeldin may

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use three (1+2) levels, and when using other melee weapons, she may use only one level.

Base Attribute:

Every skill has a base attribute. The base attribute is the attribute normally used to accomplish the skill's task. To arrive at the base chance of success, multiply the character's rating in the base attribute by 10%. The base attribute will be used for most types of tasks in this skill, but not all. On very rare occasions, a different attribute will be used to compute the chance of success. For example, during a rough storm at sea, the characters may need to make a success test against sea sickness. This would be a Sailing skill test based on Endurance, despite the fact that Agility is the base attribute for sailing. See **Accomplishing a Task** for more detail.

Points:

Each skill has a point value attached to it. This point value dictates how difficult it is to learn that skill. The higher the point value, the more difficult the skill is to learn, and vice versa.

The point value of each skill is used during character creation and improvement. It indicates how many character points will be needed to learn the skill and how many character points it will take to increase the character's knowledge of the skill. The point value is not, however, a linear progression. The higher the skill level, the more character points it will take to increase the level. Skill points follow the "double thereafter" rule. To learn the first level in a skill, the character must spend a number of character points equal to the skill's point value. To learn the second level, the character must spend an additional number of character points equal to the skill's point value. To learn the third level in a skill, the character must spend an additional number of character points equal to twice the skill's point value or twice the amount spent to receive the second level. To learn the fourth level in a skill, the character must spend a number of character points equal to four times the skill's point value or twice the amount spent to receive the third level ("double thereafter"). See the skill level charts to see how this progresses.

Example: *Carousing is a three point skill. To learn the first level will therefore cost three character points. To learn the second level will cost three more points. To learn the third level will cost six points (3 x 2). To learn the fourth will cost 12 (6 x 2); the fifth will cost 24 (12 x 2); and the sixth will cost 48 (24 x 2). Any additional levels will follow the double thereafter rule.*

Level	Character Points
1	3
2	+3
3	+6
4	+12
5	+24
6	+48
7	+96

Specific Skills:

Some skills are described as specific. This means that there are various regular skills described under this category. Skill levels in one of these skills will not aid in attempting another of the skills. For example, Melee Weapons is described as a weapon specific skill. This means that every melee weapon from knife to net has its own Strength-based, four-point skill. Levels in one (i.e. mace) will not aid in the use of another (i.e. dirk). These skills are not group skills. Most of the combat and magic skills fall under this classification.

Event Specific Skills :

Event specific skills turn every regular skill into a group skill. They allow a character to become more proficient with a particular area of a regular skill, and therefore have more levels in the specific area than in the broad area of the skill. Group skills, power levels and specific skills cannot have event specific skills.

Event specific skill levels are added to the regular skill levels and therefore do not begin at level one. To learn an event specific skill requires only one-third the character points (CP) and training time that would have been needed to raise the regular skill. The CP needed is computed by looking at the Skill Improvement Costs chart to find the number of character points needed for the next level and dividing it by three. To raise an event specific skill requires one-third the CP that would have been needed to raise the regular skill to the new level. If the character raises a regular skill for which he or she has an event specific skill, both skill levels must be increased. A character may only have one event specific skill per regular skill.

Example: *Mother Krikett is an experienced chef with four levels in Cooking. To raise her Cooking skill to a level 5 would require 32 character points. She decides to narrow her field and get an event specific skill in apple pies. This will only cost her 11 character points (32/3 rounded up). She now has Cooking Skill 4 {EV Apple Pie 5}. To raise her apple pie levels to 6 would require 22 CP (64/3). To become more skilled in steaks and*

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stews, she will have to raise her Cooking skill. When she does this, she will pay the normal 32 points for raising a 4-point skill to a level 5, plus she will need to pay the character points to raise her event specific skill, in this case 65 CP (64/3 + 128/3). In this way, she will pay 97 CP to raise her skill to COK 5 {EV Apple Pie 7}.

Examples:

Animal Training	Horses
Armory	Plate Armor
Camouflage	Pine Forests
Farming	Corn
Languages	Dialects
Strumming Strings	Lute
Tracking	Deer
Weaponcraft	Bows

The GM must monitor all event specific skills to insure that they are reasonable and limited enough to justify the lower point cost.

Strength Skills:

The Strength skills are used for those tasks that require brute power. These include Melee combat, Swimming and Mining. The Strength based skills are fairly straight forward as each can easily be pictured.

Knowledge Skills:

The Knowledge based skills are those that rely on memory or deductive reasoning. These are the scholastic skills including Reading and Writing, Bookkeeping, First Aid and Scrounging. Several of the craftsman skills are Knowledge based due to the intense amount of reasoning needed to perform the skill.

Endurance Skills:

The Endurance skills are based on the character's ability to withstand some type of urge. Diving (holding breath) and Survival are considered Endurance skills. Endurance can be used as the base for other skills in unique situations, but is typically a defense.

Willpower Skills:

There are no common Willpower skills. Willpower is used as a defense against the Psyche skills and is not used to accomplish tasks.

Agility Skills:

The Agility skills are those actions based on the character's ability to move. This can be as large a movement as Sailing or as intricate a movement as Slight of Hand. Armor interferes with Agility skills so much that the character's Agility is reduced by the armor's attribute reduction, even if the character is skilled in the use and

wearing of armor. (See **Armor** for more details.) Agility is also used as a physical defense.

Psyche Skills:

The Psyche skills are perhaps the most difficult to reduce to a die roll. The Psyche skills are the social skills: Leadership, Carousing, etc. The factors (modifiers) that can affect these situations are far too extensive to attempt to cover in this book. It is better to role-play these situations, using die rolls to show the mood of the participants, more than letting the rolls stand by themselves.

Psyche skills can be resisted and, if so, are typically resisted with the target's Willpower. Resistance is usually the choice of the target.

Skill Descriptions

Acrobatics

Base A

ACR

Points 3

Acrobatics is the ability to tumble and roll. It is useful for both entertainment and for breaking off combat. See **Movement** for details of when Acrobatics is resisted.

Acting

Base P

ACT

Points 3

Acting is the ability to play the role of someone other than one's self. This can be useful either for entertainment, impersonating someone specific or impersonating a type of person. When resisted, the target is allowed to resist with his or her Knowledge.

Animal Handling

Base K

ANH

Points 4

Animal Handling is the control of animals. This can be used to have animals perform tricks they have been taught, to keep a herd of steers in a group during a drive, or to calm down a nervous mule. This is covered in more detail under the **Animals** section.

The number of levels a character has in Animal Handling indicates the number of animals that can be handled at one time. Thus in order to drive a six-horse team pulling a chariot, the driver would need six levels of Animal Handling. In a situation like this, the handler may be able to drive/handle the two lead horses and hope the others follow the leaders, especially if the lead animals have an appropriate skill. The non-skilled modifier will modify any task attempted for more animals, though the character can still use his or her skill levels.

Animal Training

Base K

ANT

Points 6

Animal training is the ability to teach tricks and tasks to animals. This is covered in detail under the **Animals** section.

CHARACTERS

Appraise

Base K

Appraisal is the skill of determining the value of an object by examining it. This can be used on gems, jewelry, furs or any other valuable, and may also be able to judge the difference in value from region to region. Appraise can be resisted by rare objects or by deliberate forgery. Knowing the local region can help to “fine tune” the appraisal for local market prices.



APP

Points 5

Armor

Base Group

The armor skill is the ability to wear armor without being hindered in combat. The Armor skill cancels the attribute reduction of the armor worn for some tasks, but can never cause the attribute reduction to become positive.

If the Armor skill levels are equal to or greater than the attribute reduction, there is no modifier to the character's combat abilities. Armor skill can cancel the attribute reduction for initiative, parry, dodge, ranged combat, horsemanship, rounds and run computations. Armor skill does not affect any other Agility skills. Armor will interfere with the Slight of Hand, Acrobatics, and other Agility based skills no matter how many armor levels the character has. See **Armor** for more details.

Armor is a group skill. It encompasses the armor specific skills clothing, hides, mails, scaled, plated, and magic. Armor group levels can be used with or instead of these specific skills.

Armor Classifications

Base N/A

Armor classifications are the styles of armor that can be worn. Each armor classification has its own specific skill

ARM

Points 12

contained within the armor group. See **Armor** for more details.

Armory

Base K

The Armory skill is used for the making and repairing of armor. It is a Knowledge based skill due to the intense concentration and aptitude needed to create armor, but it does require some strength to perform. Armory skill is typically a well-guarded secret. The production of armor is a long, drawn-out process, and typically not the pursuit of adventurers.

Artillery

Base Genre

Artillery is a genre skill. It encompasses the group skills ballistae, catapults and rams. Artillery group levels can be used with or instead of these group skills and/or with or instead of the specific skills contained within those group skills.

Artillery Weapons

Base K

Artillery weapons are those weapons that power themselves (with the exception of crossbows). Each of these weapons has its own specific skill contained within the Artillery genre. These weapons are aimed by a knowledge of the weapon and its uses and not by Strength or Agility. See **Combat** for more detail.

Astrology

Base K

Astrology is the use of signs of nature, including stars, storms and tides, to predict the future. This also encompasses astronomy. The foretelling of minor events (i.e. weather) is much easier than the prediction for an upcoming battle. It is up to the game master to decide whether astrology is a hoax or a science.

Axes

Base Group

Axes is a group skill. It encompasses the melee weapon specific skills hand axe, axe, pick axe, and battle axe.

Axes group levels can be used with or instead of these specific skills.

Balistaes

Base Group

Balistaes is a group skill. It encompasses the artillery weapon specific skills light, medium and heavy ballistae. Ballistae group levels can be used with or instead of these specific skills.

Barbering

Base K

Barbering skill covers all styles of personal grooming, both private and professional, including haircuts, make-up and beard braiding.

AMY

Points 10

ATL

Points 20

var

Points 4

AST

Points 4

AXE

Points 9

BAL

Points 9

BBR

Points 3

CHARACTERS

Blind Fighting

Base S

Blind fighting is the ability to continue fighting even when unable to see an opponent. See Blind Fighting in **Combat** for full details.

Bookkeeping

Base K

Bookkeeping is the ability to maintain financial records of all types. It includes conversion rates and mathematics. Shopkeepers, caravan masters and adventurers could use this.

Bows

Base Group

Bows is a group skill. It encompasses the range weapon specific skills bow, long bow and great bow. Bows group levels can be used with or instead of these specific skills.

Brawling

Base Group

Brawling is a group skill. It encompasses the melee weapon specific skills hand, irregular club, irregular cudgel and grapple. Brawling group levels can be used with or instead of these specific skills.

Brewing

Base K

Brewing is the knowledge of how to ferment and produce all alcoholic beverages. Certain beverages are harder to make than others are and may therefore lower the chances of success (resist). Brewing is also the ability to judge one vintage from another.

Bribe

Base K

Bribe is being able to offer the correct amount in the correct way for a given situation. Victims usually resist with their Willpowers, however some people may be too loyal to bribe. A failed attempt may call for a successful Streetwise or Etiquette roll to avoid arrest.

Business Management

Base K

Business Management is the ability to run a successful business. This includes the hiring and firing of employees, site location and advertising. Business Management requires a great amount of time and is often not suitable for adventurers.

Camouflage

Base K

Camouflage is the ability to hide an object or person in any environment. It is much more difficult when attempted without the use of devices, such as dark cloaks, green clothing, or some type of covering suitable for the

BLF

Points 9

BKK

Points 4

BOW

Points 9

BRL

Points 9

BRW

Points 6

BRB

Points 4

BSM

Points 4

CAM

Points 5

environment. Camouflage is resisted with Knowledge and Senses skill. Camouflage is one of the Rogue group skills.

Carousing

Base P

Carousing is the ability to make friends while in a crowd. This may or may not be resisted (with Willpower) depending on the circumstances. It is used in any social gathering where a one-on-one conversation can take place. Carousing is one of the court group skills.

Carpentry

Base K

Carpentry is the building, repair and modification of houses and other wooden buildings. It includes the proper way to support a roof and other house building techniques. Masonry may be helpful for this, but is not necessary.

Cartography

Base K

Cartography is map making. It includes the creation, copying and reading of maps. The ability to read the language in which the map is written is required for this skill.

Catapults

Base Group

Catapults is a group skill. It encompasses the artillery weapon specific skills light, medium and heavy catapult and trebuchet. Catapult group levels can be used with or instead of these specific skills.

Chemistry

Base K

Chemistry is the use of non-magical formulas to make non-magical potions. Normally this includes working with such things as acids and poisons. Certain chemical formulas are harder to control than others are and will therefore resist.

Climbing

Base S

Climbing is the ability to climb rough surfaces. Climbing is harder on smoother surfaces, but easier with the use of ropes and other gear (+20-40%). Climbing speed is (S+E+Climbing level) x½', but may vary depending on the climbing surface.

Clubs

Base Group

Clubs is a group skill. It encompasses the melee weapon specific skills club, hammer, mace, cudgel and maul. Note - Irregular clubs (of any size) are not clubs; they are brawling weapons. Clubs group levels can be used with or instead of these specific skills.

CAR

Points 3

CPT

Points 7

CRT

Points 5

CAT

Points 9

CHM

Points 6

CMB

Points 3

CLB

Points 9

CHARACTERS

Cooking

Base K

Cooking is the preparation of a meal. This includes frying, baking and grilling. Resistance would come from the fact that some meals are more difficult to make or from a lack of the proper tools.

Court

Base Group

Court is the group skill that can be used for or with the regular skills Carousing, Etiquette and Politics. Court levels can be used with or instead of the regular skills themselves.

Crossbows

Base Group

Crossbows is a group skill. It encompasses the range weapon specific skills hand crossbow, crossbow, heavy crossbow and flail crossbow. Crossbows group levels can be used with or instead of these specific skills.

Cryptography

Base K

Cryptography is a knowledge of codes. It is used for both writing and deciphering codes. This is not a substitute for player puzzle solving. The ability to read the language in which the code is written is required for this skill.

Dancing

Base: A

Dancing is the ability to move to music. Most dancing follows pre-determined steps and movements. It is an important part of proper etiquette and/or courting in some cultures. Difficult rhythms or movements can resist the Dancing skill.

Disarm

Base S

Disarm is the ability to cause an opponent's weapon to leave his or her hand and fall out of reach. Disarm is a weapon specific skill, meaning that there is an individual, specific skill for each weapon. The player must indicate the weapon to be used when the skill is first learned. A character may have Disarm skills in more than one weapon, but this would be two different skills. See [Disarming](#) for more details.

Disguise

Base K

Disguise is the use of make-up and costume to appear to be something or someone else. When resisting, the viewer may use knowledge and senses.

COK

Points 4

COU

Points 6

XBW

Points 9

CRP

Points 5

DNC

Points: 4

DSA

Points 7

DIS

Points 5

Diving

Base E

Diving is swimming straight down. It can be used to hold breath (in any situation) or to get to the bottom of a body of water. Diving is not a substitute for swimming.

Drums

Base K

Drums is the skill with all percussion instruments. Drums is one of the Music group skills.

Dual Weapon Fighting

Base S

Dual Weapon Fighting is the ability to use two weapons in combat at the same time. This includes using a fist while attacking with a weapon. The level in Dual Weapon Fighting must equal the Strength Needed of the weapon allowed in the second hand. See [Dual Weapon Fighting in Combat](#) for more details.

Enchantment Power

Base K

Enchantment power is the maximum amount of magic that an enchanter is capable of collecting to instill into an object. See [Magic](#) for more detail.

Etiquette

Base K

Etiquette is the ability to fit in during a formal occasion. This includes wearing the proper attire, avoiding inappropriate subjects, and eating correctly. The appropriate Locality skill will improve Etiquette. Etiquette is one of the Court group skills.

Farming

Base K

Farming is the planting, tending and harvesting of crops. This covers all types of crops grown, but not wild plants. Note - Climate will limit the types of crops in a specific area.

First Aid

Base K

First aid is the treating of wounds immediately after they have occurred. A successful First Aid roll will halt bleeding damage. It can also be used for the temporary setting of broken bones, etc. First aid used over a period of time doubles the healing rate.

Fishing

Base K

Fishing is the use of net or pole to catch aquatic animals. This can be accomplished from boat or shore. Fishing skill also includes the ability to know where to fish.

DIV

Points 4

DRM

Points 4

DWF

Points 15

ENP

Points 20

ETQ

Points 3

FRM

Points 3

FSA

Points 4

FSH

Points 4

CHARACTERS



Flails

Base Group

Flails is a group skill. It encompasses the melee weapon specific skills morning star, ball and chain, and flail.

Flails group levels can be used with or instead of these specific skills.

Flute

Base K

Flute is the playing of any non-brass wind instrument. It includes flute, recorder, pan flute, and any of the reed instruments. Flute is one of the Music group skills.

Foraging

Base K

Foraging is the finding of food (non-animal), water, and useful items in any wilderness situation. Foraging also covers identifying poisonous plants and locating firewood. The appropriate Locality skill will improve Foraging. Foraging is one of the Wilderness group skills.

Formula Control

Base K

Formula control is the formula specific skill in the mixing of each of the various alchemical formulas. Formula control levels are used to achieve marginal modifiers in mixing time or accuracy. See [Alchemists](#) in the [Magic](#) section.

Gambling

Base P

Gambling is the playing of games of chance. At most gambling parlors, the Gambling roll will be opposed by the dealer/table boss' Knowledge. Gambling involves correct betting, intimidation, "poker face", playing the odds, and sometimes cheating.

Gaming

Base K

Gaming is the playing of games of skill. This includes chess, checkers and other similar games. When playing against one another, both characters use a competitive task. (See [Accomplishing a Task](#).)

Gem Cutting

Base K

Gem Cutting is the refinement and enhancement of raw gems and the creation of jewelry and jeweled items. It is also used for the repair of jewelry. Gem Cutting is used in the creation of crystal talismans (See [Mentalism](#)).

Geology

Base K

Geology is the examination and location of minerals. Geologists can locate the best place for a mine or analyze if a site will support the weight of a castle.

History

Base K

History is a knowledge of legends, heroes and important events. It can be helpful in understanding antique art, finding old battlefields or any number of obscure bits of trivia. The appropriate Locality skill will improve History. History is one of the Scholar group skills.

Horsemanship

Base A

Horsemanship is the ability to ride and fight on a steed. Steeds include horses, pegasi, dragon steeds, and similar animals. See [Mounts](#) for more detail.

Hunting

Base K

Hunting is the ability to find animals in the wilderness. This is different than Tracking, because the Tracking skill is used to track a specific person/creature, while Hunting will locate some type of game. Hunting is normally resisted by the prey's Knowledge and Senses. A successful Hunting roll puts the hunter within range for projectile combat. The appropriate Locality skill will improve Hunting. Hunting is one of the Wilderness group skills.

Intimidation

Base P

Intimidation causes fear without reason. A kobold scaring an armored knight is intimidation; an armored party scaring a kobold is a normal reaction showing intelligence on the kobold's part. How a scared individual reacts is up to the game master. Intimidation is resisted with Willpower.

Jumping

Base S

Jumping skill increases the length or height of a person's leaping. It affects all types of jumping: broad,

GAM

Points 6

GEM

Points 8

GEO

Points 5

HST

Points 5

HRS

Points 5

HNT

Points 4

INT

Points 4

JMP

Points 3

CHARACTERS

running, high and vertical. Jumping levels are added to each attribute in the jump calculation. Jumping skill is common among athletes and can be found naturally in animals.

Lab Techniques **LAB**
Base K Points 20

Lab Techniques is the ability of an alchemist to collect magic and use it for the creation of potions. See **Magic** for more details. Lab Techniques is the power levels for alchemists.

Languages **var**
Base K Points 2

Language skill is the ability to speak and understand a particular language. All characters start with a skill level three in their native language. Language skill does not give the character the ability to read or write. The appropriate Locality skill will improve Language (assume this covers dialects as well). Languages are specific skills, so characters must have different language skills for each language they wish to know. Language can be assisted by another's Knowledge and Language skill levels.

Law **LAW**
Base K Points 7

Law is a knowledge of the laws and how they are enforced. It can also be useful in manipulating the letter of the law. The appropriate Locality skill will improve Law.

Leadership **LDS**
Base P Points 4

Leadership is the ability to direct the actions of subordinates. Leadership will not work on a group of people that claim no allegiance to the user. Only people that would agree (however grudgingly) that the person has some authority over them can be led. Leadership may be resisted with Willpower.

Locality **var**
Base K Points 1

Locality gives the character a good, working knowledge of a particular area. The size of the area should be restricted by the game master, but normally will be a city, a forest, a desert, etc. In an extremely large city, a locality may only cover a portion of the city. Locality levels can add to:

Etiquette	Foraging	History
Hunting	Language	Law
Politics	Scrounging	Star Navigation
and/or	Streetwise	

if applicable. Locality skills are not group skills and cannot be used instead of the regular skills to negate the non-skilled modifier. While they will add to the CoS, the non-skilled modifier still applies. Obviously, Foraging is useless in a city and Streetwise is useless in a swamp. Locality can

also be used to know the people and short cuts of the area. Locality is a specific skill, so characters must have different locality skills for each locality in which they wish to be familiar.

Magical Power **MGP/WMP**
Base K Points 20/30

Magical power is the ability of a mage to collect magic from the environment for use in a spell. Magical power can be either in a specific school or in wizardry. Wizard magical power can be used for any mage spell, while specific school magical power can only be used for the specific school to which it is linked. Mages can have more than one type of magical power, but each skill is independent of the others. Wizard magical power is not a group skill and does not add to specific school levels. A caster with both power levels would use either one or the other, but not both together. See **Magic** for more detail.

Masonry **MAS**
Base K Points 7

Masonry is the building and repair of stone or brick buildings. It includes tile, brick and mortar. Masonry can be used with Carpentry, but it is not dependant upon it.

Medicine **MED**
Base K Points 7

Medicine is the development of cures and antidotes from plants, herbs and chemicals. Medicines can be used to cure diseases, stop pain or other similar tasks. Certain medicines are harder to prepare than others are and would therefore resist.

Melee **MEL**
Base Genre Points 20

Melee is a genre skill. It encompasses the group skills Swords, Axes, Spears, Clubs, Flails and Brawling and the miscellaneous melee weapon skills. Melee genre levels can be used with or instead of these group skills, and they can also be used with or instead of the specific skills contained within those group skills.

Melee Weapons **var**
Base S Points 4

Melee weapons are those weapons powered and aimed by physical strength. This includes chopping, slashing, clubbing, stabbing and throwing weapons. Each weapon has its own specific skill contained within the Melee genre. See **Combat** for more detail.

Mental Power **MNP**
Base K Points 25

Mental Power is the ability of a mentalist to focus the energy within his or her mind for use in mentalist proficiencies. See **Mentalism** for more detail.

CHARACTERS

Metal Working

Base S

Metal Working is the molding, shaping and finishing of large metal objects. It is used to create metal shields, horseshoes, and similar items. Metal working is used to form a basic sword blade, but it would take Weaponcraft to fashion it into a useable weapon.

Mining

Base S

Mining is the digging of metals and gems out of the ground without damaging the product. It involves all manner of tunneling including drilling, digging, chiseling and bracing the ceiling. Mining is only the physical activities and has nothing to do with finding ores or knowing how to refine them (See **Geology** and **Smelting**).

Move Quietly

Base A

Move Quietly is the ability to advance towards someone without that person hearing. Move Quietly does nothing to stop the character from being seen. It can be resisted with Knowledge and Senses. Move Quietly is one of the Rogue group skills.

Music

Base Group

Music is the group skill that can be used for the regular skills Drums, Flutes, Singing, Strumming Strings and Trumpets. Music levels can be used with or instead of the regular skills themselves.

Painting

Base A

Painting is the character's skill with brushes and paints. This can be used for the painting of a building (at base level) or an intricate portrait (with sufficient resistance modifiers).



MET

Points 8

MIN

Points 6

MVQ

Points 4

MSC

Points 10

PNT

Points 5

Pick Locks

Base A

Pick Locks is the ability to use probes and picks to open a lock without the key. This skill is dependant upon the use of tools; without the proper tools, the character will suffer a -20% to -40% modifier. A very good lock mechanism can resist picking. Pick Locks is one of the Rogue group skills.

Pick Pockets

Base A

Pick Pockets is the ability to take an object from a person without their noticing. This can be done to remove a wallet, sheathed weapon, or other object. It will most likely be resisted by Knowledge and Senses. Pick Pockets is one of the Rogue group skills.

Poetry

Base K

Poetry is the ability to compose entertaining poetry and recite it in an entertaining way. It includes an understanding of meter and rhyme. The Poetry skill can also be used to remember famous poems.

Politics

Base P

Politics is the ability to win over a crowd. It is basically Carousing used on a group. This may or may not be resisted (with Willpower) depending on the circumstances. It is used in any social gathering where the character can be heard and understood by all. Politics is one of the Court group skills.

Pottery

Base K

Pottery is the skill used to create objects from clay. It includes molding, baking and glazing. An unopposed task in pottery assumes proper equipment, such as a kiln and wheel.

Proficiency Control

Base K

Proficiency Control skills are the proficiency specific skills for the mastery of each specific proficiency. Proficiency Control levels are used to achieve marginal modifiers when using a mentalism proficiency. See **Mentalism** for more detail.

Rams

Base Group

Rams is a group skill. It encompasses the artillery weapon specific skills light, medium and heavy rams. Rams group levels can be used with or instead of these specific skills.

PKL

Points 4

PKP

Points 4

POE

Points 4

POL

Points 5

POT

Points 4

var

Points 5

RAM

Points 9

CHARACTERS

Ranching

Base K

Ranching is the raising and breeding of animals. This includes feeding, grooming, husbandry and other animal care. It is not animal specific; Ranching skill allows the raising of any animal.

Range

Base Genre

Range is a genre skill. It encompasses the group skills Bows and Crossbows and the miscellaneous range weapon skills. Range genre levels can be used with or instead of these group skills, and they can be used with or instead of the specific skills contained within those group skills.

Range Weapons

Base A

Range weapons are those weapons aimed by Agility. This includes bows, crossbows, slings and blowguns, each of which has its own specific weapon skill. All range weapons are part of the Range genre. See **Combat** for more detail.

Reading and Writing

Base K

Reading and Writing is the language specific skill that allows a character to read and write a language that they are capable of speaking. Increased levels allow the character to excel in professional writing or attempt forgery. A lack of this skill implies illiteracy. Reading and Writing is one of the Scholar group skills.

Research

Base K

Research is the ability to find information in a book or library. Without a successful task in Research, the character may never find the needed information. Research is one of the Scholar group skills.

Rogue

Base Group

Rogue is the group skill that can be used with or for the regular skills Camouflage, Move Quietly, Pick Locks and Pick Pockets. Rogue levels can be used with the regular skills or instead of them.

Running

Base N/A

Running is the ability to move faster than a normal person with the same Endurance and Agility. Running levels are added to the sum of the character's Agility and Endurance when computing the running and sprinting speeds. See **Movement** for more detail. Running skill is not needed to run, nor is there a non-skilled modifier. Running skill does not affect walking.

RNC

Points 4

RNG

Points 20

var

Points 4

R&W

Points 1

RES

Points 3

ROG

Points 10

RUN

Points 3

Sailing

Base A

Sailing is the skill to work a ship, no matter what the size. Sailing includes sailboats, galleys, canoes and all other manner of ship. Sailing skill is used to make a ship or boat move, it has nothing to do with plotting a course or building the ship.

Scholar

Base Group

Scholar is the group skill that can be used for the regular skills History, Reading and Writing (all languages spoken), Research, and Teaching. Scholar levels can be used with or instead of the regular skills themselves.

Scrounging

Base K

Scrounging is the ability to find a desired object in a civilized situation. This can include finding a blacksmith in an unfamiliar city or locating a shop that will sell magical materials. It could also be used to know where a farmer would store his tools. The appropriate Locality skill will improve Scrounging.

Sculpting

Base A

Sculpting is the artistic ability to carve or chisel a work of art from a piece of material. This includes wood, stone and other materials. Sculpting is usually resisted only by the difficulty of the project undertaken.

Seduction

Base P

Seduction is the ability to make a friend in a one on one situation. Seduction is similar to Carousing, but can only be used when there are no other people around (away from the crowded bar). This may or may not be resisted (with Willpower) depending on the circumstances. It is used in any private situation where a conversation can take place. It can be used to convince a person to help or in courting activities.

Selling

Base P

Selling is the ability to convince someone to buy goods for the price the seller desires. It includes display of items, purchase of stock and hawking to customers. Selling can be resisted by Willpower and Selling skills.

Senses

Base K

Senses is the skill that is used to detect hidden or concealed people or objects. Senses skill is most often used with Knowledge as a defense against the Rogue skills. It can also be used to locate invisible creatures. When a person is asleep, only their Senses levels can resist the Rogue skills.

SAL

Points 7

SCH

Points 8

SCR

Points 4

SCL

Points 5

SED

Points 6

SEL

Points 4

SEN

Points 7

CHARACTERS

If someone or something is not hiding, there is a 100% chance of detecting them. Of course, a character could still roll 96-00 and fail. From this 100% CoS, modifiers can make noticing the object more difficult. Darkness/light modifiers, size modifiers, partial cover modifiers, etc. can all affect this chance, though they would in turn be offset by the viewer's Senses. When determining size modifiers, use the relative size of the target. A human might only appear to be the size of a robin from 100 yards away.

Sewing

Base A

SEW

Points 4

Sewing is the ability to create clothing from material. It includes dressmaking, tailoring, upholstery and other stitch work. Sewing skill uses material and thread. The sewing skill cannot create the material.

Shields

Base S

SHD

Points 10

Shields is a group skill. It encompasses the shield specific skills buckler, small shield, medium shield and large shield. Shields group levels can be used with or instead of these specific skills. See **Combat** for more detail.

Shield specific

Base S

var

Points 5

Shield skill is the ability to use a shield in combat to avoid being wounded. Each shield has its own specific skill. The Strength base is used for determining the chance of success for shield bash attacks. See **Combat** for more detail.

Singing

Base K

SNG

Points 4

Singing is the ability to compose and sing entertaining songs. It includes an understanding of melody and verse. The Singing skill can also be used to remember famous songs. Singing is one of the Music group skills.

Slight of Hand

Base A

SOH

Points 5

Slight of Hand is the ability to subtly move a small object while people are watching, or think they are watching. Slight of Hand can be used to run a shell game or shop lift. It is also used to perform "magic" tricks. Slight of Hand can be resisted by Knowledge and Senses.

Smelting

Base K

SMT

Points 7

Smelting is the skill to refine metal ores and blend metals to create alloys. It includes the making of tin, brass, bronze and other alloys. Smelting is used to prepare metals for the Armory and Metal Working skills.

Spears

Base Group

SPR

Points 9

Spears is a group skill. It encompasses the melee weapon specific skills javelin, spear, trident, lance and

halberd. Spears group levels can be used with or instead of these specific skills.

Spell Control

Base K

var

Points 5

Spell Control skills are the spell specific skills for the mastery of each specific spell. Spell Control levels are used to achieve marginal modifiers when using mage, spell singer, enchanter, or alchemist spells. See **Magic** for more detail.

Spell Singer Power

Base K

SSP

Points 18

Spell Singer Power is the ability of a spell singer to collect magical energy for use in spell singer spells. See **Magic** for more detail.

Star Navigation

Base K

SNV

Points 5

Star Navigation is the ability of a character to find his or her way by the stars and constellations. The stars must be visible for this skill to be used. Locality can assist star navigation due to familiarity with local constellations.

Story Telling

Base K

STL

Points 4

Story Telling is the ability to write and recite entertaining stories. It includes an understanding of plot and voice fluctuation. The Story Telling skill can also be used to remember famous stories.

Streetwise

Base K

STR

Points 3

Streetwise is the ability to "fit in" in an urban setting. It is used to not attract attention in an informal setting. It includes how to dress, whether or not weapons are acceptable, and how to look at someone without causing a fight. The appropriate Locality skill will improve Streetwise.

Strumming Strings

Base K

SST

Points 5

Strumming Strings is the skill with lutes, mandolins, guitars and other stringed instruments. Strumming Strings is one of the Music group skills.

Survival

Base E

SRV

Points 4

Survival is the ability to live in the wilderness without help. It includes finding shelter, gathering water, and starting fires. Survival does not deal with finding food.

Finding food is covered in Foraging and Hunting. Survival also covers the ability to survive without these essential things. Survival is one of the Wilderness group skills.

Swimming

Base S

SWM

Points 3

Swimming is the skill used when the character needs to move in the water. Swimming increases the character's speed and ability to float. Armor will directly reduce the

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character's Strength by the attribute reduction when swimming. The Diving skill controls a character holding his or her breath.

Swords **SWD**
Base Group Points 9

Swords is a group skill. It encompasses the melee weapon specific skills knife, dagger, dirk, rapier, saber, long sword and claymore. Swords group levels can be used with or instead of these specific skills.

Tanning **TAN**
Base K Points 5

Tanning is the curing of hides and skins and the production of useful items from these materials. It includes staining and sewing leather and furs. Tanning skill is needed to make fur, leather or studded leather armor.

Teaching **TCH**
Base K Points 4

Teaching is the ability to train another character in a skill. Only known skills can be taught to students. Any resistance negates the Teaching attempt, but Teaching can be assisted with Knowledge. Teaching is one of the Scholar group skills.

Theology **TEO**
Base K Points 5

Theology is the knowledge of religions. It encompasses traditions, laws and mythologies. Theology skill is necessary for any clergy member, but is commonly found in the laity as well. Theology cannot be assisted.

Tinker **TNK**
Base K Points 4

Tinker is the creation, maintenance and examination of small intricate machines. It includes making and dismantling traps; use of springs, gears and other tools; and fastening hinges and other items. Very complex machines and/or a lack of proper tools can resist tinkering.

Tracking **TRK**
Base K Points 5

Tracking is the following of a particular person or creature based only on the trail left behind. The tracker can use any trace or track to follow prey. Tracking skill levels can be used to resist another tracker. Tracking is one of the Wilderness group skills.

Trapping **TRP**
Base K Points 5

Trapping is the catching of animals, alive or dead, with the use of traps and devices. Trapping includes the location, setting and retrieval of traps. Trapping also includes skinning and appraising furs.

Trumpets **TMP**
Base K Points 5

Trumpet skill is the playing of all brass instruments. Trumpet is one of the Music group skills.

Weaponcraft **WPC**
Base K Points 7

Weaponcraft is the creation and repair of weapons. It includes the mounting of blades and other points to handles and shafts; the creation of bows and arrows; and the fashioning of staves, clubs and cudgels. Weaponcraft is typically only resisted by the difficulty of the project and the lack of the proper tools.

Weaving **WEV**
Base A Points 4

Weaving is the creation of fabrics and material. It includes weaving, spinning and other textile production. Weaving skill is needed to create the material used in the Sewing skill.

Wilderness **WLD**
Base Group Points 10

Wilderness is a group skill. It encompasses the regular skills Foraging, Hunting, Survival and Tracking. Wilderness levels can be used with or instead of the regular skills.

Woodworking **WOD**
Base A Points 6

Woodworking is the craftsman skill used to create furniture. It includes the making of chairs, chests, dressers, wardrobes, tables and other similar objects. Woodworking relies completely on the use of proper tools. It is only resisted by the difficulty of the project.

Character Condition

There are two factors that together show a character's condition. These are Life's Blood and Fatigue. Life's Blood is the character's physical condition. It represents how much physical damage the character's body can take. Life's Blood is reduced by the character being wounded. Fatigue is the character's mental condition. It represents how much mental strain the character can take. Fatigue points are reduced by prolonged action, the use of magic and mentalism, or by some attack spells.

When one of these factors is reduced to zero, the character passes out. If both of these factors are reduced to zero, the character is dead.

Life's Blood:

Every character can withstand a certain amount of damage before he or she becomes unconscious. The

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character's Life's Blood (LB) represents this damage. Every character has LB points equal to his or her Endurance multiplied by six.

$$LB = E \times 6$$

Every time a character is wounded, the damage is subtracted from this maximum Life's Blood. When the character's LB is reduced to zero, the character lapses into unconsciousness. Any extra damage beyond the character's LB will reduce the character's Fatigue.

Bleeding Damage:

Life's Blood is % of Max		Life's <u>Blood</u> <u>Fatigue</u>	
100%	Peak		
75%	Minor		-1
50%	Light	-1	-2
25%	Heavy	-2	-4
0%	Extreme	Unconscious	-6

Life's Blood Table

At the end of every round, when a character is seriously hurt, either from combat or for some other reason, the character will start to take bleeding damage. Bleeding damage consists of two parts: Life's Blood and Fatigue. After a character has dropped below 50% of their maximum Life's Blood, the character will start to bleed to death. Every round until the character is successfully bandaged or magically healed, he or she will lose 1LB if at 50%-26% of his or her total LB, or 2LB if at 25%-0%. Even if unconscious, the character will continue to bleed, and the LB loss will reduce Fatigue. A successful First Aid roll (bandaging) or healing magic will stop the bleeding. Failure in the First Aid attempt does nothing. Every time a character takes bleeding damage, the circumstances for a First Aid attempt change, allowing another attempt after a failure.

At the end of every round a character is wounded to below 75%, the character loses Fatigue points. The loss is 1F if at 75%-51% of the total LB, 2F if at 50%-26% and 4F if at 25%-1%. A character with no Fatigue left will not lose any more Fatigue from bleeding. If the character is bandaged or healed magically, the Fatigue loss will stop, except if the character engages in vigorous activity (such as combat, running, etc.). A character below 75% Life's Blood

will lose Fatigue points at the end of every round in which he or she engages in a fatiguing activity whether, bandaged or not. The Fatigue loss ends when activity does.

Healing:

After a character has taken Life's Blood damage, they will most likely wish to heal. Healing can only take place if the character does nothing but heal for at least a day. Any less time will not allow the natural healing processes to work. While the character is healing, he or she will recover Life's Blood points equal to their Endurance per week, or Endurance divided by seven per day. (NOTE - Any partial Life's Blood points are not useful to the character for damage; they only affect continued healing.) This process assumes that the character is not engaged in any stressful activity including physical or mental training. Any activity considered too active or distracting will cancel the gaining of Life's Blood points for that day. Healing characters must be watched over at all times, so an unconscious character can only heal if someone is present.

Conscious characters can watch over themselves during the healing process, but not others (this is too stressful for them). By this healing process, most characters can be back on their feet in less than six weeks.

The healing process can be accelerated by the use of certain skills. A successful First Aid roll will double that day's points regained. These rolls represent the medic's continued observation of the character, not just a quick check in the morning. Although a medic can watch more than one patient, the medic cannot also be training for new skill levels or increased attributes. A failed success test means that the character heals at the normal rate. Healing spells will greatly increase the healing process. (See **Magic**.)

Fatigue:

Every character has a certain number of Fatigue points. The Fatigue points equal his or her Willpower multiplied by six.

$$F = W \times 6$$

Certain attack spells, the casting of spells, extended combat, and lack of sleep can all cause the character to lose Fatigue points. If a character's Fatigue points are ever reduced to zero, the character passes out from exhaustion. If the character loses more Fatigue than his or her maximum, the extra damage is typically applied to the character's Life's Blood.

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Fatigue is % of Max		Initiative Success Defense		
		Initiative	Success	Defense
100%	Peak			
75%	Minor	-10		
50%	Light	-20	-5	
25%	Heavy	-30	-10	-5
0%	Extreme		Unconscious	

Fatigue Table

During any round in which a character is seriously fatigued, for whatever reason, the character will not be able to perform at his or her optimum abilities. At first, the character's initiative will be affected. As the fatigue continues, their skill rolls and defense abilities will decrease.

If the character's Fatigue is 75%-51% of maximum when initiative is rolled, he or she will have to subtract 10 from their initiative roll. This increases to a -20 initiative at 50%-26% Fatigue and -30 at 25%-1%. This initiative modifier also affects movement. (See **Movement**.) This modifier only affects the initiative roll. If characters take enough Fatigue damage during the turn to drop them below the 75% point, they would not have to adjust the initiatives that they computed at the beginning of the round. The modifier will, however, affect them on their next initiative roll.

If a character has his or her Fatigue drop below 50% of their maximum, they will suffer a reduction on their skills.

When the Fatigue level is 50%-26%, there is a -5% modifier applied to all chances of success. This increases to -10% at a Fatigue level of 25%-1%. (Obviously, at 0 Fatigue the character is unconscious and unable to perform any skills.) In addition, at the 25%-1% Fatigue level, characters will have their defenses reduced 5%. This applies to both dodging and parrying. Unlike the initiative modifier, the success and defense adjustments take affect immediately.

These modifiers show that the character is becoming exhausted and unable to function at the best of his or her ability. These modifiers will only go away when the present Fatigue level increases. (See Fatigue Recovery below.) The reason for the fatigue loss does not matter; these modifiers will always take effect. Fighting past rounds, spell casting, and lack of sleep can all cause fatigue to decrease and will trigger these modifiers.

Fatigue Recovery

Fatigue can be recovered much faster than Life's Blood, and at a rate dependant upon the character's present Fa-tigue level. The more fatigued the character is, the quicker the fatigue

Present Level	2 Points per
76%-100%	hour
51%-75%	15 minutes
26%-50%	minute
1%-25%	turn

Fatigue Recovery

recovery will be. If the character has a present Fatigue of 1%-25% of maximum Fatigue, he or she will regain two points of Fatigue for every turn (ten seconds) of rest. This shows the character catching his or her breath. If the character is between 26% and 50% of maximum Fatigue, he or she will regain two Fatigue points for every minute of rest. At 51%-75% Fatigue, the recovery rate is two points every 15 minutes of rest, and at 76%-99%, the rate is two points for every hour of rest. If the rest period is interrupted by the character performing actions, no Fatigue points will be regained. Rest is considered to be staying in one place without taking any action. Movement or defense will interrupt resting.

Using this method, most characters will find the time to regain Fatigue up to the 50% level, but not much more without a full night's sleep. This means that most characters will be operating at 51%-75% of their maximum Fatigue points. This method of fatigue recovery represents the fact that most people get tired and sometimes do not even notice. The -10% initiative modifier is the type of thing that many people would never even notice if it was happening to them. Most adventurers would ignore the problem and continue. Besides, when will an adventurer find the time to rest for several hours, just because he or she is a little tired?

If for any reason a character becomes unconscious because Fatigue equals 0, it will take 30 minutes before he or she regains consciousness. Anyone trying to revive the character can attempt a First Aid roll (at a -30% modifier) to help the character recover. Success indicates the character is conscious with one Fatigue point, but will not begin to recover Fatigue for another five minutes.

Resting

Regaining Fatigue points through rest requires an uninterrupted period of time. Many environments will not allow such an uninterrupted break, no matter what the character is trying to do. Unfamiliar environments will be especially difficult to rest in, as the slightest sound or

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strange feeling might interrupt rest. For example, a city dweller may never be able to get a full hour of uninterrupted rest in the wilderness. Whether it is the hoot of an owl, the smell of the dawn dew in a meadow, or the uneven and cold ground, something will continue to bother the person no matter what they try. Because of this, unless conditions are good, characters may be unable to rest past 75% of their maximum Fatigue unless they are home in their beds. Some environments might not allow a person to rest above 50% or even lower.

Examples: *A person who gets seasick is unlikely to rest for more than a minute while on a boat on the high seas. This person cannot rest for more than 50% of their maximum fatigue level. A party camping in a crypt within an ancient cemetery may not be able to ease their minds enough to rest above 75% of their maximum, despite a solid roof over their heads. Most people would not be able to do more than catch their breath (25%) while riding a horse, while some cowboys have been known to fall asleep in the saddle.*

Life after Death

As with many high fantasy games, death does not always finish a character. The resuscitate spell can be used to bring characters back to life. This spell has its limits. It cannot revive a person killed by a soul sucking weapon. It cannot revive a person who ate feast food too long. It cannot bring the undead back to life.

Resuscitate needs a viable body to return the life. Turn to glass or stone spells require a restore spell before the victim can be resuscitated. Decapitated corpses cannot retain life. Disintegrate spells cause incredible amounts of damage to a body. Assuming the disintegrate spell simply killed the person (did not cause more damage than the person had LB and Fatigue) than the victim could likely be resuscitated. If disintegration causes more damage than the person had points, portions of the body could easily be missing and need to be regenerated before life could be restored.

Rotting is perhaps the most common and dangerous problem with death. A corpse will begin to rot immediately upon death. Finding a resuscitate spell within a day should allow life to be restored without problem. Resuscitating a body that has been dead for several days might work, but the person could be subjected to “the rots”. This odd disease is akin to leprosy, but can only be contracted through this method. The person’s body will continue to rot though at a very slow rate, while they live their lives. Cure spells will not work, and there are few if any methods known to work. A person with the rots could live for three years before the effects of the disease started to take their

toll. Eventually, the person’s body will begin to fall apart from the rot. Once this starts, the person will lose a point of Endurance every month until they die. Their body will not be able to support life after this time.

Avoiding rot can be easy or difficult depending on the climate. In the frozen tundra, rotting can be delayed for weeks. One major problem with resuscitating a corpse that has been frozen is that the person will suffer from severe frostbite. This can be cured with restore spells, but this can be an extensive project. In a hot, sweltering jungle, not much will prevent the rotting. Healing and restore spells (including healing potions and balms) will not slow the effects of rotting. In some instances, youth spells have been effective in preventing the rotting, but they do have their normal effect as well. The clean trick works remarkably well, as it removes the bacteria that cause rot. It must be used at least every hour though, making it an exhausting alternative. Turning the corpse to glass or stone could preserve the body. Of course, restore will then also be necessary, but at least the body will be in good shape. Amber is perhaps the best solution, at least for transporting the body. A preservation spell will also do the trick, but it seems unlikely that a preservation spell will be more readily available than a resuscitate.

There are going to be other schemes to keep the body viable. Game masters should take each with a grain of salt. In some cases, it may be better for the campaign to allow a wild scheme, but then penalize the newly resuscitated character (such as in the freezing and frostbite example). Neither tanned nor pickled corpses can sustain life, though they do make for interesting zombies.

Character Creation

Character creation is one of the more complex parts of the game, but it is also one of the most important. Each player must create a character that will be his or her representative in the game world. The character is the player’s eyes, ears and arms in the game world. Whatever the player says the character tries to do, the character tries to do. For beginning players, the game master may create the characters or use the samples in the appendices, but most players prefer to create their own.

Character Races:

In **Legend Quest**, players can create characters of several different races. The following are suggested simply because their average attributes are equal. This does not mean that they are the same. They are very different; each with its own strengths and weaknesses.

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Humans

Humans are typically the most widely used of the races. They are well-rounded, well known and have no limitations. Not only are they the most common among adventurers, but they are common among the non-adventurers. This allows them a freedom that some non-humans do not have.

Elves

Elves are quick and clever. They have generations of experience with magic, and with bow and blade. Although not as strong as some of the other races, elves make up for the lack of brawn with agility and intelligence. Physically, elves are not very different from humans, but the differences can be of benefit.



Dwarves

Dwarves are a stout, sturdy race that seems to have evolved to perform physical tasks. Dwarves are proof that slow and steady can win the race. They are short of stature, but long on stamina. Dwarves are typically not mages, but an axe-wielding dwarf is still feared on most battlefields.

Ogres

Ogres are very strong, but relatively witless. Their great strength makes them very powerful warriors, but poor spell casters. These juggernauts can be very effective soldiers, but they often become nothing more than walking weapons.

Halflings

Almost the exact opposite of the ogres are the halflings. This short race has a reputation for producing the greatest rogues and thieves in history. Halflings make great scouts and spies, but do lack a bit in a brawl. Their

speed is the offset for their size, though most halflings are forced to use their wits to get them out of the problems that their curiosity has caused.

For more information on the different races, see the **Creatures** section. This section will give more specific details, such as heights, weights, social structures, etc.

Character Planning:

Before the actual character creation process begins, it is best to plan what type of character is going to be created. Starting characters are relatively weak, and cannot be expected to be expert at everything. Because of this, it is best to think about which skills and attributes in which the character will specialize. Will the character be a mage, a mentalist, a spell singer, a rogue, a warrior or some combination of these? If the character is going to be a warrior, will it be a knight, a barbarian, a woodsman, an archer or something else? There are many variables to be considered while creating a character, and it is a good idea to have a concept of the end result in mind, when starting the creation process. Typically, the character will be different from the initial plan, but at the least this starting point will speed the creation steps.

Character Creation Steps:

During character creation, each player starts with a skill level of 3 in their native language, a skill level of 1 in a chosen locality, and 250 character points with which to buy attributes, skills and money. This is done by following these steps:

- 1.) Choosing a race - Each character will be of a certain race. Normally, the character can be a human, an elf, a dwarf, an ogre, or a halfling. These races may be limited or expanded by the game master, depending on the campaign. Choosing a race costs no character points.

ATTRIBUTES BY RACE

	<u>STR</u>	<u>KNW</u>	<u>END</u>	<u>WIL</u>	<u>AGL</u>	<u>PSY</u>
DWARF	S	S	Y	Y	B	B
ELF	A	Z	A	A	Z	Z
HALFLING	C	S	A	Z	X	S
HUMAN	S	S	S	S	S	S
OGRE	X	B	X	A	S	C

Attributes by Race

- 2.) Buying attributes - Each character has six attributes: Strength, Knowledge, Endurance, Willpower, Agility and

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Psyche (SKEWAP). These define the character and serve as the bases for everything the character will try to accomplish. Each race has different costs for attributes. For example, ogres are larger and stronger than halflings, and would therefore spend fewer points for a higher Strength attribute. To buy an attribute, go to the Attributes by Race table and cross-reference the character's race with the attribute being bought. This will give a letter, which represents the column to use on the Attribute Starting Cost table. [Note - "S"=Standard]

Go to the Attribute Starting Costs table and cross-reference this letter with the desired score in this attribute. This will show the number of character points it will cost for this score. Repeat this process for each attribute. Because every character must have at least a 1 in every attribute, no race pays more than one character point to achieve this minimal level.

ATTRIBUTE STARTING COSTS											
Score	E	D	C	B	A	S	Z	Y	X	W	V
1	1	1	1	1	1	1	***	***	***	***	***
2	64	32	16	8	4	2	1	***	***	***	***
3	128	64	32	16	8	4	2	1	***	***	***
4	256	128	64	32	16	8	4	2	1	***	***
5	512	256	128	64	32	16	8	4	2	1	***
6	---	512	256	128	64	32	16	8	4	2	1
7	---	---	512	256	128	64	32	16	8	4	2
8	---	---	---	512	256	128	64	32	16	8	4
9	---	---	---	---	512	256	128	64	32	16	8
10	---	---	---	---	---	512	256	128	64	32	16
11	---	---	---	---	---	---	512	256	128	64	32
12	---	---	---	---	---	---	---	512	256	128	64
13	---	---	---	---	---	---	---	---	512	256	128
14	---	---	---	---	---	---	---	---	---	512	256
15	---	---	---	---	---	---	---	---	---	---	512

--- - this score is above the racial maximum for this attribute.
 *** - this score is below the racial minimum for this attribute.

