On Her Majesty's Arcane Service

written by Clash Bowley

Flying Mice Games

On Her Majesty's Arcane Service

A Blood Games Game

Flying Mice Games
Evolve or Die

POWERED BY
STARPOOL

Better
Mousetrap
GAMES

The British Isles

Shetlands

Orkneys

Atlantic Ocean

Hebrides

Inverness

Scotland

Stirling

Edinburgh

Berwick

Melrose

North Sea

Dumfries

North-umberland

Cumberland

Tynemouth

Carlisle

Durham

West-more-land

Scarborough

York

Dundalk

Isle of Man

York

Angelsey

Lancashire

England

Ireland

Dublin

Chester

Cheshire

Derby

Lincoln

Limerick

Wicklow

Stafford

Nottingham

Lincoln

Shropshire

Leicester

Waterford

Wexford

Norfolk

Worcester

North-ampton

Cambridge

Norwich

Cork

Wales

Warwick

Bucking

Bed-ford

Cambridge

Suffolk

Pembroke

Hereford

Gloucester

Oxford

Hertford

Essex

Oxford

Middle-sex

Berks

Reading

London

Bristol

Wiltshire

Salisbury

Hampshire

Winchester

Surrey

Gravesend

Somerset

Kent

Dover

Dorset

Southampton

Portsmouth

Devon

Weymouth

Sussex

Cornwall

Plymouth

Pendennis

Isle of Wight

ON HER MAJESTYS ARCANE SERVICE

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INTRODUCTION

The Way Things Are

In the beginning, Homo Sapiens was a prey species. Hunted by the creatures of darkness, we had no culture, and only the most primitive of tools. We were brought out of Africa, our homeland, into strange places, where we evolved to fit the land. Our terror, the Vampires, fed on us, as did the Lycanthropes and the other Creatures of the Night. They hunted herds of us as wild animals, and they exacted their price in blood. Our hopes and our dreams were as nothing. Demons followed us, feeding on human misery and anger. Where the Vampires were at least partially like us, the demons were evil spirit creatures, less like us than a rock, or a breath of wind. They live in a constantly shifting hierarchy based on dominance and submission.

Enoch, as we call him, changed everything. He is called many things: Thoth, Quetzalcouatl, Enoch, Viracocha, Prometheus; but always the story is the same. The God(s) sent him to teach us the things we needed to know to push back the hated Creatures of Darkness. Enoch taught us the practical Arts: farming, weaving, brewing, baking, and others; to allow us to live a fruitful and productive life. He taught us the religious Arts: ritual, song, drama, prayer, writing, and others; to help us to remember what we had learned and give thanks to the Power(s) which sent him to us. Finally, he taught us the magical and mystical Arts: Mysticism, Mesmerism, Conjuration, Contact with Spirits, and others; to keep the Creatures at bay and allow humanity to come into its own.

Enoch

There was a long age where the Creatures of Darkness were beaten back, and we emerged into the sun. We call this the Golden Age, for the Creatures had not yet evolved defences against what Enoch had taught us, and they feared us. The demons, however, made common cause with the flesh and blood Creatures, for they fed off the anger, despair, and humiliation of humans, and taught the Creatures much to offset the gifts of Enoch. They returned with devastation to Humanity, and empires fell, thrones tumbled, and chaos ruled. We evolved new tricks from the gifts of Enoch and fought back. The Creatures once again assaulted us and broke civilizations. So it went for millennia, the advantage see-sawing back and forth, first with the Creatures, then with the humans. Each time, we went further along the path to civilization, so the net effect was a slow, incremental advance.

The Golden Age

It is now the mid 16th century, and the first glimmerings of the enlightenment to come are flickering, but superstition and magic still hold sway over the land. England has a new young queen, Elizabeth, who has succeeded her sister Bloody Mary to the throne. Mary was a staunch Catholic, and sought to bring England back to the Mother Church, overthrowing the changes her father Henry had made - by bloody force and burnings if necessary - but it failed. Elizabeth has restored the Church of England. Now the Church of Rome is openly reviled, and Catholics must again go about in secrecy.

The Present

The Protestants

At this time, the Protestant Church has not really differentiated. The Church of England includes both those only slightly different from Catholics and dour Calvinists who will one day become the Puritans. The struggle against the Pope has until now joined them together, but this forced alliance has begun to unravel in the aftermath of their joint triumph. Accusations of heresy are beginning to fly from both sides. The Queen herself holds to a middle ground, attempting to keep the frail coalition together.

The Catholics

The Catholics have been driven underground or to the country for the most part. Some give lip service to the Church of England while retaining fugitive priests. Others retain their public allegiance and suffer social ostracism. In the country villages, Catholicism is practiced in many areas, though the revulsion to Mary's burning of Protestant heretics is gradually eroding any popular support.

The Rest of the World

The Spanish, the great power of the time, have vowed to bring England to her knees, back within the arms of Rome. The French continually provoke and taunt. The Netherlands and Germany are split between Catholic and Protestant, and tempers are rising. Jews are forbidden to live in England since 1290. Scotland is free and independent, and always willing to screw England. Your characters will live in interesting times.

Her Majesty's Arcane Service

Her Majesty Elizabeth, Queen of England, secretly established in 1560, the second year of her reign, the Arcane Service. The Service is composed of people, usually but not solely of magical bent, who have sworn to protect the realm from magical assault. the head of this service is Dr. John Dee, the Queen's Astrologer, and noted Savant.

Doctor Dee

Doctor Dee is a pious, spiritual man - a mystic who converses with angels as well as a brilliant man of science. His passion is exploration and perfecting navigational instruments for explorers. Each day he casts an Astrological Chart for the Queen, advising her of propitious and infelicitous occasions, and steering her towards the best possible outcome.

He finds agents for his Service by listening to the advice of the angels, who speak to him from a peculiar mirror he has installed in his rooms, which he keeps covered in cloth when not consulting it. He has a long, pointed beard, and wears a skullcap over his thinning hair.

The Player Characters

The player characters are assumed to be agents of Doctor Dee. They are people passionately devoted to the welfare of England, and of the Queen, and unafraid of dealing with magical creatures and powerful workers of magic.

At times they may be performing political missions, perhaps in other lands, perhaps in England. At other times they will be defending the realm from magical assault from foes domestic and foreign. They can function as spies, as diplomats, as magical assault squads, and as investigators - Doctor Dee is not picky about such quibbling differences.

PC Religion

The Player Characters may be of any religion, though most should be some sort of Christian. Jews will have to practice their devotions in secret, as no Jew is legally allowed to live in England. Muslims and Zoroastrians may live there, though it would be astonishingly rare - especially to have one so attached to the Throne as to be an agent. Dr. Dee himself is of the Church of England, but he is a syncretist, and has no particular prejudice against other faiths.

1560 Europe Political Map

Morocco

Portugal

Leon

Estremadura

Granada

Castile

Spain

Aragon

Navarre

Catalonia

Ireland

Scotland

England

Norway

Algiers

Tunis

Brittany

Bodeaux

France

Normandy

Netherlands

Spanish

Denmark

Sweden

Provence

Savoy

Sardinia

Tuscany

Corsica

Milan

Venice

Papal States

Swiss Confed

Various Small States

Saxony

Brandenburg

Bavaria

Austria

Sicily

Naples

Bosnia

Hungary

Prussia

Teutonic Knights

Estonia

Albania

Serbia

Bulgaria

Transylvania

Moldova

Poland-Lithuania

Russia

Thessaly

Macedonia

Wallachia

Greece

Ottoman Empire

Bessarabia

Khanate

Crimean

In this game, the players take the roles of individuals from different walks of life who have joined forces to fight the Creatures of the Night. These individuals may be one of two types:

The Structure of Player Character Groups

Path Characters are subtly enhanced normal humans who have been chosen to serve as champions by various parties. Some have the ability to cast powerful magics or miracles. Some are imbued with uncanny luck.Many are strongly religious in character, while others are not.

Path Characters

Typical groups are structured around one or two physically powerful people who can stand up to a lycanthrope or wyrm and fight toe to toe with them. This is typically a Hunter or Templar, and there is almost always at most one to a group. Commonly there is a Warlock or Esotericist to cast spells, and many times there are Savants, Magi, and others along for their powerful skills.

Non-Path Characters are normal people who use their various skills in any way they can. Virtually all of these people have been hurt by the Creatures of Night in one way or another and have determined to resist them. Many have odd little quirks which develop from facing the horrors of the supernatural, but they have no control over these quirks. These quirks use only remnant MAG (Magic Points).

Non-Path Characters

The Hunter is immensely powerful in physical combat, particularly with all or most of the character's Luck available. Hunters prefer to fight physically powerful foes, and if the Hunter is a party leader, often take the group along for the ride. Groups with Hunters tend towards combat more than those without.

The Hunter in the Party

Templars are strong and tough, and can go toe to toe with strong opponents while still having a fair share of magic. Templars tend to be oriented toward finding and exorcising demons. The gritty purity and fanaticism of the Templar tends to be reflected in other party members, who tend to get swept along with the Templar's laser-like focus.

The Templar in the Party

The Half-Angel in the Party

Half-Angels are not Path characters, but they can be devastating in combat. Their celestial Weapons and powers of flight, along with their other powers, make them formidable indeed! Half-angels can occasionally be almost as rough on their own party as to the foe, particularly with their power of Glory, which is non-directional and affects everyone.

The Savant in the Party

Savants are intellectuals - overeducated, extremely intelligent, and strong-willed. They can see things others can't, and their analytical powers are without peer.

The Spellcasters in the Party

Esotericists, Warlocks, and Magi can cast various spells or have spell-like powers. Their job is to act as support specialists, not fighters, though any fighting skills are a definite plus. They do the things the tough guys can't do, and anything else is gravy.

The Minstrel in the party

Minstrels can be incredibly powerful in what they do, though limited as to the type of situation in which they will be effective. Their abilities to change memories, stats, and emotions are irreplacable, though.

The Cunning Person in the Party

The temptation is always to think of the Cunning person as a walking healer, but they have other abilities which can be priceless if you need them. This is a subtle path, and can be awesome with a subtle player.

The Normal Humans in the Party

Tough, skilled normal humans are a boon to any party, and are usually the most numerous type. Many are ex-military who have been confronted by the dark and have taken upon themselves the responsibility of pushing it back. Many others are typical civilians who have encountered the Creatures of the Dark in their daily lives, and have sworn to do all in their power to prevent the collapse of their civilization and the final triumph of the Dark.

The Unskilled Party

An interesting twist is to create a party of young kids who have very few skills. It would be murder to set them against an powerful foe, but the less powerful magical creatures are challenging foes.

CREATING YOUR ASSOCIATION
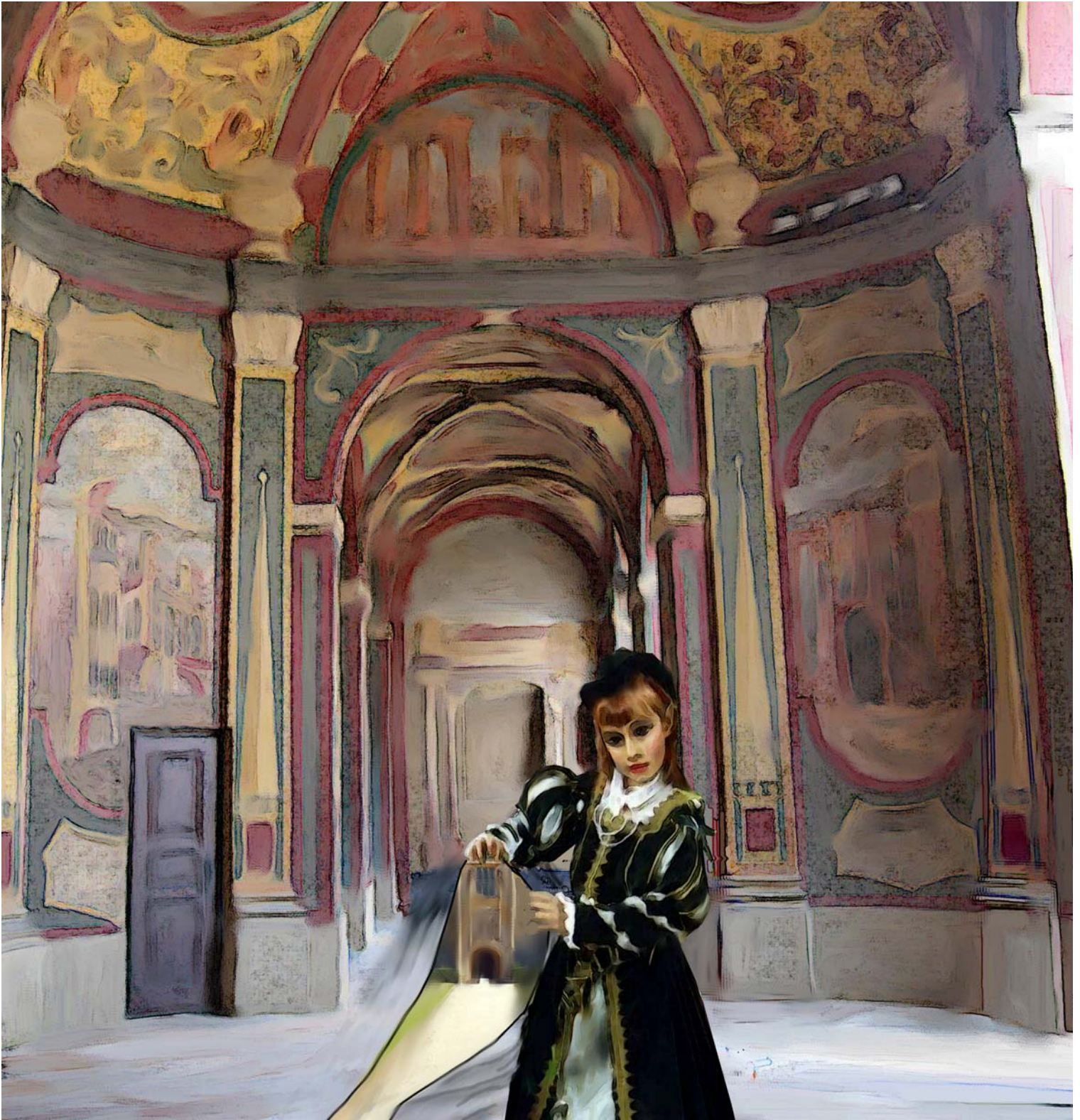
Your group's association is the structure of the organization the PCs belong to. Ultimately they work for England and the Queen, but government in the Elizabethan age was a personal, informal thing. All government services were performed through amateurs who competed for prestige and power in court. A courtier's rise to power could be breathtakingly fast, and his fall just as swift.

In creating their association, your group determines exactly where funding goes and what services the association can provide. the structure of the group also tells the GM in practical terms what they are and are not interested in doing. A group which spends next to nothing on espionage is not interested in spying.

What is an Association?

Financial Determination

Roll d20 or GM choice	Available Capital
N/A	1
N/A	4
01-9	16
10-14	64
15-17	256
18-19	1024
20	4096
N/A	16384
N/A	65536
N/A	262144

Roll or choose from the table above. GMs - try not to oversupply your player's association. It's usually more fun in the long run to build the association up from a smaller beginning. The association may also have to pay that investment back!

Each ranking is four times as large as the previous amount. You can allocate points as you like - you do not need to allocate in groups of four points.

Apportioning the Capital

Determining the Type of Association

You have to decide what kind of association you want. Roll or choose from the table below.

Roll d20 or GM choice	Type of Organization
1	Private Club
2	Arcane Mercenary Company
3	Arcane Bounty Hunters
4	Arcane Guild
5	Extended Family
6	Arcane Cooperative
7	Courtier's Henchmen
8	Active Arm of Political Body
9	Government Agency - Espionage
10	Government Agency - Arcane Police
11	Government Agency - Diplomatic
12	Government Agency - Explorers
13	Military
14	Active Arm of Church
15	Secret Society
16	Religious Cult
17	Religious Order
18	Witch hunters
19	Scholarly Society
20	Active Arm of Trading Company

Private Club

Player characters are members of a private club in a city.

Arcane Mercenary Company

Player characters are members of a company of spellcasters for hire.

Arcane Bounty Hunters

Player characters make a living by bringing in witches, other magic users and strange creatures for rewards.

Arcane Guild

Player characters are members of a guild of magicians.

Player characters are members of a large and disparate family well acquainted with the supernatural.	**Extended Family**
Player characters have pooled their resources and agreed to share profits.	**Arcane Cooperative**
Player characters are the trusted "executive arm" of a powerful lord at court, who has the ear of the Queen.	**Courtier's Henchmen**
Player characters are all operatives of a political party or other body of similar-minded people.	**Active Arm of Political Body**
Player characters are spies working for Walsingham or another spymaster in the Queen's employ.	**Government Agency - Espionage**
Player characters are members of a secret agency policing the realm's spellcasters, preventing witchcraft and anti-government activities.	**Government Agency - Arcane Police**
Player characters are working for the queen in a diplomatic capacity.	**Government Agency - Diplomatic**
Player characters are explorers, looking for new trade routes.	**Government Agency - Explorers**
Player characters are members of the military.	**Military**
Player characters are working directly for the Church.	**Active Arm of Church**
Player characters are members of a secret society working for specific purposes.	**Secret Society**
Player characters are members of a religious cult dedicated to certain principles.	**Religious Cult**
Player characters are members of a religious order.	**Religious Order**
Player characters are witch hunters, looking for those who abuse their powers.	**Witch hunters**
Player characters are members of a scholarly society researching the magical arts.	**Scholarly Society**
Player characters are working for a large trading company, such as the Muscovy Company.	**Active Arm of Trading Company**

Home Base

You now need to allot some of your funding to secure a home base, where you recruit, train, and equip, and from which you go out to pursue your adventures. You can go without a Home Base, but that may make things difficult in the future, particularly in safely storing valuable resources.

Some possible Home Bases and their costs are listed in the table below. All Home Bases include servants appropriate to the Base.

Base	Description	Elsewhere	In London
Palace	Huge, beautifully appointed structure with many rooms, ballroom, audience chamber, halls, stables, carriage houses, etc.	1024	4096
Exclusive Club-house	Richly appointed city club with many rooms, extensive wine cellar, excellent kitchen, etc.	64	256
Manor House and Grounds	Well-maintained country estate with large, rambling house and extensive grounds.	64	N/A
Castle and Grounds	Well-maintained castle with private guards, many rooms, extensive grounds, halls, stables, and much storage.	1024	N/A
Gentleman's Clubhouse	Like the Exclusive Clubhouse, but less extensive, smaller, and not as good.	256	1024
Hunting Lodge	Large wilderness structure for noble hunting parties with stables, kennels, good kitchen, feasting hall, and many rooms.	256	N/A
Working Farm	Large farm with many rooms, rustic kitchen, stables, and farmland.	16	N/A
Derelict Castle	Ruined castle with some rooms habitable	16	N/A
Abandoned Farm	As Working Farm, but not well kept up and without grounds.	1	N/A
Abandoned Abbey and Grounds	As Derelict Castle, but in somewhat better repair, and with attached grounds.	16	N/A
Derelict Church	A partially ruined church with outbuildings, rectory, etc.	4	16
Port Warehouse	A warehouse in a busy port, with lots of storage space and a few offices	16	64

Base	Description	Elsewhere	In London
Pub and Inn	A functioning Inn with a pub underneath, stables, many rooms, and good kitchen	64	256
Theatre	An Elizabethan theatre, with backstage, props, scenery, storage, trapdoors, balconies, and etc.	64	256
Guildhouse	A Merchant Guildhouse in a city, with offices, storage, and hall.	64	256
Merchant Ship	A large merchant ship with hold, cabins, and galley	16	64
Warship	A large warship with cannon, small hold, cabins, galley, etc.	64	256
Gypsy or Tinker Wagons	Live-in wagons with storage space and rooms	1	N/A
Cave or Cavern Complex	Large underground caves with underground stream and much space for living or storage	1	N/A
Small Extra-dimensional Space	A small bubble with room for meetings and living areas	1	4
Large Extra-dimensional Space	A large bubble, about an acre or two, with light, plants, living areas, and storage	16	64
Pocket Universe	A huge bubble, miles in extent, with buildings, stables, a stable ecology, light, and entrancing vistas	256	1024
Old Fortification or Tower	An abandoned fortification or lonely watch-tower, with a few rooms and small kitchen	4	16
Dedicated Village	A village where all the inhabitants are either part of the organization or sympathetic to it	16	64
Sewer System	Drains and sewers dating from Roman times.	N/A	1
Simple Forest Lair	An area in the forest where tents can be erected and meetings conducted.	1	N/A
Complex Forest Lair	An elaborate forest home with interconnected multi-level tree-houses	64	N/A
Private Home	A simple private house in the city or town with a few rooms and simple kitchen	4	16

Funding Areas of interest

Funding any one area of interest will necessarily reduce the funding available to the others. Your Characters should argue their case, each one attempting to maximize his own interests, but realizing the benefit of the others. When the Characters come to agreement, apportion their allotments as agreed. The possible areas are:

Areas of Interest

> Guards and Security
> Espionage
> Warships
> Transport
> Medical
> Arcane Library
> Training
> Cartography
> Mercenaries
> Artificers and Device Development
> Logistics and Maintenance

Logistics and Maintenance each need one eighth the amount allotted to all the other Areas, and should get 1/4 the total allotment.

Guards and Security

Prices given are for a platoon (20-40 men) of guards, plus officers.

Guards	Type	Price
Musketeers	Elite	16
Musketeers	Standard	4
Musketeers	Poor	1
Pikemen	Elite	16
Pikemen	Standard	4
Pikemen	Poor	1
Longbowmen	Elite	64
Longbowmen	Standard	16
Longbowmen	Poor	1
Crossbowmen	Elite	16
Crossbowmen	Standard	4
Crossbowmen	Poor	1

Prices given are for espionage assets placed in a single nation - i.e France, or Spain, or England. Safe Houses are in cities.

Espionage Asset	Type	Price
Spy Ring	Elite	16
Spy Ring	Standard	4
Spy Ring	Poor	1
Highly Placed Agent	Elite	256
Highly Placed Agent	Standard	64
Highly Placed Agent	Poor	16
Double Agent	Elite	64
Double Agent	Standard	16
Double Agent	Poor	4
Safe House	Elite	16
Safe House	Standard	4
Safe House	Poor	1
Local Sympathizers	Elite	16
Local Sympathizers	Standard	4
Local Sympathizers	Poor	1
Rescue Team	Elite	64

Prices given are for a **Squadron of 6**.

Ship	Type	Price
Galley	Elite	256
Galley	Standard	64
Galley	Poor	16
Galeass	Elite	1024
Galeass	Standard	256
Galeass	Poor	64
Pinnace	Elite	16
Pinnace	Standard	4

Galley is a primarily rowed warship suitable for coastal seas, lakes, rivers, and harbors.

Galeass is a larger ship, primarily sailed but capable of being rowed, suitable for the open ocean.

Pinnace is a small ship, always sailed, suitable for the open ocean.

Transport

Prices given are for a group of six horses or carriages, or a single ship.

Transport	Type	Price
Warhorse	Elite	64
Warhorse	Standard	16
Warhorse	Poor	4
Riding Horse	Elite	16
Riding Horse	Standard	4
Riding Horse	Poor	1
Carriage	Elite	64
Carriage	Standard	16
Carriage	Poor	4
Cog	Medium	4
Caravel	Small	16
Carrack	Large	64
Galleon	Large	256

Cogs, Caravels, Carracks, and Galleons are all types of merchant ships.

Medical Assets

Prices given are for a single Specialist

Medical Specialist	Price
Doctor	Moderate (64)
Barber-Surgeon	Scraping By (16)
Apothecary	Poor (4)
Herbalist	Meager (1)

Prices given are for a given quantity of Books.   Arcane Library

Book Type	Qty	Price
Manuscript Bestiary	1	256
Very Rare Bestiary	1	64
Rare Bestiary	4	16
Common Bestiary	16	1
Rare Grimoire	1	64
Uncommon Grimoire	4	16
Common Grimoire	16	4
Very Common Grimoire	16	1
Manuscript Grimoire	1	256
Manuscript Arcane Geometry Treatise	1	256
Very Rare Arcane Geometry Treatise	4	64
Rare Arcane Geometry Treatise	16	16
Rare Mythology	1	4
Common Mythology	4	1
Manuscript Folk Tales	1	64
Rare Folk Tales	4	16
Common Folk Tales	16	4
Master Librarian	1	16

Bestiaries	Bestiaries are books about creatures. The more rare a bestiary, the stranger the creatures covered. Common bestiaries are mostly about common animals. Manuscript bestiaries, on the other hand, are about very strange creatures indeed. If a Bestiary covers a particular creature, those who have studied it gain an extra die while combatting it.
Arcane Geometry Treatises	Arcane Geometry Treatises discuss in detail the particulars of a given pocket, including secrets of its construction. A character who has studied that particular pocket in a treatise is able to add a single detail about it as secret knowledge. This detail can be added any time, including while in the pocket, such as a secret exit. The detail cannot invalidate anything already established about the pocket. The rarer the treatise, the more obscure the pocket.
Mythologies	Mythologies are collections of legends of the far past. They can give insights into the motivations of individual Spirit Creatures. Anyone who has studied the proper mythology can ask the GM for motivations of any individual Spirit Creature covered by the Mythology. The rarer the mythology, the more obscure the creatures covered.
Folk Tales	Folk Tales are collections of current folk stories. They can give insights into the motivations of individual fairies. Anyone who has studied the proper Folk Tale can ask the GM for motivations of any individual fairy covered by the Folk Tale. The rarer the Folk Tale, the more obscure the fairies covered.
Grimoires	Grimoires are covered under Esotericists and their spells are covered under Magic.
Fairy Maps	Fairy Maps show the locations of known Fairy pockets within a single County - or a single region of a foreign country. The pockets are named, and descriptions of the pocket entrances are given.
Portolans	Portolans are chart collections showing a certain area. Each map within the Portolan will show a detail map of that area. Portolans contain six such charts. A Portolan covering the south coast of Devon would contain six maps, each detailing a different section of that coast.

To discover if a particular subject is covered by a Bestiary, Fairy Map, Treatise, Mythology, Portolan, or Folk Tale, determine the rarity of the book and the obscurity of the subject, and roll on the table below. You can repeat this process for every relevant book in the Library.

Library Subject Covered table

Book	subject			
	Common	**uncommon**	**Rare**	**very rare**
Very Common	Yes 1-6 No 7-20	Yes 1-4 No 7-20	Yes 1-2 No 3-20	Yes 1 No 2-20
Common	Yes 1-8 No 9-20	Yes 1-6 No 7-20	Yes 1-4 No 5-20	Yes 1-2 No 3-20
Uncommon	Yes 1-4 No 5-20	Yes 1-8 No 7-20	Yes 1-6 No 7-20	Yes 1-4 No 5-20
Rare	Yes 1-2 No 3-20	Yes 1-6 No 7-20	Yes 1-8 No 9-20	Yes 1-6 No 7-20
Very Rare	Yes 1 No 2-20	Yes 1-4 No 5-20	Yes 1-6 No 7-20	Yes 1-8 No 9-20
manuscript	Yes 0 No 1-20	Yes 1-2 No 3-20	Yes 1-6 No 5-20	Yes 1-10 No 10-20

Note - since Fairy Maps, Portolan Charts, and Treatises only cover a single subject, once their subject has been established, there is no need to roll ever again.

Training

.Prices given are for 4 young trainees learning their craft

Trainee Type	Price
Esotericists	64
Savants	256
Warlocks	64
Warriors	16
Spies	16
Researchers	4
Herbalists	4

Cartography

.Portolans (a type of map) are in sets of 6

Item	Price
Staff Cartographer	64
Cartographic Library	1024
Rare Portolan	16
Uncommon Portolan	4
Common portolan	1
Fairie Map	64

Mercenaries

Prices given are for a company (100-200 men)

Company Type	Price
Poor Infantry	16
Standard Infantry	64
Elite Infantry	256
Poor Elite Cavalry	64
Standard Cavalry	256
Elite Cavalry	1024
Poor Artillery	256
Standard Artillery	1024
Elite Artillery	4096

Artificers and Device Development

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Item	Price
Artificer's Laboratory	64
Forge and Foundry	64
Master Artificer	16
4 Artificers	4
Glass Blower	16
Precious Metal Smith	16

association design worksheet

_____ **Association Name:**

_____ **Headquarters location**

_____ **Home Base**

_____ **Capital**

Areas of Interest

_____
_____ Guards and Security:

_____
_____ Espionage Assets:

_____
_____ Warships:

_____
_____ Transport:

_____
_____ Medical:

_____
_____ Arcane Library:

_____
_____ Training:

_____
_____ Cartography:

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_____ Mercenaries:

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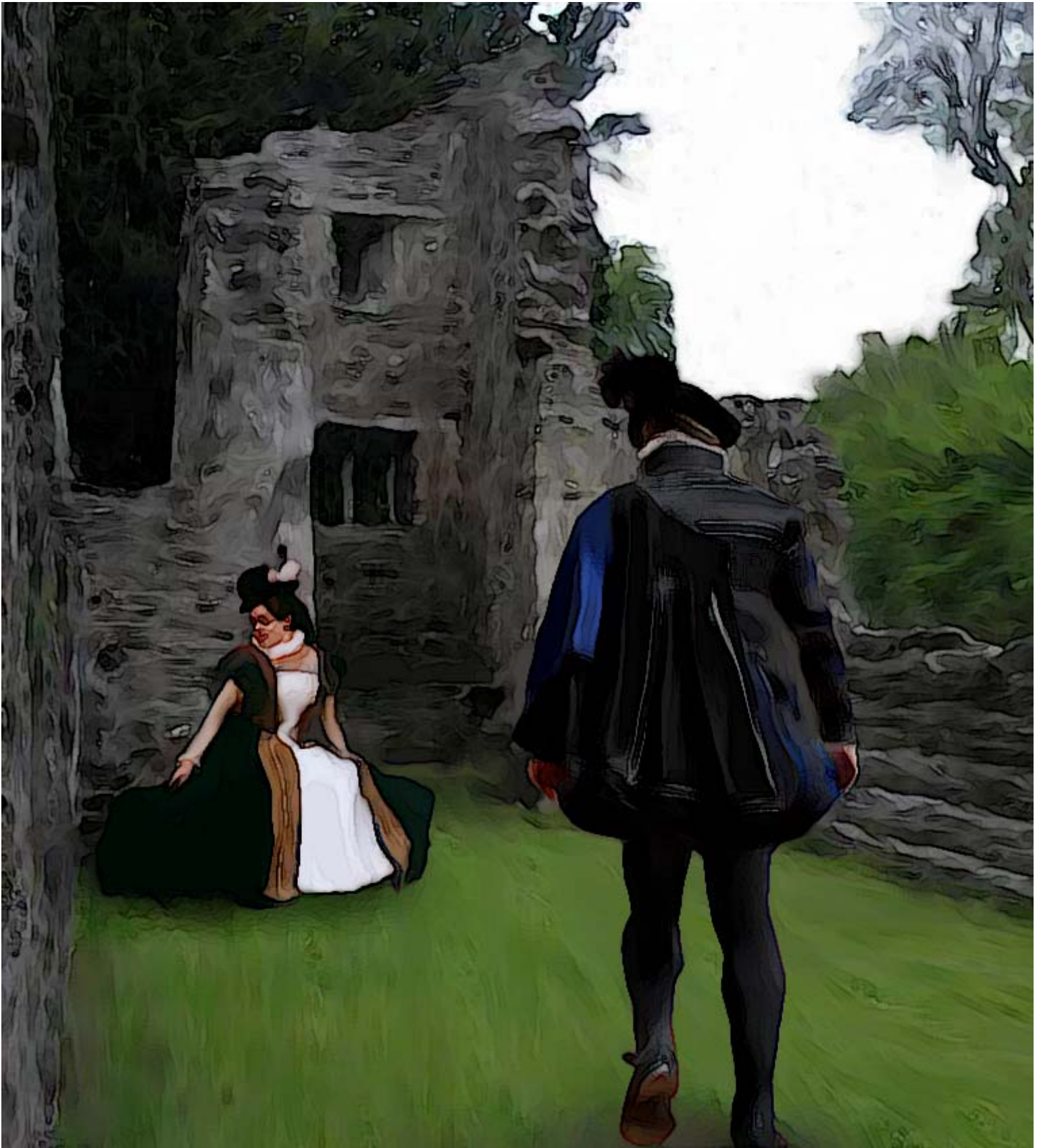_____ Artificers and Device Development:

_____
_____ Logistics:

_____
_____ Maintenance:

Creating a Character

character generation

OHMAS character generation is based on a life-path system. The character is created at age 10, and the player brings the character through Apprenticeship and a Journeyman phase before setting out in a profession. Characters can join any profession if they meet the pre-requisites or waive them with a successful waiver roll. Characters can switch professions as they like - they do not have to stick to one profession. a character could start as a soldier, become a spy, and end up as a courtier.

This is an outline of the steps to create a character.

Come up with a character concept. This could be "dashing duelist" or "remote Savant" or any other simple description of what sort of character you have in mind. Get a quick picture in your mind of who this person is and where they come from-"Gwyddion is a Fairy Changeling who grew up in Wales and became a Warlock," for example.

Non-Path characters are usually normal people, perhaps highly trained and skilled, but not enhanced in any way. Path Characters have special abilities such as powerful Luck, the ability to call upon the angels, to cast magical spells and other such powers. The determination of whether a character is Path or Non-Path should occur at creation, but if an already existing character decides to take a Path they can, although they will usually not be as powerful as one created to be a Path character. Only one Path can be taken - once a character takes a Path, she can't change to another.

Apportion between Strength (STR), Coordination (COOR), Agility (AGY), Endurance (END) and Charisma (CHAR).

Apportion points between Intelligence (INT), Magical Potential (MAG), and Family Lifestyle, using the table. IQ is only used for comparative purposes, and does not come into gameplay. If you plan to make this character take a Path of Power, use the MAG#2 column. If not, use the MAG#1 column.

OHMAS Character Generation

Character Generation Outline

1. Character Concept

Path Characters and Non-path Characters

2. Decide Physical Attributes

3. Decide non-Physical Attributes

4. Mother's Milk Skills

Select 4 ranks of Skills appropriate for the character to have known before the character was 10 years old. These would be skills related to the character's background, Family Lifestyle, and the place they were brought up. Discuss these with your GM.

5. Apprenticeship

At this point you have a 10 year-old character. You must now decide which apprenticeship would best suit your character image. If you meet or better the pre-requisites, fine. If not, you can waive the requirements by rolling the waiver roll or under on a d20. Whichever apprenticeship you take, choose 9 skill ranks/attribute increases from those available to that apprenticeship and apportion them over the next six years.

6 Journeyman

At this point your character is 16 years old. Now choose which Journeymanship would best suit the character as you have envisaged him. If you meet or better the pre-requisites, fine. If not, you can waive the requirements by rolling the waiver roll or under on a d20. Choose 9 skill ranks/attribute increases from those available, and distribute them over the next six years.

7. Taking a Path of Power

At any time from this point forward, your character may take a Path of Power if you wish. If the Path has an associated profession, you may take one skill rank/ attribute increase from those listed as available per year, with an extra rank once every six years in that profession. If your Path does not have an associated profession, like the Hunter Path, you may take your skills from your normal profession.

8 Professions

You may now enter any profession you choose, if you meet or better the pre-requisites. If not, you can waive the requirements by rolling the waiver roll or under on a d20. You may take one skill rank/attribute increase per year from those listed as available, with an extra skill rank once every six years in that profession. You may change professions as you wish, so long as you meet the pre-requisites or make your Waiver roll. Your base Lifestyle in the profession is listed under the profession.

9. Advancement in Your Profession

Every two years in a Profession, the character has a chance of advancing one step up in Rank. This is determined by rolling d20 to get 7 or less. With increase in Rank level you get an increase in Lifestyle level. You move up one row in the Lifestyle column on the Character Generation Table from the profession's base

lifestyle. If the base Lifestyle is Lower Middle Class (LMC), your third promotion will move you into Middle Class.

10. Traits

Choose 7 levels/ranks from the list of Traits, or make up your own Traits. Choose at least three Traits.

11. Record your Character

Record all the above information on the Character Record Sheet.

11a. Constitution

Calculate Full Constitution by adding together STR, COOR, AGY, and END and multiplying the result times 5. Hindered is 75% of that amount. Stunned is 50% and Critical is 25%.

12. Equip your Character

Select appropriate gear for your character and fill in background notes that will help assist you during play. Don't forget to describe the appearance and general demeanor of your character and your character's family and background.

Finish!

There, you are done. You have a character ready for a game of On Her Majesty's Arcane Service. You should repeat this process at least one more time for Troupe play, allowing you to play a character no matter what the current situation may be.

A Brief Note on Mechanics

The system used in On Her Majesty's Arcane Service uses 20 sided dice. The number you must roll at or under is called the Target Number (TN). While playing the game, you generally roll several 20-sided dice (a pool) with every die rolling at or under the TN being counted as a "success". Whenever a "die" is mentioned, it is 20 sided.

To Begin

The GM may give you an age range at which it is appropriate for your character to begin play. As the character ages, your character's wealth and skills increase, but your character's physical stats decline, so what might be challenging for a character in her late twenties might not be appropriate for a character in her mid-fifties. The GM has reasons for recommending a particular age range if such a recommendation is given.

Adventures

Adventures typically define a year in your character's life, even if they only take a few weeks to complete. For the balance of the year, your character should be doing whatever characters do in their boring hum-drum lives. At the end of the adventure, your character should age

another year on the worksheet. You and your GM will decide which is the appropriate profession to describe what the character has done for the adventure, and you can then either roll on the appropriate skill tables, or choose a skill, as you wish. If Physical Deterioration is appropriate, take care of that just as you would while generating the character.

Remember your character is having adventures all the time, even while you are generating him. You may not always act adventures out. There is no difference between a year which has been generated and one which has been acted out. You can generate a character to age 25, take part in an acted out adventure for year twenty-six, generate from 27 to 41, and act out another adventure for year 42.

More On Professions

Another thing to remember is that the character is not necessarily arbitrarily drifting from job to job. **When a character changes employment, it can be thought of as a movement within a larger career.** Also, just because a character is a Lord, doesn't mean that if he writes a few plays and becomes a Playwright, he ever stops being a Lord. Profession is where your character draws his skills from, what your character is *practicing*. The character's Family Lifestyle can be considered the character's lowest necessary lifestyle. If a profession has a lower Lifestyle than the character's Family Lifestyle, the character can still live at his Family Lifestyle.

Character Generation Table

Points	INT (IQ)	MAG #1	MAG #2	Lifestyle
01-09	2 (70)	0	1	Poor
10-20	3 (80)	0	1	Lower Middle Class
21-25	4 (85)	0	1	Lower Middle Class
26-30	4 (90)	0	1	Lower Middle Class
31-35	5 (95)	0	1	Middle Class
36-39	5 (100)	0	1	Middle Class
40-42	6 (105)	0	1	Middle Class
43-47	6 (107)	0	2	Middle Class
48-50	6 (109)	0	2	Middle Class
51-53	7 (111)	0	2	Middle Class
54-59	7 (113)	0	2	Upper Middle Class
60-63	7 (115)	0	2	Upper Middle Class
64-67	7 (117)	0	2	Upper Middle Class
68-71	7 (119)	0	2	Upper Middle Class
72-75	8 (121)	0	2	Upper Middle Class
76-79	8 (123)	0	2	Wealthy
80-83	8 (125)	0	3	Wealthy
84-87	8 (127)	0	3	Wealthy
88-91	8 (129)	0	3	Wealthy
92-93	9 (131)	0	4	Wealthy
94-95	9 (133)	0	4	Rich
96-97	9 (135)	1	4	Rich
98-99	9 (137)	1	5	Extremely Rich
00	10 (141)	2	5	Plutocrat

Directed Method	In this method, apportion 44 points between Strength, Coordination, Agility, Endurance, and Charisma. Then apportion 180 points between INT (IQ), MAG, and Lifestyle, with no more than 100 points in any category. Then, look up that number on the "Character Generation Table" on page 29 - i.e. if you put 60 points in INT, the table gives a result of INT 7 (IQ 115). If the character is a non-Path character, use the MAG #1 column. If the character is a Path Character, use the MAG #2 column.
Random Method	In this method roll 2d6 each for STR, COOR, AGY, END, and CHAR, then roll %d on the "Character Generation Table" on page 29 once each for INT, MAG, and Lifestyle. You can use either MAG column you would prefer.
Stats and Wealth	All stats, except IQ, have a maximum of 15 for human beings.
STR/Strength	The character's muscular prowess. Strength is used in Melee, Blade, and Unarmed combat. Strength is abbreviated as **STR**
COOR/Coordination	The linking of see, will, and do, quickness and deftness in fine motor skills. Coordination is used in Bow and Firearms combat. Coordination is abbreviated as **COOR**
AGY/Agility	Acrobatics, gymnastics and whole body movement. Agility helps your character with running, jumping, climbing, and any other activity using the whole body. Agility is abbreviated as **AGY**
END/Endurance	The ability to keep going. Endurance helps your character with tasks that are repetitive, long lasting, or performed under adverse circumstances. Endurance is abbreviated as **END**
INT/Intelligence	Smarts, problem solving, the ability to see significance and pattern. Intelligence is abbreviated as **INT**.
IQ (Intelligence Quotient)	IQ is used as a reference only. It is the real world IQ of the character.
MAG/Magic	Mental abilities which affect the world directly. The MAG number is the potential to use magical energies - the number of powers which the Path Character can have currently operating.

