



System Reference Document

by

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Introduction

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The *Renaissance* system forms the rules bedrock of Cakebread & Walton's historical fantasy role-playing game, *Clockwork & Chivalry*, published by Cubicle 7 Entertainment and available from all good game stores.

What is a Role-playing Game?

Role-playing games are "Let's pretend" for grown-ups. Players take on the roles of characters in an imaginary world and play out adventures. To avoid the old children's arguments of "I shot you!", "No you didn't, I'm wearing bullet-proof armour!" there are rules, and dice are rolled to see whether (for instance) the shot hit, and whether the armour provided any protection. In overall charge of the game is the Games Master, who presents a story to the other players, adjudicates the rules, and keeps the game moving. You don't need to dress up and run

around, everything can be done around a table with a bunch of dice, some paper and a few pencils.

A role-playing game can last as little as two or three hours, but many games involve long plots that carry on from week to week like a TV series, the characters gaining experience and new skills, defeating old villains, meeting new ones and generally acting like heroes. If you've only ever played computer role-playing, you'll find this a whole new experience - you can say exactly what you want to say, attempt to do whatever you want to do, and the Games Master can tell you what happens - unrestrained by the limits of a computer game's programming. You're limited only by your imagination - and I don't know about you, but my imagination has the best special effects ever!

WHAT WILL I NEED TO PLAY?

So, what else will you need apart from this book, a bunch of friends and some imagination?

A SET OF POLYHEDRAL DICE

These are obtained from either online suppliers or your local game store. As well as the familiar six-sided dice that come with most board games, you will

need dice with four, eight, ten, twelve and twenty sides. Dice are referred to as Dx in the rules, where x is the number of sides of the dice. For example, D10 refers to a ten sided die.

The most commonly used dice are D100, not actually a hundred sided die but two D10s (usually of different colours) that are rolled together. Before the dice are thrown, it is decided which will be tens and which will be units. E.g., if you have a green D10 and a red D10, you might decide that the red one is the tens die. If you roll 7 on the red die, and 4 on the green die, you would read this as 74. If you get 00, this counts as 100, not zero.

Sometimes the rules will tell you to roll 2D6, or 1D8+4, or something similar. 2D6 means roll 2 six-sided dice and add the results of the dice together. 1D8+4 means roll 1 eight-sided die and add 4 to the result.

PAPER

You'll need paper for taking notes and drawing maps a, or other explanatory pictures and diagrams. Each player will also need a character sheet - either photocopied from the back of this book, or downloaded from www.cakebreadandwalton.com.

MINIATURES?

Some people use miniature figures (or buttons, bottle tops, small china penguins and the like) to help keep track of where characters are, particularly in combat. Some Games Masters create elaborate battle maps for their fight scenes. Other players totally ignore such game aids and everything goes on in the imaginations of the players. It's entirely up to you what suits you best!

GLOSSARY

This is a list of many of the technical terms used in the *Renaissance* rules.

Adventure: A single story in which the Adventurers have a part. Rather like a single episode of a TV series.

Adventurer: A character controlled by a player rather than the Games Master.

APs: Armour Points, the measure of the protection provided by armour. Represented by two numbers (e.g. 2/1), the first number representing protection against most weapons, the second against guns.

Attribute: Secondary attributes of your character, based on the character's Characteristics.

Campaign: A series of connected adventures involving the same Adventurers. Rather like an entire TV series.

CHA: Charisma (Characteristic), a measure of your character's attractiveness and leadership qualities.

Characteristic: A measure of your character's basic abilities: Strength, Constitution, Size, Intelligence, Power, Dexterity and Charisma.

Combat Action: An action taken in a combat round, which usually involves attacking another character.

Combat Round: A short period of about 5 seconds, during which a character in combat can perform a Combat Action, a Reaction and a Move Action.

CON: Constitution (Characteristic), a measure of your character's healthiness and ability to resist wounds, poisons, diseases and the like.

Critical Success: A roll of one tenth of a character's skill, which means that the task has been performed particularly well. A Critical Success during combat is called a Critical Hit and causes more damage than normal.

DEX: Dexterity (Characteristic), a measure of your character's agility, co-ordination and speed of action.

DM: Damage Modifier (Attribute), a die roll added to the damage caused by Close Combat weapons.

ENC: Encumbrance, an abstract measure of how difficult an item is to carry and lift.

Faction: The religious, political or social group that defines a character's beliefs and outlook on the world. Each character belongs to one Faction and may sympathize with additional Factions.

Fumble: A skill roll of 00, which means that the attempted task has been performed spectacularly badly.

Games Master: The player who comes up with ideas for adventures, runs the game, controls NPCs, adjudicates the rules, etc.

Hero Points: Points that are used to perform spectacular actions, save a character from death, and the like.

HPs: Hit Points (Attribute), the measure of how much damage a character can take before death.

INT: Intelligence (Characteristic), a measure of your characters ability to think, solve problems and learn.

Improvement Points: Points earned for taking part in adventures, which are spent to increase the skills and Characteristics of a character.

MAG: Magick (Attribute), a measure of the inherent magickal power of a practitioner of Witchcraft.

Major Wound: A wound that does significant damage on top of Hit Point loss. There are two types: Serious Wounds, which are temporary, and Grave Wounds, which are permanent and can be fatal.

Movement Action: An combat action that involves movement, such as walking, running, etc.

Movement Rate: (Attribute) The distance a character can move in a single combat round. For most characters, this is 15 metres.

MPs: Magick Points, a measure of how much magickal energy is stored in an Alchemist's Philosopher's Stone.

MWL: Major Wound Level (Attribute), a measure of how much damage a character can take before taking a Major Wound.

NPC: Non-Player Character, a character who is controlled by the Games Master rather than one of the players.

POW: Power (Characteristic), a measure of your character's strength of will.

Profession: A character's career before becoming an Adventurer, or current career if an NPC.

Reaction: An action in combat, usually reacting to another characters actions for the purposes of defence.

RPs: Righteousness Points, a measure of a character's strength of belief in his or her chosen Faction.

SIZ: Size (Characteristic), a measure of your character's height and bulk.

Skill: A focussed ability in a mental or physical discipline which can get better with practice. Common Skills are those every character possesses to some degree, Advanced Skills can only be used by those who have trained in them.

Social Class: The level of society into which a character was born and grew up.

STR: Strength (Characteristic), a measure of your character's brawn and brute force.

Chapter 1: Character Creation

Before players can begin a game of *Renaissance*, they must each (apart from the Games Master) create a character for themselves. This should probably be done as a group to make sure that a coherent adventuring party is generated, and that characters don't have irreconcilable differences that would prevent them working together. Creating a character involves a number of stages:

- **Characteristics:** Roll dice to determine the values of your character's main Characteristics – Strength (STR), Constitution (CON), Size (SIZ), Intelligence (INT), Power (POW), Dexterity (DEX), and Charisma (CHA).
- **Attributes:** These are secondary attributes based on your Characteristics. They are Damage Modifier (DM), Hit Points (HP), Major Wound Level (MWL) and Movement Rate (Move).
- **Common Skills:** This is a list of skills that everyone can "have a go" at. They all start at a level based on your character's Characteristics, and can be raised later in the character generation process.
- **Previous Experience:** This is where your character really begins to take shape. First you must decide on your character's **Social Class:**

This will have an effect on what **Profession** he or she followed before taking to a life of adventure. Each of these choices will give your character new skills, as well as determining how much money the character has to spend on equipment before play begins. **Faction** determines your character's political/religious beliefs and how strongly he or she feels about them.

- **Free Skill Points:** You have 250 points to spend on increasing your character's existing skills and buying new skills.
- **Connections and Events:** Use the tables provided to create a background that links you to the other characters and important events which have shaped your character's past.
- **Finishing Touches:** Decide on a name, sort out your starting equipment, and give your character Hero Points.

Characteristics

These are the primary building blocks of your character. All characters and creatures have seven characteristics, which give the basic information about

the character's physical, mental and spiritual capabilities. As well as being useful indicators of how to role-play the character, they are the scores that skills are initially based upon.

The Characteristics are:

Strength (STR): Your character's brute force, Strength affects the amount of damage he deals, what weapons he can wield effectively, how much he can lift and so on.

Constitution (CON): A measure of your character's health, Constitution affects how much damage he can sustain in combat, as well as his general resistance to disease and other illnesses.

Dexterity (DEX): Your character's agility, co-ordination and speed of reaction, Dexterity aids him in many physical actions, including combat.

Size (SIZ): This is an indication of your character's mass and, like Strength and Constitution, can affect the amount of damage a character can deal and how well he can absorb damage.

Intelligence (INT): Your character's ability to think around problems, analyse information and memorise instructions.

Power (POW): Perhaps the most abstract Characteristic, Power is a measure of your character's life force and the strength of his willpower.

Charisma (CHA): This quantifies your character's attractiveness and leadership qualities.

GENERATING CHARACTERISTICS

Roll 3D6 five times, and assign the numbers to STR, CON, DEX, POW, CHA as you wish.

Roll 2D6+6 twice, and assign the numbers to INT and SIZ.

Attributes

Attributes are a set of secondary scores that define your character's potential to do and take physical damage. Attributes are determined from the character's Characteristic scores.

Damage Modifier (DM): The Damage Modifier applies whenever your character uses a melee or thrown weapon. It is calculated by adding the

character's STR and SIZ together, since bigger, stronger, characters deal out more damage than smaller, weaker characters. The Damage Modifier is calculated by consulting the following table.

STR + SIZ	Damage Modifier
1-10	-1D6
11-15	-1D4
16-25	+0
26-30	+1D4
31-45	+1D6
46-60	+2D6
61-75	+3D6
76-90	+4D6
Every additional +15	An additional +1D6

Hit Points (HP): These represent your character's general health and physical wellbeing. They determine how much damage your character can sustain before he begins taking Grave Wounds and possibly dying. Hit Points equal Size plus Constitution divided by 2, rounded up. (SIZ + CON)/2.

Major Wound Level: When your character takes this amount of damage or more in one blow, he or she suffers a Serious or Grave Wound (depending on whether current Hit Points remain above or fall below zero). Major Wound Level is equal to Total Hit Points divided by two, rounded up. HP/2.

Movement Rate: This is the distance in metres that a character can move in a five second Combat Round. All human characters have a Movement Rate of 15 metres.

Magick (MAG): Those who practice Witchcraft have an extra attribute, MAG, which begins at (INT+POW)/10 (rounded up).

Common Skills

Your character has a number of Common Skills that allow him or her to perform a variety of actions with varying degrees of expertise. Each Common Skill is set by totalling two Characteristics. These are listed on your character sheet and below. Work out your character's base values for each skill - you will be

COMMON SKILLS

Common Skill	Starting level
Athletics	DEX+STR
Close Combat	INT+STR
Culture (Own)	INT x2
Dance	DEX+CHA
Dodge	DEX x2
Drive	DEX+INT
Evaluate	INT+CHA
First Aid	DEX+INT
Gun Combat	INT+DEX
Influence	CHA x2
Insight	INT+POW
Lore (Regional)	INT x2
Perception	INT+POW
Persistence	POW x2
Ranged Combat	INT+DEX
Resilience	CON x2
Ride	DEX+POW
Sing	POW+CHA
Sleight	DEX+CHA
Stealth	DEX+INT
Unarmed Combat	STR+DEX

given the opportunity to increase these values later in the character creation process. Skills and their use are described in the Skills chapter.

Previous Experience

Previous experience determines the skills and beliefs your Adventurer has gained before the game begins. These consist of the Adventurer's Social Class, his Profession (how he made his living) and his Faction (what belief system he subscribed to). Once play begins, your Adventurer is no longer restricted by these beginnings; all skills are open for him to learn,

and if his political and/or religious beliefs change, he can move to another Faction. There are no restrictions on learning new skills within the mechanics of *Renaissance*. However, social pressures within the game world apply their own restrictions; a Peasant Vagabond is unlikely to gain a place at Oxford University to learn alchemy – or if he does, it's likely to be the focus of a whole series of adventures!

Determining previous experience is a three stage process:

- Firstly, determine what Social Class your Adventurer comes from.
- Secondly, determine your Adventurer's Profession, how he made his living.
- Finally, determine what Faction he belongs to, which will determine his religious and political beliefs.

It is worth noting that, while these Social Classes and Professions should cover most suitable Adventurers, if you want to play an Adventurer who doesn't fit the mould, it should be possible, with your Games Master's permission. For instance, if you want to play a Lord who has lost everything and fallen on hard times, you could create a Noble Vagabond, even though the rules do not permit it. They're your rules now, and you're allowed to break them!

SOCIAL CLASS

Social Class determines into what strata of society your Adventurer was born. In the *Renaissance* game society is in upheaval; the old certainties of the medieval feudal system have broken down, and a rising middle class is starting to overtake an increasingly impoverished upper class in terms of wealth. Towns are growing larger, and as the upper classes "improve" their land by throwing off many of the Peasants who have farmed it for generations, a new underclass of urban poor is growing, as dispossessed Peasants head for the towns looking for work.