Attribute Starting Costs

Example: Enkle is a halfling ready to buy his attributes. He goes to the Attributes by Race table and cross-references the "Halfling" column with the "Strength" row. This gives him the letter "C". He then goes to the Attribute Starting Costs table and finds column "C". Enkle has decided on a Strength of 3, so he cross-references the "C" column with row 3 in the attribute column and sees 32. It will cost Enkle 32 character points to have a Strength of 3. This will leave him with 218 (250-32) character points left.

Next, Enkle is going to buy his Knowledge attribute. Cross-referencing "Halfling" with "Knowledge", he finds an "S" (Standard). Enkle wants a Knowledge of 4, so he cross-references S with 4. The number is 8, so now Enkle has 210 (218-8) character points left.

Enkle continues this process until he has all his attributes:

Attrib	STR	KNW	END	WIL	AGL	PSY
Column	C	S	A	Z	X	S
Score	3	4	4	5	10	5
Points	32	8	16	8	64	16

This uses up 144 of Enkle's starting character points, leaving him with 106 left for the purchase of skill levels and money.

3.) After buying attribute scores, the character must buy skills. Regular skill levels and group skill levels can be bought. To buy a skill, first go to the list the skill is on, either regular or group, and find the "Points" number. Then go to the Skill Generation Costs table and find the column that matches the "Points" number. Cross-reference this column with the row indicating the desired level. The number at the cross point is the number of character points necessary to receive that skill at that level. (Note - Skill levels are more difficult to earn at higher levels. See Points.)

SKILL GENERATION COSTS																
Lv	<u>Skill Points</u>															
	1	2	3	4	5	6	7	8	9	10	15	18	20	25	30	
1	1	2	3	4	5	6	7	8	9	10	15	18	20	25	30	
2	2	4	6	8	10	12	14	16	18	20	30	36	40	50	60	
3	4	8	12	16	20	24	28	32	36	40	60	72	80	100	120	
4	8	16	24	32	40	48	56	64	72	80	120	144	160			
5	16	32	48	64	80	96	112	128	144	160						
6	32	64	96	128	160											
7	64	128														
8	128															

Skill Level Generation

Example: Enkle has 106 character points left to spend on skill levels. The first skill he wants is the group skill Rogue, which is a 10 point skill. Enkle wants a skill level of 3 in Rogue, so he cross-references "10 points" with "3 levels" and receives a 40. It will cost Enkle 40 character points to have a skill level of 3 in Rogue.

Next, Enkle wants a skill level of 2 in dagger. Dagger is a specific, melee weapon skill with a point value of 4. Cross-referencing "4 points"

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with “2 levels” yields 8. It will cost Enkle 8 character points to get a skill level 2 with dagger.

Enkle continues, and finishes with the following:

Skill	Rogue	Dagger	Tinker	Streetwise
Pts. Per	10	4	4	3
Level	3	2	3	2
Char Pts.	40	8	16	6
Skill	Bribe	Gaming	CarouseHand	X-bow
Pts. Per	4	6	3	4
Level	2	1	3	2
Char Pts.	8	6	12	8

Enkle used a total of 104 character points for his skills. He now only has 2 (106-104) character points remaining.

4.) The last step in using character points is buying money. Go to the Starting Money table. This table shows the character point cost for the total number of silver coins

STARTING MONEY	
<u>Points</u>	<u>SCs</u>
1	50
2	100
4	150
8	200
16	250
32	300
64	350
128	400

Starting Money

with which the character will start. This is the only time that character points may be converted into money. No character points earned while adventuring can be used in this way.

Example: Enkle likes the way his character looks and decides that two character points for money will be enough. He goes to the Starting Money table and finds that his two points will get him 100sp. Enkle has now used all his character points.

Do not expect to arrive at the perfect character the first time through the process. It will probably take several adjustments to arrive at the desired character. Any character points not used can be saved for later use.

Just because there are no more character points left, does not mean that character creation is finished. The

character will need to use his or her money to buy armor, weapons, equipment, etc. to use while adventuring. This is detailed in the **Equipment** section. Like character points, the character can save some money for later use.

After the character has all the scores, skills and equipment defined, it still needs to come to life. Is the character male or female? How tall is the character? How much does he weigh? What color is her hair? Where did he grow up? Does she have any family? These questions and many more should be answered before the character can be played, because they are necessary to role-play the character properly. With a little imagination, a short history should take no time at all.

Characters often start out simply as numbers on a page. It is up to the players to breathe life into them. Often this will happen as the adventurers go along, but character history is as important a part of the character as the attributes.



Adventurers vs. Combatants

Not everyone is cut out for adventuring. It takes a special breed of person to go to strange, mysterious places and conquer every person, place and thing in their path. Even a well-trained soldier, accustomed to the chaos of war, would be quite unnerved by being in a haunted castle full of undead. Adventurers have a special “edge” that allows them to perform at their best in the worst of situations. Others, not as at ease with adventuring, will suffer for their lack of that “edge”. Any non-adventurer will be -20 on initiative, defense and sensing rolls. This is to simulate

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jumpiness, distractions and not always looking over one's shoulder. Enchanters and alchemists, by the nature of their professions, are normally not adventurers.

Just because the person is not an adventurer, does not mean they cannot fight. A well-trained soldier may be fine in any encounter whether it is a bar room brawl, street fight or major siege, and not be affected by the -20. The soldier is a combatant, someone trained in or experienced with fighting. Therefore, the city guard, soldiers, bouncers, combat mages, etc. are all combatants, but not necessarily adventurers.

The third group of people is the non-combatants. Non-combatants have no fighting experience or fighting skill. These people will always suffer the -20 initiative, defense and sensing in a combat setting. The penalty is not cumulative; a non-combatant on an adventure is -20, not -40.

Losing It:

Adventurers can also lose their edge. This normally comes from resting too long on their laurels. Any adventurers that, for one reason or another, do not adventure, or at least train for adventuring, for over three months will be considered a combatant on their next adventure. It is the game master's decision whether a character has been moved from adventurer to combatant and when the character has endured enough to regain the adventurer's edge.

Vacations can have more effect on adventurers than just losing their adventurer's edge. Prolonged inactivity can cause a character's attributes to decrease. These attributes will remain at the lower level until the character actively trains to recover the attribute. Regaining an attribute level requires the same amount of training that it would take to achieve this level through character improvement. (See Training and Improvement.) Despite the necessary training, no character points are needed to regain the attributes. If training is interrupted, the character may continue later without penalty, assuming that the character was not doing the same things that caused the reduction.

Like the loss of adventurer status, the reduction of attributes should be completely in the hands of the game master. Only the GM can decide if a vacation was filled with lounging or active sports.

Example: *Boto Cudash is a soldier who has spent the last year on the shores of a tropical island. He has engaged in no exercise during this time. When he arrived, Boto had a Strength of 6. His inactivity has reduced his Strength to a 4. After Boto intensely trains for 8 days (see the Attribute Improvement Chart), he will regain a*

point of Strength and have a 5. After 16 more days of this training, Boto regains his other point and is now back to a Strength of 6.

Sindah was a very successful pickpocket until she was arrested. She spent an entire month with her hands manacled behind her back and has lost "the touch". Before her jail term, Sindah had an Agility of 7, but her month of restriction has reduced that to a 6. As soon as she was released, she starts training to regain her abilities. It will take her 32 days (the number of training days between 6 and 7) to regain her 7 Agility.

Strength can be reduced by inactivity. Knowledge could be reduced by a coma or extended unconsciousness.

Endurance can be reduced through disease or inactivity. Willpower might be reduced by brain washing. Agility may be reduced by inactivity or restricted movement. Psyche could be reduced by a removal from society. These are meant to be examples and not the only possibilities.

Only in the extreme cases (such as memory loss or amnesia) will a character lose skills. Characters cannot lose skills due to inactivity. Locality skills are the only exception to this rule. Locality skills can expire. If a character is away from the locality for an extended period, the locality levels will decrease. This is due to the changing nature of all places and things, and will happen at the rate of one level lost per year away from the area. Locality levels will never fall below level one. Regaining these levels requires training and payment of character points.

Maintaining It

To maintain high level attributes takes hard work and training. Simply achieving the attribute is not enough, one must maintain it. A quick rule of thumb for the maintenance of attributes is: Characters Points needed to achieve the attribute = Number of training minutes a day. Under this quickie rule, a human with a Strength of 7 would need to work out for about an hour a day or 64 minutes. Engaging in any strenuous labor might be enough as the character is utilizing their Strength. The same is true for mental attributes, as a human with a Knowledge of 7 would need to exercise their brain for at least an hour a day.

Under this rule, characters with maximum racial score will need to spend 512 minutes, or the majority of their waking day, engaged in some sort of training activity. This seems quite realistic when one looks at the training schedule of world-class athletes. Several attributes can be exercised at the same time, but the time must be taken.

Exercise can come in many forms. Any activity or task that uses the attribute for a base can be considered

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exercise and training. Running for example would exercise both Agility and Endurance. Research in a library may be enough to keep a mage or scholar from losing their mental edge. Obviously sparring or other weapon practice will serve to exercise Strength, and probably Endurance and Agility as well.

Those who fail to train and maintain their exceptional attributes will quickly begin to show the lack of exercise when their attributes begin to decline. This method can also be used to show how much training time would be necessary each day to achieve the higher attribute. A human training to build an 8 Strength would need to spend at least two hours a day in the weight room, and probably stay active the rest of the day.

Training and Character Improvement

When characters come back from missions, they will have character points to spend on training (See **Experience**). To train, the character must first have enough character points to raise one of their attributes or one of their skill levels. Comparing the correct race column and the row of the **desired** attribute on the Attribute Improvement Costs table or a quick cross reference of the points number of the skill and the level **desired** ("level") on the Skill Advancement Costs table will indicate the character points needed to advance. (Note - Be careful not to confuse the generation and improvement charts.) If the character does indeed have enough points, then follow these steps:

ATTRIBUTE IMPROVEMENT COSTS											
	E	D	C	B	A	S	Z	Y	X	W	V
Score											
2	63	31	15	7	3	1	***	***	***	***	***
3	64	32	16	8	4	2	1	***	***	***	***
4	128	64	32	16	8	4	2	1	***	***	***
5	256	128	64	32	16	8	4	2	1	***	***
6	512	256	128	64	32	16	8	4	2	1	***
7	---	512	256	128	64	32	16	8	4	2	1
8	---	---	512	256	128	64	32	16	8	4	2
9	---	---	---	512	256	128	64	32	16	8	4
10	---	---	---	---	512	256	128	64	32	16	8
11	---	---	---	---	---	512	256	128	64	32	16
12	---	---	---	---	---	---	512	256	128	64	32
13	---	---	---	---	---	---	---	512	256	128	64
14	---	---	---	---	---	---	---	---	512	256	128
15	---	---	---	---	---	---	---	---	---	512	256

--- - this score is above the racial maximum for this attribute.
 *** - this score is below the racial minimum for this attribute.

Attribute Improvement Costs

Attributes: Attributes can be raised without outside help. The character need only spend the character points indicated and train for a like number of days to receive the higher score. Characters can only raise each attribute one point at a time. More character points must be earned before the character again raises that attribute.

SKILL IMPROVEMENT COSTS															
	<u>Skill Points</u>														
Lv	1	2	3	4	5	6	7	8	9	10	15	18	20	25	30
1	1	2	3	4	5	6	7	8	9	10	15	18	20	25	30
2	1	2	3	4	5	6	7	8	9	10	15	18	20	25	30
3	2	4	6	8	10	12	14	16	18	20	30	36	40	50	60
4	4	8	12	16	20	24	28	32	36	40	60	72	80	100	120
5	8	16	24	32	40	48	56	64	72	80	120	144	160	200	240
6	16	32	48	64	80	96	112	128	144	160	240	288	320	400	480
7	32	64	96	128	160	192	224	256	288	320	480				
8	64	128	192	256	320	384	448								
9	128	256	384												

Skill Level Generation

Skill Levels: New skill levels will require training of a number of days equal to the character points required. In its most basic form, training requires an equal amount of days and character points to advance to the next level. When training in skill levels it is best to have a teacher. This may be visiting the teacher three times a week, while practicing at home; constant study; or actually living with the teacher. However the training occurs, it must involve performing the skill being learned. This might be sparring, hunting, doing acrobatic tricks, or hanging out on the seedy side of town. Any time a character stops training for more than a week, the character must repeat half of the time spent before the break. If the training is interrupted for more than a month, the character must start the training over again from the beginning.

To raise a skill level, the character must first seek out a teacher with the desired skill level and convince the teacher to help. This usually takes money. Private instructors will charge a high price for their services. Most cities will have guilds that will be happy to teach their members skill levels for discounted prices, but members are expected to give a good portion of their incomes (10-25%) to the guild. This does not mean that poor characters can never be trained. Most teachers will be happy to barter their assistance for some service from the character. Some of the more common examples are apprentices and squires or performing a mission for the teacher. These situations are always at the discretion of the game master.

Characters can teach the other members of their party, but this requires a successful Teaching skill roll

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(typically assisted). Failure indicates that the character was not able to explain well enough, but the training time is still lost. It is suggested that hired teachers receive automatic successes on these rolls, but it would be possible to pay for instruction, and not understand anything that was taught.

Teachers cannot teach to a skill level beyond their own skill. For this reason, a character may wish to train on his or her own. Self training for skill levels will double the number of days needed to gain the next level. The first three levels of any skill require a teacher, after that a character may self train.

Like attributes, characters can only raise skills one level at a time. This includes group skills. A character may not raise a group skill and the regular skill contained within at the same time. More character points must be earned before the character raises the skill again. This is because the character must practice what he or she has learned before being able to learn more.

Training in the mystic arts and sciences is much more difficult than training in other skills. To be able to use magical (mage, spell singer, alchemist or enchantment) or mental power, the student must first learn to see the world in a completely new way. Because of this, it would take at least a year of training to receive the first power level. This training is extensive and intensive and will cause an adventurer to lose his or her adventurer status. (See **Adventurers vs. Combatants**.) Many teachers will not accept adults as students, thinking it too difficult to break through the person's preconceived understanding of the world.

The price of mystic training is more extreme than the time involved. Often a teacher will accept a student as an apprentice. Apprentices are typically indentured servants for two to five years in payment for the training. If paid in a flat fee, the price could run into the tens of thousands.

Example: *Corpem the Wanderer has just survived an attack on an orc outpost and received 25 character points for doing so. He has decided that he would like to raise his Strength from a four to a five, his Tinker skill from a three to a four and learn a new Locality skill.*

First, Corpem raises his Strength. Since he is human, he uses the standard column. Cross-referencing standard with 5 (the desired Strength) on the Attribute Improvement Costs chart displays 8. Therefore, it will require 8 character points to raise Corpem's Strength. It will also require Corpem eight days of self training.

Next, Corpem is raising his Tinker skill. A look at the Skill Improvement Costs chart shows

that raising four-point skill to a level four requires 16 points. Corpem finds a teacher willing to instruct him without too much trouble. It will take Corpem 16 days and most likely cost him some silver coins for instruction to increase his Tinker skill from a 3 to a 4. Corpem could have taught himself, but that would have taken 32 days.

Lastly, Corpem would like to acquire a new Locality skill in the city he has just come to. Corpem's fellow adventurer Migelle has agreed to show him around the town. Since Locality skill is a one point skill, the Skill Improvement Costs chart shows that it will only cost one point to learn a skill level of one. After a day of Migelle showing Corpem the sights, Migelle rolls her teaching roll. Assuming she is successful, Corpem will have a locality skill of one for this city. If Migelle fails her roll, both Migelle and Corpem will have wasted a day.

A special note on characters. A player's character is his or her only link with what is going on in the game world.

It is important to remember that there may be things that the player knows, but the character does not. This is often the most difficult part of role-playing, playing dumb. The game master must also try not to add knowledge to the characters that he or she is controlling. If the player characters set up an ambush, the GM must remember that the non-player characters do not know this. Player and character must be kept separate.



COMBAT

Quite possibly the most often used piece of any role-playing game, combat is when the majority of character abilities are used. Melee, artillery, range, spells, mentalism, stealth, armor and enchanted items all play a part in combat, but are still only a piece of all that can truly happen. This can make combat relatively complex and confusing. Despite this, almost every adventure will contain combat of some type, and with a little experience, combat will flow very quickly.

Due to the complexity of combat, it is broken down into turns. Each turn is ten seconds. Therefore, there are six turns in a minute. A character may attempt to accomplish any action during a turn. Typical actions include attacking with a weapon, casting a spell, using a proficiency, picking a lock, jumping a pit, movement, or any attempt that would take ten seconds or less. Each turn is broken down further into initiative counts. Initiative counts do not represent a specific period of time. They are only used to keep everything within the turn in order.

Initiative

Combat is handled in a specific order called initiative. Initiative dictates who is allowed to act and when. At the beginning of every turn, all characters (both player and non-player) roll an initiative. Initiative is a competitive task, and each character's initiative is calculated in the following manner:

- 1.) Roll the dice for a score of 1-100,
- 2.) Add 10x the character's Agility (after armor modifiers),
- 3.) Subtract all initiative modifiers:
 - a.) weapon modifier
 - b.) fatigue modifier
 - c.) see Miscellaneous Modifiers for other possibilities.

Initiative = [% roll + (10xA) - weapon - fatigue]

Example: *Armedor the Fierce has an Agility of 5, wears no armor, and wields a long sword. At the beginning of the turn, Armedor rolls the dice and gets a 64. He first adds 50 (10xAgility) to the 64 to receive a sum of 114. He then subtracts 18 (the initiative modifier for a long sword) to get a final total of 96.*

Next turn, Armedor rolls an 87. He now modifies this roll by adding 50 and subtracting 18. This turn, Armedor has an initiative total of 119.

Later in the fight, Armedor is fatigued below 50%. At the beginning of the turn, he rolls a 24. This time in addition to modifying the roll with the 50 for Agility and the 18 for weapon, he must also subtract 20 for fatigue level. Armedor's initiative will be 36 (24+50-18-20=36).

Once all the players have calculated initiatives for their characters, and the game master has calculated the initiatives for the non-player characters, the turn starts. The game master will start at the highest initiative and start to count down. When a character's (player or GM) initiative is called off, that character may act. Actions can consist of attacking, moving, spell casting, trying a skill, or any number of other activities achievable within ten seconds. When the GM reaches 0, the turn is over.

Characters can hold their actions. When the character's initiative comes up, the character declares that he or she is holding, then the character waits until the time comes at which he or she wants to act. If the character holds an action past zero, the character has held until the next turn. Anytime a character holds until the next turn, no die roll is needed; the character automatically receives a die roll of 100, which is then modified by Agility, etc. A character cannot hold more than one action at a time, and except for unusual circumstances (such as dual weapon fighting), the character is allowed only one action during a turn. If during the turn a character uses any skill levels, even in defense, the character is no longer considered to be holding an action.

Due to negative initiative modifiers, it is possible for a character to have a negative initiative. If this happens, the character is not allowed to act during the current turn. Characters unable to act during a turn cannot use levels for any reason, including defense. Instead, the character computes his or her initiative for the next round as if they had held their action past 0. The character does not roll, but receives an automatic 100. This "die roll" is adjusted normally, except that the negative initiative from the current turn is also added.

Example: *Freman has an Agility of 1 after armor adjustments. He has been fatigued to less than 25% of his fatigue maximum (-30), and he is using a long bow (-12). For this turn he rolls an 06. Therefore his initiative for the round is -26.*

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[-26 = 06 + (10 x 1) - 12 - 30] Freman will be unable to act this turn. Next turn, Freman will have a 42 initiative. [42 = 100 + (10 x 1) - 12 - 30 - 26]

Note - It is suggested that the initiative modifier for each character [(10xA)-weapon] be computed before playing to speed the game.

Movement

Movement during combat takes place according to initiative. Every time characters wish to move, they must wait until their initiative is called. At this time, the character begins to move. The character can free walk, walk, run or sprint. While moving, if the character wishes to increase speed, the character can switch simply by applying the new modifiers. The remaining initiative counts of movement are then at the new rate of speed. The same can be done if the character wishes to slow down, but the higher movement modifier will still be in effect. A character can stop moving all together at any time during his or her movement.

MOVEMENT RATES		
Type	Fatigue	Speed
Free Walk	0	Agility x 1'
Walk	0	(Agility + Endurance) x 5'
Run	2	(Agility + Endurance + Run Level) x 10'
Sprint	4	(Agility + Endurance + Run Level) x 15'
Modifiers: Agility = Agility after armor reduction and armor levels Fatigue reduces speed by twice the initiative modifier Modified by racial movement modifiers.		

Movement Rates

Free Walk:

All characters are able to move a number of feet equal to their Agility without modifier. This is called free movement, and does not count for a full walk modifier. Any additional movement will cause a walk modifier. This is the only type of movement allowed when casting spells or performing mental proficiencies.

Walking:

Walking is the slowest full movement type, but typically allows other actions. Walking speed is calculated by adding the character's Agility and Endurance and then multiplying by five feet. Any character that has been fatigued to 75% of maximum or less will receive a movement modifier equal to twice the initiative modifier. This modifier will reduce the character's speed by 20', 40' or 60'. (See Fatigue) This modifier does not affect free movement, but does affect walking, running and sprinting. Any character may always move at least their full free walk.



Walking never causes a loss of fatigue. However, neither is it considered to be resting. If a character exceeds his or her walking speed, the character is considered to be running, not walking.

Characters can normally walk and attempt most actions, except for spell casting and mental proficiencies. When moving, it will take the character 100 initiative counts to arrive at his or her destination. In other words, characters move 1/100th of their movement rate every initiative count. If the character has a low initiative, this may cause a character to arrive at the chosen destination during the next turn, or force the character to run or sprint to arrive during the current turn.

Any time a character walks in the same turn as attempting an action, the character receives a -10% modifier to the chance of success. This is due to the bouncing and movement that are caused by walking. If a character is walking during the turn, there is no modifier to their parry or dodge. This is due to the movement affecting both the attacker and defender.

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Running:

Running is quicker than walking, but has definite disadvantages. Running characters are unable to accomplish most tasks. The only attack allowed when running is charging (See Charging). Running characters can dodge, but not parry. There is no modifier to dodging while running.

Running can also cause fatigue damage. Every character has a number of running rounds. Running rounds are computed by adding the character's Running skill levels to the character's Endurance. Anytime a character runs for longer than his or her running rounds, the character loses two Fatigue points per round. One running round will be regained for every round of rest (no movement or action) taken by the character.

Running speed is calculated by adding the character's Agility, Endurance and Running skill levels and multiplying the sum by ten feet. Anytime a character exceeds this speed, the character is considered to be sprinting. This speed is affected by the fatigue modifier explained under walking.

Sprinting:

Sprinting is the fastest movement possible for a character. Sprinting is affected by the same restriction of actions that running is. Sprinting characters are allowed to dodge but not parry. Sprinting characters can only attack by charging.

Sprinting is much more tiring than running. A character uses up three running rounds for every round of sprinting and loses four points of Fatigue for every round of sprinting after that. If the character has less than three running rounds left and attempts to sprint, the character will lose both the running rounds and the four Fatigue points.

Sprinting speed is computed by adding the character's Agility, Endurance and Running skill levels and then multiplying the sum by fifteen feet. Sprinting speed is affected by the fatigue modifiers described under walking. This is the maximum movement allowed for the character, and the character cannot move farther under his or her own power.

Note - All speed calculations include the character's Agility. This Agility is the character's Agility after being adjusted for armor attribute reduction and Armor levels.

Jumping:

Characters can standing broad jump a number of feet equal to their Strength. Characters can make running jumps equal to their Strength, Endurance and Agility added together. High jumps are equal to the character's Strength halved, while vertical jumps are equal to Strength added to

Agility then multiplied by three inches. In each calculation, any Jumping levels are added to each attribute before the calculation, so a single Jumping skill level will add three feet to a running jump.

$$\begin{aligned}\text{Broad Jump} &= S' \\ \text{Running Jump} &= (S + E + A)' \\ \text{High Jump} &= (S \times \frac{1}{2})' \\ \text{Vertical Jump} &= (S + A) \times 3''\end{aligned}$$

If the character is wearing armor, the AR applies to each attribute. (This means that the AR affects S,E and A in a running jump.) Armor skill does not reduce the AR when jumping. Carrying heavy loads may also affect the distance a character can jump.

Pressing Forward:

Pressing forward into combat, and thereby moving the defender back, is based on free walking (See previous). If an attacker attempts to move forward and the defender chooses to give the ground, the combatants move without effect. If, however, the defender decides to hold the ground, the attacker will have to accomplish an opposed task to move forward. The task uses Strength (x10%) as a base, and weapon skills may be used to increase the chance of success. The defender resists with Strength (x5%) and may also use any weapon skill levels to resist. (Remember that skill levels may only be used once per round.) If the attempt is successful, the attacker moves forward his or her free walk. If the defender is forced to move farther than his or her Agility, the character is affected by a walk modifier. If the defender is forced to move more than his or her present walk speed, the character is forced to run and dodge. The attacker cannot press forward more than this free movement. Pressing forward always ends at the end of the round, whether the attacker has moved the full desired distance or not. Pressing forward is not an action. A character may press forward and attack during the same turn without penalty.

Charging:

Any time a run or sprint is used in the same turn as an attack, the attack is considered to be a charge. When charging an opponent, the attacker gets no defense against the target of the charge, but may dodge any attacks from others. The attack is then resolved normally. There is no modifier to the attack's chance of success if the character is running, but a -15% modifier is applied if the character is sprinting. In addition, the attacker raises his or her damage multiplier by one step. (i.e. $\frac{1}{3}$ increases to $\frac{1}{2}$, $\frac{1}{2}$ to 1, 1 to $1\frac{1}{2}$, etc.) See the **Die Multipliers** chart for specifics on step increases.

COMBAT

If the target of a charge is ready with a weapon and an action, they may return the attack. The person with the longer weapon is allowed to attack first. If the target of the charge is using a piercing weapon, he or she also receives the increased step in damage. The attacker/charger may use any weapon. The target is allowed to parry or dodge.

Example: *Minos is going to charge Fresnic with a spear. Minos is the attacker, and Fresnic is the target. Minos sprints past his run rounds and therefore loses 4 Fatigue points. Fresnic is ready with a dirk, and is going to return the attack. Minos' spear is longer than Fresnic's dirk, so Minos attacks first. Minos hits (despite the -15% sprinting modifier) and does increased damage. Fresnic has very good chances of hitting Minos, because Minos is not able to defend. Fresnic will also do increased damage if he hits, because he is using a piercing weapon.*

Breaking off from Melee:

[Note - In an effort to make the following section easier to understand, the retreating character (the one attempting to break off from melee) will be referred to as {A}. The opposing, non-retreating character will be referred to as {B}.]

If a combatant {A} wishes to withdraw from combat, the opposing combatant {B} must choose to allow the retreat or press the attack. If the non-withdrawing combatant {B} chooses to allow the retreat, melee is ended without incident. If the non-withdrawing combatant {B} chooses to press the attack, the retreating combatant {A} must accomplish an Agility task ($A \times 10\%$) to break off melee. The retreating character {A} may use any Acrobatics skill levels he or she has to increase the chance of success (+5% each), but receives no non-skilled modifier if he or she does not have Acrobatics skill. The non-retreating combatant {B} may resist this task with melee weapon skill levels only (-5% each).

If the Agility roll is successful, the withdrawing character {A} may walk or run and/or dodge, while the stationary character {B} may not attack the retreating character {A}. If the Agility test fails, the withdrawing character {A} may only use base parry ($A \times 5\%$) for defense (no weapon or shield levels). After a failed attempt, a character {A} may still move away from melee, but this will expose the character {A} to a free (additional and non-initiative controlled), unopposed (no defense) attack from the non-retreating combatant {B}. This attack will be in addition to any other action the non-retreating combatant {B} attempts this turn. This free action can only be an attack; this is a limited action and not a free action of any

kind. The non-retreating character {B} does not have to perform the free attack; it is the character's {B} choice.

If a character retreats from melee, he or she is still at risk from thrown or range weapons. If the non-retreating combatant {B} is able to pursue and overtake the retreating combatant {A}, melee combat may be rejoined during the next turn or later.

Example: *Pelac and Wesque have been in melee for several rounds, and Pelac {A} wishes to break off from the melee. Pelac has an Agility of 6 and three skill levels in Acrobatics. Wesque {B} has a total of four levels with his mace. Pelac wins initiative and tries to withdraw. Wesque has decided not to allow the retreat and will press the attack. Pelac has a 75% chance of success (Agility of 6 = base of 60% + 3 skill levels at 5% each for 15%). Wesque will resist the retreat with 2 of his four levels, saving the other two for his attack. This leaves Pelac with a 65% chance of success (75%-10% for the resisting skill levels). Pelac rolls an 84 and fails in the Agility task. If Pelac runs anyway, Wesque will be allowed a free attack. This attack will not be Wesque's action, nor must he wait for his initiative. For these reasons, Pelac decides not to run. Wesque attacks at his initiative, and can only use two of his four weapon levels (the other two being used to resist the retreat).*

During the next turn, Wesque {B} wins initiative and uses all four of his skill levels in his attack. Pelac {A} again wishes to retreat. This turn he will have a 75% chance of breaking off melee because Wesque can no longer resist. Pelac rolls a 34 and is able to walk or run away from the melee.

During the next round Wesque could pursue, change to a range weapon, walk away or any other legal action he wished. Pelac would have to get farther away to be completely safe.

If the non-withdrawing character {B} is also engaged with a second foe {C}, the retreating character {A} automatically succeeds in the Agility task.

Attacking

Attacking is simply accomplishing an opposed task. Attacking can consist of the use of melee, range or artillery weapons. When using melee weapons, the base attribute is Strength. The range base is Agility, and the artillery base is

COMBAT

Knowledge. All of the ordinary modifiers apply such as skill levels, group skill levels, non-skilled attempts, etc. During a normal attack, the chance of success will be:

$$\text{(Base x 10\%)} + \text{(weapon levels used x 5\%)} + \text{misc. mod.}$$

The main resistance will be the defender's modifiers. These could include parry or dodge, and are covered in the following section. Therefore, the extended formula for chance of success is:

$$\text{(Base x 10\%)} + \text{(weapon levels used x 5\%)} - \text{(Parry or Dodge)}$$

Melee Combat:

Melee combat is any combat that takes place using hand to hand weapons, such as swords, spears and clubs. Even if these weapons are thrown, it is still considered to be melee combat. The base chance of success is the attacker's Strength. This base can then be increased by the attacker's skill levels in the weapon being used, including the appropriate group skill and the Melee genre skill.

If the defender is aware of the attacker, he or she may attempt to parry or dodge the weapon. Parrying consists of avoiding attacks while still managing to counter-attack. Parrying subtracts the defender's agility x5% from the attacker's chance of success. The defender may also use skill levels in the weapon he or she is presently holding to decrease the chance of success (resist). Each level used to parry will decrease the attacker's chance of success another 5%. Parrying is also increased by the defender's parrying weapon, but only during melee combat. Each weapon has a parry modifier which is further subtracted from the chance of success, but this modifier does not affect projectile combat. (See **Equipment**.)

$$\text{Parry} = \text{(Agility x 5\%)} + \text{weapon modifier} + \text{(weapon levels used x5\%)} + \text{shield mods.}$$

Since levels can only be used once in a round, characters must split their levels between offense and defense. Not only must the levels be split for offense and for defense, but the defensive levels must be split between all attackers. Any skill level used for parrying may only be used for parrying one attack. It is not required that characters use levels to parry. Characters may opt to use all their levels for attacking.

Dodging is similar to parrying, but is considered an action. If a character decides to dodge an attack during the turn, the character has used his or her action for that turn and may not return to the attack. Dodging decreases the

chance of success by the defender's Agility x10%. No weapon levels may be used to decrease the chance of success when dodging, although if the defender has a weapon in hand, the chance of success will be decreased by the weapon's dodge modifier. (See **Equipment**.)

$$\text{Dodge} = \text{(agility x10\%)} + \text{weapon modifier} + \text{shield mods.}$$

Shields can be used while parrying or dodging. Not only do shields have base parry and dodge modifiers like weapons, but they can also decrease the attacker's chance of success even more. For each skill level in shield (group or specific) that the defender uses, the chance of success is decreased by 5%. Like weapon levels, each shield level may only be used once in a round. This means that the defender must split his or her shield levels if being attacked more than once in a turn. Shield base parry and dodge modifiers may only be used against a limited number of targets. This also limits the effect of shield levels. If a shield user does not have the minimum number of levels required to use the shield, only the base modifiers apply, and no shield levels may be used. (Both group and the appropriate specific levels can be added together to reach this threshold.) This is true even if the character has no skill with a shield. If shield levels are used for shield bashing, they cannot be used for defense.

If the character does not have the Strength Needed amount, they will be unable to raise the shield appropriately for defense. In this case, they will not receive the base parry or dodge modifiers. Depending on the size of the character, they might be able to take partial cover behind the shield, but this will only work if their attacker is at a distance. See the **Equipment** section for more details.

Assuming that all attackers and defenders are the same size, the following rules apply to the number of combatants in melee combat:

- × No more than two attackers may attack a single defender from the front.
- × No more than three attackers may attack a single defender (two in front and one from the rear).
- × No defender may block more than one opponent unless the terrain is suitably narrow.

Oversized weapons (such as a claymore or a maul) or differing sized attackers and defenders will change these rules according to the circumstances. It may be possible for tall characters to attack over the heads of shorter allies. For this to work, the short ally must be half the height of the tall attacker, the defender must be taller than the short ally, and the tall attacker's weapon must be suitably long.

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Projectiles:

Projectile combat is used whenever a melee weapon is thrown or range or artillery combat takes place. The main difference between these three types of attacks are the bases used. Thrown melee weapons use Strength as a base. Range weapons use Agility for a base. Artillery weapons use Knowledge for a base.

When a defender is attacked by a projectile, parrying or dodging may still be used. Shields are effective against projectiles, but neither weapon bases nor levels may be used. Fending is likewise useless.

Any melee weapon can be thrown, but most of them were not intended for that purpose. This is seen in the relatively high throwing modifiers and the low ranges. Range weapons and artillery weapons were intended for projectile combat and therefore have much longer ranges and better throwing modifiers.

When a weapon is thrown, the throwing modifier is added to the chance of success. If the throwing modifier is negative, adding it to the chance of success will reduce the percentage, and if the modifier is positive, adding it will increase the chance of success.

The distance between the attacker and the target is determined and compared to the ranges for that weapon. If the range is point blank, there is no modifier. If the range is short, the chance of success is reduced by 25%. The range modifiers are -25% for short, -50% for medium, -75% for long and -100% for extended range. If the distance is more than the weapon's highest extreme range, the weapon cannot effectively cause damage. If the distance is less than the weapon's shortest point blank range, the weapon cannot be aimed at the target. All ranges are measured in feet.

If one character tries to fire into melee combat, there is a chance of hitting a friendly fighter. The following chart shows the modifiers to any projectile attack (thrown melee, range or artillery) against a target involved with melee combat. (The intended target of the projectile attack is deemed the "defender".) Any combinations not appearing would be considered to use the most appropriate rear modifiers.

The "-% modifier" is the modifier (subtraction) to the chance of success. If the attempt fails, the "wrong target" percentage is the chance that the wrong target will be shot. If this occurs, the most likely target (game master's decision) will take damage.

Artillery combat is not an assisted task despite the number of people (hands) involved. The Knowledge and skill levels of the person actually aiming the weapon are used to determine the CoS. The other people (hands) are needed to load and physically aim the weapon. Note -

Facing Target's	# of Attackers	# of Defenders	- % Modifier	Wrong Target
Front	1	1	-75%	75%
Front	2	1	-90%	45/45
Front	1	2	-45%	45%
Side	1	1	-30%	30%
Side	2	1	-75%	70/5
Side	1	2	-10%	10%
Rear	1	1, 2 or 3	-0%	10%
Rear	2	1	-30%	30%
Rear	3	1	-75%	75%

Firing Into Melee

Mounted crossbows (on mono-, bi-, or tripods) are considered to be artillery weapons. Knowledge would be used as the base and Artillery, Crossbows and the specific weapon skill could all affect the CoS.

Brawling:

Brawling is a slightly different type of combat. It involves the use of impromptu weapons. The main weapon of the brawler is a hand or fist, which does $\frac{1}{3}B$ damage. When an attacker succeeds in using his or her hand/fist to attack an armored opponent, the attacker will take damage equal to the struck defender's AR. The attacker always takes full AR damage, even if the attacker's damage was less. GMs may opt to ignore this damage on "soft" armors such as leather or padded. Ruined armor (with a DAL of 0) does not cause this damage. Ogres and other "giant" races have a larger, stronger hand/fist and therefore do more damage. Any race with a maximum Strength of 7-12 can do human hand damage ($\frac{1}{3}B$). Any race with a maximum Strength of 13+ can do ogre hand damage ($\frac{1}{2}B$).

Some brawling weapons are referred to as "irregular". These weapons are things picked up due to easy reach and are not meant to be used for standard military activities. Similar to the club weapons, the weapons in this category are broken down into irregular sap, irregular club, irregular mace, and irregular cudgel. An irregular sap might be the hilt of a weapon or a pool ball. An irregular club could be anything from a chair leg to a frying pan. An irregular mace would be a large branch or a coat rack. An irregular cudgel is something more the size of a table or a beer keg. It is up to the game master to determine what style of irregular weapon any item picked up might be.

The one exception to the irregular clubbing rule is that a shield is considered to be an irregular weapon when used as an attack. A character can use Melee genre levels, Shield group levels, and specific shield levels as though

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they were for any other weapon. Levels used to parry cannot be used to attack. Bucklers cause damage as if they were irregular saps. Small shields and medium shields cause damage as if they were irregular clubs. Large shields cause damage as if they were irregular maces. If a character wishes to attack both with a weapon and with a shield bash, they must have sufficient Dual Weapon Fighting levels to manage the off-handed weapon. At a GM's discretion, some shield bashes might be surprise attacks.

Grappling is a non-damaging attack meant to knock over an opponent. If successful, the attacker usually lands on top of the defender. Once a defender has fallen under a grappling attacker, the defender may not parry or dodge; the attacker is also restricted in that he or she may not dodge. The defender will be able to return attacks, but at a -25% modifier to the chance of success. When the defender succeeds in a grappling attack (at -25%) that will be resisted by the original attacker's Endurance, he or she has escaped and can perform all other actions normally. The Strength Needed on a grapple is one less than the Strength of the target. Grapples made while charging increase the attacker's Strength by three for the determination of the Strength Needed.

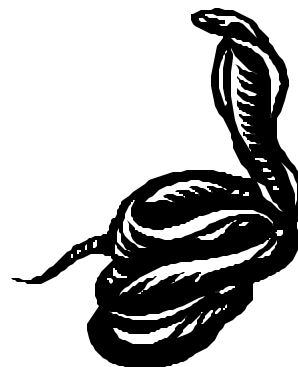
Special Damage

There are many situations in which characters will take damage other than piercing, slashing, blunt or tearing. Torches, when used as weapons, act as an irregular club, plus they do an additional $\frac{1}{2}$ die multiplier (D) standard damage from the flames. Flaming oil thrown on a character will cause $2\frac{1}{2}D$ damage over a period of three turns before burning out. The first turn (the turn in which the flaming oil hit), the victim will take 1D damage, at the end of the second turn the victim will take another 1D, and at the end of the third turn the victim will take another $\frac{1}{2}D$. This is considered to be a $2\frac{1}{2}D$ attack for the purposes of how much damage magical protections will stop. Armor protection will typically only apply to the first turn of damage, but not the subsequent damage.

Acids thrown on characters will do damage similarly to flaming oil. Acids come in varying strengths. An average acid will cause 1D-1D damage (1D when it hits and 1D at the end of the next turn). Stronger acids would do more damage or do damage for a longer time. Armor protection will apply to every turn of damage. Acids can be obtained from skilled chemists or alchemists.

Falling from great heights will cause blunt damage. Most characters can jump down about ten feet. Falling any farther than that will cause 1B damage per 10' fallen.

(Example: 11'-19' = 1B damage; 20'-29' = 2B; 30'-39' = 3B...) Armor will protect falling characters.



Poison Dosage

An arrow dose of poison is enough to cover one arrow head. Other weapons will require more poison to effectively cover the blade:

<u>Weapon</u>	<u># of arrows doses required</u>
Arrow Head (any size)	1
Bolt Head (any size)	1
Blow Gun Dart	1
Javelin Tip	2
Spear Blade	2
Knife Blade	3
Dagger Blade	3
Ballistae Bolt (any size)	4
Hand Axe	4
Rapier	4
Axe	5
Dirk	5
Battle Axe	6
Saber	6
Long Sword	8

The additional poison needed to coat a large weapon will not increase the damage done by the poison. It will increase the number of attacks made that will be poisoned.

Example: *Daggers require three arrow doses to coat the blade. Once the poison has been applied to the weapon, the next three successful attacks will deliver the poison.*

A battle axe requires six doses and can deliver poison six times before needing more.

Once the doses have run out, the poison has become too diluted to cause more damage in combat. This does not mean the weapon is clean; it could still be dangerous to a careless wielder.

Damage and Armor

A successful attack causes damage. This is shown in the weapon's damage multiplier. After the attacker scores a successful hit in combat, the attacker rolls a ten-sided die. This ten-sided die is then multiplied by the damage multiplier and rounded up. This damage is then subtracted from the defender's Life's Blood.

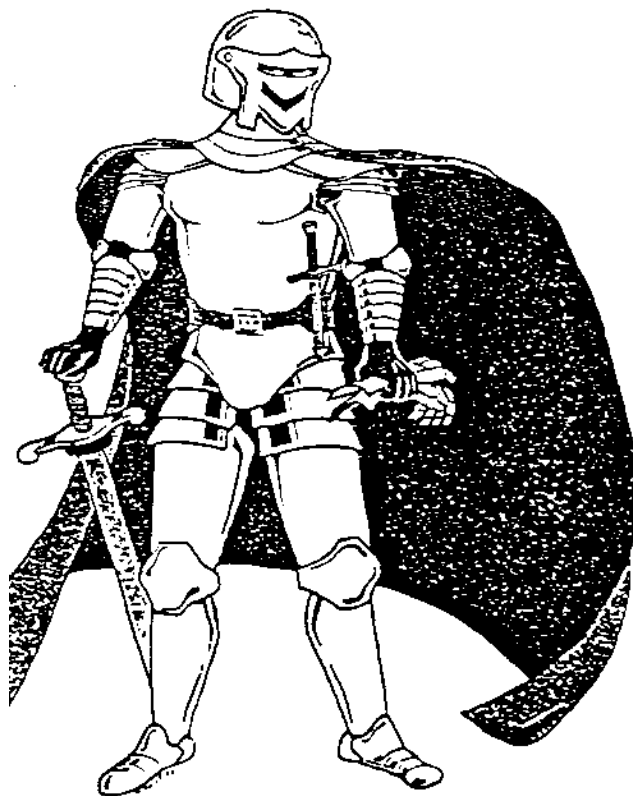
There are five different types of damage that can be done. "Standard damage" is most typically caused by fire, poison or magic. Unlike weapon damage, standard damage typically affects the entire body, or vast portions of it, together as opposed to a more specific injury. Weapon damage is broken down into four categories: slashing, piercing, blunt, and tearing. Slashing damage is caused by cuts. A likely example of a slashing attack would be a large sword or an axe. Piercing damage is caused by stabbing. Common piercing weapons are spears and arrows. It should be noted that piercing weapons are typically more effective at breaching armor than other styles of weapons. Blunt damage is caused by smashing or bludgeoning. Blunt attacks include punching as well as clubs and hammers. Tearing damage is caused by ripping. Many animals' claws or teeth cause tearing damage as do serrated weapons.

Armor can prevent the character from taking damage. Armor has a damage absorption rating (DAR) that varies based on the type of damage done. Any time the character takes damage, subtract the correct DAR from the total damage done. This damage is not applied to the character, but to the armor by subtracting it from the damage absorption limit (DAL). In this way the DAL will decrease, but the DAR never changes. If the damage is less than or equal to the DAR, the character takes no Life's Blood damage. (See **Equipment** for full details of armor.) Armor can never block more points than its remaining DAL.

If the DAR is higher than the DAL, the armor will absorb damage equal to the DAL and then be reduced to DAL=0. When the DAL is reduced to zero, the armor is useless for defense. It still hinders the character with the same attribute reduction.

Example: *Ralthor wears chain mail. Chain mail has a standard damage absorption rating (DAR) of 3 and a damage absorption limit (DAL) of 45. (This is abbreviated as 45@3.) Ralthor is hit in combat by a long sword (2S). The damage die is rolled, and a six comes up. Ralthor would take 12 damage S (6 x 2), but his chain mail blocks 3 points (the DAR for slashing weapons). Therefore, Ralthor loses 9 LB and 3 DAL. His chain mail is now 42@3, until repaired.*

Later, Ralthor is hit by two arrows doing 6 damage P and 8 damage P. The first arrow will do 4LB and 2DAL. The chain mail only blocks two points (chain mail's DAR vs. P), because the arrow is a piercing weapon. The second arrow will do 6LB and 2DAL. After these two arrows, Ralthor's armor has been reduced to 38@3.



Damage Changes

It is sometimes possible to use a weapon to cause damage in a style that it was not intended to. The reasons for this vary, but it is possible to do. GMs must consider the weapon being used to determine if it is possible in the given situation.

From	To	Result
Piercing	Blunt	Irregular
Piercing	Tearing	One-third Damage
Slashing	Blunt	Half Damage
Slashing	Piercing	Downgrade
Slashing	Tearing	Half Damage
Tearing	Blunt	Downgrade
Tearing	Piercing	Half Damage

A damage "downgrade" causes the damage to slip to the next lower column. Typically this is a reduction of ½D, as in 2S to 1½P. For small damages it can be ½S to

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¹/₃P. Consult the **Die Multipliers** chart to see how downgrades would affect the results.

An “irregular” result indicates that the GM and player should consult the most appropriate irregular brawling weapon for information.

Attribute Reduction:

The attribute reduction (AR) associated with armor will reduce an armor wearer’s Agility and combat turns. Armor is not the only thing that should carry an AR. Heavy loads of all sorts can carry an AR. In most cases, the AR will be offset by Strength. The character’s Strength will reduce or even cancel the AR. Often the GM will simply assign a “heavy load attribute reduction” to things that characters may wish to tote around. Just like armor attribute reduction modifier, a heavy load AR will reduce Agility and combat rounds, and heavy load AR will add to any other AR.

Combat Rounds

When a character engages in combat for an extended period of time, fatigue may set in. This is controlled by the character’s combat rounds. A character’s combat rounds are computed by adding the character’s Strength minus the Strength Needed on the weapon to the character’s Endurance. If the character is wearing armor, the armor’s attribute reduction (AR) is also subtracted (modified by the character’s total amount of appropriate Armor skill levels). A character may never receive additional rounds due to Armor skill levels; in other words, even if the character’s Armor skill levels are higher than the attribute reduction, the rounds modifier for armor is zero (0).

$$\text{Combat Rounds} = E + (S - \text{strength needed}) - (\text{AR} - \text{armor levels})$$

Every round in which the character attacks, the character’s combat rounds are reduced by one. If the character remains in combat after his or her combat rounds have reached 0, the character will lose three Fatigue points at the end of every turn. (See Fatigue for modifiers and recovery.) If a character’s maximum combat rounds are less than one (i.e. 0 or negative), the character will lose Fatigue points during every turn of combat. One combat round will be regained for every turn of inactivity, up to the character’s maximum.

If a character switches weapons during combat, the character uses the lower maximum rounds for calculating when fatigue will begin. Any turn in which the character

attacked, parried and/or dodged is considered to have been a combat round. Melee, range and artillery combat are all affected by combat rounds. (Note - Strength and Strength Needed are not used to calculate combat rounds for artillery combat.) Spell casting, mentalism, first aid, senses, etc. are not considered combat, but neither are they resting. Reloading a weapon is considered to be a combat action.

Example: *Rumkim has a Strength of 7 and an Endurance of 6. He uses a long sword (Strength Needed of 6) and a spear (Strength Needed of 4). When using his sword, Rumkim has 7 combat rounds: 6 Endurance + (7 Strength - 6 Strength Needed). When using his spear, he has 9 combat rounds: 6 E + (7 S - 4 SN). If Rumkim were to switch weapons during combat, he would have 7 combat rounds, the lower of the two maximums.*

Rumkim wears scale mail armor with a attribute reduction of 4 and has a total of 3 Armor skill levels. While using his sword, Rumkim will have a maximum of 6 combat rounds: 6 E + (7 S - 6 strength needed) - (4 attribute reduction - 3 armor skill levels).

Weapons

There are various weapons used in combat. Each of these weapons has several different characteristics that are defined by the statistics below. For detailed information on a large assortment of weapons see the **Equipment** section.

Weapon Group and Genre:

Most weapons belong to a weapon group. This indicates which weapon group skill can be used to aid in the use of this weapon. If the weapon does not belong to a weapon group, the weapon is considered to be a miscellaneous weapon, and cannot be aided by a weapon group skill.

All weapons belong to a weapon genre. The three weapon genres are melee, range and artillery. These are group skills that can be used to aid specific weapon skills and/or weapon group skills. The weapon genre dictates the base attribute used when using the weapon. Weapon genres can be used to aid the appropriate miscellaneous weapons.

Damage Multiplier:

The weapon damage multiplier indicates the amount of damage that a weapon can cause. This multiplier can be increased or decreased. (See Strength Needed below.) Each damage multiplier is followed by a letter indicating the type of damage done. “S” shows that the weapon does

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slashing damage. “P” shows that the weapon does piercing damage. “B” shows that the weapon does blunt damage. “T” shows that the weapon does tearing damage. If the damage multiplier is followed by a “D”, the damage is considered to be standard. This is the case with fire and some spells.