Initially your family resources. This strongly influences the character's upbringing and education, especially where expenses are concerned.

Lifestyle

One's attractiveness and persuasiveness - half physical, half mental. The proportion starts mostly as physical, but increasingly becomes mental as the character ages. Charisma is abbreviated as **CHAR**

CHAR/Charisma

These are the character's abilities at the age of ten. The character is not finished growing, and will physically change as age and experience modify the character.

Now the character must choose a Apprenticeship followed by a Journeymanship. Choose an apprenticeship based on the character's Lifestyle as well as prerequisites. Apprenticeships last for 6 years. The character gains nine skill ranks over those six years. Journeymanships last for 6 years, and again nine skill ranks are chosen over those six years. After that, the character finds a profession and goes to work. Apprenticeships and Journeymanships must be taken at the appropriate times. They cannot be taken later in life.

Schooling

Out into the World

Select a Profession from the appropriate section. If you meet the prerequisites, you are in that Profession as long as you wish to stay. If you do not meet the prerequisites, you may attempt a waiver roll by rolling at or under the Waiver TN on 1 die. If you get into a Profession by waiver, you do not have to repeat the waiver to enter the same profession again.

Profession

Each year in that Profession, the character receives one skill by choosing from the table listed for that profession. For every six years or fraction thereof your character spends in any one Profession, you may select one skill to be doubled, i.e. if your character spends 10 years in a Profession, the skill chosen in two of those years may be doubled.

The character may leave a Profession at any time, and may rejoin the employment at a later date. If the character still does not meet the minimum requirements, the player need not again roll waivers.

Leaving Professions

Promotions	Roll every 2 years in profession for promotion. The target number (TN) for promotion is 7. Roll the TN or under on 1 die (20 sided) for a promotion. With each promotion, your character's level within that profession increases. Note this on your character worksheet in the following fashion: the first year in a profession is always level one. This is notated so, using the profession of Athlete as an example: Athlete/1/1. The second year is also always at level one, and is notated thusly: Athlete/2/1. Note the years in the profession come first, then the level within the profession. At the end of the second year in the profession, roll for promotion. Note the promotion under "promotions" on the worksheet with a "yes," and the next year, note the promotion as follows: Athlete/3/2.
Lifestyles	Your Lifestyle is increased by promotion. For each promotion, increase the character's Lifestyle down one row on the Lifestyle table from the Base Lifestyle listed in the Profession. Your character's family's Lifestyle may be higher than the character's professional Lifestyle. You may - if you choose - use the higher of the two Lifestyles for the character. The Templar is the only exception. Templars give everything away and depend on God to provide.
Aging	Every 3 years starting at age 34, the character will deteriorate physically. Choose one characteristic from either STR, COOR, AGY or END and lower the stat by one. This simulates the debilitating effects of aging on the character. **This deterioration happens even after characters join play, and can never be avoided.** The effects of aging can be mitigated or reversed by the character finding employment which increases characteristics, but that comes in lieu of gaining skills.
Investing MAG Points	When any character *invests* a point of MAG, the effect stays in operation until the MAG is freed and returns to the character. In effect, a Character's MAG points show the number of simultaneous effects the character can maintain.

Apprenticeships

Apprentice Thief

A 6 year service where the student learns the rudiments of thief skills.
Prerequisites: none
Waiver Roll: None
Lifestyle: Poor
Skills available: Convince, Goad, Endear, React, Adapt, Operate, STR, COOR, AGY, END, CHAR, INT, Picking, Sneaking, Intimidate, Sleight, Negotiate, Streetwise, Brawl

Apprentice Warrior

A 6 year service where the student learns the rudiments of fighting skills.
Prerequisites: STR 8, END 8
Waiver Roll: 3
Lifestyle: Upper Middle Class
Skills available: Convince, Goad, React, Adapt, Overdo, STR, COOR, AGY, END, CHAR, INT, Riding, Blade, Bow, Firearm, Brawl, Boxing

Apprentice Smith

A 6 year service where the student learns the rudiments of forging and repairing skills.
Prerequisites: STR 10
Waiver Roll: 2
Lifestyle: Middle Class
Skills available: Convince, Goad, Adapt, Operate, Overdo, STR, COOR, AGY, END, CHAR, INT, Minerology, Repair, Focus, Melee, Blade, Mechanics

Apprentice Hunter

A 6 year service where the student learns the rudiments of hunting skills.
Prerequisites: AGY 8, COOR 8
Waiver Roll: 15
Lifestyle: Lower Middle Class,
Skills available: Goad, Entice, Engrace, React, Adapt, Overdo, STR, COOR, AGY, END, Bow, Firearms, INT, Tracking, Snare, Training, Bow, Firearms, Observe, Analyze

Apprentice Artisan

A 6 year service where the student learns the rudiments of making useful items.
Prerequisites: COOR 8
Waiver Roll: 10
Lifestyle: Lower Middle Class
Skills available: COOR, INT, Repair, Operate, Focus, Mechanics, Painting, Sculpting, Convince, Negotiate, Business, Brewing

Apprentice Priest

A 6 year service where the student learns the rudiments of Priestly duties.
Prerequisites: CHAR 8
Waiver Roll: 6
Lifestyle: Middle Class
Skills available: CHAR, END, Focus, Goad, Entice, Convince, Overdo, Psychology, Endear, Meditation, Music, Organize

Apprentice Scholar

A 6 year service where the student learns the rudiments of scholarly pursuits.
Prerequisites: INT 9
Waiver Roll: 4
Lifestyle: Upper Middle Class
Skills available: COOR, END, Research, Linguistics, Mathematics, History, Writing, Overdo, Observe, Meditation, Focus, Evaluate, Analyze

Apprentice Farmer

A 6 year service where the student learns the rudiments of farming.
Prerequisites: STR 8
Waiver Roll: 15
Lifestyle: Working Class
Skills available: STR, AGY, END, Alertness, Climbing, Cooking, Endear, Goad, Herbalism, Husbandry, Observe, Overdo, Stash, Weather, Wrestling

Apprentice Performer

A 6 year service where the student learns the rudiments of performing.
Prerequisites: AGY 8, CHAR 8
Waiver Roll: 7
Lifestyle: Any
Skills available: COOR, AGY, END, CHAR, Training, Streetwise, Sneak, Ride, React, Picking, Psychology, Law, Observe, Operate, Organize, Overdo, Flash, Forgery, Gymnastics, Endear, Engrace, Convince, Alert

Journeymanships

Journeyman Thief

A 6 year service where the student hones thieving skills.
Prerequisites*:* COOR or AGY 9, or Apprentice Thief
Waiver Roll: 6
Lifestyle: Poor
Skills available: Convince, Goad, Entice, Endear, React, Adapt, Melee, COOR, AGY, Blade, CHAR, Gymnastics, Picking, Sneaking, Intimidate, Sleight, Negotiate, Streetwise, Forgery

Journeyman Thug

A 6 year service where the student hones intimidation and fighting skills.
Prerequisites*:* STR 10, or Apprentice Thief
Waiver Roll: 6
Lifestyle: Poor
Skills available: Goad, React, Adapt, Operate, Overdo, STR, Melee, Firearm, END, Blade, Brawl, Sneak, Intimidate, Sleight, Streetwise, Boxing, Wrestling

Journeyman Soldier

A 6 year service where the student hones fighting skills.
Prerequisites*:* STR 8, END 8, or Apprentice Warrior
Waiver Roll: 3
Lifestyle: Upper Middle Class
Skills available: Convince, Goad, React, Adapt, Operate, Overdo, STR, Firearm, Blade, END, Riding, Brawl, Alertness, Evaluate, Tactics, Survival, Gunnery, Organize

Journeyman Sailor

A 6 year service where the student hones sailing skills.
Prerequisites*:* STR 8, END 8
Waiver Roll: 4
Lifestyle: Middle Class
Skills available: Goad, React, Adapt, Operate, Overdo, Alertness, Course, Firearms, Gunnery, Gymnastics, Carpentry, Course, Blade, Repair, Astronomy, Flash, Brawl, Boxing

Journeyman Smith

A 6 year service where the student hones metalworking skills.
Prerequisites*:* STR 10, or Apprentice Smith
Waiver Roll: 2
Lifestyle: Middle Class
Skills available: Convince, React, Adapt, Operate, Overdo, STR, COOR, Business, END, Sculpt, Repair, Construction, Melee, Repair, Mechanics, Minerology, Brawl

Journeyman Tinker

A 6 year service where the student hones inventing and construction skills.
Prerequisites*:* INT 8, or Apprentice Smith
Waiver Roll: 2
Lifestyle: Lower Middle Class
Skills available: Convince, Endear, Adapt, Operate, Overdo, COOR, Mechanics, Sculpture, Analyze, Observe, Carpentry, Chemistry, Mathematics, Physics, Repair, Research, Construction

Journeyman Hunter

A 6 year service where the student hones hunting skills.
Prerequisites: END 8, or Apprentice Hunter
Waiver Roll: 7
Lifestyle: Lower Middle Class
Skills available: Goad, Entice, Engrace, React, Adapt, Overdo, Bow, Firearm. Climbing. Observe. Riding, Focus, Herbalism, Blade, Survival, Sneak, Tracking

Journeyman Trapper

A 6 year service where the student hones tracking and trapping skills.
Prerequisites: Apprentice Hunter or END 8
Waiver Roll: None
Lifestyle: Poor
Skills available: Entice, Engrace, React, Adapt, Operate, Overdo, Tracking, Snare, Observe, Snare, Course, Sneak, Zoology, Survival, Meditation, Evaluate, Taxidermy, Swimming

Freshman Scholar

A 6 year service where the student hones academic skills.
Prerequisites: INT 8
Waiver Roll: 1
Lifestyle: Wealthy
Skills available: Convince, Goad, Entice, Endear, Operate, Overdo, Analyze, Astronomy, Physics, Research, Biology, Sociology, Mechanics, History, Weather, Law, Mathematics, Zoology

Journeyman Artist

A 6 year service where the student hones artistic skills.
Prerequisites: COOR 10
Waiver Roll: 5
Lifestyle: Middle Class
Skills available: Convince, Goad, Entice, Endear, Adapt, Operate, Overdo, Painting. Meditation, Business, Observe, Psychology, Focus, Taste, Writing, Sculpture, Negotiate, END

Journeyman Actor

A 6 year service where the student hones acting skills.
Prerequisites: CHAR 10, or Apprentice Performer
Waiver Roll: 5
Lifestyle: Middle Class
Skills available: AGY, END, CHAR, Training, Streetwise, Sneak, Picking, Psychology, Law, Observe, Operate, Organize, Overdo, Flash, Forgery, Gymnastics, Endear, Engrace, Convince, Alert

Journeyman Artisan

A 6 year service where the student hones artisan skills.
Prerequisites: COOR 8, or Apprentice Artisan
Waiver Roll: 8
Lifestyle: Lower Middle Class
Skills available: COOR, END, INT, Repair, Operate, Focus, Mechanics, Painting, Sculpting, Convince, Negotiate, Business, Brewing, Adapt, Taste, Evaluate, Sell, Construction

A 6 year service where the student hones musical skills.
Prerequisites*: COOR 10, or Apprentice Performer
Waiver Roll: 5
Lifestyle: Middle Class
Skills available: Music, COOR, Streetwise, Goad, Endear, Analyze, Focus, Taste, Negotiate, Adapt, Entice, Mathematics, CHAR

Journeyman Musician

A 6 year service where the student hones farming skills.
Prerequisites*: END 8, or Apprentice Farmer
Waiver Roll: 15
Lifestyle: Working Class
Skills available: STR, END, Alertness, Brawl, Climbing, Cooking, Endear, Goad, Herbalism, Husbandry, Observe, Overdo, Melee, Swimming, Stash, Weather, Wrestling

Journeyman Farmer

A 6 year service where the student hones writing skills.
Prerequisites*: END 8, or Apprentice Scholar
Waiver Roll: 6
Lifestyle: Working Class
Skills available: INT, Writing, Taste, Streetwise, Psychology, Linguistics, Observe, Negotiate, Research, Forgery, Goad, Convince, Entice, Analyze

Journeyman Scrivener

A 6 year service where the student hones fighting skills.
Prerequisites*: STR 9, or Apprentice Warrior
Waiver Roll: 3
Lifestyle: Upper Middle Class
Skills available: STR, COOR, AGY, END, Blade, Ride, Firearms, Melee, Overdo, Bow, Flash, Gunnery, History, Leadership, Discipline, Observe, Alert, Organize, Tactics, Training

Squire

A 6 year service where the student hones animal and hauling skills.
Prerequisites*: END 8, or Journeyman Farmer
Waiver Roll: 10
Lifestyle: Lower Middle Class
Skills available: Training, Driving, Stash, Course, Streetwise. Ride, Repair, Operate, Organize, Drinking, Mechanics, Goad, Brawl, Wrestling

Journeyman Teamster

A 6 year service where the student hones mining skills.
Prerequisites*: END 8, or Journeyman Farmer
Waiver Roll: 3
Lifestyle: Working Class
Skills available: STR, END, Mineralogy, Observe, Operate, Drinking, Mechanics, Brawl, Wrestling, Melee, Overdo, Discipline

Journeyman Miner

A 6 year service where the student hones healing skills.
Prerequisites*: INT 9
Waiver Roll: 8
Lifestyle: Middle Class
Skills available: COOR, INT, Diagnosis, Surgery, Blade, Observe, Negotiate, Alert, Evaluate, Endear, Herbalism, Treatment

Journeyman Healer

Journeyman Priest

A 6 year service where the student hones priestly skills.
Prerequisites: CHAR 7, or Apprentice Priest
Waiver Roll: 7
Lifestyle: Middle Class
Skills available: CHAR, END, Focus, Goad, Entice, Convince, Overdo, Psychology, Endear, Instruct, Intimidate, Meditation, Music, Organize, Research, Writing

Professions

Pirate

A profession of robbery and murder on the high seas.
Prerequisites: COOR 10, STR 8 or Journeyman Sailor
Waiver Roll: 11
Base Lifestyle: Middle Class
Skills available: Goad, Entice, React, Adapt, Overdo, Blade, Firearms, Drinking, Melee, Gunnery, Brawl, Climbing, Intimidate, Repair, Course, Stash, Weather, Flash, Leadership

Soldier

A profession of waging war on land.
Prerequisites: END 8 or Journeyman Soldier
Waiver Roll: 10
Base Lifestyle: Middle Class
Skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo. Firearms, Gunnery, Melee, Blade, Brawl, Leadership, Survival, Focus, Flash, Drinking, Tactics, Strategy

Cavalry

A profession of waging war from horseback.
Prerequisites: AGY 8, END 8 or Journeyman Soldier
Waiver Roll: 3
Base Lifestyle: Upper Middle Class
Skills available: Goad, Engrace, React, Adapt, Operate, Overdo, Alertness, Observe, Blade, Firearms, Brawl, Flash, Analyze, Ride, Training, Leadership, Course, Intimidate

Artist

A profession of creation in the visual and aural arts.
Prerequisites: COOR 10, Journeyman Artist
Waiver Roll: 3
Base Lifestyle: Lower Middle Class
Skills available: Convince, Goad, Entice, Endear, Engrace, Overdo, Alertness, Observe, Evaluate, Painting, Meditation, Taste, Drinking, Music, Carpentry, Psychology, Sculpture, Streetwise

Thief

A profession of breaking and entering and theft.
Prerequisites: COOR 9, AGY 9 or Journeyman Thief
Waiver Roll: 5
Base Lifestyle: $2K start $4k jump
Skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo, Streetwise, Gymnastics, Sneak, Evaluate, Picking, Melee, Forgery, Disguise, Stash, Observe, Law, Brawl

Highwayman

A profession of robbery and murder on land.
Prerequisites*: AGY 9, STR 8 or Journeyman Thug
Waiver Roll: 5
Base Lifestyle: Poor
Skills available: Convince, Goad, Entice, Engrace, React, Adapt, Blade, Firearms, Riding, Brawl, Flash, Evaluate, Intimidate, Stash, Law, Survival, Training, Swimming

Merchant

A profession of buying and selling.
Prerequisites: CHAR 8, INT 6 or Journeyman Thief
Waiver Roll: 3
Base Lifestyle: Middle Class
Skills available: Convince, Goad, Entice, Endear, Adapt, Taste, Evaluate, Sell, Business, Negotiate, Psychology, Organize, Law, Alertness, Observe, Analyze

Guardsman

A profession of protecting others and others' property.
Prerequisites*: END 8, STR 8, Journeyman Thug
Waiver Roll: 7
Base Lifestyle: $Lower Middle Class
Skills available: Goad, React, Adapt, Operate, Overdo, Blade, Firearms, Brawl, Melee, Intimidate, Survival, Alertness, Organize, Law, Drinking, Observe, Stash

Hunter

A profession devoted to hunting and or fishing wild game.
Prerequisites*: AGY 7, Blade or Bow or Firearms+1 or Journeyman Hunter
Waiver Roll: 7
Base Lifestyle: Poor
Skills available: Engrace, React, Adapt, Operate, Overdo, Alertness, Bow, Firearm, Tracking, Focus, Observe, Ride, Snare, Sneak, Taxidermy

Explorer

A profession dedicated to the exploration of strange and new lands.
Prerequisites*: END 10 or Journeyman Trapper
Waiver Roll: 3
Base Lifestyle: Middle Class
Skills available: Convince, Goad, React, Adapt, Operate, Overdo, Weather, Firearms, Sneak, Writing, Evaluate, Course, Linguistics, Organize, Climbing, Ride, Observe, History

Professor

A profession of instruction and research.
Prerequisites*: COOR 10
Waiver Roll: 3
Base Lifestyle: Middle Class
Skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo, Instruct, History, Mathematics, Linguistics, Mechanics, Instruct, Biology, Chemistry, Physics, Focus, Research

Smith

A profession dedicated to construction of metal implements and weapons.
Prerequisites*:* STR 10, Smithing+1or Journeyman Smith
Waiver Roll: 3
Base Lifestyle: Middle Class
Skills available: Convince, Endear, React, Adapt, Operate, Overdo, Smithing, Mineralogy, Mechanics, Analyze, Carpentry, Sculpture, Melee, Physics, Repair, Focus, Taste, Smithing, Wrestling

Tinker

A profession of creative application of mechanical properties.
Prerequisites*:* COOR 10, INT 8 or Journeyman Tinker
Waiver Roll: 3
Base Lifestyle: Lower Middle Class
Skills available: Convince, Endear, React, Adapt, Operate, Overdo, Smithing, Mechanics, Physics, Mechanics, Analyze, Chemistry, Firearms, Evaluate, Gunnery, Research, Repair

Engineer

A profession dedicated to the design, repair, and maintenance of engines.
Prerequisites*:* COOR 10, Mechanics+1 or Journeyman Tinker
Waiver Roll: 5
Base Lifestyle: Upper Middle Class
Skills available: Convince, React, Adapt, Operate, Overdo, Mechanics, Repair, Physics, Chemistry, Research, Writing, Organize, Observe, Mathematics, Analyze, Focus

Naval Officer

A profession dedicated to warfare and protection of commerce on the high seas.
Prerequisites*:* AGY 8, COOR 8 or Journeyman Sailor
Waiver Roll: 7
Base Lifestyle: Middle Class
Skills available: Goad, Entice, Engrace, React, Adapt, Operate, Overdo, Course, Driving, Astronomy, Swimming, Repair, Blade, Climbing, Flash, Firearms, Gunnery, Leadership, Weather

Courtier

A profession of political intrigue and service.
Prerequisites*:* Lifestyle Wealthy, CHAR 9
Waiver Roll: 3
Base Lifestyle: Wealthy
Skills available: Alertness, Blade, Convince, Drinking, Endear, Engrace, Entice, Evaluate, Flash, Goad, History, Intimidate, Linguistics, Music, Observe, Ride, Sell, Sneak, Sociology, Tactics, Taste, Writing

Smuggler

A profession of dedication to free enterprise.
Prerequisites*:* Apprentice Thief or AGY 9, END 9
Waiver Roll: 5
Base Lifestyle: Upper Middle Class
Skills available: Alertness, Analyze, Blade, Brawl, Business, Course, Disguise, Drinking, Entice, Evaluate, Flash, Forgery, Gymnastics, Law, Linguistics, Negotiate, Operate, Organize, Ride, Sell, Sleight, Sneak, Stash, Streetwise, Swimming, Taste, Weather

A profession dedicated to curing disease.and healing the sick **Doctor**
Prerequisites*:* Proto-Academic
Waiver Roll: 2
Base Lifestyle: Wealthy
Skills available: Analyze, Biology, Blade, Convince, Diagnosis, Endear,
Evaluate, Focus, Herbalism, Instruct, Intimidate, Observe, Organize,
Research, Surgery, Treatment

A profession of performing music. **Musician**
Prerequisites*:* Apprentice Performer or COOR 10, END 9
Waiver Roll: 3
Base Lifestyle: Middle Class
Skills available: Analyze, Convince, Drinking, Endear, Engrace, Entice,
Focus, Mathematics, Observe, overdo, Psychology, Streetwise, taste,

A profession dedicated to serving as a bridge between God and Man. **Priest**
Prerequisites*:* Char 8, or Journeyman Priest
Waiver Roll: 7
Base Lifestyle: Middle Class
Skills available: Focus, Goad, Entice, Convince, Overdo, Psychology,
Endear, Instruct, Intimidate, Meditation, Music, Organize, Research, Writ-
ing

A profession dedicated to serving God. **Friar**
Prerequisites*:* End 8, or Journeyman Priest
Waiver Roll: 7
Base Lifestyle: Middle Class
Skills available: Adapt, Boxing, Brewing, Carpentry, Cooking, Drinking,
Endear, Entice, Herbalism, Husbandry, Instruct, Meditation, Music,
Observe, Organize, Overdo, Psychology, Repair, Research, Writing

A profession.of martial service **Knight**
Prerequisites*:* Squire, or STR 10, END 10, Wealthy
Waiver Roll: 1
Base Lifestyle: Wealthy
Skills available: Alertness, Blade, Drinking, Engrace, Evaluate, Flash,
Focus, Goad, History, Intimidate, Melee, Organize, Overdo, React, Ride,
Smithing, Strategy, Tactics, Training, Wrestling

A profession of idleness and privilege. **Lord**
Prerequisites*:* Squire, Rich
Waiver Roll: 1
Base Lifestyle: Rich
Skills available: Blade, Boxing, Drinking, Endear, Engrace, Entice, Evalu-
ate, Goad, History, Law, Leadership, Linguistics, Music, Observe, Psychol-
ogy, Taste, Training

Playwright

A profession of writing plays, in verse or prose.
Prerequisites*:* Apprentice Scholar or Apprentice Performer
Waiver Roll: 3
Base Lifestyle: Middle Class
Skills available: Analyze, Convince, Drinking, Endear, Entice, Goad, History, Leadership, Linguistics, Music, Observe, Organize, Research, Sociology, Streetwise, Taste, Writing

Gentleman Farmer

A profession of agriculture for fun and profit.
Prerequisites*:* Wealthy
Waiver Roll: 6
Base Lifestyle: Wealthy
Skills available: Biology, Driving, Engrace, Evaluate, Focus, Goad, Herbalism, Husbandry, Law, Negotiate, Observe, Operate, Organize, Overdo, Repair, Ride, Weather, Zoology

Actor

A profession of pretending to be someone else.
Prerequisites*:* Journeyman Actor or Apprentice Performer, CHAR 10
Waiver Roll: 3
Base Lifestyle: Lower Middle Class
Skills available: Adapt, Alertness, Blade, Brawl, Convince, Disguise, Drinking, Endear, Engrace, Entice, Goad, Intimidate, Music, Observe, Overdo, Psychology, React, Sleight, Sneak, Stash, Taste

Spy

A profession of deceit and betrayal.
Prerequisites*:* Journeyman Actor
Waiver Roll: 5
Base Lifestyle: Middle Class
Skills available: Adapt, Alertness, Blade, Brawl, Cryptography, Disguise, Drinking, Endear, Entice, Firearms, Goad, Intimidate, Linguistics, Observe, Overdo, Picking, Psychology, React, Sleight, Sneak, Stash

Herdsman

A profession of minding herds of animals.
Prerequisites*:* Journeyman Farmer
Waiver Roll: 12
Base Lifestyle: Poor
Skills available: Alertness, Biology, Brawl, Course, Evaluate, Goad, Herbalism, Husbandry, Meditation, Melee. Music, Observe, Organize, Overdo, Tracking, Training, Weather, Zoology

Artisan

A profession of making useful objects.
Prerequisites*:* Journeyman Artisan
Waiver Roll: 10
Base Lifestyle: Lower Middle Class
Skills available: Business, Brewing, Carpentry, Climbing, Construction, Cooking, Drinking, Evaluate, Mechanics, Negotiate, Operate, Organize, Repair, Sell, Taste

Courtesan

A profession of pleasing the wealthy.
Prerequisites*:* Char 10, Taste+2
Waiver Roll: 2
Base Lifestyle: Wealthy
Skills available: Adapt, Convince, Disguise, Endear, Engrace, Entice, Evaluate, Herbalism, Observe, Psychology, Streetwise, Taste

Footpad

A profession dedicated to relieving people of excess wealth.
Prerequisites*:* Journeyman Thief or Journeyman Thug
Waiver Roll: 6
Base Lifestyle: Lower Middle Class
Skills available: Alertness, Blade, Brawl, Drinking, Focus, Goad, Intimidate, Melee, Observe, Sleight, Sneak, Stash, Streetwise, Wrestling

Cutpurse

A profession dedicated to lightening wealthy people's heavy loads.
Prerequisites*:* Journeyman Thief, COOR 8
Waiver Roll: 6
Base Lifestyle: Middle Class
Skills available: Alertness, Analyze, Blade, Convince, Engrace, Evaluate, Flash, Gymnastics, Law, Observe, Organize, React, Sleight, Sneak, Stash, Streetwise, Tactics

Courier

A profession of responsibility and speed.
Prerequisites*:* Ride+2, CHAR 8
Waiver Roll: 3
Base Lifestyle: Upper Middle Class
Skills available: Adapt, Alertness, Blade, Boxing, Climbing, Course, Dash, Disguise, Driving, Engrace, Evaluate, Firearms, Focus, Law, Linguistics, Melee, Observe, Operate, Organize, Overdo, React, Ride, Sneak, Stash, Streetwise, Survival, Swimming, Training, Weather

Poet

A profession of writing verse.
Prerequisites*:* Apprentice Scholar
Waiver Roll: 5
Base Lifestyle: Upper Middle Class
Skills available: Analyze, Convince, Drinking, Endear, Entice, Goad, History, Leadership, Linguistics, Music, Observe, Organize, Research, Sociology, Streetwise, Taste, Writing

Huntsman

A profession of killing things and taking their stuffing.
Prerequisites*:* Journeyman Hunter
Waiver Roll: 8
Base Lifestyle: Lower Middle Class
Skills available: Alert, Biology, Blade, Bow, Climbing, Course, Evaluate, Firearms, Focus, Meditation, Observe, Overdo, React, Snare, Survival, Tracking, Training, Weather, Zoology

Archivist

A profession dedicated to dusting old tomes.
Prerequisites: Proto-Academic or INT 9
Waiver Roll: 3
Base Lifestyle: Middle Class
Skills available: Analyze, Astronomy, Biology, Evaluate, Focus, Forgery, History, Linguistics, Mathematics, Meditation, Organize, Research, Sneak, Taste, Writing

Mercenary

A profession of war.
Prerequisites: Journeyman Soldier, END 8
Waiver Roll: 4
Base Lifestyle: Middle Class
Skills available: Adapt, Alertness, Blade, Bow, Brawl, Construction, Demolition, Drinking, Driving, Evaluate, Firearms, Flash, Goad, Gunnery, Instruct, Leadership, Mechanics, Melee, Observe, Organize, Overdo, React, Repair, Ride, Stash, Strategy, Tactics, Training, Weather, Wrestling

Fencer

A profession of driving the point home.
Prerequisites: Blade+3
Waiver Roll: 4
Base Lifestyle: Upper Middle Class
Skills available: Alertness, Blade. Boxing, Cooking, Dash, Drinking, Engrace, Entice, Evaluate, Focus, Goad, Gymnastics, Instruct, Intimidate, Observe, Organize, Overdo, Psychology, React, Sleight, Sneak, Tactics

Dancer

A profession growing by leaps and bounds.
Prerequisites: Apprentice Entertainer, Engrace+3
Waiver Roll: 5
Base Lifestyle: Upper Middle Class
Skills available: Adapt, Climbing, Endear, Engrace, Entice, Focus, Flash, Instruct, Meditation, Music, Overdo,. React, Sneak, Taste

Musketeer

A profession of protecting royalty.
Prerequisites: Journeyman Soldier, AGY9
Waiver Roll: 5
Base Lifestyle: Middle Class
Skills available: Adapt, Alertness, Blade, Brawl, Convince, Dash, Disguise, Drinking, Endear, Engrace, Entice, Evaluate, Firearms, Focus, Goad, Gymnastics, Intimidate, Leadership, Overdo, React, Swimming, Tactics, training, Ride, Sleight, Sneak, Streetwise,

Yeoman

A profession of bowing to the inevitable.
Prerequisites: Journeyman Soldier, Bow+2
Waiver Roll: 4
Base Lifestyle: Upper Middle Class
Skills available: Alertness, Blade, Bow, Brawl, Drinking, Entice, Evaluate, Firearms, Focus, Goad, Instruct, Leadership, Melee, Observe, Organize, React, Tactics, Weather

Herbalist

A profession dedicated to natural healing.
Prerequisites*:* Journeyman Healer
Waiver Roll: 5
Base Lifestyle: Middle Class
Skills available: Analyze, Biology, Brewing, Diagnosis, Evaluate, Focus, Herbalism, Observe, Organize, Research, Weather

Barber-Surgeon

A profession of razor-sharp... razors.
Prerequisites*:* Journeyman Healer
Waiver Roll: 4
Base Lifestyle: Upper Middle Class
Skills available: Alertness, Analyze, Blade, Convince, Diagnosis, Evaluate, Focus, Herbalism, Instruct, Intimidate, Observe, Operate, Organize, Overdo, React, Sleight, Surgery

Apothecary

A profession of interest in compounds.
Prerequisites*:* Journeyman Healer
Waiver Roll: 4
Base Lifestyle: Middle Class
Skills available: Adapt, Analyze, Biology, Brewing, Chemistry, Cooking, Diagnosis, Drinking, Evaluate, Focus, Herbalism. Linguistics, Mathematics, Mechanics, Mineralogy, Organize, Psychology, Research

Teamster

A profession dedicated to horsepower.
Prerequisites*:* Journeyman Teamster
Waiver Roll: 6
Base Lifestyle: Middle Class
Skills available: Adapt, Alertness, Boxing, Brawl, Carpentry, Course, Drinking, Driving, Goad, Intimidate, Melee, Negotiate, Operate, Organize, Overdo, React, Repair, Ride, Stash, Streetwise, Training, Weather, Wrestling

Bounty Hunter

A profession dedicated to bringing in outlaws and creatures for money.
Prerequisites: Journeyman Hunter or Journeyman Soldier
Waiver Roll: 8
Base Lifestyle: Middle Class
Skills Available: Alertness, Blade, Brawl, Climbing, Convince, Entice, Evaluate, Firearms, Goad, Herbalism, Intimidate, Law, Melee, Observe, Overdo, Picking, Ride, Snare, Streetwise, Survival. Tracking, Weather

Example Character: Sir Edmund Teague

Edmund's player decides Edmund will be a Path character - an Esotericist - after a solid military career. The 44 points are divided into STR 8, COOR 9, AGY 9, END 9, and CHAR 9. The 180 points are divided into INT 3, MAG 4, and Wealthy Lifestyle. So, Edmund Teague was born in 1522 into a wealthy military family in Middlesex, near London.

Mother's Milk Skills

As his father James was a cavalryman, Edmund grew up with horses and weapons. Before he is ten, he takes Ride, Firearms, Blade, and Tracking.

Apprenticeship

Starting in 1532, the year before Princess Elizabeth is born, Edmund serves his apprenticeship as an Apprentice Warrior to his father's friend, William Holly. From Holly he learns Firearms (up to Firearms+2), increases his INT to 5, with two ranks of INT increase, takes two ranks of blade to bring his total to Blade+3, and increases his COOR by one rank to 10. He also increases his STR by two ranks to 10.

Journeyman

Starting in 1538, Edmund becomes a Journeyman Soldier in Holly's unit, increasing his Blade skill by two ranks to Blade+5 - a master, his Firearms skill by two to Firearms+4, and his Ride skill by two to Ride+3. He also picks up Brawl+1, Overdo+1, and React+1.

Profession

In 1544, age 22, Edmund is accepted into the Cavalry as an officer, taking three ranks of Flash to Flash+3, one rank of Firearms to become a master at Firearms+5, and increasing his Ride Skill by two, becoming a master at Ride+5. He also picks up Observe+1, Leadership+1, and Engrace+1. He earns his spurs and becomes Sir Edmund Teague for services to the crown. By the time he leaves the military in 1550, King Henry has died, and his young son Edward VI becomes king under a regency. During his adventures in service to the Crown, Edmund has become acquainted with magic and discovers he has great talent in that area. He decides to become an Esotericist.

Path Profession

Edmund gains two points of MAG, bringing his MAG total to 6, when he becomes an Esotericist and the mental disciplines free potential magic. As the Esotericist Path has an associated profession, Edmund devotes all his time to learning Magic from 1551 on. In 1553, King Edward dies of consumption, and names his cousin Lady Jane

Grey as Queen. After nine days, Jane Grey is overthrown, and Elizabeth's older sister Mary takes the throne. Mary vows to bring England back to Catholicism, and Protestants like Edmund fall from favor. Edmund retires to his family home in Middlesex and intensifies his studies. In 1558, Mary dies, and young Elizabeth takes the throne as Elizabeth I. Elizabeth restores the Church of England, and Edmund gradually returns to society. By the time he joins the Queen's Arcane Service in 1560, he is an accomplished Esotericist as well as a powerful warrior.

As an Esotericist, he learns three ranks of Attach, two ranks of Focus, two ranks of Bind, three ranks of Perform, and one rank of Ritual. He owns grimoires with two Very Common spells - Sniff Out Trail and See In The Dark; three Common spells - Cat Charm, Rat Charm, and Water Charm; two Uncommon spells - Balloon Float and Gate of Fire; and one Rare spell - Summon Esmee, which summons a Naiad named Esmee.

Distributing his seven points, Sir Edmund is Meticulous 3, Grandiloquent 2, and Steely 2.

Traits

Being Wealthy, Edmund can afford some quality equipment. He gets various firearms and blades, some fine clothing, containers and provisions, tack, and a Buff Coat for armor. He hires a bodyservant (Charles), a cook (Guillaume), a mistress (Heloise), a groom (Michael), and several maids. He has his ancestral house outside London, and a large apartment in London. He also has a war horse (Lightning), a couple of riding horses, and a mule.

Equipping the Character

character options

Half-Angels are a sub-species, and are born as such, though they only begin to show their talents at adolescence. The abilities and form of the Half-Angel are caused by a recessive gene inherited from long in Humanity's dark, pre-civilized past, when Angels were allowed to breed with humans by the powers of Light. This no longer happens, and now Half-Angels are usually born to normal humans where both mother and father carry the gene. Only those attuned to the supernatural can see Half-Angels for what they truly are.

Half-Angels are always born as twins, one with light coloring and white wings, and one with dark coloring and black wings. Like all people, Half-Angels are inherently neither good nor evil, but go towards the light or the darkness as their paths in life go on.

To a normal person, the Half-Angel's gorgeous, delicate wings are not there at all. All they see is an attractive human when the Half-Angel is acting human, or a biggish bird when the Half-Angel is flying. They cannot see, feel, hear, or otherwise sense the wings when a Half-Angel is acting human. All Half-Angels must have a CHA Attribute of 15 when the character is created, 12 from points and +3 Attribute boost. The other attributes must be made up with the balance of points.

Half-Angels are not a Path - there is no choice involved. They may not take any Path of Power, as their innate powers more than compensate. All Half-Angels are created as Non-Path characters when determining MAG points.

If there are more than one Half-Angel in a party, they are twins. Half-Angels are extraordinarily rare, and most Half-Angels never meet another Half-Angel in their lives outside of their twin.

Half-Angels

Half-Angels gain MAG +3
Flight, Healing
Celestial Weapons Skill
May be chosen at any time
instead of a regular skill.
All Stats + 3

Limitations:

Half-Angel Powers and Abilities

Flight

A Half-Angel's main Power is their ability to fly, but flying requires the investment of one MAG while flying. All Half-Angels have the ability to fly, but not all have any skill. Half-Angels can take the Flight skill instead of any normal professional skill at any time. Half-Angels can fly at a rate equal to 15 mph/25 kph per AGY point, plus 2 mph/3 kph per point of Faith, as per the Test of Faith.

AGY	speed/ mph	speed/ kph
3	45	72.5
4	60	96.5
5	75	120.5
6	90	145
7	105	169
8	120	193
9	135	217.5
10	150	241.5
11	165	265.5
12	180	290
13	195	314
14	210	338
15	225	362

Maneuverability is based on flight skill. A Half-Angel with the Flight skill is a very good flier, able to hover and glide silently as well as fly forwards. Half-Angels without the Flight skill cannot hover or glide. A Half-Angel must make a Flight skill check in order to perform stunts. With effort, a Half-Angel may increase flying speed by making a Flight skill check and consulting the following table:

Successes	Result
0	0mph
1	5mph
2	10mph
3	15mph
4	20mph
5+	30mph

A Half-Angel is able to sustain this pace for one minute per level of Flight skill.

Healing

A Half-Angel has the ability to Heal other people and animals. By burning one point of END, a Half-Angel can heal 5 points of Constitution. The amount of Healing a half-Angel can do is limited by the available END points. Half-Angels are unable to Heal themselves. They must heal naturally.

Celestial Weapons

All Half-Angels are able to defend themselves. In battle, by investing a MAG point, a Half-Angel can create a flaming Blade, Melee, or Bow weapon of their choice. No matter what shape it takes, the damage for this weapon is +60. All creatures of the dark feel this damage including vampires, who take 3 points of damage from each hit. Half-Angels are not born with weapons skills. They must learn the appropriate skills like anyone else, though due to their familiarity with these weapons, they use Attribute + 2 for a TN when using the weapon unskilled.

Telepathy

By burning a point of COOR and investing a point of MAG, the Half-angel is able to communicate with one person who consents beforehand in a 1 mile radius. This power allows the Half-Angel to send and receive images, and communicate with others. Those communicating need only think of an image or words for each other to hear them. This Power does not allow a Half-Angel to read peoples minds. While the MAG is invested, the Telepathy link remains in effect.

Other Powers

The Half-Angel's other powers are only available if they have declared for either the Light or Darkness.

Aura of Light

By burning one point of STR and investing one point of MAG, the Half-Angel is able to maintain an Aura of Light. This aura takes away any fear in anyone in a 10 foot/3 meter radius of the Half-Angel. This Aura also calms nervous and wary creatures, and instills a basic trust in the Half-Angel. The Aura lasts as long as the MAG is invested. Only Half-Angels of Light have this power.

Aura of Darkness

By burning one point of STR and investing one point of MAG, the Half-Angel is able to maintain an Aura of Darkness. This aura instills fear in anyone in a 10 foot/3 meter radius of the Half-Angel who fails a Overdo check, or an END X1 check for those without the Overdo skill. This Aura panics nervous and wary creatures. The Aura lasts as long as the MAG is invested. Only Half-Angels of Darkness have this power.

Invisibility

By burning a point of AGY and investing a point of MAG, the Half-Angel is able to make himself invisible, though not otherwise unable to be sensed. This Power requires investment of a MAG point while the Half-Angel is invisible. Only Half-Angels of Light have this power.

Sense Invisible

By burning a point of END and investing a point of MAG, the Half-Angel is able to see invisible creatures. This Power requires investment of a MAG point while the Half-Angel is seeing invisible creatures. Only Half-Angels of Darkness have this power.

Glory

By burning a point of CHAR and investing a point of MAG, the Half-Angel is able to pump out a burst of Glory - pure Light - which can blind and overawe opposition. When anyone faces the Glory, she must make an END or Overdo skill check, or flee in panic until the Glory ceases. If the panic is overcome, she must make an AGY or Reaction skill check to avoid being blinded by the Glory. The Glory lasts while the MAG is invested. Only Half-Angels of Light have this power

Menace

By burning a point of CHAR and investing a point of MAG, the Half-Angel is able to pump out a burst of Menace - pure Darkness - which can blind and overawe

opposition. When anyone faces the Menace, she must make an END or Overdo skill check, or flee in panic until the Menace ceases. If the panic is overcome, she must make an AGY or Reaction skill check to avoid being blinded by the Menace. The Menace lasts while the MAG is invested. Only Half-Angels of Darkness have this power

Immortals

Immortals are people who are blessed - or cursed - with immortality. They live a normal life, and when they die, they come back to life, without volition or choice. Most feel that the powers of Light have granted them this as a gift to fight the powers of Darkness.