Each Social Class gives the Adventurer a number of skill options; choose the skills you want from those available and add the bonuses to your existing skill

ROUNDING

Numbers in *Renaissance* are usually rounded up to the nearest whole number.

bases, determined in the previous section. The Social Class also lists which Professions are available to your Adventurer if you choose that class; Professions are described in Chapter 2. Finally, each Social Class lists Starting Wealth; roll to see how many shillings you have with which to buy equipment at the start of the game. This represents readily available cash – your character *may* have more wealth, but if so it is likely to be tied up in house, lands, a goat, etc.

PEASANT

Common Skill Bonuses: Athletics +10%, Culture (Own) +30%, Drive +10%, Evaluate +30%, First Aid +10%, Influence +30%, Lore (Regional) +30%, Perception +10%, Ranged Combat +10%, Resilience +10%, Sing +10%, Unarmed Combat +10%

Advanced Skills: Language (Native) +50%, Lore (any), Survival

Plus choose any three from Boating, Craft (any), Lore (any), Play Instrument, Ranged Combat (Bows)

Starting Cash: 1D6 x 10 shillings

Professions Available: Agitator, Camp Follower, Cottager, Craftsman, Cunning Man/Wise Woman, Entertainer, Farmer, Mercenary, Outlaw, Physician (Herbalist), Preacher, Rook, Sailor, Smuggler, Soldier, Spy, Vagabond, Witch/Warlock, Witch Finder, Woodsman

You grew up in the country. It is likely that your parents were tenant Farmers or Craftsmen, living in a small village and working for the local Lord of the manor.

TOWNSMAN

Common Skill Bonuses: Culture (Own) +30%, Drive +10%, Evaluate +30%, First Aid +10%, Influence +30%, Lore (Regional) +30%, Perception +10%, Resilience +10%

Plus choose one from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Language (Native) +50%, Lore (any), Streetwise

Plus choose three from Commerce, Close Combat (Polearms), Craft (any), Gambling, Influence, Play Instrument

Starting Cash: 2D6 x 10 shillings

Professions Available: Agitator, Camp Follower, Clerk, Craftsman, Entertainer, Highwayman, Journalist, Mercenary, Outlaw, Physician (Paracelsan),

Preacher, Rook, Ruffian, Sailor, Smuggler, Soldier, Spy, Thief, Valet/Lady's Maid, Watchman, Witch/Warlock, Witch Finder

You grew up in the narrow, crowded streets of a rapidly growing town, among many others who have given up the rural life in the hope of making a living in an urban situation.

MIDDLE CLASS

Common Skill Bonuses: Culture (Own) +30%, Evaluate +30%, Influence +30%, Insight +10%, Lore (Regional) +30%, Persistence +10%, Ride +10%

Plus choose one from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Art (any), Language (Native) +50%, Lore (any)

Plus choose three from Commerce, Courtesy, Craft (any), Gambling, Play Instrument, Streetwise

Starting Cash: 4D6 x 10 shillings

Professions Available: Agitator, Alchemist, Clerk, Craftsman, Entertainer, Highwayman, Journalist, Mercenary, Merchant, Physician (Galenic), Preacher, Rook, Scholar, Smuggler, Soldier, Spy, Witch/Warlock, Witch Finder

You are part of the growing class of people whose families have risen above their humble origins by dint of hard work and good fortune. With the breakdown of the old feudal order and the growth of commerce, it has become possible for people to be relatively well-off without being a member of the landed classes.

GENTRY

Common Skill Bonuses: Culture (Own) +30%, Evaluate +30%, Influence +30%, Insight +10%, Lore (Regional) +30%, Perception +10%, Persistence +10%, Ride +10%

Plus choose one from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Art (any), Language (Native) +50%, Lore (any)

Plus choose three from Commerce, Courtesy, Craft (any), Oratory, Seduction

Starting Cash: 4D6 x 20 shillings

Professions Available: Alchemist, Cavalier, Clerk, Courtier, Farmer, Highwayman, Mercenary, Physician (Galenic), Preacher, Rook, Sailor, Scholar, Soldier, Spy, Witch/Warlock, Witch Finder

You are part of the solid landowning Gentry whose people have ruled the country districts since time immemorial. Actually, that may not be true - your family may have gained a title in your grandfather's day by buying a peerage.

NOBILITY

Common Skill Bonuses: Culture (Own) +30%, Evaluate +30%, Influence +30%, Insight +10%, Lore (Regional) +30%, Perception +10%, Persistence +10%, Ride +10%

Plus choose two from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Courtesy, Language (Native) +50%, Lore (any)

Plus choose three from Art (any), Commerce, Craft (any), Dual Weapons (Sword and Pistol), Dual Weapons (Sword and Main Gauche), Oratory, Seduction

Starting Cash: 6D6 x 30 shillings

Professions Available: Alchemist, Cavalier, Courtier, Highwayman, Lord/Lady, Mercenary, Physician (Galenic), Preacher, Rook, Scholar, Soldier, Spy, Witch/Warlock

You are very rich indeed. So rich, in fact, that thinking about money is something you almost never do - you have minions to think about such things for you. Your family can almost certainly trace its ancestry back hundreds of years, and you have moved in circles of high influence all your life.

PROFESSION

Your Adventurer's Profession defines how your Adventurer earned or earns his living. It may be that you have worked in this Profession for years, picking up the skills necessary to earn your trade, only to find yourself out of a job due to the upheavals of the war, or conscripted into the army. You may be travelling across the country, seeking to earn a living at your chosen Profession. Alternatively, you may have hated the Profession you were forced into, and relish the prospect of doing something new.

Professions are described in detail in Chapter 2. Each Profession gives your character bonuses to some Common skills (add the numbers in the description to your existing skill levels) and allows you to open some Advanced skills at their base level (See the Skills chapter for details of Advanced skills). If you already have a listed Advanced skill from your Social Class,

ADVANCED SKILLS

Advanced Skill	Starting level
Alchemy	INT+POW
Art (type)	POW+CHA
Artillery	INT+DEX
Beliefs (Factions)	INTx2
Boating	STR+CON
Close Combat (Polearms)	INT+STR
Commerce	INT+CHA
Courtesy	INT+CHA
Craft (type)	DEX+INT
Culture (other)	INTx2
Disguise	INT+CHA
Dual Weapons (<i>weapon & weapon</i>)*	INT+DEX
Elemental Casting (element)	INT+POW
Engineering	INTx2
Gambling	INT+POW
Healing (type)	INT+POW
Language (native or other)	INT+CHA
Lore (type)	INTx2
Mechanisms	DEX+INT
Oratory	POW+CHA
Play Instrument (type)	DEX+CHA
Ranged Weapons (Bow)	INT+DEX
Seduction	INT+CHA
Shiphandling	INT+CON
Streetwise	POW+CHA
Survival	POW+CON
Teaching	INT+CHA
Track	INT+CON
Witchcraft	INTx2

* **Note:** Dual Weapons skill can never be higher than the lowest of the two weapons - see Skills chapter.

you may choose to add +10% to it.

As your Adventurer gains experience during play, he may be able to increase the skills of his Profession, or may choose to learn new skills associated with his new adventuring life-style.

FACTION

One of the most important decisions for an Adventurer in *Renaissance* is your choice of Faction. In fact, Factions are so important that they've got a chapter to themselves. Have a look through the Factions chapter, and choose one that fits your Adventurer and that you feel would be fun to play. Add the skills from your Faction then work out your Righteousness Points.

RIGHTEOUSNESS POINTS

Righteousness Points (RPs) are a measure of the passion of your belief in your chosen Faction. As a beginning Adventurer, they are equal to your CHA + POW + the Zealousness of your chosen Faction. As your Adventurer goes through his adventures, his RPs will rise or fall – if they become very high, he will become insanely righteous and may commit acts that even his own Faction finds hard to swallow; if they fall low enough, he will become open to conversion to another Faction. See the Factions chapter for more details.

Free Skill Points

At this stage, your character receives 250 additional skill points. You can add these free skill points to your character's skills in the following ways:

- Add to a Common skill score.
- Add to an Advanced skill score, as long as the character already possesses the skill.
- Purchase an Advanced skill. This costs 10 free skill points and the Advanced skill starts at its basic Characteristic-derived score.

No single skill can benefit from more than 30 free skill points. An Advanced skill purchased with free skill points cannot be increased by more than 20 points. Magickal skills such as Alchemy and Witchcraft cannot be added without a very good backstory and the permission of the Games Master.

Connections and Events

Adventurers may come from different backgrounds and hold different political and religious views. Nevertheless, they are considered members of a community, and they may well have ties that go beyond partisan views. They may be connected as family members or friends. They may remain close and adventure together even though they are nominally enemies as far as the rest of the world is concerned. Connections between Adventurers are an integral part of the character creation process in the *Renaissance* universe, as they provide some of the glue bonding together any adventuring party.

It is recommended that each Adventurer has just one less connection than the total number of other Adventurers in the party – so if there are six members in the party, each character should have connections with four of the other members.

The Past Events table below gives some ideas for events that might have occurred in an Adventurer's past, many of which refer to their relationship with another Adventurer. Each player should roll D100. The player who rolled should then get together with one of the other players to come up with a way in which both of their characters were involved in that event or connection. They should embellish the idea, working with the Adventurer they are connected with to refine the event or association, adding depth to the relationship between their Adventurers.

There is no requirement to use the table – you might prefer to come up with your own inter-party associations. The party might all be siblings, or all have come from the same village, or all have met through working for the same patron.

Whether you use the table or not, for each connection two Adventurers make, both characters should receive a 10% bonus in one skill, though this need not be the same skill for both. The skill should be tied in some way to the event in which the two Adventurers were involved.

If you generate an event you are not happy with, or that you do not feel fits with the type of Adventurer you wish to play, simply discard the result and roll again (or pick another result). Connections are not designed to be a weight around the player's neck, but

rather provide emotional and practical reasons for Adventurers to look after each other.

PAST EVENTS TABLE

D100	Past Event
01-02	A secret benefactor has been aiding both Adventurers – neither knows the identity of the patron.
03-04	Adventurers apprenticed/raised in same household.
05-06	Adventurers are best friends.
07-08	Adventurers are in love.
09-10	Adventurers are related to one another (through bastardy if classes are different).
11-12	Adventurer believes another Adventurer holds key to great secret/treasure/knowledge.
13-14	Adventurer believes he or she can talk with the dead.
15-16	Adventurers' families were good friends.
17-18	Adventurer's family saved by a loan from another Adventurer (or their family).
19-20	Adventurer has made it his or her life's work to convert another Adventurer to his or her Faction.
21-22	Adventurers have sworn to achieve a common goal.
23-24	Adventurers have sworn to work together to avenge a wrong.
25-26	Adventurer is in the employ of another Adventurer.
27-28	Adventurer is being blackmailed by another Adventurer's Faction.
29-30	Adventure is infatuated with another party member.
31-32	Adventurers made a "blood oath" as children, promising to always be comrades.
33-34	Adventurers (or an Adventurer's sibling) were childhood sweethearts.
35-36	Adventurer owes another Adventurer debt (of honour, monies or land, etc.).
37-38	Adventurers in business together.

39-40	Adventurer rescued from aftermath of a battlefield by another Adventurer.
41-42	Adventurer saved another Adventurer's life.
43-44	Adventurer secretly admires another Adventurer, seeing them as a role-model.
45-46	Adventurers were schooled together for a while.
47-48	Adventurers share a powerful common enemy.
49-50	Adventurer suffered great trauma, causing temporary muteness and melancholy.
51-52	Adventurer was adopted by another Adventurer's family following a catastrophe.
53-54	Adventurer was apprenticed, or bonded in some other way, to another Adventurer's family.
55-56	Adventurer was saved from being condemned for a crime by another Adventurer's family.
57-58	Adventurers wish to work together to make an important discovery.
59-60	Adventurers witnessed a magick event - they may interpret it differently, but share the experience.
61-62	Blackmail - Adventurers are both being blackmailed by a third party.
63-64	Black sheep - Adventurer is treated, fairly or unfairly, as an outcast by his/her family/community.
65-66	Criminal fraternity - Adventurers share in profits from an illicit operation.
67-68	Disinherited.
69-70	Family killed by Witches.
71-72	Family killed by Witch Finders.
73-74	Foundling - abandoned at birth.
75-76	Guilty secret - Adventurers share a guilty secret.
77-78	Involved in a bitter siege until rescued/released by another Adventurer.
79-80	One Adventurer nursed another back to health.
81-82	One Adventurer secretly hates another, but will pretend not to (wishing to time any betrayal to perfection). Pick another connection, but remember, this secret loathing overrides the next selection.

83-84	Parents had incredible good fortune when Adventurer was a child.
85-86	Parent is a religious fanatic. Adventurer was present at a large battle.
87-88	Runaway – Adventurer ran away for a time, as a child.
89-90	Shared discovery – Adventurers have found a treasure trove or rare item, which they share.
91-92	Survived/rescued from a great fire.
93-94	Survived Plague.
95-96	Turncoat – Adventurer’s family are members of an opposing Faction.
97-98	Tyrannical parent.
99-00	Twin – Adventurer has a long lost twin with whom he or she wishes to be reunited.