Strength Needed:

Every melee and range weapon has a Strength Needed number (SN=). Artillery weapons do not require a certain Strength. This factor works differently for melee weapons and for range weapons. The Strength Needed for a melee weapon controls the amount of damage. To effectively cause the damage the weapon was intended to do, the wielder must have a Strength equal to the Strength Needed number. If the wielder’s Strength is less than the Strength Needed, the damage multiplier is reduced one step for each point of Strength that the user is lacking. (See **Die Multipliers** chart.) If the damage multiplier is reduced below $\frac{1}{4}$, the wielder cannot effectively cause damage with the weapon. If the wielder’s Strength is three to five more than the Strength Needed, the damage multiplier is increased one step (typically one half die). If the wielder’s Strength is six or more above the Strength Needed, the damage multiplier is increased two steps or typically one full die. This is as high as the damage multiplier can be raised.

Example: A saber has a Strength Needed of five and a damage multiplier of $1\frac{1}{2}$.

Wielder’s Strength	Damage Multiplier
1	$\frac{1}{4}$
2	$\frac{1}{3}$
3	$\frac{1}{2}$
4	1
5-7	$1\frac{1}{2}$
8-10	2
11+	$2\frac{1}{2}$

The Strength Needed for a range weapon affects the accuracy of the weapon. If the character does not have the Strength Needed for the weapon, the chance of success is decreased 10% for every point of Strength lacking. These accuracy modifiers are due to the wielder’s inability to hold the weapon steady.

Example: A long bow has a SN=6. If the wielder has a Strength of four, a -20% [(6-4) x -10%] chance of success modifier will be assessed.

A heavy crossbow has a SN=5. If the wielder has a Strength of four, the chance of success will be reduced by -10% [(5-4) x -10%].

Number of Hands:

The number of hands indicates how many hands are needed to use the weapon. The majority of weapons are one-handed weapons. One-handed weapons are the most common because they are typically quick and allow for the use of a shield. If a weapon requires more than two hands, it requires more than one person to operate. This is the case with several of the larger artillery weapons. Dual weapon fighting can only use one-handed weapons. Two-handed weapons cannot be used in dual weapon fighting nor with shields.

It is possible to use a two-handed weapon in one hand, if the character has the physical size to make this possible. When using a two-handed weapon with one hand, the Strength Needed of the weapon increases by three. Example: A claymore is a two-handed weapon with a SN=8. A large creature could use a claymore in one-hand with a SN=11. This might be reasonable for a troll or giant. Obviously, a halfling cannot use a claymore in one-hand, no matter how strong he might be.

Conversely, if a person uses two hands on a one-handed weapon, they effectively increase their Strength by one point. This bonus can help one-handed melee weapons when computing damage, as well as increasing their chance of success. All Strength based formulas are adjusted, including combat rounds. Two-handed use of a one-handed weapon does have a drawback. When using this method, the weapon’s initiative modifier is doubled. There are some weapons that are specifically designed to eliminate this penalty, but most weapons will be slowed.

Initiative Modifier:

This modifier is applied to the character’s initiative when the weapon is used. This modifier causes the larger weapons to be much slower than smaller weapons. If the character does not have the weapon ready (it is not drawn and in the hand), the initiative modifier is doubled. If a character’s initiative is ever reduced below zero, the character actually attacks during the next turn.

Parry and Dodge Modifiers:

Most weapons have a parry and a dodge modifier. This increases the ability of the character to defend him or herself. Higher modifiers indicate the use of the weapon to keep opponents at bay or the speed of the weapon allowing the character to move it into the path of opposing weapons. These modifiers will help the defender during melee combat if the weapon is in use. They are not dependant upon skill levels nor affected by the number of attackers, but they do not apply to attacks from the rear or projectile attacks.

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Cost:

The cost of weapons is listed in silver coins. This is covered in more details in the **Economy** section.

Throwing Modifier:

The throwing modifier is applied to the chance of success whenever the weapon is used in projectile combat.

Range and artillery weapons have throwing modifiers even though technically they are not thrown. The throwing modifier shows how easy or difficult the weapon is to use in projectile combat. Most weapons have negatives, meaning that they are difficult to throw, but some weapons have positive modifiers making them easier to use. This is the case with crossbows and ballistae.

Range:

The weapon's range is the distance it can be used in projectile combat. The longer the ranges, the more effective the weapon is as a projectile. Weapons are ineffective beyond their highest extreme range. See Projectile Combat for more detail.

Some weapons have a minimum point blank range greater than zero. This means the weapon is not able to be aimed or to cause damage at this range. Any attack attempted at these immediate ranges is an automatic failure.

Fighting Styles

Blind Fighting:

When the attacker is unable to see the defender, but still has a basic idea of where the defender is (such as a successful Senses task), the attacker may still attack, but at a -30% modifier to the CoS, plus a possible additional -15% for being unskilled. For every level of Blind Fighting skill, the attacker has, he or she will receive a +5% modifier (plus the negation of the non-skilled modifier). For those people with a level 7+ in Blind Fighting, the increases will not only negate the blind fighting modifier, but also add to the chance to hit.

When the defender is unable to see the attacker, but still has a basic idea of where the attacker is, the defender may not use his or her parry, but may dodge. If the defender has Blind Fighting skill, he or she may use a special parry modifier calculated in the following way: (5% x Blind Fighting levels used) + weapon parry modifier. Defenders may choose to fend (with the same modifiers as attacking), but the unseen attacker may be able to sneak around the fending weapon's arc (See Fending).

Example: Rumkim was struck by an invisible foe (Cregor). Since he has been hit and Cregor

has not moved away, Rumkim has a basic idea of where the attack came from. Rumkim has Blind Fighting skill level 2 and decides to engage in melee. Rumkim wins initiative and rolls to hit. Rumkim has Strength:7, Sword levels:3 and Blind Fighting levels:2. His chance of success is calculated in the following manner:

$$\begin{aligned} \text{Base} &- \text{Blind Mod.} + \text{Lvs.Used} + \text{Blind Fighting Skills} \\ 70\% &- 30\% + 15\% + 10\% = 65\% \end{aligned}$$

Remember, Cregor still gets to subtract his parry (resistance) from Rumkim's chance of success.

When Cregor attacks Rumkim, Rumkim would calculate his parry resistance by multiplying his Blind Fighting levels by 5% and adding the long sword parry modifier (2 x 5% = 10% + 5% = 15%). In this case, Rumkim has already used his Blind Fighting levels this turn and cannot use them again. Therefore, his parry is only 5% (his sword's weapon modifier). If Rumkim had not attacked, he could have dodged or fended.

Disarming:

During combat, it is possible to intentionally knock an opponent's weapon out of their hand. To do this, the attacker must make a successful disarm roll. The base for disarming is Strength; modified +5% for each Disarming skill level (or -15% for non-skilled combatants). The defender is allowed to resist with his or her Strength (Sx5%) and weapon levels. A successful roll causes the defender's weapon to fall out of reach. Weapon or melee levels can be used to affect this roll, both offensively and defensively.

Disarming may be done with range weapons (base=Agility), but with an additional -20% modifier. Disarming causes no damage, but otherwise is considered to be the same as an attack for purposes of initiative, etc. Disarming is not part of the Melee genre of grouped skills. It is a weapon specific skill, and any character without the specific skill for the weapon used will be affected by the non-skilled modifier.

Dual Weapon Fighting:

To be able to fight with a weapon in each hand, the character must have Dual Weapon Fighting skill. The Dual Weapon skill level indicates the Strength Needed limit for the character's second weapon (i.e. a Dual Weapon skill level of 1 would allow the character to use a knife as a second weapon, level 2 allows a dagger, level 4 allows a

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dirk, etc). Dual weapon combat is basically held the same as normal combat. Two initiatives are rolled, one for each weapon. Each of these initiatives is computed normally. Since skill levels in weapons, groups and genres can only be used once in a round, a character will not be able to use all of his or her levels for offense on both weapons.

When using dual weapons, the character uses the better parry modifier of the two weapons during combat. When dodging, the character uses both weapons' dodge modifiers added together.

The Strength Needed number in dual weapon combat is calculated by adding the Strength Needed for both weapons together. Combat rounds are computed using this sum. Damage increases are figured in the same fashion. To add ½ die to weapon damage requires three strength points above the Strength Needed for both weapons together. Any damage increase or decrease due to Strength Needed applies to both weapons.

Examples: Long Sword (SN=6) & Dirk(4):

SN=10; damage increase at 13

Dirk and Dirk (4@):

SN=8; damage increase at 11

Dagger (2) and Dirk (4):

SN=6; damage increase at 9

Dagger and Dagger (2@):

SN=4; damage increase at 7

Characters engaged in dual weapon fighting can hold one or both attacks. This is an exception to the rule against holding more than one action. A character can use one weapon to fend (see next), while holding with the other weapon. In this way, the character will be able to attack the first person to break through the fend.



Dual weapon fighting without skill levels (or without sufficient skill levels) can be accomplished, but not without problems. In this case, the -15% non-skilled modifier applies to all attacks, parries, dodges and initiatives. In addition, each weapon will do one step less damage than it normally would.

One special rule is for when using giant-sized fists. The weapon Hand-Ogre has a Strength Needed of 4. When computing damage for a giant who is dual weapon fighting with a fist, the Strength Needed numbers are added together normally. However, for determining how many Dual-Weapon Fighting skill levels are required, only one is necessary. Example: Quarrol is an ogre warrior with an 11 Strength and one level of DWF. When using a long sword and fist, Quarrol needs one level in DWF and a base SN=10. When he is using spear and fist, he needs one level of DWF and has a base SN=8. At an 11 Strength, Quarrol would do 2P with the spear and 1B with his fist.

Fending:

Fending is the use of a weapon to keep opponents away. This works best with long weapons, because it can keep them farther away. When a defender is fending, the attacker must first beat his or her way past the fending weapon before they can attack the defender. Both fending and attempting to pass a fending weapon are actions, and will prevent the characters from accomplishing other actions during that turn.

To pass a fending weapon, the attacker must succeed in an attack against the defender as though the defender were dodging. Unlike normal dodges, the defender is allowed to use combat levels to increase the dodge. Without this attack first succeeding, no one will be able to attack the defender. Once an attacker has knocked the fending weapon out of the way, other attackers may attack the defender, and the defender may only parry without the benefit of the formerly fending weapon. The first attack (the attack which knocks the fending weapon out of the way) causes no damage.

A defender may not fend until he or she has an initiative, but may continue to fend during the next turns. This continuation of the fending does cost the defender his or her action, but no longer waits for initiative. Dual weapon fighters may fend with one weapon and attack with the other when someone passes through their fend.

A defender may only protect a 180° arc with a fending weapon. This leaves the character open to attacks from behind. Fending has no effect against projectile attacks. If the attacker is using a longer weapon than the defender, the fend has no effect.

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Example: Pillent is defending against the attacks of Hughgant. Pillent has an Agility of 5 and three levels with his spear. Hughgant has a Strength of 7 and four levels with his long sword.

Pillent is fending, and his spear is considered to be longer than Hughgant's sword.

Hughgant must first knock Pillent's spear out of the way before he will be able to attack. Hughgant uses all of his levels for the attack, and his chance of success is 25% [base (70) + levels (20) - dodge (Agility {50} + levels {15})]. If and when Hughgant succeeds, he will do no damage. After Hughgant has succeeded in defeating the fend, he can attack Pillent normally upon his next initiative.

If Hughgant does not wish to attack the parry, he may break off combat or throw his sword. Neither of these actions would be affected by the fend.

An attacker may break a fend by accepting an automatic hit (sometimes called parrying with body). This means that the fending character immediately rolls damage, but loses the defense of the fend. The attacker (assuming that he or she survives the automatic hit) may then attack, as may any other attackers. The attacker may not defend against any attacks from the previously fending opponent during the same turn. It is unlikely that the former fender will have an action, as he had declared fending as his action for the turn. Unless he is a dual weapon fighter or in some other way specialized, The attacker will only be at risk from the fending weapon. Due to the self-endangering nature of this, an attacker may be required to make a Willpower roll to see if he or she is brave enough to accept being hit.

Finesse Throwing

Finesse throwing allows a character to throw a melee weapon using their Agility as a base. While this has some obvious benefits, especially for halflings, there are some serious drawbacks as well. First, while the character still needs to meet the Strength Needed threshold, Strength cannot increase the damage done by the weapon. The weapon will not exceed its base damage. Failure to meet the SN, results in the standard lower damage and the -10 penalty suffered by missile users without sufficient Strength. Finesse throwing also halves all ranges. This is simply because finesse cannot propel a weapon as far as brute force can. Lastly, a role-playing point, only characters with the ability to be calm can use finesse throwing. Brutes and berserkers will use all their strength whether it helps or hinders them. GMs need to watch for this type of personality conflict.

Example: Kalman is going to throw a dagger during a battle. He has a Strength 5 and an Agility 7. He needs to decide whether or not to throw it with finesse. If he uses his Strength, he will have a base 50% CoS and do 1P damage. If he uses his Agility, he will have a base 70%, do ½P damage, and suffer from shorter ranges.

One last point on finesse throwing, aiming is encouraged.

Mounts:

Any rider without Horsemanship skill must use one hand at all times to hold on to the mount, and receives the -15% modifier (non-skilled action) when trying to accomplish any task from horseback. Any mounted combatant receives an additional 20% defense against an attacker on foot due to the elevated position. [Note- This bonus does not apply to attackers that are larger than the mount, nor does it apply to projectile combat.] Mounts and riders cannot both attack during the same round. A mount can run or sprint while the rider attacks and defends. If the mount is running, the rider receives a base defense equal to the mount's dodge and may also use a shield with levels. Since the rider is not running, he or she gains the bonus of charging damage without the loss of defense. The mount, on the other hand, will not be able to defend, because it is charging. Any rider that takes more than their Strength in damage must pass a Horsemanship task or be dismounted. This task is not an action but can use up Horsemanship skill levels. Only longer weapons (such as spears, long swords, flails, etc.) may be used from horseback.

The jostling involved in riding a horse will make accomplishing actions from horseback more difficult. Attacking with a melee weapon can be accomplished more easily than most other actions, but if the horse is racing, melee will be more difficult as well. The following chart can be used as a guide to modifiers from horseback:

<u>Mount's Move</u>	<u>Melee</u>	<u>Other Actions</u>
Free Walk	-0	-0
Walking	-0	-15
Running	-15	-40
Sprinting	-40	-75

These modifiers can be offset by using Horsemanship skills levels, but these levels would then not be available for avoiding being dismounted or any other mounted issues. Attacking with bows or other ranged weapons from horseback are affected by the "Other Actions" modifiers. It seems unlikely that a spell caster could concentrate well enough on a running or sprinting horse to cast a spell, but the game master may allow it in specialized circumstances.

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Magic is the manipulation of supernatural energies contained in the environment to accomplish a task. This manipulation can only be performed by a person skilled in these processes. Mages, spell singers, enchanters and alchemists are all able to use magic in some manner. Mages collect the magical energies from the environment and shape them with spells. Spell singers collect the magical energies from people and creatures and use the person's own magic on them. Enchanters collect the magical energies from the environment and force it to be contained in objects. Alchemists use magic as a science and use it to create magical potions.

Each of these "spell casters" follows the same basic steps to manipulate and control magic. First, the character must have power levels. Next, the character must learn a spell (or for alchemists a formula). The character may also learn spell control levels to allow for marginal modifiers. The character must have at least one power level and at least one spell in order to use magic.

Power Levels:

Magical Power (by school or wizard), Spell Singer Power, Enchantment Power, and Lab Techniques are the skills that give a character power levels. A spell caster's power level is the maximum amount of energy he or she can collect for use with magic. Example - *A wizard's power level is equal to his or her skill levels in Magical Power-Wizard.* This is the maximum amount of energy, and the spell caster could decide to use less than his or her maximum. This would be done to avoid fatigue, because fatigue is often directly related to the power level that the spell is cast at (i.e. the more power going into the spell, the more fatigue caused by it).

Many spells have minimum power levels that the spell caster must meet before casting the spell. If this is the case, the caster must be able to generate the minimum power level for the spell to take effect. If the caster cannot generate this power level, the spell will fail. The caster will still be fatigued according to the power level that he or she did use.

It is possible for a character to be trained in various types of magic. Mage/enchanters and alchemist/enchanters are uncommon, but not unheard of. There is no limit to the different types of power levels one character can have (other than training and experience). Mental power is not an exception to this multiple power level rule, and mage/mentalists do exist.

Mage power levels can be taken either in the specific school or as a wizard. Wizard power levels can be used to cast spells from any school, but they do not work as a group skill. A mage cannot add wizard power levels to specific school levels; the mage must use one or the other. As seen on the character generation charts, specific school power levels are easier to obtain than wizard power levels. (See **Character Creation**.)

Spells

[Note - For simplicity, "spells" includes formulas.]

For a character to manipulate the energy collected, he or she must know a spell. Spells consist of complex incantations and gestures and require a great deal of concentration. Due to this intensity, spell casters are unable to accomplish any task (including walking) while casting their spells. This also means that sufficient distractions, such as being wounded, during the casting time can cause the caster to lose concentration. When this happens, the magical energies must be reformed. In other words, the caster must begin again at the beginning of the casting time (see below). This could cause a chain reaction with the caster restarting every time he or she is distracted. No matter how many times the caster restarts the spell, it is still one spell with one fatigue. If the caster decides not to restart the spell, he or she will still suffer the casting fatigue damage. Remember, if the initiative falls below zero, the spell will materialize during the next round. (See **Initiative**.)

The casting of spells is a Knowledge based task (Base CoS=Kx10%). Spells do not use skill levels x5% in the computation of CoS. This is covered in detail under Accuracy and Control Levels. When a spell will affect multiple people, the player must roll dice for each target of the spell to determine success or failure. The CoS will be recomputed for each target based on each target's resistance (Psyche).

Every spell has several factors that make it unique:

Points to Learn - These are the character points spent by the character to learn the spell at the base range, accuracy and area of effect. The character must have learned the spell to be able to cast it. The higher the points to learn, the more difficult the spell is to master.

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Casting Time - This is the amount of time needed to collect the energy/power and manipulate it into the spell. Most casting times are given in initiative counts, but some spells take longer. Longer casting times are given in turns (t), minutes (m) or hours (h).

Materials - Materials lists the amount of money (in silver coins) it will cost to collect the ingredients needed to cast the spell. Many spells do not require materials and therefore can be cast at any time. It is possible that the materials for spells will not always be available in every area, but most major cities should have everything that a spell caster would need.

Effect - The spell's effect is the actual manifestation of the power. Often this lists the amount of damage the spell will do per power level. Each spell's effects are completely described under the spell description.

Accuracy - These are the positive and negative modifiers to the caster's chance of success when casting the particular spell. The first number (before the slash) is the base accuracy. The second number (after the slash) is the marginal modifier. Marginal modifiers are detailed below.

Range - Range is how far from the spell caster the spell can appear. This is a maximum, and the caster can cast a spell closer than the listed range. A range of 0 requires the spell caster to touch the target of the spell. Ranges are listed in feet or in miles (m). Base range is listed before the slash, and the range marginal modifier is after the slash. If the area of effect (see below) is a number of people, the range is in all directions. Targets of the spell can be at the maximum range in opposite directions and still be within reach of the spell.

Area of Effect - The area of effect (AoE) is the number of people or amount of space that the spell will affect. A number indicates the number of people affected by the spell; a radius (#'r.) indicates the amount of space affected by the spell. Most of the spells with an AoE of a certain number of people have a AoE marginal modifier of a fraction. This indicates that it will take more than one spell control level to increase the AoE. Area of effect is never rounded up. An area of effect of 1½ will only affect one person.

Example: *A teleport spell has an AoE of 1/+½. At base level, this spell will only affect one person. It will require two spell control levels to teleport two people and four control levels to teleport three people.*

The area of effect of a spell may not be moved once the spell has been cast, even if the spell is sustained. To move the area of effect, the mage must recast the spell. An area of effect that is a radius must be cast upon an inanimate object or an area of space. It cannot be cast upon a person. The inanimate object may be the floor in front of an enemy, or in the case of sustained spells, a small object that can then be carried. Most small objects will resist the mage spells cast upon them, but those items that have bonuses to spell success are treated as +0 for mage spells. The bonuses to spell success only assist enchanter magic.

Example: *A silence spell is cast upon the floor in front of an enemy mage (an area of space). The mage will be able to walk away from the spell and therefore be outside the spell's effect. The same silence spell is cast upon a small rock. The rock (stone) will resist at -30%. If the spell were cast upon a piece of ivory, the modifier will only be +0%, despite ivory's +40% modifier.*

When there are multiple targets within an area of effect, the caster must roll chance of success against each of the targets, with each of them able to resist with their Psyche. The accuracy of the spell remains constant. Control levels used to increase accuracy affect the accuracy of the spell as a whole and therefore affect everyone within the AoE. Missing one does not mean that the others were so lucky.



The spell caster must have a direct line of sight to the area of effect (whether people or area). If the AoE is an area, the caster only needs to be able to see the center of the area. If the AoE is people, the caster must be able to see everyone that will be affected by the spell. Unlike

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range, a spell's base AoE is the minimum size at which the spell can be cast. Spells cannot be made smaller than the base AoE so as to avoid friends or fit in small places.

Casting Fatigue - The casting fatigue is the die multiplier of Fatigue taken by the spell caster for attempting to cast the spell. Casting fatigue is applied immediately upon casting the spell. Once the caster begins a spell, he or she will take Fatigue damage whether or not the spell works. See Fatigue below for more information.

Sustaining Fatigue - Sustaining fatigue is the amount of Fatigue taken by the caster for maintaining a spell. This is not a die multiplier, but an exact amount of Fatigue points. Not all spells can be sustained; only those spells with a sustaining fatigue amount can be sustained. A spell caster takes Fatigue damage for any turn in which he or she has sustained a spell. Even if the caster drops the spell before the end of the turn, he or she still loses Fatigue points. Sustaining fatigue is applied at the end of the turn. While sustaining a spell, the caster can accomplish other tasks without penalty, other than the additional Fatigue. In this way, a spell caster could be sustaining several spells at the same time.

Unconscious spell casters cannot sustain spells. If a spell caster passes out or dies, any spells being sustained will end. Any previously cast spells that did not need to be sustained will not end upon the death or lack of consciousness of the caster.



Minimum Power - As previously discussed, the spell caster must be able to generate at least this amount of power to have the spell take effect. The caster can use power talismans and/or magical environments to achieve this power minimum, but it must be reached. Fractional minimum power levels are rounded up in all cases.

Example: A fireball has the following statistics:

Points to Learn=20 Casting Time=30

Materials=N/A Effect= $\frac{1}{2} \times \text{Power}$

Accuracy= $+20/+5$ Range= $50/+10$

Area of Effect= $10'r/+5'r$

Casting Fatigue= $\frac{1}{2} \times \text{Power}$ Sustain Fatigue=N/A

Min Power=3

This means that it will take 20 character points to learn this spell. It will take 30 initiative counts to complete the casting of the spell. No materials are needed to cast this spell. The spell will have a damage die multiplier of $\frac{1}{2}$ for each power level used in the casting and do standard damage. The chance of success for casting and thus damaging with the fireball is +20% and can be increased 5% for every spell control level used in accuracy. The range is up to 50 feet and can be increased 10 feet for every spell control level used in range. The spell will cover a sphere with a ten foot radius, and the sphere radius can be increased five feet for every spell control level used for area of effect. The mage will have a fatigue damage die multiplier of $\frac{1}{2}$ for every power level used in the casting of the spell. This spell cannot be sustained, and therefore has no sustaining fatigue amount. The spell will not materialize without at least three power levels.

Control Levels

The more familiar spell casters are with their spells, the more control they have over the energy. This is displayed through their control levels. Control levels are specific skills that are gained in each spell separately.

Example: A mage with four control levels in fireball may have no control levels with sleep, and therefore have to cast the sleep spell at its bases. Each spell control skill is a five-point, specific skill that must be gained through character creation or training. A character must have learned the spell before he or she can have control levels in it.

These control levels can be used to increase range, accuracy and/or area of effect. These increases are called the "marginal modifiers" and are listed after the slash in the spell explanations. When casting a spell, a mage divides

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his or her control levels between these three factors in any combination desired. The effects of these levels change with each spell. A spell caster without control levels in a specific spell will cast the spell at the base range, area and accuracy.

Marginal modifiers are cumulative. Each level used will receive a marginal modifier (i.e. two levels in accuracy will increase the CoS by 2 x the marginal modifier). The more levels used, the higher the marginal modifier. Not all spells have marginal modifiers in each factor. If the marginal modifier is +0, the factor for that spell cannot be increased. This is often the case with touch-range spells.

Since a spell caster may only use each level once in a turn, the mage must separate his or her spell control levels into the three classifications before the spell is cast. For example, if a spell caster had three control levels in a particular spell, he or she could use one level for accuracy, one for range and one for area of effect. In another situation, the same mage may wish to use all three levels in area of effect or all in range. There is no restriction on the use of these levels other than the fact that they can only be used once in a turn.

Note - Power levels and control levels are different. There are four magic power levels (magical, spell singer, enchanter and alchemist). Control levels are specific, five-point skills. Each spell and formula has its own control level skill. Power levels summon the energy; control levels refine and focus that energy. Power levels are necessary for spell casting; control levels help but are not needed.

Fatigue

When a spell caster summons up magical energy, he or she will become fatigued. Some spells are harder to cast than others and therefore have higher casting fatigue multipliers. Immediately after casting the spell, the spell caster must roll for Fatigue damage. The casting fatigue multiplier is the factor to be multiplied by the power level to arrive at a multiplier for the die roll.

Example: *Sersi the sorceress casts a sleep spell at some approaching orcs. She decides to use a power level of 3. The casting fatigue for a sleep spell is $\frac{1}{3} \times \text{power}$. So after Sersi casts her spell, she will roll one die for Fatigue damage with a multiplier of 1 ($\frac{1}{3} \times 3 = 1$).*

If she had thrown the spell at a power level of 6, her fatigue damage multiplier would have been 2 ($\frac{1}{3} \times 6 = 2$).

If she had thrown the spell at a power level of 1, then her fatigue damage multiplier would have been $\frac{1}{3}$ ($\frac{1}{3} \times 1 = \frac{1}{3}$).

Sustaining a spell also causes fatigue. The sustaining fatigue equation is not a multiplier; it is the number of Fatigue points (rounded up) taken per round of sustaining the spell. Sustaining fatigue begins on the turn after casting the spell, and at the end of each turn during which the spell was maintained.

If after casting a spell, the caster passes out due to the Fatigue loss, the spell will still be successful. If the spell needs to be sustained, it will immediately fail, but if it has no sustaining needs, it will function normally. If the Fatigue damage is higher than the caster's present Fatigue points, the remaining damage is applied ("wraps") to the caster's Life's Blood. If the Fatigue and Life's Blood are both reduced to 0, the caster will die.

See **Fatigue** to see how this Fatigue damage can be recovered through rest.

Psyche and Spells

Every character with a Psyche above zero can manipulate magic. This often happens at a subconscious level. When a spell is cast at a character, the character can resist with his or her Psyche (x5%). The character is actually attempting to manipulate the magic in his or her environment by forcing it to remain the same (i.e. unaffected by the spell caster's spell). This is not an action, because it is a subconscious act. A character may resist any spell cast against them, but the character must be conscious. Unconscious characters cannot resist spells.

Characters do not have to resist spells. Some spells benefit the recipient, and therefore the character would not want to resist. In these situations, the spell is cast without resistance to its chance of success. Some spells can have their accuracy assisted by the target. In these cases, the recipient of the spells adds his or her Psyche x5% to the chance of success. Assisting in a spell is an action and will prevent the character from doing anything during the spell's casting time. The character may move or parry (without using levels) before or after the spell, but not during it. Spell casters casting spells upon themselves may not assist the casting. This would be a distraction and interfere with the spell itself. The spell description will show if the spell can be assisted.

Spell casters cannot resist their own spells. If they happen to be in the area of effect, the chance of success against them is unresisted. A person is incapable of pushing for an effect with his or her Knowledge and against

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it with their Psyche. If the caster attempts this, the spell will not manifest, but the caster will take normal casting fatigue damage.

Multiple Spell Casters

It is possible for more than one spell caster to participate in the casting of one spell. For this to work, all participating spell casters must know the spell being cast, be using the same type of power level, and be acting on the same initiative number for the entire casting time. When this occurs, there is one principle caster and the rest are auxiliary casters. All casters will need to wait for the caster with the last initiative to begin the spell. The principle caster summons up the energy (and therefore chooses the power level) and takes full Fatigue damage. The principle caster directs the spell using his or her control levels with the spell. The auxiliary casters can add their control levels with the spell but cannot add to the power level. Because of this, the auxiliary casters only take fatigue damage as if the spell were cast at a power level of one, despite the power level at which the spell was really cast. If the auxiliary caster tries to put any power into the spell, two separate spells take form and the two mages must control their spells by themselves.

Enemy spell casters can oppose each other's spells, but again only if they know the spell they wish to oppose, are using the same type of power level, and are acting on the same initiative. In this case, the principle caster is the offensive caster, and the auxiliary caster is the defensive caster. The defensive caster can try to dissipate the magical energies or reduce the offensive mage's accuracy. A defensive caster may not attempt both, although two different defensive casters could both attempt different spell counter measures. If the defensive caster is reducing the other's accuracy, then the defensive caster may apply his or her control levels negatively to the accuracy marginal modifier. This negative accuracy will then be applied to the offensive caster's accuracy base. If this is the defensive caster's goal, then he or she will take fatigue damage as if they had cast the spell at a power level of one.

If the defensive caster wishes to reduce the power level of the offensive caster's spell, he or she must declare how much power they are dispersing, up to their maximum power level. The spell is then reduced by that power level, and the defensive caster receives Fatigue damage as if he or she had cast the spell at the power level that they dispersed. Any extra power levels (above the power of the spell) used by the defender to reduce the spell are lost, and the defender still takes the full Fatigue. The offensive caster still receives Fatigue damage from the full power level

that he or she used to cast the spell and not the power level at which the spell was actually cast. If the power level is reduced below the minimum power level for the spell (i.e. fireball requires a minimum three power levels) then the spell fails to manifest.

Example: Marcus the mage is casting a magic bolt at Sersi the sorceress. Marcus is using a power level of five. Sersi also knows the magic bolt spell and has been holding her action to see what Marcus was planning. Sersi has decided to become a defensive caster and oppose Marcus' power level. Sersi has a maximum power level of three. She may dissipate three of the five power levels Marcus was using, and chooses to do so. If Marcus still succeeds with his spell, Sersi will take damage from a magic bolt at a power level of two. Marcus will receive Fatigue damage for casting a power level five magic bolt whether he succeeds or not, and Sersi will receive Fatigue damage as if she had cast a magic bolt at a power level of three.

If Sersi had attempted to reduce Marcus' accuracy, she would use her spell control levels in magic bolt. Since Sersi has four spell control levels in magic bolt, she could apply her four levels into negative accuracy marginal modifiers.

The accuracy marginal modifier for a magic bolt is 5%, so Sersi would reduce Marcus' accuracy by 20% (4 levels x 5%). This means that Marcus would be -20% on his accuracy before he applies his own skill levels, while Sersi will only take Fatigue as though she had used a power level of one.

Distracting the principle spell caster causes the team to restart the spell. Distracting an auxiliary caster gives the team a choice of restarting the spell or finishing without the extra control levels. Distracting a defensive caster cancels all the defensive caster's modifiers (i.e. the power and accuracy remain unaffected), but the defensive caster takes no Fatigue.

Being an auxiliary spell caster, either offensively or defensively, is an action, and will prevent the character from accomplishing other actions during that turn. If the spell cast can be sustained, only the principle spell caster can sustain it. Auxiliary spellcasters need not be involved in sustaining spells though their control levels are considered to still be there.

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Mages

A mage is anyone who has studied the casting of spells from one of the six schools of magic. The six schools of magic are conjuration, druidism, healing, illusion, necromancy and sorcery. A wizard is a special mage who can study at any or all of the schools.

It is possible to have studied at more than one school without being a wizard, but this is rare due to the high cost (in silver and character points). Wizard power will fuel any mage spell but is not a group skill. It is impossible to use two types of power levels to activate a single spell.

Mages are among the most common of spell casters, because of their ability to travel. Most mage spells require no materials and have short casting times. This allows mages to use their spells anywhere, unlike alchemists and enchanters.

Mages are common adventurers due to their wide range of spells. Wizards particularly have access to such a great number of spells, that they are often sought by many adventuring parties.

Magic and Steel

Mages control the magic in the environment around them. If for some reason, the environment around them does not have much magic, or the magic is kept from them, it will become very difficult for the mage to succeed in the actual casting. This is the case when a mage surrounds himself or herself with iron by wearing metal armor. If a mage wears steel armor, multiply the attribute rating by 10% and subtract this number from the chance of success. If the mage is carrying a metal weapon, subtract the Strength Needed number from the chance of success. This effect is cumulative, so if a mage carries more than one steel weapon, the Strength Needed numbers are added together to arrive at the negative modifier. These modifiers do not take effect if the mage is wearing leather or bone armor or using wooden or stone weapons.

Conjurors

Conjurors are able to summon creatures out of magic itself. These creatures are made entirely of magic and will sometimes have magical powers of their own.

Summoning Spells

Summoning spells are those spells that cause a magical creature to appear. Not all conjuror spells are

summoning spells, only those spells that have the same name as a creature.

Each summoning spell has two parts: bond and call. Bonding is a long process involving the drawing of diagrams, the burning of incense, and the chanting of long incantations. Through bonding, the conjurer is actually creating a magical creature that will be bound to the summoner for the length of its existence or perhaps it is more correct to say re-creating. Because the conjurer is actually creating the summoned creature (and not pulling it out of some other dimension as is commonly thought), the new creature will draw magic from the nearby environment, including the mage. This leads the summoned creature to be similar to the conjurer both in facial appearance and personality. This could be a definite problem for greedy, malicious conjurers.

Each summoning spell is a specific spell and calls a specific creature. Not only can a conjuring spell call an aethi, but it will call a specific aethi. Each summoned creature has a personal name and can only be bound to one mage at a time. [i.e. Two mages cannot both have the aethi named Precsacor bound to them at the same time.] This is because each summoning spell calls the magical energy needed to create the creature in a specific way. This in turn means that if a mage wanted to have two aethis bound to him, he would have to pay character points for each spell learned. Each creature is different, despite being of the same type, with differing attributes and skills.

If a particular creature is already bound to a mage, any attempt by another mage to bond that creature will automatically result in failure. For every day that the conjuror a creature is bound to is dead, the bound creature has a 5% xP chance of escaping the bond and dissipating. If the mage is resuscitated he or she would then have to try to re-bond the creature.

These restrictions on summoning make it very difficult to learn summoning spells from another conjurer. Often conjuring schools will keep vast libraries containing books full of different creatures that can be summoned. This does not assure that the creature has not been bonded to another conjurer. A less used method of gaining bound servants is disposing of the conjurer to which it is bound.

Any number of creatures can be bound to a single conjurer. It is not uncommon for a conjurer to have several caremisht and testith along with a gargarooth or aethi. The number of creatures is limited only by the character points necessary to learn each new spell.

The bonding of a summoned creature requires an outlay of money. This investment is the cost of the items used in the summoning of the creature's magical energy. All of the items will be used up in the casting of the

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bonding spell, and nothing will remain. If the mage fails in his or her roll during the bonding, the creature will appear and attempt to attack. Conjurers should be warned to have some manner of defense should the creature get loose. A failed bond roll does not negate the spell. The conjurer may try again at a later time. Once bonded the creature can be called.

The call portion of the spell is the summoning of the creature after it has been bonded. Only bonded creatures may be called. Calling a creature is not a different spell. It uses the same character points and control levels as the bonding did. Calling is much easier and requires less time and money.

When called, each creature stays for a particular amount of time (the “call duration”) dependant upon the power levels used in the calling. After being called and then dismissed, the creature will not be able to return for a short period of time (the “rest period”) while its magic force re-solidifies. Once the rest period has passed the conjuror can again call the creature. Any conjurer may send their bonded creatures away at any time, but again they will not return until the rest period has passed. If a summoned creature is killed (LB and F = 0), the magic will be severely disrupted. The conjuror will be unable to call the creature for a long period of time, called the death period. After the death period has passed, the creature can be called normally. No re-bonding is necessary. See the individual spells for more details. (For a further description of all of the summoned creatures, see **Creatures**.)

Conjuring Periods

	Call	Rest	Death
<u>Type</u>	<u>Duration</u>	<u>Period</u>	<u>Period</u>
Asethi	1hr x pow	1 day	3 years
Caremisht	4hr x pow	4hr x pow	6 months
Gargarooth	2hr x pow	1 day	1 year
Gnome	2hr x pow	4hr x pow	8 months
Imp	5hr x pow	5hr x pow	2 months
Moograta	1min x pow	1hr x pow	N/A
Nereid	2hr x pow	4hr x pow	8 months
N.Hound	3hr x pow	next night	18 months
Salamander	2hr x pow	4hr x pow	8 months
Screethi	6hr x pow	6hr x pow	1 year
Sylph	2hr x pow	4hr x pow	8 months
Testith	5hr x pow	3hr x pow	4 months

Asethi

Bond

Points to Learn=100
Materials=1000
Accuracy=-50/+5
Area of Effect=1/+0
Casting Fatigue=1xPow
Min Power=5

Casting Time=12h
Effect=Bond
Range=0/+0
Sustaining Fatigue=N/A

Call

Points to Learn=N/A
Materials=N/A
Accuracy=-25/+5
Area of Effect=1/+0
Casting Fatigue=1/2xPow
Min Power=1

Casting Time=60
Effect=Call(1hxPow)
Range=0/+0
Sustaining Fatigue=N/A

Each asethi spell bonds, then calls an asethi, one of the fiercest summoned creatures. Asethis have a call duration of one hour per power level used. They will not be able to be called for one day after being summoned (rest period), and not be able to be called for three years if killed (death period).

Banish

Points to Learn=20
Materials=N/A
Accuracy=-40/+10
Area of Effect=1/+1/3
Casting Fatigue=1/2xPow
Min Power=Pow in call

Casting Time=40
Effect=Banish
Range=30/+5
Sustaining Fatigue=N/A

The banish spell is a mage’s best counter against a summoned creature. This spell allows a mage to banish another mage’s summoned creature. The spell requires a minimum power level equal to the power level used in the calling of the creature. Since the mage attempting to banish will not know the power level used in the calling, he or she will have to guess, or use more power than was necessary. A successfully banished creature will not be able to be called for twice the normal rest period. **Example:** A banished asethi will not return for two days instead of the normal one.) Banishing does not work on skeletons, zombies, mummies or golems. Banishing will work against a creature that was improperly bonded. In other words, if a mage fails to succeed in the bonding of a creature and the creature attacks, the mage may attempt to banish it.

Caremisht

Bond

Points to Learn=25
Materials=400
Accuracy=-30/+5
Area of Effect=1/+0
Casting Fatigue=1xPow
Min Power=3

Casting Time=4h
Effect=Bond
Range=0/+0
Sustaining Fatigue=N/A

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Call

Points to Learn=N/A	Casting Time=20
Materials=N/A	Effect=Call(4hxPow)
Accuracy=-15/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue= $\frac{1}{2}$ xPow	Sustaining Fatigue=N/A
Min Power=1	

Each caremisht spell bonds, then calls a caremisht, one of the more common summoned creatures. Caremisht have a call period of four hours per power level used. They have a rest period equal to their call time. If it is killed, the conjuror will be unable to call it for six months.

Darkness

Points to Learn=15	Casting Time=120
Materials=N/A	Effect=Darkness
Accuracy=-10/+5	Range=20/+5
Area of Effect= $15'r/+5'r$	
Casting Fatigue= $1\frac{1}{2}$ xPow	Sustain. Fatigue=Pow
Min Power=AoE/15	

The darkness spell is used to remove all light from an area. No one within this area will be able to use their vision, because there is no light. Not even the mage that cast the spell will be able to use his or her vision. Blind fighting and other similar actions can take place. The area of effect of a darkness spell is extremely obvious to those outside of it, assuming that they have a light source. In the middle of the night, the darkness spell may not be as obvious at a distance. Any one able to find their way out of the spell will again be able to see. A darkness spell cast onto an illumination spell will cause the two spells to cancel each other out. Neither spell will remain, no matter what power levels were used.

Fairy

Points to Learn=10	Casting Time=20
Materials=N/A	Effect=Call
Accuracy=-10/+5	Range=0/+0
Area of Effect=1/+1	
Casting Fatg= $\frac{1}{2}$ xPow	Sustaining Fatg= $\frac{1}{3}$ xPow
Min Power=AoE	

The fairy spell allows the mage to summon one or more "fairies". (These fairies are summoned creatures and are not related to elves or aldar.) Fairies give off light, but only enough to see four or five feet. They are able to fly and scout ahead. Fairies can communicate with the mage that summoned them, but to every one else they will seem to be speaking gibberish. Fairies are not specific creatures.

A conjurer only needs to learn one fairy spell, because fairies do not need to be bonded. Fairies can be summoned without any wait, no matter what happened to the last batch of fairies.

Feast

Points to Learn=35	Casting Time=5m
Materials=N/A	Effect=Food
Accuracy=-20/+5	Range=0/+0
Area of Effect=1/+1	
Casting Fatigue= $\frac{1}{2}$ xPow	Sustaining Fatigue=N/A
Min Power=AoE	

A feast spell allows the mage to summon food and drink out of thin air. This spell can be used to keep characters alive even if lost in a desert. The one major drawback to the spell is that characters who eat the food from a feast spell for too long begin to become intangible. As the saying goes, "You are what you eat". Characters that continuously eat feast food will start to become like the dispersed magic that summoned the food in the first place. This effect will not begin until after two weeks of eating the feast food. On the fifteenth day, and for every day after that, of eating nothing but feast food, the character will lose one point of Endurance. If a character's Endurance reaches 0, the character will cease to exist. No resuscitation is possible. These points can be regained through training and do not require spending character points.

Gargarooth

Bond

Points to Learn=50	Casting Time=6h
Materials=750	Effect=Bond
Accuracy=-40/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=4	

Call

Points to Learn=N/A	Casting Time=30
Materials=N/A	Effect=Call(2hxPow)
Accuracy=20/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue= $\frac{1}{2}$ xPow	Sustaining Fatigue=N/A
Min Power=1	

This spell is used to summon a particular gargarooth, a great, hulking summoned creature. They have a call duration of two hours. The gargarooth has a rest period of one day after each summoning, and a death period of one year if it can be killed.

Gnome

Bond

Points to Learn=20	Casting Time=4h
Materials=500	Effect=Bond
Accuracy=-40/+10	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue= $1\frac{1}{2}$ xPow	Sustain. Fatigue=N/A
Min Power=3	

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Call

Points to Learn=N/A	Casting Time=15
Materials=N/A	Effect=Call(2hxPow)
Accuracy=-10/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1/2xPow	Sustaining Fatigue=N/A
Min Power=1	

Each gnome spell bonds, then calls a gnome, the elemental embodiment of earth. Gnomes are elementals with a call period of two hours for every power level used in the calling. The rest period of a gnome is two hours times the power level used, and the death period is eight months.

Imp

Bond

Points to Learn=10	Casting Time=2h
Materials=100	Effect=Bond
Accuracy=0/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=1	

Call

Points to Learn=N/A	Casting Time=10
Materials=N/A	Effect=Call(5xPow)
Accuracy=0/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1/2xPow	Sustaining Fatigue=N/A
Min Power=1	

Each imp spell bonds, then calls an imp, a tiny summoned creature. An imp has a call period of five hours per power level used in the calling, and a rest period of the same. The death period of an imp is only two months.

Moograta

Bond

Points to Learn=35	Casting Time=5h
Materials=600	Effect=Bond
Accuracy=-40/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=4	

Call

Points to Learn=N/A	Casting Time=25
Materials=N/A	Effect=Call(1mxPow)
Accuracy=-20/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1/2xPow	Sustaining Fatigue=N/A
Min Power=1	

Each moograta spell bonds, then calls a moograta, the scholars among the summoned creatures. The moograta have a call period of only one minute per power level used in the calling. They have a rest period equal to one hour for every power level used in the latest calling. A moograta does not have a physical body and therefore

cannot be killed. Therefore, they do not have death periods.

Nereid

Bond

Points to Learn=20	Casting Time=4h
Materials=500	Effect=Bond
Accuracy=-40/+10	Range=0/+0
Area of Effect=1/+0	
Casting Fatg=1/2xPow	Sustaining Fatg=N/A
Min Power=3	

Call

Points to Learn=N/A	Casting Time=15
Materials=N/A	Effect=Call(2hxPow)
Accuracy=-10/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1/2xPow	Sustaining Fatigue=N/A
Min Power=1	

Each nereid spell bonds, then calls a nereid, the elemental embodiment of water. A nereid has a call period of two hours for every power level used in the calling. The rest period of a nereid is two hours times the power level used, and the death period is eight months.

Nether Hound

Bond

Points to Learn=35	Casting Time=6h
Materials=700	Effect=Bond
Accuracy=-50/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=4	

Call

Points to Learn=N/A	Casting Time=20
Materials=N/A	Effect=Call(3hxPow)
Accuracy=-20/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1/2xPow	Sustaining Fatigue=N/A
Min Power=1	

Each nether hound spell bonds, then calls a nether hound. Nether hounds are guardians and trackers mainly, but the mage may treat the animal-like creature any way he or she chooses. A nether hound has a call period of three hours for every power level used in the calling. The nether hound's rest period is different than other summoned creatures. A nether hound cannot be called again until night falls. This basically equals a one day rest period. A nether hound that is killed when called will have a death period of 18 months.

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Salamander

Bond

Points to Learn=20	Casting Time=4h
Materials=500	Effect=Bond
Accuracy=-40/+10	Range=0/+0
Area of Effect=1/+0	
Casting Fatg=1 ½xPow	Sustaining Fatg=N/A
Min Power=3	

Call

Points to Learn=N/A	Casting Time=15
Materials=N/A	Effect=Call(2hxPow)
Accuracy=-10/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=½xPow	Sustaining Fatigue=N/A
Min Power=1	

Each salamander spell bonds, then calls a salamander, the elemental embodiment of fire. Like all elementals, the salamander has a call period of two hours per power level used in the calling. The rest period of a salamander is equal to the call duration. A salamander's death period is eight months.

Screethi

Bond

Points to Learn=30	Casting Time=5h
Materials=500	Effect=Bond
Accuracy=-30/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=3	

Call

Points to Learn=N/A	Casting Time=35
Materials=N/A	Effect=Call(6hxPow)
Accuracy=-15/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=½xPow	Sustaining Fatigue=N/A
Min Power=1	

Each screethi spell bonds, then calls a specific screethi, the messengers of the summoned creatures. A screethi has a call period of six hours for every power level used in the calling. The screethi's rest period is equal to its call time. The screethi's death period is one year.

Summon Air

Points to Learn=20	Casting Time=40
Materials=N/A	Effect=Concussion
Accuracy=-20/+5	Range=0/+10
Area of Effect=1/+1/3	
Casting Fatigue=½xPow	Sustaining Fatigue=N/A
Min Power=1	

The summon air spell causes a large rush of air to appear near the target. This increase in air pressure causes an concussive blast. This blast can extinguish small fires, add wind to sails, or knock-out characters. The chance of

knock-out is equal to the chance of spell success. If the character succeeds in casting the spell (unresisted), he or she must again roll a chance of success to succeed in knocking-out the target, this time resisted by Endurance.

Summon Earth

Points to Learn=20	Casting Time=40
Materials=N/A	Effect=½BxPow
Accuracy=-20/+5	Range=0/+10
Area of Effect=1/+1/3	
Casting Fatigue=½xPow	Sustaining Fatigue=N/A
Min Power=1	

The summon earth spell causes a large piece of stone to appear and fly towards the target(s). This stone will cause ½B damage per power level used in the casting. Once the mage has successfully summoned the earth (unresisted), he or she must again roll a chance of success, this time resisted by the target's defense against projectiles, to successfully hit the target. Summoned earth is real rock and can be used as such (treat as a soft stone). Summoned earth can be used as building material, but it is subject to banishment.

Summon Fire

Points to Learn=20	Casting Time=40
Materials=N/A	Effect=½DxPow
Accuracy=-20/+5	Range=0/+10
Area of Effect=1/+1/3	
Casting Fatigue=½xPow	Sustaining Fatigue=N/A
Min Power=1	

The summon fire spell causes a fire to spring into existence. This fire will quickly extinguish itself without fuel to burn. This fire will ignite targets if possible. The fire will burn characters for ½D damage for each power level if the fire is successfully summoned and then the target is hit despite a Psyche resistance. Summoned fire appears to be mini-fireballs.

Summon Water

Points to Learn=20	Casting Time=40
Materials=N/A	Effect=Concussion
Accuracy=-20/+5	Range=0/+10
Area of Effect=1/+1/3	
Casting Fatigue=½xPow	Sustaining Fatigue=N/A
Min Power=1	

The summon water spell causes a large amount of water to appear at the target site. This rush of water can cause concussion and knock-outs. This rush can extinguish small fires or knock-out characters. The chance of knock-out is equal to the chance of spell success. If the character succeeds in casting the spell (unresisted), he or she must again roll a chance of success to succeed in

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knocking-out the target, this time resisted by Endurance. Summoned water is salt water, and therefore undrinkable.

Sylph

Bond

Points to Learn=20	Casting Time=4h
Materials=500	Effect=Bond
Accuracy=-40/+10	Range=0/+0
Area of Effect=1/+0	
Casting Fatg= $1\frac{1}{2} \times \text{Pow}$	Sustaining Fatg=N/A
Min Power=3	

Call

Points to Learn=N/A	Casting Time=15
Materials=N/A	Effect=Call(2hxPow)
Accuracy=-10/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue= $\frac{1}{2} \times \text{Pow}$	Sustaining Fatigue=N/A
Min Power=1	

Each sylph spell bonds, then calls a sylph, the elemental embodiment of air. A sylph has a call period of two hours for every power level used in the calling. The rest period of a sylph is two hours times the power level used, and the death period is eight months like the other elementals.

Testith

Bond

Points to Learn=15	Casting Time=3h
Materials=250	Effect=Bond
Accuracy=-20/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue= $1 \times \text{Pow}$	Sustaining Fatigue=N/A
Min Power=2	

Call

Points to Learn=N/A	Casting Time=15
Materials=N/A	Effect=Call(5hxPow)
Accuracy=-10/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue= $\frac{1}{2} \times \text{Pow}$	Sustaining Fatigue=N/A
Min Power=1	

Each testith spell bonds, then calls a testith, one of the least of the summoned creatures. A testith has a call period of five hours for every power level used in the calling. The rest period of a testith is equal to three hours times the power level used. The testith death period is four months.