Immortals find out about their immortality when they die once. They come back to life, even if only a finger is left, regenerating over time until they are whole. Regeneration takes one day for two points of any given attributes. For seriously destructive deaths, such as only a part being left, the length of time it takes to regenerate the entire body should take no less than three days for the body to come alive, assuming a 1 in each attribute is needed.

Once the Immortal has died once, they can never again age, staying the same apparent age at which they first died forever. They also never gain more skill ranks, though they can change ranks in skills at the rate of one per year. To do this, the Immortal chooses the skill to change and replaces one skill rank with one for the new skill.

EXAMPLE: Elaine is an Immortal. She has Riding+3. She decides to take Blade and lose a rank in Riding. She now has Blade+1 and Riding+2.

The greatest Gift that an Immortal has is the inability to die. They cannot be killed until they accomplish what they were set to accomplish. Some say that Immortals die when they accomplish the role the powers of Light have set before them, but no-one really knows. Immortals are very, very rare.

Immortals can't be Path Characters. They are indeed fully alive - they need to eat, breathe, and sleep, though if they don't, they will eventually regenerate. They cannot procreate after their first death, though they certainly may have sex if they wish.

Changelings

Changelings are Fairy babies who have been exchanged for human babies and grown up as human, or they are human babies who have been taken in the exchange and grown up in Faerie.

Fairies

Fairies are non-human, but very, very close to human. All Fairies are the same species. As babies, they are all the same, no matter whether their parents were Red Caps, or Brownies, or Pixies. Their morphology reflects the choices they have made in life, it is not inborn. Size, shape, and physical abilities directly reflect these choices, unlike with human beings. A fairy who had chosen a murderous path will become a Red Cap, even if his parents were Brownies. Despite their morphological differences, magic is inherent in Fairies. How that magic is expressed differs by the type of Fairy.

Fairy Changelings

Fairy Changelings, being left in the human world, do not specialize in their morphology. They remain resembling humans as they do as babies, with only their somewhat pointed ears, almond eyes, and delicate, attenuated bodies giving away their origin. They age as humans do, and become adult at the same age. Fairy Changelings have difficulty having children with humans.

Fairy Changelings gain MAG +3,
Max STR is 9
Max COOR and AGY is 16

Fairy Changelings have a decided aptitude for magic, gaining +3 MAG. Due to their non-human nature, they have a maximum STR of 9, and a maximum COOR and AGY of 16. Fairy Changelings may take certain Paths of Power - Magus, Esotericist, or Warlock.

Human Changelings

Human Changelings have grown up in Faery, but are not fairies themselves. They grow up at the same rate as the other Fairy children in the pocket, but the time inside the pocket may differ wildly from time on our human Earth. A Human Changeling may return to our world older than his parents after only a year has gone by, or may return 100 years later still a youth. In any case, the Fairies will force Human Changelings out of Faerie when they are the equivalent of 18 years old physically.

Human Changelings gain MAG +2 and CHAR +2, and may access Fairy Magic: Glammer, Illusion, Shape Change, and Size Change.

Human Changelings do not differ physically from normal humans, but gain a +2 to their MAG rating and +2 to their CHAR, as they ever after exude a whiff of Faerie. They also may access Fairy Skills, including Fairy Magic. They may pick from the Fairy Skills list until they reach 18,

choosing 4 skills before the age of 10, and 3 per 2 years thereafter. After that, they may choose to increase the rank of any Fairy Skill they already know instead of their usual professional skill advance - though they may not choose attribute increases from this list after the age of 18. Human Changelings may NOT become Path Characters.

Fairy Skills

STR, COOR, AGY, END, Glammer, Illusion, Shape Change, Size Change, Adapt, Alertness, Blade, Bow, Brewing, Climbing, Dash, Entice, Engrace, Goad, Herbalism, Music, Observe, Painting, Sleight, Snare, Sneak, Stash, Weather

Fairy Magic

Fairies have their own magic which only they - and Human Changelings - may use.

Glammer

Glammer makes things seem better than they actually are. People are better looking, charming, their voices sweeter and more melodious. When cast on people, on a successful check and the loss of one point of AGY to the caster, the recipient gains +1 CHAR per 2 successes, rounding up. When cast on items, on a successful check and the loss of one point of AGY to the caster, the item seems to double in value with each success. These effects are maintained so long as a MAG point is invested.

Illusion

Illusion, on a successful check and the loss of a point of COOR to the caster, allows the caster to create an area with a convincing illusion, up to 5 square feet per success. In order to see through the illusion, the person looking at the illusion must make an Observe check with at least as many successes as the caster's Illusion check. The illusion is maintained as long as the MAG point is invested.

Shape Change

Shape Change allows the caster, on a successful check and the loss of a point of END to the caster, to change one body part of the target per success. The body part - such as the head, hands, legs, feet, etc. - can be changed into the equivalent body part of any animal. Five successes are needed before the change is total. The change is maintained as long as the MAG point is invested.

Size Change

Size Change allows the caster, on a successful check and the loss of a point of STR to the caster, to change the size of the recipient by 25% per success. The change is maintained as long as the MAG point is invested.

path characters

Hunters

Hunters are created to fight the dark by a Magus' Archangel. Hunters are normal humans enhanced by magic to be capable of superhuman physical feats. Most Hunters are male, but female Hunters are not uncommon. The requirements for Hunters vary, depending on who does the raising, but all Hunters must be superb physical specimens as well as of high moral standing.

A Hunter gains at 3 points in Strength, Coordination, Agility, Endurance, and Charisma, with a maximum of 15, that is any raised stat can be increased to 15 but not over. In addition they receive their defining attribute of Luck points. Luck points are calculated by subtracting the Hunter's MAG rating from 6, thus a Hunter with a MAG of 1 will have a Luck of 5, and a Hunter with a MAG of 5 will have a Luck of 1. Luck is the most important stat a Hunter has, and the Hunter is the only character type in the game to have Luck. Hunters also receive a bonus skill of Dash+1.

HUNTERS GAIN:
+3 STR
+3 COOR
+3 AGY
+3 END
+3 CHAR
6 MINUS MAG LUCK POINTS
DASH+1
ACCESS TO GAIN DASH SKILL AT ANY TIME

The Dangerous Hobby

Being a Hunter is not a profession. There is no financial remuneration, and there is lots of danger. It is a dangerous hobby, like racing horses, fencing, or the like, and attracts the same type of people, those who enjoy danger for it's own sake. In return, they gain truly fabulous physical skills, and the all important Luck. Many Hunters use their enhanced stats to become professional athletes or martial artists, or to gain entry into other physically demanding work. Luck works by preventing something bad from happening, or by making something good happen, which otherwise wouldn't have. The player of the Hunter character must then describe what happened to the approval of the GM.

In addition to the stats boost and Luck, Hunters gain the option of taking Dash at any time in place of one of the normal skills available. Dash is not unique to Hunters, but it is a major part of their power. Dash is the ability to perform marvelous feats of agility, mind-boggling - not impossible but utterly implausible - acrobatic stunts, performed with flair and panache. Running up walls and segueing into a backflip. Sliding down a bannister standing, finishing up with a leap over the bad guy's head. Vaulting, leaping, spinning, all can be achieved with Dash.

EXAMPLE: HUNTER LARRY IS CHASING A REDCAP OVER A HILL. THE REDCAP SLASHES AT LARRY AND CONNECTS. LARRY'S PLAYER USES ONE LUCK TO STATE THAT A PIGEON FLEW INTO THE RED-CAP'S FACE AT THE WRONG INSTANT, AND THE REDCAP'S SLASH WENT OVER HIS HEAD.

Rules for using Luck:

The lucky break cannot be used to kill, harm, or make an enemy helpless.

The lucky break must be appropriate to the setting and the particular circumstances in play.

The lucky break must not be repeated for at least 2 gaming sessions.

The lucky break must not be boring.

Spending and regaining Luck

Each time a Hunter uses a Luck, one Luck Point is removed from his pool. The pool is refreshed at the beginning of each game session.

The Esotericist

Esotericists are men and women who spend their lives in pursuit of the hidden secrets and formulas of the supernatural world. They combine religions, science, alchemy, astrology, chemistry, numerology, mythology, philosophy, meditation, and an almost fanatical interest in the occult in order to make the world bend to their whim. Since Esotericism is a combination of many studies, it is never quick or easy.

ESOTERICISTS GAIN:
+2 MAG

Most Esotericists carry all sorts of trappings of their profession with them wherever they go, and must do so in order to ply their trade. Consumed by their quest for knowledge, Esotericists are usually quirky and ill-adjusted to social interaction in a traditional sense. When entering the esotericist profession for the first time, the character gains a +2 MAG bonus as potential power previously locked away is freed.

Grimoires and Spellcasting

Esotericists cast spells in the sense of a traditional western mage. They depend upon hours of study and experimentation that may take them across the globe in search of hidden lore or components needed for their spells. Though every Esotericist specializes in a different field of the occult, they all must depend upon the Grimoire. A Grimoire is a book which contains a single spell or ritual from which an Esotericist can learn. They vary in age, which dictates how potent the inherent magic of the tome may be. A Grimoire gains power each time it is studied by a mage of some kind.

Simulacra

An Esotericist will always think twice before taking a Grimoire out of its library for fear of its destruction or theft. After all, another mage would have much to gain from the acquisition of another's Grimoire. For this reason, many Esotericists have studied the skill of creating a simulacrum, or exact copy of an original Grimoire. A simulacrum is perfect right down to the type of paper and ink used in the original's pages and the process used in its binding. Aside from its apparent age, one comparing a Grimoire with an expertly crafted simulacrum should not be able to find a single difference between the two. The new copy or simulacrum contains all the knowledge of the original but is not as potent due to its youth. Never the less, simulacra can be taken out of a library and in to the "field" with much less stress. With age, Simulacra eventually become Grimoires.

Spell Casting

An Esotericist's chief device is the spell. A spell is a combination of materials, focus item, and mystical phrases that produce a very specific effect. An Esotericist may keep active a number of spells equal to their MAG rating. Spell casting can occur in three forms.

Ready Spells

A Ready spell is one that the Esotericist has prepared in advance. During the preparation of the spell the subject of the spell must be known. When a mage prepares a Ready spell, he locks a point of MAG into the spell. To successfully cast the spell, the Esotericist need only utter a trigger word. An Esotericist may elect at any time to forfeit a Ready spell in order to liberate needed MAG points to cast other needed spells.

Spontaneous Spells

A Spontaneous spell is one that an Esotericist reads straight from the source, whether that be an actual grimoire, simulacrum, or notes jotted down on a piece of paper. The source of the spell dictates a positive or negative modifier to the mage's subsequent rolls. While materials and focus items may be required for the specific spell, the Esotericist is considered to have all necessary components to cast the spell as long as they have a source from which to read the spell. Performing a Spontaneous spell requires a number of rolls.

Step 1: Focus

The first roll is a Focus roll in order for the Esotericist to concentrate and banish distractions The GM may feel free to give the character a modifier to this roll depending upon whether the mage is in physical danger or any other inherent variables. A successful Focus roll gains a +1 per success to subsequent TNs for casting this spell. Note that making a Focus check is not required, but is always beneficial.

Step 2: Attach

The second roll is a successful Attach roll, which will most likely be modified by the Laws of Correspondence. Attach rolls determine whether an Esotericist has connected to his target, be that himself or someone else. Players with Esotericist characters should keep at least an abbreviated version of these laws on their character sheets for quick reference. The Esotericist must burn a point of CHAR to make the Attachment.

Step 3: Perform

The third step is a Perform roll, and the burning of a point of AGY. When a caster succeeds in this task he begins to

utter the mystical phrases and gestures in order to enact the spell. After these steps are completed, the spell is completed successfully.

Characters with a Mastery in any of the skills necessary for spell casting may make additional attempts according to the number of levels of Mastery they have achieved.

Mastery in Skills

Some Esotericists elect to lock one or more of their MAG points into an object of focus that they employ in casting of their spells. Such items may be wands, staves, rods, brooms, chalices, robes, hats, rings, athames, swords, or any other item of arcane focus. These imbued items then act as magical batteries, drawing power to initiate the spell from the item instead of book or scroll. Casting from a Relic also eliminates the need for a successful Bind skill check since the Relic is fueling the spell.

Relic Spells

Creating a Relic

The first roll is a Focus roll in order for the Esotericist to concentrate and banish distractions The GM may feel free to give the character a modifier to this roll depending upon whether the mage is in physical danger or any other inherent variables. A successful Focus roll gains a +1 per success to subsequent TNs for casting this spell. Note that making a Focus check is not required, but is always beneficial. Note the TN bonuses gained with the Relic.

Step 1. Focus

The second roll is a successful Attach roll, which will most likely be modified by the Laws of Correspondence. Note that since the Attach is done in down time, and the Attach requires only a single success, and more successes do not affect anything, the player can omit the actual rolling and assume a success. The Esotericist must burn a point of CHAR to make the Attachment.

Step 2. Attach

With the Bind check, and the burning of a point of STR, the Esotericist binds the MAG points into the Relic. When the spell is cast, the Esotericist need only make a successful Perform check. The MAG points are released when the spell effect occurs, and the Esotericist may choose to either lock them into the spell, thus making the duration indefinite, or allow them to return to his MAG pool for further use. The number of successes rolled in creating the Relic dictates the maximum number of MAG

Step 3. Bind

points the Relic may contain. An Esotericist using a Relic item may still elect to cast Ready or Spontaneous spells if they have free MAG points in their pool.

Step 4. Perform

The Perform roll is made at the time of casting, with the burning of a point of AGY, and bonuses to TN from the Focus made at the casting of the relic are applicable. When a caster succeeds in this task he begins to utter the mystical phrases and gestures in order to enact the spell. After these steps are completed, the spell is completed successfully.

Grimoires

These tomes are priceless and often inherited by the character from their masters or collected over a life time of scrounging in used and antique book shops, minding the auctions of wealthy estates, and bartering with others of their trade. Grimoires are central to an the practices of an Esotericist and they guard their collections with their lives, rarely taking them from their libraries.

Grimoire Age and Power

They are books of various ages that contain the precious forgotten lore from which an Esotericist can extract a spell. Depending upon the age of a Grimoire, the book may hold ancient spells that have been lost for generations or they may hold only elementary spells that anyone might know. Simulacra, with age, eventually become Grimoires.

What Gimoires does the character have?

During character creation, the player of an Esotericist must decide what Grimoires they have. This is done by "purchasing" them with points earned from the number of years the character has been studying the arcane. The Esotericist gets two points per year spent in the Esotericist Profession. Esotericists are expected to thus have a random group of spells that they have uncovered throughout their research.

Grimoire purchasing:

The older the Grimoire, the more powerful the spell cast from it, so the older Grimoires give substantial bonuses to the casting of spells described in them.

ᴀɢᴇ ᴏꜰ ɢʀɪᴍᴏɪʀᴇ	ʙᴏɴᴜꜱ ᴅɪᴄᴇ ᴛᴏ ꜱᴘᴇʟʟ
50-100 years	+0
101-250 years	+1
251-500 years	+2
500+ years	+3

The table result is the cost of the Grimoire in points.

ʀᴀʀɪᴛy	50-100 yʀꜱ	101-250 yʀꜱ	251-500 yʀꜱ	500+ yʀꜱ
Very Common	1	2	3	4
Common	2	4	6	8
Uncommon	3	6	9	12
Rare	4	8	12	16

The Summoning Pentagram

The Esotericist can create a summoning pentagram about herself by scribing the pentagram with appropriate material, stepping outside, and imbuing it with one MAG point. Nothing can cross the circle either in or out until the Esotericist releases it. The summoning takes place within the pentagram.

Esotericist Employment

Prerequisites: MAG 1 or higher
Base Lifestyle: Lower Middle Class
Skills Available: Focus, Attach, Bind, Perform, Research, Convince, Goad, Entice, Endear, Operate, Overdo, Linguistics

The Magus

Magi are religious people who can call upon the intercession of Archangels to do magic. Each Magus follows one and only one of the Archangels: In character, the Magus and the Archangel choose each other. Out of character, the player chooses.

The Archangels

Christian, Muslim, and Jewish Archangels

NAME	TITLE	POWER OVER
Michael	The Defender	Protection, Life, Light
Gabriel	The Herald of God	Dreams, Intuition, Prophecy
Raphael	The Healer	Communication, Healing, Understanding
Uriel	The Fire of God	Fire, Change, Transformation
Aneal	The Angel of Joy	Love, Harmony, Fertility
Shemuel	The Warrior	Access, Perception, Battle
Azreal	The Angel of Death	Illusion, Fear, Truth
Sammael	The Angel of Victory	Courage, Leadership, Strength
Zedkiel	The Angel of Mercy	Wisdom, Justice, Charity
Cassiel	The Patient One	Structure, Fortune, Time
Izrafil	The Trump Angel	Music, Emotion, Awakening
Metatron	The Prince of Angels	Magic, Writing, Lightning
Sandalphon	The Guide	Orientation, Purpose, Inspiration

The names of the archangels and their number are different in the different religions. In Islam, they are Michael (Mikhail), Gabriel (Djibril), Azreal, and Izrafil. In Judaic and Christian lore, there are seven, Michael, Gabriel, Uriel, Raphael, and three others who differ depending on the tradition.

The Magus' Powers

The Archangel chosen gives power over the things listed. This should be fairly strictly defined by the GM. For instance, "Life" means the difference between a living thing and a dead thing, so calling upon Michael to return a dead colleague to life is within the parameters of Michael's power, while healing an injured companion is not. Healing is properly the province of Raphael. As a rule of thumb, if a use of a power duplicates the power of another archangel - for instance using power over "life" to heal - is not a proper use of the power. Calling upon an Archangel's Power requires investing one MAG point, which is not returned to the Magus' MAG pool until the start of the next game session.

The Power may not be granted

The GM has power to rule whether or not a particular request for use of an angel's power is granted. The rationale is that angels would never go against the will of God, therefore at times the call for angelic aid will go unanswered, if it is God's will. If a call for angelic intervention is not answered, then the MAG point is not used. For example, if a Magus with three MAG points calls upon Zedkiel for Justice, and the call is not answered, the Magus still retains three MAG points. When a Magus calls upon his angel and the call is answered, a MAG point is invested.

Who can be a Magus?

All Magi are clerics - priests, nuns, monks, rabbis, sheiks, ayatollahs, etc. - people who have dedicated their lives to God. Like the Templar, they must all be 'Peoples of the Book'. They also are mystical and ecstatic, and place much emphasis on ritual. This limits Christian Magi to being from Roman Catholic, High Church Anglican, or Eastern Orthodox churches. For Islam, Sufis, Similes, and Asides would be appropriate, although some more mainstream Sunni or Shiite would also work well. There is a hard core of mysticism inherent in all of Islam.

Limits to Powers

Magi do not have specific spells. The choice of archangel limits a Magus as to how and what things can be effected. The followers of Michael (Light), Uriel (Fire), and Metatron (Lightning) can Smite a foe for 100 damage with a ray of light, fire, or lightning, whichever is appropriate. The followers of the other archangels cannot use their angelic power to do violence. That is not to say that those Magi cannot do violence, but that their powers do not extend to violence. Shemuel, for instance, is intimately

connected to battle, but his powers do not directly harm the foe. The Magus receives +2 MAG when he first enters the Path, as previously untapped resources are released.

MAGI GAIN:
+2 MAG

Magi have to loudly speak the name of their archangel and what they are attempting to do. A Magus is not shy about his faith. For instance, a Magus of the Order of Michael might shout this to strike at a lycanthrope:

"In the name of the Archangel Michael I call upon the powers of heaven to SMITE this foul beast of hell!"

Or a Magus of Shemuel might declaim this to prevent passage:

"By the powers of heaven as vested in the Archangel Shemuel, I ask that this door be SEALED so that none may pass it until the end of time."

Raising Hunters

A Magus can raise a normal person to become a Hunter if the candidate is pleasing to God and the Magus' Archangel agrees. The Magus prepares the Hunter by purifying the candidate ritually and asking the Archangel to raise the candidate. The Magus may only have one Hunter active at any given time, and the Magus may ask the Archangel to revoke the imbuing at any time if the Magus feels the Hunter is shirking his duties. The Archangel, of course, may agree or refuse either the raising or the revocation. The candidate need not be of the same faith as the Magus - though usually the candidate is. A candidate for uplift is found by the Magi or by their contacts. This candidate is a normal human with at least two high (above 10) physical stats, and between the ages of 18 and 30, preferably with low MAG. The candidate is watched and tested to see if he or she possesses the requisite qualities of candor, determination, and humility. The candidate is contacted and sounded out as to whether they wish to do this and must be a volunteer.

Templars

The Templar is a religious character, like but unlike the Magus. The Templar is a fierce, fiery force; powerful and deadly. They pledge away their lives to become God's weapons on Earth. The Templar 'Order' is a non-sectarian quasi-order of fighting monks. They vow to God poverty, chastity, and submission to God's will, and in exchange, they are given the powerful Magical skills which they call miracles.

The Personal Demon

Every time a Templar is created, a demon is freed from Hell. This makes it a Templar's quest to destroy that particular demon and send it back to Hell. The Templar knows that demon's name, and something of it's personality, and can never rest until that demon is removed from the world. Other demons and vampires, and any other evil creatures, are attacked with relish, but with that particular demon, it is *personal*.

Becoming a Templar

Becoming a Templar is a one way street. Once you become one, you cannot back out. It is a full time job, and there is no cash reward, but you will find people offering you things for free, and besides, you don't need to live in the lap of luxury. God has moved people to give so that you can spend all of your time hunting evil creatures and holding back the Dark, and not have to worry about holding down a job.

The Order

There is no hierarchy and no order to this 'Order.' It is an individual choice that some feel called to make. There is no organization behind a Templar besides the contacts, friends, and comrades he makes. The church, temple, mosque, or other religious organization a Templar belongs to cannot officially back her, but it will generally be well disposed to her.

Prerequisites

Templars have no prerequisites other than a burning desire to smite evil and at least one MAG point. A Templar can belong to any generally good-aligned religion, and it is not necessary to be a priest or minister or other clerical profession. By becoming a Templar, one's body and soul become remade in the forge of God's intent, honed to a deadly edge.

Changes to the Templar

The Templar immediately upon making her vows gains +3 points to Strength, Coordination, Agility, Endurance, and Charisma. She also irrevocably enters the profession

of Templar. The "pay" of a Templar is not in cash, but in gifts and alms. A Templar seldom has more than the price of a meal to her name.

Templar Miracles

Templar Miracles last as long as the Templar keeps a MAG point dedicated to them, though many miracles gain nothing by lasting longer

The Templar Miracles

The Templar can cause miracles to happen. These miracles require a successful skill check and the burning of one point of the appropriate stat to power it, and the investing of one point of MAG to keep it in operation. After the Miracle has concluded, the MAG point will be released.

Communicate

Communicate allows the Templar to communicate instantly and silently across any distance, in any condition, with any other willing person. The Templar and the target person go into a trance, and the communication occurs for as long as the Templar keeps his MAG invested in the miracle. To initiate Communicate, the Templar burns a point of CHAR.

Heal

Heal allows the Templar to instantly heal damage or any disease. The healing of damage is instantaneous, the healing of disease requires the investiture of a MAG point for a full day - 24 hours - to be permanent. To initiate Heal, the Templar must burn one point of COOR.

Shield

Shield will protect the Templar from any magical mental intrusion, such as possession, completely. It also protects the Templar from physical harm, absorbing one attack success per Shield success. The Shield is maintained as long as the Templar keeps a MAG point invested. To initiate Shield, the Templar must burn one point of AGY.

Interrogate

Interrogate gives the Templar the ability to glean 3 important words from the mind of an interrogation subject per success. These words are triggered by asking a question, which prompts the subject to associate in his mind thoughts dealing with the question. If the Templar invests one MAG point, the miracle lasts until the Templar retrieves the MAG point. To initiate Interrogate, the Templar burns one point of END.

Locate gives the Templar the ability to find missing items or people. The Templar gets a strong directional sense of where the subject is from his current location, the sense strengthening as he gets closer. The Templar can maintain the direction sense as long as the MAG is invested. To initiate Locate, the Templar must burn one point of STR.

Locate

Person dedicated to destroying evil through use of miracles, weapons, or whatever else is handy.
Prerequisites: At least one MAG point
Waiver Roll: N/A
Base Lifestyle: Poor
Skills available: Convince, Goad, Entice, Endear, Engrace, React, Adapt, Operate, Overdo, Communicate, Heal, Shield, Interrogate, Locate, Firearms, Melee, Boxing, Blade, Climbing, Focus, Dash, Gymnastics, Alertness
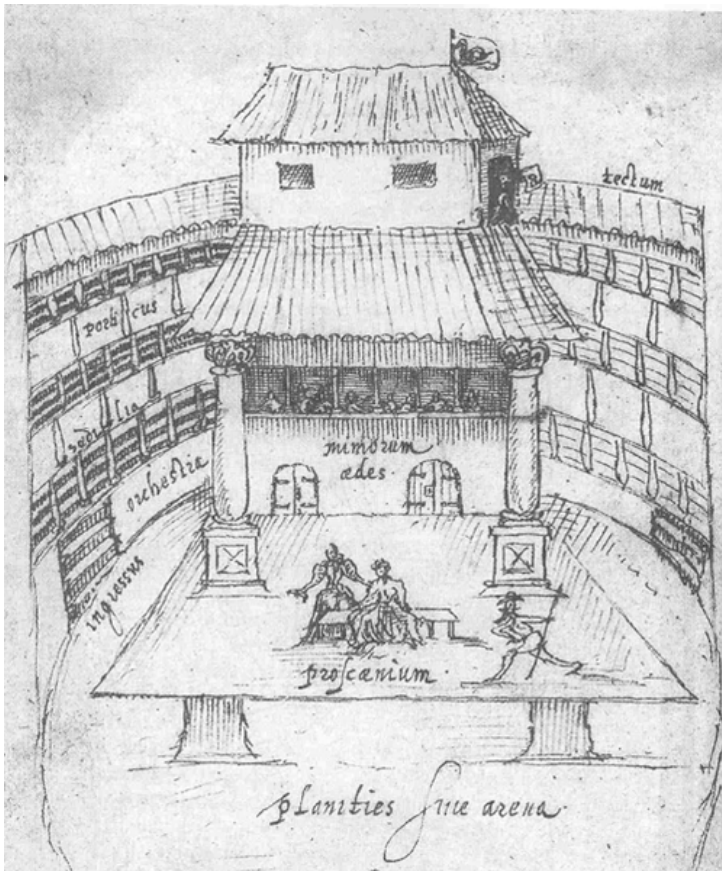
Templar Profession

TEMPLARS GAIN:
+3 STR
+3 COOR
+3 AGY
+3 END
+3 CHAR

The Savant

Savants Gain:
+3 INT
+1 END
Linguistics +5

The Savant is a person of knowledge, who approaches the arcane by means of science.

The Savant is not sceptical, but is both deeply rational and something of a mystic, reading the tracks of magic on the face of nature. The Savant has a deep seated belief in both God and Magic, which allows the Savant to apply the tools of science to the purpose of magic.

Languages

A Savant is first and foremost a highly educated person. In addition to their normal skills, Savants gain a mastery in Linguistics, with a fluency in Hebrew, Greek, and Latin. They gain this Mastery over the course of their education, gaining a rank in Linguistics every three years - Latin at the age of 10, Greek at 13, Hebrew at 16, and the other languages at 19 and 22. The Savant may take other ranks of Linguistics by year, as he would any normal skill

Pre-requisites

Savants must be first an Apprentice Scholar and then a Proto-Academic, though they do not have to pay for the education if their family Lifestyle is too low, as their intelligence would be noticed and funding made available. Savants must have an INT of at least 11 to qualify.

Warding

Savants can Ward an area from intrusion, both material and spiritual. An area Warded by a Savant cannot be scryed, spied upon, or entered by anyone not inside the wards when the Savant sets them out. The Wards themselves are at least three objects of magical and/or mystical power physically placed by the Savant, defining the periphery of the Warded area - three wards defining a triangle, four defining a quadrilateral, etc. On a successful Warding roll, the Wards are activated, one success indicating three Wards activated, with one more Ward activated per success after that.

Astrology

Once per day, the Savant may read the day's Astrological chart. On a successful Astrology roll, the player may make one roll per success on the Astrology Table below. The player determines which column(s) to roll on. The word indicated should be treated as a temporary Traits which is not part of the savant's personality, but part of the environment, and available to whoever the Savant tells them to. Traits give a bonus to any other action when used, so long as the Trait could believably help. Each Trait

point used adds bonus die to the roll. Traits are a resource which are used up in play.

The Astrology Table

ROLL	LUNA RULES EMOTION	MERCURY RULES REASON	VENUS RULES ROMANCE	MARS RULES CONFLICT	JUPITER RULES FORTUNE	SATURN RULES ORDER
1-2	Fear	Deliberation	Flirtation	Trickery	Secrecy	Boundaries
3-4	Hesitance	Inspiration	Subversion	Might	Timing	Laws
5-6	Horror	Analysis	Sex	Indirect	Boldness	Customs
7-8	Anger	Deduction	Seduction	Flanking	Lavishness	Families
9-10	Doubt	Mystifica-tion	Titillation	Position	Prudence	Organiza-tions
11-12	Affection	Apprecia-tion	Fascination	Intimidation	Investment	Channels
13-14	Lust	Deceit	Ingratiation	Brutality	Trust	Ethics
15-16	Confidence	Misdirec-tion	Sympathy	Glory	Miserliness	Morals
17-18	Longing	Compro-mise	Intrigue	Caution	Distrust	Patterns
19-20	Joy	Persuasion	Beauty	Opportunity	Openness	Connections

Note: the Savant may roll several times on one column.

Communion

The Savant can commune with spirits. The particular device used could be anything - a mirror in the proper place tilted at the proper angle; the severed head of an innocent set in a silver cage of peculiar and particular design; a complex armature which holds a pen, with which the Savant can write and the spirit write back so long as the Savant holds the pen, etc. The player and GM must agree to the device used, noting restrictions placed on the communication by the device's nature.

The spirits communing are not under the control of the savant in any way, and may lie or not, or totally ignore the Savant's questions as they choose. As the Savant gains skill in Communion, however, she is better able to filter out extraneous chatter and malicious lies. On a

Communion check, the more successes rolled, the more trustworthy and pertinent the information is.

Arcane Geometry

Arcane Geometry is the science of what would now be called non-Euclidean Geometry and its applications in the real world. Folds and tunnels in space, pocket universes, fairy hills, containers and domiciles with more volume on the inside than on the outside - these can be detected, changed, and created through application of Arcane Geometry. The savant describes what he is attempting before the skill check

Creating a pocket:

The creator may vary space, time, and condition within the pocket, both at the time of creation and afterward. With patience, as pockets may only be changed yearly, a small pocket may be enlarged, time ratios changed, and conditions added. On a successful arcane Geometry skill check, each success may be applied to one of these variables.

Varying Space in the Pocket

Each success applied to space makes the pocket larger. For the first success, a pocket of 0.1 cubic feet in volume - large enough to tuck in a scroll or book - is created. Each further success extends the space as follows:
10 cu. ft. - big enough for a crouching Human, 1000 cu. ft.- a 10' X 10' X 10' room, 100,000 cu. ft.- a 100' X 100' X 100' cube, etc. The actual contours of the pocket may vary according to the whims of the creator.

Varying Time in the Pocket

Time ratios are expressed as a relationship of time in our world to time in the pocket - X:Y (X to Y) - where the first element (X) is time in our world, and the second element (Y) is time in the pocket. A ratio of 2:1, for example, would mean one hour (day, week) spent in the pocket will equal two hours (days, weeks) spent in our world. A ratio of 1:2, for example, would mean two hours (days, weeks) spent in the pocket will equal one hours (day, week) spent in our world.

At the pocket's creation, the direction of the ratio must be stated as being Fast or Slow. Fast pockets have a ratio where the first number is one, and the second number is always greater than one. For example, 1:3. Time in Fast pockets is always faster than time in our world. Slow pockets have a ratio where the first number is always greater than one, and the second number is one. For

example, 3:1. Time in Slow pockets is always slower than time in our world.

Each success applied to time increases the ratio of time in the pocket as compared to our world. Without applying any successes to time, the ratio of time in the pocket to time in our world is 1:1 (one to one). One success applied to time will increase the ratio to 2:1 or 1:2. Each success applied to time will increase this ratio by one - i.e. two successes applied will increase the ratio by two, a 1:1 ratio becoming 3:1. Increasing a pocket's time ratio can be done once every ten years of our world's time. When increasing time ratios, the number increased in Fast pockets is always the second number, while in Slow pockets, the number increased is always the first.

Increasing Time Ratios

Conditions within the pocket can be varied as well. Without putting successes into conditions, pockets are featureless, filled with fresh, breathable air, lightless, colorless, irregular, and pliable - pliable meaning the walls are soft and can be manipulated to an extend so long as the total volume of the pocket remains the same. Each success put into conditions can be allocated to change a condition of the pocket. These conditions include, but are not limited to light, walls (including floors and ceilings), water, vegetation, animals, structure/shape, and the like.

Varying Conditions in the Pocket

Each success put into a specific condition will increase the complexity and/or realism of the condition. A single success put into vegetation for example would give a single plant, perhaps a giant pumpkin vine, with the pumpkins carvable into houses. Five successes might give a pocket a vegetative variety and realism equivalent to the same area of our earth. A single success given to light might give a vague, sourceless light, whereas five successes might give a sun in the sky and light like a sunny day at noon, or three moons and innumerable stars giving light enough to read by. Conditions in the pocket can be whatever the creator can imagine, and are not limited by our world's constraints. Anything of the pocket, including items constructed of materials in the pocket - like a box carved from the ivory of a pocket creature - belongs to the pocket, and will dissolve to nothing instantly as soon as it is removed from the pocket.

Pocket Entrances.

Normally, pocket entrances are almost invisible "seams" in reality which can be opened up with the hands, simple tools, and/or devices designed for that purpose. The creator will always see his own entrances plainly, while pocket entrances created by others will need a single success on an Arcane Geometry skill check. It requires a slight effort to hold the entrance open, and the entrance will close again if released. A framework can be constructed of materials from our world to hold an entrance semi-permanently open like a doorway. If the framework is removed, the entrance will close. Actual doors can be hung on this framework, allowing access at any time.

A second entrance to a pocket can be constructed from within the pocket to a place well known to the creator. This creates a tunnel, with the entrances separated by an arbitrary distance in our world not at all related to distance in the pocket. To construct an additional entrance, five successes must be made on an Arcane Geometry skill check from within the pocket. An emergency entrance can be created from within a pocket with a single success on an Arcane Geometry skill check, but this entrance will disappear within five minutes from the time it was last used, and opens to the same general area as the original pocket entrance.

Other Properties of Pocket Creation

Pockets can be created within other pockets. Pockets can be created within items, or creatures. Pockets created within some item or creature carried into another pocket will be accessible from within the other pocket. Use stabilizes pockets. Pockets will disappear if not used by a person within a year as measured within the pocket. Light, food, and water must be brought into a pocket if the pocket itself does not supply it.

Savant Profession

Person using mundane means to control magical effect

Savants Gain:
+3 Int
+1 END
Linguistics +5

Prerequisites: Apprentice Scholar and Proto-Academic, INT 11+
Waiver Roll: N/A
Base Lifestyle: Upper Middle Class
Skills available: Warding, Astrology, Communion, Arcane Geometry, Linguistics, Analysis, Astronomy, Course, Overdo, Operate, Mechanics, Mathematics, Evaluate, Focus, History, Research, Instruct, Meditation

The Warlock

A Warlock is a spirit summoner, one who controls, directs, and commands spirits of any type. In popular thought, a Warlock has made a deal with the devil for her powers. While this is often true, it is just as often false. There are Warlocks working for the light as well as for the dark, and many who merely work for themselves.

WARLOCKS GAIN:
+1 STR
+1 COOR
+1 AGY
+1 END
+1 CHAR
+3 MAG

Unlike Esotericists, who summon only individuals with spells specifically tailored for them, the Warlock summon generically. For example an Esotericist summoning a Naiad will always summon the same Naiad. When a Warlock summons a Naiad, he summons a random Naiad, possibly but not likely the same individual.

Summoning

Summoning is the calling of the spirit, from the Spirit World to our world, or from elsewhere in our world to the Warlock's presence. To safely summon a spirit, the Warlock must first create a Summoning Circle. Summoning without the circle risks the spirit escaping, perhaps to wreak havoc in our world.

The Summoning Circle

The Warlock can create a Summoning Circle about herself by scribing the circle with appropriate material, stepping outside, and imbuing it with one MAG point. Nothing can cross the circle either in or out until the Warlock releases it. The summoning takes place within the Circle.

Spirit Ranks

Spirit creatures have ranks, which describe how many successes are needed to summon that creature. A Rank 3 spirit requires 3 successes to summon correctly.

Summoning a Spirit

The Warlock calls for the spirit to come to him from wherever it is. On a successful Summoning check and the expenditure of a STR point, the spirit appears in the Summoning Circle, visually appearing as how the spirit normally appears in our world. This means most spirits will be bodiless, perhaps a slight flickering of light, perhaps completely invisible.

Anchoring Spirits

On a successful Anchoring check and the expenditure of an END point, the Warlock can Bind a spirit to a place, an object, or a person. When Anchoring to a place, the spirit must be summoned to the place. When Anchoring to an object, the object must be present in the same area as the spirit. When Anchoring to a person, the Laws of Correspondence are followed. The spirit must stay bound

as long as a MAG point is invested in the Anchoring. Regaining the MAG point looses the Anchoring.

Commanding Spirits

Warlocks can command spirits to perform specific tasks. On a successful Command check and the expenditure of a COOR point, the Warlock can detail a task and the spirit must perform it. The complexity of the task depends on the number of successes achieved in the check, with one success allowing one sentence of up to ten words, and each additional success adding another sentence. Unless the spirit is Clothed in Flesh, though, the spirit is limited to non-physical actions, as spirits are immaterial. The Warlock must maintain the Command by investing a MAG point. At the completion of the task, or on the will of the Warlock, the MAG point is retrieved and the spirit is sent back to where it came from.

Cloathing the Spirit in Flesh

The Warlock may cloathe the spirit in flesh - creating a physical body for the spirit to wear - on a successful Cloathe check. The new body will have the STR, COOR, AGY, and END given it by the Warlock, from the Warlock's own points - though the Warlock must retain at least 3 points in each attribute. The CHAR depends on the type of spirit summoned, and will be adjudicated by the GM. The cloathed spirit will have a +5 damage modifier per success of the Cloathe check, and a +1 Natural Combat skill per 2 successes, rounded down.

Example: The Warlock has 11 points currently in each of the four stats, and summons a Sylph. He gives the Sylph the maximum of 8 points (11-3) in COOR and AGY, 6 points in STR, and 7 points in END, leaving himself with 4 STR, 3 COOR, 3 AGY, and 4 END. The GM gives the Sylph a CHAR of 12.

The Warlock must invest a MAG point to maintain the body, with the MAG point being returned to the Warlock when the new body is reduced to 0 Constitution, or at the Caster's will, whereupon the body dissolves and dissipates, and spirit is returned from whence it came. The Warlock may heal his lost points naturally over time without affecting the cloathed spirit's attributes, so long as the MAG point is invested in the spirit's cloathing.

Spirit Contracts

The Warlock may enter into a contract with a spirit, where the spirit agrees to serve the Warlock in return for something the spirit wants. These contracts vary greatly and should be roleplayed out, and are mutually binding upon both parties. Upon signing the contract, the Warlock loses a MAG point permanently, but the spirit does not have to be summoned, instead coming at a simple verbal call. The spirit will always do the bidding of the Warlock

as long as the terms of the contract are maintained. If the Warlock breaks the contract, the MAG point will not be returned, and the spirit may take vengeance upon the Warlock if it wishes.

Sequence of Skills

Warlocks may do any of these things without the others. It is not necessary to Anchor a spirit before Commanding it, or Command it before Cloathing it. It is not even necessary to summon a spirit, as one may be met up with in the world at large.

Working with Other Warlocks

Warlocks may work together, with the number of successes from each check added together. All Warlocks involved must expend the necessary attribute points.

The Warlock Reputation

Warlocks have a nasty reputation. If word gets out to the populace that a person is a Warlock, it is guaranteed to ignite a Witch Hunt.People hate and fear Warlocks, with good reason. Many of them do deal with vile spirits for dark purposes. Those who work for the Light are tainted by the others, and shaking this bad reputation is almost impossible outside of a small circle of trusted people.