Finishing Touches

Your character is almost finished. Only a few more things need to be decided.

NAME

Choose a name that you think suits your Adventurer.

LOOKS

What does your character look like? What is his or her hair and eye colour? What is he or she like physically? A character with high SIZ and high STR would be big and muscular, whereas a high SIZ and low STR would tend to suggest obesity. A character with high CHA might be physically attractive, while one with high POW might dominate by force of personality. A character with high DEX will likely be graceful or at least clever with his or her hands.

EQUIPMENT

Your Adventurer begins play with the following equipment.

- A set of clothing suitable for your social class and

profession.

- Several small items of personal value – a crucifix, a family Bible, a good luck charm, etc.
- One weapon suited to your character’s skills.
- The minimum tools of your Profession’s trade, chosen from the Equipment chapter.

On top of this, if your character is a member of the Gentry or the Nobility he or she gains:

- A set of armour with a maximum of 1D6 Armour Points (usually men only).
- An additional weapon that has been handed down in the family (usually men only).
- A horse.
- A spare set of fine clothing suitable for an upper class ball or banquet.

Your character also begins play with money according to their Social Class to spend on extra equipment. Remember that this money may not represent *all* an Adventurer's worldly wealth – a Nobleman may own a huge house and rolling acres of farmland, a Cottager may have a tumbledown hut and a bony cow; but these will not be readily convertible into cash, and can't be taken with you on an adventure.

Equipment can be bought from the Equipment chapter.

ARMOUR POINTS

Armour comes in five general types, each representing an overall level of protection. Armour only provides half the protection (rounded down – an exception to the usual rule of rounding up) against guns, unless the gun is fired beyond its normal range. To remind you of this, Armour Points are listed as two numbers separated by a slash – the full APs, followed by the protection against guns.

Very Light Armour: 1/0 Armour Point(s)

Light Armour: 2/1 Armour Point(s)

Medium Armour: 3/1 Armour Points(s)

Heavy Armour: 4/2 Armour Points

Very Heavy Armour: 5/2 Armour Points

See the Equipment chapter for more information on what these categories mean. A character's *full* Armour Points are subtracted from his or her DEX and INT for the purposes of calculating combat order.

HERO POINTS

Your character begins play with 2 hero points.

Hero points are what distinguishes your character from normal stay-at-home type folk.

Spending one hero point allows your character to:

- Re-roll any failed dice roll.
- Downgrade a Grave Wound to the equivalent Serious Wound. Your character still takes the full damage they normally would to their Hit Points, but suffer the inconvenient effects of a Serious Wound, rather than the messy and often fatal effects of a Grave Wound.
- Downgrade a Serious Wound to a normal wound. Your character still takes the full damage they would normally to their Hit Points, but do not suffer the inconvenient effects of a Serious Wound.
- Avoid character death. A character who would normally die for whatever reason (failing a

Resilience roll when beyond his negative Hit Point limit, taking too much damage in one blow, taking a fatal Grave Wound, etc.) will narrowly avoid death due to some lucky circumstance. The character will remain unconscious for 1D4 hours and will awake with 0 Hit Points.

Once hero points are spent they are gone. The Games Master awards hero points at the end of the game session for moments of outstanding heroic play.

Advanced Characters

For some campaigns, at the Games Master's discretion, it might be desirable to create characters who are a cut above the normal.

Seasoned characters begin with 350 free skill points instead of 250. No single skill can benefit from more than 40 free skill points. An Advanced skill purchased with free skill points cannot be increased by more than 30 points. Additionally, 2 points can be added your characters' Characteristics, distributed as you wish. Seasoned characters begin play with 3 hero points.

Veteran characters begin with 450 free skill points instead of 250. No single skill can benefit from more than 50 free skill points. An Advanced skill purchased with free skill points cannot be increased by more than 40 points. Additionally, 3 points can be added your characters' Characteristics, distributed as you wish. Seasoned characters begin play with 6 hero points.

Master characters begin with 550 free skill points instead of 250. No single skill can benefit from more than 60 free skill points. An Advanced skill purchased with free skill points cannot be increased by more than 50 points. Additionally, 4 points can be added your characters' Characteristics, distributed as you wish. Seasoned characters begin play with 9 hero points.

Chapter 2: Professions

This chapter gives starting skills for the various Professions open to Adventurers in the world of *Renaissance*. For more information on choosing a Profession and buying skills for your character, see the Character Creation chapter.

AGITATOR

Social Class: Peasant, Townsman, Middle Class

Common Skill Bonuses: Influence +15%, Lore (Regional) +15%, Persistence +15%, Unarmed Combat +10%

Advanced Skills: Beliefs (Own), Beliefs (Other), Oratory, Lore (Politics)

ALCHEMIST

Note: This Profession uses the powerful “scientific alchemy” available in the *Clockwork & Chivalry* game world, and described in the Alchemy chapter; it may not be suitable for many *Renaissance* campaigns.

Social Class: Middle Class, Gentry, Nobility

Common Skill Bonuses: Evaluate +10%, First Aid +5%

Advanced Skills: Alchemy, Elemental Casting (any), Elemental Casting (any other), Lore (Aristotelian Science), Lore (other)

Spells: Alchemists begin play with 6 Magnitude worth of alchemy spells.

CAMP FOLLOWER

Social Class: Peasant, Townsman

Common Skill Bonuses: First Aid +10%, Lore (Regional) +15%, Resilience +15%, Sing +15%

Advanced Skills: Survival

Plus choose one from Play Instrument, Seduction, Streetwise

CAVALIER

Social Class: Gentry, Nobility

Common Skill Bonuses: Influence +15%, Lore (Regional) +5%, Dance +5%, Ride +20%

Plus choose any two from Close Combat, Gun Combat, Ranged Combat, Unarmed Combat and add +10% to each

Advanced Skills: Courtesy

Plus choose three from Art (Poetry), Dual Weapons (choose two weapons), Lore (Art), Lore (Noble Families), Oratory, Play Instrument

CLERK

Social Class: Townsman, Middle Class, Gentry

Common Skill Bonuses: Influence +15%, Insight +10%, Lore (Regional +5%), Persistence +15%

Advanced Skills: Art (Writing)

Plus choose one from Lore (Law), Oratory, Teaching

COTTAGER

Social Class: Peasant

Common Skill Bonuses: Athletics +10%, Lore (Regional) +10%, Resilience +10%

Advanced Skills: Survival

COURTIER

Social Class: Gentry, Nobility

Common Skill Bonuses: Influence +15%, Lore (Regional) +5%, Perception +5%

Plus choose from Sleight or Dance at 5%

Advanced Skills: *Choose two from* Courtesy, Lore (Art), Lore (Noble Families), Lore (Politics), Oratory, Play Instrument

CRAFTSMAN

Social Class: Peasant, Townsman, Middle Class

Common Skill Bonuses: Evaluate +20%, Influence +5%, Persistence +5%

Advanced Skills: Craft (any)

Plus choose one from Craft (any other), Engineering, Mechanisms

CUNNING MAN OR WISE WOMAN

Social Class: Peasant

Common Skill Bonuses: Culture (Own) +25%, First

Aid +20%, Influence +10%, Insight +20%, Lore (Regional) +25%, Persistence +20%

Advanced Skills: Craft (any two), Lore (Agriculture), Lore (Witchcraft), Lore (any other), Survival

Plus choose one from Healing (Herbal) or Witchcraft

Spells: Characters with the Witchcraft skill get the spell *For to Give a Withering Look*, and may choose INT-6 other Witchcraft spells.

Magick: Cunning Men and Wise Women have an extra attribute, Magick (abbreviated as MAG), which is equal to INT+POW divided by 10, rounded up.

ENTERTAINER

Social Class: Peasant, Townsman, Middle Class

Common Skill Bonuses: Dance +10%, Lore (Regional) +5%, Sing +10%

Advanced Skills: Art (any)

Plus choose two from Art (any other), Disguise, Play Instrument (any), Play Instrument (any other)

FARMER

Social Class: Peasant, Gentry

Common Skill Bonuses: Athletics +10%, Driving +5%, Lore (Regional) +10%, Resilience +10%

Advanced Skills: Craft (Farming)

HIGHWAYMAN

Social Class: Townsman, Middle Class, Gentry, Nobility

Common Skill Bonuses: Evaluate +10%, Gun Combat +10%, Influence +5%, Lore (Regional) +5%, Perception +10%, Ride +10%, Stealth +5%,

Advanced Skills: Courtesy, Dual Weapons (Sword and Pistol), Streetwise

JOURNALIST

Social Class: Townsman, Middle Class

Common Skill Bonuses: Insight +10%, Lore (Regional) +15%, Persistence +15%

Advanced Skills: Art (Writing), Lore (Politics)

Plus choose one from Courtesy, Craft (Printing), Lore (Theology), Streetwise

LORD/LADY

Social Class: Nobility

Common Skill Bonuses: Influence +10%, Persistence +5%, Riding +5%

Plus choose two from Close Combat +10%, Dance +10%, Gun Combat +10%, Riding +10%

Advanced Skills: Choose two from Courtesy, Culture (other), Language (Own), Dual Weapons (Sword and Main Gauche), Lore (any), Play Instrument

MERCENARY

Social Class: Any

Common Skill Bonuses: Close Combat +10%, Gun Combat +10%

Plus choose four from Athletics +10%, Dodge +10%, Driving +10%, Evaluate +10%, Ranged Combat +10%, Resilience +10%, Riding +10%, Unarmed Combat +10%

Advanced Skills: Lore (Tactics)

Plus choose one from Artillery, Engineering, Lore (Siegeworks)

And one from Close Combat (Polearms), Dual Weapons (choose two weapons), Ranged Combat (Bows)

MERCHANT

Social Class: Middle Class

Common Skill Bonuses: Evaluate +20%, Influence +5%, Lore (Regional) +5%

Advanced Skills: Commerce, Language (other), Lore (Logistics), Shiphandling

OUTLAW

Social Class: Peasant, Townsman

Common Skill Bonuses: Athletics +15%, Lore (Regional) +10%, Perception +10%, Stealth +10%

Plus choose two from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Choose two from Ranged Combat

(Bows), Survival, Track

PHYSICIAN

There are three main types of Physician, each of which uses a different form of treatment, and likely caters to a different social group. The three types are as follows:

GALENIC PHYSICIAN

Social Class: Middle Class, Gentry, Nobility

Common Skill Bonuses: Evaluate +5%, First Aid +20%, Lore (Regional) +5%, Perception +10%

Advanced Skills: Alchemy, Courtesy, Elemental Casting (Earth), Healing (Galenic)

Spells: Galenic Physicians begin play with 3 Magnitude worth of Alchemy spells.

HERBALIST

Social Class: Peasant

Common Skill Bonuses: Evaluate +5%, First Aid +20%, Lore (Regional) +5%, Perception +10%

Advanced Skills: Healing (Herbal), Lore (Plants)

PARACELSAN PHYSICIAN

Social Class: Townsman

Common Skill Bonuses: Evaluate +5%, First Aid +20%, Lore (Regional) +5%, Perception +10%

Advanced Skills: Healing (Paracelsan), Streetwise

PREACHER

Social Class: Any

Common Skill Bonuses: Influence +15%, Lore (Regional) +5%, Persistence +10%

Advanced Skills: Beliefs (Own), Lore (Theology), Oratory

ROOK (CON-MAN)

Social Class: Any

Common Skill Bonuses: Influence +15%, Insight +15%, Sleight +15%

Advanced Skills: Courtesy, Disguise, Gambling,

Streetwise

RUFFIAN

Social Class: Townsman

Common Skill Bonuses: Athletics +10%, Close Combat +15%, Evaluate +5%, Perception +10%, Stealth +5%, Unarmed Combat +15%

Advanced Skills: Streetwise

SAILOR*

Social Class: Peasant, Townsman, Gentry

Common Skill Bonuses: Athletics +15%, Lore (Regional) +5%, Resilience +5%

Advanced Skills: *Select two from* Boating, Culture (other), Language (other), Shiphandling

SCHOLAR

Social Class: Middle Class, Gentry, Nobility

Common Skill Bonuses: Culture (Own) +10%, Evaluate +5%, Lore (Regional) +5%, Persistence +10%

Advanced Skills: Lore (any)

Plus choose one from Alchemy, Lore (other), Lore (Aristotelian Science)

SMUGGLER

Social Class: Peasant, Townsman, Middle Class

Common Skill Bonuses: Evaluate +10%, Insight +5%, Lore (Regional) +15%, Perception +10%, Sleight +10%

Advanced Skills: Commerce, Streetwise

Plus choose two from Courtesy, Disguise, Gambling, Shiphandling

SOLDIER

Social Class: Any

Common Skill Bonuses: Athletics +20%, Dodge +5%, Resilience +5%

Plus pick two from Close Combat +10%, Gun Combat +10%, Ranged Combat +10%, Unarmed Combat +10%