Druids

Druids are nature mages, drawing their magic from the natural environments around them. Because of this affinity for nature, druids are often hermits living alone in the woods with the forest animals. Elves are often druids.

Druid spells perform one of two functions: they either manipulate nature or they pervert nature. Continual perversion of nature in one spot can sometimes cause permanent damage to the area, and for this reason, a concerned druid will usually attempt to use more subtle means of defense than continual stone rain spells. ("Continual" in this context means over a period of years.)



Animal Charm

Points to Learn=25	Casting Time=3m
Materials=N/A	Effect=Fascination
Accuracy=+10/+10	Range=10/+5
Area of Effect= $1 + \frac{1}{3}$	
Casting Fatg= $\frac{1}{2} \times \text{Pow}$	Sustaining Fatg= $\frac{1}{2} \times \text{AoE}$
Min Power=W/3	

Animal charm is similar to the charm spell used by necromancers and spell singers, except that it works only on animals. Animals are considered to be any non-sentient, non-magical creature. The minimum power level of this spell is the target's Willpower divided by three. This spell can be resisted. If used on the same creature several times, the spell has a tendency to cause the animal to develop trust, or even loyalty, towards the druid.

Commune

Points to Learn=20	Casting Time=4t
Materials=N/A	Effect=Find Disturbances
Accuracy=-30/+5	Range=0/+15
Area of Effect= $50'r + 10'r$	
Casting Fatigue= $\frac{1}{2} \times \text{Pow}$	Sustain Fatigue= $1 \times \text{Pow}$
Min Power=Hours passed	

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The commune spell allows the druid to locate disturbances in nature in the surrounding area. The minimum power level is equal to the number of hours that have passed since the disturbance. Disturbances can be violent magic spells or other occurrences similar to the effects of these magic spells. This spell can detect more minor occurrences, but with less of a chance of success. A more minor item could be camp fires, less disturbing spells or the passage of a huge monster.

Fire Rain

Points to Learn=30	Casting Time=60
Materials=N/A	Effect= $\frac{1}{2}$ DxPow
Accuracy=-20/+5	Range=40/+10
Area of Effect=15'r/+5'r	
Casting Fatigue= $\frac{1}{2}$ xPow	Sustain Fatigue=1xPow
Min Power=1	

Fire rain is an attack spell causing fire to fall from the air. This spell causes $\frac{1}{2}$ D damage to everyone affected within the area of effect. Easily ignited items will burst into flames when the fire rain hits them. This spell can be resisted. The spell can also be sustained. On the druid's initiative every turn the spell is sustained, he or she must roll to hit every character in the AoE.

Fire Ring

Points to Learn=25	Casting Time=40
Materials=N/A	Effect= $\frac{1}{2}$ DxPow
Accuracy=0/+5	Range=0/+5
Area of Effect=1/+0	
Casting Fatg= $\frac{1}{2}$ xPow	Sustaining Fatg= $\frac{1}{2}$ xPow
Min Power=1	

The fire ring spell causes a ring of flames to circle the target. This ring follows the target around and will not damage the target. This spell causes $\frac{1}{2}$ D damage for each power level used in the casting of the spell to anyone that is touched by the flames. This can be used as a defensive shield or to turn the target into a juggernaut, burning everything in his or her path. The spell can be sustained. On the mage's initiative every turn the spell is sustained, he or she must roll to hit every character touching the ring of flames.

Flight

Points to Learn=20	Casting Time=30
Materials=N/A	Effect=Fly at x3
Accuracy=-10/+5	Range=0/+5
Area of Effect=100/+100	
Casting Fatigue= $\frac{1}{2}$ xPow	Sustain Fatigue=1xPow
Min Power=AoE/100	

The flight spell allows the target to fly. The speed of flying is three times faster than the target could move on the ground. This includes the running and sprinting

speeds, but these speeds cause the same amount of fatigue that they would if the character was on the ground. The area of effect is listed in pounds, and this is also the minimum power level required to cast the spell.

Fog

Points to Learn=15	Casting Time=5m
Materials=N/A	Effect=Fog Cloud
Accuracy=0/+5	Range=0/+40
Area of Effect= $\frac{1}{2}$ m r/+ $\frac{1}{4}$ m r	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=AoE/ $\frac{1}{2}$ m	

The fog spell causes a huge bank of fog to materialize. The base area of effect is a half-mile radius with a marginal increase of a quarter-mile per control level used. The minimum power level needed is based on the area of effect, but the power level also affects the thickness of the fog. Anyone or anything within the fog will have its visibility reduced by 10% for every power level used in the casting. The fog will dissipate at a natural rate.

Gills

Points to Learn=30	Casting Time=5m
Materials=N/A	Effect=Breathe Water
Accuracy=-30/+5	Range=0/+5
Area of Effect=1/+ $\frac{1}{3}$	
Casting Fatg= $\frac{1}{2}$ xPow	Sustaining Fatg= $\frac{1}{3}$ xPow
Min Power=AoE	

The gills spell allows the target(s) to breathe water. Characters with an active gills spell cannot breathe air. This spell will not work against anyone that is resisting it. In other words it cannot be used to cause an opponent to drown in the air. This spell does have the capability to allow a water breathing creature to breathe air under the same restrictions. This spell can be assisted.

Insect Swarm

Points to Learn=30	Casting Time=3t
Materials=N/A	Effect=Distraction
Accuracy=-20/+5	Range=40/+10
Area of Effect=1/+ $\frac{1}{2}$	
Casting Fatigue= $\frac{1}{2}$ xPow	Sustain Fatigue=1xPow
Min Power=1	

An insect swarm calls all the insects in the area to attack the target. This attack causes a distraction. This distraction will reduce the target's Agility by one for every power level used. If the target's Agility is reduced to 0, the target will spend his or her action scratching and itching. This spell causes no damage and will not work if there are no insects in the area (a very rare occurrence). This spell can be resisted.

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Lightning Bolt

Points to Learn=25 Casting Time=25
Materials=N/A Effect= $\frac{1}{2}D \times Pow$
Accuracy= $+10/+5$ Range= $40/+5$
Area of Effect= $1/+ \frac{1}{3}$
Casting Fatigue= $\frac{1}{2}xPow$ Sustaining Fatigue=N/A
Min Power=3

Lightning bolt is the main attack spell of most druids. It causes a bolt of electricity to leap at the target, causing $\frac{1}{2}D$ damage per power level used in the casting of the spell. Lightning bolt has a minimum power level of three, and despite popular belief, it does not require a storm.

Rain

Points to Learn=10 Casting Time=50
Materials=N/A Effect=Light Rain
Accuracy= $-10/+5$ Range= $30/+10$
Area of Effect= $50'r/+10'r$
Casting Fatg= $\frac{1}{3}xPow$ Sustaining Fatg= $\frac{1}{2}xPow$
Min Power=1

The rain spell causes a light rain to fall in the area of effect. This spell is used to water plants, put out small fires, gather drinking water or other such uses for rain. The rain will fall when summoned, but could cause problems to the surrounding area if used too often.

Stone Rain

Points to Learn=40 Casting Time=100
Materials=N/A Effect= $1B \times Pow$
Accuracy= $-40/+5$ Range= $20/+10$
Area of Effect= $10'r/+5'r$
Casting Fatigue= $1xPow$ Sustaining Fatigue= $3xPow$
Min Power=1

Stone rain is a very strange spell that causes rocks to fall out of the air. This is a major perversion of nature, and will attract the attention of commune spells and passing druids. Stone rain causes $1B$ damage for every power level used to everyone affected within the area of effect. Every turn the spell is in effect, the druid must roll a success test against everyone within the AoE on their initiative. The stone rain drops will dissipate within a few hours of casting the spell, but until then the stone rain drops will remain on the ground like fist-sized rocks. This spell can be resisted.

Storm

Points to Learn=25 Casting Time=100
Materials=N/A Effect=Heavy Rain
Accuracy= $-30/+5$ Range= $30/+10$
Area of Effect= $50'r/+10$
Casting Fatg= $\frac{1}{3}xPow$ Sustaining Fatg= $\frac{1}{2}xPow$
Min Power=3

The storm spell causes heavy rains to come pouring down soaking everything in the area of effect. This is much more powerful than a rain spell and could kill small plants

within its confines. This is often used as an attack by sea wizards, to cause difficulties for sailors. The spell requires three power levels to manifest.

Thunderclap

Points to Learn=20 Casting Time=25
Materials=N/A Effect= $1F \times Pow$
Accuracy= $+10/+5$ Range= $70/+10$
Area of Effect= $10'r/+5'r$
Casting Fatigue= $\frac{1}{2}xPow$ Sustaining Fatigue=N/A
Min Power=2

Thunderclap causes a concussion clap that pounds those within the area of effect. This clap causes $1F$ damage per power level used to everyone affected. The thunderclap requires a minimum power level of two to explode.

Wind Storm

Points to Learn=15 Casting Time=75
Materials=N/A Effect=Heavy Winds
Accuracy= $-20/+5$ Range= $30/+10$
Area of Effect= $50'r/+10'r$
Casting Fatg= $\frac{1}{3}xPow$ Sustaining Fatg= $\frac{1}{2}xPow$
Min Power=2

A wind storm spell causes huge winds to fill the area of effect. The druid can control the direction of the winds, but the area of effect will stay the same. No range or thrown melee weapons can be used within a wind storm. The winds will not materially affect characters of human size, but may knock down or blow away smaller creatures. (Quick rule - If the power level is equal to a small creature's Endurance, the creature will be affected.) This spell is very useful to sailors looking to make time. The wind storm spell requires a minimum power level of two to manifest.

Healers

Healers are able to use magic from the environment, their own bodies, and the body of their target to heal or otherwise improve the target. They are common in urban areas, making money by selling their skills. Although some do go adventuring, they are typically defensive in nature.

Antidote

Points to Learn=20 Casting Time=30
Materials=N/A Effect= $+ \frac{1}{2}xPow$
Accuracy= $0/+10$ Range= $0/+0$
Area of Effect= $1/+0$
Casting Fatigue= $\frac{1}{2}xPow$ Sustaining Fatigue=N/A
Min Power=1

The antidote spell heals damage taken from poison, and stops further damage. It cannot heal damage from

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wounds, only from poison. An antidote spell is useless on a dead person. The spell heals $\frac{1}{2}D$ damage for every power level used. It cannot heal more damage than the target took from poison. If the healed damage is greater than the damage taken, the extra points can be used to offset poison that is currently in the target, but will thereafter be lost. The spell can be resisted by very strong poisons, and/or assisted by the target.

Cure

Points to Learn=30	Casting Time=50
Materials=N/A	Effect=Cure Disease
Accuracy=var/+10	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue= $\frac{1}{2}xPow$	Sustaining Fatigue=N/A
Min Power=var	

The cure spell cures diseases. Each disease has a resistance that it will apply to the chance of success. Most resistances are relatively low, but some major disease are very difficult to cure (such as malaria, diabetes or the common cold). The target can assist the spell. No damage is healed by this spell, but the symptoms of the disease will immediately start to disappear. If the target has two or more diseases, the weakest (lowest resistance) disease will be cured first.

Grow

Points to Learn=25	Casting Time=50
Materials=N/A	Effect=+1ExPow
Accuracy=-20/+10	Range=0/+10
Area of Effect=1/+ $\frac{1}{3}$	
Casting Fatg= $\frac{1}{2}xPow$	Sustaining Fatg= $\frac{1}{2}xPow$
Min Power=1	

The grow spell causes its target to become bigger. This adds one point of Endurance to the target for every power level used. This also increases the character's Life's Blood. If the grown character takes damage, the damage is first applied to the spell's Life's Blood before it is applied to the character. This spell can be resisted or assisted.

Heal

Points to Learn=15	Casting Time=30
Materials=N/A	Effect=+ $\frac{1}{2}LBxPow$
Accuracy=+5/+10	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue= $\frac{1}{2}xPow$	Sustaining Fatigue=N/A
Min Power=1	

The heal spell is the most common spell among healers. It heals any kind of LB damage done to a character. It can only give Life's Blood points. It cannot mend a broken bone or restore a severed hand. A successful heal spell will stop a character from taking bleeding damage. The spell restores $\frac{1}{2}D$ Life's Blood points for every power

level used in the casting of the spell. If the spell restores more LB than the character's maximum LB, the extra points are wasted.

Immunity - Cold

Points to Learn=20	Casting Time=40
Materials=N/A	Effect= $-\frac{1}{2}DxPow$
Accuracy=+5/+10	Range=0/+10
Area of Effect=1/+ $\frac{1}{3}$	
Casting Fatg= $\frac{1}{2}xPow$	Sustaining Fatg= $\frac{1}{2}xPow$
Min Power=1	

The immunity to cold spell is a protective spell. It will reduce the amount of damage taken from cold based attacks. It will not heal damage already taken. Any cold attack will be reduced by $\frac{1}{2}D$ damage for every power level of this spell used. It must be cast and maintained prior to the character taking the damage, or it will do no good. This spell can be used to keep a character warm in cold environments.

Immunity - Fire

Points to Learn=20	Casting Time=40
Materials=N/A	Effect= $-\frac{1}{2}DxPow$
Accuracy=+5/+10	Range=0/+10
Area of Effect=1/+ $\frac{1}{3}$	
Casting Fatg= $\frac{1}{2}xPow$	Sustaining Fatg= $\frac{1}{2}xPow$
Min Power=1	

The immunity to fire spell is a protective spell. It will reduce the amount of damage taken from fire or heat based attacks. It will not heal damage already taken. Any fire or heat attack will be reduced by $\frac{1}{2}D$ damage for every power level of this spell used. It must be cast and maintained prior to the character taking the damage, or it will do no good. This spell can be used to keep a character cool in hot environments.

Restore

Points to Learn=40	Casting Time=5m
Materials=N/A	Effect=Repair
Accuracy=-20/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=4	

The restore spell will reattach intricate objects. This can be used to reattach a severed hand (or head before a resuscitate spell) or similar problem. It can be used to mend broken objects, but this is considered to be over kill. It does not have the power to reform a missing part. The restore spell can be assisted. There is a minimum power level of four to successfully operate this spell.

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Restore Sanity

Points to Learn=25	Casting Time=30h
Materials=N/A	Effect=K=Pow
Accuracy=-25/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue= $\frac{1}{3}$ xPow	Sustaining Fatigue=N/A
Min Power=K	

If for some reason, a character was to lose his or her sanity (usually by having his or her Knowledge reduced to 0), this spell would be able to restore it. The healer would be able to restore Knowledge up to the power level used in the casting of the spell. This spell cannot restore more points than the character started with. If the power level used causes a restored Knowledge less than the character started with, the character will have to improve the attribute with character points and training. A second spell will not restore the points.

Resuscitate

Points to Learn=60	Casting Time=5m
Materials=N/A	Effect=1LB & 1F
Accuracy=-20/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=E	

The resuscitate spell will restore life (at 1 LB and no bleeding) to the body. It does not fix the damage that caused death. If for some reason (i.e. decapitation or rotting), the body is not capable of supporting life, the resuscitation spell will only be able to keep the body alive for a number of minutes equal to the power level used. (This assumes that nothing additional happens to the body.)

The resuscitated character will have an Endurance equal to the power level used in the spell. This spell cannot improve a character's Endurance. If the spell power level is higher than the character's Endurance, the extra power levels will be wasted. If the power levels used are less than the character's Endurance, the character will awaken with the lower Endurance. It will take character points and training to regain the lost Endurance points. Resuscitate cannot be assisted because the target is unconscious.

Resuscitate returns life to the body; it cannot give life where there was none before. This spell will not bring a statue to life. If this spell is used on undead monsters, it will cause one die multiplier of damage for each power level used in its casting.

Sensitize

Points to Learn=20	Casting Time=60
Materials=N/A	Effect=Touch & Pain
Accuracy=-25/+5	Range=0/+0
Area of Effect=1/+ $\frac{1}{4}$	
Casting Fatg= $\frac{1}{3}$ xPow	Sustaining Fatg= $\frac{1}{3}$ xPow
Min Power=1	

The sensitize spell causes the target's sense of touch to increase. This is very useful when using Agility in a craftsmanship skill. In these situations, the character's Agility will be increased one for every power level used. This will increase the character's base for pick locks, woodworking or sculpting, but will not aid range combat or acrobatics. If a character under the influence of a sensitize spell is struck in combat, the damage will be applied to Life's Blood and Fatigue. This is because of the pain increase caused by the spell. This spell can be assisted or resisted.

Strength

Points to Learn=25	Casting Time=80
Materials=N/A	Effect=+1SxPow
Accuracy=-10/+5	Range=0/+0
Area of Effect=1/+ $\frac{1}{3}$	
Casting Fatg= $\frac{1}{2}$ xPow	Sustaining Fatg= $\frac{1}{2}$ xPow
Min Power=1	

The strength spell increases the physical strength of the target(s). The character's Strength will be increased one point for every power level used in the casting of the spell. This will increase the base for all Strength tasks, whether skill oriented or not. The Strength spell actually increases the character's size, and is therefore obvious in unarmored characters. This spell can be assisted.

Illusionists

Illusionists use magical forces to trick the eye of the target. These can be used in any of several different ways, but always using eye tricks. These spells are not tangible and therefore relatively easy to learn compared to the large attack spells.

A true illusion can never cause damage to the target directly, but they can cause the target to hurt him or herself. Example: *An illusionary dragon cannot cause damage by biting a character, but an illusionary bridge can cause a character to walk off a cliff.*

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Blind

Points to Learn=15	Casting Time=25
Materials=N/A	Effect=Blinded
Accuracy=-20/+5	Range=10/+10
Area of Effect=1/+ ¹ / ₃	
Casting Fatigue= ¹ / ₂ xPow	Sustain Fatigue=1xPow
Min Power=K/3	

The blind spell causes the target to not be able to see. This spell is an all or nothing. The spell either makes the target blind or it has no effect. This spell can be resisted. The minimum power necessary for success is the target's Knowledge divided by three.

Dazzle

Points to Learn=10	Casting Time=15
Materials=N/A	Effect=-1A&KxPow
Accuracy=-10/+5	Range=10/+10
Area of Effect=1/+ ¹ / ₂	
Casting Fatg= ¹ / ₂ xPow	Sustaining Fatg= ¹ / ₂ xPow
Min Power=1	

The dazzle spell causes multi-colored lights to flash in the target's eyes. This distraction will reduce the target's Knowledge and Agility by one for each power level used. These reductions will only reduce these attributes while being used as the base for skills, actions, or resistances. This spell can be resisted.

Disguise

Points to Learn=10	Casting Time=20
Materials=N/A	Effect=+10 Disg xPow
Accuracy=0/+10	Range=0/+10
Area of Effect=1/+ ¹ / ₂	
Casting Fatg= ¹ / ₃ xPow	Sustaining Fatg= ¹ / ₂ xPow
Min Power=AoE	

This spell aids the Disguise skill. While the spell is in effect, the chance of success for the target's Disguise skill is +10% for every power level used. This spell can be assisted or resisted. The minimum power level is the area of effect.

Doppelganger

Points to Learn=20	Casting Time=20
Materials=N/A	Effect=+1 Image x Pow
Accuracy=0/+10	Range=0/+5
Area of Effect=1/+1	
Casting Fatg= ¹ / ₃ xPow	Sustaining Fatg= ¹ / ₃ xPow
Min Power=1	

The doppelganger spell causes several images of the mage to appear. These images will confuse attackers, because they are exact copies of the mage. These images are immaterial, and any attack on these images will pass harmlessly through. Once identified, the images can be ignored as long as the attacker remembers which is which. The power level indicates how many duplicates appear,

while the area of effect is the number of people are affected by the illusion.

Illuminate

Points to Learn=5	Casting Time=15
Materials=N/A	Effect=Illumination
Accuracy=+20/+10	Range=0/+20
Area of Effect=15'r/+5'r	
Casting Fatg= ¹ / ₂ xPow	Sustaining Fatg= ¹ / ₄ xPow
Min Power=1	

The illuminate spell causes the area of effect to light up and allows normal vision. The spell can be cast upon an object, and then the object can be carried around. The more power levels used, the brighter the light will be, but only one power level is needed. An illumination spell cast onto a darkness spell will cause the two spells to cancel each other out. Neither spell will remain, no matter how many power levels were used.

Illusion

Points to Learn=20	Casting Time=25
Materials=N/A	Effect=Belief
Accuracy=-20/+10	Range=30/+10
Area of Effect=1/+1	
Casting Fatigue= ¹ / ₂ xPow	Sustain Fatigue=1xAoE
Min Power=AoE	

This spell causes an illusion of the spell caster's choice to appear anywhere within the range of the spell. The illusion appears in the mind of the target(s) and as a ghost image to the caster, but not to anyone else. Illusions have no substance and anyone touching or attacking an illusion will immediately realize that it is not real. An illusion spell creates a single illusion. A single illusion could consist of a soldier, a chair, a door, a dragon, a sword or any other single object. A single illusion cannot create a mile long canyon or a full sized castle. If the spell is successfully cast, the targets become believers until something leads them to realize the illusion is not real. The spell can be assisted or resisted.

Once the illusion has begun, the spell caster can control its movements and appearance in an effort to make it more realistic. Illusions do not make sounds nor do they have any smells or taste. If someone suspects that what they see is an illusion, a successful Senses task (resisted by the accuracy modifier used) will reveal the illusion for what it is. Illusions cannot directly cause damage. If an illusion were to attack someone, it would disappear. Clever use of illusions can trick believers into hurting themselves (such as an illusionary bridge over a deep pit).

If someone tells a believer that it is an illusion they may attempt the Senses roll to see if they "disbelieve" the illusion. Anything that would make the illusion less than

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believable also allows this Senses test (such as a huge dragon appearing out of no where).

Invisibility

Points to Learn=15	Casting Time=25
Materials=N/A	Effect=Invisibility
Accuracy=+20/+10	Range=0/+10
Area of Effect=1/+½	
Casting Fatigue=1xPow	Sustaining Fatigue=1xAoE
Min Power=AoE	

The invisibility spell makes the target(s) of the spell impossible to see. If an invisible character enters combat, blind fighting will occur. A successful Senses task will reveal the general location of an invisible character, but this is not enough for casting spells at the character. When the spell is cast, the target and everything carried will be turned invisible (other characters cannot be carried). Anything dropped will become visible, and anything picked up will remain visible. In this way, invisible characters can be found by being covered in flour or some other substance. This spell can be resisted.

Invisibility can be extremely dangerous to the target.

Not only is it difficult to move when unable to see your own limbs, but allies will also be unable to see invisible characters. This could cause invisible creatures to be shot in the back or wind up in the middle of a thunderclap or fireball.

Phantasm

Points to Learn=25	Casting Time=10
Materials=N/A	Effect=1FxPow
Accuracy=+10/+10	Range=50/+10
Area of Effect=1/+½	
Casting Fatigue=½xPow	Sustaining Fatigue=N/A
Min Power=1	

The phantasm spell causes a terrifying image to appear and charge at the target. This terrifying attack will cause 1F damage for every power level used in the spell. The spell will most likely be resisted. The image is not physical and cannot be attacked or stopped.

Phantom Mist

Points to Learn=10	Casting Time=30
Materials=N/A	Effect=+10 Camo x Pow
Accuracy=0/+10	Range=0/+10
Area of Effect=10'r/+5'r	
Casting Fatg=1/3xPow	Sustaining Fatg=½xPow
Min Power=1	

Phantom mist causes an eerie fog to appear. This mist will make it easier for a Camouflage chance of success.

Other than the reduced visibility, the spell has no effect. The spell cannot be resisted or assisted.

Shade Form

Points to Learn=30	Casting Time=50
Materials=N/A	Effect=Immaterial
Accuracy=-20/+10	Range=0/+10
Area of Effect=1/+1/3	
Casting Fatigue=½xPow	Sustain Fatigue=1xPow
Min Power=3	

Shade form causes the mage to become intangible. This will allow the mage to pass through walls and avoid any physical attacks. Fatigue causing spells and proficiencies will still affect the shade form. The minimum power needed is three. Shade form can be assisted or resisted.



Necromancers

Necromancers are practically the opposite of healers. They gather most of their magic from the bodies of their targets, but they leave the bodies much worse for the loss of the magic. They also have a lot of dealings with bodies of the deceased.

Necromancers are feared by most people due to their dangerously powerful spells. Many of their spells have very long casting times and require the use of expensive components. Because of this, the fear of the locals often helps keep the necromancer from being bothered.

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The stories of necromancers being body snatchers are most often true. Corpses can be used by the necromancers for many of their spells and more of their experiments. These incidents begin the stories of witches and warlocks in the forest eating little children. Despite all the fear and stories, many people find themselves visiting a necromancer for assistance.

Age

Points to Learn=25	Casting Time=40
Materials=N/A	Effect=+2 Years x Pow
Accuracy=-20/+5	Range=20/+10
Area of Effect=1/+¼	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=1	

The age spell increases the age of the target. The target's age is increased 2 years for every power level used in the casting of the spell. The target will take Fatigue damage (points not a die multiplier) equal to the number of years aged. If the target is aged over 10 years, the target will also lose a point of Agility. This point can be regained with training and does not require the use of character points.

Charm

Points to Learn=15	Casting Time=30
Materials=N/A	Effect=Fascination
Accuracy=+10/+10	Range=30/+10
Area of Effect=1/+ ¹ / ₃	
Casting Fatg= ¹ / ₂ xPow	Sustaining Fatg= ¹ / ₂ xPow
Min Power=W/3	

The charm spell causes its victim to become fascinated by the spell caster. The victim will be unable to resist any Psyche based skills used against him or her. The victim is not a helpless slave and can speak with the spell caster. The victim will not turn on his or her friends or do something completely against their moral standards. The charmed people will not believe that they are under the effects of a charm spell, no matter what their friends try to tell them. Charmed people cannot cast spells while under the effects of a charm, their minds are too dazzled to effectively concentrate.

Clairvoyance

Points to Learn=20	Casting Time=5t
Materials=15	Effect=See far away
Accuracy=-10/+5	Range=10m/+5m
Area of Effect=10'r/+5'r	
Casting Fatg= ¹ / ₂ xPow	Sustaining Fatg= ¹ / ₃ xPow
Min Power=R/15m	

The clairvoyance spell is used for far seeing. It allows the mage to get an image of a place not in his or her direct line of sight. Spells cannot be cast through a

clairvoyance spell; it can only be used for seeing, not acting. The clairvoyance spell does not give the mage any other sense besides sight. No sounds or smells will come through the spell. If the mage wishes to view another site with the spell, he or she must drop the present spell and cast another. A clairvoyance spell may not be moved, nor may a single mage view more than one place at a time. If one clairvoyance spell is locked onto a site, no others may view that particular place at the same time.

Clairvoyance will work through solid objects, but those objects are allowed to resist the spell (See **Magical Substances**). If the object's materials have a positive resistance, this number is added to the chance of success. People or creatures present within the spells area cannot resist the viewing. The view of a clairvoyance spell is from above. Because of this, the substance that is resisting the spell is the roof.

A necromancer's clairvoyance spell requires the use of magical substances, such as specially prepared oils and herbs. These materials will used up and destroyed in the casting of the spell. These materials typically cost 15sc. Necromancers use these materials to view the target site and typically can allow others to view as well by looking over their shoulder.

Evil Eye

Points to Learn=30	Casting Time=20
Materials=N/A	Effect=-1W x Pow
Accuracy=+5/+5	Range=20/+10
Area of Effect=1/+0	
Casting Fatigue= ¹ / ₃ xPow	Sustaining Fatigue=N/A
Min Power=hours	

The evil eye spell reduces the Willpower of the target by one point for every power level used. If the target's Willpower is reduced to 0, the target will be paralyzed with fear. The evil eye spell will last for as many hours as power levels used. Additional evil eye spells will not affect the target unless the power level is higher. Even in these cases, only the increase in power level will be effective. For example, after a power level three evil eye has affected a character, a power level four will only reduce the target's Willpower one more and a power level three will not affect the character at all.

Permanent Charm

Points to Learn=60	Casting Time=120
Materials=N/A	Effect=Fascination
Accuracy=-40/+5	Range=0/+10
Area of Effect=1/+0	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=W/2	

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Permanent charm works exactly like a normal charm spell, except that it does not need to be sustained. It will last until the mage cancels the spell, or the mage dies. The minimum power level for this spell is the target's Willpower divided by 2. If this minimum power level is not met, the spell will not manifest.

Resuscitate

Points to Learn=50	Casting Time=30h
Materials=120	Effect=1LB & 1F
Accuracy=-40/+10	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=E	

The resuscitate spell will restore life (at 1 LB and no bleeding) to the body. It does not fix the damage. If for some reason (i.e. decapitation or rotting), the body will not be capable of supporting life, the resuscitation spell will only be able to keep the body alive for a number of minutes equal to the spell's power level. (This assumes that nothing additional happens to the body.)

Resuscitate returns life to the body; it cannot give life where there was none before. This spell will not bring a statue to life. If this spell is used on undead monsters, it will cause 1D damage for each power level used in its casting.

A necromancer's resuscitate spell is more involved than a healer's. It requires 30 hours to complete and an outlay of 120sc for the materials. Other than this it works just like the healer's spell.

Seance

Points to Learn=20	Casting Time=1h
Materials=20	Effect=1 ? x Pow
Accuracy=-20/+5	Range=0/+0
Area of Effect=1/+1	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=1	

A seance allows the mage to ask questions to dead people. One question may be asked for every power level used. The questions will be answered as truthfully as the dead person can, but often unclear questions will cause confusion or wrong answers. 20sc must be spent for the special candles and other materials needed. Also needed is some tie to the dead person, either a piece of them, a possession they treasured, or a loved one included in the area of effect. The area of effect includes the number of people that will hear the answers given.

Silence

Points to Learn=15	Casting Time=40
Materials=N/A	Effect=Silence
Accuracy=-20/+5	Range=30/+10
Area of Effect=10'r/+5'r	
Casting Fatigue=1xPow	Sustain Fatigue=1/2xPow
Min Power=2	

Silence prevents any sound from occurring within its area of effect. This spell can assure a move quietly task or prevent a mage or spell singer from casting a spell. The silence spell can be cast upon an object, and then that object can be moved to alter the specific area of effect. Silence cannot be resisted or assisted.

Skeleton

Points to Learn=15	Casting Time=15h
Materials=corpse+50	Effect=Skeleton
Accuracy=-40/+10	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1/3xPower	Sustaining Fatigue=N/A
Min Power=Endurance	

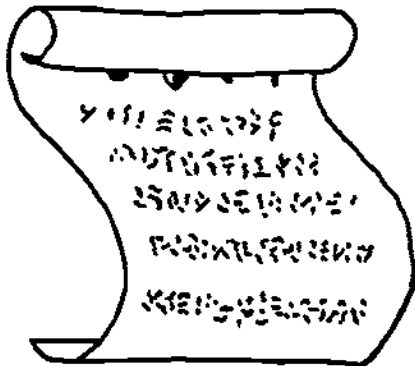
This spell causes a skeleton to come to unlife. The skeleton will have a Strength, Endurance and Agility equal to the power level of the spell casting. Skeleton making is a long process and often considered problem causing. Many areas will have problems (legal or ethical) with necromancers collecting bones from dead bodies and turning them into skeletons.

Weakness

Points to Learn=20	Casting Time=30
Materials=N/A	Effect=-1 S x Pow
Accuracy=+5/+5	Range=20/+10
Area of Effect=1/+1/3	
Casting Fatg=1/2xPow	Sustaining Fatg=1/2xPow
Min Power=1	

The weakness spell will reduce the target's Strength by one point for every power level used. This will affect all Strength based skills and tasks. This spell can be resisted. The Strength will be returned as soon as the spell is dropped, either by the mage or by the mage falling unconscious.

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Youth

Points to Learn=25	Casting Time=1h
Materials=500	Effect=-Pow Years
Accuracy=-40/+5	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1xPower	Sustaining Fatigue=N/A
Min Power=1	

A youth spell actually reverses the aging process. The spell reduces the target's age by the power level used in the casting of the spell. The major drawback to this spell is the fact that continued use can cause the target to lose Knowledge. A target should only receive one of these spells per month. For every time after this, the character risks a 10% cumulative chance of losing a point of Knowledge. (20% for the second spell, 30% for the third, 40% for the fourth, and so on) This point will be lost and will require the use of character points to be regained. If the character's Knowledge is reduced to 0, the character will lose control of their body, and become a non-thinking person. If the target's age is reduced to 0, the target will cease to exist. A youth spell can be resisted or assisted.

Zombie

Points to Learn=25	Casting Time=28h
Materials=corpse+75	Effect=Zombie
Accuracy=-60/+10	Range=0/+0
Area of Effect=1/+0	
Casting Fatigue=1/2xPower	Sustaining Fatigue=N/A
Min Power=Endurance/2	

Zombies are created by necromancers from recently dead corpses. This is not a quick process and is often opposed by any locals that know about it. The zombies are completely mindless. Once the zombie is created, any damage will remain. The zombie's Strength and Endurance will be twice the power level used in the creation of the creature.

Sorcerers

Sorcerers are the great energy wielders. Their spells typically cause large amounts of damage and spectacular effects. They are among the more common mages due to the flash and excitement shown by their spells. Sorcerers are often sought by adventurers and generals alike to add extra power to any campaign or mission.

Black Rain

Points to Learn=40	Casting Time=3m
Materials=N/A	Effect=1/2DxPow
Accuracy=-20/+10	Range=75/+15
Area of Effect=20'r/+5'r	
Casting Fatigue=1xPow	Sustaining Fatigue=2xPow
Min Power=2	

The black rain spell causes acid to fall out of the sky. Its long casting time and large AoE make its uses in close combat limited. Despite these factors, it is considered to be one of the most effective spells for large battles. Black rain will affect everything within its area of effect, both people and materials, dissolving away anything it touches. Every turn the spell is in effect, the sorcerer that cast the spell will have to roll a success test against everyone within the area of effect. Success indicates that the target will take damage that turn. Black rain is a complete perversion of nature, and therefore it requires an incredible amount of time to learn.

Clairvoyance

Points to Learn=25	Casting Time=50
Materials=N/A	Effect=See far away
Accuracy=-10/+5	Range=30/+10
Area of Effect=10'r/+5'r	
Casting Fatigue=1/2xPow	Sustaining Fatigue=1/3xPow
Min Power=R/30	

The clairvoyance spell is used for far seeing. It allows the mage to get an image of a place not in his or her direct line of sight. Spells cannot be cast through a clairvoyance spell; it can only be used for seeing, not acting. The clairvoyance spell does not give the mage any other sense besides sight. No sounds or smells will come through the spell. If the mage wishes to view another site with the spell, he or she must drop the present spell and cast another. A clairvoyance spell may not be moved, nor may a single mage view more than one place at a time. If one clairvoyance spell is locked onto a site, no others may view that particular place at the same time.

Clairvoyance will work through solid objects, but those objects are allowed to resist the spell (See **Magical Substances**). If the object's materials have a positive resistance, this number is added to the chance of success. People or creatures present within the spells area cannot

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resist the viewing. Unlike necromantic clairvoyance, the sorcerer sees the images in his or her mind. No one else can see the image.

Disintegrate

Points to Learn=25	Casting Time=20
Materials=N/A	Effect= $1\frac{1}{2} \times \text{Pow}$
Accuracy=0/+10	Range=20/+10
Area of Effect= $1/+1\frac{1}{3}$	
Casting Fatigue= $1 \times \text{Pow}$	Sustaining Fatigue=N/A
Min Power=1	

Disintegrate is probably the most powerful of all the sorcerers' spells. Able to cause extreme damage, with minimal power, even a young and inexperienced mage can easily kill an opponent with this spell. For this reason, many sorcery schools will not teach this spell to unproven mages. Disintegration works on people and items, with its only drawback being the heavy fatigue caused.

Fireball

Points to Learn=20	Casting Time=25
Materials=N/A	Effect= $\frac{1}{2} \times \text{Pow}$
Accuracy= $+20/+5$	Range=50/+10
Area of Effect= $10'r/+5'r$	
Casting Fatigue= $\frac{1}{2} \times \text{Pow}$	Sustaining Fatigue=N/A
Min Power=3	

This spell causes a large sphere of flames to appear and explode over a 20' diameter area of effect (or larger). Characters in the target area can resist the spell with their Psyches or attempt to dodge. Dodging requires an action and applies the same modifier that the character would receive for dodging in combat. Dodging is affected by distance. For every five feet the character must move to avoid the spell, his or her dodge is reduced by 15%.



Fireballs do $\frac{1}{2}D$ damage \times Power with a minimum of $1\frac{1}{2}D$ due to the minimum power level required to cast the spell. There is no way for the caster to control the fireball once it has been cast. Even if the spell caster has friends within the fireball, they will be affected. Fireballs affect the objects within their AoE, but will only ignite easily flammable objects because of the instantaneous nature of the spell.

Freeze

Points to Learn=20	Casting Time=30
Materials=N/A	Effect= $\frac{1}{2} \times \text{Pow}$
Accuracy= $+10/+5$	Range=30/+5
Area of Effect= $1/+1\frac{1}{2}$	
Casting Fatigue= $\frac{1}{2} \times \text{Pow}$	Sustaining Fatigue=N/A
Min Power=1	

The freeze spell causes a cone of freezing magic to shoot out of the caster's fingers towards the intended target. This cone travels so quickly that dodging is not allowed. The freezing spell causes damage to all living things, but objects and undead are unaffected. Reptiles are more susceptible to freezing spells. Against any cold-blooded creature, a freezing spell will reduce the creature's Agility one point for every power level used. If the character's agility is reduced to zero or below, the creature will go into a hibernation and not come out until it has warmed up. The Agility reduction will only occur on the most powerful freeze spell cast against the creature. *If a mage casts a power level 3 freeze against a lizard, its Agility will be reduced three. The next power level 3 freeze will do damage, but not reduce Agility. A power level 4 freeze will reduce the lizard's Agility another point, for a total of 4.*

Mystic Bolt

Points to Learn=10	Casting Time=5
Materials=N/A	Effect= $\frac{1}{2}B \times \text{Power}$
Accuracy= $+10/+5$	Range=60/+10
Area of Effect= $1/+1\frac{1}{2}$	
Casting Fatigue= $\frac{1}{3} \times \text{Pow}$	Sustaining Fatigue=N/A
Min Power=1	

This spell causes the targets to be struck by an invisible, blunt force causing damage based on the power level ($\frac{1}{2}B \times \text{Power}$). The bolt is unaffected by the target's Agility, shield or other physical defenses, but can be resisted with Psyche. The bolt causes real damage and will most likely leave the same bruise that a club or shield bash would. Armor does block damage normally.

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Mystic Bonds

Points to Learn=15	Casting Time=25
Materials=N/A	Effect=Bound
Accuracy=+20/+15	Range=40/+10
Area of Effect=1/+½	
Casting Fatigue=½xPow	Sustaining Fatigue=1xAoE
Min Power=1	

The mystic bonds spell causes circles of magical energy to surround the target. These bonds prevent movement and any other physical action, including the casting of mage spells. To break free requires a standard Strength task, with the target's Strength reduced by one for every power level used. {Chance of success = (S - Power level used) x10%} This Strength task is an action and will prevent other actions during the same turn. Even dual weapon fighters will be prevented from acting in the same turn they burst free.

Mystic Shield

Points to Learn=10	Casting Time=10
Materials=N/A	Effect=+5%DefxPow
Accuracy=0/+10	Range=0/+10
Area of Effect=1/+½	
Casting Fatigue=⅓xPow	Sustaining Fatigue=½xPow
Min Power=1	

Mystic shield raises a magical barrier that helps to deflect attacking weapons. For every power level used, the target's (usually the caster) parry and dodge are increased by 5%. This shield covers a 180° field. This means that one shield cannot protect against attacks from two sides. Two shields can be used simultaneously, but remember that this would cause two separate sustaining fatigues.

Shapeshift

Points to Learn=20	Casting Time=50
Materials=N/A	Effect=Shift Form
Accuracy=-20/+5	Range=0/+10
Area of Effect=1/+0	
Casting Fatigue=½xPow	Sustaining Fatigue=⅓xPow
Min Power=? in Endurance	

The shapeshift spell has many uses for it allows the target of the spell to assume any form. The new form retains the target's mental attributes (K, W and P), but gains the physical attributes (S, E and A) of the target. The shapeshifted character will have a Strength roughly equivalent to its own relative Strength. For example, a human of average Strength (5) shapeshifted into an ogre, will have average Strength (8) for an ogre. This also applies to Agility. The minimum power level required is the change in Endurance. This restricts the amount of change possible. The change in Endurance could be an increase or a decrease; it is used as the minimum power. Use of a shapeshift spell can enable the target to fly, swim or move

in any way that the new form does. The character can also use the new form's attacks. A mage that has never seen the form he or she is attempting to shapeshift into will probably not come very close to the target shape. Shapeshifting works best when changing into a known form.

Sleep

Points to Learn=10	Casting Time=30
Materials=N/A	Effect=1FxPow
Accuracy=0/+5	Range=45/+10
Area of Effect=1/+1	
Casting Fatigue=⅓xPow	Sustaining Fatigue=N/A
Min Power=1	

A sleep spell causes its victim(s) to become fatigued. With enough fatigue, the target(s) will fall asleep. It is impossible for this spell to cause Life's Blood damage to a person. Creatures without Willpower (such as zombies and golems) are not affected by this spell.

Teleport

Points to Learn=60	Casting Time=10
Materials=N/A	Effect=Movement
Accuracy=-40/+5	Range=1m/+1m
Area of Effect=1/+½	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=4	

The teleport spell allows transportation between two sites. The distance of travel is controlled by the range of the spell. Due to the difficulty of this spell, a minimum power of four is required for the spell to work. The site to which the target is traveling must either be well known, or directly in sight. It is impossible to appear in an area already occupied by something else; in this case the spell will simply fail. This spell can be resisted if cast upon an enemy, but cannot be assisted.

Turn to Glass

Points to Learn=40	Casting Time=40
Materials=N/A	Effect=1FxPow
Accuracy=-20/+5	Range=30/+10
Area of Effect=1/+½	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=cubic feet	

The turn to glass spell causes the target to turn into glass, while retaining its original shape. If this spell is cast upon a non-living target, success indicates that the target is glass. The non-living target will resist. (See **Magical Substances**.) Approximately one cubic foot of material will be changed for every power level used. If the spell is cast upon a living target, the target will take one die multiplier of Fatigue damage for every power level used. When a living creature's Fatigue points have been reduced to 0 by this spell the creature/character is turned into glass. Fatigue

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caused by other types of spells or other exhausting activities does not count. It may therefore be necessary for the mage to continue casting on an unconscious creature to reach the Fatigue total. Glass objects or creatures are considered easy to destroy. The mage that cast the spell can release the creature even though the spell is not sustained. The death of the caster does not cancel the spell. If the caster dies, only a restore spell followed by a resuscitate spell will bring the character back.

Turn to Stone

Points to Learn=30	Casting Time=40
Materials=N/A	Effect=1FxPow
Accuracy=-25/+5	Range=30/+10
Area of Effect=1/+ ¹ / ₃	
Casting Fatigue=1xPow	Sustaining Fatigue=N/A
Min Power=cubic feet	

The turn to stone spell acts like a turn to glass spell, except for the substance that the target is turned into. Turn to stone causes fatigue damage to living targets, and instantly transforms non-living targets. Stone creatures and objects are very durable. Stone creatures can be reverted by the spell caster or by a restore and resuscitate spell.

Spell Singing

Spell singers gather magical power through song. Spell singers are not mages, but like all spell casters, need both spell singer power levels and knowledge of the particular spell songs to control the magic. Unlike most of the mage schools, there are no extremely powerful spell singer spells. Most are relatively minor when compared to the mage super spells, such as stone rain or teleport. This does not make the spell singers useless spell casters, but it does require them to be skilled in things other than magic. Most spell singers are accomplished musicians or swordsmen or scouts. They are not typically the stay at home and study types often found among mages.

Some of the differences between mages and spell singers:

- 1.) Spell singers cannot cast a different spell while sustaining a spell. A spell singer can cast and maintain multiples of the same spell at the same time. This would be used to increase the number of people being affected. The spell singer must still pay the costs for sustaining multiple spells.
- 2.) There are no different schools of spell singers.
- 3.) Spell singers are not affected by the steel/iron armor and weapons rules. Since spell singers are using a more

personal form of magical energy, steel armor does not hinder their spells. If trying to cast a spell at a piece of steel, the metal still gets to resist normally.

Other than the above things, spell singers cast spells in the same manner as other spell casters.

Charm

Points to Learn=10	Casting Time=25
Materials=N/A	Effect=Fascination
Accuracy=0/+10	Range=20/+10
Area of Effect=1/+ ¹ / ₂	
Casting Fatigue= ¹ / ₂ xPow	Sustaining Fatigue=1xAoE
Min Power=W/3	

This spell has the same effects as the necromancer spell charm. See **Charm** for more detail.

Fairy

Points to Learn=20	Casting Time=35
Materials=N/A	Effect=Call
Accuracy=-15/+5	Range=0/+0
Area of Effect=1/+ ¹ / ₂	
Casting Fatigue= ¹ / ₂ xPow	Sustaining Fatigue=1/+3xPow
Min Power=AoE	

This spell has the same effects as the conjurer spell fairy. See **Fairy** for more detail.

Heal

Points to Learn=15	Casting Time=50
Materials=N/A	Effect=+ ¹ / ₂ xPow
Accuracy=+5/+10	Range=10/+0
Area of Effect=1/+0	
Casting Fatigue= ¹ / ₂ xPow	Sustaining Fatigue=N/A
Min Power=1	

This spell has the same effects as the healer spell heal. See **Heal** for more detail.

Illusion

Points to Learn=15	Casting Time=25
Materials=N/A	Effect=Belief
Accuracy=0/+10	Range=20/+10
Area of Effect=1/+ ¹ / ₂	
Casting Fatigue= ¹ / ₂ xPow	Sustaining Fatigue=1 ¹ / ₂ xAoE
Min Power=AoE	

This spell has the same effects as the illusionist spell illusion. See **Illusion** for more detail.

Incite

Points to Learn=15	Casting Time=50
Materials=N/A	Effect=Enrage
Accuracy=-15/+5	Range=30/+10
Area of Effect=1/+2	
Casting Fatigue= ¹ / ₂ xPow	Sustaining Fatigue=1xPow
Min Power=AoE/3	

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This spell will cause all affected targets to become enraged. How the characters will act while enraged is up to the game master. Most spell singers prefer not to be around for too long during the affects of an incite spell. Even after no longer being under the influence of an incite spell, it is often too late for the targets to back out of whatever the spell got them into. This spell can be resisted. The minimum power level is the area of effect divided by three.

Sleep

Points to Learn=15	Casting Time=30
Materials=N/A	Effect=1FxPow
Accuracy=0/+5	Range=30/+10
Area of Effect=1/+1	
Casting Fatigue= $\frac{1}{3}$ xPow	Sustaining Fatigue=N/A
Min Power=1	

This spell has the same effects as the sorcerer spell sleep. See **Sleep** for more detail.

Sooth

Points to Learn=15	Casting Time=40
Materials=N/A	Effect=Calming
Accuracy=0/+5	Range=20/+10
Area of Effect=1/+ $\frac{1}{2}$	
Casting Fatigue= $\frac{1}{3}$ xPow	Sustaining Fatigue= $\frac{1}{3}$ xPow
Min Power=W/3	

This is the opposite of the incite spell. It is the literal translation of music soothing the savage beast. If successful, the spell will usually stop a fight, but this does not mean that people under the influence of a sooth spell will not defend themselves. This spell can be resisted. The minimum power is the target's Willpower divided by three.

Will Boost

Points to Learn=25	Casting Time=40
Materials=N/A	Effect=+1 W x Pow
Accuracy=-20/+10	Range=20/+10
Area of Effect=1/+1	
Cast. Fatigue= $\frac{1}{2}$ xAoExPow	Sustaining Fatigue=AoE
Min Power=1	

Will boost is capable of raising the Willpowers of those affected. This will increase the Willpowers of the targets by one point for every power level used in the casting. This in turn increases the targets' Fatigues by six per power level. Any Fatigue taken while under the affects of this spell will first be taken off the spell given Fatigue points. This spell can be resisted and will never work if it is resisted.

Alchemists

Alchemists are a strange, scientific lot, often more concerned with a new discovery than their own health. Some, however, have learned to be shrewd business people. Whatever the motive, alchemists see magic as another science, similar to chemistry. They have learned that by mixing the right ingredients and performing the right ceremonies, they can create potions and balms that give magical effects. Some heal, others destroy, while others cause strange and unusual results.

Alchemists do not collect magical power like mages and enchanters. They collect magic with their lab equipment and techniques. Lab techniques is a 20 point skill, while lab equipment costs 500sc per base, cumulative (that is: base 1 costs 500sc, base 2 costs 1000sc, base 3 - 2000sc, base 4 - 4000sc, etc.). Lab equipment can be upgraded by paying the difference between the two bases (i.e. 1000sc to go from base 2 to base 3). Equipment can be combined, but total value of equipment gives the base [i.e. base 2 (1000sc) + base 2 (1000sc) = base 3 (2000sc); not base 4]. Each formula has a minimum lab base, and an alchemist must have both the techniques and equipment before attempting to mix the formula. Otherwise, there is no chance of success.

Like spellcasters, the alchemist must spend character points to learn an alchemical formula and can then spend points to become more skilled with the formula. Formulas for creating potions and balms must be learned similarly to other spell casters spells. One notable exception is that alchemists can use their control levels to increase accuracy and/or decrease mixing time. The range on all of these types of spells is zero, and the area of effect is one object.

Descriptions of the alchemical formulas are under the magic items in the **Equipment** section. Several potions and balms are listed.

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Enchanters

An enchanter is someone who has devoted his or her life to the study of magic, mainly in magic items. Enchanters are not adventurers because they lack the edge that an adventurer needs to stay alive. Conversely, adventurers would not be enchanters, because the life of an enchanter is extremely dull to the average sword swinger. Enchanters trap the magic of the environment inside objects, and thus create magic items. These magic items come in two varieties: spelled items and talismans.

Spelled Items

Spelled items are those magic items that are useable by anyone. They have had magic trapped in them, and basically power themselves, although some spelled items may run out of power eventually. These items are easier to make, and often less costly than talismans, and are therefore more common.

Spells for making spelled items must be learned similarly to mage spells. One notable exception is that enchanters can use their control levels to increase accuracy and/or decrease casting time, just like alchemists. The range on all of these types of spells is zero, and the area of effect is one object.