Warlock Profession

Person specializing in summoning and controlling spirits.
Prerequisites: At least one MAG point
Waiver Roll: N/A
Base Lifestyle: Upper Middle Class
Skills available: Summoning, Anchoring, Command, Cloathe, Intimidate, Goad, Entice, Sneak, Leadership, Discipline, Negotiate, Convince, Endear, Evaluate, Focus, History, Research, Instruct, Meditation

WARLOCKS GAIN:
+1 STR
+1 COOR
+1 AGY
+1 END
+1 CHAR
+3 MAG

Cunning Folk

Cunning Men and Cunning Women are practitioners of "folk magic" in the British Isles. Many Cunning Men are priests, and all are Christian Believers, mostly Strong Believers. Their craft is pursued as a sideline - most Cunning Folk have solid businesses, Middle Class or higher. The Bible is used as a source of ritual, as well as an ingredient in those rituals. Many rituals require the use of the Bible to hold, wave, or read from.

Cunning Folk can create counter-charms against magic and love charms, locate Witches and lost items, and cure disease and heal wounds using a variety of means. All of this is done without using actual magic, instead using the force of the affected person's own beliefs to effect these ends.

Charm

A love charm is crafted by the Cunning Person with as many items from the Laws of Correspondence as possible, as the Cunning Folk truly believe they are performing magic. These items - a lock of hair, clipped fingernails, a bristle from a brush, a bit of cloth all from the object of desire - along with chanting verses from the Song of Solomon and making mystical passes over the charm with a Bible, actually reinforce the recipient of the charm's belief in the efficacy of the spell. On a successful Charm skill check, for each success, the recipient gains one point to his Test of Will check when next meeting the NPC in question. On a successful Test of Will, the charm bearer's confident bearing will sweep the target off his or her feet.

Counter-Charm

A counter-charm against magic contains scraps of paper with efficacious verses from the Bible, mystical patterns drawn with colored ink, strange ingredients like powdered unicorn horn or a saint's dust, and/or anything else the Cunning Person can think of. Again, the enspellment of the charm is carried out in front of the recipient, with much mumbling of incantations, calls upon the power of angels and priests, touching of the charm to the Bible, and the like. On a successful Counter-Charm skill check, for each success, the recipient gains one point to the TN of a Test of Will or Faith to throw off the effects of a spell or other magical attack. If the charm-bearer isn't under magical attack, well and good. If, however, evil is indeed moving against the charm-bearer,

it may be of immense help, and will certainly get the credit.

Find

Finding a witch or a lost item is done by placing a bowl of hot, steaming liquid, usually somewhat oily and infused with herbs, before the questioner. The Bible and other holy works are waved in the steam, sometimes along with other works, frequently occult works such as the key of Solomon. Appropriate passages from the Bible are chanted, then the Cunning Person asks the person seeking the item or Witch to remember what happened, who could be so malicious as to curse him, where she last saw the item. On a successful Find check, for each success, the recipient gains one point to the TN of a Test of Will or Faith to remember what was hidden.

Cure

Curing diseases and healing wounds is done using both Herbalism and Curing in concert. The herbs are applied to the affected area, or ingested as needed. Chanting, winding with strips of cloth inscribed with holy phrases of healing from the Bible and soaked with holy water, and the laying on of hands and prayer are all used. The herbalism works as usual, but on a successful Curing skill check, the wounded person gains one point to the TN of a Test of Faith for each success. For wounds, a successful Test of Faith gives a bonus of 30 points of curing after a good nights sleep. For diseases, a successful Test of Faith will cure the disease after sleeping normally.

Playing Cunning Folk

Remember that the Cunning person really sincerely believes she is working magic, and is doing so altruistically. They charge for their services, but on a sliding scale depending on what the petitioner can afford. Cunning Folk typically spend more than they earn in fees on magical texts and ingredients, but it doesn't really matter. being a Cunning Man or Woman is a calling, and even though they don't really use magic, their results can be magical indeed.

Cunning Folk Skills

Cunning Folk gain access to the following skills, no matter their actual professions. These skills can be taken instead of skills relating to their profession.

Skills available: Charm, Counter-charm, Find, Cure, Psychology, Herbalism, and Convince

Minstrels

Minstrels are musicians, great musicians, who can use their mastery over music to work their peculiar arts. Minstrels create music to get the intended recipients of their magic into a receptive state, whereupon they can weave subtle Words of Power into their songs to influence the minds and bodies of their audience.

The Minstrel must sing and perform a great and powerful song to perform magic. The Minstrel must perform a masterwork, with at least five successes in the performance, to place the audience in the proper state of mind. Those hearing may attempt to resist the song, with a Test of Will and a penalty of one per success to the TN of the attempt. The song will affect anyone within the hearing of the song, who can understand the Words. Those who successfully resist the song will know that the Minstrel has attempted something mighty, but will be unchanged.

Boost

On a successful Boost check, and the burning of one point of MAG, the Minstrel can weave in Words of Power which can boost - or drop - the hearer's attributes. Depending on the Words inserted into the song, the Minstrel can raise or lower the STR, COOR, AGY, END, CHAR, and/or INT of those hearing the song by one point per success. If more than one attribute is signified in the Words, the effect is spread evenly over the attributes affected until they cannot be evenly spread any more, with the GM apportioning any remaining points according to the emphasis of the Words. The effects of the Boost last 1 hour per success.

Emotion

On a successful Emotion check, and the burning of one point of MAG, the Minstrel can weave in Words of Power which can influence the listeners' mood. Those affected will take on the emotion specified in the song, with the depth of emotion depending on the number of successes achieved. The effects of the Emotion last for 15 minutes per success.

Memory

On a successful Memory check, and the burning of one point of MAG, the Minstrel can weave in Words of Power which can change the memory of those affected, according to the words of the song. The imagination of

those affected will be so powerfully enhanced that they will drink in the words of power, replacing their true memories - or false memories instilled by another Minstrel - with the words the Minstrel performs. The Minstrel gets one Word of Power per success. The effects of Memory are permanent.

Free

On a successful Free check, and the burning of one point of MAG, the Minstrel can weave in Words of Power which can suspend or destroy completely any spell or magical effect currently operating on the area or upon those affected. The Minstrel must make more successes on his roll than were made in the casting of the spell in order to destroy the spell. Otherwise, the spell is suspended for 15 minutes per success.

On Words of Power

The player playing the Minstrel should come up with one rhymed verse of at least two lines, showing the Words of Power used. The quality of the effort is not a factor, though the lines should rhyme and scan fairly well. We are not all great lyricists!

Minstrel Profession
MINSTRELS GAIN:
+2 MAG

Person specializing in using music to work magic.
Prerequisites: At least one MAG point and Music+5
Waiver Roll: N/A
Base Lifestyle: Upper Middle Class
Skills available: Music, Streetwise, Endear, Engrace, Entice, Focus, Taste, Mathematics, Convince, History, Writing, Linguistics, Goad, Meditation, Overdo, Boost, Emotion, Memory, and Free

Ordinary Humans and their reactions to Magic

Ordinary humans (Non-Path Characters) do not normally posses any supernatural powers, and usually are not even aware of what is going on. Most are extremely superstitious, preferring to ascribe coincidence to magic, and random chance to intent. Any magic use outside of the Church and even sometimes within it - indeed the very perception of magic use, correct or not - is likely to be ascribed to "Witchcraft", the catch-all term for anything which the person does not understand.

Witchcraft

Normal people are prejudiced against any appearance of Witchcraft, and mass hysteria may erupt at any time if Witchcraft is perceived to be at work. Many innocents have been killed, tortured, or burned at the stake in these hysterias. That some of the guilty were also caught up is beside the point.

Witch Hunts

Witch hunts occur when Witchcraft hysteria overcomes the usual social contract binding communities together. Sometimes it is a natural phenomenon, and sometimes it is triggered by unscrupulous people prepared to take advantage of the upheaval. In either case, innocuous activities can be seen in a new and sinister light, eccentricities become magnified into malevolence, and the people will rise up in fear, willing to face anything to protect their own.

Charlatans

Charlatans and mountebanks attempt to use the superstition of normal people against them. Applied psychology, intimidation, bluff, sleight of hand, and some herbalism can give the strong impression of magic in a willing audience. Some charlatans are relatively benign, using Herbalism and powers of suggestion to help people. Some use their fake powers for monetary gain. Still others generate fear to gain power. It's a thin line to walk, and charlatans can be the first victims of any hysteria.

Latent Psychics

In any case, close contact with the undeniably supernatural has a tendency to jolt an otherwise normal human into manifestation of latent psychic abilities. These abilities are never under any real control by the person involved. They manifest as a simple, uncontrollable power which comes and goes without rhyme or reason. Most people so affected are at least slightly mad. If a player wishes to play a normal human, she may choose the option of having such a power. If so, the player must realize that her character will never learn to control or harness it's power, and that most people will look on her character as insane.

Psychic Burden

Below are some of the possible psychic burdens or "quirks" which may manifest in such an instance. The player or GM should choose one and only one manifestation for each such character:

Healer

The psychic can occasionally heal wounds, diseases, and mental illnesses with a touch.

Spirit Journeyer

The psychic sometimes torrents to the Spirit World in her dreams.

Psychic Reader

The character can sometimes sense powerfully traumatic past events if she is at the place they occurred.

Empathizer

The psychic can sometimes feel what other people are feeling, which can be a drawback in a fight.

Talks to God

The character hears voices all the time, but sometimes they tell her true and important things.

Seer

The psychic can sometimes dream real events which happen in the future.

Talks to Animals

The character can sometimes communicate with a specific animal (player's choice).

Spirit Medium

The psychic can sometimes hear or see or touch spirits, including ghosts. The power manifests in only one sense at a time.

The GM is advised to use these psychic manifestations as the story requires rather than being random.

OHMAS skills and traits

Skills

Each skill has a characteristic which modifies it's chance of success - either a physical characteristic such as STR, COOR, AGY, END, or CHAR - or INT. Skills may be used at +0 - no skill - by rolling the modifying stat or lower on one 20-sided die. Example: Climb+0. Modifying stat is AGY. Character has an AGY of 11 so the character can climb with a roll of 11 or less on a d20. Example: Biology+0. Modifying stat is INT. Character has INT of 9, so the character can succeed on a roll of 9 or less on a d20. Skills in darkly shaded rows are magical skills and require one MAG point to use.

When to use skills

Skills should only be rolled if a normally competent individual would have trouble. For example, climbing a ladder would not require a climb skill check, whereas climbing a rock face would. Riding a horse would not normally require a riding check, while jumping a fence on horseback would. If the GM keeps in mind the 'Normally Competent Individual' concept, the number of rolls, and thus the number of player failures, will be kept to a meaningful minimum.

Skills and Levels of Mastery

For every 5 levels of skill the character possesses, the character has one Level of Mastery. In other words, a character with a skill level of 3 has 0 Levels of Mastery, while a character with a skill level of 5 has one Level of Mastery. Characters gain Levels of Mastery at skill levels 5,10, 15, etc. Each Level of Mastery the character possesses in that skill allows a reroll if the initial attempt fails. For example: Bill, with chemistry+11 (2 Levels of Mastery) attempts to identify a chemical. If the first attempt fails, the character has 2 more attempts to identify the chemical.

Skill Table

Skill	Modified by	Description
Adapt	INT	Ability to fit in to social organizations and situations
Alertness	END	The ability to stay alert without sleep
Analyze	INT	The ability to figure out components, processes, or structure
Anchoring	END	The ability to Tether spirits to a place, object, or person
Arcane Geometry	INT	The ability to discover and use pockets and paths in space
Astrology	INT	The ability to relate events in the heavens to events on Earth
Astronomy	INT	The study of stars, planets, and other gravitational wells in space
Attach	CHAR	The ability to set up a sympathetic path to another person or object.
Biology	INT	The study of plants and animals and their effects on mankind
Blade	STR	The ability to effectively use cutting weapons in combat
Boost	STR	The ability to change a person's attributes temporarily
Bow	COOR	The ability to effectively use bow weapons in combat
Boxing	COOR	Weaponless combat using precise, fast strikes
Brawl	STR	Fighting without weapons in an undisciplined manner.
Brewing	INT	The ability to make beer and wines
Business	CHAR	The ability to bargain, buy, sell, inventory, bribe, and otherwise use money effectively
Carpentry	COOR	The ability to shape wood into useful items
Charm	CHAR	The ability to create love charms
Chemistry	INT	The study of how substances combine
Climbing	AGY	The ability to climb walls, cliffs, and trees
Cloathe	STR	The ability to make a spirit take form and substance in the real world
Command	COOR	The ability to make spirits perform your bidding
Communica-tion	CHAR	The ability to communicate magically over long distances. The initiator and recipient go into trances, where they are both unaware of what is going in around them. Conversation lasts as long as the trance lasts.
Communion	CHAR	The ability to converse with spirits using devices
Construction	END	The ability to build structures from available components
Convince	CHAR	The ability to persuade others

Cooking	INT	The ability to cook nutritious and tasty food
Counter-charm	STR	The ability to create charms against magic
Course	INT	The ability to navigate a set path.
Cryptography	INT	The ability to encrypt and decrypt data
Cure	END	The ability to cure diseases and wounds
Dash	AGY	The ability to perform marvellous feats of physical prowess. A successful Dash check at the beginning of combat is equivalent of the Flash skill, giving cover while in the open. A Dash check during initiative allows the character to perform wire-fu style stunts.
Demolition	INT	The ability to effectively set and use explosives
Diagnosis	INT	The ability to identify an injury or disease before attempting a cure
Disguise	CHAR	The ability to change the outward appearance of some person or thing
Drinking	END	The ability to consume large quantities of alcohol
Driving	COOR	The ability to direct the movement of a craft or vehicle
Emotion	AGY	The ability to influence another's emotions
Endear	CHAR	The ability to make yourself liked and wanted
Engrace	AGY	The ability to move with grace and style
Entice	CHAR	The ability to trick others into a course of action
Evaluate	INT	The ability to quickly assess the value of something
Find	AGY	The ability to find witches and lost objects
Firearms	COOR	The ability to effectively aim direct -fire missile weapons
Flash	AGY	Fast movement during battle, both for offense and defense. A successful Flash roll at the beginning of combat gives the character the equivalent of cover while in the open. The cover must be penetrated before the character is hit.
Focus	CHAR	The ability to concentrate on one thing despite distractions. Grants a +1 to TN of the next skill roll per success
Forgery	COOR	The ability to convincingly write documents which appear to be genuine, but are not
Free	END	The ability to suspend of destroy spells and magical effects.
Glammer	AGY	The ability to make something or someone look better
Goad	CHAR	The ability to force another into action by insults. The course of the action is not in the goader's control
Gunnery	COOR	The ability to effectively use cannon and other large guns

Gymnastics	AGY	The ability to make leaps, somersaults and other such moves
Heal	COOR	The ability to magically heal damage. Damage healed is 5 constitution points per success.
Herbalism	INT	The ability to use plants as medicines and poisons
History	INT	Knowledge of past events
Husbandry	INT	The ability to care for plants and animals
Illusion	COOR	The ability to create illusions
Instruct	char	The ability to teach others effectively
Interrogate	END	The ability to retrieve information from another person's mind magically. 3 relevant words per success may be taken from another's mind. A question is asked, prompting the other person to think of things related to the question. The user is able to retrieve this information
Intimidate	CHAR	The ability to bluff and deceive others as to one's true strength
Law	INT	The ability to use, circumvent, and deal with law, and project an entire system from a few examples
Leadership	CHAR	The ability to take command of others, to have others do what you want them to do by making them want to do it for you
Linguistics	INT	The ability to speak & comprehend languages from basic principles
Link	CHAR	The ability to establish a magical channel or connection between two people places or things
Locate	STR	The ability to find lost items or people magically. A successful roll will give the user the direction the object is in.
Mathematics	INT	The ability to manipulate numbers including but not limited to operations, formulae, and calculus
Mechanics	COOR	The ability to work with machines and other mechanical devices
Meditation	CHAR	The ability to keep the mind clear and the body relaxed in difficult circumstances by using special breathing and posture exercises. Grants a +1 to TN of the next skill roll per success
Melee	STR	The ability to efficiently use bashing weapons in combat
Memory	COOR	The ability to change others' memories
Minerology	INT	The study of minerals and metals
Music	CHAR	The ability to express oneself in sound
Negotiate	CHAR	The ability to sway another to your point of view
Observe	END	The ability to watch people, data, and objects and notice small discrepancies
Operate	INT	The ability to operate machinery and devices normal to your tech level

Organize	INT	The ability to optimize groups, objects, and work for greatest efficiency
Overdo	END	The ability to go past your normal limits
Painting	COOR	The ability to express oneself in pictures
Perform	AGY	The ability to release magical energy into a desired action
Picking	COOR	The ability to open locked doors using simple metal tools
Psychology	CHAR	The ability to understand the hidden drives behind people's actions
React	AGY	The ability to avoid a bad situation using physical reflexes
Pyrokinesis	AGY	The ability to cast fire at a distance - range Medium, Damage +10 per success (Energy).
Repair	COOR	The ability to fix broken or damaged objects and devices
Research	END	The ability to find out known information on a given subject
Ride	AGY	The ability to ride an animal or open seated vehicle in complex maneuvers
Sculpture	COOR	The ability to express oneself with 3 dimensional objects
Sell	CHAR	The ability to convince others that they want what you have
Shape Change	END	The ability to change shape
Shield	AGY	The ability to avoid the effects of magic intrusion and to deflect physical objects from hitting a target. The target can be oneself or any person or object touched
Size Change	STR	The ability to change size
Sleight	COOR	The ability to use sleight-of-hand tricks
Smithing	STR	The ability to bend and forge metals using heat and hammering
Snare	COOR	The ability to create, set, and disable traps
Sneak	AGY	The ability to move quietly and unseen
Sociology	INT	The study of societies and cultures
Stash	AGY	The ability to hide things in nooks and crannies or in plain sight
Strategy	INT	The ability to dispose of large forces and plan long range
Streetwise	CHAR	The ability to find connections, rumors, and general urban survival
Summoning	STR	The ability to call spirits to you.
Surgery	COOR	The ability to cure wounds and other medical problems by operating
Survival	END	The ability to live off the land
Swimming	AGY	The ability to swim
Tactics	INT	The ability to use personnel on hand to best effect

Taste	CHAR	The ability to discern quality in an object
Tracking	AGY	The ability to follow a creature or object by noticing signs of its passage
Training	CHAR	The ability to train animals to do tricks, one trick per rank of training skill
Treatment	INT	The ability to cure diseases and wounds without surgery
Warding	END	The ability to use objects of power to protect an ares
Weather	INT	The ability to predict weather patterns
Wrestling	AGY	Weaponless combat system using position and leverage
Writing	CHAR	The ability to express oneself using the written word
Zoology	INT	The study of animals

Traits

You can choose various traits to further define your character, and to help your character out when they are called upon. Traits can be picked from the example list or crafted by the player to fit the character.

How many traits for a character?

Each character has seven trait points. These are divided up into at least 3 traits, with a maximum of 4 points in any one trait.
Example: Hot-Tempered - 3, Pious - 2, Greedy 2.
Example: Poker-faced - 4, Sly - 1, Sarcastic - 1, Foul-mouthed - 1.

How to use traits

Traits give a bonus to any other action when used, so long as the Trait could believably help. Each trait point used adds a bonus die to the roll. Traits are resources which are used up in play, and are refreshed at the beginning of every game session

Example: James uses his Goad+2 skill on the guard, adding in one point from his trait of Foul-Mouthed to provoke the guard into action. He rolls 4 dice rather than 3.

Example Traits

Spacey, Standoffish, Hot-Tempered, Carefree, Sly, Greedy, Glib, Sarcastic, Foul-Mouthed, Argumentative, Sleazy, Methodical, Sloppy, Poker-faced, Pious, Prim, Jumpy, Loyal, Friendly, Motor-mouth, Sweet Disposition, Indecisive, Judgemental, Pompous, Iconoclastic, Arrogant, Studious, Off-Kilter, Laid-Back, Patient, Sour, Upright, Audacious, Meticulous, Boring, Boorish, Dour, Stubborn, Officious, Honorable, Practical, Nefarious, Roguish, Bombastic, Gregarious, Prudish, Inspirational.

Unarmed Combat

There are several styles of unarmed combat in use in the period. Each style has specific Special Moves which can be used instead of a normal strike.

Attribute Modifier

The attribute modifier - i.e. COOR Modifier or STR Modifier, etc. - is five points per every 2 points of the attribute above 7. That is +5 at 9 or 10, +10 at 11 or 12, +15 at 13 or 14, and +20 at 15.

Boxing

Boxing is a martial arts style where all strikes are with the fists. Boxing punches are explosive - sharp, fast, and extraordinarily precise - and thrown with a shifting of the body's center of gravity to generate great power.

Style:

Hard

Governing Attribute:

COOR

Strike damage determination:

Quality + 4 X Skill Level + COOR Modifier + STR Modifier

Special Move 1: Combination

A Combination is a pre-planned sequence of 4-5 rapid, varied blows. Combinations are difficult to accomplish, requiring a penalty of 1 die to chance of success. If successful, it is devastating, delivering Quality + 5X Skill Level + 2X COOR Modifier.

Special Move 2: Cross

A Cross is a knockout blow, delivered across the body to the opponent's jaw. If successful, the opponent has to make a React Check to avoid it. If the opponent doesn't avoid it, the punch does normal Strike damage, plus the target must make an Overdo check to avoid knockout.

Special Move 3: Flurry

The Flurry is an extremely fast and furious series of punches designed to overwhelm an opponent. Due to the lack of proper set up, flurry punches do half damage, but if the first punch of a flurry connects, the character can continue hitting with a cumulative -1 penalty to the TN on each succeeding punch until a punch misses.

The natural, untrained martial art. This is the only Martial Art that can be taken at zero level (untrained.) The Brawl skill refers to informal bashing with fists and feet. All moves in this skill are strength based - hammer blows, jabs, roundhouses, smashes, etc.

Brawl

Hard

Style

STR

Governing Attribute

Quality + 1 X Skill Level + STR Modifier

Strike Damage Determination:

This move allows double damage and a takedown (the opponent loses his next attack) of the enemy if successful, but if unsuccessful the character is himself taken down.

Special Move 1: Charge

This move allows the character to use any object he can lift as a defensive or offensive weapon. The GM must adjudicate the damage for a successful strike, but should never be less than the character' normal Brawl damage.

Special Move 2: Found Weapon

This move enables a single, devastating blow at double damage, but if unsuccessful, gives the opponent a +30 bonus to Chance of Success for the next attack.

Special Move 3: Roundhouse

Wrestling

Wrestling is a ground level martial art. Wrestlers prefer the prone position, and suffer no penalties from it. Wrestling emphasizes holds, flips - where you spin the opponent around, and lifts - where you lift the opponent bodily into the air.

Style

Soft

Governing Attribute:

AGY

Strike damage determination:

Quality + 3 X Skill Level

Special Move 1: Takedown

This move allows the character to perform a takedown on an opponent. A successful takedown makes the opponent prone, and miss his next attack. It also causes half damage to the opponent

Special Move 2: Joint Lock Immobilization

A successful Immobilization causes no damage, but renders the opponent unable to attack. If the opponent decides to resist, he must make an AGY check at -5 to the TN or an appropriate move as judged by the GM. If the resistance fails, the opponent takes Quality + 2 X his own STR in damage, and the Immobilization holds.

Special Move 3: Choke hold

This move, undertaken at -3 dice to chance of success, allows the character to gain a solid hold across the opponent's windpipe. The opponent has to make an AGY check at -5 to the TN or an appropriate move as judged by the GM. If the hold is maintained, the opponent falls unconscious.
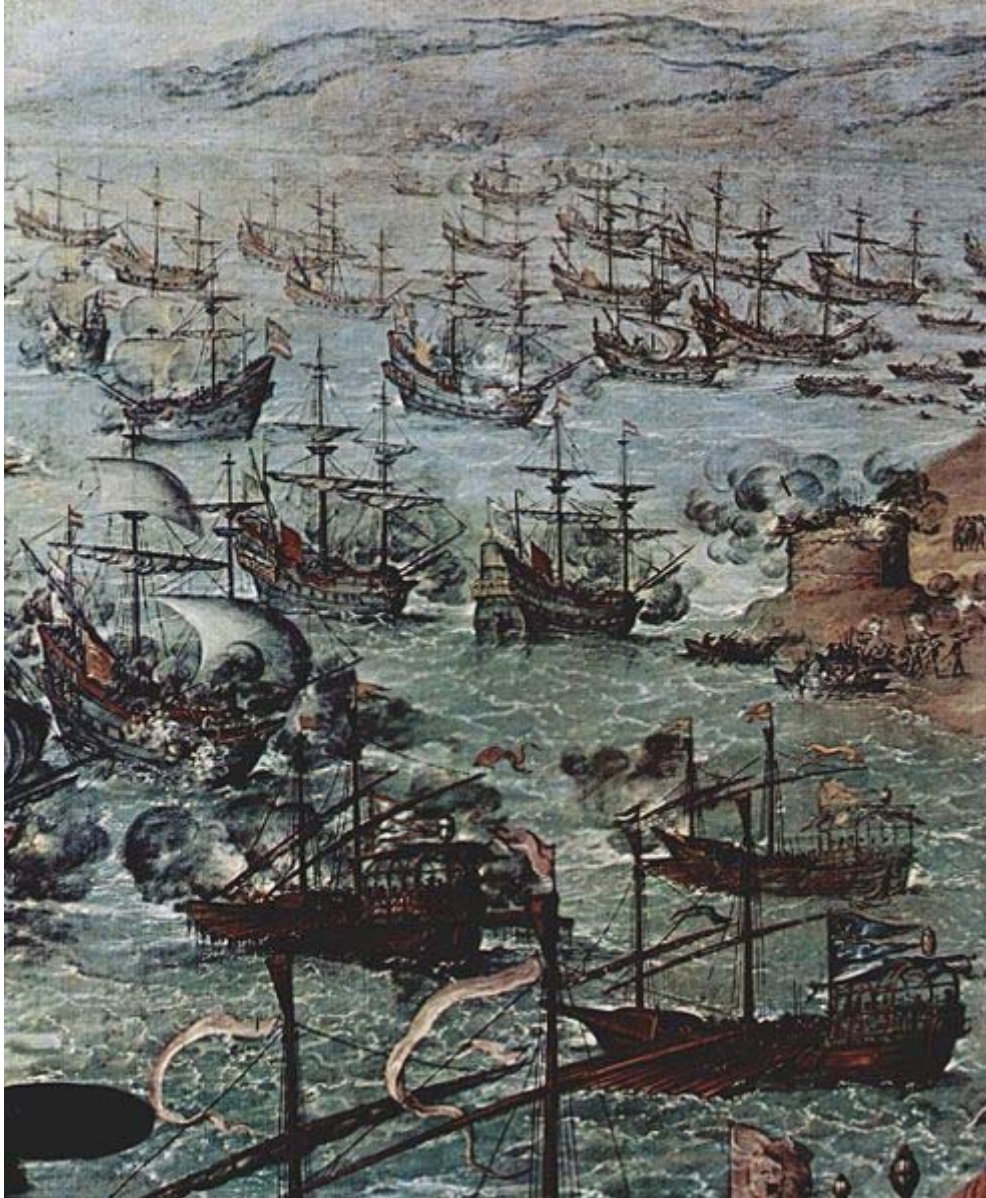
RELIGION

There are seven sacraments in the Church. They are:

In Baptism, usually given soon after birth, but able to be given to adult also, the baptized person becomes Christian and under protection of the Church. This should be confirmed after a time, usually in the case of child baptism, upon attaining the age of seven, although exceptions do occur. Baptism alone is enough for salvation, and can be administered by a simple priest. In the game, baptism makes one a Believer for purposes of a Test of Faith.

In Confirmation, the Baptism is sealed and perfected, and the one confirmed is given additional protection and grace. This is meant to fortify and strengthen the recipient against the onslaughts of the world. It is not necessary to salvation, but helps the recipient not falter along life's path. It is considered therefore obligatory.

In the Western Church, Confirmation must be performed by a Bishop or priest of higher order. In the Orthodox Churches, the sacrament may be given by simple priests, but the chrism must be blessed by a Patriarch. In the games, a Confirmation initially makes one capable of becoming a Strong Believer for purposes of a Test of Faith, although neglect of the spirit - i.e. neglect to participate in the communion - degrades most Confirmed people from Strong Believers to Believers.

The Eucharist is the key and sustaining Christian sacrament. In the Roman Catholic and Orthodox Eucharist, the bread and wine are transformed into the literal body and blood of Christ (Transubstantiation), while in the Anglican Eucharist, as in the Lutheran Eucharist, the bread and wine become both normal bread and wine and the body and blood of Christ (Consubstantiation or Sacramental Union). The difference may be regarded for game purposes as minor, although in life it is a substantive point of doctrinal difference. In Reformed Churches, the wine and bread remain physically wine and bread, but the Holy Spirit allows one to see that the blood and body of Christ are there as well, in another sense (Pneumatic Presence)
In any case, the Eucharist strengthens and feeds a Christian's spirit as a meal strengthens and feeds the body. Any priest may celebrate the Eucharist. In the

Christian Churches:

Baptism

Confirmation

Eucharist

game, Confirmed Christians participating in Communion are boosted from Believer to Strong Believer for a period of one week.

Unction

Unction is the anointing of a person with chrism and/or with the laying on of hands by which God's grace is given for the healing of the Body, Mind, and Soul of the recipient. The Unction is primarily a spiritual healing, and secondarily a bodily healing. Unction can be performed by any priest. In the game, a recipient of Unction makes a Test of Faith. If successful, a Believer becomes a Strong Believer and a Strong Believer is Blessed. If the die roll is less than or equal to half the target number, the recipient is also healed of 50 constitution points.

Note: Roman Catholic and Orthodox Churches have a sacrament of Extreme Unction to which the Anglican Church does not subscribe. In an Extreme Unction, a person near death is given Unction to remove all sins from the recipient. In the game, this functions as an Unction only, as the afterlife is beyond the scope of the game. This may result in a recipient near death not actually dying if the bodily healing effects work.

Matrimony

Marriage in the Church is both a contract and a Sacrament. By the Sacrament of Marriage the two people entering into the contract become one. In the game, this sacrament means that the two people really become one in a magical, spiritual sense, thus contact with one is contact with the other. In other words, a first order link with the husband is automatically a first order link with the wife, no matter how separate they are physically.

Holy Orders

There are three major orders within the Church, that of Deacon, Priest, and Bishop. All of these orders are conferred by the Sacrament of Ordination, which is only performed by a Bishop.

Deacons serve at the altar, and are mediators between the Celebrant and the people. They can minister to the people, but cannot be Celebrants. They are stewards of the church, and are responsible for the physical church building, the distribution of alms, guarding of order, preparing the vessels for the Eucharist and assisting the priest in the Mass. They read the Gospel, and may preside

over church meetings which are not Masses. In extreme circumstances, a Roman Catholic Deacon may perform Baptism and hear confessions and assign Penance, but not if a priest is available. Preaching by such Deacons is not barred, but is discouraged. An Anglican Deacon may perform any duty a priest performs except for the Celebration of Mass and pronouncing absolution.

Priests can perform the Sacraments of the Eucharist, Baptism, Unction, Matrimony, and Penance. They may also Sanctify and Bless.

Bishops are responsible for more than one church, and for Ordination of the three major Orders. The following functions are also reserved to the Bishop: the dedication of a church, the consecration of an altar, of chalices and patens, and generally of the articles serving for the celebration of Holy Mass, the reconciliation of a desecrated church, the benediction of bells, the benediction of an abbot, the benediction of the holy oils, etc. Bishops also have many administrative, judicial, and teaching powers and responsibilities. A Bishop is consecrated by three other Bishops after the candidate is affirmed by the particular rule of the church in question.

In the game, the Sacrament of Holy Orders changes a Strong Believer into a Holy Person.

Penance

Penance is the Sacrament whereby sins are absolved by the priest. Confession of sins either public or private is a necessary preliminary, as is the performance of a task or series of tasks ordered by the Priest to prove the sincerity of the penitent. Public confession of sin, done by the congregation en masse, is considered enough for the most minor of sins, and is absolved ritually by the priest during the Mass. More serious sins are dealt with on an individual basis, but generally the task or tasks performed are proportional to the sin committed. Penance is necessary before the recipient may partake of the Eucharist. In the game, a vampire given penance may liberate her soul to go to God, destroying the unholy body and rendering it into ash.

Other Powers of the Holy Person:

Blessing

A Blessing is given in two manners, an invocative blessing, in which the invoker asks that God look favorably upon something, and a constitutive blessing, in which a person or object is hallowed or dedicated to a new and holy purpose. In the game, an invocative blessing on a person confers a +1 TN to their Test of Faith. Any Priest or Anglican Deacon may perform such a Blessing. Constitutive Blessings are for the most part performed by Bishops. A place blessed in this manner is safe from demons and other spirits not of God. An item blessed in such a manner is painful for demons and vampires to touch. In the game, a melee weapon (no Priest would so bless a firearm) so blessed does twice as much damage as it normally would to a vampire, and +20 points of constitution to a corporeal spirit. Contact with the unholy thing destroys such a weapon entirely. Items of a transitory nature, such as holy salt and holy water, may be Blessed by a normal Priest.

Sanctification

A Sanctification makes an ordinary object or place clean and perfect. When a Priest sanctifies an area, that area becomes ritually clean. In the game, Sanctification renders a place inviolable by evil spirits or by vampires and other such supernatural creatures. A Priest may Sanctify a place temporarily, in which case the area Sanctified remains inviolable by the creatures described so long as the Priest stays within the area and makes one Test of Faith every 24 hours. A Bishop may make an area Sanctified permanently, in which case the area remains inviolate by the creatures described so long as a Mass is performed within the area once per year.

Roman Catholicism

In Roman Catholicism, the following hold true:
- Priests must take a vow of Celibacy
- The Pope is the head of the Church
- Doctrinal and ecclesiastical legal disputes decided in Rome
- Ecclesiastic taxes sent to Rome
- Doctrine decided by Church Councils and the Pope

Church of England

In Anglicanism, the following hold true;
- Priests may marry
- The Monarch is the head of the Church
- Doctrinal and ecclesiastical legal disputes decided in England
- Ecclesiastic taxes kept in England
- Doctrine decided by Church Councils and Monarch

Calvinists

Calvinists were followers of Jean Cauvin - AKA John Calvin - a French theologian who broke from the Roman Catholic church in the 1520s. First in France, and later in Switzerland, Calvin laid the foundation of what are now called the Reformed Churches.

The central tenet in the Calvinist/Reformed world view is that humans are incapable of salvation without the direct intervention of God in every step. Faith, good works, and merit are meaningless, as salvation is an act of God alone.

Puritans

Puritans were a minority within the Church who thought the Church of England retained too many relics of the Roman Church, and did not go far enough on the path to Protestantism. They were determined to "purify" the Church form within. They objected to clerical vestments, crucifixes and decoration, bishops, and generally anything reminiscent of the Pope. Eventually, they would become important in the English Civil War and the settlement of New England. One branch of the Puritans stayed within the Church of England, becoming what is now known as the Low Church, while others left, becoming other denominations.

Test of Faith

When confronted with a creature of darkness such as a vampire or a demon, a person can make a "Test of Faith" to keep the creature away from them. The Test of Faith also works when attempting to resist any type of mental coercion, such as a wizard's Domination, seduction by a vampire, incubus or succubus, or even verbal abuse and psychological trauma such as brainwashing. A Test of Faith succeeds on a roll of (Modified Target Number) or less. The base target number is different for different people.

If the person is an Atheist, the base target number is 0 - that is, automatic failure.
If the person is an Agnostic, the base target number is 4. Any success means the person is converted to a believer.
If the person is a Believer, the base target number is 8.
If the Person is a Strong Believer, the base target number is 12.

This target number can be modified by the following situational modifiers:
If the person is a cleric or priest of some sort, add 1.
If the person has a focus - a cross or another powerful religious symbol, add 1.
If the person is a Path Character, add 1.

Add the result to the target number to get the modified number.

Examples:
Atheist - 0 +0 = 0 - automatic failure
Atheist with focus - 0 + 1 = 1
Agnostic (normal person) - 4 + 0 = 8
Agnostic (normal person) with focus - 4+1 = 5
Believer - 8 + 0 = 8
Believer with focus - 8 + 1 = 9
Strong Believer - 12 + 0 = 12
Strong Believer with a focus - 12 + 1 = 13
Standard Holy Person - 12 + 1 = 13
Standard Holy Person with focus - 12 + 2 = 14
Holy Path Character - 12 + 2 = 14
Holy Path Character with focus = 12 + 3 = 15

The Test of Will may be used instead of the Test of Faith in any case where a Test of Faith would be called for. The decision to go with one or the other is up to the player, but only one may be used in any given circumstance.

The Target Number is the character's END. If the character has undergone special training of the will - including but not limited to the professions Martial Artist and Special Forces - the character has a bonus of+1 to the Target Number. The GM may rule that another profession constitutes Special Training if the GM so wishes. It is recommended that the GM be very careful in assigning the Special Training quality to any given profession.

If the character has the Focus skill, the character receives a +1 bonus to the Target Number

If the character has the Meditation skill, the character receives a +1 bonus to the Target Number

Examples:
A character with an Endurance of 10 = Target number 10
A character with an Endurance of 10 and Focus = Target Number 11
A character with an Endurance of 10 and Martial Artist = Target Number 11
A character with an Endurance of 10, Meditation, and Martial Artist = Target Number 12

Possession

Possession is what happens when a spirit takes over a material body. The original inhabiting soul is shunted aside into a small ineffectual corner of the mind and the invading spirit takes the body over completely. The soul is entitled to resist, and may shake itself free of the possession, but it is not a pleasant prospect. Most spirits are not interested in possessing a material body, but demons are fascinated by material sensations, and those ghosts who feel cut short and/or have a mission which needs to be finished may feel compelled to take any means available to finish these tasks.

How it happens

Possession occurs when a covetous spirit meets a human, whether in the spirit world or the material world, and the spirit wishes to take that material body over. A spirit has a TN for successful possession listed in its description. If the possession chance fails, the spirit cannot make another attempt at possession of this body for a year and a day in the Material World. If the possession is successful and is resisted - and in almost all cases it would be resisted - the soul contesting the possession makes a Resistance Check, which is either a Test of Faith or a Test of Will.

Resistance Check

If the Resistance Check succeeds, the spirit attempting the possession loses 100 constitution points. If the Resistance Check fails, the material body is in the total control of the spirit. If the spirit is in control of at least one material body already, the TN for possession goes down by 1 with each material body possessed. Thus a demon with a Possession TN of 8, and in control of one material body already, has a TN of 7 for possessing another material body.

Breaking Possession

If a spirit in possession of a material body suffers damage equal to 50 constitution points in a single hit, the spirit will be dazed for a split second. During that time, a possessed soul can attempt to throw the demon out with a successful Resistance Check. A spirit may also be ejected from the body by an exorcism. In an exorcism, the holy person performing the rite performs a ritual. Each time the ritual is successfully concluded, the possessed soul has a Resistance Check which, if successful, ejects the possessing spirit with a modifier equal to the number of times the ritual was successfully performed in a row, with any failure setting this number back to zero.

For instance, a ritual is successfully concluded and the possessed soul has a Resistance check of 9, plus 1 for the ritual for a total of 10. It fails, and the ritual is successfully concluded again. This time the Resistance roll is made with a modifier of 2 for a total of 11%. If the check fails and the next ritual fails, the modifier is reset to zero. Each iteration of the ritual takes one hour to conclude, and the holy person may only perform the ritual a number of times equal to the exorcist's END per day to a practical limit of 15.

adventure generator
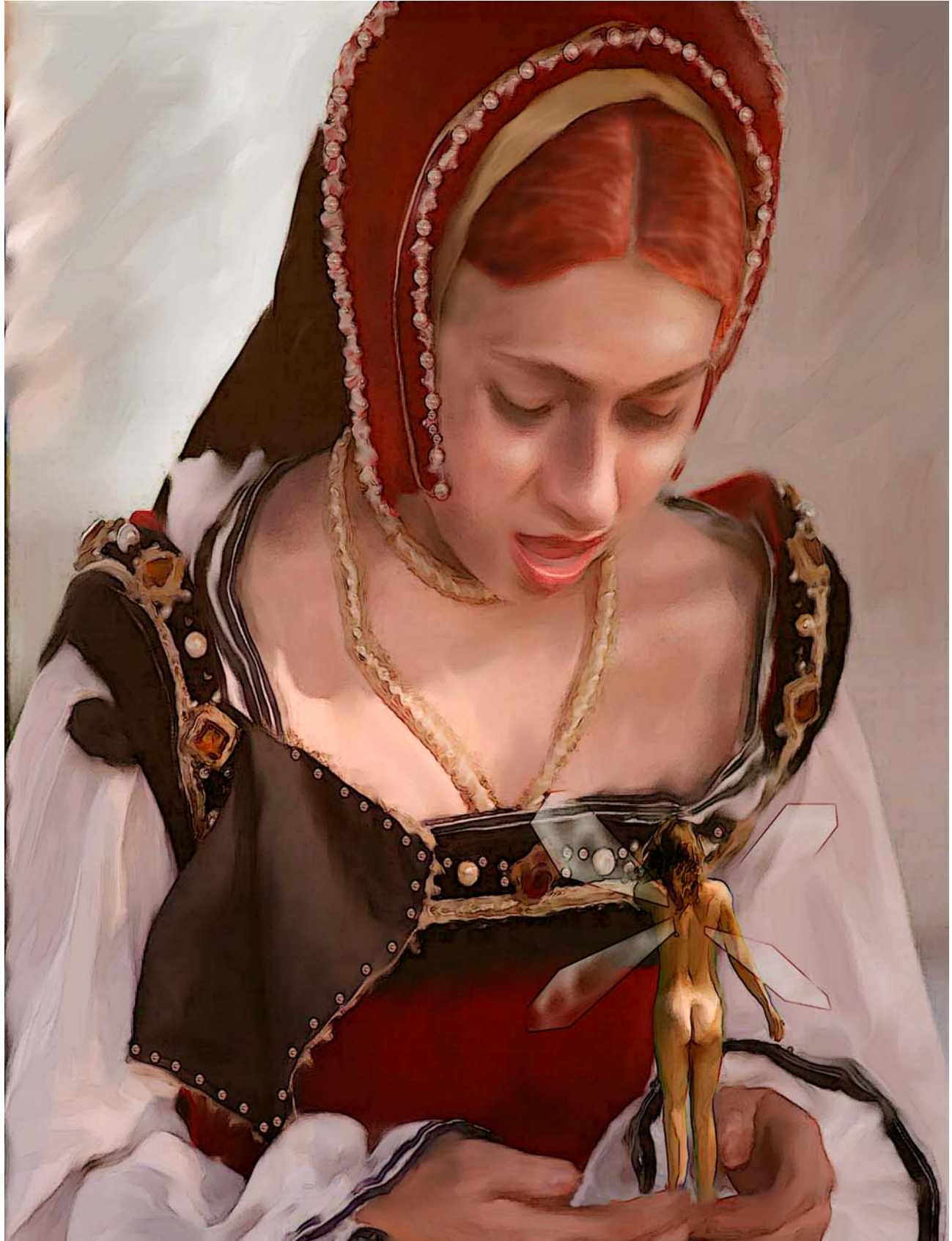
You may use this section as you see fit - roll everything randomly, roll to inspire, choose from lists, or ignore it altogether, There is no one way to use it. The tables all use 20 sided dice (d20) for your convenience.