Advanced Skills: Lore (Tactics)

Plus choose one from Artillery, Engineering, Lore

(Siegeworks), Mechanisms

And one from Close Combat (Polearms), Drive, Dual Weapons (pick two weapons), Ranged Combat (Bows)

SPY

Social Class: Any

Common Skill Bonuses: Dodge +5%, Insight +5%, Lore (Regional) +5%, Perception +5%, Persistence +5%

Plus choose one from Sleight +5%, Stealth +5%

Advanced Skills: *Choose two from* Disguise, Beliefs (other), Culture (other), Language (other), Track

THIEF

Social Class: Townsman

Common Skill Bonuses: Athletics +10%, Evaluate +10%, Perception +10%, Sleight +10%, Stealth +10%

Advanced Skills: *Choose one from* Disguise, Mechanisms, Streetwise

VAGABOND

Social Class: Peasant

Common Skill Bonuses: Lore (Regional) +10%, Perception +10%, Persistence +10%, Resilience +10%, Stealth +10%

Advanced Skills: Streetwise, Survival

VALET/LADY'S MAID

Social Class: Townsman

Common Skill Bonuses: Insight +10%, Lore (Regional) +5%, Resilience +10%

Plus choose two from Athletics +10%, Drive +10%, First Aid +10%, Ride +10%, Unarmed Combat +10%

Advanced Skills: *Choose two from* Art (any), Courtesy, Craft (any), Lore (any), Play Instrument, Track

WATCHMAN

Social Class: Townsman

Common Skill Bonuses: Athletics +15%, Close Combat +20%, Lore (Regional) +10%, Resilience +15%, Unarmed Combat +10%

Advanced Skills: Lore (Law), Streetwise

WITCH/WARLOCK

Social Class: Any

Common Skill Bonuses: First Aid +20%, Insight +10%, Lore (Regional) +10%, Perception +10%

Advanced Skills: Lore (Plants), Lore (other), Witchcraft

Plus choose one from Art (any), Craft (any), Healing (Herbal), Lore (any other), Survival

Spells: Witches begin play with the spell *For to Give a Withering Look*, plus a number of Witchcraft spells equal to INT-3

Magick: Witches and Warlocks have an extra attribute, Magick (abbreviated as MAG), which is equal to INT+POW divided by 10, rounded up.

WITCH FINDER

Social Class: Peasant (Searcher or Watcher), Townsman (Searcher or Watcher), Middle Class, Gentry

Common Skill Bonuses: Influence +15%, Insight +10%, Lore (Regional) +10%, Perception +15%, Ride +15%, Sleight +15%

Advanced Skills: Lore (Witchcraft), Oratory, Track

WOODSMAN

Social Class: Peasant

Common Skill Bonuses: Athletics +10%, Close Combat +10%, Lore (Regional) +5%, Resilience +5%

Plus choose one from Close Combat +10%, Ranged Combat +10%

Advanced Skills: Lore (Forest), Ranged Combat (Bows), Survival

Chapter 3: Factions

Each Adventurer belongs to a single Faction, and subscribes (or at least pays lip-service) to that Faction's beliefs and way of life. This may be due to a deeply-held feeling for that Faction, or may simply be due to a wish to blend in with the society around him or her. If you want to play an Adventurer with strong religious or political beliefs (go on, it's fun!), whether they are relatively mainstream or wildly idealistic, choose one of the Factions below. Alternatively, you can choose the Self-Interest Faction and pick one of the sub-categories within it.

The Factions described in this chapter are examples only - Factions should be designed specifically for your game world.

Righteousness

Righteousness Points (RPs) are a measure of an Adventurer's passion for his chosen Faction. Each Faction, whether it be a religious sect or a political group has a Zeal statistic, which measures the extent of the group's fervour. An Adventurer's starting Righteousness Points are equal to POW+CHA+Faction Zeal.

USES OF RIGHTEOUSNESS POINTS

Righteousness Points can be used for a number of things:

DEBATE

In a debate between two characters from rival Factions, the two players make an Opposed Skill Test against their Righteousness Points; the Games Master may add a bonus or penalty to an Adventurer's roll for good or poor argument and/or role-playing. The winner of the opposed roll wins the argument; if this is in front of an undecided audience, they may swing in the winner's favour. Characters gain or lose Righteousness Points according to how well or badly they do in the debate, signifying increased or decreased confidence in their own opinions. Righteousness Points can never fall below 0, but if they fall that low, the character suffers a crisis of confidence; since his beliefs are so shaky, he is wide open to conversion to another cause.

CONVERSION

A character with a Righteousness of 0 is wide open to conversion. Such a character can only use his basic POW in any Opposed Righteousness Tests, and if he loses, is converted to the opposing character's Faction. His Righteousness in the new Faction is equal to his POW+CHA+ the same amount as the opposing character gained in Righteousness for winning the test. Since RPs can never fall below 0, the character being converted does not lose any RPs points, even if the table says he should; nor does he gain any Righteousness Points for winning—he has resisted being converted, but still lacks any confidence in his old beliefs.

RIGHTEOUS ACTION

If a character is using a skill to further his Faction's cause, he gets a bonus to his skill roll equal to the tens digit of his current Righteousness Points total.

RIGHTEOUS WILL TESTS

Of course, there has to be a down side to all this Righteousness. Passionate people can get carried away with their beliefs and find themselves holding forth on them at inappropriate (or even dangerous) moments. If a character is in a situation in which he may feel the need to defend his beliefs, or verbally attack someone who is expressing different beliefs or acting in a way the character considers inappropriate, a Righteous Will Test must be made.

To succeed at a Righteous Will Test, the player must roll *above* his current Righteousness Points total. If he succeeds, he manages to hold back and not burst forth into righteous ranting; if he fails, he cannot help himself, but will begin to spout his beliefs. This simulates the fact that a person with more Righteousness Points is more passionate about his beliefs and therefore less likely to be able to avoid talking about them.

BELONGING TO MORE THAN ONE FACTION

Your Faction of choice represents the cause about which your character feels most passionate.

As such, your Righteousness is always measured in terms of your fervour for your main Faction. You may nominally be a member of more than one Faction, but

your Faction benefits are always bestowed by the Faction that is of most importance to you.

The amount of Righteousness Points you have reflects the extent of your loyalty to your Faction. High Righteousness reflects zeal and enthusiasm, low Righteousness, apathy and a wavering attitude.

CHANGING FACTION WITHOUT BEING CONVERTED

Of course, your Faction can change without radical conversion. These sorts of conversions need not be played out solely in game mechanics, but can be agreed upon between player and Games Master, if the player decides that this is the way he wants his character to go. Once a player has decided to change Factions, his character's Righteousness Points in his original Faction will fall by 2D6 points each week of game time, until they fall below the level of the character's CHA + POW, at which point the character changes Faction, and he joins the new Faction with RPs equal to CHA + POW + Zeal of the new Faction, in the same way as a beginning character. The player may role-play this as a slow change of allegiance or a sudden moment of revelation, as appropriate.

FLUCTUATIONS IN RIGHTEOUSNESS POINTS

Righteousness can fluctuate due to factors other than Opposed Righteousness rolls. Personal events might cause a gain or loss in RPs, and events in the world at large might do the same. For instance:

- Character loses fight with character from enemy Faction: -1D10 RPs
- Character wins fight with character from enemy Faction: +1D10 RPs
- Character involved in major defeat at hands of enemy Faction: -1D10+10 RPs
- Character involved in major triumph over a group of enemy Faction: +1D10+10 RPs
- Character hears of major defeat for his own Faction in the war: -1D10 RPs
- Character hears of major success for his own Faction in the war: +1D10 RPs

- Character hears of overwhelming triumph for his own Faction in the war: +1D10+10
- Character hears of overwhelming defeat for his own Faction in the war: -1D10+10

FURTHERING THE CAUSE

Adventurers may also gain RPs through simple actions that further or reinforce their beliefs. These actions will vary depending on which Faction they belong to. For each day that the Adventurer engages in such an activity, he may gain 1 Righteousness Point if his player requests it. He can gain no more than 7 RPs in any one month by this means, even if other factors cause the Adventurer's RPs to fall. Some of these activities do not require more than an hour or two of the Adventurer's time.

VERY HIGH RIGHTEOUSNESS

A character who reaches a Righteousness of 90 RPs or higher is considered a complete fanatic for his Faction's cause - he will not let anything or anyone stand in his way, and will gladly sacrifice family, friends and allies if he thinks this will further his agenda. A player whose Adventurer has reached this point may wish to retire the character, handing him over to the Games Master to play as a Non-Player Character, and start playing a new Adventurer.

LOW RIGHTEOUSNESS

If a character's Righteousness Points fall below the Zeal of his Faction, this means that he is insufficiently

INTER-PARTY DEBATE

Righteous Will Tests should normally be used only for interactions between Adventurers and NPCs. When Adventurers debate, success should be determined by role-playing. The Games Master may wish to award or deduct RPs as he sees fit, based on the outcome of the argument. Awards and deductions may become less frequent as, over the course of play, Adventurers become immune to each others' rants. If it makes for a good story, Adventurers can be converted to another Faction by another Adventurer's arguments, even if their RPs aren't actually low enough to trigger a conversion under normal circumstances (although their Righteousness must be lower than that of the character making the conversion). Such a conversion will take several sessions of play.

committed to the cause that his Faction espouses. Depending on what Faction he is a member of, he may be politely asked to leave the Faction, or forcibly expelled from the organisation in question.

Factions

The rest of this chapter is devoted to a number of Factions to which your character can belong. All follow the same format:

- Each begins with a brief list of the Faction's most

RIGHTEOUSNESS CONTEST TABLE

Adventurer/Opponent	Critical	Success	Failure	Fumble
Critical	Highest roll wins. Winner gains 1D10 RPs.	Adventurer wins. Adventurer gains 1D10 +10 RPs.	Adventurer wins. Adventurer gains 1D10 RPs, Opponent loses 1D10 RPs.	Adventurer wins. Adventurer gains 1D10+10 RPs. Opponent loses 1D10+10 RPs.
Success	Opponent wins. Opponent gains 1D10+10 RPs.	Highest roll wins. Winner gains 1D10 RPs.	Adventurer wins. Adventurer gains 1D10 RPs, Opponent loses 1D10 RPs.	Adventurer wins. Adventurer gains 1D10 RPs. Opponent loses 1D10+10 RPs.
Failure	Opponent wins. Opponent gains 1D10 RPs. Adventurer loses 1D10 RPs.	Opponent wins. Opponent gains 1D10 RPs. Adventurer loses 1D10 RPs.	Debate cannot continue due to outside interruptions.	Debate cannot continue as Opponent runs out of ideas and loses 1D10 RPs.
Fumble	Opponent wins. Opponent gains 1D10+10 RPs. Adventurer loses 1D10+10 RPs.	Opponent wins. Opponent gains 1D10 RPs. Adventurer loses 1D10+10 RPs.	Debate cannot continue as Adventurer runs out of ideas and loses 1D10 RPs.	Debate cannot continue as both struck speechless and both lose 1D10 RPs.

important beliefs.

- This is followed by a list of which other Factions can be considered Allies and Enemies of the Faction.
- After that is the Faction's Zeal; this is a measure of the general level of passion expected of a character who is a member of that Faction. Newly created characters add this number to their CHA + POW to get their beginning Righteousness Points.
- Following Zeal is the character's starting Skill Bonuses for the Faction he has chosen.
- Following Skill Bonuses is the main description of the Faction, which you probably only need to read if you are a member of that Faction.

Example Factions

Note: These Factions are condensed from some of those in the *Clockwork & Chivalry Core Rulebook* to provide examples, and may mention enemies not listed in the *Renaissance* rules.

CATHOLIC

- **Confession** - You believe that if you confess your sins to a priest and perform the penance he gives you, your sins will be forgiven by God.
- **Salvation through good works** - You believe that doing good works (helping the unfortunate, giving money to charity, etc.) helps you get to Heaven.
- **Purgatory** - You believe that there is a "half-way house" between Heaven and Hell, where moderately sinful Catholics go when they die for a period of suffering before going on to Heaven. The period spent in Purgatory can be reduced by the prayers of others, or by buying an Indulgence from the Church.
- **Wisdom of the Church Fathers** - You believe that the accumulated wisdom of generations of Church Fathers, who have developed a deep knowledge of how the world works based on learned interpretation of the Bible, is more valid than the thoughts of individuals.
- **Intervention of saints** - You believe that if you pray to a saint he or she can speak to God on your behalf.

- **Priesthood** - You believe that there is an unbroken chain of blessing stretching back from your local Priest to Christ himself, and that only those officially appointed by the Catholic Church can perform religious ceremonies. The Pope is the supreme head of all true Christians.
- **Transubstantiation** - You believe that during the celebration of Mass, the bread and wine actually turns into the body and blood of Christ, and that what you are eating and drinking are truly molecules of God. This puts you at odds with Protestants, who believe the rite is symbolic.