All spelled items will have some type of magical writings or runes on them. A spelled sword may have magical letters on the blade or carved symbols in the hilt, while a spelled helmet may have runes painted on the inside. Enchanters are able to read these writings and thereby identify the spell(s) cast upon the item. This is an unresisted Knowledge test using the Reading and Writing skill. Talismans also have this writing and can be read in the same way.

Talismans

Talismans are magic items that can only be used by someone with magical power, be it an enchanter, alchemist, mage or spell singer. Each enchanted item will only be useable by one of the types of spellcasters, and sometimes by only one of the schools of mages.

A spell caster can never use more than one talisman at a time. Although a talisman may carry more than one enchantment spell and therefore provide more than one ability, the mage can still only use one talisman. Any talisman used must be held or be in contact with the mage (such as worn around the neck, etc.).

Each talisman spell is group specific. This means that there are five power spells: one for mage power, one for

spell singer power, one for enchantment power, one for lab techniques, and one for mental power. An enchanter would have to learn each of these spells separately to cast them.

Descriptions of some of the magical items are listed under the magic items in **Equipment** section. There are several items described as examples.

More on Magic

Magical Environments

A mage collects magical energy from the environment. Some environments are more or less magical than others. This works similarly to a power talisman. If a mage is casting a spell in a highly magical environment, he or she may collect 4 or 5 power levels while only taking the fatigue for collecting 3. On the other hand, non-magical places will cause a mage to fatigue as if they collected 3 power levels, but only have 1 or 2 levels to use. Remember, the extra or deducted levels come after the mage has declared power level, and the mage can only declare up to his or her maximum power level. The increase or decrease may be so subtle that the mage does not notice its effect. This would be up to the game master to determine.

Some examples of these environments may be:

- × *Dwarven mines are notoriously low in magic due to the excessive iron and metal ores.*
- × *Midnight may be a +1 power level for some conjuring spells.*
- × *Certain forests and groves are highly magical for druid spells.*
- × *Old cemeteries can add power levels for necromancers or for all mages if many wizards are buried there.*

Magical environments are not talismans. They do not affect a spell caster's ability to use a talisman and can be used in conjunction with a talisman. The effects of talismans and environments are cumulative (or off-setting).

Magical Substances

Magic is an energy source contained in all things, though some more than others. Magic seems to be the opposite of electricity, in that metals are very poor conductors of magic, while wood conducts magic fairly well. The following is a list of how some minerals and elements react to magic. The resistance number acts as the objects' magic defense against spells and enchantments. A change of form does not change the substance. (i.e. Ice is still water.) When an item contains more than one substance, use the resistance number of whichever

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substance is the majority of the item, or if both exist equally, use an average of the resistances.

Example: A sword is considered steel despite a leather grip, and sea water is considered water

Magical Substances

<u>Substance</u>	<u>Resistance</u>
Amber	+60%
Pearl	+45%
Glass	+40%
Ivory	+40%
Ruby	+35%
Mother of Pearl	+30%
Diamond	+25%
Fire	+20%
Ash Wood	+15%
Air	+10%
Paper	+5%
Silk	+5%
Ceramic	+0%
Dead Flesh	+0%
Salt	+0%
Cloth	-5%
Crystal	-5%
Pine Wood	-5%
Sand	-5%
Silver	-5%
Water	-5%
Clay	-10%
Furs	-10%
Oak Wood	-10%
Bronze	-15%
Copper	-15%
Rubber	-15%
Chrystalist	-20%
Dirt	-20%
Leather	-20%
Gold	-25%
Marble	-25%
Stone	-30%
Iron	-50%
Steel	-60%
Lead	-120%



End Notes

Legend Quest is a role-playing game and therefore, it is impossible to predetermine everything that can happen.

This is the case with many of the spells without exacting effects. Spells like charm and incite cause emotional effects, and it will be up to the game master to decide how the recipient reacts. The fascination of a charm spell may stop the victim from attacking the caster or from attacking anyone. An enraged soldier may turn on his friends or immediately hunt down an old enemy. Illusions can be of anything, and although they are immaterial, they may scare off an army, or make the army that much more ready to fight.

The game master must decide what is happening in the game world and relay it to the players through their characters.

Armor will protect its wearer against damaging spells, unless specifically detailed in the spell description.

despite salt and other substances.

MENTALISM

Mentalism is the ability to use the hidden powers of the mind to accomplish spectacular effects. Unlike magic, which seems to be useable by most races and creatures, only members of the races of Man (humans, halflings, giants and lurians) seem capable of being mentalists. No Goblin, Fairy or Troll has ever proved capable of using mentalism. (See **Race Classifications**.)

NOTE - There are exceptions to this rule, such as the slaturns. All humans seem able to use mentalism, but they must first undergo rigorous training in the “psychic arts”.

Mentalism is very similar to magic, it just uses a different energy source. Mentalism requires power levels and training in specific proficiencies. As seen in **Character Generation** Mental Power is a 25-point skill. The mentalist’s power level is the maximum amount of mental energy the character is capable of using in a proficiency. Proficiencies work the same as spells. First, the character must spend character points to learn the proficiency, then the character may spend more points to get control levels in each different proficiency. Unlike magic, there is only one type of mentalism, not several schools. It is possible for a person to be skilled in both magic and mentalism. There is no restriction in this regard.

Mentalism uses the Knowledge attribute as a base for the chance of success. Mentalism can often be resisted by the opponent’s Psyche attribute. Mentalism casting fatigue is referred to as “initial fatigue”, but otherwise works in exactly the same manner.

Despite the vast similarities between magic and mentalism, there are still some important differences. Mentalism may not be used by all races, while magic has no such restriction. One notable difference is that steel does not affect mentalists, but lead does. This means that mentalists can wear metal armor and use metal weapons without reducing their mental accuracy. Also, no materials, words or gestures are ever needed to perform mentalist proficiencies. Most mental proficiencies still require a line of sight. Mentalists may not team-up to use multiple caster rules, but then again, defending mentalists cannot reduce the power or accuracy of an incoming proficiency.

Proficiencies

Mental proficiencies are the specific manifestations of a mentalist’s abilities. In this manner they work very much like spells. To learn a proficiency, the mentalist must pay the character points and train for an equal number of days (See **Training**). After the proficiency has been

learned, the mentalist may specifically train in the usage of specific proficiencies. This is done through proficiency control levels. Much like spell control levels, these skills affect the range, accuracy and/or area of effect by adding marginal modifiers.

Aura Reading

Points to Learn=20 Casting Time=25
Effect=Read Person’s Aura
Accuracy=10/+5 Range=0/+10
Area of Effect=1/+¹/₃
Initial Fatg=¹/₃xPow Sustaining Fatg=¹/₃xPow
Min Power=1

Aura reading allows the mentalist to read some one’s “aura”. The aura is the essence of the person’s feelings, emotions and mental state. The auras appear as colors surrounding the person. An angry person would have a red aura, while a sad person would appear blue. These simplistic examples only begin to show what a mentalist can learn about a person from their aura. Drunkenness, mental disorders and the difference between love and lust are just a few of the things that can be seen in a person’s aura. Aura reading can be resisted or assisted.

Clairvoyance

Points to Learn=15 Casting Time=50
Effect=See far away
Accuracy=0/+5 Range=40/+10
Area of Effect=10’r/+5’r
Initial Fatg=¹/₂xPow Sustaining Fatg=¹/₃xPow
Min Power=R/40

Mentalist clairvoyance is the same as a sorcerer’s clairvoyance. It allows the mentalist to see areas that are not within his or her direct line of sight. Mentalist proficiencies cannot use clairvoyance as a line of sight. The minimum power required for the proficiency is the range divided by 40’. For more details see **Clairvoyance** in the sorcerer spells.

Detect Lie

Points to Learn=15 Casting Time=50
Effect=Detect lies
Accuracy=20/+5 Range=0/+10
Area of Effect=1/+¹/₃
Initial Fatg=¹/₂xPow Sustaining Fatg=¹/₂xPow
Min Power=W/2

Detect lie is a simple, straight forward proficiency. It allows the mentalist to know if the target is lying. This proficiency can be resisted. This proficiency does not force the target to speak, and no lies can be detected in silence. The minimum power level required is the target’s Willpower

MENTALISM

divided by two ($W/2$). Failure in the use of this proficiency (a missed roll) will give no reading; the same result as if the truth were told. It is possible for the target to think he or she is telling the truth, and therefore not activate the detect lie despite an untrue statement.

ESP

Points to Learn=15 Casting Time=25
Effect=Read surface thoughts
Accuracy= $-20/+10$ Range= $0/+5$
Area of Effect= $1/+1/3$
Initial Fatg= $1/3 \times \text{Pow}$ Sustaining Fatg=Pow
Min Power= $W/2$

The ESP proficiency allows the mentalist to read the surface thoughts of the target. It is not possible to perceive any thoughts deeper than the immediate surface thoughts. ESP will warn a character when another is going to attack or might retrieve information from a close mouthed prisoner. ESP images appear as pictures. This often allows a person to understand the thoughts of another even if there is no common language. ESP can be resisted or assisted. The minimum power level required is the target's Will power divided by two, even if the target is assisting.

Levitate

Points to Learn=20 Casting Time=20
Effect=Fly at run speed
Accuracy= $-20/+5$ Range= $0/+10$
Area of Effect= $1/+1/3$
Initial Fatg= $1/3 \times \text{Pow}$ Sustaining Fatg= $1/2 \times \text{Pow}$
Min Power= $wt/100$

The levitate proficiency allows the mentalist to fly at the same speed at which he or she normally runs. This speed is reduced by Fatigue in the same way that running is. It does not cause Fatigue in the same way that running does, but does have a sustaining fatigue. Levitation can be affected by high winds or other weather conditions. The minimum power level is the total weight levitated divided by 100 lbs. Levitate can be resisted, but not be assisted.

Mind Blast

Points to Learn=15 Casting Time=5
Effect= $1/2D \times \text{Pow}$
Accuracy= $0/+10$ Range= $20/+5$
Area of Effect= $1/+1/3$
Initial Fatg= $1/2 \times \text{Pow}$ Sustaining Fatg=N/A
Min Power=1

Mind blast is one of the main attack proficiencies. Mind blast is a single burst of mental energy shot straight at the target. It will cause $1/2D$ LB damage for each power level used. Mind blast is not affected by the target's agility or armor. Only the target's psyche will aid in the defense.

The damage is applied directly to target upon a successful chance of success roll.

Overimage

Points to Learn=20 Casting Time=50
Effect=Change appearance or invisibility
Accuracy= $0/+5$ Range= $20/+10$
Area of Effect= $1/+1$
Initial Fatg= $1/3 \times \text{Pow}$ Sustaining Fatg= $1/2 \times \text{Pow}$
Min Power= $2(4)$

Overimage is a multipurpose proficiency used to disguise a character in any of several different ways. The proficiency projects an image into the mind of the target which causes him or her to see the character covered by the proficiency to appear differently. The character can be disguised or become invisible. Disguises are similar to illusions. The area of effect is how many overimages are projected into the mind(s) of the target(s). This means that if two overimages (i.e. two characters are made invisible) are projected into a target's mind, the area of effect is two: one for each over image projected. If three over images are projected into the minds of two targets, the area of effect is six: Three overimages per target. The minimum power level for overimage is two, unless the mentalist is attempting to use the overimage to provide invisibility in which case the minimum power level is four.

Parakineses

Points to Learn=25 Casting Time=30
Effect=Ignite ($1/2 \times \text{Pow}$)
Accuracy= $-15/+5$ Range= $30/+10$
Area of Effect= $1/+1/2$
Initial Fatg= $1/2 \times \text{Pow}$ Sustaining Fatg=N/A
Min Power=1

Parakineses is the ability to ignite fires. The parakineses proficiency starts to heat up the target, until it bursts into flames. This will cause $1/2D$ for every power level used. Living targets will not burst into flames, until after they are dead. Non-living targets will resist as they would magic, but may ignite earlier. Targets that are non-flammable will not be affected.

Paralyze

Points to Learn=25 Casting Time=25
Effect= $-1 A \times \text{Pow}$
Accuracy= $-10/+5$ Range= $20/+5$
Area of Effect= $1/+1/3$
Initial Fatg= $1/2 \times \text{Pow}$ Sustaining Fatg= $1/2 \times \text{Pow}$
Min Power=1

The paralyze proficiency reduces the Agility of the target until he or she is not able to move. If a character's Agility is reduced to zero (or below) the character will be unable to move or act until released from the proficiency.

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Paralyze is not a cumulative proficiency. The target's Agility cannot be reduced one by a power level one paralyze and then decreased again by another power level one paralyze. If a paralyze is successful cast, a more powerful paralyze must be used to increase the effects of the proficiency.

Possession

Points to Learn=25	Casting Time=25
Effect=Control body	
Accuracy=-10/+5	Range=15/+5
Area of Effect=1/+0	
Initial Fatg= $\frac{1}{2}$ xPow	Sustaining Fatg= $\frac{1}{2}$ xPow
Min Power=W/2	

Possession allows the mentalist to take over the mind of the target. This possession allows control over the possessed character's physical attributes. The mentalist cannot use the skills or mental attributes of the possessed character. The mentalist can use his or her own skills through the possessed character's body. Possessed characters are obvious to those around them; their eyes roll back into their heads and their mouths usually drop open. No action can break the possession. Only the attacking mentalist (or his or her death) can break the possession. Once the possession has succeeded, the line of sight between the mentalist and the target need not be maintained. The mentalist will lose control and awareness of his or her body while possessing another character.

Precognition

Points to Learn=30	Casting Time=50
Effect=Know immediate future	
Accuracy=-30/+10	Range=0/+10
Area of Effect= $15'r/+10'r$	
Initial Fatg= $\frac{1}{2}$ xPow	Sustaining Fatg=N/A
Min Power=4	

Precognition is a very indefinite proficiency. When successfully used, precognition will reveal the near future to the mentalist. This could be a view of the character walking through the door and being attacked or show the character dying in a deep ravine. These futures are not definite, and can typically be avoided. This causes the results of precognition to change drastically with the changing intentions of the characters involved. If the character ever sees his or her own death, the mental feed back will cause 3D fatigue damage in addition to the initial fatigue. No more than the immediate future can be revealed with precognition. This usually encompasses one or two minutes into the future. Precognition does not require a line of sight. It is not resisted except by the materials that may stand between the mentalist and the target area. The minimum power level needed is four.

Psi Knife

Points to Learn=25	Casting Time=10
Effect=-1 W x Pow	
Accuracy=0/+5	Range=0/+0
Area of Effect=1/+0	
Initial Fatg= $\frac{1}{2}$ xPow	Sustaining Fatg= $\frac{1}{2}$ xPow
Min Power=1	

Psi knife causes a spike-like projection to appear from the mentalist's fist. This "knife" can then be used in combat and will have the same chance of success that a real knife would. When the psi knife hits, it will reduce the target's Willpower by one point for every power level used to invoke it. The Willpower loss attack has a chance of success equal to the proficiency's, but will be resisted by Psyche. This means that a mentalist must first summon the knife (a Knowledge based task and an action), then hit in melee with a knife or hand attack (another action and a Strength based task), then succeed in the proficiency's CoS (a Knowledge based task but not an additional action to the melee attack). The knife causes no real damage. Additional attacks with the psi knife will cause more Willpower loss. Willpower points will be regained at the rate of one every ten minutes after the attack. If the target's Willpower is reduced to 0, the target is knocked unconscious for thirty minutes.

Reality

Points to Learn=75	Casting Time=5t
Effect=Question answered	
Accuracy=-50/+10	Range=N/A
Area of Effect=N/A	
Initial Fatg=8	Sustaining Fatg=N/A
Min Power=6	

Reality is a strange proficiency that allows the mentalist to become one with the universe. It is very dangerous, but can be extremely powerful. While the mentalist is in tune with the cosmos, any question can be answered. (The player can ask any question of the game master.) The mentalist will only have time for one question during the proficiency's duration. Questions about the future will be based on present events and are not completely reliable. It requires six power levels to perform, and the mentalist will receive Fatigue damage on a multiplier of eight. This will cause most mentalists to pass out, but they will remember the answer when they awaken. Continual exposure to reality can cause brain damage, and it is advised that mentalists avoid using this proficiency too often.

MENTALISM

Sleep

Points to Learn=15	Casting Time=15
Effect=1F x Pow	
Accuracy=0/+5	Range=30/+5
Area of Effect=1/+½	
Initial Fatg=½xPow	Sustaining Fatg=N/A
Min Power=1	

The sleep proficiency causes the target to become fatigued and finally pass out. Every affected person will take 1F x power level damage. If used on a person that wishes to sleep, the target will stay unconscious until all Fatigue has been regained. When used as an attack, the victim will awaken one half hour after falling asleep. The sleep proficiency cannot cause Life's Blood damage, even if the Fatigue damage should be carried over.

Telekinesis

Points to Learn=20	Casting Time=20
Effect=1 S x Pow	
Accuracy=0/+5	Range=20/+10
Area of Effect=1/+½	
Initial Fatg=¼xPow	Sustaining Fatg=½xPow
Min Power=1	

Telekinesis is the ability to move objects around with mental power. This proficiency gives the mentalist an invisible arm with a Strength equal to the power levels used.

The telekinesis can only work within the range of the spell, and never beyond. The force will act very similarly to a hand. Telekinesis can be used to "punch" a target. This is the same as a brawling attack and will do damage based on human hand damage. The mentalist can use his or her skills normally with this proficiency. The area of effect is the number of "hands" via telekinesis.

Telepathy

Points to Learn=10	Casting Time=10
Effect=Unresisted Communication	
Accuracy=-25/+10	Range=10/+10
Area of Effect=1/+1	
Initial Fatg=⅓xPow	Sustaining Fatg=⅓xPow
Min Power=AoE	

Telepathy is mind to mind direct communication. It will not work if it is being resisted. Everyone affected by the proficiency (within the area of effect) will be able to communicate with the mentalist and the others. This can be used to link all the members of a party. Originally, all targets must be within sight, but the proficiency will not dissipate if they leave the mentalist's direct line of sight. If one of the targets leaves the range, that target will not be able to communicate. As soon as that target returns to within the range, he or she will again be able to communicate. Telepathy requires a common language for communication. This proficiency can be assisted.

Telepathy-Long

Points to Learn=15	Casting Time=5t
Effect=Communication	
Accuracy=-50/+10	Range=30m/+10m
Area of Effect=1/+¼	
Initial Fatg=½xPow	Sustaining Fatg=Pow
Min Power=R/30m	

Long range telepathy does not require a line of sight to work. It is used for communication over vast distances. Unlike telepathy, this proficiency can still work even if resisted. Because of these factors, long range telepathy is often used in relatively close ranges. It is not uncommon for mentalists to set up long range telepathy relays for message relay across even longer distances. Like telepathy, long range telepathy requires a common language. This proficiency can be resisted or assisted.

Telepathy-Summon

Points to Learn=5	Casting Time=10
Effect=Contact	
Accuracy=0/+10	Range=50m/+25m
Area of Effect=1/+⅓	
Initial Fatg=¼xPow	Sustaining Fatg=N/A
Min Power=R/50m	

Telepathic summons does not allow communication. It only tells the target that this specific mentalist is attempting to get in contact with him. Telepathic summons does not require a line of sight. This is often used to gather a group together, or indicate a "go" signal. Telepathic summons does not require a common language. This proficiency can be resisted or assisted.

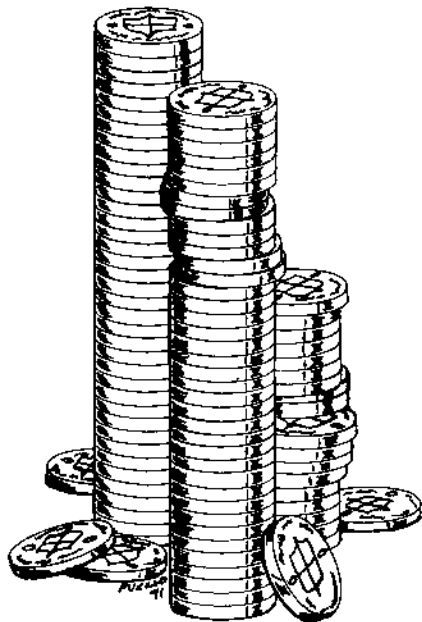
Vibe Reading

Points to Learn=20	Casting Time=50
Effect=Former owner's vibes	
Accuracy=-20/+5	Range=0/+0
Area of Effect=1/+0	
Initial Fatg=½xPow	Sustaining Fatg=N/A
Min Power=2	

Vibe reading is the ability to pick up an object and know about its former owner. Vibes can only be read off a long-term possession, not something that was picked up and quickly discarded. Vibe reading will give a relatively quick description of the former owner, and brief scene of what the person was doing the last time he or she handled the object. If the former owner died while holding the object, the mentalist will be struck with a mental feedback that will cause 1F damage and unconsciousness for 15 to 20 minutes. If the object was owned by more than one person, each subsequent vibe reading will tell about the next most recent owner.

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Silver Standard



Most areas will use a silver standard. This means that silver coins are the main unit of money. Often copper and gold coins are used in addition to the silver. There may be areas in which this system does not work. In areas poor in silver, other metals may be used, such as steel. Normally, copper and steel are considered to be equal in value, but this will vary depending upon the region. In rural areas, where coin minting is not practical, barter is still the normal system of trade. Characters may be very disappointed to discover that their gold and silver coins are of no use. After all, what use does a farmer have for gold coins.

Typically, coins minted in major cities weigh one twenty-fifth of a pound each (25 coins to a pound). This causes problems for the wealthy wishing to carry large sums of money. Credit is not common and would never be extended to a stranger. Bank notes and IOUs are also frowned upon and often not accepted. To eliminate this problem, gem stones are often used to transport large quantities of money over far distances. Money changers may keep “trading gems” on hand for people that wish to avoid several pounds of gold. Trading gems are usually diamonds due to the toughness of the stone. Diamonds can be valued at 1,000 to 10,000 times their weight in silver

depending upon the quality of the stone. This chart shows some of the possible values of valuables.

<u>Material</u>	<u>Ratio to Silver</u>
Copper	1/10th
Steel	1/10th
Silver	1
Gold	10
Ivory	10
Platinum	25
Chrysalist	500
Emerald	500-2,000
Ruby	500-2,000
Sapphire	500-2,000
Diamond	1,000-10,000

Valuables

Living Costs

<u>Renting:</u>	
5sc	Night in a small room.
10sc	Night in suite.
12sc	Night in small house.
25sc	Night in fancy suite.
5000sc	Month in landed estate.
<u>Purchasing:</u>	
200sc	Shack house.
3000sc	Small house.
7000sc	Medium house.
75000sc	Landed estate.

Housing Costs

The most important living expenses are shelter and food. These expenses must be covered or the character will die due to exposure or starvation. The average family earns about 10sc a day and spends about 9sc a day on living expenses. Characters will also spend about this much money in the beginning. After several years of successful adventuring, characters have a tendency to start living “high on the hog”. This extravagant lifestyle will cost much more than 9sc a day.

This high cost of living will force many adventurers to have “day jobs”. These jobs must be of a nature that the character can leave for periods of time without warning,

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such as while adventuring. Also, they must be jobs to which the characters are suited. Warriors can often find work as teamsters, freight carriers, bouncers or bodyguards. Mages can often find work as scribes, librarians, tutors or bookkeepers. Some other ideas would be tracker, entertainer, teacher, cook or any job the character could handle. Day jobs may require the character to have skills that do not directly relate to adventuring. They are also good for giving the character a full life between adventures.

A character must have a place to stay. Characters may wish to save money by living together. A small rented room would most likely only have a cot and a chair, while a suite would have two bedrooms, ante-chamber or sitting room, and a small kitchen. A fancy suite could contain a master bedroom, guest bedroom, kitchen and servants quarters, den, sitting room and wash room. A small house would only have one floor, a medium house would have two and a landed estate could have three levels and/or several wings.

Foods can come in hundreds of different styles and types. Simply surviving can be relatively cheap, but it will not be pleasant. Most characters will be big eaters because of their active lives. This could increase their cost of living. Lifestyle will be the best indicator of the character's cost of food.

Provision Costs

1cc	Loaf of bread
1sc	Jug of good wine
5cc	Average dinner at home
1sc	Average dinner out
8cc	Large dinner at home
2sc	Large dinner out
1sc	Transportable food (per day)
2sc	Light transportable food (per day)

Food Costs

It is possible for characters to live off the land if they have Wilderness skills (Hunting, Foraging and Survival). Some characters may enjoy this style of life, but it will be difficult, if not impossible, to heal or train while living out in the woods. Most of the character's day will be spent simply trying to survive.

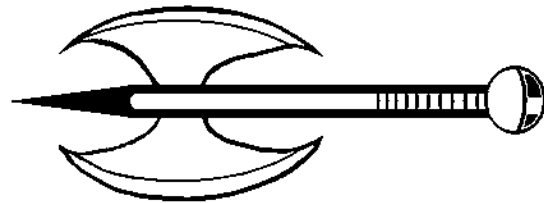
Weapons

There are many different weapons used in **Legend Quest**. The weapons are divided into groups according to the genre to which the weapon belongs. Melee weapons require brute force. Range weapons are projectile weapons based upon Agility to aim. Artillery weapons are self-propelled and aimed by strategy and tactics.

Melee

Axes:

Hand Axe - A hand axe is a hatchet used in one hand. They are often balanced for throwing. Not only are hand axes used in combat, but they are common tools used in many tasks.



Axe - The axe is a basic tool used for chopping wood. This is a devastating weapon that can chop as well in combat as in a lumber yard. Axes are often the weapon of choice for woodsmen.

Pick Axe - A pick axe is a mining tool very useful in combat. Backed with the power of an axe, this weapon is able to pierce armor with little difficulty.

Battle Axe - Over four and a half feet in length, the battle axe is the combat version of the tool axes. Feared for its ability to chop through bodies, the battle axe is used only by the largest people. A common weapon among humans and dwarves alike, battle axes are familiar weapons in most armies.

Brawling:

The irregular clubs are discussed in the **Brawling** section within the **Combat** chapter.

Brass Knuckles - Brass knuckles were originally developed to protect the wielder while punching someone wearing armor. This weapon was quickly seen as more than that and has been a street thug's weapon of choice since. It uses the same levels as a brawling-hand attack, but does better damage. Brass knuckles or a steel version have been known to be built into metal armors.

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Clubs:

Sap - The sap is a small weight on a leather thong. Sometimes called a "blackjack", the sap is a common weapon among muggers and thieves because of its easily concealable nature. Although it does not do a lot of damage, it is a useful weapon when used from ambush.

Club - The standard of all clubbing weapons, the club is often just a carved stick. Clubs filled with lead or iron are not common, but do last much longer than the more simple clubs. Billy clubs and bats are types of clubs.

Hammer - The most basic of all tools, the hammer can also be used in combat. Swung to cause damage, the hammer is often used by craftsmen due to their familiarity with the weapon.

Mace - The mace is a metal ball attached to wooden handle. The mace is the clubbing weapon of the nobility, and can be used from horseback to attack footmen. Sometimes the ball is spiked, but the damage done is still considered to be blunt.

Cudgel - The cudgel is a club, only bigger. A typical weapon among bullies and trolls, the cudgel is not a favorite weapon among trained soldiers. Despite its crude nature, the cudgel still packs quite a punch.

Maul - A maul is a huge hammer, often six feet in length and weighing 75-80 lbs. The biggest of the clubs, the maul is very good at smashing through an opponent's armor and shield. Mauls are slow and unwieldy, but they can crush a person in one hit.

Flails:

Note - All flail weapons are unaffected by shields due to their ability to attack around a barrier. This means that shield modifiers, whether base or skill level, do not affect the chance of success of a flail.

Morning Star - The morning star is often called mace and chain, because it is a metal ball attached to a wooden handle by a chain. One of the smallest weapons useable from a horse, the morning star is capable of delivering damage to some of the most skillful defenders. It is a common weapon used in dual weapon fighting.

Ball and Chain - A crude version of the morning star, the ball and chain has no handle to aid in control. Basically used as a morning star, the ball and chain is often considered a peasant's answer to the horseman's weapon.

Flail - The flail is a metal rod about 10" long attached to a wooden handle by a chain. The flail has a large striking surface which causes more damage when

hitting. Some flails are similar to morning stars with more than one head.

Spears:

Javelin - A common throwing weapon, the javelin can also be used in hand to hand combat. Light and narrow, the javelin is capable of piercing the opponent for severe damage. Javelins are most common on the open plains as throwing weapons.

Spear - Spears are the most common weapon of warriors of all races. They are relatively light and can be used in melee or be thrown. Spears at the simplest are long poles with a blade at the end. Size varies, but 5'-6' is typical. They are used as a stabbing weapon and encounter lower DARs as piercing weapons.

Trident - The trident is a two- or three-pronged spear useful in disarming or stabbing. A preferred weapon of aquatic races, the trident is not hindered by narrow spaces nor other fighting conditions. Tridents are 6'+ and require two hands to properly use.

Lance - The most often used weapon from horseback, the lance was designed with charging in mind. Although also useful on foot, this huge spear (often over ten feet) will almost always give the first attack when charging due to its incredible length. Although a two handed weapon, a shield may be used with a lance, but only when mounted.

Halberd - The halberd is an unusual weapon in that it has two damaging blades, a long slender spear at its tip and a crescent-shaped axe head attached to its side. Halberds are commonly nine feet in length and can be used either as a piercing weapon or a slashing weapon. Halberds are often the ceremonial weapons of royal guards.

Swords:

Knife - A knife is a small blade with a handle, often crafted to be thrown. One of the smallest weapons, it is often carried by adventurers for uses other than combat. Knives are relatively easy to conceal since they are typically no longer than eight inches.

Dagger - A dagger is a large knife designed for melee combat. Longer and heavier than a standard knife, daggers often measure twelve to fifteen inches in length. Daggers are often a backup weapon carried by adventurers in case of unforeseen trouble.

Dirk - The dirk is a short sword very similar to a dagger. Measuring 2½' to 3' in length and up to 3" broad, the dirk is not a little weapon (unless compared to a claymore). Dirks can be used in most situations and are well liked among the smaller adventurers.

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Rapier - The rapier is a duelling weapon and not really designed for adventuring use. A rapier can be up to 3½' long, but is very thin. This causes it to be very susceptible to breaking. Despite its thin, pointed end, the rapier encounters standard DAR against metal armors due to its tendency to be turned away by other metal (not the lower piercing DAR). Rapiers can be "plugged", by putting a cork ball on the tip. This is used for non-lethal duelling where points are scored for making contact (successful task), and not by the amount of damage.

Saber - The saber is a sturdy rapier. Normally about 3½' long, this weapon is long enough to be used on horseback, and is the favorite close up weapon of many cavalry units. The saber is the largest of the finesse swords, and the smallest of the heavy swords. Because of its reputation with cavalry, the saber is a typical weapon of nobles.

Long Sword - The long sword is a 4' to 4½' blade used for slashing through armor and opponents. The heavy blade does extensive damage while still allowing the speed to parry. The long sword is a favorite of adventurers and many enchanted long swords are known to exist.

Claymore - The claymore is the largest of the swords, some measuring over six feet of blade plus handle. It was mainly used for killing horses or for executions. The main drawback to the claymore is its slowness, but when it reaches its target, the damage is devastating.

Miscellaneous Melee:

Boomerang - The boomerang is a strange weapon that can either be used as a club or thrown. If thrown and the chance of success fails (misses), the boomerang will return to its owner. The thrower may attempt to catch the boomerang by making an unresisted Agility test. If someone else attempts to catch the boomerang, the catching is considered an action, but the thrower can catch the boomerang as part of the same action used to throw it.

Nets - The net described in these rules is 6'-8' in diameter and can entrap one human-sized person. Entrapment in a net not only stops the victim from performing actions such as movement or attacking, but also prevents him or her from parrying or dodging. A person trapped in a net can attempt to rip their way out, which takes one action and requires a successful strength test at -30%, or if a sharp weapon is in hand, cut their way out, taking two actions, but automatically succeeding. People outside of the net can also perform these actions, either alone or with

help. (Note - An entrapped character cannot help anyone to rip the net.) Nets can come in larger sizes and be made of weaker or stronger materials (altering the ripping modifier).

Staff - The staff is a basic weapon used both for walking and for attacking. Staves are typically wooden and between 5' and 6' in length. Staves are very good weapons to fend with due to their length.

Whip - Whips do not do much damage and are not very effective against armored characters (double the blunt DAR). In spite of this, they do have their uses. Whips are often used on slaves or prisoners, because of the minor damage that they do. Also the whip's length allows for disarming attacks from 4' to 8' away. Whips can also attempt grapple (tripping) attacks from the same distance.

Range

Bows:

Bows, long bows and great bows are all basically the same weapon. Put simplistically, they are bent wood with a string drawn tight. They are capable of firing arrows across a vast distance. The difference between the bows is the pounds of pull necessary to draw the string of each bow. The higher the pounds of pull, the more difficult it is to draw back the string, but the more powerfully the arrow will be released. The different bows have different sized arrows, each with varying costs.

Crossbows:

Hand Crossbow - A hand crossbow is a small crossbow that can be aimed with one hand. This allows the hand crossbow to be used in conjunction with a shield. A hand crossbow can be reloaded and reset at the same time, but requires two free hands. This allows it to be fired every turn.

Crossbow - A crossbow must be reset and then reloaded. This takes a full action to accomplish and causes a crossbow to fire a maximum of every other turn. This is not holding an action nor taking extended time.

Heavy Crossbow - A heavy crossbow must be reset with a tool before it can be reloaded. That tool may be a screw, hook, lever, crank or any other special apparatus. This takes two actions to accomplish. Due to this process, a heavy crossbow can only be fired every third turn. This is not holding an action nor taking extended time. The slow nature of this weapon causes many crossbow users to carry two loaded crossbows or have an assistant that can help reload the weapon(s).

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Flail Crossbow - The flail crossbow is a strange weapon that appears to be a crossbow, but actually throws its missile "sidearm" instead of projecting it like a regular crossbow. The flail crossbow's missile is a bolo-like weapon made of two metal balls attached at opposite ends of a chain. This missile spins towards its target, striking like a flail or morning star, hence the name. Shields are ineffective against this weapon, as its spinning action can carry one of the balls into the target, even if the other is stopped by a shield. It requires an action to reset the throwing arm of this weapon. Flail crossbows are very rare, and only a few weapon smiths will have any idea how to make one. This also makes the bolo missiles rare.

Miscellaneous Range:

Blow Gun - This minor weapon is not used for the damage it causes. It is used to deliver poison attacks. A blow gun is 2' to 3' long and fires a 2" dart. The dart can be covered with any type of poison.

Sling - A sling is a leather thong used for hurling stones. Easy to store, and easy to find ammunition for (stones on the ground will do), the sling is a common weapon among those that do not wish to be hindered by heavy weapons.

Artillery

Balistaes - Balistaes are large machines that throw javelin- or spear-sized projectiles. They appear to be giant-sized crossbows, and work in the same fashion. Light balistaes can be reloaded in two turns, medium in three turns, and heavy balistaes take four turns to reload. The medium and heavy balistaes require two people to operate and to reload.

Catapults - Catapults are large indirect fire weapons used mainly in the taking of castles. They have two types of loads that they can use: boulder or grape shot. Boulder shot is a large rock thrown by the machine. Grape shot is when the catapult's spoon is filled with smaller rocks. These rocks then attack an area of effect equal to 10' in radius. Each character within the area of effect must be attacked, and if necessary damaged, individually. Catapults fire by having their arms pulled back to cause a tension, and then releasing the arm to cause it to leap forward. A trebuchet has a large weight on one end of the arm. When the arm is pulled down, the weight is lifted. When the weight is allowed to drop normally, it snaps the arm up and projects the attack. Light catapults

require two turns to reload, mediums require three, heavy four, and trebuchets require five turns to reload.

Armor

Armor is worn to prevent damage, but has many disadvantages. Typically, armor will slow down the person wearing it. This is shown in the attribute reduction (AR). The AR is the Strength Needed to wear the armor. If the character's Strength is below the AR, the character will not be able to function while wearing the armor.

When a character is wearing armor, his or her Agility is reduced by the AR. This affects all Agility based tasks, including ranged combat, parrying, dodging, running, combat rounds, ranged combat, moving quietly and initiative. Armor skill levels can counter-act the attribute reduction for initiative, running, parrying, dodging, horsemanship and range, but Armor skill levels will not help the other Agility tasks such as the Rogue skills or Slight of Hand. If a character's Agility is reduced to zero or below because of the AR being greater than the character's Armor skill levels, the character will be unable to move, attack or defend. Any character can wear armor. Armor skill is not required to wear armor, but it helps. Armor skill level can never increase Agility.

Example: Chain mail has an AR of 3. It will reduce the Agility of the wearer by 3. If the character has one level in Armor skill, chain mail will only reduce the character's Agility by 2 (AR 3 - 1 level). If the character has 2 levels, the reduction is 1 (AR 3 - 2 levels). If the character has 3 or more levels in Armor skill, there is no Agility reduction for initiative, running, parrying, dodging, horsemanship or range.

Armor comes in one of several classifications. The classifications simply dictate which of the specific Armor skills will reduce the AR. The group skill will help in all instances, but the specific skills will only reduce AR within their class. The magic armor specific skill is used to reduce the AR on certain spells that have AR or for enchantments such as mist armor.

Armor Classifications:

Clothing: cloth, fur, padded

Hide: leather, studded leather, dragon scale, nemean fur

Mails: chain mail, plate mail, suede and chain, ring mail

Plated: bone, plate armor

Scaled: metal scale, splint, banded, primitive scale

Magic: armor spell, mist armor

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Damaged armor can be repaired. This is usually done using the same skill that created the armor. Heavily damaged armor could be cheaper to replace than to fix. See **Combat** for more details on armor wearing. The DAR listed in the following descriptions is the Standard DAR.

Cloth - Cloth armor is heavy clothing padded to prevent damage. Most people dressed for cold winter days would be considered to be wearing cloth armor. A tailor can make or repair cloth armor. DAR=1; DAL=3; AR=1; Cost=10; Repair=2p/

Furs - Fur armor is similar to cloth armor, but is made from sturdier material. Again, it is common that someone dressed for the weather may be wearing effective fur armor. Barbarians are well known for wearing fur armor. Fur armor is often made from buffalo hides and can be made or repaired by a tailor or tanner. DAR=1; DAL=8; AR=1; Cost=20; Repair=3p/

Leather - Leather armor is made from cured hides. It provides only minor protection from attacks. It is often worn by foresters to protect them from thorns and other natural scratches. Leather armor can be made or repaired by a tanner. DAR=1; DAL=12; AR=1; Cost=40; Repair=4p/

Padded - Padded armor is often referred to as practice armor since it is most frequently used during combat practice sessions. It is heavily padded clothing intended to cushion blows from blunt attacks. Padded armor provides minimal protection against other types of attacks. Padded armor can be made or repaired by a tailor. DAR=1; DAL=18; AR=2; Cost=40; Repair=3p/

Ring Mail - Ring mail is the crudest form of mail. It is composed of thick metal rings (often iron) sewn onto clothing. The clothing is typically thin and offers no protection of its own. It is heavy, but cheaper than other mails. Ring mail armor can be made or repaired by an armorer. DAR=3; DAL=22; AR=3; Cost=145; Repair=9p/

Studded Leather - Studded leather armor is leather armor with metal buttons or studs sewn onto the surface. These metal items are better at turning weapons. Studded leather is considered to be metallic armor for mages. It can be made or repaired by a tanner with Armory skill. DAR=2; DAL=24; AR=2; Cost=90; Repair=5p/

Suede&Chain - Suede and chain is a style of armor designed by the elves. Consistently of a mesh formed of steel wire sewn on to padded suede, it is a great balance of protection and mobility. It requires that the armorer have access to steel wire, which is technologically beyond some regions. The craftsmanship required also makes it more expensive than other protections in its class. It can be crafted by a skilled tanner with Armory skill. Minor damage can be repaired with only the Armory skill. Suede and chain is considered to be metallic armor for mages. DAR=3; DAL=28; AR=2; Cost=450; Repair=25p/

Primitive Scale - Primitive scale is an earlier, cheaper form of metal scale armor. Where scale mail consists of overlapping scales, primitive scales typically do not overlap, offering less protection. DAR=3; DAL=30; AR=4; Cost=225; Repair=10p/

Bone - Bone armor is made from bones, usually of large animals because of the larger bones. Bone armor is common among necromancers and other mages because of the good protection without the use of metal. Armory skill is required to make or repair bone armor. DAR=3; DAL=36; AR=4; Cost=700; Repair=25p/

Chain Mail - Chain mail is a suit of small metal links joined together. It is common among soldiers and guards. Chain mail allows some flexibility of movement, and decent protection against attacks. Chain mail can be made and repaired by armorers. DAR=3; DAL=45; AR=3; Cost=275; Repair=8p/

Dragon Scale - Dragon scale armor may look like metal scale mail, but it is a hide based armor. Crafted from the hide of a dragon, this armor offers good protection and can be worn by mages without interfering with their magic. Requiring a dead dragon, dragon scale armor is relatively rare. This armor can only be crafted or repaired by a tanner with tools capable of dealing with the toughness of the material. Many dragon scale armors have additional protections, such as fire dragon hide armor carrying an automatic fire ward (-3D). DAR=4; DAL=48; AR=4; Cost=1750; Repair=50p/

(Metal) Scale Mail - Scale mail armor is made of thin metal plates, overlapping each other to form a suit. It is similar to a dragon's hide, hence the name. Scale mail armor is built

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and repaired by armorers. DAR=4; DAL=48; AR=4; Cost=350; Repair=10p/

Splint Mail - Splint mail is made from metal plates banded together to form a suit. It is not very common except in larger cities, where variety is still maketable. It is made and repaired by armorers. DAR=4; DAL=60; AR=5; Cost=550; Repair=12p/

Banded Armor - Banded armor is improved splint mail. Heavier, it provides better protection for a higher price. It is not a popular style of armor and is not common for this reason. It is made and repaired by armorers. DAR=5; DAL=70; AR=5; Cost=650; Repair=12p/

Plate Mail - Plate mail is chain mail with large metal plates bolted onto the chain. The most remarkable piece of plate mail is the large breast plate. Plate mail is often the armor of choice among nobles. Plate mail is created and repaired by skilled armorers. DAR=5; DAL=75; AR=6; Cost 850; Repair=15p/

Plate Armor - Plate armor is an entire suit of solid metal plates. No chain mail is used. Plate armor is only used by the largest fighters, and is often a sign of the amount of trouble they expect to be in. Plate armor can only be built by armorers skilled in the most modern armor making techniques. DAR=6; DAL=90; AR=7; Cost=1350; Repair=20p/

Nemean Fur - Nemean fur armor is crafted from the hide of a nemean lion. Not only these lions rare, they are extremely difficult to kill. This makes thier hides very expensive. A tanner can craft armor only with tools capable of dealing with the mythic toughness of this fur. Vorpals are not unheard of for such a project. Of course, the resulting armor is second to none. DAR=12; DAL=150; AR=3; Cost=10,000; Repair=90p/

Type	DAL	AR	DAR			
			S	P	B	T
Cloth	3	1	1	1	1	1
Fur	8	1	1	1	1	2
Leather	12	1	1	1	1	1
Padded	18	2	1	1	3	2
Ring Mail	22	3	3	1	3	2
Studded	24	2	2	1	1	2
Suede&Chain	28	2	3	2	3	3
Primitive Scale	30	4	3	2	3	2
Bone	36	4	3	2	3	4
Chain	45	3	3	2	2	3
Dragon Scale	48	4	4	2	4	4
Metal Scale	48	4	4	2	4	5
Splint	60	5	4	2	4	4
Banded	70	5	5	3	4	4
Plate Mail	75	6	5	3	5	6
Plate Armor	90	7	6	3	7	7
Nemean Fur	150	3	12	6	8	12

Armor - Variable DAR

Shields

Buckler - A buckler is the smallest shield, only capable of blocking one attack. This shield is not much bigger than its handle, typically being only a foot in diameter. Bucklers can be hung on a belt when not in use. Wooden versions are less sturdy, but will not interfere with mages. Wooden bucklers cost about 10sc.

Small Shield - Slightly larger than a buckler, a small shield is typically round, being two feet in diameter. These shields are often hung on the back while travelling. Wooden versions are often available for 20 sc.

Medium Shields - Medium shields hang on the non-weapon arm. They are too big to be used simply by a handle. If round these shields measure three feet in diameter, but many shapes are common. A medium shield can be used against two attackers if they are both in front of the shield user.

Large Shield - Large shields are enormous sheets of metal. These shields often obscure most of their user from view. Large shields are often custom built to a specific shape and later painted with a coat of arms or similar device. This is the preferred shield of a noble knight.

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	Shield Levels Strength	Defend vs.				Cost
		Needed	Needed	Parry	Dodge	
Buckler	1 weapon	1	2	3	6	15
Small Shield	1 attacker	1	3	4	10	30
Medium Shield	2 attackers	2	5	5	12	60
Large Shield	3 attackers	3	7	8	15	120

Shields

Miscellaneous Equipment

Poisons

Poisons can be bought from chemists and/or alchemists. There are a variety of different poisons for different purposes, but some of the basic types are listed here. Most cultures consider the use of poison on people to be immoral and illegal. Characters caught using poison in these societies will most likely be arrested and severely punished. Prices vary depending on the strength and legality involved, but could easily run into the hundreds per dose.

Poison damage is not applied immediately. Damage multipliers listed show the damage done per turn. A 1D-1D-1D poison will do one die multiplier of LB damage each turn for three turns. A 2D-1D-½D poison does two die multiplier of LB damage the first turn, one die the second and ½ die in the third. All poison damage is applied at the end of the turn. An antidote spell or chemical antidote will stop further damage and cure the poison damage caused during the last turn. Antidotes are useless if the character has already died. Poison users must be very careful. It is not uncommon for a poison users to accidentally poison themselves. Example: *Dragonbane does 2D-1D-½D damage. This means that at the end of the turn after the poison was delivered, the target takes 2D damage. At the end of the next turn (two turns after delivery), the target takes 1D damage. At the end of the third turn after the delivery, the target takes ½D damage. After this, the poison has run its course and will not cause further damage.*

Weapon Poison - Weapon poisons must be delivered on a slashing, piercing or tearing weapon that does Life's Blood damage. If the target's armor blocks the damage, the poison was not delivered and will not cause damage.

Weapon poison damage usually begins on the turn after the poison was delivered. Additional attacks, with additional doses of poison will cause additional damage. Damage code for a common weapon poison is 1D-1D-½D, but there are many different types.

Dragonbane - This is a weapon poison that only affects dragon types. It is a very thick gel that easily adheres to weapons. Dragonbane has a particular odor that a dragon will smell on a successful Senses task. Damage code is 2D-1D-½D.

Vampire Poison - Vampire poison only affects vampires. It contains, and smells like, garlic, causing the myth about vampires and garlic. Vampire poison is a weapon poison, but does not cling well to weapons. For this reason, a dose of vampire poison will only be useable for one attack. In other words, the poison will only stay on the weapon for one attack, after which the poison has fallen off and is no longer effective. Damage Code 1D-1D-1D.

Lycan poison - Lycan poison is a weapon poison that affects werewolves. It is a relatively expensive poison because it contains silver. (This causes the substance to have a strange luminescent appearance.) This poison is extremely painful while taking effect. Damage Code 2D-1D-1D-1D.

Serum Poison - Serum poison is a poison that must be eaten or drunk to be effective. This typically causes them to be cheaper. Typically the serum poison is sprinkled on food or drink, that the target is expected to consume. These poisons are usually thick, clear liquids without odor or taste to give them away. Serum poisons often do not affect the target until they have been digested. This could be a delay of anywhere from 20 minutes to an hour. There are powdered poisons that work in the same manner. Damage code for a common serum poison is 2D-1D-1D, but there are many different types.

Contact Poison - Contact poisons cause damage upon coming in contact with the skin. They seep in through the pores and cause their damage to the victim immediately. There is no one turn delay. Some contact poisons can be used as ink, making deadly letters. These poisons are extremely expensive. Damage code ½D-1D-1D.

These are just a few examples of the poisons that may be available to characters. Other poisons may affect the victim's attributes (paralysis) in addition to the LB damage. Poisons may be weaker or stronger than those listed here. Poison availability and use must be strictly controlled by the GM to avoid possible problems with game balance.

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Magic Items

There are countless magical items for sale from enchanters, alchemists and merchants. Some examples are given below. Just about any magic item conceivable probably exists. It is just a matter of finding someone that sells it. Any item with an enchanter's spell on it will have magical writings on it somewhere. These writings can be read by enchanters (anyone with one or more levels in enchantment power). The writings will describe the spells cast upon the item. Potions on the other hand may be completely indistinguishable from chemicals or other liquids.

Magic items are among the most valuable items that characters will ever be exposed to. It is very important that the game master not allow too much magic into the game. A single power talisman could over-power a less experienced party and allow them to easily defeat adversaries. Newer characters should be allowed to have minor potions or possibly a spelled weapon. Only much more experienced adventurers would find talismans and vorpal swords. By keeping prices high and treasures few, it will be easier for a GM to challenge the characters. This will keep both the players and the GM happy.

Alchemicals

Alchemicals are the products created by the formula spells of alchemists. Typically they are potions found in clearly labeled bottles. There are however a large number of non-liquid alchemicals. These ointments and mixtures can be found kept in any number of ways, and may not be recognized for what they really are.

Alchemicals are typically "one-shot" magical items. This means that once they are used, their magic is gone. This makes them far less powerful than most enchantments.

It does not make them useless! Many of the alchemical effects cannot be duplicated using enchantment magic.

New potions and formulas are being developed everyday. The examples given here are only a guide to what is out there already. Even potions of the same type should have minor differences. They were certainly made by different alchemists from different regions from different ingredients. One healing potion may taste better than another, or have a different consistency, or a different color. These minor differences not only add some realism to the

game, but they will prevent the characters from instantly knowing what they have found.

Alchemicals in unlabeled bottles can be extremely dangerous. They may be on a shelf with various materials and ingredients, some of which could be poisonous. Tasting a potion may give some idea of its effects, but can be extremely dangerous. In addition, it wastes a portion of the potion.

Alchemists can examine potions to determine their effects. Unlike enchantments, this is not a simple matter of reading the spell. It involves comparison testing and experimentation. Most often, these tests will use up half a dose of the potion and take an entire day. Knowing that most alchemists earn about 150sc per day, this can be a poor deal.