The first thing to determine is the rumor - the news that reaches the ears of the association. This takes the form "(Rumor Table Result) (Place Table Result)"

The Rumor

Rumor Table

d20 Roll	Rumor Table Result
1	Agents have been disappearing in...
2	A strange thing occurred in....
3	Prodigies were sighted in...
4	A cruel monster is said to be stalking about in....
5	A certain Lord has changed his allegiance in....
6	There are no longer any rats to be seen in....
7	Cattle have been dying in....
8	There is famine in...
9	There is a rebellion forming in...
10	People are acting suspiciously in....
11	A new Fairy Realm is suspected to have formed in....
12	The fairies have been sullen and uncooperative in....
13	A Fairy King has asked for our aid in....
14	A Fairy Realm has disappeared in....
15	A mysterious new playwright has been writing subtly malicious plays. It is believed he lives in...
16	We have been asked for by the local government in...
17	An agent provocateur has been working in...
18	Suspicious foreign gentlemen have appeared in....
19	Supernatural sources have told us to sent a team to....
20	The Stars point to trouble in...

Place Table

d20 Roll	Place Table Result
1	Northumberlandshire/Cumberlandshire/Durham/West-morlandshire
2	Kent/Sussex/Hampshire/Dorsetshire
3	Wales/Angelsey
4	Cornwall/Devonshire/Somersetshire
5	Cumberlandshire/Lancashire/Cheshire
6	Staffordshire/Derbyshire/Nottinghamshire/Leicester-shire
7	Shropshire/Herefordshire/Worcestershire/Warwickshire
8	Wiltshire/Berkshire/Oxfordshire
9	Lincolnshire/Yorkshire
10	Northamptonshire/Huntingdonshire/Buckinghamshire/Bedfordshire
11	Hertfordshire/Middlesex/Surrey
12	Norfolk/Suffolk/Essex/Cambridgeshire
13	York/Scarborough/Tynemouth/Berwick
14	London/Cambridge/Norwich
15	Chester/Bristol/Pembroke
16	Portsmouth/Winchester/Salisbury/Isle of Wight
17	London/Reading/Winchester/Oxford
18	Bristol/Plymouth/Portsmouth/Gravesend/Dover
19	Lincoln/York/Carlisle/Berwick
20	Roll on Place Table 2

d20 Roll	Place Table Result
1	The Orkneys/The Hebrides/The Shetlands/Man
2	Dublin/Wexford/Waterford
3	Edinburgh/Sterling/Melrose/Inverness
4-7	Scotland
8-10	Ireland
11-13	Spain/Portugal/Spanish Netherlands/Holland
14-16	France
17	Poland-Lithuania/Prussia/Wallachia/Moldova
18	Bavaria/Saxony/Brandenburg/Austria
19	Savoy/Milan/Venice/Tuscany/Papal States
20	Denmark/Norway/Sweden/Russia

The rumor may tell all that is needed, or it may need expansion. Roll on (or pick from) the following table to see what is behind the rumor, if needed.

Behind the Rumor

d20 Roll	Behind the Rumor Table Result
1	A Monster
2	Devils/Demons
3	A Witch or Coven of Witches
4-7	Another Association
8-10	A Foreign Country (Roll on Place Table 2)
11-13	A Fairie Realm
14-16	Internal Traitors
17	A Group of Monsters
18	The Pope/Rome
19	A League of a Foreign Country and Internal Traitors
20	A League of Fairies and a Foreign Country

Reward

This is how much the Association stands to be rewarded for success

d20 Roll	Profit
1-5	Meager (1)
6-9	Poor (4)
10-15	2 Poor (8)
16-18	Scraping By (16)
19-20	Scraping By + 2 Poor (20)

You can bank it, buy more assets, hire more men, or whatever you like.

Sweeteners

Sweeteners are the little things thrown in to sweeten the price. In negotiation, these things may be requested or offered. They may also be included in the original offer before negotiations begin.

Sweetener
Transport Included
Bounties Paid for Certain Individuals/Monsters
A Local Base
Liaison with Local Government
Translators
Extra Meager in Profit
A Knighthood for a Deserving Member
Services of local Spy Ring
Portion (d%/2) Paid in Advance

The GM should adjust the profit when negotiations are done, with a best estimate of the worth of these Sweeteners. In no case would a single sweetener be worth more than a Meager in Profit, and usually less.

Rumor: Cattle have been dying in Lancashire.
Behind the Rumor: A Group of Monsters
Reward: Poor
Sweeteners: Bounties Paid for Certain Monsters, A Knighthood for a Deserving Member

Rumor: A Fairy King has asked for our aid in Angelsey
Behind the Rumor: A Coven of Witches
Reward: 2 Poor
Sweeteners: Translators, Liaison with Local Government

Rumor: Suspicious Foreign Gentlemen have appeared in Bristol.
Behind the Rumor: A League of a Foreign Country and Internal Traitors
Reward: Scraping By
Sweeteners: A Knighthood for a Deserving Member

Rumor: Prodigies were sighted in Spain.
Behind the Rumor: Another Association
Reward: Poor
Sweeteners: Translators, A Bounty paid for Certain Individuals, Travel Included

Bounties

Bounties are monies given out to individual members for achieving certain verified goals. These goals vary from situation to situation, and are defined before going in. We give some example bonuses below, and though they are not exhaustive, they will give you an idea of the type of things bounties are paid for.

Use of Bounties in the Game

In the game, PCs don't use money, instead they have wealth which supports a lifestyle. In a wealth system, such as used in this game, there are no hard and fast monetary amounts used. It simplifies bookkeeping for the players and GM, but it sometimes entails complication in what would otherwise be a straightforward notation. For example, say the Queen gives a bounty of 50 pounds to members who kill a proven Witch. That's easy, but - what does 50 pounds mean in a Wealth system? We therefore had to create a system to translate this into terms the Wealth system can deal with. Bounty money can change a character's wealth category, depending on the amount of bonus money gained.

Bounties

Here are the classes of Bounties used in the game: Quantity can make up for lack of quality - four of any given category equals one of the next higher category.

Bonus	Approximate Value in Pounds
Poor	50
Fair	200
Moderate	800
Excellent	1600
Rich	6400

Wealth Category Change	Bounty Needed
Poor -> Lower Middle Class	Poor
Lower Middle Class -> Middle Class	Fair
Middle Class -> Upper Middle Class	Moderate
Upper Middle Class -> Wealthy	Excellent
Wealthy ->Rich	Rich
Rich ->Extremely Rich	4 X Rich
Extremely Rich -> Plutocrat	16 X Rich

Suggested Bounties

Goal	Suggested Bonus
Moderate Monster	Poor
Powerful Monster	Fair
Very Powerful Monster	Moderate
Dragon	Rich
Poor Foreign Spy Ring	Poor
Standard Foreign Spy Ring	2 X Poor
Elite Foreign Spy Ring	Fair
Poor Foreign Agent	Fair
Standard Foreign Agent	2 X Fair
Elite Foreign Agent	Moderate
Poor Traitor	Fair
Standard Traitor	Moderate
Elite Traitor	Excellent
New Poor Trade Route	Moderate
New Standard Trade Route	Excellent
New Elite Trade Route	Rich
Discover and Claim Small New Lands	Excellent
Discover and Claim Large New Lands	Rich
Discover and Claim Huge New Lands	4 X Rich
Enemy Hero	Rich
Enemy Monarch	4 X Rich
Pope	8 X Rich
Perform Notable Feat	Moderate
Perform Great Feat	Excellent
Perform Astounding Feat	Rich
Witch	Poor
Coven of Witches	2 X Fair

non-player characters

Non-Player Characters are all the other people in your game setting, besides the Players' characters. They are the farmers whose land the player characters cross. They are the lawyers whose advice the Player Characters seek. They are the mothers and fathers, sisters and brothers, and long lost cousins who show up on the doorstep needing a place to stay. All of them are created by the Game Master to propel the game along and populate the setting.

There are various levels of reality which go into making up Non-Player Characters (**NPCs**). Some NPCs are chance met on the road or bumped into at the bar. For example, here is an encounter with a chance met NPC on the Salisbury Plain:

Chance Met NPCs

[Game Master (GM)] Will goes down in front of the charging herd of cattle. Catharine and John, an NPC, make it to the side just in time.

[Larry] Ouch! This is gonna hurt!

[GM] (Rolls) Ugh! That's six hits for (Rolls) an average damage of 25 - that's 150 points.

[Larry] Crap! Will's out for the count! Seriously Wounded! Wow!

[Paula] I know! The NPC - what's his name? John! He could have learned some herbalism! Maybe he can help!

[GM] Ummm, OK... he knows some herbalism, huh? Just give me a second here. That's a twist...

The Game Master needs to very quickly roll up a character. He knows Will's really bad off, and the accident has put a crimp in everyone's plans. Will will heal a lot faster with medical care. What he needs is an **Instant Character,** just a couple of skill levels and a basic sketch of a personality. He didn't anticipate this particular interaction. The GM decided to make John a Barber-Surgeon, and rolled twice on the following table - **Relevant Skill Level Table** - once for Surgery and once for Herbalism, getting a +1 and a +3. He decided to change that to a Surgery+3. Then he rolled on the table after that - **Quick Stats Table**- but he didn't like the roll, a

The Instant Character

05, so he chose a COOR of 12. Finally he rolled on the last table - **Quick and Dirty Personalities Table**- and got a 29 - Honorable. He liked the result and kept it.

Of course, other NPCs are not just met once and then discarded. Some are coworkers or professionals who interact frequently with the player characters, and some are folk who hire their services, such as guards, or perhaps students who follow the characters around to learn from them. If the characters meet up with or travel with these NPCs frequently, the Game Master will want a bit more detail in the NPC.

The Temporary NPC

For instance, the Game Master had initially decided that John was just window dressing for the little hunting trip, but when Larry went down, the Game Master realized he had a cool opportunity. He decided right then to make the NPC a focus of the campaign. After the field operation, in which Esteban performed creditably, the Game Master began shaping the newly important NPC.

The Guide was now to be a Barber-Surgeon, and the Game Master decided to make him be a Spy as well. He needed a hook for the new NPC, so he rolled on the **NPC Missions Table**. There he rolled that John was on a *Secret Political Mission*. Further amplifying his NPC's background, he chose *A Particular Item of Great Political Value* from the **Object of Mission Table.** He decides that John is an operative for the Spanish Government, who is using the PCs as cover for his mission - to steal a document the PCs are innocently carrying.

The Game Master decides to give *John Gurdy* 3 more relevant skills and 10 incidental skills. He rolls 3 more times on the Relevant Skill Table and 10 times on the **Incidental Skill** table. The relevant skills in this case are important skills a Spy/Barber-Surgeon would have, and the incidental skills are minor skills which the Game Master decides should include climbing, riding, linguistics, and such other useful skills. He adds up all of John's skill levels and subtracts one out of every 7 skills. Rounding to the nearest whole number results in John's approximate age.

Deciding how many skills to award an NPC is a delicate thing, and should be left to the discretion of the GM. We offer the following as guidelines:

Unless a character is very old, she will not have a lot of very high level skills. Remember the trade-off between many skills and depth in those skills. Typical characters will have mastery (skill+5) in at most one skill by the age of 25, and perhaps three or four by age 45. Double mastery (skill+10) is rare, and triple mastery (skill+15)is truly exceptional. Double and triple mastery are indications that the character has neglected breadth of knowledge for the sake of depth of knowledge.

Giving a character very many skills, many skill masteries, or both means the character will be old. Remember to decrease the character's physical attributes appropriately to reflect the character's aging. All these tables are there for your convenience as GM. Think of randomly rolling such things as spur to your imagination. If you decide to just pick something interesting instead of rolling, go for it! If you do roll randomly, ignore any result that is inconsistent with the setting or anything previously established about the character.

The listings are very vague. They should be used as spurs for your creativity. For instance, the result of "Fleeing Persecution" in the **NPC Missions** table implies that there is persecution to be fled from, that someone/some organization is persecuting people, and that this someone has a reason for this persecution, good or bad. Fitting this into your game setting may be impossible, in which case toss out the result and select something different. On the other hand, this could be a hook deeper into something interesting that you hadn't thought about. Is the persecution public? Is it deadly? Are the persecutors likely to come here looking to enforce the persecution? What about the PCs? What will their reaction be? A lot can be built on a vague little two word table result. The last table the Game Master uses is the **NPC Relative Wealth** table. This gives an indication of the NPC's possessions. The Game Master selects a moderately wealthy result. This is to reflect the age and skill set John would have. With this the character is ready to play long term.

RELEVANT	SKILL LEVEL TABLE		QUICK STATS	TABLE
ROLL D20 OR CHOOSE	ADD A +1 IF THE NPC IS A PROFESSIONAL		ROLL 2D20 OR CHOOSE	
d20 roll	Skill Level		2d20 roll	Statistic
1	0		2	2
2-6	1		3	3
7-10	2		4-5	4
11-13	3		6-9	5
14-16	4		10-14	6
17-19	5		15-20	7
20	6		2	8
			21-27	9
			28-32	10
			33-36	11
			37-38	12
			39	13
			40	14

ROLL 2D20 OR CHOOSE	NPC MISSION
2	Member of Political Cabal
3	Delusions of Membership in Political Cabal
4-5	Victim of Vast Political Conspiracy
6-8	Delusions of Vast Political Conspiracy
9-11	Compelled Against Will
12-15	Spying
16-19	Fleeing Law
20-25	Theft or Criminal Activity
26-29	Secret Political Mission
30-33	Fleeing Persecution
34-37	Open Religious Rite or Ceremony
37-38	Secret Religious Rite or Ceremony
39	Madness
40	Love

ROLL D20 OR Choose	PERSONALITY HOOK
1	Whimsical
2	Brooding
3	Joking
4	Teasing
5	Monomaniacal
6	Honorable
7	Scheming
8	Straight Arrow
9	Sneaky
10	Haughty
11	Tricky
12	Earnest
13	Bashful
14	Angry
15	Bitter
16	Paranoid
17	Reserved
18	Brash
19	Whining
20	Languid

ROLL D20 OR Choose	MISSION OBJECT
1	A Particular Player Character
2	A Particular Political Figure
3	A Particular Religious Figure
4	A Particular Relic or Religious Artifact
5	A Particular Weapon
6	A Particular Person of Opposite Sex
7	A Particular Person of Same Sex
8	Political Information
9	The Player Character Party
10	A Particular Symbolic Item
11	A Particular Item of Great Monetary Value
12	A Particular Item of Great Political Value
13	A Particular Technological Item
14	A Particular Animal
15	A Particular Plant
16	A Particular Mineral
17	Military Information
18	A Particular Piece of Property
19	A Particular Item of Great Religious Value
20	Information on a Process

ROLL D20 OR Choose	SKILL PLUS
1-3	1
4-9	2
10-16	3
17-18	4
19-20	5
20	6

Incidental Skills are skills which the character has learned, but which have not proven vital in the character's life's work. For instance, Ride skill for a Diplomat is not vital to the Diplomat's performance of duty, although it may be very useful.

ROLL 2D20 OR CHOOSE	LIFESTYLE
2	Poor
3	Working Class
4-5	Working Class
6-8	Lower Middle Class
9-11	Lower Middle Class
12-15	Middle Class
16-19	Middle Class
20-25	Middle Class
26-29	Upper Middle Class
30-33	Upper Middle Class
34-37	Wealthy
37-38	Rich
39	Extremely Rich
40	Plutocrat

Mooks and Bravos

Sometimes you want less complex characters, ones you can drop in most anywhere to provide opposition to the Player Characters without a lot of social interaction. In other words, sometimes you just want someone to shoot and be shot at.

The following characters are generic opponents, able to be dropped into most any situation with only slight customization. The generic characters are graded from easiest to most difficult to allow you the most flexibility, though their names are for flavor and shouldn't be taken as defining their roles. Throughout this section, the term "weapon skill" is used in place of the actual weapon skill relevant to the situation. Replace this term with the skill appropriate to the scenario and go. The stat for "Brawl Combat Damage" assumes that Brawl Combat skill is equivalent to Weapon Skill.

Mook:

STR:8 COOR:8   AGY:8 END:8
Weapon Skill+2   Armor: Ballistic or Skin
Other Relevant Skills: None
Brawl Combat Damage: +2

Full Constitution:	160
Hindered Level:	120
Stunned Level:	80
Critical Level:	40

Thug:

STR:8 COOR:8   AGY:8 END:8
Weapon Skill+3   Armor: Ballistic or Skin
Other Relevant Skills: None
Brawl Combat Damage: +3

Full Constitution:	160
Hindered Level:	120
Stunned Level:	80
Critical Level:	40

Town Guard:

STR:8 COOR:8   AGY:8 END:8
Weapon Skill+4   Armor: Ballistic or Skin
Other Relevant Skills: Sneak+1
Brawl Combat Damage: +4

Full Constitution:	160
Hindered Level:	120
Stunned Level:	80
Critical Level:	40

Bravo:

STR:9 COOR:9   AGY:9 END:9
Weapon Skill:+3 Armor: Ballistic or Skin
Other Relevant Skills: Sneak+1, React+1
Brawl Combat Damage: +8

Full Constitution:	180
Hindered Level:	165
Stunned Level:	90
Critical Level:	45

Soldier:

STR:9 COOR:9   AGY:9 END:9
Weapon Skill:+4 Armor: Ballistic
Other Relevant Skills: Tactics+2
Brawl Combat Damage:+9

Full Constitution:	360
Hindered Level:	270
Stunned Level:	180
Critical Level:	90

Master:

STR:10 COOR:10   AGY:10 END:10
Weapon Skill:+5   Armor: Any
Other Relevant Skills: Dash+2, React+2
Brawl Combat Damage:+10

Full Constitution:	200
Hindered Level:	150
Stunned Level:	100
Critical Level:	50

Dragoon:

STR:10 COOR:10   AGY:10 END:10   Full Constitution: 200
Weapon Skill:+5   Armor: Ballistic   Hindered Level: 150
Other Relevant Skills: Observe+3, React+3   Stunned Level: 100
Brawl Combat Damage: +10To Hit:70%   Critical Level: 50

Musketeer:

STR:10 COOR:10   AGY:10 END:10   Full Constitution: 200
Weapon Skill:+6   Armor: Ballistic   Hindered Level: 150
Other Relevant Skills: Dash+2, Observe+2, React+2 Stunned Level: 100
Brawl Combat Damage: +11   Critical Level: 50

Lancer:

STR:10 COOR:10   AGY:10 END:10   Full Constitution: 200
Weapon Skill:+6   Armor: Ballistic   Hindered Level: 150
Other Relevant Skills: Survival+2, React+2, Dash+2
                                                       Stunned Level: 100
Brawl Combat Damage: +11   Critical Level: 50

Royal Guard:

STR:11 COOR:11   AGY:11 END:11   Full Constitution: 220
Weapon Skill:+7   Armor: Ballistic   Hindered Level: 165
Other Relevant Skills: Tactics+3, Demolitions+3, gunnery+3
                                                       Stunned Level: 110
Brawl Combat Damage: +17   Critical Level: 55

Double Master:

STR:13 COOR:13   AGY:13 END:13   Full Constitution: 260
Weapon Skill:+10   Armor: Any   Hindered Level: 195
Other Relevant Skills: React+5, Observe+5   Stunned Level: 130
Brawl Combat Damage: +25   Critical Level: 65

Note: The names are for illustrative purposes.

The Permanent NPC

For NPCs which require more than this, the NPC should be created exactly as if the character were a player character. This will always give the best and most realistic results. Any character which needs to be that realistic should go through the complete process.

One way to speed things up, and this can be done for a PC as well, is to take employment in blocks. In a ten year block, an average result would be 2 promotions, so a less than average character would have 1 promotion, a good character would have 3 promotions, and a very good character would have 4 promotions. Halve that for 5 year blocks - thus zero for a below average character, one for an average character, and 2 for a very good character. Physical Deterioration should be assigned. For an NPC, you can select skills rather than roll them. This should drastically speed character creation up.

magic

With the exceptions of Magi and Minstrels, magic in Blood Games uses MAG points as placeholders to keep multiple effects in play at the same time. When the effect is stopped, the MAG point is returned to the caster. This means that casters do not need a lot of MAG points to be effective, if they are content with short duration effects.

An Overview of Blood Games Magic

The effects are actually powered by "burning" attributes. When an attribute is burned, it is temporarily decreased by one, with a corresponding loss of 5 points of Constitution. Attributes rebound after time, at the rate of two points after 6 hours of sleep per day. Attributes also rebound at the rate of one per five points of natural healing from Herbalism, Surgery or Treatment.

Burning and Regaining Attribute Points

Magi use MAG points differently, as a resource burned when calling on their Archangel. A Magus' MAG points return at the beginning of the next session, like a Hunter's Luck. Magi do not burn attribute points to power their spells, as they are only calling on the Archangel, who does the actual work.

The Use of MAG Points by Magi

Minstrels use MAG points differently as well, as a resource burned when using their powers. A Minstrel's MAG points return at the beginning of the next session, like a Hunter's Luck. Minstrels do not burn attribute points to power their spells, as they are using the power of their music, which does the actual work.

The use of MAG points by Minstrels

No magic is permanent. All magic is temporary in Blood Games. Magical items, like charms, circles, relics, and the like have to have a MAG point invested into the item in order for the device to function. Magical effects likewise cease functioning when the caster withdraws the MAG points. When a caster dies, all effects and items currently working with the Caster's MAG points immediately cease functioning.

Effect Duration

The Laws of Correspondence:

Players with magic-using characters should keep at least an abbreviated version of these laws on their character sheets for quick reference.

The best proxy is no proxy

The standard chance of completion is based on the caster creating the spell with a first order correspondence - that is the object or person being spelled is being touched by (or *is*) the caster. When using this correspondence in a spell, there is a +1 to the TN.

The part represents the whole

The next order down in levels of correspondence is a second order correspondence. With this correspondence, the caster is touching something that was once part of the spell object, such as blood, hair, fecal matter, etc. When using this correspondence, there is no penalty to the TN.

Once touched, never parted

The next order down in levels of correspondence is third order correspondence. With this correspondence, the caster is touching something that was once touched by the object of the spell, such as a pen, a piece of paper, an article of clothing. When using this level of correspondence, there is a -1 to the TN

The name represents the thing

In fourth order correspondence, the caster is touching something with the complete name of the subject of the spell, for example a sheet of paper with the subject's name written on it. The name must be complete - all middle names, junior, III, etc. must be included. The penalty for using a fourth level correspondence is -2 to the TN.

When in doubt, pun

In desperation a fifth order correspondence may be used. In this type of correspondence, the caster says aloud a pun on the object of the spell. This is by far the weakest type of correspondence, but is better than nothing. The penalty for using a fifth order correspondence is - 3 to the TN.

Very common spells are spells that have very simple effects that can be explained as coincidence or intuition. The titles of these spells define what they do. The effects are mostly instantaneous, and seldom last. The spells in italics may be of indefinite duration, but if they are to last longer than a moment, investing a MAG point is necessary. These spells are Hedge Magic, requiring little learning or power.

Very Common Spells

1. TRIP
2. STUTTER
3. FUMBLE OBJECT
4. SNEEZE
5. ITCH
6. *SHARPEN*
7. *BREEZE*
8. *SEE IN THE DARK*
9. DUST OFF
10. *FULL GLASS*
11. *SNIFF OUT TRAIL*
12. *TIRED*
13. *MEND*
14. SOMETHING IN THE EYE
15. SPARK
16. YAWN
17. ODD SOUND
18. CARELESS
19. *FRIENDLY*
20. *TOO COZY*

Common Spells allow the caster to increase or decrease something by 10% per success. The PCs are encouraged to be creative. These Spells can be held for indefinite periods with the investment of a MAG point.

Common Spells

1. *FIRE CHARM*
2. *WATER CHARM*
3. *SMOKE CHARM*
4. *SNAKE CHARM*
5. *WIND CHARM*
6. *METAL CHARM*
7. *HOLE CHARM*
8. *WOOD CHARM*
9. *FOOD CHARM*
10. *PLANT CHARM*
11. *RAIN CHARM*
12. *CLOTH CHARM*
13. *ROCK CHARM*
14. *RAT CHARM*
15. *CAT CHARM*
16. *ANGER CHARM*
17. *DOG CHARM*
18. *LOVE CHARM*
19. *SLEEP CHARM*
20. *HEALING CHARM*

Uncommon Spells

Uncommon Spells are spells that alter the nature of something. These spells are powerful, and the GM is encouraged to interpret the spell liberally. These Spells can be held for indefinite periods with the investment of a MAG point.

1.) MAKE STONE
2. LIKE A FISH
3. BALLOON FLOAT
4. GATE OF FIRE
5. ASBESTOS SKIN
6. IRRESISTIBLE
7. TRACKLESS
8. CAT'S LEAP
9. RETRY
10. ENTRANCED
11. LIKE A TREE
12. BETWEEN THE RAINDROPS
13. LIQUID BODY
14. SPIDER WALK
15. GHOST BODY
16. SHADOW CLOAK
17. SKELETON KEY
18. MENACING FORM
19. SIREN
20. PART OF IT

Rare Spells

Rare spells are all spells to summon specific creatures. There is a spell to summon a specific Ghost, and one to summon a particular cat. The Player and GM must agree on the type of creature summoned. The summoning lasts as long as a MAG point is invested. The MAG is returned if the creature summoned dies, or the summoning is revoked and the creatures sent back from whence it came.

starpool

DICE MECHANIC

Task Resolution:

Roll xd20 under governing attribute - a d20 dice pool, rolling under or equal to the governing attribute as Target Number. The governing attribute for Firearms is COOR. Your TN for Firearms is your COOR attribute.

Number of dice rolled

Number of dice = rank of skill +1. Use the skill rank (i.e. firearms+3) plus 1 (3 + 1 = 4) for the number of dice in the pool. Skill rank of 0 gives one die. Any die result less than or equal to your TN is a success. Count the successes, don't add the results together. Example: Roll 4 dice under or equal to TN of 9. Results are 4, 12, 7, and 18. This gives 2 successes - 4 and 7.

Quality of Success

Each success counts as ten points for Quality of Success. Example: two successes = 20 points of Quality of Success.

Skill Check

Skill checks are generally used when the character has a skill that is relevant to the situation, such as a skill of surgery to deal with a bullet wound. The player can propose interesting and imaginative ways any skill can be used in any situation, but final judgement is the GM's.

EXAMPLE: JASON HAS A COOR OF 8 AND A FIREARMS SKILL OF +3. JASON ROLLS 1+3 OR 4 20 SIDED DICE, WITH ANYTHING 8 OR UNDER COUNTED AS A SUCCESS. HE ROLLS 11, 13, 4, AND 6 FOR 2 SUCCESSES.

A Skill Check is made by rolling a number of d20s equal to the skill rank +1. The Target Number is the character's Governing Attribute. The Governing Attribute for Firearms is COOR, thus a character with Firearms+4 and a COOR of 9 would roll 5 d20, and count any die that rolled 9 or less.

Attribute Check

Attribute checks are generally used when the player has no skill to properly apply to a situation, so the character's raw abilities are used to determine the target number. Roll the Attribute or less on 1 d20 for a success.

EXAMPLE: JASON TRIES TO CLIMB A TREE. HE DOESN'T HAVE THE CLIMB SKILL, BUT THE CONTROLLING ATTRIBUTE FOR CLIMB IS AGY, SO HE CAN MAKE AN AGY ATTRIBUTE CHECK. HIS AGY IS 9, SO HE ROLLS ONE 20-SIDED DIE, AND ANY RESULT OF 9 OR LESS IS A SUCCESS.

Characters always have a minimum of 1 die to roll.
The attribute to use should be determined by what the character is trying to do:
STR for lifting, pushing, pulling, prying, gripping, etc.
COOR for catching, throwing, aiming, etc.
AGY for running, jumping, dancing, swimming, etc.
END for staying awake, noticing, keeping going, etc.
CHAR for convincing, lying, sweet-talking, etc.
INT for problem solving, learning, pattern recognizing, etc.
Thus a notice check might be END, or a lifting job might be STR.

Base initiative = Roll D20. Lowest number goes first.
PCs may trade dice with Resolution - All NPCs go on their roll. PCs may move up or down by trading dice.

Each 3 points of initiative = 1 die of resolution.
You can move to go faster by trading in a die from your pool. You can add a die to your pool by going slower - etc. for more dice.
Add three point to initiative, add a die to resolution - It's a three for one trade - three points of initiative for one die on task resolution to move slower.
Subtract three points from initiative, lose a die from resolution - Same for moving faster.

Trading dice
Example: Jason rolls a 4 for his Initiative. He can add 3 to his Initiative to make it 7, and add another die to his Chance, or he can subtract three form his Initiative to make it 1, and lose a die from his Chance.

Constitution = physical attributes X 5 - In StarPool, Constitution = STR+COOR+AGY+END X 5

Constitution

The constitution has various levels which indicate how the character is doing:
The character is at peak condition, and functioning normally.

Normal

The character is hurting. Initiative, To Hit, Damage, Skill, and any other roll is at a penalty of 2 dice, to a minimum of 1 die.

Hindered

The character becomes Stunned. The character can be made conscious again by shaking or shouting, but any damage will make the character Stunned again. In addition, the character is also Hindered. The character can bring himself out of the stunned state with a successful Overdo check, or an END X 1 Attribute check.

Stunned

The character is really hurting. The character is Stunned, cannot be woken up, and is bleeding to death at the rate of 5 points per round. The bleeding will stop if the wound is bound, another character taking one round to do so, and is defenseless while doing so.

Critical

When the character is between Hindered Level and Normal Level, the character is Normal. Between Stunned Level and Hindered Level, the character is Hindered. Between Critical Level and Stunned Level, the character is Stunned. Below Critical level, the character is Critical. If the character is exactly on a level, a character functions at the level above. For instance, if a character is exactly at Hindered Level, the character is Normal.

Normal Level is 100% of constitution,
Hindered Level is 75% of constitution,
Stunned Level is 50% of constitution, and
Critical Level is 25% of constitution

| Attributes | **All Human attributes capped at 15** - The standard StarCluster System has no theoretical cap on attributes, but StarPool needs one. Humans are capped at 15. Monster caps can vary, though not above 18. |

Healing

Successful diagnosis gives +1 die per success to any other medical skill - A successful Diagnosis check will give 1 extra die per success to subsequent checks for Surgery, Treatment, and Herbalism.

Successful surgery or treatment = +5 points per success - The quality of Success is the number of successes X 5.

THREE SUCCESSES IS 15 POINTS OF HEALING.

Successful herbalism = +5 points per success - The quality of Success is the number of successes X 5.

Small Modifiers to Chance of Success:

Small modifiers should be translated as +/- 1 to the TN in question - for example using a long ranged weapon at medium range should be +1 to the TN for Firearms - COOR. Thus a person with Firearms+4 and COOR 9 would normally roll 5 dice against a TN of 9, but in this case would roll against a TN of 10.

Large Modifiers to Chance of Success:

Large Modifiers should be translated as +/- 2 dice - for example using a long ranged weapon at Far range should be -2 dice. Thus a person with Firearms+4 and COOR 9 would normally roll 5 dice against a TN of 9, but in this case would roll 3 dice.

Armor:

Armor would penalize the Chance of Success according to the following table. Cross index your type of armor and type of hit. A result of -x means a penalty of x to the TN - for example "-3" would be a penalty of 3 to the Target Number. A result of -xd means a penalty of x dice to the throw - for example -2d means roll 2 dice less than normal. Thus a person with Firearms+4 (Kinetic) and COOR 9 would normally roll 5 dice against a TN of 9 (for Skin) but against Steel would roll 5 dice against a TN of 7, and against Plasteel would roll 3 dice against a TN of 9. Note penalties in dice mean the loss of potential successes, thus the loss of Quality as well as Chance.

ARMOR	CUT	ARROW	BASH	KINETIC	ENERGY	UNARM
Hide	-1	0	0	0	-1	-1
Ballistic	-2	-1	-1	-1D	-2	-2
Steel	-3	-2	-2	-2	-3	-3
Plate	-4	-3	-3	-3	-4	N/A
Wicker	-1	-2d	-1	0	-1	-1

Direct modifiers to Quality of Success, like weapon damage modifiers, are added to the quality result after conversion to points. For example - since each success is worth 10 points of Quality, using a rifle (+25 mod) with three successes would be 10+10+10+25 or 55 points of damage.

Direct Modifiers to Quality

Standard Cover removes dice from both sides.
The GM lets the Players know what the maximum dice of Cover is available - for example: "The ground is littered with fair sized boulders - you can take up to 3 dice of cover." The Player then selects whatever cover she wants for her character up to the maximum allowed. Cover removes x dice from the roll of the person shooting into the Cover, and x-1 dice from the person shooting out of the Cover.

Standard Cover
EXAMPLE: JASON TAKES 3 DICE OF COVER IN THE BOULDERS. THE ENEMY SHOOTING INTO THE BOULDERS REMOVES 3 DICE FROM HIS POOL, WHILE THE PC RETURNING FIRE OUT OF THE BOULDERS REMOVES 3-1 OR 2 DICE FROM HER POOL.

Dash Cover works the same as Standard Cover, except that the maximum Cover allowed is determined by the number of successes in the PC's Dash skill check. A PC with Dash+4 rolls 5 dice for 3 successes, giving 3 dice of Cover, penalizing the enemy by three dice and the PC by two dice.

Cover from Dash

The character can voluntarily lessen offense to improve defense.
The defending character removes dice from his attack roll, which removes the same number of dice from the opponent's attack.
Characters always have a minimum of one die.

Active Defense

EXAMPLE: JASON HAS SIX DICE IN HIS ATTACK. HE VOLUNTARILY REMOVES TWO DICE FROM HIS ATTACK ROLL, AND THE GM REMOVES TWO DICE FROM THE OPPONENT'S ATTACK ROLL.

Ranges

Ranges in StarPool are given by weapon as chance of success modifiers. A weapon's range rating is one of the following:

- **Point Blank** - Within 2 meters. This is the range for all weapons that must be used held in the hand, like most blades and melee weapons.
- **Short** - Between 2 and 10 meters.
- **Medium** - Between 10 and 50 meters.
- **Long** - Between 50 and 250 meters.
- **Far** - Between 250 and 1000 meters.
- **Very Far** - Between 1000 and 2000 meters.

A weapon's Range rating is the range at which it is normally effective, that is, at a penalty of zero.
When a weapon is used further than its range rating, subtract 2 dice from the roll for the next higher range. Weapon ranges can be extended only one rank.

When a weapon is used shorter than its range rating, add one to the TN for each step. Two steps difference would raise the TN by two.

Example: Jason attempts to shoot at Long range with his revolver, normally a Medium Range weapon. He has 4 dice for Firearms, so he removes 2, rolling 2 dice.
Example: Jason shoots at Short Range with his Revolver. His normal TN is 8, but he adds one for a TN of 9 for the one step difference between Medium and Short.

Levels of Mastery

Levels of mastery are skill ranks at the multiples of +5 (+5, +10, +15, etc.) Each level of mastery gives the character repeated attempts at success. In combat, this translates to multiple attacks per round.
A character with a single level of mastery gains a second attack, while one with double mastery (+10) has three attacks per round. Repeated attacks wouldn't mean much for - say - a biology check, so for non-combat skills, each level of mastery gains the character an additional roll.

Example: Jason has a +5 for Blade. He makes an extra attack with his knife because of his Mastery.

Complex Problems and Solution Points

If you have a complex task that you don't want to be solved too quickly, you can assign the task a number of Solution Points, which work like Constitution works in combat.
The number of points you assign should be proportional to the difficulty of the task. Limit the attempts at solution to one per unit on the list below, depending on your idea of the speed of the task.
Task units:
1 min., 2 min., 4 min., 8 min., 15 min., 30 min., 60 min./1 hr., 2 hrs, 4 hrs, 8 hrs, 15 hrs, 24 hrs/1 day, 2 days, 4 days, 7 days/1 week, 2 weeks, 4 weeks/1 month, 2 months, 4 months, 6 months, 12 months/1year

Example: A player wants to adjust the maneuverability of his car by changing the suspension. You assign - say - 500 points, and allow Mechanics check attempts once a day. That should draw the task out properly.

Conversely, one could take longer to achieve a task, gaining consequent bonuses.

Characters can push the time between checks down by taking risks. Increasing the time by 1 step would be +1 die. Decreasing the time by 1 step would be -1 die.

Note that with levels of mastery, truly skilled people could afford to save time or improve progress much more frequently

General Knowledge and Languages

There are a lot of situations in which the character has unquantifiable knowledge, such as general geographic knowledge of an area or perhaps cultural knowledge of a people. In these cases, the GM should decide if the player knows anything concerning the situation based on the character's background, and how much the character knows. The level of knowledge can be placed as 4 basic categories: None, Acquainted, Competent, and Fluent.

- **None** means the character has no knowledge or only the most rudimentary knowledge of a situation.
- **Acquainted** means the character has some knowledge, but that knowledge is sparse and incomplete.
- **Competent** means that the character's knowledge is quite good, and the character can be expected to know quite a bit concerning the subject.
- **Fluent** means that the character knows anything a native of the area or equivalent would know. Fluent does not mean the character knows everything.

These categories should be used for languages as well. Each time a character takes the Linguistics skill, he learns a new language at Acquainted level, and any other languages a character already has are moved up a level - Acquainted becoming Competent, and Competent becoming Fluent. A character can have any level of competence in any language if it fits his background without taking the Linguistics skill.

A person with a Fluency in a language is automatically rated competent in any nonnative dialect of that language, and is automatically rated as Acquainted in related languages.

This simulates the fact that root words can be similar enough to be understandable between languages. A German speaker would be able to - say - ask where the bathroom is and be generally understandable to a Dutch speaker with a bit of effort on both parts, but would be unable to have anything approaching a normal conversation.

With Competence, the people involved can communicate normally, but many subtleties are lost. No one would

mistake a Competent person as a native. With Fluency, all shades of meaning come through, true translations become possible, and one can pass as a native, all other things being equal.

Notes on Play

The Players all roll initiative and make all their adjustments to their Initiative and subsequent Resolution checks before the opposition makes its Initiative roll. The players must gamble on what the opposition will roll.

NPCs never make adjustments to their rolls.

In a situation where it's PC vs. PC, neither side can adjust their initiative rolls.

The characters state their actions and make their Resolution checks in sequence of their Initiative rolls, lowest to highest.

Initiative is rerolled each turn.

Recommended Option

PCs can split their dice pools to perform more actions at lower chance of success.