Allies: Laudians, Royalists

Enemies: Parliamentarians, Presbyterians, Puritans

Zeal: 30

Skill Bonus: Beliefs (Catholic) +25%

CLAN

- **Act in your Clan's interests** - Support your Clan Chief and work for the good of your clan.
- **Seek bloody revenge on those who have wronged your Clan** - Your traditional enemies deserve no mercy.
- **Assist your Clan allies** - Auld alliances deserve respect.

Allies: Allied Clans

Enemies: Enemy Clans

Zeal: 45

Bonus Skills: Lore (Clan History) +25%

GANG

- **The Gang comes first** - Your first loyalty is to your Gang and its members.
- **The Law is your enemy** - Gangs are engaged in illegal activity.
- **Sometimes hard decisions must be made** - It's a tough world. Leaders are only worth having as long as they bring success. Unreliable Gang members put everyone at risk and cannot be tolerated.
- **Fight or die** - Sometimes your Gang may ally with other Gangs; sometimes a Gang might be subservient to another, more powerful Gang. At the end of the day though, you have a turf (or

sphere of operations) and you have to defend it from all rivals.

Allies: Varies

Enemies: Guilds, Parliamentarians, Rival Gangs

Zeal: 15

Bonus Skills: Beliefs (Your Gang) +25%

GUILD

- Look after your Guild and your Guild will look after you – Pay your dues, contribute to Guild activities and you will be rewarded and supported.
- **Respect the Guild hierarchy** – Respect and defer to your seniors within the Guild.
- **Dedicate yourself to your work** – Work to high standards and maintain a good reputation.
- **Prosper** – If a Craftsman, get the highest price you can; if a Merchant, buy low and sell high. You should not undermine your fellow Guild members, but work to maximise the profitability of your industry.
- **Beware rival trades and traders** – It is your town; make sure your Guild's markets are protected and woe-betide any that encroach upon them.

Allies: Other Guilds

Enemies: Gangs, Other Guilds

Zeal: 15

Skill Bonus: Beliefs (particular Guild) +25%

PURITAN

- **Independence** – The individual church should be the highest authority. You should choose which church you want to attend, rather than being assigned a place of worship according to where you live.
- **Religion is a matter of individual conscience** – religious tolerance should be exercised, except where Papists are concerned.
- **Live your life for God** – and avoid 'Ungodly' pursuits. Work hard and be thrifty.
- **A strict moral code should be followed** – Act with Godly zeal, rather than for false worldly pleasures.

- **Predestination** – God has already decided who's going to Heaven and who's going to Hell. You (mostly) believe that you're one of those going to Heaven.
- **Consubstantiation** – You believe that during the celebration of Mass, the bread and wine is merely symbolic of the body and blood of Christ. This puts you at odds with Catholics, who believe the bread wine actually become molecules of God.

Allies: New Model Army, Parliamentarians

Enemies: Catholics, Laudians, Ranters

Zeal: 40

Bonus Skills: Beliefs (Puritan) +25%

SATANIST

- **Satan is the true lord of the Earth** – When the end times come, those who follow him will reign at his side.
- **Worship of Satan is the route to Earthly power** – Only he can bestow powerful magick.
- **What you want is more important than what anyone else wants** – Everyone is selfish and corrupt, some just pretend otherwise.
- **There is no such thing as sin** – It is a myth put about by Christian clergy to keep the population under control.

Allies: None

Enemies: Everyone

Zeal: 50

Bonus Skills: Beliefs (Satanist) +25%

Magick: +1 to MAG. Characters who do not already have the MAG Attribute gain it at INT+POW+1

SELF-INTEREST (TYPE)

- **Grand causes are seldom worth dying for** – Self-interest comes before political and religious agendas. Such agendas are only important in so far as they get you what you want.
- **Strive for what you want** – Life is short, you may as well enjoy it.
- **Your private concerns are paramount** – Do the best for yourself and don't be too concerned with worrying about the consequences. After all, that's what everyone does, when it comes right down to

it. Isn't it?

Allies: Varies by Type

Enemies: Varies by Type

Zeal: 15+4D6

Bonus Skill: Choose a Faction to which you claim to be allied – you get Beliefs (Faction) +10%; Persistence +15%

Where others fight for abstract beliefs, you are motivated by pure self-interest. You do not care for any grander cause, even if occasionally you have to pretend to do so to preserve your own interests. Religion and politics may have their places for others, or even for yourself as a stepping stone to your own success, but deep down you have nothing but contempt for the gullible who espouse such convictions with sincerity. You may not be completely anti-social, however. You might still have affection for those close to you and act out of love or loyalty to personal acquaintances. Or you may be a completely flawed character, prepared to step over anybody to have your desires satiated. Below are some examples of what may be your overriding motive (type).

AMORAL

The most purely self-interested of all, the amoral character cares not for right and wrong, only for themselves. You are not necessarily a psychopath (although you might be), nor need you be debauched. If you play an amoral character with high Righteousness, you are a true Machiavellian, using those you meet to your advantage, quickly dispensing with anyone who is of no use to you. The amoral character with lower Righteousness is merely apathetic, neutrally paying lip service when required but lacking any real principles.

ENVY

Why is it others always seem to acquire wealth, preferment and popularity with ease, while you are passed over? It is madness. After all, you are more deserving. If only others would recognise it. You may covet other people's successes, or you may just despise the injustice of it all. You may be jealously fixated on one individual (perhaps a love rival or business competitor) or generally bitter at being held back by everyone who has ever had authority over you. However your envy manifests, it burns within you. The higher your Righteousness, the more you will work to realise what you desire.

GLUTTONY

After every meal, what you most desire is another meal. You are a glutton, obsessed with consuming food and drink. You have a voracious appetite, never feeling your thirst is slaked or your guts are full. You may be blessed with a metabolism that disguises the physical effects of your quaffing; or your bulk may reflect your diet. You may have spent so long half-starved, that you are just habitually ravenous; or you may always have had a life of plenty. Whatever your story, you have little self-control and overindulge at every opportunity. Surely it must be time for another snack?

GREED

You never have enough and so are never satisfied. Whether it's wealth or power, you want it all and you want it now. You may be miserly, or you might spend freely enough, as long as you get ever-increasing amounts to spend and can enjoy the shiny things you get for your money. You probably find it hard to disguise your obsession with getting more than your fair share, but it is of no concern. As long as you get what you desire, who cares what others think? You will have what you want and they won't.

LUST

You are wracked by intense sexual cravings. You spend most of your time planning new conquests, your amorous pursuits by far the most interesting thing in the world (at least, as far as you are concerned). Your lusts may be straightforward, or they may be more unusual. You may be a dangerous lecherous swine or a dashing and charming paramour; you may only press your suit with the stunningly handsome/beautiful, or you may be somewhat less choosy. You might think that the world would be a better place if everyone would surrender to wantonness, with lust replacing conflict; or you may be a complete hypocrite, preaching to all and sundry your belief in sexual morality, while privately being debauched.

PERSONAL HONOUR

You aspire to be a paragon of integrity and fairness. You will act to ensure that you undertake everything in terms of your personal code of honourable conduct. This may annoy allies, as you will propose a duel, or appeal for a champion, if you have been slighted; you might help the defenceless, even if they are your

enemies; or, you might speak out against the less honourable, even if it is not politically wise to do so. Despite the potential consequences, at least you will preserve your sense of honour and be able to live with yourself, secure in the knowledge you “did the right thing”.

PRIDE

You are vain and self-important. Puffed up with pride, you know you are special. You might be haughty, aloof and superior in your attitude; or you may overbearing and brashly confident. You want others to recognise and appreciate your greatness as well. Sometimes your boasting might put you in awkward situations. Other times you may be forced into confrontation in order to avoid shame. Whereas those with Personal Honour are content to fulfil their own ethical codes, seeking a feeling of inner righteousness, to you, outward appearance is everything. Privately of course you may do anything to further your ambitions; after all, if you succeed, people will have to take you seriously (or suffer the consequences).

PROTECTION OF FAMILY

Your overriding motivation is the well-being of your family, whom you love very much. Your family are more important than any silly cause; and you are probably bewildered by those families that have been torn apart by the conflict. Your family name, reputation and status might be your priority, or perhaps you just want to ensure they are fed and have a roof over their heads. You will always act in your family's best interests and against those who threaten them. You might dote on one family member particularly, possibly even at the expense of other relatives; or you might mobilise to aid any of your relations.

PROTECTION OF LANDS

You are driven by your desire to protect your land. You might be a Lord or a member of the Gentry with a fine estate; or perhaps you have a more humble freehold. You may just want to hang on to your entitlement to common land, where your ancestors have grazed their livestock for centuries. Whatever

your situation, you will resist encroachment from rivals, and look to secure your land for your own benefit and that of future generations.

REVENGE

You have been wronged and you will not rest until you have had your revenge on the transgressor(s). Perhaps you are right to be angry and bitter, perhaps someone hurt you, or those close to you. Maybe your parents were murdered, your lands snatched, your possessions stolen and your home burnt down. Sick of insult or injury you will have your vengeance. On the other hand, maybe you just feel cheated. Whether real or perceived, you burn with hatred and look for every opportunity to retaliate against your enemies.

SLOTH

You might be a member of another Faction, if only you could be bothered. You take idleness to an extreme. If it needs doing, you don't want to do it. You may not need much sleep at all, you might just want to sit or lie around, or you might wish never to rise from your cot. You might have to be kicked awake, and then kicked again to encourage you to get dressed, and so your day progresses. Of course, if you are privileged enough to be able to afford a life of leisure, there is little you need to worry about; sweet apathy! However, if you are embroiled in danger or actually have to work to make a living, you will probably be miserable and on the look out for any excuse to loaf about or take a little nap.

WRATH

You are filled with an anger that never abates. Your ire may be targeted, or maybe you are just generally hot-blooded, unable to control your temper. You possibly shout a lot, venting your rage; you roar your disapproval at all and sundry. Or perhaps you seethe silently, acting with savage delight whenever you have the opportunity to verbally or physically attack others. Your Wrath may well be of a religious nature, in which case you burn with Wrathful Righteousness; however if Wrath is your Faction, your fury takes precedence over all else, pure aggression being your motive to espouse a belief, rather than the other way around.

Chapter 4: Skills

While Characteristics and Attributes describe a character physically and mentally, Skills describe what the character can actually *do*; things he or she has learned, whether intellectual knowledge or practical skills.

As has been said before, there are two sorts of Skills in *Renaissance*. Common Skills are those that anyone can “have a go” at, while Advanced skills are those that need some training or study.

Skill Tests

If an Adventurer wants to attempt something, the player should describe what that task is, and then roll dice to see whether the Adventurer succeeds. Roll D100 and compare this to the relevant skill’s score. If the dice roll is equal to or less than the skill’s score, the attempt is successful. If the total is greater than the skill’s score, then it has failed.

The Games Master makes skill tests for NPCs, as required.

It should be noted that skill tests should not be asked for all the time. A skilled weapon maker, who constructs flintlock pistols for a living all day every

day should not be required to make a skill roll every time he makes a new weapon. But if he is commissioned to make a new type of gun, or an especially ornate pistol for the local duke, a roll would be required.

DIFFICULTY & HASTE

Sometimes, the Games Master may give bonuses or penalties to a skill roll, depending on circumstances.

DIFFICULTY

Not all tasks are equally difficult. Climbing a cliff with a rope on a calm day is not as difficult as climbing a cliff without a rope in a howling storm. If a task is particularly easy, the Games Master should probably not even bother asking for a roll. Conversely, if a task is particularly difficult, the Games Master may legitimately rule that it’s impossible and bound to fail. Otherwise a bonus or penalty can be applied to the character’s skill, using the table below as a guide.

HASTE

Sometimes, time is off the essence. If a character needs to get something done within a limited time (such as

WHEN TO CALL FOR A SKILL TEST

When the outcome of the character's action is in doubt or, as in the example of the weapon maker, when the character wants to push himself beyond his expected capacity. If it's not clear cut that a character can perform a task the Games Master is well within his rights to call for a skill test.

When it is dramatically appropriate and raises tension in the game. Think carefully before asking for a skill test. Skill tests should be like those moments in a thriller where you are on the edge of your seat and the story could go either way. If the overall result of asking for a skill test is that it will provide the player a success of minor import, such as a small scrap of information on a Lore roll, just give the player the success without asking for a roll. If the situation is more life or death, describe it as such, highlighting the tension, and ask for a skill test. Where there are definite consequences to a failed skill test, such as falling off a narrow window ledge if an Athletics skill test is failed, the player should be warned before the Adventurer risks taking the action.

WHEN NOT TO CALL FOR A SKILL TEST

Instead of good story telling and role-playing. If the game is flowing nicely as a result of the players and Games Master engaging in conversation and weaving a strong, exciting story that is keeping everyone happy and entertained through role-playing, then think twice about breaking that mood by asking for a skill test.

Simply to provide drama and tension in game. The Games Master should never substitute a good description of the scene that the players find themselves in for a series of dice rolls.