Potions and salves can be used in part or in whole. For those potions that have time limits, such as running or invisibility, smaller portions of the potion will yield proportionally shorter amounts of time. For those alchemicals yielding a number of dice effects, such as healing or armor cream, the smaller dose will yield a proportionately lesser amount of dice. This is most easy with the salves and balms, because the user can see exactly how much they are using. With liquids, it can be difficult to judge the amount while drinking.

Drinking a potion in combat is an action. Trying to feed a potion to an unconscious character is not possible and could drown the unconscious character. Salves such as armor cream or skin stretcher take time to apply and probably cannot be used during combat (GM's discretion).

Agility Potion

An agility potion will increase the user's Agility by the Lab Technique level used in the creation of the potion for six turns.

Armor Cream

Armor cream is a magical compound that repairs damage done to armor. Each dose will repair 2D points of DAL. Armor cream works on all types of armor whether metal or not.

Fire Bomb

A fire bomb is a potion that bursts into flames upon exposure to air. It is most commonly used in a glass vial that is thrown at an enemy. The flames cause 2D damage if the vial hits the target. The fire erupts and burns almost instantaneously. For this reason, only the most easily ignited objects (such as paper or oil) will catch fire from a fire bomb.

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Healing Balm

Healing balm is a salve that when spread over a wound, will magically heal the damage. Each dose heals 4D of LB, and the dose can be partially used. Healing balm is not a liquid and does not spill. A healing balm cannot give the character more than his or her maximum LB points (Ex6). Any extra points are wasted.

Healing Potion

Healing potions are magical drinks that will heal 2D LB damage. The user must be conscious to drink a healing potion. Healing potions are among the most common of all magic items. A healing potion cannot give the character more than his or her maximum LB points (Ex6). Any extra points are wasted.

Invisibility Potion

This potion will turn the user invisible for six turns. While invisible, it requires a successful senses roll to locate the character and then blind fighting to attack. The only drawback to this potion is the short time period.

Mummies

Mummies are created by alchemists from recently dead corpses. The process is long, and expensive, but the end product is considered worth it. Mummies are relatively mindless, possessing no skills nor memories. Despite this, mummies are strong and easily controlled servants. Any damage done to a mummy cannot be repaired; the creature will be permanently wounded. When a mummy's life's blood is reduced to 0, it is destroyed and turns to dust. Piercing weapons only do half their normal damage to mummies, while fire will do an extra die of damage. For every level of lab techniques used in the creation, a mummy will have two points of strength, two points of endurance and one point of agility.

Running Potion

A running potion will increase the speed of the user. Run and sprint movement rates are multiplied by three during the 30 minutes that the potion remains in effect. The user takes fatigue as if he or she were moving/running normally.

Sleep Potion

This potion is often used like a serum poison, except that it puts the target to sleep. The potion must be consumed. It will cause 1F per level of lab techniques used in its creation, but the damage will start three turns after the potion has been consumed. Damage code is 1F-1F-1F...

Strength Potion

The strength potion is similar to the agility potion. It will add one point of Strength for every power level used in its creation. This magical Strength will last for six turns.

Vitality Potion

A vitality potion restores fatigue points to tired characters. The potion restores 3D fatigue points, but the character may never exceed his or her maximum fatigue points (Wx6). Any extra points will be wasted.

Enchantments

Enchantments are the "spelled" items created by enchanters. General type spells can be cast on just about any object, creating a magical item. Specific enchanted items often contain more than one spell and have a history.

There can be specific items with the same spells, but these items are typically custom-made.



General

The following magical items exist in numbers. One spell/formula is enough to create the item. Although some may be much more common than others, they are not individualistic.

Animated Objects

Animated objects are created by animated-attack and animated-parry spells. These spells will add levels to

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either the wielder's attack or parry during combat. Like all other weapon levels, these levels can only be used once in a turn, but unlike other levels, they can only be used for their specific function (i.e.- attack levels cannot parry, nor can parry levels be used to attack). Animated weapons will assist owners but do not act on their own. Animated-attack spells add +1 attack level per enchantment power level or +5%. Animated-parry spells add +2 parry levels per enchantment power level or +10%. Animated-parry is also useful when cast on shields. Animated-parry weapons and shields can add their levels together for even higher defensive numbers.

Brain Batteries

Brain batteries are specially prepared talismans from which mentalists can draw power. Each battery will have 2D points, which a mentalist can expend instead of taking Fatigue. After using a proficiency, the mentalist rolls for Fatigue damage normally, but instead of lowering his or her Fatigue points, the points are subtracted from the battery's store. Brain batteries cannot be recharged and are valueless after they run out.

Cat's Feet

Cat's Feet are boots made from the fur of one of the great cats. These boots are then spelled to give the wearer the cat's ability to always land on its feet. This magical effect will prevent stumbling, and will reduce damage taken when falling by one die for every power level used in the creation of the boots. Note - Wearing armor will reduce the chance of the feet working. Multiply the ARx10% to compute the chance of failure.

Control Talismans

There are four types of control talismans: accuracy, area of effect, range and control. The first three types will be able to add levels to the casting of spells, but only to their specific function. This will increase the marginal modifiers for that specific statistic. Control levels can be used for any of the marginal modifiers, but like normal control levels, these levels can only be used once in a turn.

Control talismans can affect an entire type of magic (such as wizard or spell singer), only a specific school, or only a specific spell. This is determined during the item's creation.

Defense Spells

Defense spells protect the user from either magical or physical attack, but not both. Each spell can only protect the user from one type. For every level, these items will add 5% to the character's defense. Physical defense will operate against all attacks, and be useful against more

than just one per turn. They add this bonus whether the character is parrying, dodging, or not even paying attention. Magical defense will add 5% to the user's magic resistance, as if the user's Psyche had been increased. Defense spells are not cumulative. Only the highest defensive value will be effective.

Flight

Flying objects are capable of lifting 100lbs for each power level used in their creation. Flight is typically cast on an article of clothing so that it can be worn. Should it be cast on a weapon or object, the flying character will need to hold on during the entire flight. The flight enchanted object will supply the "lift" making it dangerous when cast on a helmet or necklace. Flight speed is equal to the user's movement x2.

Golem

The golem spell creates a golem, an animated statue/figure that will follow simple commands given by its creator. For every point of power used in its creation, the golem will have three points of Endurance, three points of Strength, and one point of Agility. The more power being used, the stronger the materials being used must be. Wood, stone and steel are all used to make golem depending on the strength. Golems exist until "killed" (LB=0 when the creature is reduced to rubble). Damage done to a golem can be fixed by an enchanter. The cost of the materials for such repair would be 250sc per LB point.

Hardened Weapons

Weapons with a hardened spell cast on them have less of a chance of breaking in melee. This spell can also be used on more everyday items such as glass and crystal. It cannot be combined with a hardened-steel spell.

Hardened-Steel

This enchanter's spell will cause any material to have the strength of steel. It cannot be used with a hardened spell, but can be used with others. It is often used to turn a non-steel object into a weapon, so that a powerful magical weapon can be made without the steel resistance.

Mist Armor

Mist armor is an enchanted item made of strange gases held together by magic. Mist armor will only work for mages with a power level of four or more. To everyone else, the armor seems to be but a shadow, and is immaterial. Therefore, those who cannot use it cannot carry or even touch it. However, when in contact with a mage of power

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level four or more, mist armor looks and works like plate mail armor: DAR=6 DAL=80 AR=4. The armor can be repaired by an enchanter for about 200sc per point of damage.

Power Talisman

A power talisman adds its power levels to that of the mage casting the spell through the talisman. These extra power levels are not considered when determining the mage's Fatigue (neither casting nor sustaining). They will increase the effect of the spell and can increase the power level to meet minimum power levels needed. These items are extremely powerful and are often targeted for destruction or capture by rival mages.

Sharpness

There are three different sharpness spell of increasing power. Simple sharpness will negate one point of DAR when attacking an armored opponent. Superior sharpness will negate two points of DAR. Vorpall sharpness will negate four points of DAR. Any extra negations are wasted.

Strength Spell

The strength spell is similar to a strength potion in that it will increase the user's Strength one point for every power level used in its creation, but will never wear off. These spells are often cast upon bracers or some other type of clothing. The strength spell can increase a character's Strength above the racial maximum.

Ward-Undead

The undead ward will grant its wearer an additional +5 to parry, dodge and magic resistance for every power level used in its creation, but this protection only acts against undead. Vampires, zombies, skeletons, mummies, and other undead will find it difficult to get at the protected individual. Golems and summoned creatures will not be protected against.

Wards

Wards offer protection from a particular type of attack. Typically they offer a defensive modifier to the chance of the attack succeeding (most frequently -5% x Power resistance) or they reduce the damage done by the attack (most frequently 1D x Power). Charm, fire and undead are among the most common of the wards, but there are countless others.

Weight Spells

The weight spells lighten the weight of the object they are cast upon. A light weight spell reduces the weight

one. A feather weight spell reduces the weight by three. A weightless spell reduces the weight by five. When used on a weapon, these spells will reduce the Strength Needed, but only for combat rounds calculations. Damage is still determined in the same manner. When cast on armor, these spells will reduce the AR of the armor. This is not common because most armor is made up of several different pieces. Each of these pieces must be spelled to receive the benefit of the spell.

Specific Items

The following magical items are each one of a kind. Although similar items could be made, these are individualistic.

Glimmer - The Glass Sword of Lelpen Arisof

This saber was cut from a sheet of glass and mounted in a wrought gold hilt with hand guards. The sword has been spelled with a hardened-steel spell, a vorpall sharpness spell, and an animate-attack (+25%) spell.

Heartwood Blades

Heartwood blades are a line of elven spears created entirely from the "heart wood" at the center of a tree. These wooden spears have wooden heads, but they carry the enchantment hardened-steel. They also carry some variety of the sharpness enchantment. These spears are often considered national treasures, and would never be given to another race. They are most often used by druids and other spell casters.

Singing Sword of Caer Gwilidon

This long sword is a spell singer talisman with minor spelled effects. The sword has the ability to either sustain a spell or act as a power talisman 2. It cannot do both at the same time, and the sword can only sustain one spell at a time. While the sword is sustaining a spell, neither the sword nor the caster are effected by sustaining fatigue. When the enchantments are used, the sword sings notes in a high soprano, but the sword never forms words. The sword also has light weight and simple sharpness spells cast on it.



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Singing Sword of Myloch the Bard

This rapier is a spell singer talisman with minor spelled effects. The sword has the ability to sustain a spell, act as range talisman +3 and act as an area of effect talisman +2. It can do all of these functions at the same time, although the sword can only sustain one spell at a time. When sustaining a spell, neither the sword nor the caster are effected by sustaining fatigue. When the enchantments are used, the sword sings notes along a broad range and can often harmonize with itself, but the sword never forms words. The sword also has a harden spell and an animate-attack (+10%) spell cast on it.

Stonecrusher's Fist

This artifact of ancient dwarven manufacture appears as a left hand gauntlet made of silver and inlaid with gold dwarven runes. Though made to fit a dwarven hand, a human with an Endurance of six or more may also wear it with no penalty. With this gauntlet, a person may smash through solid stone. The chance of success being $(\text{Strength} \times 10\%) + (\text{Mining levels used} \times 5\%)$. With normal mining tools, such as picks and shovels, the Fist will double the user's Strength for the purpose of determining success.

The rate of excavation is the user's Endurance in cubic feet per minute for hard stone. This rate is doubled for soft rock and quadrupled for dirt. With tools, double the rate of excavation.

Yew Staff of Arknim

The Yew Staff of Arknim appears to be a plain yew staff, yet if a mage casts druid spells through it, the staff will add three range levels to every spell the mage casts. This is a three level, range control talisman that only works for druid spells.

Artifacts

Not all talismans and spelled items can be covered by the enchanter spells listed here. Far more powerful talismans may exist, though they would probably be beyond the ability of player characters to create. They may have been created by a prior civilization, by pure luck, or under some specific circumstances that may never again be repeated. Examples could be: the Staff of Venimstastuis: This staff was created from the heart of a tree that grew in a cemetery where only necromancers were buried. The tree lived for exactly 480 years, at which time it was cut down using an axe made from the coffins of the necromancers. The staff acts as an area of effect talisman for the bag of bones spell, and can add up to 12 levels to the spell caster.

Mentalist Talismans

Similar to mages, mentalists can use talismans to increase or focus their mental energy. Mentalist talismans are very different from magic talismans, and the two are not interchangeable. Mentalist talismans must be made of a gem-like substance called chrystalist. Chrystalist is a very rare substance and can only be found in very small quantities. The chrystalist must be cut using Gem Cutting skill and Enchantment Power by a skilled mentalist. These talisman makers are even more rare than the chrystalist.

A finished mentalist talisman is a piece of chrystalist with "circuitry". This circuitry can be read by a mentalist enchanter in the same way that magical writings can be read.

Chrystalist

Chrystalist is an amber-colored, gem-like substance used for making mentalist talismans. Chrystalist is found deep inside some mountains, but is typically found in such small quantities that organized mining is not worthwhile. It is very rare and often used for trade, but only in lager cities. Chrystalist is typically worth 500 times its weight in silver.

CREATURES

Race Classifications

There are four main race classifications for humanoids, referred to as the “Main Races”. These race classes consist of the Fairie, the Goblins, the Men, and the Trolls. Each of these race classes consists of various sub-species. Although genetically and often regionally related, each of the sub-species is a distinctive breed with its own abilities, culture and characteristics. The following comments are generalizations about the four main races. These standards do not necessarily apply to each and every sub-species.

The Fairie:

The Fairie are typically thin, quick people. Most of the sub-species dwell in forests and other wooded areas. They are most easily identified by their pointed ears, but have other racial characteristics. Fairie typically have green eyes, but blue, violet, hazel and even pink are not uncommon. They are usually fair skinned and fair haired, although most fairies cannot grow facial hair. The most common of the fairies are the elves, but the aldar, pixies, kobolds, firbolgs and formorians are also fairies. The summoned creature fairy is not a fairie, despite its name.

The Goblins:

Often considered the most primitive of the main races, the goblins are best known for their horde attacks and raids. Each of the goblin races makes war in a different way, but they all make war. They are belligerent and antagonistic to all other races and often to their own related sub-species. Goblins are most easily recognized by their up turned noses that are considered to resemble pig snouts. They are often dark skinned and very hairy. Their hair is normally of a black or dark brown color and can often resemble a pelt. Orcs, ogres and goblins are the most common of the goblin races.

The Men:

Used as a generic term, the men are the most common of all the main races. They are the most adaptable and versatile. All of the sub-species of the race of men

physically resemble each other, appearing as larger or smaller versions of one another. Varying drastically depending upon the region, men can have any number of skin colors, eye colors, hair colors, facial features, etc. The most common of the race of men are the humans, halflings, giants and lurians.

The Trolls:

The trolls are physically the largest of the four main races. Trolls have large skeletons and solid physiques. They vary greatly in intelligence and grace, but all trolls have incredible physical power. Common physical features are thick facial and head hair, wide noses and big ears. Trolls can have any number of skin colors, but will usually have dark hair and dark colored eyes. Trolls, grumaches, cyclopes and, much to their distress, dwarves are the most common trolls.

Creature Descriptions

The following is a long listing of some of the creatures to be found in **Legend Quest** worlds. Not all the creatures existing are here, nor does every creature exist on every world. It is up to the game master as to which creatures to include and exclude.

Attributes - A full range of attributes is shown for every race. These are the same as for characters and should therefore be self-evident.

“U” indicates an unlimited attribute score. This usually describes an animated creatures Willpower. Creatures with “U” Willpowers are unaffected by fatigue.

Height - is given in feet (') and inches ("). The first range (before the slash) is the average height for adult males. The second range (after the slash) is the average height for adult females.

Weight - is given in pounds unless otherwise indicated. The first range (before the slash) is the average weight for adult males. The second range (after the slash) is the average weight for adult females.

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Movement Modifier - This is a multiplier that must be used to adjust the character or creature's movement rates (free walk, walk, run and sprint). For example, dwarves have a movement modifier of ½. This means that a dwarf walks at a speed of (E+Ax5) x ½. See **Movement** for more details.

“/” used in movement indicates movement other than walking, running and sprinting. Usually this will indicate the creature's ability to fly, or use some other variant movement.

Common Skills - Not all creatures have common skills, nor are those creatures with common skills listed limited to those skills. This is only meant to be a guide for easy preparation of non-player characters.

Often a senses skill will be shown as SEN(+#). This is the creature's natural senses and does not affect the creature's skills nor skill levels. It is used to show those creatures with exceptionally good senses.

Armor Values - given for creatures are in # @ # format. The first number is the DAL, and the second number is the DAR. This means that an armor value of 120@12 gives the creature a DAL of 120 and a DAR of 12. Unless otherwise stated, the standard DAR shown for creatures applies to slashing, bludgeoning, and tearing damage. For piercing attacks, use half the DAR (rounded up). See **Damage and Armor** rules for more detail.

SN= - represents the strength needed number for creature damage. This is used to compute damage increases based on strength. Most creatures will have some type of attack and these are resolved in the same way that weapon attacks are. Unless listed these attacks have no parry, dodge or initiative modifiers. If no attack form is listed, the creature may still be able to attack with weapons (including hand).

Aeropus

Strength:	1-8	Height:	6'-8' / 5'6"-7'
Knowledge:	1-10	Weight:	125-225 / 110-180
Endurance:	1-8	Movement Modifier:	2//1½
Willpower:	1-9	Common Skills:	
Agility:	1-13		
Psyche:	1-8		

The aeropus is a large, ostrich-like bird that nests underground. Unlike other birds its size, the aeropus is capable of flight and will typically spend most of its time hovering above its nest. The aeropus also has over developed legs which allow it to run at incredible speeds and kick for bone crushing damage (2B damage each turn with a SN=4). Aeropus feed on rats and other cavern

dwelling vermin. Their long necks allow them to grab these tiny creatures out of small holes with their beaks. Their beaks are very sharp and strong (½S damage every turn with a SN=1). Aeropus prefer to eat small creatures but will attack humans if threatened, using their beaks and kicks to pummel and slash. An aeropus' nest often contains the remains of former meals, including non-edibles (such as armor and weapons).

Aldar

Strength:	1-9	Height:	4'9"-5'6"/4'6"-5'2"
Knowledge:	4-13	Weight:	90-160 / 60-100
Endurance:	1-8	Movement Modifier:	1
Willpower:	1-10	Common Skills:	BKK,BSM,BRB,
Agility:	1-9		CHM,COU(ETQ),CRP,DIS,DWF,
Psyche:	2-11		MEL(FLL,SPR,SWD),RNG,SEL,
			ROG(MVQ),SOH,Sorcerer,
			Conjuror,Enchanter

The aldar are a feared subterranean race that care only for profits. This pale, thin breed of people have adapted to the underground and have learned to survive and thrive in the sunless world below. Aldar have large eyes to see in the limited light in their underground cities. This causes them to avoid the surface world, especially during daylight. The aldar have extremely pale features, resembling human albinos, and white hair that is normally worn long. The aldar also have the typical Fairie pointed ears and pastel colored eyes.

Alfanc

Strength:	1-16	Length:	10'-30'
Knowledge:	1-7	Weight:	500-1500
Endurance:	1-15	Movement Modifier:	2/3
Willpower:	1-9	Common Skills:	
Agility:	1-9		
Psyche:	1-5		

The alfanc is a crocodile-like creature with thick, black skin. They live at the bottom of still pools, waiting for its prey. When its prey passes above the submerged alfanc, the creature starts to spin causing a whirlpool. The whirlpool attacks using the alfanc's Strength, and if successful, drags its victim below the surface of the pool. If drowning does not kill the alfanc's prey quickly enough, it will use its viscous bite doing 3S damage (SN=8). An alfanc's thick, scaly skin acts as 18@2 armor.

Anactaur

Strength:	1-12	Height:	3'6"-5' / 4'-6'
Knowledge:	1-10	Weight:	80-150 / 125-250
Endurance:	1-11	Movement Modifier:	1
Willpower:	1-9	Common Skills:	ARM, CAM, DSA,
Agility:	1-13		DWF, MEL, RNG, RUN, SCR,
Psyche:	1-10		SEN, SHD, TRK

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The anactaur is a strange half breed. They have the head and torso of a human and the body of a spider. Each anactaur has eight limbs: two human arms and six spider legs. Female anactaurs are larger than their male counterparts. A female that measured 6' in height would probably measure 8' in length. The females have no mammary glands and can only be distinguished from the males by their larger, more bloated abdomens.

The anactaurs are well known as warriors and raiders, respecting only prowess and prizing all material possessions. They have been known to work as mercenaries and bounty hunters. In situations like this, the anactaurs travel in well armed bands, following the most skilled warrior, male or female. Skill and cunning are often the traits of the leader instead of brute strength.

Anactaurs have a heavy carapace shell that protects their spider body, and often wear other armor on their more human body parts. Their natural armor is equivalent to 30@3 and causes no attribute reduction for the anactaur. Anactaurs have the spider-like ability to walk on walls and ceilings, but they are not web spinners.

Animated Creatures

Golems, mummies, skeletons and zombies are animated creatures. These creatures are driven by the magical power of a spell. These creatures do not appear naturally, and they are always under the control and guidance of the creator.

Ant, Giant

Strength:	1-10	Length:	1'6"-3'
Knowledge:	1-4	Weight:	30-90
Endurance:	1-9	Movement Modifier:	¾
Willpower:	1-10	Common Skills:	
Agility:	1-10		
Psyche:	1-6		

Giant ants are a strange breed of insect that grows to be the size of a dog. They live exactly like normal sized ants with their ant hill homes typically being 30'-40' high. Giant ants can attack with their mandibles for 1S damage (SN=3). A giant ant's exoskeleton is relatively thin due to its large size, and therefore offers no protection as armor.

Asethi

Strength:	1-15	Height:	6'6"-8'6"
Knowledge:	1-15	Weight:	200-500
Endurance:	1-15	Movement Modifier:	1/3
Willpower:	1-13	Common Skills:	INT,LDS,MEL
Agility:	1-15	SHD	
Psyche:	1-17		

The asethi are large, evil-looking humanoids with large dragon wings. The asethi are among the most powerful and most feared of all summoned creatures. They are egotistical, violent and easily offended, but they are exceptional warriors. They are almost exclusively used as body guards by powerful mages.

All asethi are capable of possession (identical to the mentalist proficiency) at a power level of 4. They are also capable of casting black rain and fire ring spells, but the power level of these abilities varies from creature to creature. An asethi will normally appear with a large shield and a spelled weapon. They will not usually wear armor, but their scaly skin gives them armor equivalent to dragon scale mail (48@4).

Banshees

Banshees are ghosts, with no attributes. Banshees are most often foretellers of death. They always appear as women, either very young or very old. They appear in many different circumstances, but always with some warning of approaching danger. Banshees are sorrowful and despise the reason for their appearance. They will always seem sorry for the warnings, but they believe the events they foretell to be impossible to stop. Banshees will disappear soon after giving their warning. They cannot be hurt, nor can they be driven away before their task is completed.

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Barguest

Strength:	1-13	Height:	3'6"-4'6"/3'0"-4'0"
Knowledge:	1-7	Weight:	120-200 / 80-135
Endurance:	1-14	Movement Modifier:	1
Willpower:	1-9	Common Skills:	ANH,CAM,HNT,
Agility:	1-10		MEL,SEN(+3),SRV
Psyche:	1-10		

Barguests are huge black dogs, the size of calves. They have small, black horns and red eyes. Barguests have the ability to control dogs. Their control is similar to a charm spell using the barguest's psyche as the base and the dog's willpower for resistance. The barguest does not fatigue due to control. Barguests are fierce predators, typically ripping a victim to shreds even if the prey is already dead. They attack with their teeth for 2S (SN=6). Barguests are not impossible to train, but do have a tendency to eat their trainers.

Bears

Length:	up to 10½'
Weight:	up to 1500
Movement Modifier:	1
Common Skills:	BRL, CMB, FSH, SWM

Black Bear

Strength:	1-13
Knowledge:	1-8
Endurance:	1-13
Willpower:	1-7
Agility:	1-9
Psyche:	1-6

Brown Bear

Strength:	1-13
Knowledge:	1-8
Endurance:	1-14
Willpower:	1-7
Agility:	1-10
Psyche:	1-6

Grizzly Bear

Strength:	1-15
Knowledge:	1-8
Endurance:	1-16
Willpower:	1-7
Agility:	1-10
Psyche:	1-6

Polar Bear

Strength:	1-16
Knowledge:	1-8
Endurance:	1-16
Willpower:	1-8
Agility:	1-9
Psyche:	1-6

There are several different types of bears, living in differing types of areas dependant upon the breed. Bears are basically individualistic and will seldom be found in groups. Bears attack with their huge paws, smashing like a sledge hammer (2½B with SN=9), but they can also bite (for 1S with a SN=7).

Brownie

Strength:	1-6	Height:	2'-3' / 1'9"-2'6"
Knowledge:	1-10	Weight:	75-120 / 50-80
Endurance:	1-5	Movement Modifier:	½
Willpower:	1-7	Common Skills:	CAM, CPT, COK,
Agility:	1-13		FRM, TNK, WOD
Psyche:	1-10		

Brownies a hard working race of craftsmen and farmers. They are not typically violent, and are not known to be warriors. They are easily offended, especially about being short. (They feel they are exactly the right height, and everyone else is too tall.)

Brownies have no noses; they only have two nostrils that are flat upon their faces. They are loyal, and typically live in large towns. When traveling, they travel in large bands. Brownies are well known for their love of sweets.

Carapace Dog

Strength:	1-10	Height:	2'6"-3' / 2'-2'8"
Knowledge:	1-4	Weight:	70-140 / 50-100
Endurance:	1-12	Movement Modifier:	2/3
Willpower:	1-6	Common Skills:	SEN(+2)
Agility:	1-8		
Psyche:	1-4		

Carapace dogs are large canines with a bone-like plating covering their skins. This plating, or carapace, acts like armor giving the dog 60@5 armor against all attacks. These dogs run in packs of 10-25 in open prairies. They are vicious and will tear their prey to pieces with their oversized teeth (1S with a SN=3). They can be trained, but do not breed well in captivity.

Caremisht

Strength:	1-10	Height:	4'6"-5'6"
Knowledge:	1-10	Weight:	80-140
Endurance:	1-10	Movement Modifier:	1/2
Willpower:	1-8	Common Skills:	
Agility:	1-10		
Psyche:	1-12		

The caremisht are frail-looking humanoids with skin that looks to be too large for their bodies. They are among the weakest of the summoned creatures. They are used as servants, messengers, scouts and (less often) as guards. They have bat wings and thin heads with beady eyes.

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Centaur

Strength:	1-13	Height:	7'-8'6" / 6'6"-8'
Knowledge:	1-10	Weight:	1300-1600/1100-1500
Endurance:	1-14	Movement Modifier:	2
Willpower:	1-10	Common Skills:	all
Agility:	1-10		
Psyche:	1-8		

Centaur has the upper body of a human, and the lower body of a horse. They have human-like arms and four horse-like legs. They live in tribes and are often nomadic. Centaurs can be skilled in any skill, and have their own craftsmen, warriors and scholars. They are very strong, and have voracious appetites.

Changeling

Strength:	1-9	Height:	variable
Knowledge:	1-10	Weight:	100-200
Endurance:	1-12	Movement Modifier:	1 (var)
Willpower:	1-11	Common Skills:	
Agility:	1-12		
Psyche:	1-11		

Changelings are an exotic race of shape-changers. Their usual form is something the size of a human, but they are capable of assuming any shape. They cannot change their weight, nor can they change the consistency of their body (i.e. they cannot become metal, just look like it). Changelings have rubbery skin that deflects blunt attacks, giving them 50@5 armor against blunt attacks. (This armor offers no protection against S, P or T damage.) They are asexual, and so far groups have never been encountered. Each has its own plan and agenda, but they have never been known to be virtuous.

Chimera

Strength:	1-14	Length:	8'-11'
Knowledge:	1-4	Weight:	1100-1600
Endurance:	1-14	Movement Modifier:	1
Willpower:	1-8	Common Skills:	
Agility:	1-7		
Psyche:	1-6		

Chimeras are two-headed beasts that have the head of a goat and the head of a lion. Both of these heads are capable of breathing fire (for 2D damage). Chimeras are very territorial, and often kill anything found near their lairs.

They are very stupid, and can easily be tricked by clever adventurers. When attacking without fire, the chimera bites with the lion head for 1½S damage (SN=7) and gore with the goat head for 1P damage (SN=7).

Cyclops

Strength:	1-15	Height:	7'6"-9' / 7'-8'
Knowledge:	1-9	Weight:	375-500 / 350-475
Endurance:	1-13	Movement Modifier:	1½
Willpower:	1-9	Common Skills:	APP,ARM,AMY
Agility:	1-10		ATL,BLF,CPT,LDS,MAS,MEL,
Psyche:	1-9		MET,SCL,SHD,SMT,TNK,WPC

Cyclopes are a race of trolls with only one eye, centered in the middle of their foreheads. Unlike most other troll races, they are agile and intelligent. Cyclopes typically follow one of two callings. They are either skilled craftsmen and metal workers, or they are berserker warriors. These two occupations blend the cyclopes into a race of skilled and well armed soldiers. They will usually trade for food goods, due to the lack of farmers and ranchers. Cyclopes are -10% on Senses because of their lack of depth perception.

Dog

Strength:	1-8	Height:	dependant on breed
Knowledge:	1-5	Weight:	1-160
Endurance:	1-10	Movement Modifier:	1
Willpower:	1-8	Common Skills:	SEN(+5)
Agility:	1-10		
Psyche:	1-5		

Dogs are found in most areas that man has settled. They are often trained as pets and protectors, and are common as both. They will typically not resist training or commands if bred in domestication. There are many different breeds, making up many different sizes. Dogs can bite for ½S (SN=2).

Dragon-Fire

Strength:	1-16	Length:	15'-30'
Knowledge:	1-8	Weight:	2500-10000
Endurance:	1-18	Movement Modifier:	1/3
Willpower:	1-9	Common Skills:	SEN(+2)
Agility:	1-10		
Psyche:	1-9		

Fire dragons are the most notorious of all dragon kind. This is mainly because they make their presence known more than the other types. Unlike most reptiles that eat and then become almost dormant, a fire dragon would easily eat its own weight in food every day, if allowed. This causes them to range over a large area, and their wings allow them to do this with ease. In battle, a fire dragon will either use flaming breath (3D damage to a 10'd. area) or a bite (2½S with a SN=9). They have also been known to use claws, tail lashing, wing clubbing and other attack forms. Captured fire dragons will resist training and try to escape. A fire dragon's scaly hide give it protection as armor 80@4.

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Dragon-Grand

Strength:	10-24	Length:	20'-35'
Knowledge:	6-15	Weight:	6,000-12,500
Endurance:	11-20	Movement Modifier:	1//3
Willpower:	1-12	Common Skills:	APP,MEL,POL,
Agility:	1-8		SCH(HST),SEN(+4), Wizard
Psyche:	1-13		

Grand dragons are the largest and most intelligent of all dragon kind. They are sentient and are often skilled in several languages and histories. They are deadly in combat, and cunning enough to attack from advantage. The grand dragons are the treasure hoarders, and will often be found amidst a vast array of treasures.

Grand dragons have fiery breath just like the fire dragons (3D), and can also bite (2½S with SN=10). Their wings are very strong, and allow them to carry vast weights with them while flying. A grand dragon's scales give the creature 120@5 armor.

Grand dragons have very different personalities. Some are cowardly or protective or picky or reckless. The only thing they have in common is that adult grand dragons always live alone.

Dragon-Miniature

Strength:	1-5	Length:	15"-24"
Knowledge:	1-10	Weight:	5-12
Endurance:	1-4	Movement Modifier:	½//4
Willpower:	1-8	Common Skills:	
Agility:	1-13		
Psyche:	1-12		

Miniature dragons are friendly, mischievous creatures that often befriend people. They are forest dwellers, but seem to adapt to cities very well. They eat insects and small birds in the wild, but have been known to eat almost anything in captivity. They do not take well to being ordered, because they have minds of their own. These clever little fliers will avoid combat, but can defend themselves with a bite (⅓P with SN=1). Their scaly hides give them armor vale of 8@2.



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Dragon Steed

Strength:	1-12	Height:	6'9"-8' / 6'6"-7'6"
Knowledge:	1-7	Weight:	1300-1600/1100-1500
Endurance:	1-13	Movement Modifier:	2//4
Willpower:	1-9	Common Skills:	SEN(+2)
Agility:	1-12		
Psyche:	1-8		

Dragon steeds are horse-sized dragons. Appearing as snake skinned horses with huge wings, these dragons are capable of carrying riders in flight without noticeable difficulty. Dragon steeds are trainable, and often found as the steeds of wealthy adventurers. Although non-violent, dragon steeds do not spook like horses do. If trained for war, they can do 1B (SN=4) with a hoof. If not trained, they will flee from battles. They eat rabbits, raccoons, birds, and other similar sized animals.

Dwarf

Strength:	1-10	Height:	4'0"-4'6"/3'9"-4'2"
Knowledge:	1-10	Weight:	175-240 / 130-180
Endurance:	3-12	Movement Modifier:	½
Willpower:	3-12	Common Skills:	AMY,APP,ATL,
Agility:	1-8		ETQ, MEL(AXE, SPR, SWD),
Psyche:	1-8		MET, MIN, RNG(XBW), SCL,
			SMT, WDW, WPC



Dwarves are a physically short, but sturdy, people. Normally about four feet tall, most dwarves still weigh as much as an average human. Dwarves are very family, or clan, oriented. Although dwarves are one of the troll races and therefore are genetically related to trolls and the

grumach, dwarves refuse to acknowledge the relationship. Dwarves are famous for their craftsmanship and skill with tools. They are also famous for their short tempers and long memories.

Efreet

Strength:	1-12	Height:	6'-7' / 5'9"-6'6"
Knowledge:	1-8	Weight:	200-325 / 150-250
Endurance:	1-12	Movement Modifier:	1
Willpower:	1-13	Common Skills:	AMY,ENP,INT,
Agility:	1-12		MEL,SMT,WPC
Psyche:	1-6		

Efreetis are fire creatures that dwell in fiery places like volcanos and other lava pits. They are completely immune to the effects of the great heat, but will quickly die without it. They are boisterous and active. Their society revolves around the pursuit of happiness and the duels caused by real or imagined slights. They have been known to aid armorers in the smelting and forging of strange alloys.

Elephant

Strength:	6-20	Height:	8'-14'
Knowledge:	1-8	Weight:	5-9 tons
Endurance:	10-40	Movement Modifier:	½
Willpower:	1-12	Common Skills:	INT,RUN
Agility:	1-3		
Psyche:	1-8		

Elephants are one of the most dominant of all land animals. They are enormous creatures and are able to scare off anything they cannot kill in self-defense. Elephants can gore with their tusks for 2P (SN=10) or trample for 4B. This makes the aggressive, rogue elephants extremely dangerous.

Elf

Strength:	1-9	Height:	5'0"-5'10"/4'9"-5'5"
Knowledge:	1-11	Weight:	100-170 / 70-120
Endurance:	1-9	Movement Modifier:	1
Willpower:	1-9	Common Skills:	ANH,ANT,CAM,
Agility:	1-11		MEL(SPR, SWD), MSC, SEN,
Psyche:	1-11		WLD(all), RNG(BOW), WDW
			Druid, Healer, Spell Singer

Elves are a slender, agile race of people. They are slightly shorter than humans, and normally thinner, with pointed ears. Elves have hair ranging in color from blond to white, with some elves having silver hair, and eye colors from green (the most common), blue, hazel and lavender (the least common). Elves are natural foresters, and spend most of their lives very close to their forest birthplaces. Despite their slender frames, elven bowmen are feared warriors.

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Fairy

Strength:	3	Height:	4"-6"
Knowledge:	5	Weight:	1
Endurance:	3	Movement Modifier:	1/2/2
Willpower:	3	Common Skills:	
Agility:	8		
Psyche:	6		

Fairies are not members of the Fairie class of races. They are summoned creatures. Unlike other summoned creatures, fairies do not need to be bonded, and more than one can appear at the same time. These little fliers can speak to their summoner, but their speech will seem like gibberish to any one else. Fairies must be maintained because they have no call duration. They also do not have a rest period or a death period. Fairies constantly give off light.

Firbolg

Strength:	1-17	Height:	7'6"-9'0"/7'0"-8'4"
Knowledge:	1-8	Weight:	400-850 / 350-700
Endurance:	1-15	Movement Modifier:	1
Willpower:	1-6	Common Skills:	CAR,CMB,FOR,
Agility:	1-7		GMB,INT,MEL(BRL),SCR,STR,
Psyche:	1-8		SRV

The firbolgs are rough, giant creatures more prone to drinking and laziness than to war. They are disfigured and grotesque; many being born crippled. They are the eternal enemies of the formorians, but lose many more of the interracial battles than the formorians do. The firbolgs are bullies and loud-mouths, but their great strength makes them very dangerous.

Formorian

Strength:	1-17	Height:	8'0"-9'6"/7'6"-8'10"
Knowledge:	1-10	Weight:	425-850 / 350-800
Endurance:	1-15	Movement Modifier:	1/2
Willpower:	1-8	Common Skills:	ARM,ATL(all),
Agility:	1-9		DWF,ETQ,LDS,MEL(all),POL,
Psyche:	1-10		SEN, SHD, TRK

The formorians are a race of giants. They are cunning, but cruel. They accept only victory, and any that fail are dishonored and considered worthless in the future. It is this constant testing and disposal of those less than perfect that keeps those formorians that survive at the peak of their abilities. The formorians are the eternal enemies of the firbolgs, who they regularly defeat in battles. The formorians are much more intelligent than the firbolgs, and they use this cunning to plan ambushes that often give them victory over their Firbolg cousins.

Gargarooth

Strength:	5-14	Height:	7'6"-9'
Knowledge:	1-8	Weight:	350-600
Endurance:	6-15	Movement Modifier:	1//1
Willpower:	1-10	Common Skills:	MEL(BRL)
Agility:	1-10		
Psyche:	1-10		

The gargarooth are summoned creatures with small, pig-faced heads and large, bloated bodies. They can fly despite the small size of their dragon-like wings. These wings do not seem as if they could support the weight of the creature. The gargarooth are brawlers and bullies, typically spoiling for a fight. They appear naked, and often ask for weapons upon appearance. The call duration is two hours per power level used in the calling, and the rest period is one day. If a gargarooth dies, the death period is one year before that creature can again be called.

Garuh

Strength:	1-12	Height:	5'0"-6'0"/4'6"-5'6"
Knowledge:	1-10	Weight:	120-200 / 90-150
Endurance:	1-10	Movement Modifier:	1
Willpower:	1-10	Common Skills:	ANH,ANT,CAM,
Agility:	1-11		LDS,MEL(BRL),MVQ,RUN,SEN,
Psyche:	1-7		TRP, WLD(all), WPC

The garuh (pronounced gár oo) are a race of dog-men. They have elongated snouts, enlarged fangs, short fur and dog-like ears. They are a race of hunters and woodsmen, with very severe feelings about their borders. The garuh are primitive, with no knowledge of metal working. They make their weapons of wood, stone and other natural items. They also raise and train wolves for guards and pets. Although more prone to superstition than to magic, some garuh witch doctors with true magical powers have been encountered. The garuh are a proud race and a garuh warrior will rely mainly on his senses and instincts instead of planning and logic. If ever without weapons, a garuh can still bite for 1/2S damage.

Genie

Strength:	1-10	Height:	6'-7' / 5'6"-6'4"
Knowledge:	1-11	Weight:	175-275 / 100-200
Endurance:	1-12	Movement Modifier:	1
Willpower:	1-10	Common Skills:	ACR,ACT,APP,
Agility:	1-13		AST,DIS,ETQ,GMB,GAM,POE,
Psyche:	1-11		SEL,Illusionist

Genies, or the jinn, are desert creatures. Many become skilled illusionists or another type of mage. Genies revel in the ability to control a weaker mind by force and guile. They often become tyrants over humans and other "lesser" creatures. They are typically vain and arrogant, with enough magic to back up their threats.

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Giant

Strength:	1-18	Height: 8'-10' / 7'6"-9'
Knowledge:	1-8	Weight: 320-650 / 250-550
Endurance:	1-16	Movement Modifier: 2
Willpower:	1-6	Common Skills: all
Agility:	1-6	
Psyche:	1-6	

Giants are related to humans. They look identical except for the fact that giants are a good two feet or more taller. They have very similar cultures. The main difference between the two races is the fact that giants do not typically live passed the age of 50. They can be skilled in any skill including mentalism.

Gnome

Strength:	1-15	Height: 3'6"-5'
Knowledge:	0	Weight: 120-225
Endurance:	1-13	Movement Modifier: $\frac{2}{3}$
Willpower:	1-10	Common Skills: MIN
Agility:	1-6	
Psyche:	1	

Despite their small size, gnomes are incredibly strong and durable. The gnome is the elemental embodiment of the power of the earth. They are summoned creatures bonded and called by a mage. They appear as short humanoids, similar to dwarves. Their call duration is two hours and rest period is twice the amount of time spent manifested. If killed, a gnome will not reappear for eight months.

Goblin

Strength:	1-8	Height: 4'10"-5'6"/4'6"-5'2"
Knowledge:	1-7	Weight: 90-145 / 60-100
Endurance:	1-8	Movement Modifier: 1
Willpower:	1-7	Common Skills: MEL(SPR),
Agility:	1-10	RNG(BOW), ROG(all), SEN,
Psyche:	1-7	TRP, WLD(all)

Goblins are a nasty race of scavengers and bandits. They are mainly nomadic, but may stay in one place for many months before moving on to another area. Goblins are not producers, they are thieves. There are no craftsmen among the goblins; their only skills are for raiding and escaping.

Golem

Strength:	3-15	Height: 4'-9'
Knowledge:	0	Weight: 100-1000
Endurance:	3-15	Movement Modifier: $\frac{1}{2}$
Willpower:	U	Common Skills: None
Agility:	1-6	
Psyche:	1	

Golems are animated creatures created by enchanters. Unlike the undead, they were never alive; they are basically animated statues. Golems are usually made of wood, stone or steel depending on their Endurance. Golems are mute,

but can answer questions by pointing or nodding. They are unintelligent and only able to understand simple commands. They never have skill levels. Golems punch for $\frac{1}{2}$ B with a SN=3. Unlike most attacks, there is no maximum damage for a golem (a S 15 golem will do $2\frac{1}{2}$ B not $1\frac{1}{2}$ B as a maximum).

Gorog

Strength:	1-10	Height: 5'6"-6'6"/4'6"-5'6"
Knowledge:	1-7	Weight: 900-1200 / 750-900
Endurance:	1-13	Movement Modifier: 1
Willpower:	1-7	Common Skills: MEL, SEN(+3),
Agility:	1-10	WLD
Psyche:	1-5	

Gorogs are large wolves, almost the size of horses. They are vicious predators, stalking and ripping their prey to shreds. Like wolverines, they destroy any of their food they do not eat so as to prevent others from benefiting. They are often captured by the goblin races for use as steeds or guard dogs. In combat, they bite for 1S (SN=3).

Griffin

Strength:	1-9	Wingspan: 15'-20'
Knowledge:	1-7	Weight: 350-450 / 275-350
Endurance:	1-11	Movement Modifier: $\frac{1}{3}$
Willpower:	1-8	Common Skills:
Agility:	1-12	
Psyche:	1-6	

Griffins have the head, wings and forefeet of an eagle and the body, hindquarters and ears of a lion. They are carnivorous and skilled hunters. Their preferred form of attack is to swoop (charge) out of the sky, snatch their prey and be off before anyone else can react. A diving attack with the creature's claws and beak can cause 1S damage (SN=3) plus charge. Griffins have been caught and trained as steeds.

Grumach

Strength:	1-15	Height: 7'6"-9' / 6'8"-8'4"
Knowledge:	1	Weight: 350-700 / 300-600
Endurance:	1-15	Movement Modifier: $\frac{2}{3}$
Willpower:	1-5	Common Skills: MEL
Agility:	1-6	
Psyche:	1	

The grumach are a race of trolls. They appear to be solidly built trolls, with a boxy body shape. They are incredibly stupid, with a maximum knowledge and psyche of one. These creatures are not truly capable of having a culture, and typically live intermixed with trolls. The trolls treat the grumach as inferior and often use them as expendable troops in their raids.

CREATURES

Halfling

Strength:	1-7	Height: 2'9"-3'6"/2'6"-3'3"
Knowledge:	1-10	Weight: 40-70 / 35-60
Endurance:	1-9	Movement Modifier: ½
Willpower:	1-11	Common Skills: ACR,CAR,CPT,
Agility:	1-13	FRM,POT,RNG,ROG,WOD
Psyche:	1-10	

Halflings are a race of small men. Related to humans, the halflings have a similar culture, although they are a bit more relaxed. Halflings are approximately half the size of humans (hence the name), but otherwise look exactly like humans. Halflings are not as effective in melee, and therefore typically become archers, slingers or scouts.

Haowmintz

Strength:	1-10	Height: 5'0"-6'0"/4'6"-5'6"
Knowledge:	1-10	Weight: 100-175 / 70-120
Endurance:	1-9	Movement Modifier: 1
Willpower:	1-9	Common Skills: ACR,ANH,ANT,
Agility:	1-13	CAM,CMB,MEL,MVQ,SCR,
Psyche:	1-9	SEN, TNK, TRP, WLD(HNT)

The haowmintz are a race of feline-like men. They have short, soft fur, cat-like eyes and tails. The haowmintz are primitive, but they are rapidly moving into metal working technologies and have recently become fascinated with tools of all kinds. Many of them spend their time tinkering with their simple inventions. The haowmintz also raise cougars as pets and hunters.

The haowmintz are at home in just about any climate, and have also been known to take to the sea. They are extremely curious and always eager to learn more. Despite their primitive and inquisitive nature, they are not children. The haowmintz are a cunning people, and not easily deceived. Although they do not presently have the ability to make their own steel weapons, they are very good at acquiring other races' weapons. If they do not have steel weapons, they will use weapons of a more primitive sort (clubs with animal teeth, gloves with animals claws sewn on, etc.) or their own claws ($\frac{1}{3}T@SN=1$).

Harpy

Strength:	1-11	Height: 4'6"-5'4" / 4'-5'
Knowledge:	1-10	Weight: 70-110 / 50-95
Endurance:	1-9	Movement Modifier: 1/3
Willpower:	1-9	Common Skills: HNT,MEL,SCR,
Agility:	1-13	SRV
Psyche:	1-10	

Harpies are a group of siren barbarians. They are of the same race, but a completely different culture. Harpies are raiders and marauders. They are greedy and cruel, with their only concern being their next meal. The only time they stop their nomadic wanderings is when they take over an abandoned settlement. Even in these situations they will

most likely leave after taking or destroying everything of value.

Harpies are well known for their unsanitary habits. Considering cleaning to be only for the weak (and even then a waste of time), these creatures reek of dirt never washed off. Their nests also show this tendency.

Harpies are capable of ripping with their sharpened claws ($\frac{1}{2}S@SN=4$). They do not have opposable digits, and therefore cannot wield weapons. They are capable of grasping and holding small objects.

Hearrsmon

Strength:	4-13	Height: 5'11"-7'0"/5'0"-5'9"
Knowledge:	3-12	Weight: 170-360 / 90-150
Endurance:	3-12	Movement Modifier: 1
Willpower:	1-10	Common Skills: ANH,ATL(all),
Agility:	1-10	HSR, LDS, INT, MEL(all),
Psyche:	1-10	POL, RNG(all), SHD, WPC,
		Mentalist, Wizard

The hearrsmon are a race of large copper skinned men with sharp features. They are feared warriors obsessed with personal power. Hearrsmon society is male dominated.

All social standing is based on the personal power of the knight and his retinue. Knights are often mentalists or mages, and there are rumors of a few spell singers. Hearrsmon knights will always be equipped with the best arms and armor to be found in a region. The hearrsmon are extremely jealous, and often go to war with each other over possessions.

Hecheires

Strength:	1-18	Height: 10'-12' / 9'6"-11'
Knowledge:	1-10	Weight: 500-800 / 400-600
Endurance:	1-15	Movement Modifier: 2
Willpower:	1-10	Common Skills: APP,ARM,AMY,
Agility:	1-9	BRW,CPT,MEL(all),MET,SCL,
Psyche:	1-8	SMT, TNK, WPC, WOD

The hecheires (both singular and plural) are a race of trolls with four arms. These giant creatures have great strength, but unlike many of the other trolls, the hecheires are still agile and intelligent. Closely related to the cyclopes, the hecheires are skilled craftsmen, in addition to being proficient and relentless warriors. With four hands, hecheires make fantastic soldiers, and some of the more talented weapon makers among the hecheires have been known to make enormous four-handed swords (4S damage with a SN=12). Hecheires live in remote mountains villages, but have been known to trade with other races.

CREATURES

Hellhound

Strength:	1-10	Length:	3'6"-4'8"/3'2"-4'4"
Knowledge:	1-7	Weight:	50-100 / 30-75
Endurance:	1-12	Movement Modifier:	1
Willpower:	1-10	Common Skills:	SEN(+5)
Agility:	1-11		
Psyche:	1-7		

Hellhounds are large dogs with two heads. In combat each of these heads can bite for ½S with SN=2. These dogs often roam wastelands in packs of five to eight. They are very resistant to training, and do not live well in captivity.

Hobgoblin

Strength:	1-12	Height:	5'6"-6'6" / N/A
Knowledge:	1-7	Weight:	150-250 / N/A
Endurance:	1-11	Movement Modifier:	1
Willpower:	1-7	Common Skills:	ARM,HRS,LDS,
Agility:	1-9	MEL (BRL)	
Psyche:	1-9		

Hobgoblins are a type of genetic quirk. One in every fifty goblins born is a hobgoblin. Hobgoblins are larger than goblins, but otherwise they are exactly the same. Hobgoblins are raised from birth to be warriors and leaders, but more often the training turns them into bullies. There are no known female hobgoblins.

Horse

Strength:	4-13	Height:	variable
Knowledge:	1-7	Weight:	var. (approx. 1500)
Endurance:	1-14	Movement Modifier:	2
Willpower:	1-8	Common Skills:	RUN, SEN(+4)
Agility:	1-10		
Psyche:	1-5		

Horses are wild animals that roams the plains and hill areas of most worlds. They will typically not resist training and are therefore the preferred steed and work animal of most civilizations. Unless trained for war, a horse will flee from fire and combat. See Mounts. War horses are able to defend themselves by bashing with their hooves (1B with SN=4). They cannot do this if their rider is also attacking.