Example: Sarah has Firearms+3, and a COOR of 11. She has 4 dice in her pool. She faces two opponents, one on either side of her. She decides to split this pool into two pools of two dice each, making two separate attacks simultaneously, each at less of a chance and at less potential for quality.
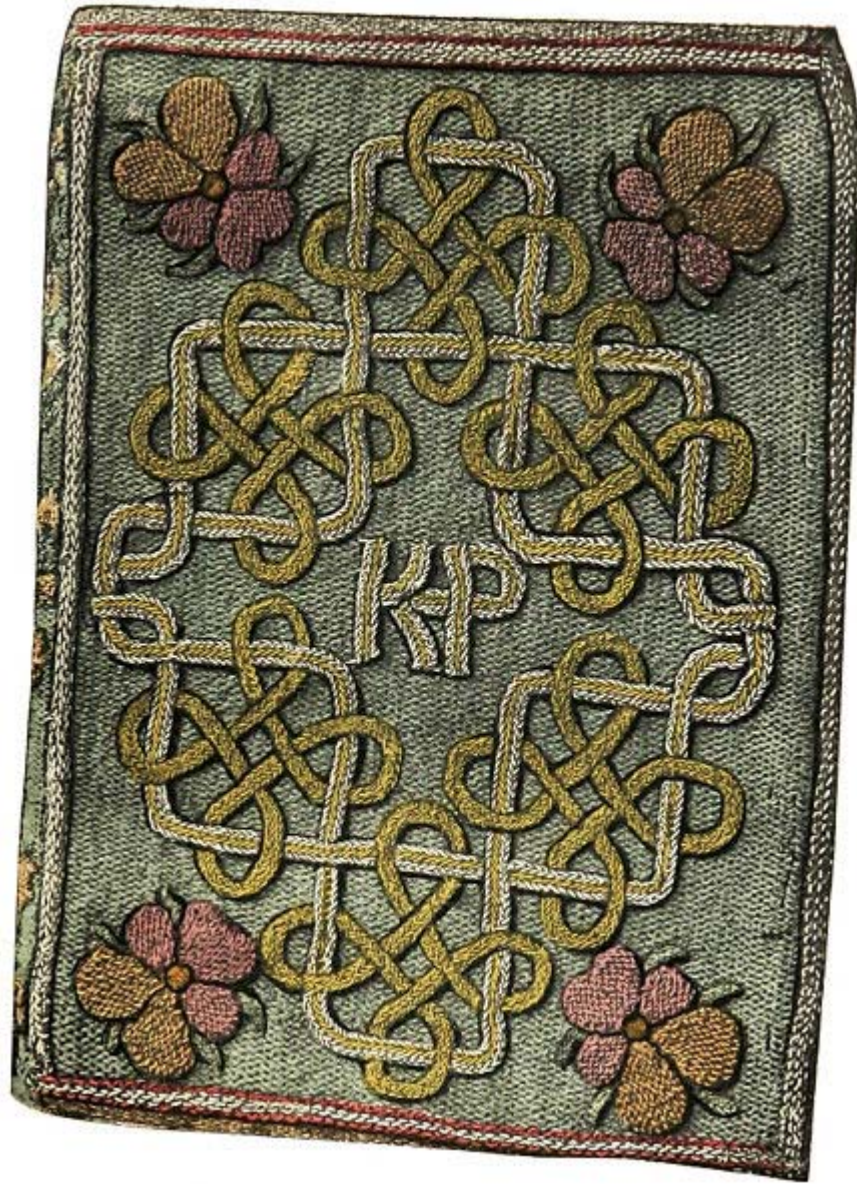
Healing

Healing comes in three varieties: Normal, Natural, and Magical. Each works differently, and has different effects. Healing never boosts attributes or constitution over the normal amount, if a character is down 10 points of constitution, and receives 20 points of healing, the ten extra points are wasted.

Normal Healing

Normal Healing is that which is done by the body's internal repair. A character needs sleep, a minimum of 6 hours a day, for Normal Healing to occur. With Normal Healing, the character regains 2 attribute points and thus 10 points of Constitution per sleep period.

Natural Healing

Natural Healing is that done by medical practices, which help the character's body regain its functions. There are five medical skills:

Diagnosis

Diagnosis helps any subsequent medical skill, with each success in Diagnosis giving the practitioner an extra die on any of the other medical Skills used subsequently this day on this patient. This skill may be used once per day per patient.

Treatment

Treatment involves procedures and practices which do not involve chemicals or surgery, such as physical therapy, massage, diet, setting fractures, bandaging, and the like. Treatment heals 5 points of Constitution and 1 attribute point per success. Treatment cannot be used in conjunction with Surgery, but it can be used in conjunction with Herbalism. This skill may be used once per day per patient.

Surgery

Surgery involves cutting something in order to promote healing. Surgery is usually used initially on wounds, to clean them and remove foreign objects, while subsequently Treatment is used as the wound heals. Surgery heals 5 points of Constitution and 1 attribute point per success. Surgery cannot be used in conjunction with Treatment, but it can be used in conjunction with Herbalism. This skill may be used once per day per patient.

Herbalism

Herbalism is the use of naturally occurring plants and other items to heal hurts or disease. Herbalism heals 5

points of Constitution and 1 attribute point per success. Herbalism can be used in conjunction with Surgery or Treatment. This skill may be used once per day per patient.

Magical Healing

Templars

Heal allows the Templar to instantly heal damage or any disease. The healing of damage is instantaneous, the healing of disease requires the investiture of a MAG point for a full day - 24 hours - to be permanent. To initiate Heal, the Templar must burn one point of COOR. The Templar may heal 5 points of Constitution per success. Magical healing does not refresh burned attributes.

Magi

A Magus can ask Raphael or Haurvatat to heal another, but never herself. If the Archangel grants this plea, the person is completely healed of all Constitution damage, and/or all disease. Magical healing does not refresh burned attributes.

Cunning Folk

On a successful Curing skill check, the wounded person gains one point to the TN of a Test of Faith for each success. For wounds, a successful Test of Faith gives a bonus of 30 points of curing after a good nights sleep. For diseases, a successful Test of Faith will cure the disease after sleeping normally.

creatures and the spirit world

The Spirit World

The Spirit World is where spirits normally live, and the place where people and spirits can meet and communicate. It is a world with a one-to-one correspondence with our own physical world, meaning that for every place in the Physical World, there is a representation in the Spirit World. That is, there is a place in the Spirit World that corresponds to any given place in the Physical World, and vice-versa, although they may not look the same. Every thing has a spirit, and in the Spirit World, we can see these spirits stripped of their material bodies, if they wish us to. There is not a one-to-one relationship as regards inhabitants of these worlds, and the laws of physics are different in the two worlds.

The Abode of Spirits

The Spirit World is the abode of spirits, benign, malign, and indifferent. Spirits are immaterial beings who are made manifest in the Spirit World by their own will. Normally, spirits are insubstantial even in the Spirit World, giving it a rather empty look, but if they wish, they can make themselves substantial in the Spirit World, appearing usually as something decided by the subconscious of the viewer. This is typical of spirits, that they appear different based on who is viewing them, and the viewer's state of mind. The spirit world itself can look different based on the subconscious of the viewer.

Meditation

Passing into the Spirit World from the Material World is accomplished by meditation. This type of meditation is available to religious mystics such as Monks, Templars, and Magi. Three Successes are needed on a Meditation check to move into the Spirit World.

Sojourners

The sojourner from the Material World in the Spirit World is present in a Spiritual Body, also known as an Astral Double, which is connected to the physical body by a silver cord. The Spiritual Body requires this connection with the Material World, and the sojourner will die if this connection is severed. The silver cord has a constitution equal to 10 times the sojourner's endurance. A demon who severs the silver cord of a sojourner can catch hold of the end of the cord rolling one die against a TN of 2 - 10% of the time - and be pulled into the lifeless physical body of the sojourner, reanimating it without opposition. This type of demonic possession cannot be reversed by exorcism, as there is no soul there to make a Test of Faith.

This type of possession is only stopped by destroying the body the demon is inhabiting.

The Soul

The soul is akin to spirits, thus allowing the possibility of possession, but different in one key way. Spirits are bound to the Spirit World, or in rare cases, the Material World. Souls are bound to a material body, but once that link is severed by death, the soul may depart these worlds for parts unknown. Sometimes souls get trapped in either the Spirit or the Material World and need guidance to set their feet on the path out. All souls follow the same path out, no matter what their religion, and any sojourner can guide a trapped soul out. These trapped souls are called ghosts. Those trapped on the Spirit World manifest as physical creatures, while those trapped in the Material World manifest as strong emotions, fluctuations in temperature, and other strange ways.

Crossing Over

Spirits can cross over into the Material World in several ways. As explained before, they can catch the end of a severed silver cord and 'ride' it back to the former body of the dead sojourner. Some Spirits can also attempt to possess the sojourner's body while the sojourner is alive. The third way is by summoning. Use of ritual magic can summon a spirit from the Spirit World into the Material World. The sacrifice to summon a demon must be human, and the type of death is specific to the type of demon being summoned. The final way spirits can cross over to the material world is specific to demons. If enough human lives are destroyed in the same place at the same time, a gate can be formed between the two worlds. This happens sometimes in great battlefields or places of huge natural calamity. All sorts of demons can be sucked through the gate and into our world, with no control over the type of demon affected. The gate is temporary and short lived, and dissolves after at most 24 hours.

Spirit Constitutions

Spirits have a Spirit Constitution determined by their type. Generally speaking, the stronger the spirit, the higher the constitution. Most, in fact the great majority of spirits are benign or indifferent to sojourners, but all spirits have a spiritual attack which does +0 damage to Spirit Constitution or to the sojourner's silver cord. It can easily be seen that sojourning is a dangerous occupation, particularly for those with frail bodies. Damage to a sojourner's silver cord can be instantly repaired by

returning to the Material Body, which requires only an effort of will.

Movement in the Spirit World is by will. The Spirit Body glides or flies easily, and may 'warp' to any place they have been before in the Spirit World by thinking about it. Each hour of sojourning in the Spirit World weakens the sojourner by one endurance point, and thus weakens the sojourner's silver cord. The endurance points are regained by meditation (outside of the Spirit World) and/or a normal sleep period.

Movement in Spirit

Spirit Creatures

Note: Undead and Spirit creatures do not go to Stunned or Critical levels as living creatures do. Instead, after passing Hindered level with it's -2 TN penalty, they continue on with no further change until they reach zero Constitution, whereupon Spirits discorporate and Undead become helpless for the final coup de grace.

Salamander

SPIRIT CREATURE RANK 3

A Salamander is a quasi-intelligent fire elemental. It appears as a small (foot long) lizard with six legs, and it's body is burning hot, setting combustibles alight with it's mere presence. A Salamander is never harmed by fire, and can use Pyrokinesis at mastery as an attack. A penalty of 1 die is applied to any attempt to Bind a Salamander.
STR: 3, COOR: 10, AGY: 15, END: 10, INT 1, MAG: 5, Constitution: 190
Attack: Pyrokinesis+5
Damage: 50 per success

Basilisk

SPIRIT CREATURE RANK 3

A Basilisk is a quasi-intelligent earth elemental. It appears as a large (3 foot long) lizard, and can move through stone and earth as if it were air. Stone, earth, and metal cannot harm a Basilisk, and it can attack with a poisonous bite. The bite causes painful convulsions and a kind of living rigor mortis until breathing stops within 6 hours, unless the antidote is applied within that time.
STR: 9, COOR: 13, AGY: 11, END: 10, INT: 1, MAG: 0, Constitution: 215
Attack: Bite+5
Damage: +0, poison

Hag

SPIRIT CREATURE RANK 3

Hags are creatures with the unique ability to enter dreams. They live only in the Spirit World, and have no physical manifestation in the Material World. In the Spirit World, they appear as dead, lifeless but animated drowning victims, always female, and hideously ugly. The Wizard may use them in one of two ways - either to spy on a person's dreams, or to influence and control a person's dreams. If a person is being spied on, they will feel a watchful presence while dreaming, but will almost

always forget this upon waking up. People being watched have a TN INT - 5 chance of remembering the feeling of a watchful presence, plus 1 for the Focus skill. Hags can also be used to control the Object person's dreams, preventing rest, giving nightmares, or granting false visions as desired. Hags can only be affected in the Spirit World.
IQ: 5, MAG: 1, Spirit Constitution: 200
Attack: by controlling dreams
Damage: varies with effect desired.

Succubus/Incubus

Spirit Creature Rank 3

Succubi and Incubi are minor devils, able to clothe themselves in flesh. They appear as lovely humans - Succubi being female while Incubi are male - whose only attack is seduction. Each successful seduction results in a drain of 1 point from all four physical stats. The object person is given unimaginable ecstasy in return, is thoroughly addicted to the act, and can see no ill results, no matter how obvious to others. To other people, the Object appears to be the victim of a wasting disease, losing health visibly after each seduction. If the Incubus or Succubus is defeated, the victim will recover health at one point of each physical stat per day while sleeping. Succubi and Incubi are immune to normal physical attacks and do not ever use them against others.
STR: 7, COOR: 7, AGY: 7, END: 7, CHAR: 15, INT: 5, MAG: 1
Constitution: 140
Spirit Constitution: 70
Attack: by Seduction+5
Damage: Life drain.

Demon

Spirit Creature

Demons are spirit creatures which live in the Spirit World. Demons have one defining power besides the individual powers they have, the power of Possession. Possession allows the Demon access into this world, taking over the body of the one possessed, and doing with it whatever the demon wishes. The Demon must make an uncontested Possession roll each day it is in control of a body, a failure meaning the Demon must return to the Spirit World. Demons can be fought and harmed (and can fight back) while they are in the Spirit

World, and if their constitutions are reduced to zero, they are *sealed* and unable to return to the Spirit or Material World for 1001 years.

Demons are the most perilous creatures for a Wizard to use, because they can possess a Wizard if he is not careful. When a particular Demon is first Linked by a Wizard, the Demon initiates a contest of wills with the Wizard. The Wizard first attempts to Dominate the Demon, and if this fails, the Demon in turn has a chance to possess the Wizard. Either one or the other must win, so if both fail, initiative is rolled, and the contest begins again, repeating until one side or the other fails. Subsequent attempts at linkage do not require this contest of wills, but either side may initiate it if they perceive a weakness in the other. The power of the particular Demon being linked to determines it's chances of resisting Domination or succeeding in Possession.

Demons are insane by human standards, and those possessed by them do bizarre and sometimes horrifying deeds. Here are some particular Demons, with their general demonic type in italics following their name:

Aramzahd *Fire Demon*

SPIRIT CREATURE RANK 4

Spirit Constitution: 170
Possession TN: 9

POWERS:

Pyrokinesis+5, 50 damage per success
Range: Medium
Telekinesis+4 10 kg per success weight at 20 KPH
Range: Medium

Phazaaron *Vampiric Demon*

SPIRIT CREATURE RANK 5

Spirit Constitution: 270
Possession TN: 11

POWERS:

Transfuse+8, 5 spirit constitution points (equal to 10 Constitution Points) transferred to itself per success.
Range: point blank

Spirits:

On some occasions these are moments when a spirit might lend a helping hand, by either showing what to do and where to go, to even giving a vision that will help the hunters in their battle. These helpful spirits are either loved ones that have not yet crossed over due to not completing something or spirits who are lost and don't know how to find their way over. Other spirits are spiteful and harmful, and haunt locations to frighten people. Spirits do not have any physical stats or constitution, as they are non-material. Spirits have the following abilities:

MAG: 5 INT: 7

Spirit Constitution: 70

SPIRIT CREATURE RANK 1

Spirits can be captured by wizards and put to work as servants either in their original form on the Spirit World, or as part of a material creature such as a Gargoyle. When they become part of such a creature, most of their MAG is bound up into the making of the creature by the Wizard.

Sylph

A Sylph is an elemental of the air. They have no bodies and manifest themselves as strong but localized winds. Sylphs can be summoned to bring winds and channel them in a particular direction. Sylphs cannot be successfully attacked, as even in the Spirit World they are bodiless.

SPIRIT CREATURE RANK 2

Nymph

Nymphs are female nature elementals, and there are many different types. They are immortal beings who can cross over from the Spirit World into the material world at will. Nymphs can clothe themselves in flesh, but this is no more than a convenience when dealing with humans. If attacked, a nymph will return to the natural world she came from, appearing to our eyes to melt into nothingness. The most important types of nymph are:

SPIRIT CREATURE RANK 4

Dryads - Spirits of the forest and woodlands
Hamadryads - Tree spirits
Nereids - Sea spirits
Naiads - Spirits of rivers and lakes

Undines - Spirits of pools and waterfalls
Nymphs never harm anyone, and run from danger back to their natural home. The only way to kill a nymph is to destroy the tree or river or ocean she inhabits and calls home.

Ghosts

Spirit Creature Rank 2

Ghosts are the lost souls of those who have died who have never left the material world and gone beyond. Ghosts can trouble the living by their one true power which is fear. Ghosts can incite overwhelming fear in those who are close to them, which the Ghost uses at Fear+3. This attack is Magical in nature, and can be resisted with a Test of Will or a Test of Faith. Most ghosts are totally invisible and cannot otherwise affect those on the material world, with the following exceptions:

Ghosts can be exorcised from a place in exactly the same manner as demons.

Ghosts have the following abilities:
MAG: 5 INT: 7
Spirit Constitution: 70

Spectres

Spirit Creature Rank 3

Spectres are Ghosts who can be seen. They are insubstantial, but are visible - especially in the dark. They can change their aspect in hideous ways, and thus their fear attack is at Fear+4.

Poltergeists

Spirit Creature Rank 4

Poltergeists are Ghosts who can touch and manipulate items in the material world. They are themselves not visible. They can manipulate anything a normal human could manipulate.

Wraiths

Spirit Creature Rank 5

Wraiths are Ghosts which live half in the material world, and half in the Spirit world. They can be seen - especially at night - and can manipulate objects in the material world. They have a deadly physical withering attack, for which they roll 6 dice, with damage being at +50.

Dybbuks

Spirit Creature Rank 3

A Dybbuk is a disembodied soul - a human who refuses to die. Dybbuks posses living humans exactly the same

way that demons possess. Dybbuks may be displaced by exorcism or any of the other methods used in combatting demons. In every other respect, they are the same as a ghost.

Possession TN: 8

Devils

SPIRIT CREATURE

Devils are spirits which can take a form in the Material World. According to Christian theology, devils are angels which refused to submit to God, setting themselves apart from His authority. Like angels, devils have powers over specific things, with the power in proportion to their personal authority. Devils use these powers to reward their followers in payment for their souls - for the followers' rebellion against the light and against their own best interests as a species.

Their great power is of Temptation, of offering riches, sex, and power to humans in order to turn them away from the Light. A Test of Faith or a Test of Will is called for whenever a devil attempts to turn a human to the dark path, failure meaning the person has been Tempted beyond her means to resist. Devils may attempt three times to turn a human. If all three Temptations are refused, the human cannot be Tempted again. Devils cannot be harmed or killed, but they can be warded away with the proper rites. Here are some particular Devils, with their Powers following their name:

Asmodai

SPIRIT CREATURE RANK 10
LUST, GAMBLING, VENGEANCE

Asmodai generally appears as an older man. grey of hair and beard, with a seductive charm and wit. He is of the first rank of devils, a Prince of Hell, and can reward his followers immensely with his powers.

Shax

SPIRIT CREATURE RANK 8
SENSES, THEFT, HIDDEN THINGS

Shax usually appears in the form of a stork. His voice is subtle and manipulative, and he is a great liar. Shax loves deceit for its own sake, loving best to pretend to be a wise counsellor, while twisting and maiming the truth. He is of the third rank of devils, a Grand Marquis.

Kimaris

**SPIRIT CREATURE RANK 7
WAR, TREASURE, DARKNESS**

Kimaris usually takes the form of a famous warrior of the past. He prefers to encourage the target to become a great warrior, like him. He often comes in dreams and visions and is of the fourth rank of devils, a Marquis of Hell.

Tammuz

**SPIRIT CREATURE RANK 4
TORTURE, FIREARMS, INVENTION**

Tammuz prefers to appear as a young man of great personal beauty. He particularly inspires invention of devices which harm other humans. He is a lesser devil, and his powers are small.

Djinn

SPIRIT CREATURE RANK 5

Djinn are free agent spirits, much like humans. Some are good, some are evil, and many are sometimes one, sometimes the other. They are spirits of wind and fire and can call either to their aid, the power of the element being proportional to the personal power of the djinn. Djinn can grant wishes under specific conditions, and also have the powers of flight and free passage between this world and the Spirit World, sometimes carrying humans along with them. They have no form of their own, but can take the shape of animals or humans if they so wish. Some Djinn are religious, having converted to one of the Religions of the Book - that is Christianity, Islam, Judaism, or Zoroastrianism. Djinn cannot be harmed or killed.

Will o' the Whisps

SPIRIT CREATURE RANK 1

Will o' the Whisps are harmless spirit creatures which manifest in the physical world as points of soft, radiant light. They are playful rather than malign, and will sometimes lead wanderers astray in the dark.

Will o' the Whisps have the following abilities:
MAG: 0 INT: 3
Spirit Constitution: 10

Black Dogs

SPIRIT CREATURE RANK 3

Black Dogs are a type of Spectre which is attracted to crossroads, gallows, and lonely moors. Black Dogs are quasi-material, in that their jaws and teeth are material while the rest of their bodies are only visible. They bite with a natural attack of 4 dice, for +20 damage. Black Dogs look like large, coal black normal dogs, with glowing red eyes.

Black Dogs have the following abilities:
MAG: 0 INT: 5
Spirit Constitution: 150

Barghests

SPIRIT CREATURE RANK 4

Barghests are a particularly large and fearsome Black Dog, biting with a natural attack of 6 dice, twice a round, for +30 damage.

Barghests have the following abilities:
MAG: 0 INT: 7
Spirit Constitution: 200

The Goat-Man

SPIRIT CREATURE RANK 5

The Goat-Man is a spirit creature, somewhat like a demon in that he possesses a human, but the possession is voluntary. The Goat-man is summoned by a Warlock to ecstatic ceremonies at witch covens, and if one of the witches opens him or herself to the spirit, he takes possession.

Unlike any other kind of spirit, the Goat-Man changes the body of the person he is possessing to be like his. The Goat-Man is horned, with arcing black horns protruding from his forehead. His skin is a deep carmine red, and he has a black goat beard and lank black hair, and his feet are hoofed. He is tall and muscular, with a long prehensile tail tipped with a scorpion sting.

If he is attacked, he will attack back twice per round with six dice - once with his black talons for +50 damage, and once with his stinger, for +30 damage plus poison, which causes 10 points of Constitution per round until cured. The Goat-Man has 300 Constitution points.

Other Creatures

Homunculus

A Homunculus is a tiny humanoid creature, appearing as a beautiful baby of about 8 months age, with large white feathered wings, and standing about 6 inches tall. A Homunculus is an intelligent, nimble, and dedicated spy, and can handle weapons as if it were human, so long as they are properly scaled. A scaled sword, for example, would do -20 damage. They are extremely agile in the air.
STR: 2, COOR: 15, AGY: 15, END: 3, IQ: 7, MAG: 0,
Constitution: 175
Attack: by weapon
Damage: varies

Imp

An Imp is a tiny (3 inch tall) scaled, tailed, bat-winged humanoid. It's tiny teeth are sharp and needle-like, and inflict a painful bite. They are nasty creatures and delight in tormenting those they are inflicted upon. Their main power is a mastery over telekinesis, allowing them to use objects as weapons. They may lift objects up to 100 kg (220 lbs) and move them at up to 25 KPH. More usually they will use small, sharp objects, or weapons, or even liquid and sand. They are not merely mischievous. Imps love to inflict pain and misery. A favorite trick of theirs is to hide and hit the object with stray books, vases, etc.
STR: 1, COOR: 10, AGY: 15, END: 5, INT: 5, MAG: 2
Constitution: 155
Attack: by weapon
Damage: varies

Skeptics:

Skeptics are normal humans who have such a strong and complete disbelief in the paranormal that magic is almost impossible to perform in their presence. Skeptics stats vary, but they always have zero MAG. A Skeptic's powerful disbelief affects everything magical. Magical creatures avoid Skeptics, as their presence is painful. Any attempt to cast magical spells or perform any miracles, or any other use of MAG points, is at a penalty to the TN, depending on the degree of skepticism.

MILD SKEPTICS -4 TO TN
MODERATE SKEPTICS -10 TO TN
SEVERE SKEPTICS - 18 TO TN

Skeptics are physically normal or more likely a little below, as many Skeptics ignore their bodies in favor of exercising their minds.

Selkies are immortal creatures who can change shape between that of a beautiful human and that of a seal. Selkies actually can strip off their skins, revealing their human form inside. If a human can grab their skins while the Selkie is out walking, the human can force the Selkie to stay on land and marry them, even producing children from the union. Their stats are the same as a normal human's, though Selkies are immortal, exactly like the Immortal character option. Selkies are dutiful and loving mates but if the Selkie ever recovers their 'skin' they will immediately return to the water taking any children with them.

Lycanthropes, commonly but erroneously called werewolves, are creatures who at one point were rather intelligent animals but became a creature of the night after they chose the ways of darkness. They gain their power from the moon. The closer it comes to being a full moon the stronger they become. During the normal nights of the month they are simply clever animals. Some lycanthropes have the tendency to run in packs, but a newly turned lycanthrope runs alone until welcomed into a pack. During the night of the full moon and the 2 days before and after it, a normal lycanthrope will gain the ability to walk on it's hind legs and have the mentality of a human, but they still have the needs of an animal, such as hunting and feeding.

The following are the abilities of a lycanthrope at the full moon strength:
STR:15 COOR:15 AGY:15 END:15 IQ: 8
Constitution: 300

The following are the abilities of a lycanthrope during the 2 days before and after the full moon:
STR:12 COOR:12 AGY:12 END:12
Constitution: 240
Lycanthropes have the following skills:
Bite+5 and/or Claw+5
Damage is either +50 (2 days before and after) or +75 (full moon)
Lycanthropes are creatures of the night and of the wild. They vary by the common intelligent animal in the area, such as wolves in N. America, or leopards in Africa.

Selkies

Lycanthropes:

UNDEAD

Lycanthropes care nothing for humans and vampires, they see them only as prey and food. Silver weapons do an additional 15 points of damage to Lycanthropes.

Zombies:

UNDEAD

Zombies are creatures that have two thoughts in their heads - hunger and destruction. If a human's brain is eaten by a zombie, the human will turn into a zombie. The only way to destroy zombies is either by fire or decapitation, other than that it still will try to do what is set out to do without cease.
The following are stats for a zombie:
STR:12 COOR:5 AGY:5 END:7 CHAR:1 INT:1
Constitution: 145
Brawl+3

Zombies are usually created by Wizards as servants - by Animating corpses without using spirits, and dominating the zombies into submission. A zombie created when a human's brain is eaten is free willed and not under any control. Any zombies under a Wizard's domination when that Wizard is killed become free willed.

Gargoyles:

Gargoyles are created by Wizards by Animating stone with a spirit and dominating it into submission. Gargoyles were initially created by Wizards as guards, but when a Wizard dies, his creations are freed. Gargoyles are night creatures. During the day they are stone, but when night comes they turn into living creatures. While during the night they can be very powerful beings, when daylight comes they are helpless. They are very dangerous and even have a high enough MAG to cast spells if they are taught any. The following are normal stats for a Gargoyle:
STR:18 COOR:15 AGY:15 END:18 CHAR:10 INT:9
MAG:1
Constitution:330.
Attack Unarm+5, Damage +50.

Wizards:

Wizards are spellcasters, Esotericists or Warlocks who have found the formula for the Philosopher's Stone. These immortal men and women are extremely powerful and have the capability and the knowledge to do what they want.

Additional Skills Available once they become Wizards: Focus, Research, Domination, Apport, Phase, Channel, Animate, Command

Domination

Allows the wizard to control spirits by force of will alone. The rank of the spirit creature must be less than the number of successes rolled. It is modified by END and one MAG point is used to imbue the Domination. The MAG point is released when the Wizard releases the spirit from Domination.

Apport

Allows the Wizard to disappear from one place and appear in another well known place instantaneously. It is modified by AGY and costs one MAG point to use, which is returned to the Wizard when the Apport is done. By binding Apport to a place or device, the Wizard can create a teleportational device, at the cost of one point of MAG while the Apport is so bound.

Phase

Allows the Wizard to pass through material objects as if they were not there. Phase is controlled by AGY and costs one MAG point to use, which is returned to the Wizard after the Phase is done. By binding Phase to a place, the Wizard can create a Phase Door, allowing passage to any who find it.

Channel

Allows the Wizard to use the MAG points of another. It is controlled by STR and costs one MAG point to maintain, which is released when the Channel is released. A Test of Faith or Test of Will can block a Channel.

Animate

Allows the Wizard to make inanimate objects move with the semblance of life, possibly as a prelude to infusing them with captured spirits. Animate is controlled by COOR and cost one MAG point to maintain, which is released when the Animation is released.

Command

Allows the Wizard to compel another to obey him. It is controlled by CHAR and costs one MAG point to maintain, which is released when the Command is released. Command may be resisted by a Test of Faith or of Will.

A Wizard's most feared attack is Domination. A Wizard using Domination can paralyze a spirit, sapping one of the will to fight or even turning one against its own side.

They typically dominate a demon or two and retain them into service. Wizards also have Animate skills which allows them to create servants out of flesh (Zombies) or stone (Gargoyles).

Esotericist Wizards learn their magic through Hermetic, scholarly tradition of the Arcane arts. Their spells are always ancient, which are usually written in Latin or Greek, and they have access to the spells any Esotericist can use.

Warlock Wizards learn their magic through intuition and knowledge of spirits. They do not use spells per se, relying on their powers of spirit control. They make much use of circles of protection, naming, and calling on the powers of spirits and demons, and have access to the powers of a Warlock as well.

Wizards are immortal, but can be killed. Many Wizards have contingency spells and devices which render them extremely difficult to kill, though.

Golem

UNDEAD

A golem is a creature created from clay and animated by the word of a Templar. A Golem is not initially very intelligent, but the longer they stay alive, the more humanlike they become, eventually desiring life and fearful of death. Golems are tremendously strong and tough, but become weaker as they age, losing one point of each physical attribute and gaining 1 point in intelligence every month they are in existence, until they die. Most Templars destroy any Golem they create before it gains much intelligence, as a kindness, but several have escaped this kind fate and have died weak and gasping for breath in 18 month's time. A Golem's initial Stats are 18 in each physical characteristic and 1 in IQ, and has 460 points of Constitution.

Shapeshifter

UNDEAD

A Shapeshifter is not a lycanthrope. This is a power given to certain people committed to the Dark, who have removed their own heart in exchange for immortality and the power to change into a wolf as desired. The form they take is that of a real wolf, not a wolf-man, but very large

and strong, and with human intelligence. Shapeshifters can be killed. but they will not die a natural death, as they never age. While in wolf form, they typically kill and eat humans for pleasure. While in human form, they gain satisfaction from wanton and vicious cruelties and tortures, both mental and physical. The statistics for a Shapeshifter are the same whether in animal or human form. All physical stats are at 11 and INT is at 8, and their Constitution is at 220. They are not especially affected by silver or by a Test of Faith.

Lake and Sea Monsters

Lake monsters live in large, freshwater lakes - particularly deep ones. They avoid humans if at all possible, unless the humans are particularly ruthless in hunting them. They eat fish, and are reptilian in aspect, covered with scales and barbels. They attack by biting or by smashing with their long tails at Weapon+5. Sea Monsters are the same, but live in the open ocean. Their stats are:

STR: 18, COOR: 10, AGY: 18 END: 18 IQ:3 MAG: 0
Constitution: 320

Worms

Worms are extraordinarily rare creatures in the British Isles, though one occasionally drifts over from the continent. There are two types of Worms historically in Britain, though both types may be extinct, or almost so, by the reign of Elizabeth. They are Dragons and Lindorms.

Dragons

Dragons are four footed, winged, snake-like creatures. They are huge - 30 to 50 feet long, with enormous jaws and teeth. They have a natural bite attack of eight dice, twice a round, for +80 damage. Their STR, AGY, and END are at 16, and their COOR at 8. Their Constitution is thus 280.

Lindorms

Lindorms are two limbed, wingless, snake-like creatures. Smaller than Dragons, they have a natural bite attack of six dice, twice a round, for +50 damage. They are poisonous, and their bite causes a loss of 10 points per round to anyone bitten until cured. Their STR, AGY, and END are at 13, and their COOR at 6. Their Constitution is thus 225.

Water Hags

Water Hags are creatures which live in water. They look like green-faced crones, and pull unwary animals and travellers underwater to drown and eat them. They attack

by leaping out of the water and pulling the target in, with a STR based attack roll of three dice. They are terribly strong, STR 16, and their target has three rounds to roll a successful STR check for each success on their attack - i.e if the Water Hag gets three successes, the target must make three successes, once per round for three rounds, on a STR check to free himself or drown. Areas frequented by Water Hags usually personalize their hag, giving the creature names like Peg Powler, or Jennie Greenteeth. Their Constitution is 180.

On Fairies

Fairies are creatures closely related to humans, but different enough so that they hardly ever interbreed successfully. Fairies preferentially live in pockets, either natural or made by a Savant, as they can't make their own. Some fairy pockets are tiny, and others are whole universes. They generally have guarded entrances held permanently open by rocks, timber, or other props.

Faerie

Faerie is a realm co-existent with the human realms, hidden away in pockets of extra-dimensional space and complete pocket universes. In the British Isles - England and Wales, Scotland, Ireland, and the smaller islands - there are hundreds of these pockets, ranging in size from tiny croftholds with less than five inhabitants to Faerie cities with thousands of inhabitants.

Each Faerie pocket has different base rules, different physics, than human realms; and different from each other. Time may be faster or - usually - slower. Distances inside the pocket can be enormous even though the pocket may be tiny externally. Magic can be performed casually, and cause and effect are different, perhaps reversible. The people of these realms are Fairies. Most larger fairy pockets are independent kingdoms.

Fairie pockets generally have different timescales than our world - fairies are conservative and don't like change, so they like their pocket time to run slower than the real world. Sometimes human get into fairy pockets, either invited in or as Changelings, and sometimes hundreds of years might pass in the outside world before they return.

Not all fairies live in pockets, however. Some have left their pockets to wander, some have been exiled from their communities, some prefer to live in the real world, and some simply have no home pocket to live in. such fairies occasionally commission Savants to create new pockets for them.

Fairy Children

Fairy children are much like human children, they are the same size and shape as human babies, and left to themselves will grow up to look and act very human indeed. In the fairy societies, though, fairies grow up to become outwardly what they are inwardly. Murderous fairies become Red Caps. Brutish fairies become Ogres and Giants. Innocent, flighty fairies become Piskies. Fairy

communities are almost always of one type. A fairy born into a community of Piskies, for example, who shows signs of becoming a Red Cap will be forced out of the community to wander until he can find a Red Cap community to join.

Fairy Skills

Glammer, Illusion, Shape Change, Size Change, Adapt, Alertness, Blade, Bow, Brewing, Climbing, Dash, Entice, Engrace, Goad, Herbalism, Music, Observe, Painting, Sleight, Snare, Sneak, Stash, Weather

Fairy Magic

Fairies have their own magic which only they - and Human Changelings - may use.

Glammer

Glammer makes things seem better than they actually are. People are better looking, charming, their voices sweeter and more melodious. When cast on people, on a successful check and the loss of one point of AGY, the recipient gains +1 CHAR per 2 successes, rounding up. When cast on items, on a successful check and the loss of one point of AGY, the item seems to double in value with each success. These effects are maintained so long as a MAG point is invested.

Illusion

Illusion, on a successful check and the loss of a point of COOR, allows the caster to create an area with a convincing illusion, up to 5 square feet per success. In order to see through the illusion, the person looking at the illusion must make an Observe check with at least as many successes as the caster's Illusion check. The illusion is maintained as long as the MAG point is invested.

Shape Change

Shape Change allows the caster, on a successful check and the loss of a point of END, to change one body part of the target per success. The body part - such as the head, hands, legs, feet, etc. - can be changed into the equivalent body part of any animal. Five successes are needed before the change is total. The change is maintained as long as the MAG point is invested.

Size Change

Size Change allows the caster, on a successful check and the loss of a point of STR, to change the size of the recipient by 25% per success. The change is maintained as long as the MAG point is invested. STR changes proportionately with size, rounding up.

Fairies have 48 points to apportion between STR, COOR, AGY, and END; and 120 points to apportion between INT and MAG, using the same tables as humans. They don't care about wealth. Fairies have maximums of 16 in all attributes.

Fairy Attributes

Fairies can be used as Player Characters if the GM allows. Players choosing to play fairies should bear in mind the type of fairy they are, and any Player Character fairy should be subject to GM review and approval. Playing a smart, attractive, and cheerful Ogre, for example, would be a brutal mis-typing. Players wishing to play fairies should create their characters to conform generally to type.

Fairies as Player Characters

Players and GMs alike may wish to create half-fairy characters. This is allowed, though not encouraged. If a half-fairy character grew up in Fairie, it would be more like a Human Changeling. If it grew up in human society, it would be more like a Fairy Changeling, though with a higher STR cap. Again, GM involvement and approval is encouraged.

Half-Fairies

Fairies change as they age into a shape and size more consonant with their personalities. Although a young fairy can grow into literally any shape, there are certain standard types.

Types of Fairies

Type	Description
BOGARTS	Small, ugly, and smelly, Bogarts are malicious, nasty creatures. They love to hurt humans, curdle cream, spoil food, mess up houses, and generally become nuisances. They get 5 points per success for any STR based test.
BOGLES	Mischievous and sly, Bogles are fond of pulling tricks on humans. They are small and slight, though they can change size with ease. They delight in magical pranks and practical jokes, but are seldom actually malicious.
BROWNIES	Brownies are tiny, less than a foot tall, and generally good natured. Unlike most fairies, they live with humans in small natural pockets inside houses. They do work for their humans, and the humans give them a share of their food. Brownies are nocturnal, and dislike being watched. They are common in the north of England and Scotland.

Type	Description
Buccas	Buccas are underground creatures, often encountered in the mines of Cornwall. They can be good or nasty by turns to humans, and some say there are two types, the white and black Buccas, referring to their temperament, not their color. Buccas are almost never seen as anything more than shadows.
Elves	Stunningly beautiful, but very human-appearing fairies, Elves are remote, regal, and ethereal in temperament. They love music and dance, and are very practiced in magic. Unlike most other fairies, they sometimes dwell among humans as humans, often taking leadership roles.
Fachin	Fachin are bizarre creatures, with one enormously strong arm sprouting from its chest, and a single tuft of hair from its head. They are fast runners, and wield chains in battle. They are rare creatures, and seldom walk in the daylight.
Giants	The largest of fairies, Giants are huge and massively strong. They are usually about as bright as a human, though there are some rather dense specimens. Giants can be well inclined as well as ill-inclined towards humans, but most are indifferent. Giants do 20 points of damage per success on STR based tasks due to their great size.
Goblins	Somewhat shorter than humans, Goblins are nasty, repulsive creatures, grotesquely disfigured in appearance - no two Goblins are alike. They delight in harming humans, and are sour, angry, and spiteful in nature.
Hobs	Hobs are small and hairy creatures, about half-human size. They delight in tricks and practical jokes of a mischievous sort. They are particularly enamored of magical tricks, and delight in shape-changing. Puck, of A Midsummer night's Dream fame, is a Hob.
Huldras	Huldras are forest fairies, looking like very beautiful humans, but with a cow's tail. They are very seductive and amorous, and dislike anyone noticing their tails. Huldras are generally much stronger than they look.
Kobolds	A small, child-sized creature, Kobolds are generally man-like in appearance, though not in temperament. Though they can be helpful, when crossed, they can be vicious and deadly. Like Brownies, they live near and among humans, usually in small, naturally appearing pockets in houses, ships, and mines.
Merfolk	Merfolk are sea-fairies, with a human upper half and a scaled, fish-like lower half. Like Nixies, they can become all human looking if they wish, and are wonderfully beautiful. They sometimes marry humans, and seldom live in pockets.

Type	Description
Nixies	Nixies are water fairies, living in streams and lakes. They are all female, and from the waist up appear to be normal, rather pretty women with wings. From the waist down, however, they are like serpents - legless and scaled - though they can change into fully human form. Nixies are highly variable in temperament, but can be vengeful if crossed.
Ogres	Larger than humans, but smaller than Giants, Ogres are brutish thugs, with little in the way of intelligence. They are generally ugly and misshapen, but physically strong and fast.Ogres do 15 points per success for any STR-based task.
Phoukas	Phoukas are nasty creatures who love to change shape into animal form. They often appear as a beautiful horse, and offer rides to unwary travellers. They always take these folk for wild rides, sometimes dumping them into brambles or rocks, and sometimes bearing them under water and drowning them. They are more common in Ireland and Scotland than England.
Piskies	The smallest of fairies, Piskies seldom are larger than three inches tall, though like all fairies, they can change their size. They are generally cheerful and friendly, but fierce and fearless if threatened. they are very fast, nimble, and dexterous. They seldom wear clothes, though they like pretty clothing. Piskies are common in Cornwall and Devon. Piskies love music and dancing. They do 5 points per success on STR based tests due to their tiny size.
Red Caps	Red Caps are smart, sly, blazingly fast, murderous devils. Somewhat shorter than man-sized, though grotesquely misshapen, they live for slaughter. They pull tricks and feints with abandon. They must regularly dye their caps red in human blood or die when the caps dry out.
Spriggans	Spriggans are small fairies, hideously ugly, who are famous for drastically changing size. They are sometimes found as bodyguards to other fairies, and are noted and skillful thieves. They are nasty and vengeful in temperament.
Trolls	Trolls are large creatures, Ogre-sized, though slower than Ogres. They rend to live in small pockets in caves or hills in small groups. They are human-looking in general, but with exaggerated features. Famously strong and enduring, they get 15 points per success for any STR or END based task. Trolls are famously slow-witted.

weapons and equipment

Armor:

Armor would penalize the Chance of Success according to the following table. Cross index your type of armor and type of hit. A result of -x means a penalty of x to the TN - for example "-3" would be a penalty of 3 to the Target Number. A result of -xd means a penalty of x dice to the throw - for example -2d means roll 2 dice less than normal. Thus a person with Bow+4 (Arrow) and COOR 9 would normally roll 5 dice against a TN of 9 (for Skin) but against Steel would roll 5 dice against a TN of 7, and against Wicker would roll 3 dice against a TN of 9. Note penalties in dice mean the loss of potential successes, thus the loss of Quality as well as Chance.