If a similar skill test has just been made. It is tempting to ask for a series of skill tests to simulate a difficult or arduous task, such as climbing an especially difficult cliff, or tracking an opponent through a dense jungle. Don't. All this does is break player immersion in the game, creating frustration and boredom as several meaningless rolls are made. Instead, ask for a single skill test and modify it to reflect the difficulty of the task. Do not ask for another until the circumstances significantly change.

setting an explosive charge below the Houses of Parliament before the guards make their next circuit of the cellars), the Games Master may apply a penalty to a skill roll.

Equally, if a character has plenty of time and wishes to take extra care to get things right (such as the aforementioned weapons maker wanting to get the duke's new pistol absolutely perfect), more time may be taken, giving a bonus to the skill roll.

DIFFICULTY AND HASTE MODIFIERS

Any modifiers are temporarily applied to the skill for the duration of the test only. A penalty will make the test harder while a bonus makes it easier. Where several modifiers can be applied to the same test, they will all have an effect, 'stacking' to make one final bonus or penalty.

It must be noted that some tasks do not lend themselves to being performed faster or slower. In particular, Alchemists cannot take extra time to increase their chances of creating a Philosopher's Stone. Alchemy is a chemical process, and trying to increase your skill bonus by taking ten times the normal time to do it would be like trying to make a better roast chicken by roasting it for ten times as long - you just end up with a burnt chicken!

Difficulty	Time Taken	Test Modifier
Very Easy	Ten times normal time	+60%
Easy	Five times normal time	+40%
Simple	Double normal time	+20%
Normal	Normal time	+0%
Difficult	—	-20%
Hard	Half normal time	-40%
Very Hard	—	-60%
Nearly Impossible	Almost instantly	-80%

CRITICAL SUCCESSES

Sometimes a character performs a task especially well. If the dice roll in a test is equal to or less than 10% of the modified skill, then a critical success has been achieved (e.g. A character with 70% in a skill would get a critical success on a roll of 7 or less - remember, always round to the nearest whole number).

The actual result of a critical success during a test is largely up to the Games Master. It normally achieves one of the following results:

- The task is completed sooner.
- The task is completed to a higher degree of expertise than normal.
- The task is completed with élan and style, generally impressing witnesses.
- The character gains additional information or insight into the task thanks to their brilliance.

Special rules apply to Critical Successes during combat and spell-casting – see the relevant chapter for details.

FUMBLES

Nobody succeeds all the time, and very occasionally, things go horribly wrong. Whenever a skill test results in a roll of 00, the character is assumed to have fumbled the task.

The actual result of a fumble is largely up to the Games Master to decide. It normally results in one of the following mishaps:

- The task takes twice as long to finish and is still a failure.
- The task produces a useless result, which actually makes further actions more difficult.
- The task is failed spectacularly, opening the character up to derision and scorn from witnesses.
- The character becomes impeded or even harmed by his failure.

Fumbles during combat and magick can be especially dangerous – see the relevant chapter for details.

AUTOMATIC SUCCESS & FAILURE

No matter how unpracticed you are at a skill, and no matter how great the odds stacked against you are, there's always the chance that you'll get lucky. However low your skill, and whatever the penalties to your roll, any test result of 01 to 05 is an automatic success.

Equally, even a master of his art can have a bad day, or make an error of judgment. No matter how high your skill, and no matter how big a bonus you have to the task, any test result of 96 to 00 is an automatic failure (and, in the case of 00, a fumble).

OPPOSED TESTS

Sometimes two characters are in direct competition with each other – whether this be two characters arm wrestling (Athletics vs Athletics) or a guard trying to spot an Adventurer who's hiding (Perception vs Stealth).

Opposed tests are made by both characters attempting the relevant skill test. Both characters make the tests as normal, rolling 1D100 and attempting to roll equal to or under their skill.

ONE CHARACTER SUCCEEDS

If one character succeeds their test and the other fails, the successful character has won the opposed test.

BOTH CHARACTERS SUCCEED

Whoever rolled the highest in their skill test wins the opposed test. However, if one character rolls a critical while the other rolls an ordinary success, then the character who rolled the critical, which is regarded as a higher level of success, wins.

BOTH CHARACTERS FAIL

If both characters fail, the test is a complete failure, with no success for either side.

VERY HIGH SKILLS

Characters with skills over 100% are considered masters of their chosen skill; they very rarely fail, and quite often perform tasks that many would think impossible. However, even a master has an off day. If a character's skill is over 100%, then the normal rule that 95-00 is a failure does not apply – but 00 is still a fumble.

VERY HIGH SKILLS AND OPPOSED TESTS

In opposed skill tests, characters with skills of over 100% are considered to have succeeded automatically, unless the person they're up against manages to roll a critical success. Of course, the master may also roll a critical success, in which case, the highest critical success wins. In the case of two masters facing off against each other, the highest roll wins, but a critical success trumps a high roll.

ASSISTANCE

Sometimes characters will want to help each other in a task, whether it be trying to pull a wagon out of the mud or writing a play. In such a case, one of the characters (usually the one with highest relevant skill) is the primary character, and the others are assisting characters. Every assisting character adds his critical score (10% of his skill) to the primary character's skill, and the primary character then rolls to see if the project was successful.

Common Skill Descriptions

The following are skills in which everyone has some ability.

ATHLETICS (STR+DEX)

This broad skill covers a range of athletic activities useful to Adventurers, including acrobatics, climbing, jumping and swimming.

Acrobatics: An Athletics test allows a character to perform a variety of gymnastic and balancing tasks, such as tumbling, walking a tightrope or keeping balance on a narrow or unstable ledge. The character can move at half his normal speed across an unstable surface without penalty. To move at a normal rate requires an Athletics test. A successful Acrobatics test will also halve the damage suffered from falling.

Brute Force: Brute force is a particular application of Athletics that relies purely on power, with no finesse involved. Brute force basically involves pushing, lifting or dragging. Rather than the normal Characteristics, brute force Athletics tests rely on STR+SIZ rather than STR+DEX.

Climbing: Given adequate time enough hand and footholds, a character can climb any surface without the need for a test. Under normal circumstances, a character can climb or descend one quarter of their Movement as a Combat Action. A character can double the rate of his climb or descent by taking a -20% penalty on his Athletics test.

Jumping: In general, a successful Athletics test allows a character to jump up to twice his own height

horizontally or up to half his own height vertically, if he has at least five metres to run first. If he is making a standing jump, these distances are halved. Penalties for jumping Athletics tests can be accrued by trying to jump further. A cumulative -20% penalty is bestowed for every extra metre the character is trying to jump.

Swimming: Characters normally swim at half their usual Movement. Athletics tests are only required when conditions are less than ideal - swimming while heavily encumbered or in strong currents, for example.

CLOSE COMBAT (INT+STR)

This ability allows the use of cudgels, knives, swords and the like in close combat. Polearms require more training and are covered by the advanced skill Close Combat (Polearms).

CULTURE (OWN) (INT X2)

All characters begin with some knowledge of their own culture. It covers such things as polite forms of greeting people, things that it is not considered seemly to speak about, when to remove a hat in front of a superior, etc. Most of the time, a character will not need to roll this, but if in an unusual situation (a Peasant at a Noble's ball, a member of the Gentry trying to pass herself off as a farmer's wife, etc.) a roll will be required. On a failure, the character will seem a little odd, on a fumble the character has made a complete mess of things and either completely embarrassed himself or, worse still, caused great offence.

DANCE (DEX+CHA)

A successful test on the Dance skill will result in a good dance, and the audience or partner will be pleased by the character's performance. If a character is in an unusual situation (an English nobleman attempting a Scottish reel, a German Peasant Mercenary at a court ball), penalties may be applied.

DODGE (DEX X2)

The Dodge skill is used to avoid incoming objects that are swung or thrown at the character. The Dodge skill is normally used when using either the dodge or dive Reaction in combat. See the Combat chapter for more information.

DRIVE (DEX+INT)

The Drive ability allows control over a horse-drawn vehicle. If a character is driving a wagon or similar vehicle at not more than a walking pace across flat terrain, a Drive test will never be required. Tests become required when a character wants to do something out of the ordinary with a vehicle – traverse treacherous terrain, jump obstacles and so on. A character must have the Mechanisms skill to get a clockwork vehicle going, but once it is travelling, it is the Drive skill that determines whether he can control it.

EVALUATE (INT+CHA)

The Evaluate skill enables the character to determine the value placed on something by others, effectively guessing its market value. If an object is particularly common or obscure a bonus or penalty might be applied to the test. A success will allow a character to guess the average monetary value of the object (normally guessing accurately to within 10% of its actual value).

FIRST AID (DEX+INT)

This is the ability to give a character quick medical attention. It can help heal minor wounds, but the Healing skill is needed for more serious injuries. A character may apply First Aid to himself, though there is a -10% penalty. It normally takes at least 1D3 Combat Rounds to administer First Aid. Both characters must remain stationary and may not use Combat Actions or Reactions while this occurs.

A character who has had First Aid administered may not benefit from another First Aid roll unless he takes further damage. The use of First Aid requires suitable medical equipment such as bandages or salves.

FIRST AID TABLE

Injury	Treatment
Unconsciousness	A successful First Aid test can revive an unconscious character, though a penalty may apply to a character who is drugged or intoxicated.
Minor injury	A successful First Aid test on minor injuries (loss of Hit Points) will heal 1D6 Hit Points.
Serious Wound	A successful First Aid test on a Serious Wound will heal 1D6 points, but will not remove the effects of the Serious Wound unless all Hit Points are restored.
Grave Wound	First Aid cannot remove the effects of a Grave Wound, though it will restore 1D6 Hit Points. A successful First Aid roll followed by 8 hours complete rest will restore a Gravely Wounded character to 0 Hit Points.

A NOTE ON WEAPON SKILLS

There are four Common combat skills; Close Combat, Gun Combat, Ranged Combat, and Unarmed Combat. These represent a character's ability to pick up a weapon and have at least *some* chance of doing some damage to an opponent, though some Professions will have no actual experience of weapons at the beginning of play.

Some weapons count as Advanced Skills – a character not trained with one of these weapons can still “have a go” with his or her basic weapon skill, but will find it Hard (-40%) to use that weapon. If this penalty takes their weapon skill below 0%, the character can only be successful on a roll of 1-5%, and can never have a critical success.

The Advanced Weapon Skills are Close Combat (Polearms), Ranged Combat (Bows) and the specialist weapons skill Dual Weapons (*weapon & weapon*). This last skill works slightly differently to most skills – see the skill description.

GUN COMBAT (INT+DEX)

The Gun Combat skill gives the ability to use black powder weapons in combat.

If a character has never previously used a gun, a successful Gun Combat roll must be made to understand how to load the gun successfully. On a failed roll, the gun does not fire; on a fumble, the user inflicts the gun's damage on himself.

INFLUENCE (CHA x2)

Influence is the ability to persuade another to change his mind about something. Influence tests are normally opposed by Perception, Persistence or

another's Influence skill and are modified by how much a character is trying to change an opponent's mind. If a character is attempting to persuade someone of his Faction's beliefs, he will use Righteousness instead of Influence (see the Factions chapter).

INSIGHT (INT+POW)

Insight is the ability to figure out another character's motivations by listening to their voice, watching their body language, etc. It can be used to decide if someone is lying, whether they are nervous, if they're not telling the whole truth and the like. This roll should usually be made secretly by the Games Master - on a failed roll, no information is forthcoming and on a fumble the character completely misunderstands the person he is trying to read.

LORE (REGIONAL) (INT)

All characters begin with some knowledge of the region in which they grew up. It covers such things as local geography, weather patterns, fauna and flora and the like. A well-travelled character's Lore (Regional) will cover a much larger area than one who has never previously left his home village - though in the latter case, he may have a much deeper knowledge of that small area than someone who only passes through regularly on their way to a bigger town nearby. Players should take the Lore (Region) skill that corresponds with the starting region described in the character's backstory, whether this be Lore (England), Lore (Lancashire), Lore (Manchester), or whatever.

PERCEPTION (INT+POW)

The Perception skill is used to represent the senses of the character when detecting objects or other characters. It covers such situations as listening for someone creeping about in the next room, trying to spot Soldiers moving on a distant hillside, or searching a house for a hidden priest hole. Sometimes it will be opposed by another skill, such as Stealth. A successful Perception roll can prevent a group of Adventurers being ambushed by enemy forces.

PERSISTENCE (POW x2)

Persistence is used whenever a character has his mental willpower called into question. This covers such things as trying to concentrate in the face of distractions (e.g. Trying to reload a gun when pistol balls are flying all around). It is also used to resist

certain sorts of spell. A fumble on a spell resistance roll means that the effects of the spell are permanent until suitable healing is received. Persistence cannot rise above a character's POW x 5.

RANGED COMBAT (INT+DEX)

The Ranged Combat skill is the ability to wield non-gunpowder ranged weapons such as throwing slings, knives, crossbows and the like. Long bows and short bows require more training and are covered by the Advanced skill Ranged Combat (Bows).