Human

Strength:	1-10	Height:	5'-6'10"/4'10"-6'4"
Knowledge:	1-10	Weight:	130-250 / 90-200
Endurance:	1-10	Movement Modifier:	1
Willpower:	1-10	Common Skills:	all
Agility:	1-10		
Psyche:	1-10		

Humans have a remarkably diverse number of cultures. Humans have so many different racial and other differences, that they cannot be pinned down. It is this assortment of differences and ability to adapt that is often considered to be the main reason that humans seem to be

the dominant race. Humans are often adapt in all types of magic and mentalism.

Hydra

Strength:	1-16	Length:	20'-30'
Knowledge:	1-6	Weight:	450-1000
Endurance:	1-15	Movement Modifier:	1
Willpower:	1-9	Common Skills:	
Agility:	1-8		
Psyche:	1-8		

Hydras are huge snake-like creatures with twelve heads. They are snakes and therefore limbless. Some hydras may have a different number of heads, but 12 is the standard number. Each of the hydra's heads can bite for 1P damage plus delivering a poison attack that does 1D-1D-1D damage (See Poison). Some hydras are rumored to be able to spit poison up to 20' (Agility base).

Imp

Strength:	1-6	Height:	2'6"-3'4"
Knowledge:	1-8	Weight:	25-40
Endurance:	1-7	Movement Modifier:	½/1
Willpower:	1-5	Common Skills:	
Agility:		1-10	
Psyche:	1-10		

Imps are summoned creatures often treated as pets by the mage that conjures them. They appear as short humanoids with large facial features and a mischievous look in their eyes. They have small bat-like wings. They obey their masters when told, but will cause problems when not under direct supervision.

Kobold

Strength:	1-7	Height:	3'9"-4'6" / 3'4"-4'
Knowledge:	1-9	Weight:	75-100 / 50-80
Endurance:	1-7	Movement Modifier:	½
Willpower:	1-8	Common Skills:	
Agility:	1-10		
Psyche:	1-9		

Kobolds are a small race of hunters and scavengers. They will typically take over the abandoned dwellings of other races, and set up a base for raiding and foraging. They are clever and innovative. They use range weapons more often than melee due to their small size and low strength.

Leopard

Strength:	1-11	Length:	4'6"-5'6"
Knowledge:	1-10	Weight:	300-450
Endurance:	1-9	Movement Modifier:	1½
Willpower:	1-10	Common Skills:	CAM,HNT,MVQ,
Agility:	1-13	SEN(+3)	
Psyche:	1-9		

CREATURES

Leopards are one of the great cats. They are fantastic stalkers and hunters. A leopard attacks by clawing and biting. This attack combination will cause 1½S damage with each successful attack (SN=3). Leopards are great tree climbers.

Leviathan

Strength:	10-22	Length:	80'-125'
Knowledge:	1-8	Weight:	100-150 tons
Endurance:	16-25	Movement Modifier:	1
Willpower:	1-11	Common Skills:	
Agility:	1-10		
Psyche:	1-8		

Leviathans are probably the largest and most dangerous creatures in the seas. Leviathans are similar to enormous barracudas and have enough power to attack and sink all but the largest ships. Typically deep sea dwelling creatures, leviathans will seldom come to the surface. Attacking with a powerful bite capable of taking large chunks out of a ship (6S), a leviathan seldom has to attack any one creature twice. Leviathans are aggressive and will typically eat anything that they come upon.

Lion

Strength:	1-13	Height:	2'8"-3'6"/2'4"-3'4"
Knowledge:	1-8	Weight:	325-500 / 275-400
Endurance:	1-12	Movement Modifier:	1½
Willpower:	1-7	Common Skills:	HNT,INT,MEL,
Agility:	1-11	SEN(+2)	
Psyche:	1-11		

The lion is the king of the jungle and several other places too. Lions are expert at using tactics to hunt and attack prey. They can deliver a powerful bite that causes 2S damage (SN=4). They often travel in prides of up to 30 members, most of which will be able to fight.

Lurian

Strength:	1-9	Height:	5'4"-6'4"/5'-5'9"
Knowledge:	1-10	Weight:	100-180 / 60-125
Endurance:	1-9	Movement Modifier:	1/3
Willpower:	1-10	Common Skills:	all
Agility:	1-12		
Psyche:	1-10		

The lurians are a race of humans with wings. Other differences are seen in their more fragile body structure. They follow a human-like hunter society, with an emphasis on community. They are feared crossbowmen, firing their crossbows from the relative safety of the sky.

Mimic

Strength:	1-7	Height:	2'9"-3'6"/2'6"-3'3"
Knowledge:	1-10	Weight:	40-70 / 35-60
Endurance:	1-10	Movement Modifier:	½
Willpower:	1-10	Common Skills:	ACT,CAM,DIS
Agility:	1-13		
Psyche:	1-10		

Mimics are strange humanoids with the single mentalist ability to produce an overimage at will. Only the most powerful of the mimics can cause invisibility with this talent, but all of them are capable of disguise. The CoS is based on knowledge and they may have control levels. A mimic takes one point of fatigue for the initial fatigue, but takes nothing for sustaining the overimage. Mimics are the size of halflings and often pose as them for cover. In their natural state, mimics have a strange white tint to their skin that makes them appear to be undead.

Minotaur

Strength:	1-13	Height:	6'6"-8' / 5'8"-7'4"
Knowledge:	1-8	Weight:	350-540 / 180-400
Endurance:	1-14	Movement Modifier:	1
Willpower:	1-12	Common Skills:	ARM,BRW,GBM,
Agility:	1-10	MEL,SEN(+1),SHD	
Psyche:	1-8		

Minotaurs are a race of fiercely independent beings. They have a wide range of personality types. Although many are known to be slavers, minotaurs will not stand for the incarceration of their own kind. Imprisonment has a tendency to drive them completely insane, making them dangerous to anyone near by. Many work as guards, gladiators and soldiers.

Moograta

Strength:	0	Height:	N/A
Knowledge:	1-13	Weight:	N/A
Endurance:	0	Movement Modifier:	N/A
Willpower:	1-6	Common Skills:	AST,CHM,GEO,
Agility:	0	SCH	
Psyche:	1-8		

Moograta are non-corporeal spirit forms. They are conjured creatures and must be bonded and called. The moograta appear as ghostly heads floating in the air. They are the only summoned creatures with a memory of past events.

Mountain Lion

Strength:	1-9	Length:	4'6"-6'6" + tail (3')
Knowledge:	1-10	Weight:	77-220
Endurance:	1-10	Movement Modifier:	1½
Willpower:	1-10	Common Skills:	CAM, HNT, MVQ,
Agility:	1-13	SEN(+1)	
Psyche:	1-9		

CREATURES

The mountain lion is one of the smallest of the great cats being only 24-30" tall. Also called the puma or cougar, this animal can be found in a variety of settings, from farm fields to mountains. When attacking, the mountain lion will claw and bite for 1S damage (SN=2).

Mummy

Strength:	2-14	Height:	4'6"-6'
Knowledge:	0	Weight:	50-110
Endurance:	2-14	Movement Modifier:	½
Willpower:	U	Common Skills:	None
Agility:	1-5		
Psyche:	1		

Mummies are animated corpses magically powered by alchemists. Mummies cannot have skill levels and will only take orders from their creator. Mummies that have not been given new orders in several months have a tendency to go berserk, attacking everything and everyone in their path. Mummies attack by brawling, either with hand or irregular club/cudgel.

Nemean

Strength:	1-16	Height:	3'-3'6" / 2'9"-3'4"
Knowledge:	1-7	Weight:	500-700 / 400-600
Endurance:	1-15	Movement Modifier:	1½
Willpower:	1-11	Common Skills:	INT,MEL,
Agility:	1-10		SEN(+2)
Psyche:	1-13		

Nemeans are large lions with a strangely tough hide. Although as supple as normal fur, the nemean's coat gives it armor protection of 150@12. Nemean's roam savannah plains, and are never found in cool climates. In melee, a nemean will bite for 2S damage (SN=8). They are skilled and fearless in combat.

Nereid

Strength:	1-10	Height:	3'6"-4'6"
Knowledge:	0	Weight:	60-80
Endurance:	1-11	Movement Modifier:	½
Willpower:	1-13	Common Skills:	
Agility:	1-10		
Psyche:	1		

The nereid are the elemental embodiment of water. They are summoned creatures, and must be bonded near a large body of water. They appear as small, amphibious elves.

Nether Hound

Strength:	1-10	Length:	3'-4'6"
Knowledge:	1-9	Weight:	75-90
Endurance:	1-9	Movement Modifier:	2
Willpower:	1-7	Common Skills:	MEL,TRK,
Agility:	1-13		SEN(+5)
Psyche:	1-8		

The nether hound is a summoned creature. They are considered to be excellent trackers and guards. They appear as black dogs with very sleek and shiny fur. In combat, a nether hound will bite for 1P damage (SN=4).

Ogre

Strength:	1-13	Height:	7'6"-9' / 7'-8'6"
Knowledge:	1-8	Weight:	360-500 / 280-400
Endurance:	1-13	Movement Modifier:	1
Willpower:	1-9	Common Skills:	all
Agility:	1-10		
Psyche:	1-7		

Ogres are a giant race of goblins. They are stereotypically violent and dirty, but are not as dumb as most people make them out to be. Ogres live in a tribal society, often as bandits or as hunters. Their large size usually intimidates most other races and offers them a simple protection.

Ogres often become adventurers for all the greediest reasons. Their great strength often makes them an asset to any party. Ogres are common in the same areas that humans dwell in, and treaties among the two are not unknown.

Orc

Strength:	1-11	Height:	5'6"-6'8" / 5'-6'
Knowledge:	1-8	Weight:	150-360 / 100-200
Endurance:	1-11	Movement Modifier:	1
Willpower:	1-8	Common Skills:	all
Agility:	1-10		
Psyche:	1-8		

Orcs are basically human-sized goblins. Like humans, they have many different cultures and habits. Orcs are warlike, and much of their society will be based on the waging of wars. They can live in almost any climate and will adapt very well. Although discriminated against, many orcs make their way to human cities and become regular citizens.

Pegasus

Strength:	1-12	Height:	8'-9'6" / 7'6"-9'
Knowledge:	1-6	Weight:	800-1000 / 700-900
Endurance:	1-12	Movement Modifier:	2/4
Willpower:	1-8	Common Skills:	SEN(+4)
Agility:	1-11		
Psyche:	1-6		

The pegasi are winged horses with the ability to fly. This one factor shapes their environment and instinct. Pegasi will run or fly from a fight before they will attempt to enter it. If cornered, a pegasus will club with its forelegs, while using its wings to hold it up right (1B with SN=4). Pegasi are expert fliers and often sought for steeds.

CREATURES

Pixy

Strength:	1-5	Height:	1'
Knowledge:	1-10	Weight:	4-10
Endurance:	1-5	Movement Modifier:	1/4/1
Willpower:	1-8	Common Skills:	CAM,RNG,WLD
Agility:	1-15		
Psyche:	1-10		

Pixies are perhaps the smallest of the fairies. They are about a foot tall with gossamer wings on their backs. Pixies are known as pranksters and fools, but many are extremely clever, and will be able to deal with the "monstrous-sized" humans.

Predmot

Strength:	5-14	Height:	8'-30'
Knowledge:	1-6	Weight:	300-1200
Endurance:	11-20	Movement Modifier:	1/10
Willpower:	1-14	Common Skills:	BRL,CAM,HNT,
Agility:	1-4	MVQ	
Psyche:	1-6		

Often called the "Tentacle Tree" or even the "Widow Willow", the predmot are strange tree-like creatures that feed on decaying flesh. These creatures are able to move from place to place, killing and moving on. With their long branch arms, predmots grab their victims and then attempt to strangle them. This crushing attack from such a strong being can cause enormous damage (2B with a SN=6) to most humanoid. The best defense against these creatures seems to be fire, which will ignite the creature and continue to do damage, unless the flames can be extinguished. Also, these creatures are very slow and can often be outrun if noticed early enough. To prevent their prey from getting away, a predmot may stand very still for hours, in hopes of having someone come within its grasp.

Rat-Giant

Strength:	1-6	Height:	1'-3'6"
Knowledge:	1-9	Weight:	15-90
Endurance:	1-5	Movement Modifier:	1½
Willpower:	1-8	Common Skills:	CAM,CMB,FOR,
Agility:	1-10	MVQ, SCR	
Psyche:	1-8		

Giant rats are almost common place in deep caverns and crowded cities. Ranging from cat-size to the size of a large dog, giant rats still keep the same attitudes of their normal sized cousins. Although they spend most of their lives scrounging through garbage, giant rats do have the ability to hunt fresh meat. With a nasty bite (1/3P), these rodents can be quite deadly when traveling in packs. Giant rats can survive in almost any climate and are found all over the world.

Sabertooth

Strength:	1-14	Length:	6'-9' / 5'-8'
Knowledge:	1-7	Weight:	450-650 / 350-575
Endurance:	1-13	Movement Modifier:	1½
Willpower:	1-8	Common Skills:	MEL,SEN(+2),
Agility:	1-12	WLD(all)	
Psyche:	1-7		

The sabertooth is a throw-back tiger. It has huge fangs (2S with SN=5) and a powerful body. These deadly hunters were thought to be extinct, but adventurers have come back with intact hides, showing the cats to still be around. Of course, the hides may be fakes, but this is pure speculation.

Salamander

Strength:	1-7	Height:	3'6"-4'6"
Knowledge:	0	Weight:	100-160
Endurance:	1-12	Movement Modifier:	1
Willpower:	1-13	Common Skills:	
Agility:	1-12		
Psyche:	1		

Salamanders are the elemental embodiment of fire. They are summoned creatures that must be bonded and called. Salamanders appear as short, reptilian men, that often appear with a puff of smoke and a stench of brimstone. They are completely immune to heat, but will flee when confronted with cold.

Satyr

Strength:	1-12	Height:	4'6"-5'6"/4'3"-5'
Knowledge:	1-10	Weight:	120-200 / 75-90
Endurance:	1-12	Movement Modifier:	2
Willpower:	1-6	Common Skills:	SED,WLD
Agility:	1-14		
Psyche:	1-11		

Satyrs are a race of forest dwelling creatures with the lower body of a goat, and the upper torso of a human. They also have a horse-like tail. The human portions of their bodies are covered with almost as much hair as their goat portions. Satyrs are an extremely frivolous people. They live in warm climates so as to avoid having to prepare for winter, and spend most of the summer lounging. They are well known for their incredible lust, which has been the downfall of many a satyr. They often interact with elves, but humans seem to be less tolerant of them, so are often left alone.

Scorpion-Giant

Strength:	4-13	Height:	6'0"-7'0"/5'0"-6'0"
Knowledge:	1-6	Weight:	150-200 / 110-160
Endurance:	1-10	Movement Modifier:	1 1/3
Willpower:	1-10	Common Skills:	
Agility:	3-12		
Psyche:	1-7		

CREATURES

Giant scorpions prefer hot, dry climates such as deserts. They will often be found in the shade in these environments. Their two pinchers cause 1B damage each on successful attacks, and can be used for grappling attacks. The tail stinger causes 1P and carries a 2D poison. Their carapace gives them a 40@4 armor rating without bothering them.

Screethi

Strength:	1-8	Height:	5'6"-6'4"
Knowledge:	1-8	Weight:	100-180
Endurance:	1-6	Movement Modifier:	1//3
Willpower:	1-5	Common Skills:	
Agility:	1-14		
Psyche:	1-8		

The screethi are summoned creatures that must be bonded and called. They appear as tall, thin humanoids with large, swan-like wings. They have long golden hair and are considered to be extremely beautiful. The screethi are non-combatants and often serve as messengers and household servants.

Sea Serpent

Strength:	9-22	Height:	15'-30' / 12'-25'
Knowledge:	1-6	Weight:	450-800 / 350-600
Endurance:	7-25	Movement Modifier:	2
Willpower:	1-10	Common Skills:	
Agility:	1-8		
Psyche:	1-8		

Sea serpents are wyrms and not true dragons. They are aquatic but have been known to rise above the water to attack ships. Sea serpents are not very intelligent, and there are stories of them actually being tricked into biting their own tails. Despite this, they are viscous and deadly in combat, attacking with their bite (3S), their tail (2½B) or by constricting around their target (4B). Sea serpents will normally live in the same area for their entire lives, and are therefore easier to hunt than whales.

Siren

Strength:	1-9	Height:	4'6"-5'4" / 4'-5'
Knowledge:	1-10	Weight:	70-110 / 50-95
Endurance:	1-9	Movement Modifier:	1//3
Willpower:	1-9	Common Skills:	BBR,ETQ,MUS, PNT,SCL
Agility:	1-10		
Psyche:	1-13		

Sirens are a race of half-human, half-bird musicians. All of their free time is devoted to the arts, and they prize beauty in all its forms. Although related to the harpies, the sirens seem to be the complete opposite of their dirty cousins. Sirens often dwell in ocean cliff caves, but can live anywhere. They are polite and kind, but often fearful of strangers.

Skeleton

Strength:	1-8	Height:	5'-6'4"
Knowledge:	0	Weight:	45-90
Endurance:	1-8	Movement Modifier:	1
Willpower:	U	Common Skills:	ARM,MEL,RNG
Agility:	1-8		
Psyche:	1		

Skeletons are the animated bones of a person long dead. Skeletons are not as mindless as zombies and are capable of learning skills, but only at the most rudimentary levels (1-3). Skeletons cannot have power levels. Skeletons will only follow the orders of their creator, but these orders can be more complex than those given to other animated creatures.

Slaturn

Strength:	1-10	Height:	5'0"-6'0"/4'8"-5'7"
Knowledge:	1-9	Weight:	125-225 / 110-160
Endurance:	1-10	Movement Modifier:	1
Willpower:	1-11	Common Skills:	ANH,ANT,AST, CAM, CMB, DIV, HRS, MGP, MEL, MNP, RUN, SEN, TRK, WPC, WLD(all)
Agility:	1-11		
Psyche:	1-9		

The slaturn are a reptilian race of extremely religious people. They have reptilian features including a dark grey leathery skin with purple highlights. They have webbed hands and feet and a webbed head fin that stands when they are excited. Their eyes have no irises, and they have no body or head hair. The entire slaturn society revolves around their religious beliefs and castes. The castes are: priests, monks, warriors, the workers (or the ordinary), and the exiles.

The slaturns have a very strange quality about their blood. It crystallizes when it is exposed to the air. This crystalline substance forms a type of armor that protects the creature. The amount of protection depends on the amount of damage done. For every point of damage done, the slaturn gains two points of armor. The statistics on this armor are: (damage x 2)@(DAL/10). There is no attribute reduction as the crystal allows for easy movement.

Slime Worms

Strength:	1-12	Height:	12'-24'
Knowledge:	1-7	Weight:	300-800
Endurance:	1-20	Movement Modifier:	2/3
Willpower:	1-9	Common Skills:	HNT, SEN, TRK
Agility:	1-6		
Psyche:	1-6		

Slime worms appear to be huge earthworms with red and green veins visible beneath the skin. They are carrion eaters that use acid to digest their food outside of their bodies. To do this, they spit acid. This acid can eat

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through solid rock and provides them with a means of traveling through the ground. Slime worms move like snails, leaving a slime trail behind them as they go. Slime worms have large teeth, and are very viscous. Once on a scent, they will hunt until they catch their prey. Once they catch it, they will tear prey to bits. A bite attack from a slime worm causes 3P damage and carries an additional 1D for acid. Slime worms are capable of spitting acid up to 20'. This ranged attack will cause 4D if successful.

Snake-Giant

Strength:	1-8	Length:	up to 40'
Knowledge:	1-6	Weight:	variable
Endurance:	1-6	Movement Modifier:	$\frac{2}{3}$
Willpower:	1-8	Common Skills:	
Agility:	1-11		
Psyche:	1-8		

Giant snakes come in many different types. Despite their long length, most giant snakes are remarkably thin and therefore cannot take a lot of damage. Giant snakes bite for $\frac{1}{2}$ P damage, and if the attack succeeds in damaging the target's LB, a fast acting poison will be delivered. (Treat as weapon poison with a damage code of 1D-1D-1D, but this may vary by snake.) Giant snakes live mainly in jungles.

Starcack

Strength:	1-14	Length:	4'-5'
Knowledge:	1-7	Weight:	300-550
Endurance:	1-16	Movement Modifier:	$\frac{1}{3}/2$
Willpower:	1-11	Common Skills:	
Agility:	1-8		
Psyche:	1-8		

The starcack is a scorpion-like creature (without a tail). The starcack's exoskeleton is made from a diamond-hard substance that looks very much like obsidian. The creature eats gems, metals, coal and the flakes off of its own skin to produce its skin, but no one is sure what it eats for food. For this reason one has never lived in captivity for very long. It is theorized that the creature eats an enormous amount of shrimp and snails for nourishment, but this has not been proven. A full starcack exoskeleton is worth an incredible sum to alchemists who can use it in their experiments and lab equipment. It can also be used as a building material or in weapons or armor.

Starcacks are amphibious, but prefer the water. They are rumored to molt, and need to come ashore for this, but this is still not confirmed. In combat they will attack with their pincer-like claws for \mathfrak{B} damage (SN=6). Their hide gives them 225@15 armor value.

Stymphalian

Strength:	1-7	Wingspan:	18"-30"
Knowledge:	1-10	Weight:	15-25
Endurance:	1-4	Movement Modifier:	$\frac{1}{3}/2$
Willpower:	1-9	Common Skills:	
Agility:	1-14		
Psyche:	1-7		

Stymphalians are birds of prey. They are man eaters and often hunt people with their sharp metal feathers that shoot like arrows. These feathers do damage as though they were knives ($\frac{1}{3}$ P), and a stymphalian can shoot three per turn (as a range weapon). They are found in dismal, remote areas, and are rumored to be nocturnal.

Succubus

Strength:	1-8	Height:	5'-5'6" / 4'3"-5'
Knowledge:	1-11	Weight:	90-125 / 75-90
Endurance:	1-9	Movement Modifier:	1
Willpower:	1-9	Common Skills:	SED
Agility:	1-12		
Psyche:	1-13		

The succubi are a vampiric race of fairie. They are blood suckers and can actually draw the blood of their victims through their skin. This will cause $1\frac{1}{2}$ D damage, but will not work through armor. Blood is their food, and they must have it to survive. They will typically use guile and deceit over brute force to gain their needs. Contrary to common belief, there are both male and female succubi.

Summoned Creatures

Asethi, caremisht, fairies, gargarooth, gnomes, imps, moogratas, nereids, nether hounds, salamanders, screethi, sylphs and testith are summoned creatures. Summoned creatures cannot appear on their own; they must be called using a conjuring spell. Although there are stories of enchanted areas where summoned creatures can exist indefinitely, these places are extremely rare, if they exist at all.

With the exception of the moograta, summoned creatures have no memory between callings. They will not remember the last time they manifested or anything that happened. This is especially true when the summoners change. The moograta remember everything that happens, but are not always willing to tell.

Sylphs

Strength:	1-7	Height:	3'6"-4'6"
Knowledge:	0	Weight:	30-50
Endurance:	1-12	Movement Modifier:	$1\frac{1}{2}$
Willpower:	1-10	Common Skills:	
Agility:	1-15		
Psyche:	1		

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Sylphs are the elemental embodiment of air. They are summoned creatures that must be bonded and called. They appear as winged elves and only travel by flight. Sylphs make good messengers and scouts.

Testith

Strength:	1-8	Height: 4'3"-5'4"
Knowledge:	1-8	Weight: 80-100
Endurance:	1-8	Movement Modifier: 1
Willpower:	1-6	Common Skills:
Agility:	1-8	
Psyche:	1-10	

The testith are summoned creatures that must be bonded and called. They appear as frail humanoids with skin too big for their bone structure. They are often used as servants, but some can be used as guards. Although similar to the caremisht, they are smaller and wingless.

Tezinium

Strength:	1-9	Height: 5'6"-6'7"/5'2"-5'9"
Knowledge:	1-13	Weight: 100-180 / 75-125
Endurance:	1-7	Movement Modifier: 1
Willpower:	1-12	Common Skills: Mentalism
Agility:	1-8	
Psyche:	1-11	

The tezinium are an alien race of mentalists bent on the conquest of worlds. So far they have not succeeded well. Every time the tezinium gather a large army, the creatures of the world gather together to destroy them.

The tezinium are mentalists and have large diamond-shaped heads. They are often skilled mentalists with no regard for physical skills. They tend to over analyze a situation, and this causes delays and incorrect conclusions.

Despite their many failings, the tezinium are often more than a match for a party of wandering adventurers.

Tiger

Strength:	1-12	Length: 6'-8'
Knowledge:	1-8	Weight: 450-600
Endurance:	1-13	Movement Modifier: 1½
Willpower:	1-10	Common Skills: SEN(+1)
Agility:	1-12	
Psyche:	1-8	

Tigers are the largest of the great cats. They are skilled hunters and powerful combatants. A bite from a tiger will cause 2S (SN=6). They have extremely powerful legs and can jump vast distances. They can also swim and climb trees. Tigers are typically loners, and will not be found in larger numbers.

Torque

Strength:	1-3	Height: N/A
Knowledge:	1-7	Weight: N/A
Endurance:	1	Movement Modifier: 1
Willpower:	1-4	Common Skills:
Agility:	1-10	
Psyche:	1-10	

The torques are called the "vampire mosquitoes". They are the size of a small bird and suck blood. They attack in huge swarms, each doing 1/3P damage and then flying off. If they do not pierce the targets armor, they will not fly off. They normally swarm in numbers from 50-1000.

Troll

Strength:	1-15	Height: 8'-10' / 7'6"-9'
Knowledge:	1-7	Weight: 350-600 / 275-500
Endurance:	1-14	Movement Modifier: 1½
Willpower:	1-9	Common Skills: all
Agility:	1-8	
Psyche:	1-7	

Trolls are a rather stupid race. They are large creatures, and their most noticeable feature is their extremely large ears. They are fierce fighters in battle but are more often bullies among smaller creatures. Related to the dwarves and the grumach, trolls consider themselves to be the perfect balance of power and brains. Trolls live in every climate, and every setting. They are not generally accepted by other races.

Tumataur

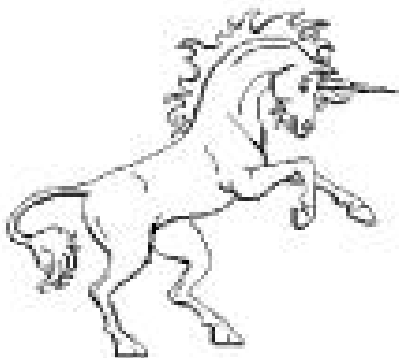
Strength:	1-12	Height: 4'-5' / 3'6"-4'6"
Knowledge:	1-9	Weight: 350-500 / 275-450
Endurance:	1-12	Movement Modifier: 1½
Willpower:	1-10	Common Skills: CAM,CMB,INT,
Agility:	1-13	MEL,RNG,RUN,SEN(+3),WLD
Psyche:	1-9	

Tumataurs have the lower body of a lion and the torso of a human. They live on savannah plains and have a hunter society. They travel in tribes or prides of 30 to 50 individuals. Skilled hunters, they are often overly superstitious. They are considered to be naive by many people because they have only limited exposure to races outside their own.

Unicorn

Strength:	1-11	Height: 7'-8'6" / 6'6"-7'6"
Knowledge:	1-6	Weight: 650-800 / 500-750
Endurance:	1-11	Movement Modifier: 2
Willpower:	1-11	Common Skills: SEN(+4)
Agility:	1-8	
Psyche:	1-7	

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Unicorns are horse-like creatures with a single horn growing out of their foreheads. They live in open fields and vast grassland, and often intermix with normal horses. Unicorns are very shy, and will avoid contact of any kind with humans. When scared, a unicorn can attack with its horn doing 1½P damage with a SN=4.

Vampire Bat-Giant

Strength:	1-7	Wingspan:	4'-8'
Knowledge:	1-8	Weight:	30-75
Endurance:	1-6	Movement Modifier:	1/3//2
Willpower:	1-6	Common Skills:	SEN(+7)
Agility:	1-12		
Psyche:	1-5		

Giant vampire bats live in caves in warm climates. They typically feed on the blood of large animals, such as cows, horses or humans. They have a highly evolved radar system using echo location and can therefore detect almost any item. When attacking, the bat will bite for ½P with a SN=2.

Vampire

Strength:	1-16	Height:	var
Knowledge:	1-10	Weight:	var
Endurance:	1-14	Movement Modifier:	1
Willpower:	1-10	Common Skills:	var
Agility:	1-10		
Psyche:	1-12		

Vampires are not truly dead; they are “undead”. A vampire’s only food is blood. Any other food or drink will cause them to vomit soon after eating. When a vampire drinks blood from a living creature, the initial bite will cause 1/3P damage (SN=5), and the blood loss will cause 1D LB and 1D Fatigue damage per turn. Any non-helpless creature will be able to move away from the vampire and stop the blood loss. If a vampire kills by draining a person’s blood, that person will become a vampire. The metamorphosis takes about three days. A resuscitation

spell cast before the process is complete will revert the person back to normal.

Some of the more powerful (longer undead) vampires have learned to change shape. They can transform into either a bat, a cloud of smoke/fog or both. Bat transformation is relatively common, while fog is more rare. Transformation is instantaneous and can be used outside of the normal initiative count (the vampire does not have to wait for the initiative number to be called). Vampires cannot be harmed while in cloud form. The vampire can only hold these forms for a short-time and must change back within five minutes.

The main weakness of the vampire is that they cannot tolerate the sun’s light. Sunlight causes 1D damage per turn of exposure. There is also a 10% cumulative chance of blinding. The blinding effect will go away when the vampire spends as many turns out of the sun as it spent in the sun. Vampires are also affected by great heat (add one die to any heat attack used against a vampire). Many of the vampire’s other “known” weaknesses are not true. A vampire can enter any building without invitation. Religious artifacts do not keep vampires at bay, but the undead wards often cast upon them will. Running water will not kill a vampire, but they can drown in the same way a human would. Vampires do not hate the smell of garlic. (A vampire’s green blood protects it from any poisons that affect other creatures. There is, however, a vampire poison that contains garlic.) Vampires do not need a coffin or dirt to sleep in, and they do cast reflections in mirrors.

Vampires can be hurt by any type of weapon, magic or mentalism, but can only be killed by separating the brain from the body. Beheading will kill a vampire. Continued exposure to sunlight will kill the vampire and disintegrate the body. Burning will likewise kill a vampire. A stake through the heart will not kill a vampire alone, but is often used to weaken it before beheading. When a vampire is brought to 0 LB, the vampire will be unable to take any action, but if given a moment to rest, it will be able to crawl away to seek refuge. The only action a 0 LB vampire is allowed is transformation. Extra damage will reduce the creature’s Fatigue until it passes out. An unconscious vampire is completely helpless, but it is not dead. If subjected to extreme damage (i.e. being chopped to bits), it is assumed that the vampire has been effectively beheaded.

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Werewolf

Strength:	+3	Height: 5'6"-6'6" / 5'-5'8"
Knowledge:	1-4	Weight: 175-275 / 130-200
Endurance:	+6	Movement Modifier: 1
Willpower:	+0	Common Skills: SEN(+3)
Agility:	+2	
Psyche:	1-5	

Werewolves are victims of a strange disease called lycanthrope. This disease causes them to transform into wolves during certain seasons and time periods. To a werewolf, silver is an acid. Any exposure to the metal will cause burning damage for an extra 1D every turn of exposure. When a werewolf is in their normal form (typically human), they can go about their lives with relative normalcy. When they change to their wolf form, they are affected by the statistics shown above. The mental attributes are displayed the way they are, because becoming a wolf should not force a character to have negative attributes. Typically, characters that still have a score of 2 or greater in both Knowledge and Psyche will be able to use their normal skills in their wolf form. Anyone reduced to 1s will become a vicious, feral animal forgetting their real lives. In human form, werewolves attack with weapons normally, but in wolf form, they will bite for 1S with a SN=6.

Wolf

Strength:	1-7	Height: var
Knowledge:	1-6	Weight: var
Endurance:	1-10	Movement Modifier: 1 ^{1/3}
Willpower:	1-8	Common Skills: SEN(+5)
Agility:	1-11	
Psyche:	1-5	

Wolves are canines that live in practically every climate. They are typically longer and leaner than other dogs, but are very similar. When attacking, they will bite for 1/2S with a SN=2.

Zombie

Strength:	2-12	Height: 5'-7'
Knowledge:	0	Weight: 125-200
Endurance:	2-12	Movement Modifier: 1/4
Willpower:	U	Common Skills: None
Agility:	1	
Psyche:	1	

Zombies are animated corpses that follow the commands of their creator. They are completely mindless and cannot have any skill levels. Zombies always attack by clubbing, either with a hand or irregular club. Even if the zombie is carrying a sword or spear, it will attempt to bash with it.

Half-Breeds

Rather than assume that a person can only be a member of one race, **Legend Quest** allows for "half-breeds". For characters that are descended from two races, it is assumed that the attributes of both races are merged to allow these "half-breeds" to have attribute statistics of their own. Below is a chart for mixed races. By cross-referencing the races of the parents, the statistics for the character's attributes can be found. These statistics are in SKEWAP order. The physical appearance for these characters will be a mix of the two

	Dwarf	Elf	Halfling	Human	Ogre
Aldar	N/A	AYASAZ	BYBSYS	SZBSSZ	N/A
Dwarf	SSYYBB	N/A	ASSYSA	SSZZAA	YAYSAB
Elf	N/A	AZAAZZ	BSASXS	SSAAZZ	N/A
Giant	WAWACC	N/A	N/A	WAXBBB	VBWBBC
Goblin	SBSSBC	AABBZA	CBBBYB	ABSASB	ZCZCSC
Halfling	ASSYSA	BSASXS	CSAZXS	BSSSYS	N/A
Human	SSZZAA	SSAAZZ	BSSSYS	SSSSSS	YAZASA
Kobold	BAASAB	BSBBZA	CABAYA	BSBASS	N/A
Lurian	N/A	AZASZS	BSBZXS	SSASZS	N/A
Ogre	YAYSAB	N/A	N/A	YAZASA	XBXASC
Orc	ZAYSAB	N/A	AASSYS	YAZSSB	YBYBSC
Succubus	N/A	BZAAYY	N/A	AZSAZY	N/A
Troll	XBXSBB	N/A	N/A	XYBAAA	WCXAAB

Animals

There are several skills involving animals. Horsemanship skill helps a character ride and stay on an animal. Ranching is the raising and breeding of animals. Animal training is the teaching of skills to animals. Animal handling is the control of animals. This section will deal mainly with animal training and handling.

Animals can be trained in several different skills. Acrobatics, Running, Melee and/or Brawling, Senses, and Tracking are some of the more common skills taught to animals. Less common, but also trainable are skills such as

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Armor, Hunting, Move Quietly, and even Intimidation. Typically, wild animals that have been captured will resist any training with their Willpowers. Animals born domesticated are much less likely to resist the training, or may even assist with their Psyches. Dogs have the best chance of assisting.

An animal trainer can never train an animal to a higher level than the trainer has skill levels in Animal Training. Example: *A trainer with three Animal Training skill levels cannot teach a dog to a Tracking skill level of four.* This restriction does not apply to what the animal learns from its parents or others of its kind. In fact, many animals will naturally learn skills from their parents before they are trained by an animal trainer.

Note - Animals learning skills must be closely monitored by the game master. Some skills are simply not useable by animals. Also, animals typically do not receive character points in the same way that characters do, and must therefore be restricted in other ways. Animal training takes weeks and months to completely train an animal. Using the training times for characters should be a good gauge of the amount of time necessary.

Animal handling is needed to have an animal perform a skill or action. If the animal resists the handling, the handling is considered an action. If the animal does not resist, the handling is not an action. Animal handling may be assisted with the animal's Psyche or resisted with Willpower.

Animal handling is also used to guide animals, such as horses pulling a wagon or an ox pulling a plow. Untrained animals will flee from danger immediately, and a successful animal handling roll will only control their retreat. Example: *An untrained horse will never intentionally enter a burning forest, no matter how good the animal handling roll is.* Animals can have some of this fear trained out of them, but never fully.

Animal Notes

Unless trained for combat and ordered (animal handling) to continue fighting, most animals will seek to break off combat when the have been reduced to half their maximum Life's Blood.

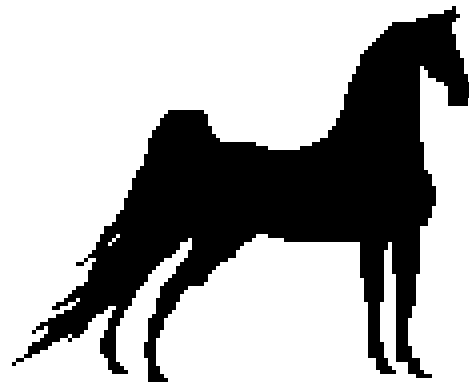
Wild animals will avoid fire. Building a camp fire at night may be enough to keep away animals that are not use to human invaders.

Most larger animals (horses, cows, elephants, etc) will attempt to not step on a person under them. Even in a stampede, the animal's natural instinct is to not step on a person. This can be shown by assuming that if an animal is in this situation, a successful task in melee would be missing the character. If the animal fails its chance of success, the character will take damage. This instinct can be trained out of animals.

Most animals are territorial and will become disturbed if humans "trespass" in their area. This does not mean that the animal will necessarily attack, but it will keep a watchful eye out.

Domesticated animals often do not learn the same skills that their wild cousins do. This means that a domesticated dog, could have a much lower natural senses amount than a wild dog that had to rely on its senses to keep it alive.

Animals can use their senses to increase their Knowledge as a base for the Hunting and Tracking skills.



GAME MASTERING

Adventure Design

Volumes could be written on how to develop adventures. The most important step in designing adventures is to always tailor the adventures to the players.

The players want to have fun. Fun is the goal of this game and should be the goal of each and every game session. If the players have fun hacking their way through countless monsters and villains, then let them. If they have fun solving puzzles and riddles to accomplish a greater task, then challenge them.

To design an adventure, the game master must be able to determine the relative power of the party that will be accomplishing the task. Beginning adventurers normally fight goblins and wild dogs, while more experienced characters fight dragons and mad wizards. Correctly setting the strength of the party will make the adventure run smoothly and quickly, while still keeping the excitement high.

Character points (CPs) are typically a good gauge of any character's power. If the number of non-player characters equals that of the player characters, they should be of approximately the same character point level. If there are more player characters, it is fair to give the NPCs more CPs. Likewise, if the NPCs are greater in number, they should have fewer CPs than the PCs. One warning, many low powered characters can surround and easily overpower a character that is much more powerful.

Just like any other story, an adventure needs a beginning, a middle and an end. The beginning involves getting the player characters to go on the adventure. If the characters are noble, they may be influenced by saving their town; or if they are more mercenary, monetary gains may be needed. Chasing a long standing enemy or rescuing a friend may also help to get the adventure started.

Often it will be a combination of reward and personal interest that will convince the party to go on the mission. Being introduced to the goal, preparing to leave and getting there are all part of the beginning of the adventuring.

The middle of the adventure will take the longest time to play. It consists of conquering all traps, puzzles and villains that stand in the way of the goal. This is most often all the players remember about the mission. Often the most deadly part of the mission, the middle should challenge the players and characters alike.

The end of the adventure is the characters accomplishing the goal and making it back home. Hopefully, the characters will do this the majority of the time. If characters die during most missions, the players will start to get frustrated. On the other hand, if the characters accomplish their goals by taking a walk through the park, the players will get bored. A good game master will have to find a happy medium that keeps the characters challenged and alive.

Religions

Unlike many other fantasy role playing games, there is no divine intervention in **Legend Quest**. Although religion is a strong motivational force, God or gods do not take an active part in **Legend Quest**. Many adventurers are very religious, but none can actually say that they have met the gods they worship. When an adventurer goes out on an adventure, he or she will not be able to affect their die rolls due to celestial help. They will have to fend for themselves without any divine help. Despite the lack of die modifiers, some zealots may find it very easy to explain good or bad luck through the interaction of their God or gods.

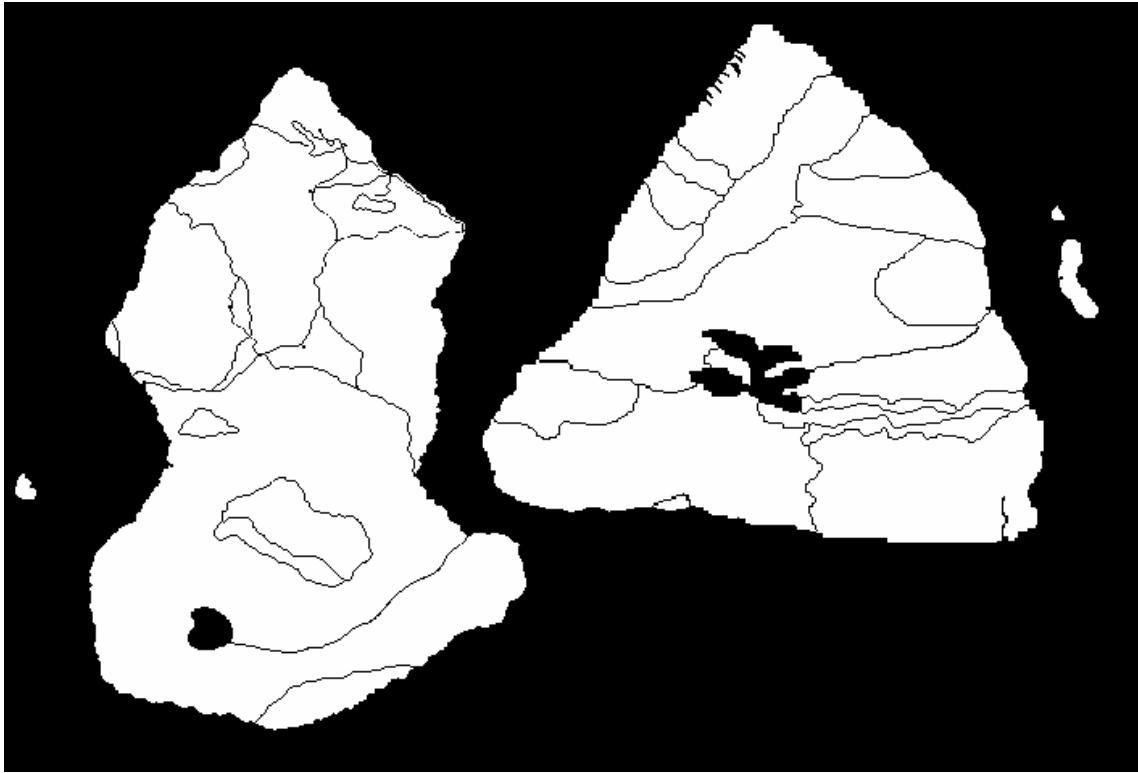
This does not mean that religious organizations have no power. On the contrary, at the very least, the political power wielded by most religions is without peer. Characters will often find their most powerful allies within their religions, and some of their most exciting reasons for adventuring.

The handling of religion can help the role-playing of a game or it can turn players away from the game altogether.

There is no reason that religion in the game should cause problems outside of the game. It is the game master's responsibility to tailor the games to the tastes and sensitivities of the players and their loved ones.

World Creation

Every campaign needs to take place in a world of some sort. Most **Legend Quest** games will take place in some variation of our own Medieval Period. It is up to the game master to create the world around the adventures in addition to the adventures themselves. Adventures should not be spots of life in a void; something needs to be going on around them.



At first, the campaign world does not need to be very detailed. Often a town with an inn and a general store may suffice, if there is still a reason for adventuring. As the campaign continues, and the characters become more life-like, the world must also become more realistic. The farther the characters wander, the more space they will need in which to wander.

Often, the adventures will create the world as they occur. As one adventure leads to another, the range of the characters will increase. In this way, the game master will begin to map out a world just to fill the space between town and the adventure sites. If the game master spends some time developing a campaign world, then the world may start to create adventures itself.

A game world is far more than just a map. It must be populated with human and non-human areas, legends, rival cities and places from which no one has ever returned.

From the type of people that inhabit towns to the monsters that lurk in the bottom of wells, a world needs to have mysteries and surprises to challenge any and all characters. One of the easiest ways to breathe life into a world is to place towns, cities and kingdoms throughout it. Once the centers of population are in place, decide why they have been placed where they are. Is the city on the coast a huge trading center? Is the kingdom to the north the site of thriving gold mines? Are those mountains the ancestral home of a dwarven clan?

Once the “whys” have been determined, answer why not. Why is the entire western half of the continent uncivilized? Why are the elves only inhabiting one of the forests and not the others? After all this is in place, identify the other places of importance and the reasons for them. What is happening is history. The more history a world has, the more reasons there are for adventures. Answering as many “whys” as possible will make the entire game more realistic and fun.

Some of the most important pieces of a game world are the population centers, the trade routes, the most powerful people, and the unexplored (or adventuring) areas.

If these can be developed and placed realistically, many of the other bits will fall into place. For realism, real maps can be used to get an idea of how cities are normally placed, and how large rivers and lakes can be. Normally, it is best not to use maps that the players will instantly recognize.

Other helpful hints:

Histories filled with wars often give great starting points for adventures, by giving reasons for either grudges or magical weapons.

Do not go to either extreme with magic. Magic will cause a game world to be quite different than real life, but not every city will glow from the magical wonders and defenses.

GAME MASTERING

War, strife and turmoil will give the world an exciting edge that often appeals to players. Winning wars, bringing peace and then moving on are the stuff of legends.

Money is not only a strong motivational force, it can be the string that binds an entire world together. Knowing how money is made and spent will help to organize a campaign world and avoid chaos.

To speed combat in which there are a large number of identical NPCs, roll one initiative for the group. Although this is not exactly realistic, it will reduce the number of die rolls and initiatives for the GM to remember. This will help to keep combat from bogging down without seriously altering the realism.

It is easier to game master a small number of NPCs than a large number. **Legend Quest** is not a war game and does not work well in that capacity. For beginning GMs and faster-paced combat, use a small amount of NPCs. One powerful enemy will be much easier to control than a mob of less powerful ones.

Lead figures can be used to represent character placement. This can also be done by writing on a piece of paper, or better yet, grease pencils on plastic. The lead figures are quicker to move, but more expensive. Dice, old plastic soldiers, and bottle caps could be used, but do not add the "color" of lead figures.

Some type of screen should be used to block the player's view to the GM's notes. This will enable the GM to spread out without fear of the players learning something they should not know. Three ring binders work well for this.

The most important hint is to write everything down. It is heartbreaking to develop a fantastic idea for an area and then forget the more important components. It can, and will, happen to everyone. Protect against forgetfulness with hard copy.

Adventures and Encounters

There are two types of conflict in which characters can take part: adventures and encounters. Adventures are nasty disturbing uncomfortable things that make you late for dinner. They involve bizarre happenings and unexpected phenomenon. Encounters are more typical campaigns involving standard combat scenarios and techniques. Encounters can be planned for, while adventures are far too chaotic for anything other than split second decisions. It is completely up to the game master to determine what is an adventure and what is an encounter. An encounter may be just as deadly as an adventure, but still not contain the strange and unfamiliar elements of an

adventure. A good rule of thumb is the more exotic the enemies and the environments, the more likely it is an adventure.

Experience

The more missions that a character survives, the more experienced he or she will become. This is accomplished by giving additional character points to characters after each mission. An average adventure will normally earn the characters 20 to 30 character points. An average adventure is one in which characters fight enemies approximately equal to themselves and/or face challenges and puzzles of a relatively simple nature. Fewer character points will be earned if the characters fought enemies weaker than themselves, and more points for more powerful enemies and greater challenges. A maximum of 50 points is suggested for most missions. An average encounter (also defined by the character fighting equal forces) would only be worth 10 to 15 CPs. Often a GM may have to wait until the mission is over to decide whether or not the enemy forces were equal to the party.

Characters can also earn points for original or exceptional ideas, fantastic strategy, impressive role-playing, or anything else that goes above and beyond the normal player. These are given on an individual basis and should normally be kept below 10.

Character points are earned for survival, not necessarily victory; as the saying goes, "that which does not kill you only makes you stronger". Any character that goes unconscious, but is revived, will still receive character points, but characters that die and are later resuscitated, do not receive character points.

Character points are spent by training. See **Training and Character Improvement** for more detail on using these character points.

Being a game master is both rewarding and frustrating. Having the players defeat a special monster due to luck, or avoid a skillful trap by serendipity can be discouraging. It is the times when the players have to come together as a team to solve a puzzle or defeat a monster with strategy, that make up most of the fun for the game master.

Game mastering is also very time consuming. Working on a game world is not for everyone. A group of gamers should try to share the responsibilities of game mastering if at all possible. This will heighten the fun for everyone involved.

TABLE OF APPENDICES

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Appendix A	Character Creation Charts
Appendix B	Equipment Charts
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Appendix D	Formulas and Modifiers

ATTRIBUTES BY RACE

	<u>STRENGTH</u>	<u>KNOWLEDGE</u>	<u>ENDURANCE</u>	<u>WILLPOWER</u>	<u>AGILITY</u>	<u>PSYCHE</u>
DWARF	S	S	Y	Y	B	B
ELF	A	Z	A	A	Z	Z
HALFLING	C	S	A	Z	X	S
HUMAN	S	S	S	S	S	S
OGRE	X	B	X	A	S	C

ATTRIBUTE COSTS

Attribute	E	D	C	B	A	Standard	Z	Y	X	W	V
1	1	1	1	1	1	1	***	***	***	***	***
2	64	32	16	8	4	2	1	***	***	***	***
3	128	64	32	16	8	4	2	1	***	***	***
4	256	128	64	32	16	8	4	2	1	***	***
5	512	256	128	64	32	16	8	4	2	1	***
6	---	512	256	128	64	32	16	8	4	2	1
7	---	---	512	256	128	64	32	16	8	4	2
8	---	---	---	512	256	128	64	32	16	8	4
9	---	---	---	---	512	256	128	64	32	16	8
10	---	---	---	---	---	512	256	128	64	32	16
11	---	---	---	---	---	---	512	256	128	64	32
12	---	---	---	---	---	---	---	512	256	128	64
13	---	---	---	---	---	---	---	---	512	256	128
14	---	---	---	---	---	---	---	---	---	512	256
15	---	---	---	---	---	---	---	---	---	---	512

ATTRIBUTE IMPROVEMENT COSTS

Attribute	E	D	C	B	A	Standard	Z	Y	X	W	V
1	***	***	***	***	***	***	***	***	***	***	***
2	63	31	15	7	3	1	***	***	***	***	***
3	64	32	16	8	4	2	1	***	***	***	***
4	128	64	32	16	8	4	2	1	***	***	***
5	256	128	64	32	16	8	4	2	1	***	***
6	---	256	128	64	32	16	8	4	2	1	***
7	---	---	256	128	64	32	16	8	4	2	1
8	---	---	---	256	128	64	32	16	8	4	2
9	---	---	---	---	256	128	64	32	16	8	4
10	---	---	---	---	---	256	128	64	32	16	8
11	---	---	---	---	---	---	256	128	64	32	16
12	---	---	---	---	---	---	---	256	128	64	32
13	---	---	---	---	---	---	---	---	256	128	64
14	---	---	---	---	---	---	---	---	---	256	128
15	---	---	---	---	---	---	---	---	---	---	256

--- - this score is above the racial maximum for this attribute.