Energy in this era would be fire.

ARMOR	CUT	ARROW	BASH	KINETIC	ENERGY	UNARM
Hide or Thick Leather	-1	0	0	0	-1	-1
Steel	-3	-2	-2	-2	-3	-3
Plate	-4	-3	-3	-3	-4	N/A
Wicker	-1	-2d	-1	0	-1	-1

Ancient Firearms

Weapon	Damage	Requisite	Hit Table	Range	Lifestyle
Dag (Wheellock Pistol)	+30	gun+3	kinetic	short	U. Middle Class
Fowling Piece	+20	gun+1	kinetic	medium	Middle Class
Matchlock Musket	+40	gun+1	kinetic	medium	Middle Class
Matchlock Musketoon	+35	gun+1	kinetic	point blank/ short	Middle Class
Petard	+40	melee+1	Sting	short	Middle Class
Wheellock Carbine	+40	gun+3	kinetic	short	Wealthy
Wheellock Musket	+40	gune+3	kinetic	medium	Wealthy
Wheellock Rifle	+30	gun+4	kinetic	long	Rich
Wheellock Volley Gun	+30	gun+3	kinetic	point blank	Wealthy. Up to 5 targets with 5 splayed barrels
Flintlock Volley Gun	+30	gun+3	kinetic	point blank	Middle Class. Up to 5 targets with 5 splayed barrels
Flintlock Pistol	+30	gun+3	kinetic	short	Middle Class
Flintlock Carbine	+40	gun+3	kinetic	short	Middle Class
Flintlock Musket	+40	gune+3	kinetic	medium	Middle Class
Flintlock Rifle	+30	gun+4	kinetic	long	Middle Class

Wheellocks are available from 1500
Matchlocks are available from 1450
Flintlocks are available after 1600

Ancient Blades and Melee Weapons

Weapon	Damage	Requisite	Hit Table	Range	Lifestyle
Axe	+30	melee+2	cut	point blank	Poor
Bolo	+20	melee+3	bash	medium	Poor
Brass Knuckles	+5 to unarmed, Brawl	melee+1	unarmed	point blank	L. Middle Class
Broadsword	+25	blade+2, STR 8+	bash	point blank	U. Middle Class
Crossbow	+40	bow+1, gun+2	arrow	long	Middle Class
Cudgel	+0	melee+1	bash	short	Poor
Cut-and-thrust Sword	+30	blade+4	cut	point blank	Wealthy
Cutlass	+15	blade+1	cut	point blank	Middle Class
Dagger	+0	blade+1	cut	short	L. Middle Class
Dart	+0	melee+1	arrow	short	L. Middle Class
Flail	+15	melee+3	bash	point blank	L. Middle Class
Foil	+10	blade+4	cut point	blank	U. Middle Class
Foot Bow	+50	bow+5	arrow	far	Wealthy
Halberd	+40	melee+3, STR 10+	cut	short	Middle Class
Hand Cross-bow	+15	bow+1, gun+1	arrow	short	U. Middle Class
Handaxe	+15	melee+1	cut	short	Poor
Light Cross-bow	+25	bow+1, gun+1	arrow	medium	Middle Class
Longbow	+40	bow+4	arrow	long	Middle Class
Mace	+20	melee+1	bash	point blank	U. Middle Class
Pellet Bow	+10	bow+1	bash	medium	L. Middle Class
Rapier	+30	blade+4	cut	point blank	Wealthy
Recurved Bow	+25	bow+4	arrow	long	U. Middle Class

Ancient Blades and Melee Weapons

Sabre, Scimitar	+20	blade+2	cut	point blank	U. Middle Class
Short Bow	+15	bow+1	arrow	medium	L. Middle Class
Shortsword	+15	blade+1	cut	point blank	L. Middle Class
Singlesticks	+15	blade+1	bash	short	Poor
Sling Bullet	+10	melee+2	bash	medium	L. Middle Class
Sling Stone	+0	melee+2	bash	medium	Poor
Small Sword	+15	blade+2	cut	point blank	U. Middle Class
Spear	+15	blade+1, melee+1	cut	short	L. Middle Class
Staff	+10	melee+1	bash	point blank	Poor
Throwing Knife	+15	blade+2, melee+2	cut	short	Middle Class
Two Hander	+40	blade+2, STR 10+	bash point	blank	Wealthy
Unarmed	(varies)	unarmed+1	unarmed	point blank	Poor
Warhammer	+30	melee+4	bash	short	U. Middle Class
Whip	+15	melee+3	bash	short	Poor

Clothing

Item	Description	Lifestyle
Billed Cap	Light cloth cap with a visor, to shade the eyes	LMC
Bodice	Outer vest like garment for women, laced up the front.	LMC
Bonnet	Light, simple, traditionally female hat	Poor
Breeks	Breeches, worn by men in Scotland	LMC
Brimmed Hat	Wide brimmed felt hat with a shapeless crown	LMC
Cavalry Boots	Knee-high leather boots with high heels	UMC
Chemise	Woman's long undergarment	LMC
Cloak	A wool cape fitted over the shoulders, designed to repel rain	MC
Clogs	Wooden shoes worn by peasants	Poor
Coif	Close fitting headwear for women	MC
Doublet	Sleeveless vest-like garment, tightly fitted	MC
Dress	Traditionally female whole body covering	Poor
Dress Jacket	Mens fancy outerwear	UMC
Footed Hose	Thigh high stockings, joined at the waist, and open at the genitals for sanitary purposes, worn by men.	MC
Gown	Women's sleeveless dress, sometimes with separate hanging sleeves fitted over the shoulder.	Wealthy
Hiking Boots	Ankle high leather boots with tough soles	MC
Hood	Ladies hood for attachment to cape or cloak	Poor
Jacket	Waist length outer covering for the upper body.	LMC
Kerchief	Large, colorful square of cloth, used for head or neck covering.	Poor
Leather Belt	A strip of leather with a buckle	LMC
Leather Gauntlets	Thick leather gloves with half sleeves to protect the forearm	LMC
Ruff	Stiff ruffled lace worn completely encircling the neck	MC
Scullcap	A small cap covering the top of the head only	MC
Shawl	Ladies wool or lace shawl	Poor
Shirt/Blouse	A sleeved upper body covering, made of thin cotton or linen	Poor
Shoes	Soft Leather footwear	LMC
Shoes/Sandals	Small, light foot coverings	Poor

Skirt	Traditionally female lower body covering	LMC
Soft Hat	Soft, shapeless hat	UMC
Straw Hat	Mens or ladies broad brimmed straw hat	Poor
Trunk Hose	Thickly padded, short hose, often worn over footed hose.	MC
Tunic	Long upper body covering, coming to mid thigh or knee.	Poor
Vest	Sleeveless, short upper body garment	MC

Clothing can be trimmed with lace or fur, embroidered, slashed, padded, pleated, paned with contrasting colors, richly dyed, sequined, or appliqueed, Each modification raises the base Lifestyle needed by one, and the character's CHAR by 1 while wearing it. Only the highest CHAR modifier for clothing worn is used. Lesser modifiers are ignored.

Portable Containers

Item	Description	Lifestyle	Mass
Backpack	A squared canvas bag tied to a wooden frame with shoulder and waist straps	MC	4 kg
Bote	Capped wood or leather container for carrying liquid, with cloth cover, belt strap, and shoulder strap	LMC	15kg (full)
Bottle	Capped round glass bottle holding 1 liter	LMC	0.1 kg
Document Pouch	Oiled leather belt pouch for keeping paper dry	MC	0.5 kg
Duffel Bag	Large cloth bag 1.75 m long, 1 m diameter	MC	0.1 kg
Flask	Capped flat glass bottle holding 0.25 liters	MC	0.05 kg
Knapsack	A small oiled leather frameless squared bag with shoulder straps	LMC	0.5 kg
Pail	Galvanized metal open container with handle, holding 10 liters of liquids	LMC	0.2kg
Satchel	A big cloth bag with a hinged jaw mouth and hasp	LMC	2.5 kg
Steamer Trunk	Large wood and leather box with metal buckles and strapping	UMC	5 kg
Wash Tub	Wooden open container holding 40 liters of liquids	LMC	1 kg

Typical Traveling Provisions

Item	Description	Lifestyle	Mass
Bread	Loaf of hard bread, lasts for up to 1 week	Poor	.5 kg
Dried Fruit	Dried fruit (per day per person)	LMC	0.2 kg
Flour	Ground grain in a cloth sack	Poor	5 kg
Jerky	Dried meat (per day per person)	LMC	0.2 kg
Legumes	Dried Beans, Peas, or Lentils in a cloth sack	Poor	5 kg
Pickles	Half kilogram of pickled vegetables preserved in a jar	Poor	0.55 kg
Sugar	Granulated sugar from cane in a cloth sack	Poor	5 kg
Tack	Crisp flatbread which can last for months if kept dry	Poor	1 kg
Tobacco	Shredded smoking tobacco in a cloth pouch	LMC	1 kg

Weapon Accessories

Item	Description	Lifestyle	Mass
Bullet Lead	A bar of lead for making bullets	LMC	1 kg
Bullet Mold	A mold for making 10 lead bullets at a time	LMC	1 kg
Gun Care Kit	Kit for cleaning and repairing guns	MC	1kg
Gun Case	Hard leather and wood case for guns	UMC	1kg
Knife Sheath	Leather soft sheath for knife, dagger, machete, etc.	MC	0.02kg
Large Axe Holster	Soft leather holster for large axe	LMC	1kg
Lead Shot	Bag containing 1 kilogram of loose shot of any size	LMC	1 kg
Pistol Holster	Holster for pistol, with belt straps	MC	0.02 kg
Powder Horn	Horn filled with loose gunpowder	LMC	1 kg
Small Axe Holster	Soft leather holster for hand axe	LMC	0.2kg

Musical Instruments

Item	Description	Lifestyle
Bagpipe	Celtic woodwind with multiple drone pipes	MC
Brass Instrument	Trumpet, Sackbut, Serpent	MC
Bugle/Hunting Horn	Non-keyed brass horn	MC
Cornett	Brass-like woodwind	MC
Drum	Percussion instrument	Poor
Dulcimer	Stringed instrument played with wooden hammers	MC
Fife, Recorder	High-pitched woodwind	LMC
Harp	Plucked stringed instrument	MC
Harpsichord	Keyboard with plucked harp.	MC
Instrument Case	Hard leather and wood case designed to hold a musical instrument	MC
Mandolin	Four stringed instrument	MC
Necked Instrument	Lute, Gitarro, or Cittern	MC
Reed	Cornamuse, Crumhorn, Dulcian, Shawm, etc.	MC
Viol, Rebec	Bowed stringed instrument	MC

Animals

Item	Description	Lifestyle
Dog, Lap	A small dog bred for companionship to ladies	UMC
Dog, Hunting	A larger dog bred for hunting	LMC
Merlin	A small bird-hunting falcon	Wealthy
Gyrfalcon	A huge arctic falcon, preying on birds and mammals	Rich
Goshawk	A medium-sized forest hawk with short, broad wings	Wealthy
Kestrel	A small ground-hunting falcon	Wealthy
Peregrine Falcon	A large bird-hunting falcon	Wealthy
Eagle	A huge ground-hunting hawk, reserved for royalty	Very Rich

Miscellaneous Equipment

Item	Description	Lifestyle	Mass
Bedroll	Blankets and small tarpaulin for sleeping outdoors	LMC	1.2 kg
Brush	Hair brush, mens or ladies	LMC	0.1 kg
Camp Chair	Folding wood and canvas chair	MC	1.2 kg
Camp Shovel	Folding shovel with canvas cover and belt straps	MC	2 kg
Camp Stool	Folding wood and cloth stool for camping	MC	1 kg
Clothesline	Line for hanging clothes out to dry. 30 meters	Poor	1 kg
Comb	Hair comb, mens or ladies	LMC	0.01 kg
Coracle	Canvas or leather and wood folding boat	UMC	3 kg
Creel	Wicker box for keeping caught fish	MC	0.2 kg
Desk	Wooden folding desk	Wealthy	1 kg
Fancy Cane	Straight fancy wood cane with silver plated knob	UMC	0.5 kg
Fishing Pole	Wood pole with reel, line, and lures	MC	0.5 kg
Flag	National flag for display - 2 meters long	LMC	1 kg
Folding Cot	Folding wood and canvas cot	LMC	3 kg
Fuel	Liter of oil	Poor	1 kg
Hammock	Net string hammock for sleeping above ground - supports not included	LMC	0.5 kg
Housewife	Needles and thread, buttons, thimble	LMC	0 2 kg
Jack Knife	Small folding utility knife with several blades	Poor	0.3 kg
Ladder	Extension ladder, per meter	MC	2 kg
Lantern	Oil fueled lamp with glass chimney	LMC	1 kg
Large Tent	Canvas tent for 6 people, with separate canvas fly	UMC	12 kg
Oars	Set of 2 wood oars	MC	1 kg
Pipe	Ordinary smoking pipe	Poor	0.05 kg
Plain Cane	Curved wooden cane	LMC	0.5 kg
Quality Pipe	Fine clay or briar smoking pipe, carved and cured	UMC	0.05 kg
Rope	30 m hemp rope	Poor	2.5 kg
Small Tent	Canvas tent for 2 people, with separate canvas fly	MC	6 kg

Straight Razor	Mens shaving implement	LMC	0.2 kg
Tea Pot	Ceramic tea pot	LMC	0.5 kg
Toothbrush	For brushing teeth	Poor	0.01 kg
Umbrella	Protection from sun or rain	MC	0.5kg

Mount Table 1

Animal	Description	Skill Req. Ride	Skill Req. Tricks.	Lifestyle
Charger	A huge horse trained to attack	Ride+1	ride+3	Rich
Donkey	A small dun or grey horse-like animal	Ride+0	ride+1	Poor
Mule	A cross between a horse and a donkey	Ride+0	ride+1	LMC
Pony	A small horse, very sure footed	Ride+0	ride+1	MC
Riding Horse	A normal horse	Ride+0	ride+1	UMC
War Horse	A large horse trained to attack	Ride+1	ride+2	Wealthy

Mount Table 2

Mount	Cruise	Top Speed	Range	Maneuver.	Constitution
Charger	5 kph	16 kph	35 km/day	good	400
Donkey	5 kph	10 kph	35 km/day	excellent	250
Mule	8.5 kph	13 kph	50 km/day	excellent	250
Pony	5 kph	10 kph	35 km/day	good	200
Riding Horse	8.5 kph	17 kph	50 km/day	excellent	300
War Horse	8 kph	16 kph	50 km/day	excellent	300

Tack

Item	Description	Lifestyle	Mass
Bit & Bridle	Reins, bit, and headstall	LMC	2 kg
Pack Saddle	Saddle designed for carrying baggage	LMC	8 kg
Saddle	Light riding saddle	UMC	3 kg
Saddle Bags	Set of 2 heavy leather bags attached at the top	LMC	1 kg
War Saddle	Heavy braced saddle	Wealthy	6 kg

Tools

Item	Description	Lifestyle
Adze	A tool for smooth-cutting wood	MC
Bellows	A device for pumping air	MC
Brace	A device for drilling holes - comes with range of bits (drills)	MC
Glass Cutter	A small device to cut glass smoothly	LMC
Hammer	A claw hammer for nailing	LMC
Hand Saw	A saw for rough cutting wood	MC
Plane	A device for shaving wood	MC
Portable Forge	A folding rig for smithing on the road	UMC
Shovel/Spade	A shovel for digging earth	LMC
Sledge	A heavy hammer with a long handle	MC
Stone Chisel	A tool for gouging channels in stone	LMC
Wood Chisel	A tool for gouging channels into wood	LMC

Armor

Item	Description	Lifestyle
Buff Coat	Thick leather jacket - Treat as Hide	MC
Moiron	Billed helmet. - Treat head shots (sniping) as Steel	UMC
Breastplate	Steel Plate armor for chest and back - Treat as Steel	UMC
Suit of Plate	Steel Plate Armor for whole body - Treat as Plate	Rich
Wicker Shield	Woven wicker shield - Treat as Wicker	Poor

Servants & Hirelings

Item	Description	Lifestyle/Hire
Artist	A person maintained to paint or sculpt art	Rich
Bodyservant	Valet or Handmaid - a personal servant	UMC
Butler	Keeper of the wine cellar	Wealthy
Clerk	Secretary and records keeper	UMC
Coachman	A coach driver	Rich
Cook	A person hired to cook meals	UMC
Courtesan/Mistress	A woman maintained for sexual relations	Wealthy
Drudge	An unskilled older woman, usually a laundress	UMC
Falconer	A trainer of hawks	Wealthy
Farrier	A man who shoes horses	Rich
Footman	A man who runs alongside a carriage	UMC
Gameskeeper	A person who tends the game on an estate	Rich
Gardener	A man hired to tend a garden	Wealthy
Governess	A woman who teaches older children	Wealthy
Groom	Horse keeper	Wealthy
Groundskeeper	A man who cares for the grounds of an estate	Rich
Handyman	A man who performs general repairs	Wealthy
Hired Hand	A person who works on a farm	UMC
Housekeeper/Chatelaine	Head of female servants	Wealthy
Kennel Master	A man who trains and tends hunting dogs	Rich
Lackey	A general manservant	UMC
Maid	General cleaning woman	UMC
Musician	A person maintained to perform music	Rich
Nurse/Wet Nurse	A woman who cares for babies and young children / a lactating woman who can feed infants	UMC
Porter	A man who carries bags and other weighty items	MC
Prostitute	Sexual hireling for a night	LMC
Scullery Boy/Maid	A boy or girl who works in the kitchen	Wealthy
Steward	Trusted estate manager able to act in lieu of master	Rich

Lodgings

Item	Description	Lifestyle
Ancestral Castle and Grounds	Old Castle, well kept up, with large grounds	Rich
Apartment Elsewhere, Large	Multi-bedroom apartment in city	UMC
Apartment Elsewhere, Small	Two bedroom Apartment in city	MC
Apartment in London, Large	Multi-bedroom apartment in city	Wealthy
Apartment in London, Small	Two bedroom Apartment in city	UMC
Bed Space in a Flop House	Shared flea-ridden bed in a filthy city flophouse	Poor
Cottage in Country, Small	Single floor 2 bedroom cottage	LMC
Cottage in Country, Large	Two floor multi-bedroom cottage	MC
Cottage in Village, Small	Single floor 2 bedroom cottage	LMC
Cottage in Village, Large	Two floor multi-bedroom cottage	MC
Den in the Woods	Hollow tree or rock cave, etc. in the forest	Poor
House in Country	Multi-bedroom house	UMC
House Outside of London	Multi-bedroom house	Wealthy
Manor and Estate	Large manor house in the country with estate	Rich
Palace and Estate	Palace with extensive estate	Extremely Rich
Rented Room, Elsewhere	Single room, furnished	LMC
Rented Room, London	Single room, furnished	MC
Rented Rooms, Elsewhere	Multiple rooms, furnished	MC
Rented Rooms, London	Multiple rooms, furnished	UMC
Shared Room, Elsewhere	A bed in a room with other people	Poor
Shared Room, London	A bed in a room with other people	LMC
Townhouse, Elsewhere	A multi-floor apartment with several rooms	Wealthy
Townhouse, London	A multi-floor apartment with several rooms	Rich

The benefits of weapons, tools, miscellaneous equipment and the like - even musical instruments - is fairly obvious. OHMAS offers some unusual choices for equipment. The reflexive reaction for many gamers would be "I only want pants, shirts, and boots. I just want the least stuff as I can get away with... Where are the stinking pants?" or "I can live in a stupid packing crate! What's all this crap! Lodgings?" Thing is, these are vital to life in the Elizabethan Era, and it would just not be right to ignore them.

Clothing made the man - or woman - in Elizabethan England. The passion was for detail upon detail in endless elaborations. Cloth slashed to show the lining. Intricate embroidery. Panels of boldly or subtly different colors or textures. Black on black on black. Exquisite dye colors. Shiny or matte, or the reverse. Crushed velvet. Intricate lace collars, ruffs, and cuffs. Then there is the womens' clothing!

Beautiful clothing is the mark of a gentleperson. A person dressed plainly and simply would simply not be taken seriously. dress like a prince and you will be treated like a prince.

Just as clothes showed vividly one's station in life, servants were a vital necessity. The more elaborate clothing could literally not be put on or taken off without the help of servants. If you didn't have a valet, you just weren't a gentleman. Ladies needed handmaids. An impoverished person with pretensions to quality would scrimp on food to have a servant and good clothes. Otherwise, he could never hope to rise in the world, and under Elizabeth, the sky was the limit.

You need a comfortable place to put those servants, and safe places to store those clothes. Land in London was far more expensive than in the country, but that's because London is where the action is. Plays, nightlife, court events, and everything else worth having for an ambitious character is available in London. Many people who could afford it had a place in London as well as larger and more comfortable lodgings in the country. With a big enough place, you could entertain, and the glittering court of Elizabeth loved nothing so much as being entertained.

The Importance of Unorthodox Equipment

Clothing

Servants & Hirelings

Lodgings

The Counties of England

In the reign of Elizabeth, England had 39 counties. Each county was different in character from those surrounding it. Following are quick overviews of each county.

Bedfordshire

The northern part of the county is flat farmland around the Great Ouse River. To the south it rises into the Chiltern Hills, a chalky ridge. Clay is made into bricks in the north, and flint nodules eroded from the chalk are mined as gravel in the south. The County town is Bedford, on the Great Ouse.

Maps - http://tinyurl.com/mekcyq/bdf.htm

Berkshire

The eastern portion of the county is low-lying floodplains of the Thames. It is well-wooded, with rich farmland. The western part is the drainage area of the River Kennet, draining into the Thames at Reading, with the lands rising steeply past the plain to the borders of the county. The County Town is Abington.

Maps - http://tinyurl.com/mekcyq/brk.htm

Buckinghamshire

The land of Buckinghamshire rises up gradually from the Thames in the south into the Chiltern Hills, whose northern slopes drop abruptly into the Vale if Aylesbury, a flat rural expanse. Farming is king. The county town is Buckingham.

Maps - http://tinyurl.com/mekcyq/bkm.htm

Cambridgeshire

Cambridgeshire is mostly low-lying and swampy, parts of the fens being below sea level. The area teems with wildfowl, and the city of Cambridge houses one of the two great Universities of England. The County town is Cambridge.

Maps - http://tinyurl.com/mekcyq/cam.htm

Cheshire

This county is closely associated with Wales to the west. Most of the county is a flat clay plain between the Welsh hills and the peaks of Derbyshire. the plain is dotted with erratic boulders and kettle lakes, called meres. Salt is mined in the east, and red sandstone quarried at Runcom. The primary occupation is dairy farming, and Cheshire is famous for its cheese. The County town is Chester.

Maps - http://tinyurl.com/mekcyq/chs.htm

Cornwall is the furthest south-western tip of England. The people of Cornwall are Celts, related to the Welsh and the Bretons in France, and they have their own language, Cornish. The north coast is high, sheer cliffs, interspersed with sandy beaches. The south is sheltered, with shingle beaches. The mountainous spine runs down the peninsula from east to west, with high moors and rugged terrain. The Scilly Isles to the west are counted as part of the county, and fishing, trade, and tin, copper, lead, zinc, and silver mining are important parts of the economy. The County town is Truro, and Falmouth and Penzance are major ports.

Cornwall

Maps - http://tinyurl.com/mekcyq/corn.htm

Cumberland borders on Scotland to the north, and it has changed hands repeatedly between the two kingdoms. The coastline along the Solway Firth is low and flat, and in the south, but the coast is high and rocky around Whitehaven. The county is rocky and rugged, with the Pennine Mts. in the east and the Cumbrians in the south-west. There are many lakes in the Cumbrians. The valleys are very fertile, but the mountains are harsh and bare. Carlisle is the County town.
Maps - http://tinyurl.com/mekcyq/cul.htm

Cumberland

High mountains - the Peaks - in the north west are riddled with caves and underground passages. The Pennine mountains start in the center of the county and go north, with much hill-farming. The south is flat, intensively farmed, and riverine, with much rain in the north feeding the rivers to the south. There are extensive forests in the center and north. The County town is Derby.
Maps - http://tinyurl.com/mekcyq/dby.htm

Derbyshire

The high moorlands of Exmoor to the east and Dartmoor in the center dominate the central spine of Devon, softening into the rolling, rounded hills of the Culm Measures near Cornwall to the west. The north coast is steep and rocky, with high cliffs. The south coast divided into cliffs and deep, wide bays. The climate is warm and humid. The soil is mostly poor, but in south Devon extremely fertile. The County town is Exeter, and Plymouth a great port and city.

Devon

Maps - http://tinyurl.com/mekcyq/dev.htm

Dorset

Northern Dorset is ridged with parallel rows of chalk downs, with dairy farming in the alluvial clay valleys between. There are some forests, but much of the land is cleared. The limestone Purbeck hills split the center of the county. To the east of the Purbecks is heath country, with a thin, sandy soil. The south west is rolling granite hills. The County town is Dorchester.

Maps - http://tinyurl.com/mekcyq/dor.htm

Durham

Durham's coast is bare and dreary, while the hills to the east rise into mountains in the west. The hill soil is not very fertile, but the valleys make up for it. Three rich river valleys cross it - Tynedale, Teesdale, and Weardale. Cattle raising is very important, but excellent horses and sheep are also raised. The County town is Durham.

Maps - http://tinyurl.com/mekcyq/dur.htm

Essex

Essex is very flat, with the seacoast low and marshy, and much indented into rich islands and shallow fens. The climate in the north and west is healthy, but in the south and east, people are plagued by fevers from the marshes. The rivers rise in the northwest in the East Anglian Heights. Wheat, beans, oats, pigs, and oysters are the primary products of Essex. The County Town is Colchester.

Maps - http://tinyurl.com/mekcyq/ess.htm

Gloucestershire

The Severn estuary slashes through Gloucestershire like a scimitar wound, allowing maritime trade far inland. To the south and east are the Cotswold Hills, folded highlands notable for sheep pasturage. Between the Cotswolds and the Severn is a long, fertile strip called the Vale. The climate is much milder than in the Cotswolds. Cattle, sheep, wheat, barley, beans, apples and pears are grown in the Vale, and salmon are abundant in the Severn. North and west of the Severn is the Forest of Dean. The County town is Gloucester, and the largest city is the port of Bristol.

Maps - http://tinyurl.com/mekcyq/gls.htm

Hampshire's coast is dominated by a large inlet, and a large island - the Isle of Wight - which shelters the inlet, yielding an enormous safe anchorage. Portsmouth, on the inlet, is the main naval base of the realm. The north of the county is swept with lines of downs - The North Downs sweep in from Surrey, the South Downs from Sussex. Connecting them in the center is the Alton Hills. The soil of the downlands is dry and chalky, and feed innumerable sheep, but there is good alluvial soil in the valleys. Cider apples are grown extensively. Four large forests cover the land, the largest being the New Forest. The Isle of Wight is known as the garden of England from the richness of its soil. The County town is the City of Winchester, but Portsmouth and Southampton are considerably larger.

Hampshire

Maps - http://tinyurl.com/mekcyq/ham.htm

Herefordshire is in the Welsh Marches, the disputed border between England and Wales, in the center of the Welsh border. The shire is mostly hilly, with some wide river valleys. Hills and ridges are often topped with coppice woods, and there are many hedgerows and orchards. On the east are the Malvern Hills, and in the west are the Black Mountains. The county is famed for its Hereford cattle, but sheep and horses are also raised in quantity. Wheat, barley, oats, hops, and apples for cider are the main produce. The County town is Hereford.

Herefordshire

Maps - http://tinyurl.com/mekcyq/hef.htm

Immediately north of London, Hertfordshire is mostly flat, with hills in the north and southwest. Fields are almost uniformly enclosed with hedgerows, and there are several small forests. Wheat is the chief crop, with large crops of barley and turnips as well. Copious crops of cherries and apples are also taken from the many orchards. The County town is Hertford.

Hertfordshire

Maps - http://tinyurl.com/mekcyq/hrt.htm

Huntingdonshire is very flat, with low hilly ridges stretching across the southern part of the county from northwest to southeast. The soil is mostly a gravelly clay, with significant deposits of peat. In the northeast is the Fens area of swamp and water. There are a lot of wildfowl

Huntingdonshire

in the Fens, and cattle and sheep are raised. Huntingdon is the County town.

Maps - http://tinyurl.com/mekcyq/hun.htm

Kent	The coast of Kent along the Thames estuary is low, but from the Isle of Thanet on around the coast until is sinks into the Romney Marsh, the coastline is dominated by high white chalk cliffs. The headlands of North Foreland, Dungeness, and South Foreland are most important. From the east to west, the chalky North Downs stretch across the county. In the south is the Weald, a knot of high ground. the land is generally fertile, especially in the Isle of Thanet and the Weald. Wheat, hops, cherries, filberts, and apples are grown, with rich fishing and oysters. The County town is Maidstone on the Medway, but Canturbury, Dover, Rochester, Gravesend and Greenwich are very important cities.

Maps - http://tinyurl.com/mekcyq/ken.htm

Lancashire	The coast of Lancashire is flat, and in the process of inundation. Islands off the coast were once connected to the mainland. The north is rugged, with a spur of the Cumbrians. On the east is the Pennines, with high moorlands spreading west. On the south, near the Mersey, as several bogs and mires. The climate is mild but wet, and Yorkshire is the rainiest part of England. The soil is very fertile, with wheat, oats, and vegetables grown extensively. Many sheep are raised here, along with the peculiar long-horned Lancashire breed of cattle. Lancaster is the County town, but the cities of Liverpool, Manchester, and Bolton are also important.

Maps - http://tinyurl.com/mekcyq/lan.htm

Leicestershire	Leicestershire is mostly covered in gently rolling hills. It's a small, land-locked county, with rich grazing lands to the east. There are eponymous breeds of sheep, cattle, and horses raised here. Beans are the principle crop, but also wheat and barley are extensively grown. The county is also the home of Stilton cheese. The County town is Leicester.

Maps - http://tinyurl.com/mekcyq/lei.htm

The North Sea coast of Lincolnshire is very flat - the south eastern area, called Holland, was once under water and is protected by dykes. The wolds of Lincolnshire are found in the north, low hills of open country over chalk or limestone. The wolds run into Yorkshire as well, and are the site of many abandoned medieval villages, and the area has a strong viking flavor. The fens of Holland are fresh and salt marshes, and contain much wildfowl. To the west are the heaths, a dry land of low shrubs and thin, acidic soil. Big, strong horses are raised here, and many sheep, as well as wheat and beans. The county town is Lincoln.

Maps - http://tinyurl.com/mekcyq/lin.htm

Lincolnshire

Middlesex is slightly hilly, like gently undulating waves. In the south, along the Thames, it grows flatter, becoming marshy and wet. Horses and dairy cattle are raised here, along with vegetables and fruits. Middlesex has no County town, as London and Westminster both lie within its borders, though they are independent of the county. Necessary functions are held in various places, principally London and Westminster.
Maps - http://tinyurl.com/mekcyq/mdx.htm

Middlesex

The coast of Norfolk is low, with several sand hills. Near Thornham is a drowned forest stretching into the sea. The county also is flat, with no hills worth of the name. The county is extensively cultivated, with a broad expanses of fens in the west. Rabbits are raised, along with wheat, barley, and turnips, and much waterfowl are found in the fens. Fish are abundant in both rivers and sea, and Great Yarmouth is a very important fishing port. In 1216 near Lyme Regis, King John lost the crown jewels when his baggage train was overwhelmed by the tide. The County town is Norwich.

Maps - http://tinyurl.com/mekcyq/nfk.htm

Norfolk

Northamptonshire is high, but not particularly rugged. There is a range of hills in the south of the county, but generally relief is low. The land is well forested, and there are many noble estates. The county is proverbially healthy, and the inhabitants are peculiarly long-lived. most of the non-forested land is in pasturage, for the raising of the enormous cattle Northamptonshire is

Northamptonshire

famous for as well as sheep. The County town is Northampton.

Maps - http://tinyurl.com/mekcyq/nth.htm

Northumberland   The northernmost county of England, Northumberland's coast is mostly low sandstone cliffs, rising gradually as you go west until the Cheviot Hills are reached. These hills are covered in herds of the Cheviot breed of sheep in great quantities, as the hills afford excellent pasturage. In Chillingham Park are wild oxen. Salmon and trout flourish in the rivers, and wheat is grown extensively. There are many battlefields about from the Scots border wars. The County Town is Newcastle-upon-Tyne.

Maps - http://tinyurl.com/mekcyq/nbl.htm

Nottinghamshire   A land-locked county, Nottingham is hilly in the west and low-lying in the east. In the southeast is the rich, fertile Vale of Belvoir. In the northwest, the famous Sherwood Forest, haunt of Robin Hood. The western hills are not high, and a ridge runs right down the center of Nottinghamshire. There are limestone caves throughout the county, most famously under Nottingham itself. The climate is dry and healthy. Cattle, sheep, hops, wheat, barley, turnips, and oats are raised in the fertile soil. The County town is Nottingham.

Map - http://tinyurl.com/mekcyq/ntt.htm

Oxfordshire   To the north, Oxfordshire is flat and without woods. in the center, there are many oak, birch, elm and beech trees, especially in the Forest of Wichwood, interspersed with fields. To the south, the land rises in hills and vales into the chalky Chiltern Hills. Elizabeth resided at Woodstock in Mary's reign. The other great University of England is at Oxford, the County town.

Maps - 1http://tinyurl.com/mekcyq/oxf.htm

Shropshire   Shropshire is far to the west, alongside Wales, and was the scene of may battles between the Welsh and English. Offa's Dyke, the ancient fortification built by the Saxons against the Welsh, runs through the county. The terrain is varied - north of Shrewsbury, the County town, is a huge plain, while south of the Severn the terrain is rugged and

mountainous. Horses, sheep, hops, and orchard fruits are the main produce.

Maps - http://tinyurl.com/mekcyq/sal.htm

Somersetshire

The northern part of the Bristol Channel coast is low, and frequently floods., while the southern part is hilly. The Mendip Hills cut the northern part of the county off, while the Quantock hills sculpt the southwest into variegated uplands. The uplifted mass of Exmoor crosses over the county line from Devonshire in the far southwest. In the center are moors and fens. Brent Marsh south of the Mendips is a huge mire, and the inhabitants mine it for peat. The soil is generally very fertile, supplying many cattle, some sheep, geese, pigs, and lots of cider apples. The County town is Taunton

Maps - http://tinyurl.com/mekcyq/som.htm

Staffordshire

In the northeast of the county are high moorlands, and the beginnings of the Pennines. The center is a broad heath called Cannock Chase. In the southeast are the Weaver Hills, and the Clent Hills on the southern border. the southern part of the county is full of forests and woods. Wild cattle roam the county, and of course sheep. Vegetables are grown, and vast seams of coal are barely touched by mining. It rains a lot, and the air is sharp and cold, especially on the high moors. The County town is Stafford.
Maps - http://tinyurl.com/mekcyq/sts.htm

Suffolk

The Suffolk coast consists mostly of high cliffs, which are continually being eroded back. In the south, the estuaries of the Deben, Stour, and Orwell break the cliff-line. The flat, level aspect of the country is somewhat tilted, with the high points in the west, and the land inclining to the south-east. The county is very dry, and cold in the winter, with frequent frosts. The soil is very fertile, with the strong, short-coupled Suffolk Cob horses, dairy cattle, and sheep raised here. Wheat, barley, and beans are the chief crops. The County Town is at Ipswich, and Queen Mary burned Protestants at Bury St. Edmunds - named for King Edmund of East Anglia, who was murdered here in 870 - during her reign.
Maps - http://tinyurl.com/mekcyq/sfk.htm

Surrey	The north of the county is vale of the Thames, fertile bottomland sloping from the Downs to the river. The chalk and limestone Downs curve across the midpart of the county, from Kent to Hampshire. Past the Downs, to the south, is the rich and fertile Weald. Sheep are kept on the Downs, and geese on the Weald. Garden produce is important near London, and Hops are grown extensively, but medicinal plants, like licorice, wormwood, lavender, peppermint, anise, and poppy, are a specialty of the county. The palace at Richmond is a Tudor stronghold - Henry the VII was Duke of Richmond before he was king. Runnymede, the site of the signing of the Magna Carta, is also here. The County town is Guildford.

Maps - http://tinyurl.com/mekcyq/sry.htm

Sussex	Sussex is divided into four parts geographically. From Beachy Head to Kent, the coast is called the Marsh Land from it's aspect. The Weald stretches its fertile highland from Kent on the east, and the chalky South Downs stretch across the county from Beachy Head into Hampshire, used for pasturage. In the north-west, the Forest Ridge reaches wild and wooded deep into the county. South Down sheep, rabbits, and fowl are raised, along with wheat and beans in the Marsh Land and the Weald. The County town is Chichester, built on Roman ruins.

Maps - http://tinyurl.com/mekcyq/ssx.htm

Warwickshire	Warwickshire is an inland county, centered on the Avon River. The north is wooded but fertile, with tracts of moor and heath, and the south extremely fertile, and heavily farmed. The hills are low and broad, and of no great ruggedness. Cattle and sheep are raised in the Vale of Avon, along with flax, wheat, and barley. The famous castles at Warwick, Coventry, and Kenilworth are located here. the County town is Warwick, but the great manufacturing city of Birmingham, home of iron and steel production for weaponry, dominates. Coventry is also a large town.

Maps - http://tinyurl.com/mekcyq/war.htm

Westmorland	Westmorland is usually divided into two portions, the Baronies of Westmorland and Kendal. The barony of Westmorland is mostly open country, while Kendal in the

south is extremely mountainous, with harsh, bleak mountains called "fells" covering the land. The county was repeatedly invaded and much damaged by the Scots, with Appleby, among other places, being utterly laid waste. Several lakes lie between the fells - Windmere, Ullswater, and Grasmere. Sheep, cattle, grouse, and geese are raised, along with some wheat and barley, in the few fertile valleys. The County town is Appleby, and Kendal is also a large town.

Maps - http://tinyurl.com/mekcyq/wes.htm

Wiltshire

The chalky Marlborough Downs neatly divide the county into north and south, each with a unique character. North Wiltshire is flat as a plate, formerly covered with forest, but by this time with much farmland. South Wiltshire is an elevated plain with chalk hills. Salisbury Plain - along with the famous Stonehenge - is located in South Wiltshire. Enormous flocks of sheep flood over the undulating plain, eating the short, thin grass. Cattle are raised for dairy, along with the sheep. The County town is Wilton, which is quite small. The largest town is Salisbury.

Maps - http://tinyurl.com/mekcyq/wil.htm

Worcestershire

In the northeast are the Clent Hills, on the east are the Lickey Hills, On the southeast are a branch of the Cotswolds, the Bredon Hills, and on the West, the Malvern Hills. The Vale of Worcester, carved by the Severn, runs through the center of the county, and the Vale of Evesham comes in from the southeast. Cattle and sheep abound on the pasturage, while wheat, barley and beans are grown extensively. The county is celebrated for hops, and apples are pears are grown widely. Worcester is the County town, but Dudley is somewhat larger.

Maps - http://tinyurl.com/mekcyq/Wor.htm

Yorkshire

Yorkshire is the largest county in England, over 20 times the size of Middlesex. it is divided into North, East, and West Ridings, which come together at York. The Pennines run along the west border, and there are wolds like those of Lincolnshire across the Humber. There are very high moors in north Riding, most sterile and bleak. There are very high cliffs along the sea in North Riding, while those

of East Riding are considerably lower. Yorkshire cattle and horses are raised here in the fertile valleys and wolds. Wheat, chickory, and licorice are grown. Alum, limestone, iron, chalk, slate, and coal are all mined.

Map - http://tinyurl.com/mekcyq/yks.htm

An Overview of the Counties of England

Counties are historically ruled by an Earl in England - the wife of an Earl is a Countess - but even by the time of Elizabeth, this is not always true any more. County towns are the seat of government, and most are old, fortified towns, with cathedrals and castles. Few are the most important town or city in the county by the time of Elizabeth.

The descriptions in the Counties of England are much abridged, and further information can be found online. There are many local strange dolmens, hedges, and odd rock formations throughout. The chalk drawings cut into the turf of the downs throughout southern England are by necessity regularly renewed, and thus ripe for cultist interpretations.