RESILIENCE (CON x2)

The higher a character's Resilience, the more likely he is to handle adverse physical conditions, such as weathering a vicious sandstorm, surviving in a drought or overcoming the effects of poison or disease. Resilience cannot rise above a creature's CON x 5.

RIDE (DEX+POW)

This skill is used for riding an animal such as a horse, mule, or donkey. (It can be also be used to ride more exotic beasts, but camels and elephants are few and far between in 17th century Britain). If a character is riding a creature with the help of saddle and stirrups, at not more than a walking pace across flat terrain, a Riding test will never be required. Tests become required when a character wants to do something out of the ordinary with a mount - traverse treacherous terrain, jump obstacles, ride bareback and so on.

SING (POW+CHA)

The ability to sing tunefully and remember the words of the song being performed requires the Sing skill. A successful test with this skill will result in the audience being pleased by the character's performance.

SLEIGHT (DEX+CHA)

This skill is used to hide or take objects, without drawing undue attention. It is usually opposed by a Perception test, if one is trying to avoid getting caught.

STEALTH (DEX+INT)

The Stealth skill is used whenever a character attempts to personally evade detection by another character. This usually happens when a character

either tries to move quietly past an enemy, hide from one (or both!) Stealth tests are opposed by the Perception skill and are modified according to the situation.

UNARMED COMBAT (STR+DEX)

The Unarmed Combat skill covers all untrained unarmed combat from simple brawling to grapples to rude fisticuffs. Punches, kicks, head-butts and all other Unarmed Combat attacks do 1D3 points of damage. Unarmed Combat parries may only parry Unarmed Combat attacks.

Advanced Skill

Descriptions

The following skills cannot be used by characters who lack the requisite training.

ALCHEMY (INT+POW)

This is the skill of making Philosopher's Stones and potions in the laboratory. Its use is described in detail in the Alchemy chapter.

ART (TYPE) (POW+CHA)

This skill allows a character to create works of art. Like the Lore and Craft skills, it is actually a large number of skills grouped together under one heading. Examples include (but are not limited to):

Calligraphy, landscape gardening, musical composition, painting, sculpture, stained-glass, topiary, poetry, prose writing.

ARTILLERY (INT+DEX)

This skill covers the loading, aiming and firing of cannon, mortars and other such non-portable black powder weapons. It also covers the making of grenades and powder bombs, and the proper storage and maintenance of such weapons.

BELIEFS (FACTION) (INT X 2)

This skill provides knowledge of the Beliefs of a particular Faction. It also gives the character information about important members of that Faction,

important historical events in the Faction's history, where to find members of that Faction when visiting new places, etc. Knowledge of each individual Faction's beliefs and organisational structure constitutes a separate skill (e.g., Beliefs (Catholic) is a completely different skill to Beliefs (Guild), and so on). Adventurers begin play with the Beliefs skill pertaining to their own Faction, but can learn the Beliefs of other Factions by observation, discussion and research.

A character who does not belong to a Faction can attempt to pass himself off as a member of that Faction with an opposed test of his Beliefs (Faction) against the Righteousness of the Faction member. A success means that the Faction member is fooled and accepts the character as a fellow member. The skill can also be used to make sure a character knows the right rituals and sayings in a church service of another Faction.

BOATING (STR+CON)

This covers small waterborne craft propelled manually by oars or sometimes paddles. Travelling across calm water does not usually require a test but adverse conditions such as currents and weather can bestow penalties.

CLOSE COMBAT (POLEARMS) (INT+STR)

This is the ability to use such weapons as pikes, pollaxes, halberds, and the like in close combat.

Close Combat (Polearms) skill begins at the same level as the character's common Close Combat skill. So a character with a Close Combat skill of 56% can buy Close Combat (Polearms) at 56%.

COMMERCE (INT+CHA)

This skill is primarily used when characters trade, barter or other wise negotiate over the sale of goods. Such transactions require an Opposed Test using the Commerce of the buyer versus the Commerce of the seller. If the buyer wins he or she gets a discount of -10% for a success and -25% for a critical. If the seller wins the price that they can sell the item for increases of +10% for a success and +25% for a critical. If a character fumbles their roll double the increase or decrease accordingly.

COURTESY (INT+CHA)

With this skill, the character knows how to navigate the murky and treacherous waters of life amongst the Nobility. He understands the subtleties and extravagances of courtly behaviour, and can use them to his own advantage.

CRAFT (TYPE) (DEX+INT)

The Craft skill is actually several separate skills grouped under a single heading. Craft (Armourer), Craft (Carpenter) and Craft (Potter) are all individual skills. The following list is by no means exhaustive:

Apothecary, armourer, baker, basketweaver, blacksmith, bowyer, brewer, butcher, candlemaker, carpenter, cartographer, cobbler, cooper, fletcher, joiner, leatherworker, mason, painter, potter, sculptor, smith, tailor, weaponsmith, weaver.

CULTURE (OTHER) (INT X2)

Each Culture skill is used to provide information about the common world view of that group of people (or creatures). This includes history, politics, weather cycles, geography, superstitions and popular mythology. A character who is very well-travelled may have Culture (France), Culture (India), etc.

DUAL WEAPONS (WEAPON & WEAPON) (INT+DEX)

This is the ability to use two weapons at the same time without any penalty for using the off-hand. The character does not get any extra attacks in the round, but can choose which weapon he uses in any particular round. If performing an All Out Attack, a character with one of these skills can make two attacks without the normal penalty.

Note: Each pair of weapons is a separate skill, and Dual Weapons skill can never be *higher* than the lowest of the two weapons. For instance, a character with Close Combat 75% and Gun Combat 62% cannot have Dual Weapons (Sword and Pistol) higher than 62%. In order to raise Dual Weapons skill, he would first have to raise Gun Combat skill

Common techniques include:

Sword and Pistol: the Adventurer begins combat with a pistol in one hand and a sword in the other. The sword can be used in close combat, and the pistol kept as a threat or the pistol can be fired first, before the enemy reaches close combat range. Once the pistol

has been fired, it is usually tucked into the belt, or just discarded if the fight is pressing. This technique can be useful when on foot and facing a mounted foe – the standard method is to shoot the horse and then stab the rider when he falls off!

Sword and Main Gauche: If performing an All Out Defence, a character can parry twice without the normal penalty. Some Main Gauche weapons also allow bonuses to certain close combat actions such as Disarming Attack – see weapon descriptions for details.

Two Pistols: A character who has loaded two guns before combat begins can fire both without the usual time out for reloading, and with this skill does not suffer a penalty for using a gun in his off-hand.

DISGUISE (INT+CHA)

This skill is used to change a character's appearance and adopt a different outward persona. It is usually opposed by a Perception test if one is trying to avoid being identified.

ELEMENTAL CASTING (ELEMENT) (INT+POW)

This is the skill used for casting Alchemical spells. Each of the four Elements is a separate skill. See the Alchemy chapter for more details.

ENGINEERING (INT X2)

This skill is used to design, build, activate, repair, sabotage or disassemble large mechanisms or constructs such as siege machines, city gates and drawbridges, mineshafts, sailing ships and so forth.

GAMBLING (INT+POW)

This is the ability to take part in games of chance and understand the rules, the odds of winning and the like, whether the game be cards, cock-fighting, billiards or horse-racing. A successful roll will tell if opponents are cheating, if the horse has been nobbled, etc. A critical success means the character will win even if the opponents are cheating, while a fumble means the character has lost very badly indeed.

HEALING (TYPE) (INT+POW)

This is the skill to heal major wounds, cure diseases, alleviate the effects of poisons, and the like. Use of

this skill will always require the correct healer's kit. Each use of the Healing skill generally takes 1D4+1 minutes to perform.

There are three types of Healing: Galenic, Herbal, and Paracelsan. A healer must have the correct healing kit for the type of healing in which he is trained. Lack of a healing kit imposes -25% penalty on the skill roll; use of a healing kit from a different Healing type imposes a -50% penalty on the skill roll - it's very easy to poison your patient if you don't know what your ingredients are!

Galenic Healing: This is the "respectable" form of healing, as taught in universities. Galenic Physicians tend to administer to the upper classes and use a mixture of bleeding (usually with leeches), changes in diet to "balance the humours" and astrology.

Herbal Healing: Herbalists use natural ingredients such as herbs, barks, teas, tinctures and poultices to perform their healing. They are usually found in country districts and are often accused of witchcraft. It may even be true!

Paracelsan Healing: Paracelsan Physicians follow the teachings of the 16th century physician Paracelsus, who came up with a new system of medicine using chemicals, especially mercury, salt and sulphur. He was very much a "people's physician" and modern Paracelsans tend to be found among the lower orders, where they heal the poor for a much smaller fee than the Galenic healers.

Curing Diseases: A successful Healing test allows a patient under the effect of a disease to add a bonus, equal to the healer's Healing divided by 10 (the critical success range) to his next opposed Resilience versus Potency test to resist the disease.

Curing Poisons: A successful Healing test allows a patient under the effect of a poison to attempt a second opposed Resilience versus Potency test, with the patient gaining a bonus to his Resilience test equal to the healer's Healing divided by 10 (the critical success range).

First Aid: If a character's Healing skill is higher than her First Aid skill, she may use this skill instead of First Aid to perform the tasks that First Aid can do.

Serious Wound: A successful Healing roll will restore 1D6 Hit Points and remove the effects of a Serious Wound even if Hit Points are not up to their maximum.

Grave Wound: A successful Healing roll will restore Hit Points to 0 and then add another 1D6 Hit Points. However, injuries suffered from a Grave Wound are

permanent, and no amount of healing will restore lost Attributes.

LANGUAGE (OTHER) (INT+CHA)

The Language skill is actually several separate skills grouped under a single heading. Language (English), Language (German) and Language (French) are all individual skills.

Every character with a Language skill of 50% or more is fluent in that language, though they will likely bear an accent if it is not their native language.

A score in a Language skill of 80% or more will mean the character can also read and write in that language.

LORE (TYPE) (INT X2)

Lore is actually a number of separate skills. It represents theoretical knowledge of a subject, rather than practical ability. So Lore (Art) gives knowledge of the history of art, well-known painters, etc., but Art (Painting) skill is needed to actually create a painting. The Advanced range of possibilities for this skill is limited only by a player's imagination but a list of potential areas of Lore study are listed here:

animals, art, astronomy, gambling, geography, heraldry, law, logistics, military tactics, minerals, philosophy, poisons, plants, regional, theology.

Some particular Lore skills have specific game effects:

Aristotelian Science: This is knowledge of the scientific theories behind the workings of alchemy. On a successful roll, a character with this skill can use it to identify spells cast by Alchemists, even if he lacks the ability to cast spells himself.

Research: This is the ability to find out about a particular topic by doing research in a library or collection of books, newspapers, scientific papers, etc. The difficulty of the task will depend on the quality of the library and the amount of time taken.

MECHANISMS (DEX+INT)

This is the ability to use and repair mechanical devices. It can also be used to pick locks with appropriate lock-picking tools.

Picking a lock or disassembling a trap usually takes at least one minute (12 Combat Rounds) to perform, while larger devices will take longer.

Usually, a character will simply make a Mechanisms test in order to succeed at assembling or disassembling a device, with appropriate bonuses or

penalties decided upon by the Games Master. If a device has been designed to specifically resist attempts at disassembly, the Mechanisms test becomes opposed by the Mechanisms skill of the character who created it.

ORATORY (POW+CHA)

This skill is used when addressing large groups of people, such as a priest addressing the faithful or a general exhorting his troops to victory on the eve of a battle. In effect, it is much like Influence, save that it relies more upon emotional appeal than intellectual stimulation and is used for larger groups of people. If the orator's appeal is on behalf of his Faction, Righteousness is used instead (see the Factions chapter).

PLAY INSTRUMENT (TYPE) (DEX+CHA)

The Play Instrument skill is actually several separate skills grouped under a single heading. Play Instrument (Dulcimer), Play Instrument (Flute) and Play Instrument (Spoons) are all individual skills. A successful test with this skill will result in the audience being pleased by the character's performance.

RANGED COMBAT (BOWS) (INT+DEX)

This is the ability to use longbows and short bows, which take more training than crossbows.

Ranged Combat (Bows) skill begins at the same level as the character's common Ranged Combat skill. So a character with a Ranged Combat skill of 56% can buy Ranged Combat (Bows) at 56%.

SEDUCTION (INT+CHA)

This is the ability to use a mixture of sex appeal and flirting in order to win over another individual and persuade them to do something that they might not otherwise do. Seduction is opposed either by Persistence or Righteousness, depending on the nature of the task required by the seducer and the Faction of the seduced. If successful, the target will perform one task or action. Penalties may be applied to the Seduction roll if the required action is against the best interests or morality of the character being

seduced.

SHIPHANDLING (INT+CON)

This skill is used in the same way as Boating but is instead applied to larger waterborne craft that are driven by sail or rows of oars.

STREETWISE (POW+CHA)

Streetwise allows a character to find black markets, fences for stolen goods, and general information. Such uses of Streetwise normally require a minimum of 1D4 hours.