*** - this score is below the racial minimum for this attribute.

REGULAR SKILLS

Skill	Abbrev.	Points	Attribute	Skill	Abbrev.	Points	Attribute
Acrobatics	ACR	3	A	Medicine	MED	7	K
Acting	ACT	4	P	Metal Working	MET	8	S
Animal Handling	ANH	4	K	Mining	MIN	6	S
Animal Training	ANT	6	K	Move Quietly	MVQ	4	A
Appraise	APP	5	K	Music	MSC	10	Group
Armory	AMY	10	K	Painting	PNT	5	A
Astrology	AST	4	K	Pick Locks	PKL	4	A
Barbering	BBR	3	K	Pick Pockets	PKP	4	A
Bookkeeping	BKK	4	K	Poetry	POE	4	K
Brewing	BRW	6	K	Politics	POL	5	P
Bribe	BRB	4	K	Pottery	POT	4	K
Business Management	BSM	6	K	Ranching	RNC	4	K
Camouflage	CAM	5	K	Reading & Writing ^{specific}	R&W-	1	K
Carousing	CAR	3	P	Research	RES	3	K
Carpentry	CPT	7	K	Rogue	ROG	10	Group
Cartography	CRT	5	K	Running	RUN	3	N/A
Chemistry	CHM	6	K	Sailing	SAL	7	A
Climbing	CMB	3	S	Scholar	SCH	8	Group
Cooking	COK	4	K	Scrounging	SCR	4	K
Court	COU	6	Group	Sculpting	SCL	5	A
Cryptography	CRP	5	K	Seduction	SED	6	P
Disguise	DIS	5	K	Selling	SEL	4	P
Diving	DIV	4	E	Senses	SEN	7	K
Drums	DRM	4	K	Sewing	SEW	4	A
Etiquette	ETQ	3	K	Singing	SNG	4	K
Farming	FRM	3	K	Slight of Hand	SOH	5	A
First Aid	FSA	4	K	Smelting	SMT	7	K
Fishing	FSH	4	K	Star Navigation	SNV	5	K
Flute	FLT	5	K	Story Telling	STL	4	K
Foraging	FOR	4	K	Streetwise	STR	3	K
Gambling	GMB	5	P	Strumming Strings	SST	5	K
Gaming	GAM	6	K	Survival	SRV	4	E
Gem Cutting	GEM	8	K	Swimming	SWM	3	S
Geology	GEO	5	K	Tanning	TAN	5	K
History	HST	5	K	Teaching	TCH	4	K
Horsemanship	HRS	5	A	Tinker	TNK	4	K
Hunting	HNT	4	K	Tracking	TRK	5	K
Intimidation	INT	4	P	Trapping	TRP	5	K
Languages ^{specific}	var	2	K	Trumpets	TMP	5	K
Law	LAW	7	K	Weaponcraft	WPC	7	K
Leadership	LDS	4	P	Weaving	WEV	4	A
Locality ^{specific}	var	1	K	Wilderness	WLD	10	Group
Masonry	MAS	7	K	Woodworking	WOD	6	A

COMBAT SKILLS

MAGICAL SKILLS

<u>Skill</u>	<u>Abbrev.</u>	<u>Points</u>	<u>Attribute</u>	<u>Skill</u>	<u>Abbrev.</u>	<u>Points</u>	<u>Attribute</u>
Armor	ARM	12	Group	Beast Master Power	BMP	18	K
Armor Classification ^{specific}	var	6	N/A	Dwarven Magical Power	DVM	25	K
Artillery Genre	ATL	20	Group	Elemental Master Power	EMP	30	K
Artillery Weapon ^{specific}	var	4	K	Elementalist Power ^{specific}	ELP-	20	K
Axes	AXE	9	Group	Enchantment Power	ENP	20	K
Balistaes	BAL	9	Group	Enclave Sorcerer Power	ECL	20	K
Blind Fighting	BLF	9	S	Formula Control ^{specific}	var	5	K
Bows	BOW	9	Group	Lab Techniques	LAB	20	K
Brawling	BRL	9	Group	Magical Power ^{specific}	MGP-	20	K
Catapults	CAT	9	Group	Mental Power	MNP	25	K
Clubs	CLB	9	Group	Proficiency Control ^{specific}	var	5	K
Crossbows	XBW	9	Group	Spell Control ^{specific}	var	5	K
Disarm ^{specific}	DSA-	7	S	Spell Singer Power	SSP	18	K
Dual Weapon Fighting	DWF	15	S	Wizard Magical Power	WMP	30	K
Flails	FLL	9	Group				
Melee Genre	MEL	20	Group				
Melee Weapons ^{specific}	var	4	S				
Rams	RAM	9	Group				
Range Genre	RNG	20	Group				
Range Weapons ^{specific}	var	4	A				
Shield ^{specific}	var	5	S				
Shields	SHD	10	Group				
Spears	SPR	9	Group				
Swords	SWD	9	Group				

SKILL GENERATION COSTS																
	Skill Points															
Level	1	2	3	4	5	6	7	8	9	10	12	15	18	20	25	30
1	1	2	3	4	5	6	7	8	9	10	12	15	18	20	25	30
2	2	4	6	8	10	12	14	16	18	20	24	30	36	40	50	60
3	4	8	12	16	20	24	28	32	36	40	48	60	72	80	100	120
4	8	16	24	32	40	48	56	64	72	80	96	120	144	160	200	240
5	16	32	48	64	80	96	112	128	144	160	192	240				
6	32	64	96	128	160	192	224									
7	64	128	192													
8	128															
SKILL IMPROVEMENT COSTS																
	Skill Points															
Level	1	2	3	4	5	6	7	8	9	10	12	15	18	20	25	30
1	1	2	3	4	5	6	7	8	9	10	12	15	18	20	25	30
2	1	2	3	4	5	6	7	8	9	10	12	15	18	20	25	30
3	2	4	6	8	10	12	14	16	18	20	24	30	36	40	50	60
4	4	8	12	16	20	24	28	32	36	40	48	60	72	80	100	120
5	8	16	24	32	40	48	56	64	72	80	96	120	144	160	200	240
6	16	32	48	64	80	96	112	128	144	160	192	240	288	320	400	480
7	32	64	96	128	160	192	224	256	288	320	384	480	576	640	800	960
8	64	128	192	256	320	384	448	512	576	640	960					
9	128	256	384	512	640	768	896									

WEAPONS

Weapon	Specific Skill	Weapon Group	Genre	Damage Strength		# of Hands	Initiative Modifier	Parry	Dodge	Cost
				Multiplier	Needed					
Knife	Knife	Swords	Melee	1/3P	1	1	-0	3	6	5
Razor	Knife	Swords	Melee	1/3P	1	1	-12	3	6	
Dagger	Dagger	Swords	Melee	1/2P	2	1	-3	3	6	12
Curait	Curait	Swords	Melee	1/2S	2	1	-3	3	6	25
Bracer Dagger	Bracer Blades	Swords	Melee	1/2P	3	1	-10	0	3	
Bracer Dirk	Bracer Blades	Swords	Melee	1P	4	1	-10	3	6	
Dirk	Dirk	Swords	Melee	1P	4	1	-5	8	15	25
Rapier	Rapier	Swords	Melee	1 1/2P	4	1	-5	8	15	30
Saber	Saber	Swords	Melee	1 1/2P	5	1	-10	8	15	60
Scimitar	Saber	Swords	Melee	1 1/2S	5	1	-20	8	15	50
Long Sword	Long Sword	Swords	Melee	2S	6	1	-18	5	12	75
Hand and a Half	Long Sword	Swords	Melee	2S	6	1	-24	4	12	90
Claymore	Claymore	Swords	Melee	2 1/2S	8	2	-30	4	10	125
Hand Axe	Hand Axe	Axes	Melee	1S	4	1	-12	3	6	8
Axe	Axe	Axes	Melee	1 1/2S	5	1	-22	3	6	25
Pick Axe	Pick Axe	Axes	Melee	1 1/2P	5	1	-20	3	6	35
Mini-Axe	Mini-Axe	Axes	Melee	2S	6	2	-30	4	10	70
Battle Axe	Battle Axe	Axes	Melee	2 1/2S	8	2	-30	4	10	90
Javelin	Javelin	Spears	Melee	1P	3	1	-8	0	5	5
Spear	Spear	Spears	Melee	1 1/2P	4	1	-10	4	10	20
Glad. Trident	G. Trident	Spears	Melee	1 1/2P	5	1	-10	5	12	55
Halberd	Halberd	Spears	Melee	1 1/2 PorS	7	2	-20	5	12	50
Harpoon	Harpoon	Spears	Melee	2P	7	2	-15	3	12	40
Trident	Trident	Spears	Melee	2P	7	2	-15	5	12	65
Lance	Lance	Spears	Melee	2 1/2P	8	2	-15	5	15	25
Sap	Sap	Clubs	Melee	1/3B	2	1	-3	0	3	10
Club	Club	Clubs	Melee	1B	3	1	-12	3	6	5
Loaded Club	Club	Clubs	Melee	1 1/2B	4	1	-25	2	5	15
Hammer	Hammer	Clubs	Melee	1B	4	1	-12	0	5	10
Mace	Mace	Clubs	Melee	1 1/2B	5	1	-15	3	6	35
Bsmith's. Hammer	Hammer	Clubs	Melee	1 1/2B	6	1	-20	0	5	25
Battle Mace	Battle Mace	Clubs	Melee	2B	7	2	-20	3	6	85
Cudgel	Cudgel	Clubs	Melee	2B	8	2	-25	4	10	20
Maul	Maul	Clubs	Melee	2 1/2B	9	2	-30	0	5	75
Morning Star	M. Star	Flails	Melee	1B	3	1	-10	0	5	35
Ball and chain	Ball&Chain	Flails	Melee	1B	4	1	-15	4	8	15
Flail	Flail	Flails	Melee	1 1/2B	5	1	-20	4	12	75

WEAPONS

Weapon	Specific Skill	Weapon Group	Genre	Damage Strength		# of Hands	Initiative Modifier	Parry	Dodge	Cost
				Multiplier	Needed					
Hand-Human	Hand	Brawl	Melee	1/3B	1	1	-0	0	0	N/A
Hand-Ogre	Hand	Brawl	Melee	1/2B	4	1	-0	0	0	N/A
Irregular Sap	Irr. Sap	Brawl	Melee	1/2B	3	1	-15	0	0	N/A
Irregular Club	Irr. Club	Brawl	Melee	1B	4	1	-20	3	6	N/A
Irregular Mace	Irr. Mace	Brawl	Melee	1 1/2B	7	1	-30	4	8	N/A
Irregular Cudgel	Irr. Cudgel	Brawl	Melee	2B	10	2	-40	4	10	N/A
Grapple	Grapple	Brawl	Melee	0	X-1	2	-8	0	0	N/A
Brass Knuckles	Hand	Brawl	Melee	1/2B	2	1	-4	0	0	15
Bladed Gloves	Hand	Brawl	Melee	1/2S	2	1	-4	0	0	14
Spike Kick. Boots	Kick	Brawl	Melee	1/2P	2	(0)1	-16	0	0	18
Boomerang	Boomerang	---	Melee	1B	4	1	-8	0	5	12
Bladed Boomerang	Boomerang	---	Melee	1S	4	1	-8	0	5	37
Staff	Staff	---	Melee	1B	3	2	-12	5	12	15
Whip	Whip	---	Melee	1/3B	3	1	-4	3	6	25
Net	Net	---	Melee	0	3	1	-12	5	8	20
Sickle	Sickle	---	Melee	1S	4	1	-15	3	8	18
Dart	Dart	---	Melee	1/3P	1	1	-5	0	0	1/2
Bow	Bow	Bows	Range	1P	3	2	-10	0	5	35
Long Bow	Long Bow	Bows	Range	1 1/2P	6	2	-12	0	5	60
Great Bow	Great Bow	Bows	Range	2P	8	2	-25	0	5	150
Hand Crossbow	Hand Xbow	Crossbows	Range	1/2P	2	1	+5	0	0	55
Crossbow	Crossbow	Crossbows	Range	1P	3	2	0	0	5	75
Heavy Crossbow	Heavy Xbow	Crossbows	Range	2P	5	2	-5	0	5	175
Steel H. Xbow	Hand Xbow	Crossbows	Range	1 1/2P	5	1	+5	0	0	325
Flail Crossbow	Flail Xbow	Crossbows	Range	1B	6	2	-10	0	5	250
Sling	Sling	---	Range	1/2B	2	1	-10	0	0	12
Blow Gun	Blow Gun	---	Range	1/3P	2	1	-5	0	5	15
Light Balistae	Lt. Balistae	Balistaes	Artillery	3P	N/A	2	-15	0	N/A	500
Medium Balistae	Med. Balistae	Balistaes	Artillery	4P	N/A	4	-20	0	N/A	600
Heavy Balistae	Hvy. Balistae	Balistaes	Artillery	5P	N/A	4	-25	0	N/A	750
Light Catapult	Lt. Catapult	Catapults	Artillery	4B	N/A	6	-30	0	N/A	500
Medium Catapult	Med. Catapult	Catapults	Artillery	1B x 10'r	N/A	6	-45	0	N/A	750
				5B	N/A					
Heavy Catapult	Hvy. Catapult	Catapults	Artillery	1 1/2B x 10'r	N/A	8	-55	0	N/A	1200
				6B	N/A					
Trebuchet	Trebuchet	Catapults	Artillery	2B x 10'r	N/A	12	-75	0	N/A	2200
				7B	N/A					
				2B x 10'r						

WEAPON RANGES

Weapon	Throwing Modifier	<u>Ranges</u>				
		Point Blank	Short	Medium	Long	Extreme
		0%	25%	50%	75%	100%
Knife	-0	0-10	11-20	21-40	41-60	61-80
Razor	-40	0-5	6-10	11-15	16-20	21-30
Dagger	-8	0-8	9-16	17-32	33-48	49-64
Bracer Dagger	N/A	N/A	N/A	N/A	N/A	N/A
Bracer Dirk	N/A	N/A	N/A	N/A	N/A	N/A
Dirk	-10	0-8	9-16	17-32	33-48	49-64
Rapier	-20	0-5	6-10	11-15	16-20	21-30
Saber	-20	0-5	6-10	11-15	16-20	21-30
Scimitar	-25	0-5	6-10	11-15	16-20	21-30
Long Sword	-30	0-3	4-6	7-9	10-12	13-18
Hand and a Half	-45	0-3	4-6	7-9	10-12	13-18
Claymore	-80	0-3	4-6	7-9	10-12	13-18
Hand Axe	-5	0-8	9-16	17-32	33-48	49-64
Axe	-15	0-5	6-10	11-15	16-20	21-30
Pick Axe	-50	0-3	4-6	7-9	10-12	13-18
Mini-Axe	-35	0-6	7-12	13-18	19-24	25-36
Battle Axe	-40	0-5	6-10	11-15	16-20	21-30
Javelin	-0	0-20	21-40	41-80	81-120	121-160
Spear	-8	0-10	11-20	21-40	41-60	61-80
Glad. Trident	-25	0-5	6-10	11-15	16-20	21-30
Halberd	-40	0-3	4-6	7-9	10-12	13-18
Harpoon	-12	0-8	9-16	17-32	33-48	49-64
Trident	-15	0-5	6-10	11-15	16-20	21-30
Lance	-25	0-3	4-6	7-9	10-12	13-18
Atlatl	-20	10-25	26-50	51-100	101-150	151-200
Heavy Atlatl	-15	12-30	31-60	61-120	121-180	181-240
Sap	-40	0-5	6-10	11-15	16-20	21-30
Club	-30	0-5	6-10	11-15	16-20	21-30
Loaded Club	-30	0-5	6-10	11-15	16-20	21-30
Hammer	-10	0-8	9-16	17-32	33-48	49-64
Mace	-30	0-5	6-10	11-15	16-20	21-30
Bsmith's. Hammer	-25	0-5	6-10	11-15	16-20	21-30
Cudgel	-65	0-3	4-6	7-9	10-12	13-18
Maul	-75	0-3	4-6	7-9	10-12	13-18
Morning Star	-45	0-3	4-6	7-9	10-12	13-18
Ball and chain	-50	0-2	3-4	5-6	7-8	9-12
Flail	-60	0-3	4-6	7-9	10-12	13-18

WEAPON RANGES

Weapon	Throwing Modifier	<u>Ranges</u>				
		Point Blank	Short	Medium	Long	Extreme
Hand-Human	N/A	N/A	N/A	N/A	N/A	N/A
Hand-Ogre	N/A	N/A	N/A	N/A	N/A	N/A
Irr. Club	-15	0-5	6-10	11-15	16-20	21-30
Irr. Cudgel	-40	0-3	4-6	7-9	10-12	13-18
Grapple	N/A	N/A	N/A	N/A	N/A	N/A
Boomerang	-10	0-8	9-16	17-32	33-48	49-64
Staff	-30	0-5	6-10	11-15	16-20	21-30
Whip	-90	0-2	3-4	5-6	7-8	9-12
Net	-30	0-5	6-10	11-15	16-20	21-30
Dart	-0	0-8	9-16	17-32	33-48	49-64
Bow	0	10-35	36-75	76-150	151-225	226-300
Long Bow	0	10-75	76-150	151-300	301-450	451-600
Great Bow	0	10-80	81-175	176-350	351-525	526-700
Hand Crossbow	0	2-15	16-36	36-75	76-110	111-150
Crossbow	+15	5-75	76-150	151-300	301-450	451-600
Heavy Crossbow	+15	5-80	81-175	176-350	351-525	526-700
Steel H. X-bow	0	2-30	31-60	61-120	121-180	181-240
Flail Crossbow	-10	5-10	11-16	17-32	33-48	49-64
Sling	0	0-12	13-24	25-48	49-72	73-96
Blow Gun	-15	0-8	9-16	17-32	33-48	49-64
Lt Balistae	+15	20-175	176-350	351-700	701-1050	1051-1400
Med Balistae	+20	20-175	176-350	351-700	701-1050	1051-1400
Hvy Balistae	+20	20-200	201-400	401-800	801-1200	1201-1600
Lt Catapult	-30	30-60	61-120	121-240	241-360	361-480
	0	20-40	41-80	81-160	161-240	241-320
Med Catapult	-30	30-60	61-120	121-240	241-360	361-480
	0	20-45	46-90	91-180	181-270	271-360
Hvy Catapult	-20	40-75	76-150	151-300	301-450	451-600
	+5	25-50	51-100	101-200	201-300	301-400
Trebuchet	-15	50-100	101-200	201-400	401-600	601-800
	+15	30-60	61-120	121-240	241-360	361-480

ARMOR

Type	Class	Damage		<u>Damage Absorption Rating</u>					Purchase Cost	Repair Cost
		Absorption Limit	Attribute Reduction	Standard	Slashing	Piercing	Blunt	Tearing		
Cloth	Clothing	3	1	1	1	1	1	1	10	2
Furs	Clothing	8	1	1	1	1	1	2	20	3
Leather	Hides	12	1	1	1	1	1	1	40	4
Padded	Clothing	18	2	1	1	1	3	2	40	3
Ring Mail	Mails	22	3	3	3	1	3	2	145	9
Studded Leather	Hides	24	2	2	2	1	1	2	90	5
Suede & Chain	Mails	28	2	3	3	2	3	3	450	25
Primitive Scale	Scaled	30	4	3	3	2	3	2	225	10
Bone	Plated	36	4	3	3	2	3	4	700	25
Chain Mail	Mails	45	3	3	3	2	2	3	275	8
Dragon Scale	Hides	48	4	4	4	2	4	4	1750	50
Metal Scale	Scaled	48	4	4	4	4	2	5	350	10
Splint Mail	Scaled	60	5	4	4	2	4	4	550	12
Banded	Scaled	70	5	5	5	3	4	4	650	12
Plate Mail	Mails	75	6	5	5	3	5	6	850	15
Plate Armor	Plated	90	7	6	6	3	7	7	1350	20
Nemean Fur	Hides	150	3	12	12	6	8	12	10000	90

DAR - Points of damage absorbed/taken by armor per hit.

DAL - Total points of damage armor can take.

AR - Reduction to user's agility while wearing. Also effects endurance for rounds calculation. Armor skill can cancel attribute reduction for parry, dodge, horsemanship, ranged combat, rounds and run computations. This is also the strength needed to wear number.

Shields

	Shield Levels	Strength Needed	Parry	Dodge	Cost	
Buckler	1 weapon	1	2	3	6	15
Small Shield	1 attacker	1	3	4	10	30
Medium Shield	2 attackers	2	5	5	12	60
Large Shield	3 attackers	3	7	8	15	120

Miscellaneous Equipment Prices

Apple (2)	1cc	Jug (gallon size)	4
Arrow - Great Bow	2	Knife	5
Arrows - Bow (5)	2	Lantern	5
Arrows - Long Bow (3)	2	Leash	2
Astrolabe	22	Leather Belt	1
Axe	25	Leather Sack	2
Backpack	3	Loaf of Bread	1cc
Bear Trap	30	Lock Picks	12
Beer	1cc	Lute	45
Blanket (wool)	7	Magnifying Glass	12
Bolo - Flail Crossbow	3	Mandolin	60
Bolt - Crossbow	1	Muffin	1cc
Bolt - Hand Crossbow	5cc	Mule	90
Bolt - Heavy Crossbow	15cc	Orange	1cc
Boots	4	Padlock	7
Bracers	18	Paints	6
Brush and Comb	1	Parchment (12"x5")	4cc
Bucket	3	Pen and Ink	1
Candles (3)	1	Pigeon	4
Cart	75	Pitchfork	18
Ceramic Beaker	2	Pony	75
Chair	8	Pots and Pans	10
Chalk (10)	5cc	Provisions - Light (day)	5
Chest	8	Provisions (day)	3
Chisel	4	Purse	1
Cleaver	7	Quiver	1
Clothing - Average	2	Razor (Straight)	3
Clothing - Fancy	15	Rope (30')	1
Clothing - Warm	10	Saddle - War	50
Coffer	4	Saddle Bags	8
Copper Wire (10')	2	Saddle	25
Cup (tin)	5cc	Salt (pound)	3
Deck of Cards	5	Scabbard	3
Dice	1	Sewing Kit	1
Disguise Kit	10	Sheathe	1
Dog - Attack	65	Shoes	2
Dog - Hunting	35	Shovel	10
Donkey	70	Silk Scarf	25
Drinking Glass	3	Small Harp	75
Drum	12	Small Table	20
First Aid Kit	8	Spoon (wooden)	3cc
Fishing Pole	8	Staff	15
Flour (pound)	5cc	Stein	5
Flute	20	String (50 yards)	1
Fork (tin)	4cc	Sugar (pound)	15cc
Glass Eye	20	Telescope	35
Glass Vial	4	Tent	50
Grapple Hook	7	Tinder Box	1
Grog	3cc	Torch	2cc
Hammer	10	Toy Sword	12
Handkerchief	3cc	Trapping Cage	24
Horse - Riding	100	Trumpet	30
Horse - War	250	Vegetable Oil (pint)	2
Horseshoes (4)	5	Wagon	110
Hour Glass	22	Water Skin	2
Iron Crowbar	15	Whale Oil (pint)	2
Iron Manacles	15	Wine	4cc
Iron Nail	1cc	Wooden Chess Set	70
Iron Spike	5cc	Wooden Stakes	2cc
Ivory Button	10		

Conjuring Spells

Name	Points to Learn	Casting Time	Materials	Effect	Accuracy	Range	Area of Effect	Casting		Min Pow
								Fatigue Multiplier	Sustaining Fatigue	
Asethi	100	12h	1000	Bond	-50/+5	0/+0	1/+0	1xPow	N/A	5
Asethi	--	60	N/A	Call	-25/+5	0/+0	1/+0	½xPow	N/A	1
Banish	20	40	N/A	Banish	-40/+10	30/+5	1/+1/3	½xPow	N/A	Pow
Caremisht	25	4h	400	Bond	-30/+5	0/+0	1/+0	1xPow	N/A	3
Caremisht	--	20	N/A	Call	-15/+5	0/+0	1/+0	½xPow	N/A	1
Darkness	15	120	N/A	Darkness	-10/+5	20/+5	15'r/+5'r	1½xPow	Pow	AoE/15
Fairy	10	20	N/A	Call	-10/+5	0/+0	1/+1	½xPow	1/3xPow	AoE
Feast	35	5m	N/A	Food	-20/+5	0/+0	1/+1	½xPow	N/A	AoE
Gargarooth	50	6h	750	Bond	-40/+5	0/+0	1/+0	1xPow	N/A	4
Gargarooth	--	30	N/A	Call	-20/+5	0/+0	1/+0	½xPow	N/A	1
Gnome	20	4h	500	Bond	-40/+10	0/+0	1/+0	1½xPow	N/A	3
Gnome	--	15	N/A	Call	-10/+5	0/+0	1/+0	½xPow	N/A	1
Imp	10	2h	100	Bond	0/+5	0/+0	1/+0	1xPow	N/A	1
Imp	--	10	N/A	Call	0/+5	0/+0	1/+0	½xPow	N/A	1
Moograta	35	5h	600	Bond	-40/+5	0/+0	1/+0	1xPow	N/A	4
Moograta	--	25	N/A	Call	-20/+5	0/+0	1/+0	½xPow	N/A	1
Nereid	20	4h	500	Bond	-40/+10	0/+0	1/+0	1½xPow	N/A	3
Nereid	--	15	N/A	Call	-10/+5	0/+0	1/+0	½xPow	N/A	1
Neth. Hound	35	6h	700	Bond	-50/+5	0/+0	1/+0	1xPow	N/A	4
Neth. Hound	--	20	N/A	Call	-20/+5	0/+0	1/+0	½xPow	N/A	1
Salamander	20	4h	500	Bond	-40/+10	0/+0	1/+0	1½xPow	N/A	3
Salamander	--	15	N/A	Call	-10/+5	0/+0	1/+0	½xPow	N/A	1
Screethi	30	5h	500	Bond	-30/+5	0/+0	1/+0	1xPow	N/A	3
Screethi	--	35	N/A	Call	-15/+5	0/+0	1/+0	½xPow	N/A	1
Sum. Air	20	40	N/A	Concussion	-20/+5	0/+10	1/+1/3	½xPow	N/A	1
Sum. Earth	20	40	N/A	½BxPow	-20/+5	0/+10	1/+1/3	½xPow	N/A	1
Sum. Fire	20	40	N/A	½xPow	-20/+5	0/+10	1/+1/3	½xPow	N/A	1
Sum. Water	20	40	N/A	Concussion	-20/+5	0/+10	1/+1/3	½xPow	N/A	1
Sylph	20	4h	500	Bond	-40/+10	0/+0	1/+0	1½xPow	N/A	3
Sylph	--	15	N/A	Call	-10/+5	0/+0	1/+0	½xPow	N/A	1
Testith	15	3h	250	Bond	-20/+5	0/+0	1/+0	1xPow	N/A	2
Testith	--	15	N/A	Call	-10/+5	0/+0	1/+0	½xPow	N/A	1

Druidic Spells

Name	Points to Learn	Casting Time	Materials	Effect	Accuracy	Range	Area of Effect	Casting		Min Pow
								Fatigue Multiplier	Sustaining Fatigue	
Animal Charm	25	3m	N/A	Fascination	+10/+10	10/+5	1/+1/3	½xPow	½xAoE	W/3
Commune	20	4t	N/A	Find distrb.	-30/+5	0/+15	50'r/+10'r	½xPow	1xPow	Hours
Fire Rain	30	60	N/A	½xPow	-20/+5	40/+10	15'r/+5'r	½xPow	1xPow	1
Fire Ring	25	40	N/A	½xPow	0/+5	0/+5	1/+0	½xPow	½xPow	1
Flight	20	30	N/A	Fly at x3	-10/+5	0/+5	100/+100	½xPow	1xPow	AoE/100
Fog	15	5m	N/A	Fog Cloud	0/+5	0/+40	.5m r/+.25m	1xPow	N/A	AoE/.5m
Gills	30	5m	N/A	Breath Water	-30/+5	0/+5	1/+1/3	½xPow	1/3xPow	AoE
Insect Swarm	30	3t	N/A	Distraction	-20/+5	40/+10	1/+½	½xPow	1xPow	1
Lightn. Bolt	25	25	N/A	½xPow	+10/+5	40/+5	1/+1/3	½xPow	N/A	3
Rain	10	50	N/A	Slight Rain	-10/+5	30/+10	50'r/+10'r	1/3xPow	½xPow	1
Stone Rain	40	100	N/A	1BxPow	-40/+5	20/+10	10'r/+5'r	1xPow	3xPow	1
Storm	25	100	N/A	Heavy Rain	-30/+5	30/+10	50'r/+10'r	1/3xPow	½xPow	3
Thunderclap	20	25	N/A	1FxPow	+10/+5	70/+10	10'r/+5'r	½xPow	N/A	2
Wind Storm	15	75	N/A	Heavy Winds	-20/+5	30/+10	50'r/+10'r	1/3xPow	½xPow	2

Healing Spells

Name	Points Casting		Materials	Effect	Accuracy	Range	Area of Effect	Casting		Min Pow
	to Learn	Time						Fatigue Multiplier	Sustaining Fatigue	
Antidote	20	30	N/A	+½xPow	0/+10	0/+0	1/+0	½xPow	N/A	1
Cure	30	50	N/A	Cure	var/+10	0/+0	1/+0	½xPow	N/A	var
Grow	25	50	N/A	+1E x Pow	-20/+10	0/+10	1/+ ¹ / ₃	½xPow	½xPow	1
Heal	15	30	N/A	+½LBxPow	+5/+10	0/+0	1/+0	½xPow	N/A	1
Immune - Cold	20	40	N/A	-½xPow	+5/+10	0/+10	1/+ ¹ / ₃	½xPow	½xPow	1
Immune - Fire	20	40	N/A	-½xPow	+5/+10	0/+10	1/+ ¹ / ₃	½xPow	½xPow	1
Restore	40	5m	N/A	Repair	-20/+5	0/+0	1/+0	1xPow	N/A	var
Restore Sanity	25	30h	N/A	K = Pow	-25/+5	0/+0	1/+0	¹ / ₃ xPow	N/A	K
Resuscitate	60	5m	N/A	1 LB & 1 F	-20/+5	0/+0	1/+0	1xPow	N/A	E
Sensitize	20	60	N/A	Touch & Pain	-25/+5	0/+0	1/+¼	¹ / ₃ xPow	¹ / ₃ xPow	1
Strength	25	80	N/A	+1 S x Pow	-10/+5	0/+0	1/+ ¹ / ₃	½xPow	½xPow	1

Illusionary Spells

Name	Points Casting		Materials	Effect	Accuracy	Range	Area of Effect	Casting		Min Pow
	to Learn	Time						Fatigue Multiplier	Sustaining Fatigue	
Blind	15	25	N/A	Blinded	-20/+5	10/+10	1/+ ¹ / ₃	½xPow	1xPow	K/3
Dazzle	10	15	N/A	-1 A&KxPow	-10/+5	10/+10	1/+½	½xPow	½xPow	1
Disguise	10	20	N/A	+10 DISxPow	0/+10	0/+10	1/+½	¹ / ₃ xPow	½xPow	AoE
Doppelganger	20	20	N/A	+1 ImagexPow	0/+10	0/+5	1/+1	¹ / ₃ xPow	¹ / ₃ xPow	1
Illuminate	5	15	N/A	Illumination	+20/+10	0/+20	15'r/+5'r	½xPow	¼xPow	1
Illusion	20	25	N/A	Belief	-20/+10	30/+10	1/+1	½xPow	1xAoE	AoE
Invisibility	15	25	N/A	Invisibility	+20/+10	0/+10	1/+½	1xPow	1xAoE	AoE
Phantasm	25	10	N/A	1FxPow	+10/+10	50/+10	1/+½	½xPow	N/A	1
Phantom Mist	10	30	N/A	+10 CAMxPow	0/+10	0/+10	10'r/+5'r	¹ / ₃ xPow	½xPow	1
Shade Form	30	50	N/A	Immaterial	-20/+10	0/+10	1/+ ¹ / ₃	½xPow	1xPow	3

Necromantic Spells

Name	Points Casting		Materials	Effect	Accuracy	Range	Area of Effect	Casting		Min Pow
	to Learn	Time						Fatigue Multiplier	Sustaining Fatigue	
Age	25	40	N/A	+2xPow Years	-20/+5	20/+10	1/+¼	1xPow	N/A	1
Charm	15	30	N/A	Fascination	+10/+10	30/+10	1/+ ¹ / ₃	½xPow	1½xAoE	W/3
Clairvoyance	20	5t	15	See far away	-10/+5	10m/+5m	10'r/+5'r	½xPow	¹ / ₃ xPow	R/15m
Evil Eye	30	20	N/A	-1 W x Pow	+5/+5	20/+10	1/+0	¹ / ₃ xPow	N/A	1
Perm. Charm	60	120	N/A	Fascination	-40/+5	0/+10	1/+0	1xPow	N/A	W/2
Resuscitate	50	30h	120	1 LB & 1 F	-40/+10	0/+0	1/+0	1xPow	N/A	E
Seance	20	1h	20	1 ? x Pow	-20/+5	0/+0	1/+1	1xPow	N/A	1
Silence	15	40	N/A	Silence	-20/+5	30/+10	10'r/+5'r	1xPow	½xPow	2
Skeleton	15	15h	corpse+50	Skeleton	-40/+10	0/+0	1/+0	¹ / ₃ xPow	N/A	E
Weakness	20	30	N/A	-1 S x Pow	+5/+5	20/+10	1/+ ¹ / ₃	½xPow	½xPow	1
Youth	25	1h	500	-Pow Years	-40/+5	0/+0	1/+0	1xPow	N/A	1
Zombie	25	28h	corpse+75	Zombie	-60/+10	0/+0	1/+0	½xPow	N/A	E/2

Sorcery Spells

Name	Points to Learn	Casting Time	Materials	Effect	Accuracy	Range	Area of Effect	Casting		Min Pow
								Fatigue Multiplier	Sustaining Fatigue	
Black Rain	40	3m	N/A	½DxPow	-20/+10	75/+15	20'r/+5'r	1xPow	2xPow	2
Clairvoyance	25	50	N/A	See far away	-10/+5	30/+10	10'r/+5'r	½xPow	⅓xPow	R/30
Disintegrate	25	20	N/A	1½DxPow	0/+10	20/+10	1/+⅓	1xPow	N/A	1
Fireball	20	25	N/A	½DxPow	+20/+5	50/+10	10'r/+5'r	½xPow	N/A	3
Freeze	20	30	N/A	½DxPow	+10/+5	30/+5	1/+½	½xPow	N/A	1
Magic Bolt	10	5	N/A	½BxPow	+10/+5	60/+10	1/+½	⅓xPow	N/A	1
Mystic Bonds	20	25	N/A	-1 S x Pow	+10/+5	40/+10	1/+½	½xPow	1xAoE	1
Mystic Shield	10	10	N/A	+5% Def.x Pow	0/+10	0/+10	1/+⅓	⅓xPow	½xPow	1
Shapeshift	20	50	N/A	Shift Form	-20/+5	0/+10	1/+0	½xPow	⅓xPow	?inE
Sleep	10	30	N/A	1FxPow	0/+5	45/+10	1/+1	⅓xPow	N/A	1
Teleport	60	10	N/A	Movement	-40/+5	1m/+1m	1/+½	1xPow	N/A	4
Turn to Glass	40	40	N/A	1FxPow	-20/+5	30/+10	1/+⅓	1xPow	N/A	1
Turn to Stone	30	40	N/A	1FxPow	-25/+5	30/+10	1/+⅓	1xPow	N/A	1

Spell Singing Spells

Name	Points to Learn	Casting Time	Materials	Effect	Accuracy	Range	Area of Effect	Casting		Min Pow
								Fatigue Multiplier	Sustaining Fatigue	
Charm	10	25	N/A	Fascination	0/+10	20/+10	1/+½	½xPow	1xAoE	W/3
Fairy	20	35	N/A	Call	-15/+5	0/+0	1/+½	½xPow	⅓xPow	AoE
Heal	15	50	N/A	+½xPow	+5/+10	10/+0	1/+0	½xPow	N/A	1
Illusion	15	25	N/A	Belief	0/+10	20/+10	1/+½	½xPow	½xAoE	AoE
Incite	15	50	N/A	Enrage	-15/+5	30/+10	1/+2	½xPow	Pow	AoE/3
Sleep	15	30	N/A	1FxPow	0/+5	30/+10	1/+1	⅓xPow	N/A	1
Sooth	15	40	N/A	Calming	0/+5	20/+10	1/+½	⅓xPow	⅓xPow	W/3
Will Boost	25	40	N/A	+1W x Pow	-20/+10	20/+10	1/+1	½xAoExPow	AoE	1

Mentalist Proficiencies

Name	Points to Learn	Casting Time	Effect	Accuracy	Range	Area of Effect	Initial		Min Pow
							Fatigue Multiplier	Sustaining Fatigue	
Aura Reading	20	25	Read Person's Aura	-10/+5	0/+0	1/+⅓	⅓xPow	⅓xPow	
Clairvoyance	15	50	See far away	0/+5	40/+10	10'r/+5'r	½xPow	⅓xPow	R/40
Detect Lie	15	50	Know Truth	-20/+5	0/+10	1/+⅓	½xPow	½xPow	W/2
ESP	15	25	Surface Thoughts	-20/+10	0/+5	1/+⅓	⅓xPow	Pow	W/2
Levitate	20	20	Fly at run speed	-20/+5	0/+10	1/+⅓	⅓xPow	½xPow	wt/100
Mind Blast	15	5	1/2 x Pow	0/+10	20/+5	1/+⅓	½xPow	N/A	
Overimage	20	50	Change appear/invs	0/+5	20/+10	1/+1	⅓xPow	½xPow	2(4)
Paralyze	25	25	-1 A x Pow	-10/+5	20/+5	1/+⅓	½xPow	½xPow	
Possession	25	25	Control body	-10/+5	15/+5	1/0	½xPow	½xPow	W/2
Precognition	30	50	Immediate Future	-30/+10	0/+10	15'r/+10'r	½xPow	N/A	4
Psi Knife	25	10	-1 W x Pow	0/+5	0/+0	1/+0	½xPow	½xPow	3
Parakineses	25	30	Ignite (1/2xPow)	-15/+5	30/+10	1/+½	½xPow	N/A	
Reality	75	5t	Question Answered	-50/+10	N/A	N/A	8	N/A	6
Sleep	15	15	1F x Pow	0/+5	30/+5	1/+½	½xPow	N/A	
Telekinesis	20	20	1 S x Pow	0/+5	20/+10	1/+⅓	¼xPow	½xPow	
Telepathy	10	10	Unresist Communic.	-25/+10	10/+10	1/+1	⅓xPow	⅓xPow	AoE
Telep.-Long	15	5t	Communication	-50/+10	30m/+10m	1/+¼	½xPow	Pow	R/30m
Telep.-Summon	5	10	Contact	0/+10	50m/+25m	1/+⅓	¼xPow	N/A	R/50m
Vibe Reading	20	50	Former Owner Vibes	-20/+5	0/0	1/0	½xPow	N/A	2

Alchemical Formulas

<u>Name</u>	<u>Points to Learn</u>	<u>Mixing Time</u>	<u>Materials</u>	<u>Effect</u>	<u>Accuracy</u>	<u>Lab Base</u>	<u>Duration</u>	<u>Value</u>
Agility Potion	15	36/-4	100 p/pt	+1 A p/pt	-15/+5	1 p/pt	6 turns	150p/
Armor Cream	30	80/-6	400	2D DAL	-30/+5	4	Permanent	1000
Fire Bomb	30	40/-6	500	2D Flames	-25/+5	3	Instant	750
Healing Balm	30	72/-5	300	+4D LB	-20/+5	4	Permanent	750
Healing Potion	15	36/-3	200	+2D LB	-10/+5	2	Permanent	400
Invis. Potion	30	72/-6	500	Invisibility	-40/+10	3	6 turns	1000
Mummy	40	150/-12	1200	Mummy	-35/+5	4	Permanent	2500
Running Potion	10	24/-2	75	MM x 3	+10/+5	1	30 min	200
Sleep Potion	20	48/-4	100 p/pt	1D Fatigue. p/	-15/+5	1	Permanent	200p/
Streng. Potion	15	36/-4	100 p/pt	+1 S p/pt	-15/+5	1 p/pt	6 turns	150p/
Vital. Potion	25	48/-6	300	+3D F	-15/+5	3	Permanent	600

Enchantment Spells

<u>Name</u>	<u>Points to Learn</u>	<u>Casting Time</u>	<u>Materials</u>	<u>Effect</u>	<u>Accuracy</u>	<u>Min Pow</u>	<u>Value</u>
Animated-Attack	25	72/-4	250xPow	+1Lv x Pow	0/+10	1	500p/
Animated-Parry	15	48/-4	300xPow	+2Lv x Pow	0/+10	1	600p/
Defense-Magical	20	72/-6	200xPow	+5% xPow	-10/+10	1	500p/
Defense-Physical	25	72/-4	250xPow	+5% xPow	-10/+10	1	600p/
Flight	30	80/-6	200xPow	100lbsxPow	-20/+10	1	350p/
Golem	40	180/-12	2000xPow	3E x Pow	-20/+10	1	4,000p/
Hardened	15	24/-4	150	Less fragile	+10/+10	2	300
Hardened-Steel	25	72/-4	500	Combat ready	-20/+10	4	1,200
Sharpness-Simple	10	24/-2	200	-1 DAR	0/+10	1	500
Sharpness-Super.	20	72/-5	650	-2 DAR	-20/+10	2	1,500
Sharpness-Vorpal	50	360/-24	5000	-4 DAR	-50/+15	4	10,000
Strength	25	72/-4	1000xPow	+1S x Pow	-20/+10	1	3,000p/
Ward-Charm	5	10/-2	10xPow	+10%DefxPow	0/+10	1	80p/
Ward-Fire	10	24/-3	75xPow	-1DxPow	-10/+5	1	200p/
Ward-Undead	10	30/-3	125xPow	+5%DefxPow	-25/+5	1	250p/
Weight-Feather	30	80/-6	250	-3 weight	-25/+10	3	1,000
Weight-Light	15	36/-4	75	-1 weight	-10/+10	1	400
Weightless	50	120/-8	750	-5 weight	-50/+10	5	3,000

Talisman Spells

<u>Name</u>	<u>Points to Learn</u>	<u>Casting Time</u>	<u>Materials</u>	<u>Effect</u>	<u>Accuracy</u>	<u>Pow</u>	<u>Value</u>
Accuracy	50	72p/-4	500p/	+1AL per	0/+10	AL	1500p/
Area of Effect	50	72p/-4	500p/	+1AoEL per	0/+10	AoEL	1500p/
Control	120	360p/-12	2000p/	+1CL per	-10/+5	CL x 2	6500p/
Mist Armor	175	300/-10	4000	DAR = 6	-10/+5	4	10000
Pow	200	720p/-24	5000p/	+1PP per	-20/+5	PP x 3	15000p/
Range	50	72p/-4	500p/	+1RL per	0/+10	RL	1500p/

FORMULAS

Standard Task: $(\text{Base} \times 10\%) + (\text{Skill levels} \times 5\%)$

Resisted Task: $\text{Standard Task} - (\text{Resisting attribute} \times 5\%) - (\text{Resisting levels} \times 5\%)$

Assisted Task: $\text{Standard Task} + (\text{Assisting attribute} \times 5\%) + (\text{Assisting levels} \times 5\%) - \text{Resistance}$

Extended Time Tasks: $(\text{Base} \times 10\%) + (\text{Skill levels} \times 10\%) + \text{Assistance} - \text{Resistance}$

Competitive Tasks: $(\text{Base} \times 10\%) + (\text{Skill levels} \times 5\%) + \text{Die roll} (1-100)$

Life's Blood: $\text{Endurance} \times 6$

Fatigue: $\text{Willpower} \times 6$

Initiative: $\text{Die roll} (1-100) + (\text{Agility} \times 10\%) - \text{Weapon modifier} - \text{Fatigue modifier}$

Free Walk: $\text{Agility} \times 1' \times \text{Movement modifier}$

Walk: $(\text{Agility} + \text{Endurance}) \times 5' \times \text{Movement modifier}$

Run: $(\text{Agility} + \text{Endurance} + \text{Run levels}) \times 10' \times \text{Movement modifier}$

Sprint: $(\text{Agility} + \text{Endurance} + \text{Run levels}) \times 15' \times \text{Movement modifier}$

Parry: $(\text{Agility} \times 5\%) + (\text{Weapon levels used} \times 5\%) + \text{Weapon modifier (if melee)} + \text{Shield modifier} + (\text{Shield levels used} \times 5\%)$

Dodge: $(\text{Agility} \times 10\%) + \text{Weapon modifier (if melee)} + \text{Shield modifier} + (\text{Shield levels used} \times 5\%)$

Combat Rounds: $\text{Endurance} + (\text{Strength} - \text{Strength needed}) - (\text{Armor attribute reduction} - \text{Armor levels})$

Spells: $(\text{Knowledge} \times 10\%) + \text{Base accuracy} + (\text{Control levels used for accuracy} \times \text{Accuracy marginal modifier}) - (\text{Target's Psyche} \times 5\%)$

Miscellaneous Modifiers**Target Taking Cover:**

(No dodge allowed)	
1-24% covered	-0%
25-33% covered	-5%
34-50% covered	-15%
51-66% covered	-35%
67-99% covered	-50%
100% covered	no line of sight

Psyche Skills:	
No common language	-40%
Prejudice	-10% to -75%
Previously successful psyche rolls	+10%

Language:	
Concrete concepts	+0%
Abstract concepts (charades)	-15% to -35%
Philosophical concepts	-50% to -120%

Mounts:

<u>Mount's Move</u>	<u>Melee</u>	<u>Other Actions</u>
Free Walk	-0	-0
Walking	-0	-15
Running	-15	-40
Sprinting	-40	-75

Obscured Vision:

(for senses, tracking, etc.)	
Dim Light (candle, torch ...)	-10%
No Direct Light (moon light, distant fire ...)	-20%
Full Darkness	no senses blind fighting

Weather and Terrain Conditions:

(for hunting, tracking, etc.)	
After Snow	+25%
After Rain	+10%
Raining	-25%
Roadway	-30%
Snowing or Sandstorm	-35%
Stream or other moving watertrail lost, must reestablish	

Tracking:	
4 or more people	+10%
Each day passed	-15%
Each hour of rain passed	-15%
Muddy ground	+10% to +25%
Hard ground	-10% to -25%
Well traveled dirt road	-40%
Well traveled paved road	-75%

Magical Substances

<u>Substance</u>	<u>Resistance</u>
Amber	+60%
Pearl	+45%
Glass	+40%
Ivory	+40%
Ruby	+35%
Mother of Pearl	+30%
Diamond	+25%
Fire	+20%
Ash Wood	+15%
Air	+10%
Paper	+5%
Silk	+5%
Ceramic	+0%
Dead Flesh	+0%
Salt	+0%
Cloth	-5%
Crystal	-5%
Pine Wood	-5%
Sand	-5%
Silver	-5%
Water	-5%
Clay	-10%
Furs	-10%
Oak Wood	-10%
Bronze	-15%
Copper	-15%
Rubber	-15%
Chrystalist	-20%
Dirt	-20%
Leather	-20%
Gold	-25%
Marble	-25%
Stone	-30%
Iron	-50%
Steel	-60%
Lead	-120%

Die Multipliers

Die Roll	<u>Multiplier</u>								
	¼	⅓	½	1	1½	2	2½	3	3½
1	1	1	1	1	2	2	3	3	4
2	1	1	1	2	3	4	5	6	7
3	1	1	2	3	5	6	8	9	11
4	1	2	2	4	6	8	10	12	14
5	2	2	3	5	8	10	13	15	18
6	2	2	3	6	9	12	15	18	21
7	2	3	4	7	11	14	18	21	25
8	2	3	4	8	12	16	20	24	28
9	3	3	5	9	14	18	23	27	32
10	3	4	5	10	15	20	25	30	35

Die Multipliers - Damage Steps

Die Multipliers

Die Roll	<u>Multiplier</u>								
	⅓	⅔	1	1⅓	1⅔	2	2⅓	2⅔	3
1	1	1	1	2	2	2	3	3	3
2	1	2	2	3	4	4	5	6	6
3	1	2	3	4	5	6	7	8	9
4	2	3	4	6	7	8	10	11	12
5	2	4	5	7	9	10	12	14	15
6	2	4	6	8	10	12	14	16	18
7	3	5	7	10	12	14	17	19	21
8	3	6	8	11	14	16	19	22	24
9	3	6	9	12	15	18	21	24	27
10	4	7	10	14	17	20	24	27	30

Die Multipliers - Thirds



Board Enterprises

can be reached at

www.boardenterprises.com

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info@boardenterprises.com

Also look for:

Legend Quest - Optional Weaponry - an expansion to the rule book's weapons, including more weapons and optional rules

The Amberrose Incident - an introductory adventure

The Empty Crypt - another introductory adventure

The Quickie Guide to the City of Rhum - an introduction to the city of Rhum supplements, from a Locality perspective

plus there will always be more to follow

Legend Quest is an action-packed, adventure game for anyone interested in role-playing. The fast-paced, easy-to-learn rules make the game run smoothly and eliminate all the uncertainties found in most games. Be a warrior, wizard, mentalist, spell singer, outlaw, or a combination; it's all possible in **Legend Quest**. The rules move the game along while stimulating the role-playing.

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