Fairy hills or mounds are found everywhere in England, though the type of fairy found there may vary. Types of fairies are usually rather localized over a few contiguous counties, or sometimes in one county. Piskies, for example, are found only in Cornwall and Devonshire.

Limestone and chalk are very soluble in water, and anywhere there are limestone or chalk hills and downs, caves and caverns will be found. England was far more wooded in the time of Elizabeth than later, and wood was always an important commodity. Many forests are owned by the sovereign or nobility, and used for hunting. Poaching in these forests is a capital crime. There are still wild lands in the England of Elizabeth, though, and outlaws and monsters prowl these lands.

The landscapes and crops described have been adjusted to allow for the changes between Elizabeth's time and the time the sources that were used to compile the Counties of England were written. There was no maize (corn) or potatoes grown in England in Elizabeth's time.

Mining, except in Cornwall, was also much less extensive. The enormous coalfields in Northern and Middle England were barely touched in the Elizabethan Era. Manufacturing was also far less extensive. Most manufacturing was in the nature of handicrafts, outside of the armories in Birmingham and the woolen manufacturing throughout southern England. Even with these there were no factories.

government and politics

Government in the Elizabethan Era is very different from modern ideas of government. Elizabethan government is personal, and administered by what are essentially amateurs by modern standards. Unlike a modern parliamentary constitutional monarchy, the Queen was an absolute monarch, with vast resources enabling her to act unilaterally without Parliamentary approval.

Courtiers

The executive arm of Elizabeth's government is formed of courtiers. These are men of good family and enough wealth to hang about the court, hoping to make themselves useful to the Queen. The queen chooses a courtier for a task, and depending on how well that task is accomplished, the courtier may get further assignments. Competence is rewarded by more and more difficult tasks, and more generosity from the queen. The tasks may not be in the least related - a stint organizing a post system may be followed by a period as a spy, or by governing some far flung colony. Competence is assumed to be universal.

Clerks

Clerks are the glue that binds the Elizabethan world together. Like an army's non-coms, clerks are lifers who rise in power within an organization. They get things done, executing the orders of the courtiers put over them. The clerks are professionals, and they know their part of the government. A clerk typically serves under a succession of courtiers brought in as their superior.

Nobles

There are various families of ancient noble origin, as well as courtiers who have been ennobled - that is, made noble - for their services. Nobles own vast tracts of land from which they derive their income. Nobles can be courtiers, though many of them do not have any real function in the government per se beyond their local functions as justices and such over the people on their lands.

Churchmen

Churchmen, too, may be courtiers. many of the most powerful men in the Tudor courts were churchmen - priests and bishops. Many churchmen were of noble birth, being the second or third sons of nobles. In the Church of England, churchmen could marry, founding powerful families within the church.

Elizabeth was an absolute monarch, under the doctrine of the Divine Right of Kings. She could not pas laws - that function was reserved to parliament - but all laws required her approval before coming into effect. She could effect Royal Proclamations, which had the force of law, without Parliament. on the other hand, she could be brought to court herself.

Elizabeth

The Privy Council is composed of Elizabeth's closest advisors. The number of people in the council varied from 19 to 13. Their role was to advise the queen, though most of the day-to-day governance was devolved to them. Their advice was not binding. Elizabeth often ignored it altogether, and followed her own intuition. The composition of the council was up to Elizabeth, and most of the members were her favorites, but some were members because they represented powerful factions in the realm that the queen could not ignore without risking rebellion.

Privy Council

The Assizes were held twice a year in each county, and the Quarter Sessions four times a year. Civil suits were held before different courts, depending on the wealth of the person being sued. The Wealthy and above were tried by the Star Chamber, composed mostly of members of the Privy Council. The Court of Requests dealt with the Middle Class and poorer. The Court of Chancery dealt with important criminal cases. Church Courts dealt with moral and church matters.

The Courts

Local courts dealt with lesser issues. There were Petty Courts, Manor Courts, and Town Courts. There were Justices of the Peace and Sheriffs in every county. Justices of the Peace were not trained in the law, but were men of substance entrusted to administer summary justice and local affairs. Sheriffs were administrative and ceremonial positions left over from Saxon times, tasked with keeping the peace.

Lords Lieutenant were appointed to be the principle representatives of the queen at the county level. The position was an invention of the Tudor monarchy, taking over the military functions of the Sheriffs. They were responsible for the militia, yeomantry, and volunteers of the county; raising and organizing them, especially when invasion threatened.

The Councils of the North and the Marches

These were permanent organizations, overseeing the borders of England, the Council of the North being headquartered in York, and overseeing the Scottish border country, and the Council of the Marches headquartered in Ludlow, overseeing Wales and the Welsh border counties.

Parliament

The Elizabethan Parliament was much less powerful than the modern Parliament. It consisted of the House of Lords, whose members were Bishops and Lords, and the Commons, whose members were commoners. There were no parties, nor was there a Prime Minister. parliament was responsible for taxation and grants of money to the Queen. The Queen generally paid for ordinary operating expenses out of customs, dues, and sale of land, with Parliament covering extraordinary expenses.

Parliament also passed laws both public - applying to everyone - and private - applying only to individuals. Elections were only held for the Commons, though in effect the important and powerful families controlled these elections. Parliament was summoned by the queen when needed, it did not sit continuously. Through her long, forty four year reign, Elizabeth only called Parliament ten times.

Notable People of Elizabeth's Court

Following are brief overviews of several of the most notable people of Elizabeth's Court, including the queen herself. The point here is not to trap the PC party into recreating history, but to provide a setting in which the PCs and GM can work. I am a firm believer in the maxim that history becomes alt.history the moment the PCs set foot in it. Consider these biographical sketches to be indications of what would have happened if the PCs never existed. Whatever happens after that point is up to your group.

Elizabeth I, Queen of England and Ireland

Elizabeth came to the throne in 1558, she was 25 years old at her accession. She was the fifth ruler of the Tudor dynasty started by her grandfather, Henry VII, who took the throne in 1485 from Richard III. By marrying Elizabeth of York, he united the Lancastrian and Yorkist claims to the throne - symbolized by the Tudor Rose, a white (York) and red (Lancaster) rose - ending the vicious Wars of the Roses. Her father was the famous Henry VIII, who had broken with the Roman church.

Henry VIII was succeeded by Elizabeth's younger brother, Edward VI, who died of tuberculosis at the age of 15, naming his cousin, Lady Jane Grey as his heir. Lady Jane lasted six days before she was replaced by Elizabeth's elder sister Mary. Mary attempted to reinstate the Roman church, at times resorting to burnings of Protestants, driving the Church of England such as it was underground. When Mary died, Elizabeth took the throne and reinstated the quasi-protestant Church of England as official church, with herself as the head of the church.

Elizabeth's mother was beheaded when Elizabeth was two, and she had been declared illegitimate by both the protestants and the Church of Rome. She had been brought up by various governesses, in the process receiving an unprecedented education. Elizabeth was literate in at least six languages, and read widely. She, like her father, was a great patron of the arts.

In history, Elizabeth ruled until her death in1603. She never married, and was succeeded by her cousin James, King of Scotland, ending the Tudor dynasty. Her reign is

usually thought of as a Golden Age in England, highlighted by the repulse of the Spanish Armada and the blossoming of English literature and drama.

Personally, Elizabeth may have had lovers, despite her sobriquet as the Virgin Queen. She certainly had several favorites on whom she lavished affection and favor, and of whom she was intensely jealous. Throughout her reign she or her council negotiated possible marriages with several foreign nobles and rulers, but none came to any fruition, probably due to Elizabeth herself. She was very aware that any permanent alliance would be very dangerous for herself and for England.

Lord Robert Dudley

The first of Elizabeth's favorites, Dudley remained in her heart all her life. After the death of Dudley's first wife, Amy, in 1560, they attempted to marry, but the nobles would have none of it, and things broke off after a near revolt.

Dudley was the 1st Earl of Leicester, and one of the greatest landholders in England. He was a noted soldier, leading the campaign in Holland, and named Governor

General of the United Provinces by the States., infuriating Elizabeth. Dudley led the resistance to the Armada, and died soon after. He dabbled in magic, particularly alchemy.

Elizabeth certainly loved Dudley her whole life. After her death, his last letter to her was found with her things, labelled "his last letter." Being a very jealous woman, she hated his second wife, Lettice, banishing her from court forever.

Mary Stuart was Elizabeth's cousin, her closest relative, and presumptive heir to the throne. Mary was forced to abdicate in favor of her son James in 1668, and fled to England. Elizabeth imprisoned her for 19 years in the Tower, during which she was the focus of repeated plots to set her on the throne, though Elizabeth stubbornly ignored the evidence of her complicity. Early in 1687, she was beheaded for treason, with evidence supplied by Walsingham in the form of letters implicating her in the Babbington Plot.

Mary, Queen of Scots

Sir William Cecil - later
Baron Burghley

Burghley was Elizabeth's chief advisor until just before his death in 1603, serving as secretary of State twice, and Lord High Treasurer from 1572 to his death.

Burghley was, like Elizabeth, the scion of a Welsh family, Cecil being an Anglicization of Sytsylt, the Welsh name. He was educated at Cambridge and Grey's Inn, being a barrister. his second wife, Mildred Cooke, was very well educated, and was the sister of Anne Cooke, wife of Sir Nicholas Bacon, and mother of Sir Francis Bacon. Like many Elizabethans, he dabbled in magic.

Burghley was one of Edward's two Secretaries of State, but his star faded under Mary, in spite of his embracing Catholicism. He began intriguing with Elizabeth early, with the help of his cousin and Elizabeth's close friend Blanche Parry. When Elizabeth took the throne, he was immediately her most trusted advisor.

in 1571, when his daughter Anne Cecil married Edward de Vere, Earl of Oxford, Elizabeth ennobled him as baron Burghley. In 1572, Robert Dudley recommended him as Lord High Chancellor.

Burghley's elder son Thomas, from his first marriage, became Earl of Exeter, and his younger son Robert Cecil became Earl of Salisbury and inherited his father's position, becoming chief advisor in his turn, and arranging the succession of King James.

Walsingham is generally remembered as the spymaster of Elizabeth, devising what many regard as the first modern intelligence service, and meeting with astonishing success. His operatives penetrated the Spanish military, domestic plots against the queen, and gathered intelligence throughout Europe.

Sir Francis Walsingham

Like Burghley, he attended Cambridge and Grey's Inn, though like most undergrads of high social rank, he never bothered to sit for his degree. A committed Protestant, he fled upon Mary's accession, continuing his studies at the University of Padua in Italy. When Elizabeth took the throne, he returned to England and was elected to Commons through the good offices of Burghley.

Walsingham's first effort for Elizabeth was the Ridolfi Affair in 1569. He was later named to negotiate the Huguenot's position with the King of France. He next

became Ambassador to France, seeking to secure an alliance with France and the Huguenots in supporting the revolt of the Netherlands. When Catholic opposition to this resulted in the St. Bartholemew's Day Massacre, Walsingham's house in Paris became the center for a flood of Protestant refugees, and earning the complete trust of the queen.

On returning to England, he became joint Secretary of State after Burghley, and began setting up his office as the clearinghouse for intelligence. Elizabeth called him her Moor, in response to his swarthy complexion. his uncovering of the Throckmorton and Babbington Plots to unseat Elizabeth cemented him in Elizabeth's trust.

Walsingham's network of "intelligencers" spread throughout the known world, from Aleppo to Italy, Spain to France. He supported Drake in his aggressive defence against the Armada, and sanctioned the devastating raid on Cadiz. His operatives may have included Giordano Bruno and Christopher Marlowe, as well as the cryptographer Thomas Phelippes. Walsingham died in the spring of 1590.

Sir Nicholas and Sir Francis Bacon

Like Burghley and Walsingham, Sir Nicholas was a graduate of Cambridge and Grey's Inn. He was treasurer of Grey's Inn under Edward, but fell from grace under Mary due to his Protestant leanings. With Elizabeth, he became the Lord Keeper of the Great Seal, due to his brother-in-law Burgley's influence.

He was always pushing for closer links to continental Protestants, and feared and despised Catholic influence. He was the implacable enemy of Mary Queen of Scots, and was extremely interested in doctrinal matters. He died in 1579.

Sir Francis, his son, was an associate of the unfortunate Robert Devereaux, Earl of Essex. He was named Queen's Counsel in 1596. He is most famous, however, due to his scientific interests. He was the formulator of the Scientific Method, and instigated scientific investigation into virtually everything. He is touted by some as the man who actually wrote Shakespeare's plays, earning the classic retort "Shakespeare Ate Bacon." Sir Francis should be played as a strong Skeptic - one of very few.

Sir Nicholas Bacon / Sir Francis Bacon
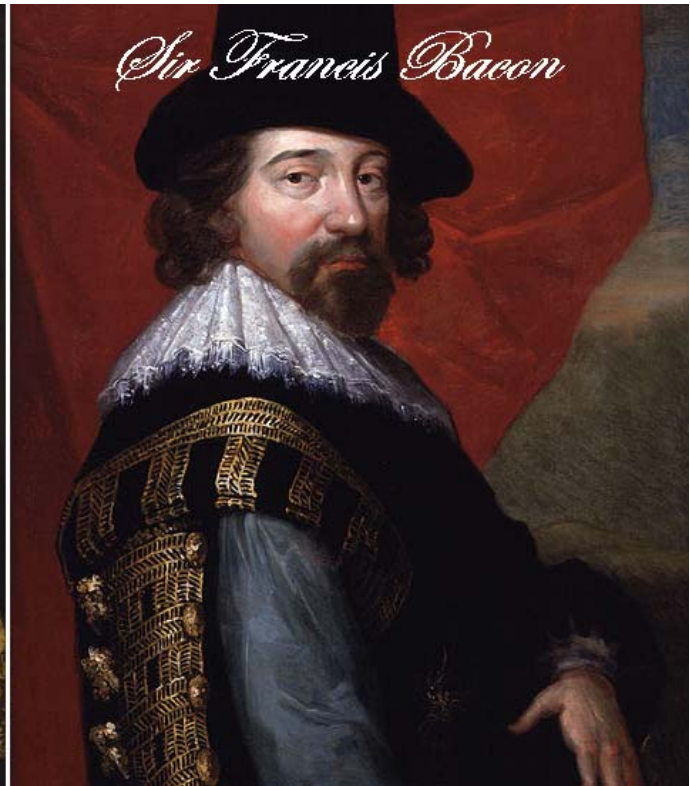
Raleigh was another of Elizabeth's favorites. He spent time in Ireland in his early years, suppressing rebellions and participating in two infamous massacres. He came to court along with his friend Edmund Spencer, the poet, and rapidly rose in Elizabeth's esteem. He was knighted in 1585.

in 1584, he attempted to found a colony in Virginia, at Roanoke, which failed, and again tried in 1587 with a larger expedition, which mysteriously disappeared. He himself was an inveterate smoker, and the story goes that he was once doused with a bucket of water by his servant, who thought he was on fire.

During the Armada year of 1588, he was Vice Admiral of Devon, overseeing defences. He secretly married one of Elizabeth's ladies in Waiting, and upon discovery, was imprisoned in the Tower. Upon his release, he served Elizabeth in an exploration of Venezuela in search of a golden city, writing a very popular book about his voyage. He also served as Governor of the Isle of Jersey.

Sir Walter Raleigh

With Elizabeth's death, he fell upon the rocks of James' displeasure. James had him imprisoned again in the Tower, this time for treason. He was released to lead another expedition to find the Golden city in 1616, but on the way attacked the fort at San Thome on the Orinoco, where his son Walter was killed. On his return, the spanish Ambassador demanded his head, and in 1618, he was beheaded.

Raleigh was the half brother to John and Humphrey Gilbert, noted explorers. He was also thought to be an Atheist. He certainly dabbled in magic.

Doctor John Dee

John Dee was born in London in 1527 to a Welsh family. he was one of the most noted intellects of his age, being invited to lecture at the University of Paris while still in his twenties. He studied at Cambridge, and was a founding fellow of Trinity in Dublin, where his astonishing stage effects for Aristophanes' Peace earned him a lifelong reputation as a magician.

He studied in Leuvin and Brussels, and lectured in paris on Euclid, the geometer. He was arrested in 1555 for

treason, for casting horoscopes for Queen Mary and Princess Elizabeth. He defended himself successfully, even before the Catholic Bishop Bonner, who held him under religious examination.

When Elizabeth became queen, he took the position of her advisor on science and Court astrologer. He advised the English voyages of discovery, providing technical assistance on navigation. He wrote a letter to Burghley claiming to have knowledge of a great treasure on the Welsh Marches, and ancient and valuable treatises in Wigmore castle, the area Burghley came from.

He published a Mathematical Preface to Billingsley's translation of Euclid, which argued the central importance of mathematics in life and the arts, and which became his most popular work.

Dee was an unwavering supporter of British colonization, himself coining the term "British Empire", and outlining how this should happen in various works.

By 1582, Dee was devoting all his energies to his supernatural pursuits. He created a mirror by which he could communicate with the angels, after fasting and

prayer. his explorations of the supernatural were always from the point of great Christian piety.

In 1583, at the prompting of the angels, Dee left for Central Europe with Edward Kelly, the great alchemist. They wandered there for many years, until Dee returned to England in 1587. He died in 1608 or 1609 of old age.

Sir Francis Drake

Francis Drake was born to a farmer in Devonshire, but his godfather was Francis Russel, the Earl of Bedford. It is not known why this is the case, and speculation abounds. He went to sea at the age of thirteen, apprenticing aboard a trading barque. He must have made a good impression, because he was owner-master of the barque at the tender age of twenty, the previous owner-master having given him the barque in his will.

He sailed to the New World in 1563, at the age of 23, in the company of Sir John Hawkins, his cousin, with the Hawkins fleet. On his second such voyage in 1568, the Hawkins fleet was trapped by the Spanish in San Juan de Ulua, Mexico. He and Hawkins escaped, but it led to a lifelong hatred of the Spanish.

In 1572, he raided Nombre de Dios, the Mexican treasure port with 73 men. He captured the port and the treasure, but his men withdrew without the treasure when Drake was slightly wounded. He stayed in the vicinity, and took the treasure mule train, with 20 tons of gold and silver, crossing the Isthmus of Panama. His men had no way to carry all the treasure, so they buried most of it and carried what they could back. He and his men were now filthy rich.

In 1577, he led a fleet of ships, at Elizabeth's command, into the Pacific through the Straits of Magellan. Only his flagship, the Pelican made it through, with one ship turning back to England and the others lost on the way. He turned north, sacking several towns, including Valparaiso, Chile, along the way.

Near Lima, he captured a ship laden with 25,000 pesos of gold - about $7 million in today's currency - and got news of a treasure ship, the Nuestra Senora de la Conception, heading towards Manila. He trailed and captured her, finding 80 lb of gold, a golden crucifix, jewels, 13 chests full of royals of plate and 26 tons of silver. He landed in California or Oregon, claiming this land for England, and naming it Nova Albion. No one knows exactly where it was he landed, but British claims to Oregon were based on his claim, and subsequent American claims on the British claims. He may have left a small colony, though that is disputed.

From there he sailed across the Pacific to the Moluccas, trading for spices. He then rounded Africa, reaching Plymouth in 1580 with an astonishing haul of gold, silver, and spices. Elizabeth's half share would amount to more than the rest of her income that year. He was knighted for this feat in 1581.

Now amazingly rich and celebrated, he settled down, buying Buckland Abbey in Devonshire. In 1587, he led the celebrated raid on Cadiz, which set the Spanish Armada back an entire year. In 1588, he was Vice Admiral in command of the British Fleet which destroyed the Invincible Armada. He died in 1596 of dysentery, in his cabin off Portobello, Panama, having trapped some Spanish treasure ships there. He was buried at sea off Portobello in a lead lined coffin and a full suit of armor.

William Shakespeare

Shakespeare was born in Stratford-upon-Avon, in Warwickshire, 1564. Between 1585 and 1592, he went to London, becoming an actor, playwright, poet, and part owner of the Lord Chamberlain's Men, an acting company. Between the birth of his twins, Hamnet and Judith, in 1585 and the first mention of him in London, in 1592, there are no records, and no-one knows what he did for sure. In 1592 several of his plays were being produced in London, and he was apparently well known, so some of those years he appears to have been an actor learning his craft.
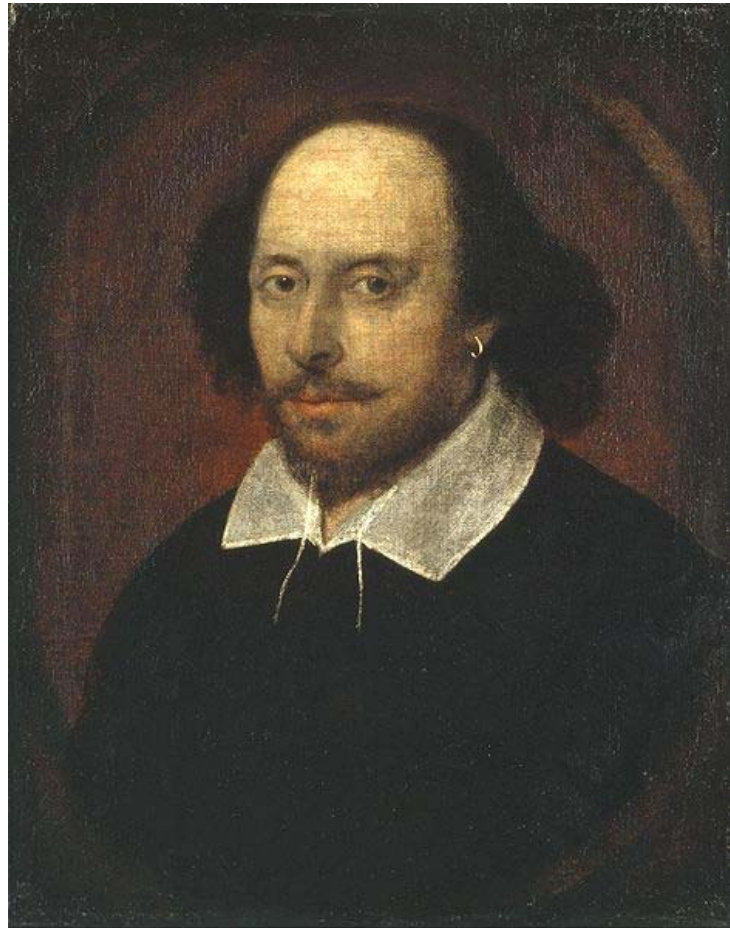
In 1599, the company built their own outdoor theatre in Southwark, across the Thames from London. In 1608, they bought the Blackfriars indoor theatre as well. Shakespeare had become a wealthy man, as player, playwright, and owner of the company. He died in 1616, and after his death, his fame grew until by the Restoration, he was accounted the greatest playwright in the English language as he is today.

Born the same year as Shakespeare, Christopher "Kit" Marlowe was born in Canterbury, Kent, to a shoemaker. He attended Cambridge on a scholarship, and received a BA in 1584. In 1587, the university hesitated to award him his Masters, because of a rumor that he had converted to Catholicism, but the Privy Council intervened, praising him for his good service to the queen, and his Masters was awarded. No one knows just what service provoked this extraordinary intervention, and speculation - including that he worked as a spy for Walsingham - flourishes.

Kit Marlowe

His play *Tamburlane* was hugely successful, and the first blank verse play, influencing all who followed. His most famous play is probably the *Tragical History of Doctor Faustus*, with its themes of magic and the powers and temptations of devils. In the end, Faustus is torn to shreds by devils and dragged off to Hell.

In 1593, he was arrested on the testimony of Thomas Kyd, another famous playwright, and probably under torture, for libel against the queen. He was found living with Thomas Walsingham, cousin to the spymaster, and a noted spy himself. He appeared before the Privy Council on May 20th, and was set free on the condition he give daily accounts of his doings to the Council. On May 30th, he was murdered. According to official record, he was in a public house in Deptford with three men, all

Walsingham's men, when he attacked one, who slew him in self defence.

It is thought that such a case is far too suspicious to be believed, as the three men were spies with connection to the underground, and the death too convenient to some highly placed members of the privy Council.

Marlowe was rumored to be an atheist, a pagan, a homosexual, and a criminal. None of these charges can be substantiated, but he is very intriguing nonetheless.

Ben Jonson

Born in London in 1572, Jonson's step father was a bricklayer. Although well educated and widely read, he never attended university. He spent some time in the Netherlands as a soldier, and turns up as an actor in London in the 1590s.

By 1597, he was a regular with the Admiral's Men, an acting troupe. He was not well-regarded as an actor, unlike Shakespeare, but was praised for his writing. He was arrested that year for lewd and mutinous behavior after writing a suppressed play called the Isle of Dogs. He was also arrested for manslaughter after killing an actor

in a duel, but was let go after being branded on his left thumb.

His first "hit" was *Everyman in His Humour*, a comedy with Shakespeare in the cast. He reached his zenith after Elizabeth's death in 1603, and after Shakespeare had left the stage. He died in 1637.

Spencer was born in London in 1552. He went to Cambridge, and in 1580, left for work in Ireland with the new Lord Deputy, and was awarded substantial lands there confiscated from the rebels. There he wrote his most famous work, *The Fairie Queene* - an allegory of Elizabeth's reign. The Fairie Queene's name in the poem is Gloriana, which was used ever afterward as an alternate name for Elizabeth. This is the longest poem in the English language, and was published in two parts, in 1590, and in 1596.

Edmund Spencer

He came back to London in 1590 with Sir Walter Raleigh, and presented Elizabeth with a copy of the poem, for which he received a small pension. He also wrote a pamphlet called *A View of the Present State of Ireland*, in which he advocated what amounts to cultural genocide. it was not published until the 17th century, long after his death. He wrote many poems throughout his life, but none attained the popularity of The Fairie Queene, for which his is immortal. He died in 1599.

Richard Hakluyt

Scion of a noted Herefordshire family - several of his family were Sheriffs of the county - of Welsh extraction, Hakluyt was born in either Hereford or in London in 1552 or 1553. Orphaned early, he was raised by his uncle, also a Richard Hakluyt. He went to Oxford, gaining a BA in 1574 and an MA in 1577, and was ordained a priest. He became personal secretary to Sir Edward Stafford, the ambassador to France, and was the personal chaplain of Robert Cecil, Earl of Salisbury, and son of Baron Burghley.

He may have first translated a work on Cartier's voyages to New France, but himself wrote *Divers Voyages Touching the Discoverie of America*, released in 1582, a work which brought him some fame and the post as Stafford's secretary.

As Stafford's secretary, he also compiled information on the voyages of discovery on the orders of Walsingham. He released much of this in a work with a very long title shortened now to the *Discourse*, which was lost until the nineteenth century. He gave a copy to Elizabeth, in order to gain support for Raleigh's colony.

After his return to England, in 1589 he published T*he Principall Navigations, Voiages and Discoveries of the English*

Nation, his most famous work, as far as possible using eyewitness accounts. A much enlarged second edition was released in or about 1600. It has been called the prose epic of the English nation.

Hakluyt was a director of the Virginia Company which settled Jamestown, and the North West Passage Company, and a lifelong proponent of colonization by England of the Americas. He died in 1616 a very wealthy man.

Humphrey Gilbert was the half-brother of Sir Walter Raleigh, and a very famous soldier, explorer, and politician. Born and brought up in Devonshire with his half-brothers Walter and Carew, and his full brothers John and Adrian - all of whom were important in the Elizabethan Era - he became a protege of Sir Henry Sidney, and was educated at Eton and Oxford.

Humphrey Gilbert

In 1563, he was wounded at the siege of Harve-de-Grace, France. In 1566, he went with Sidney to Ireland, as Sidney was now Lord Deputy of that island, but was sent with dispatches back to the Queen. He presented her with a copy of his *A Discourse of a Discoverie for a New Passage to Cataia* on the search for a Northwest Passage around North America. He also set down strange accounts of visions he had been having, in which Solomon and Job

bowed down to him and promised him secret arcane knowledge.

Sent back to Ireland in 1569, He embarked on a campaign to quash the Geraldine Rebellion, in one stretch taking between 30 and 40 castles without artillery. His methods were brutal - giving the enemy no quarter, and slaying every man, woman and child of the Geraldines. He would place the severed heads of the enemy in parallel rows leading to his tent, through which the Irish would be forced to walk to treat with him. For this, he received his knighthood.

After this, Gilbert married and settled down, fathering seven children, though there were rumors he was a pederast. He set up the School for the New Art, an alchemical school, with Burghley and Dudley, who jointly maintained an alchemical laboratory in Limehouse. He also backed several failed expeditions of exploration, on which he exhausted his resources.

In 1583, he took a fleet to Newfoundland, where he claimed the land for England, and imposed a tax on non-English vessels fishing there. On the return voyage, a sea monster was sighted, looking somewhat like a lion with glowing eyes. During a storm, his tiny ship Squirrell was almost sunk, and the Golden Hind's crew asked that he depart. Gilbert refused to leave, saying it was as near to heaven from sea as from land. He was sighted in his cabin reading a book that night, but in the morning, the Squirrell was gone.

Sir Martin Frobisher

Frobisher was born in the 1530s in Yorkshire, and by 1561 he began to solicit funding for a voyage to discover the Northwest Passage. It took him 15 years to accumulate enough capital, but in 1576, with funding from the Muscovy Company - a group of English investors who had funded several expeditions to find the northeast Passage around Russia - he set sail for the unexplored northern reaches of the Americas.

During the voyage, two of his three ships were lost, but the Gabriel finally reached Frobisher Bay in Labrador at the end of July. He sailed north and west up the bay, which he thought a strait, discovering Baffin Island where he engaged an Inuit as a guide. Five of his men were

captured, however, and Frobisher could not ransom them. He left to return to England.

Some black ore was found on Baffin Island, which was erroneously thought to contain gold, and his backers financed a return expedition the next year. The Queen invested 1000 pounds, and gave Frobisher an ex-navy ship. In July, they reached Frobisher Bay, where the land was duly claimed for the queen, and 200 tons of the ore were mined. By September, they had returned to England.

A third expedition, of 15 ships and with 100 settlers, was sent out the next year, reaching Greenland by June. At the beginning of July, they again entered Frobisher Bay, after the rediscovery of Hudson's Strait by mischance. The ore taken during this voyage was smelted, but nothing resulted, ending Frobisher's dreams of finding the Northwest Passage.

He was knighted for his services against the Armada in 1588. He was a successful privateer against the Spanish

and French in his later life, and died of a gunshot wound sustained during the Siege of Brest, France, in 1594.

Edward Kelley

Kelley was born in Worcester in 1555. At an early age he was apprenticed to an apothecary. It's not known if he attended University, but he knew Latin and Greek, so he was educated somewhere.

In 1582, he approached Doctor John Dee, who was experimenting with a mirror designed to converse with angels. Kelley appeared to be a superb skryer, able to summon spirits and angels much more easily than Dee. In 1584, he appeared with an alchemical book - the Book of Dunstan - and a vial of red powder which he claimed he had been led to by a spirit creature at Northwick Hill. With the red powder, Kelley was able to prepare a tincture which transmuted base metal into gold.

From 1583 to 1588, he wandered with Dee throughout Central Europe, staying longest in Bohemia, where Dee left him after Kelley told Dee that the angels had told him to share everything, including their wives. Even though he shared his wife with Kelley, Dee was torn apart by this, and left to return to England.

Kelley grew rich in Bohemia, but eventually was jailed when he could not produce mass quantities of gold. His captor, who was an investor, didn't doubt him, but thought he was holding out. He died in 1597 after attempting to escape. He would be a Warlock in OHMAS.

John Hawkins was born on 1532 in Plymouth, the son of one of England's greatest sea captains.In 1562, he organized his first slaving run, capturing a Portuguese slaver and selling the slaves for a tidy profit at Santo Domingo. He repeated this success in 1567, earning his backers a 60% profit. His third voyage ended in disaster at San Juan Ulua, as he and Drake escaped while the rest of the English were captured.

Sir John Hawkins

In 1570, Hawkins worked as a double agent, pretending to betray England for the Spanish in order to get intelligence on their designs. He turned this information over to the government, and the Ridolfi plot was laid bare.

In 1578, he became treasurer of the Royal Navy, a post he held until his death. He made many reforms, which upset vested interests, but an investigating committee completely exonerated him. he fought for and won a pay raise for sailors, enabling him to recruit a better class of seaman.

He also instituted important reforms in ship construction and rigging, inventing the detachable topmast among other improvements. He also emphasized "race-built" ships - fast, small, and maneuverable - over the prevailing towering galleons. He tested these ships against the Armada, as Hawkins was one of the three commanders, along with Drake and Frobisher, and was knighted for his performance. He died on the same voyage as Drake, off Puerto Rico.

GAME MASTERING

In this section, we will give some possibilities for giving your players an interesting gaming experience.

Historical games

This game is set in real history, but that shouldn't be thought of as a limitation. You can take two approaches to this. One way is to accept the fact that once player characters step into history, it becomes alt.history. If the players want to change the world, let them. The second way is to keep player characters somewhat marginalized and away from the centers of power. I am personally a fan of the first, but some people are uncomfortable with taking liberties with history, so for them I will recommend the second.

To enhance the sense of realism, you can bring real history into your game by reading source material or watching movies set in the period. When running On Her Majesty's Arcane Service, I also like to listen to Renaissance, especially Elizabethan period, music.

Building a Team

Player character teams are formed ad-hoc within the formally organized company. Every team should be slightly different, based on what is menacing the locality, and who is available to fight that menace.

Play Styles

The Blood Games engine facilitates some different playing styles from other RPGs. The nature of the character generation and character advancement mechanics allows the GM great freedom of movement in certain respects.

In the game, it is a simple matter to move around in the lives of your characters, both backward and forward in time, due to the method of character generation. There are some interesting techniques for doing this:

Flashback

In a flashback, the Player Characters play out something that happened in their previous lives. You can choose any year of the PCs' lives and play it out based on what they were doing according to their character worksheets. The characters must survive, of course. Since the Blood Games engine rarely (almost never) results in random PC deaths, this is seldom a problem, but a little creative yet not obvious GMing can assure that the PCs survive, even if they don't exactly 'win.'

Why - if PCs almost never die - didn't we just make it a hard rule that they don't? After all, you *can't* kill a PC in a flashback! Our thought was that leaving death as a *possibility* encourages PCs to act like real people and not like comic book superheroes. Explicitly guaranteeing that PCs will not die from the outset invites this 'super-heroic' behavior. If you wish to go that route, it's easy enough to add in a guarantee.

Going back in time after the players have played for a while in the present isn't a difficulty because the players by that time have gotten used to playing their characters in a manner consistent with the possibility of death, and they don't change this play style during a flashback game or session.

Flashbacks can be just a scene, or even a long story arc. It can be played out for it's own purposes, or to illuminate something pertaining to the present. Think of the purposes a flashback is used for in the movies, TV or novels and let them be your guide.

Foreshadowing

Foreshadowing is more difficult than flashbacks. You as GM don't know what the Player Characters will do in the future, and neither do the players. The best way to run a foreshadowing session is to have the players move their characters forward in time to the point you want to play, but using new character worksheets which pick up from the present time. Foreshadowing can best be used as a warning or cautioning device in a story arc. In other words, this is the future if things go on as they are going now. This is a common literary device, but less often used in the cinema. At the end of the session, the new sheets can be discarded.

Episodic Play

Another play style you can use is structured as a series of interconnected episodes of one to three sessions apiece, all dealing with a continuing story arc. Each episode is the high point of a year in the lives of the team members. Play can go forward, backward, or skip around in time using Flashbacks and Foreshadowing.

Generational Play

The Episodic play style can be extended into the Generational Play style by using the players' ancestors or mentors, and looping far back into the past. For example, the story begins in 1560, and continues on in episodic

form. At a certain point in the story arc, play is looped back - not into the past of the Player Characters themselves, but into the lives of one of their grandparents (or magical mentors) during the reign of Henry VII. The players would generate appropriate characters, each of whom would have some link - however tenuous - to the original PCs.

Play continues for a while - perhaps several game years - until the players are confronted with a problem whose roots lie back before Henry's reign. The players create new generational characters and play is off and running in Richard II's England. The roots of the situation are uncovered, and play loops back to the reign of Henry. Once the situation is dealt with there, the play can again loop to the original characters.

The reason players are generally encouraged to make characters of about the same age is that it a matter of competence. That is, PCs of higher age have more and better skills than younger PCs, though their physical abilities may have deteriorated. If a GM and players don't care about this type of balance, then they should feel free to mix all ages together as the players and GM wish. The default tradition works to keep the players fairly well balanced, but is an artificial device. I am happy to mix and match ages myself. The game system is robust enough to deal with it.

Player Characters widely varying in age and competence

Appendix A: Optional Rules

Use of these optional rules is solely at the discretion of the GM and may be dropped at any time if the GM feels the rule is detrimental to the game.

Optional Rule: Commando-type Actions

Characters may attempt commando-type actions such as picking off a sentry by clasping a hand over the sentry's mouth while slicing his neck with a knife. If the character has an appropriate background this should be purely a question of the character's ability to sneak up on (sneak or stealth skills) or rush (flash skill) the sentry. If the sentry does not detect the approach of the character, or has no time to respond, the sentry should die. If a character without an appropriate background attempts it, roll at sneak, stealth, or flash+0 as appropriate, with modifiers for agility. In any case, the sentry's constitution should be ignored.

Optional Rule: Plot Points

Using this optional rule, the characters and the GM each receive one Plot Point per session. They can be used any time during that session, but cannot be accumulated across sessions. The Plot Point can be used to do one of two things: the player may make any attempt, by anyone, an automatic success, or an automatic failure. These points should be used any time an action cannot fail, or must not succeed. The Plot point need not be used on the player's character. It can be used at any time on any character.

Optional Rules: Troupe Play

Troupe play is play with each player having more than one character, serving different roles. Troupe play for OHMAS is highly recommended for long term play. There are several ways to structure Troupe play for OHMAS. Choose from the options below to best fit your group:

The Mission Impossible Toupe

The players each have one character in play at any given time, but the group leader selects the particular characters used in this session or story arc from two to three characters offered from each player. The characters should be different types, but roughly equivalent skill level.

The Tri-level Troupe

The players each make three characters - an older character with lots of skills, a mid-level character with moderate skills, and a young character with few skills. Groups can be mixed - with varying levels of competence - or matched - with everyone more or less equivalent.

The Teacher/Trainee Troupe

The players each make one fighter type, one Esotericist, one Warlock, etc. for the number of players in the group. Each player has one older character, the teacher. The rest of the troupe are Trainees.

The Classic Troupe

The players make two characters each - a spell-casting type and a competent warrior type. They also make a group of young trainee warriors. Each competent warrior is paired with a spell-caster played by a different player, The trainee warriors are miscellaneously played by anyone who wants to as an additional character.

The Battle Troupe

Each player makes a group commander, and the other players each make a character to serve under each leader. The follower characters should be lower powered than the commander. This would probably work best with smaller groups.

Optional Rules: A Currency of Favors

Favors were a major currency in Elizabethan times, and this rule aims to emulate it. Players begin play with 4 favor points, plus 1 per Wealth Rank above Middle Class, and can freely spend them by calling them in, or gain them by doing favors for each other or for NPCs. 1 favor point is worth a favor from a Middle Class or lower person. an UMC favor is worth 2 points, Wealthy 4, Extremely Rich 8, Plutocrat 16, and the Queen's favor is worth 32.

A

B

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R

FULL		FULL		FULL		FULL		FULL		FULL		FULL		FULL		FULL	
STR		**COOR**		**AGY**		**END**		**CHAR**		**INT**		**MAG**		**LUCK**		**IQ**	
CURR		CURR		CURR		CURR		CURR		CURR		CURR		CURR		CURR	

PLAYER NAME

PATH

CHAR NAME

LIFE-STYLE

DESCRIPTION

TEST OF FAITH ☐   TEST OF WILL ☐

CONSTITUTION
CURRENT
FULL
HINDERED
STUNNED
CRITICAL

SKILL	PLUS	DICE	TN	SKILL	PLUS	DICE	TN

ASTROLOGICAL FORECAST

LUNA : EMOTION	
MERCURY : REASON	
VENUS : ROMANCE	
MARS : CONFLICT	
JUPITER : FORTUNE	
SATURN : ORDER	

On Her Majesty's Arcane Service

TRAITS

WEAPON	DAM	SKIN	HIDE	BALL	STEEL	PLATE	WICK	RANGE

MAGIC & MIRACLES

SKILL	PLUS	DICE	TN

Character Design Worksheet

IQ _____   Family Skills:

Initial Stats:

STR____COOR ____AGY____END_____ _____
CHAR____INT____MAG____LUCK _____ _____

Year by year record
YearEmployment/SchoolSkill EarnedCumulative SkillPromote?LifestyleP.D.
10_____ _____
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EQUIPMENT SHEET

Clothing and Armor

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Housing

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Servants

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Accessories

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Weapons

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Miscellaneous Equipment

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Vehicles/Mounts

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Personal Information

Date of Birth:_____ Place of Birth: _____

Background:_____

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Marital Status:_____ Spouse:_____

Children:_____

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Current Residence:_____

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Family (siblings & parents):_____

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