SURVIVAL (POW+CON)

One Survival test will be required every day that a character lacks food, water or a safe place to sleep. Success indicates the character manages to find whatever he is lacking - failure means he will go without which, over several days, could result in very serious consequences. Survival tests are not used when the character is in a city or town.

TEACHING (INT+CHA)

This is the ability to impart new skills to, or improve the existing skills of, another character. For more information, see Adventurer Improvement.

TRACK (INT+CON)

With this skill a character can locate the tracks of a specific creature and follow them. A test must be made to locate the trail and then again once every ten minutes they are being followed. Penalties or bonuses may apply depending on how long it was since the tracks were made, what the ground is like, what the weather conditions have been since the tracks were made, etc.

WITCHCRAFT (INT X2)

The Witchcraft skill reflects the knowledge of all the spells learned by a Witch. Its use is described in detail in the Witchcraft chapter.

Chapter 5: Combat

This chapter provides you with a straightforward and direct system for playing out action-packed and deadly combat.

WHAT TO EXPECT IF YOU GET IN A FIGHT

Adventurers that have weapon skills less than 100% are at the whim of the dice to determine whether or not they land a blow in combat. Anything you do to increase your Adventurer's chances to hit, or hit first, will stand in your favour and make the outcome more certain.

Once you are hit in combat, things start getting messy. Your Adventurer has a relatively low number of Hit Points. A solid blow (especially if your character is not wearing armour), can cause a Serious Wound, which will hamper your Adventurer's ability to continue fighting. Once your Adventurer's Hit Points drop below zero, he or she is suffering from shock and blood loss and stands a fair chance of taking a Grave Wound, which could well be fatal. Make sure your Adventurer can Dodge, Parry or is magickally protected. Your Adventurer is at risk of grievous and permanent harm every time he or she decides to use

violence to solve a problem.

Numbers count. If you are facing off against multiple opponents, even weak and unskilled ones, you are quickly going to run out of attacks and Reactions. In practical terms, this means that your Adventurer may, at best, reduce the number of attackers by one per round, while only being able to protect themselves against one of several incoming attacks.

Even Adventurers who have 100% or more in their weapon skills can be brought low by a lucky critical hit, or by an opponent who has lured them into an ambush and stacked the odds against them through surprise and careful planning.

These harsh realities mean that players tend to avoid combats where they do not have a very good chance of winning. Instead of wading into masses of weaker opponents, hoping that lucky dice rolls will see them through, they carefully plan ambushes, where they have the benefit of terrain and supporting soldiers from the local militia that will allow them to wipe out the majority of the enemy before the first proper round of combat. They will use magick to boost their damage, chances to hit, and armour.

Remember too that Hero Points are your friend. They can be used to decrease the the effect of a Major

Wound – turning a Grave Wound into a Serious Wound, or preventing a Serious Wound, which could be enough to let you continue fighting with some chance of surviving to fight another day.

TAKING OUT LIFE

INSURANCE

Since *Renaissance* combat can be deadly, there are a number of ways that you can avoid your Adventurer dying if things go badly wrong.

Try to get hold of some armour. Too much can slow you down, but even a little helps decrease your chances of taking a Serious Wound.

Realise that some foes in *Renaissance* are best left alone. There's always going to be someone or something more powerful than your Adventurer in the game world. Since *Renaissance* is also a game of exploration and interaction, you might get to meet these people and creatures early on in your Adventurer's career. Some foes such as a Dragon are always going to be beyond the capacity of the Adventurers to harm directly without the help of powerful magick. Be wise and move along quietly and quickly.

Run away to fight another day. Use magick or fast feet to move out of combat. Heal, regroup and make a better plan of attack if you absolutely need to best a foe. Otherwise learn your lesson and avoid the opponent in the future.

Surrender! Before things really get messy, throw down your weapons and put up your hands. Enemies will often take prisoners, especially upper class Adventurers, for ransom. If you don't have any money then call in your favours from Faction, friends, family, clan, or guild to secure your release. Perhaps some of your friends ran away and can come back and mount a rescue attempt at a later date? But be careful who you surrender to. A group of ghouls may happily accept your surrender, but it doesn't mean they're holding you for ransom, it means they're holding you for supper!

Overview of Combat

Work out encounter distance: The Games Master determines how far away the hostile group is to the

- A Combat Round lasts five seconds.
- Unless otherwise specified, each character gets one Combat Action, usually an attack, one Reaction, usually a defensive Reaction, and one Movement Action, per combat round.
- You can make a Sprint Movement Action to run twice your movement rate in a Combat Round, but then you lose your Combat Action and may only make a Dodge Reaction.
- To attack, you roll against your Close Combat, Gun Combat, Ranged Combat or Unarmed Combat, or an advanced combat skill, depending on the type of weapon you are using.
- When attacked you can either Parry (use the Close Combat or Unarmed skill) or Dodge as a Reaction.
- If a character successfully Dodges an attack he or she take no damage.
- If a character successfully Parries an attack, their weapon or shield reduces the damage the attack does.
- If a character successfully hits in Close Combat, their opponent takes damage to their Hit Points equal to Weapon Damage rolled + Damage Modifier - Opponent's Armour Points.
- If a character successfully hits in Ranged or Gun Combat, their opponent takes damage to their Hit Points equal to Weapon Damage rolled - Opponent's Armour Points. Note that Armour provides less protection against guns.
- If damage is greater than a character's Major Wound Level, and their Hit Points remain above 0, the injured party takes a Serious Wound.
- If damage is greater than a character's Major Wound Level, and their Hit Points drop to 0 or lower, the injured party takes a Grave Wound, and he or she may die.

Adventurers, choosing whether they are at *Ranged* or *Close* distance.

Drop into combat time: Combat is divided into rounds. A single round has a duration of five seconds of time, giving 12 rounds in every minute. During a round a character can usually perform one Combat Action, one Reaction and a Movement Action. Some Combat Actions, Reactions and Movement Actions impact on the ability to use other Combat Actions, Reactions and Movement Actions (e.g., a Sprint Movement Action means that a character loses their Combat Action and may only make a Dodge Reaction).

Combat rounds cycle through the following steps:

- **Determine order:** At the start of every combat, check each character's DEX, or INT if they are spell casting. This will determine the order in which every character involved acts for the round. A character wearing armour must subtract their full Armour Points from their DEX or INT for the purpose of combat order.
- **Characters Take Actions & Reactions:** In a combat round each character usually gets one Combat Action, one Movement Action and one Reaction. Combat Actions, such as attacks, and Movement Actions take place in DEX order. The character with the highest DEX will act first, followed by the character with the second-highest DEX, and so on until the character with the lowest DEX acts. Reactions, such as Parries or Dodges, are made during this process as they are needed. Characters casting spells act on their INT.
- **End of Combat Round:** Once all eligible characters have acted in the combat round, it is over. If there are characters still engaged in combat with enemies, another combat round begins.

ENCOUNTER DISTANCE AND ENGAGING IN COMBAT

Not all combats start with the two sides, the Adventurers and their opponents, directly facing each other within sword's reach. At the beginning of a combat, or potential combat, the Games Master must determine which of the following two distances the encounter starts at.

RANGED

Characters can engage in ranged combat at any distance up to double the range of the missile weapons the characters are using. Ranged combat typically happens when enemies spot each other at a distance - while a gun can be used at close combat range, the slow reload time means that if a shot misses, the character using the gun will be open to close combat attacks while changing to a more suitable weapon.

CLOSE

At a range of two metres or less, characters can engage in either Close or Unarmed combat.

Close Combat Actions

The sequence of a normal Close Combat Attack is described, followed by various alternative actions that can be used in Close Combat.

1. MAKING THE ATTACK

A normal attack is made by simply rolling D100 and comparing it to the character's skill in the weapon he is using.

If a character rolls equal to or lower than his weapon skill, he has hit his target.

If a character rolls greater than his weapon skill, he has missed his target.

2. TARGET REACTION

The target may either attempt to Dodge or Parry the attack, as he chooses. However, only one Reaction can be made to a successful attack per round.

If the enemy has already reacted this round, or chooses not to react against this attack, then this attack is unopposed. Move straight on to damage resolution.

If the attack is opposed, the defender makes a Dodge or Parry (see Reactions).

3. DAMAGE RESOLUTION

If the attack is successful, damage is rolled. Each weapon has its own damage score, to which is added the attacker's Damage Modifier in order to determine the total damage being dealt.

If the defender is armoured then the armour will absorb some of this damage. Reduce the attack's damage by the armour points (AP) of the defender's armour. Use the figure before the slash. Armour only provides half protection against guns as long as they are fired within their normal range. In such a case use the figure after the slash.

4. DAMAGE APPLICATION

Apply any remaining damage to the defender's Hit Points.

CLOSE COMBAT SITUATION MODIFIERS

Sometimes other factors effect what's going on in combat. These add penalties or bonuses to a character's dice rolls in close combat.

Situation	Skill Modifier
Target is helpless.	Automatic critical
Target is prone or attacked from behind.	+20%
Attacking or defending while on higher ground or horseback.	+20%
Attacking or defending while prone.	-20%
Attacking or defending while on unstable ground.	-20%
Attacking or defending while underwater	-40%
Defending while on lower ground or against mounted foe.	-20%
Fighting in partial darkness.	-20%
Fighting in complete darkness.	-40%

OTHER ACTIONS IN CLOSE COMBAT

These are other actions that a character can take as a Close Combat Action.

CHARGE

If a character can move a minimum of five metres towards his opponent, then he can make a charge. He may move a distance up to twice his Movement Rate. This must be in a straight line and he must end up adjacent to an enemy. When the move is complete, a close combat attack may be made against the enemy. If the attack is successful, the character gains a bonus of +1D6 damage. He loses his Reaction for the round that he charges on. Characters charging uphill don't gain the damage bonus.

ALL OUT ATTACK

The attacker gives up his or her Reaction for the round but gains a second attack, which happens straight after the first attack. Both attacks are at -20% due to the loss of skill during this frenzied attack. This type of attack cannot be combined with Great Attack, Targeted Attack or Disarming Attack.

ALL OUT DEFENCE

The attacker gives up his or her attack for the round but gains a second Reaction, (Dodge or Parry) in the same round. Both Reactions are at -20%. The second Reaction allows the character to Dodge or Parry a second attack, it does not allow the character to attempt to Dodge or Parry the same attack twice.

DISARMING ATTACK

The attacker attacks at -20% to his or her weapon skill, with the aim of disarming his or her opponent either of their weapon or shield. If the attack is successful and the opponent fails to Parry or Dodge, the weapon or shield is thrown D6 metres away from the owner.

GREAT ATTACK

This attack is made using two-handed Close Combat weapons, where the attacker has enough room to swing the weapon for a really forceful blow. The attacker gains a +20% to attack and does maximum damage bonus but loses his or her Reaction for that combat round.

TARGETED ATTACK

The attacker chooses what part of the opponent's body to attack, using the Major Wound Table. This has no special effect, unless a Major Wound is dealt, in which case the chosen body part is successfully hit

causing the accompanying Serious or Grave Wound. The attacker is at -20% to his weapon roll.

INTIMIDATE/PERSUADE

The character tries to get the other side to surrender or flee. This can either be targeted at a group of enemies or a single enemy (whether a member of a group or not). Make an opposed roll using the character's Influence against the enemies' Persistence, modified as listed below. Groups roll once using the Persistence of the group leader. If the group leader's Influence skill is higher than his Persistence, then they may use that skill instead. Apply the following modifiers to the enemy's Influence/Persistence skill depending on the state of the enemy.

Note: These modifiers are not cumulative. Apply the one that best describes the situation. Also, it may be appropriate to add further modifiers dependent on Faction (individuals will be less willing to surrender to a bitter enemy), overwhelming odds, etc. Let common sense prevail.

If an enemy group is at full strength and have taken no wounds and they outnumber the Adventurers, then only a critical roll for Influence against a failed Persistence roll will make them surrender. A fumbled Persistence roll will see the enemy suddenly rout.

When the player is attempting the roll, he must declare whether he is targeting the whole group or singling out an individual.

Players are encouraged to say what the Adventurer is saying as a taunt, and the Games Master may add a bonus to the character's skill for a particularly witty or chilling taunt.

The character need not speak the same language as the opponent they are trying to Influence, but they must be capable of some sort of sign, gesture or body language that the opponent is capable of understanding.

SET WEAPON

A character can spend a Combat Action setting the shaft of a weapon, such as a spear or polearm, in the ground in anticipation of a charge from an opponent. When the charge actually comes the character automatically gets an attack at +20% before the charging character gets their attack. If the character makes any other Combat Action or Reaction before the charge, the weapon becomes 'unset'.

Unarmed Combat

Actions

Unarmed Combat works the same as Close Combat, except that one or more of the combatants is unarmed.

An Unarmed Combat attack does 1D3 damage, plus the normal Damage Modifier.

If an Unarmed Combat attack is parried by a crafted or natural weapon, then the attacker will immediately suffer the rolled damage of the Parrying natural weapon, with no damage modifier; if this turns out to be a Serious or Grave wound, it will be to the limb he is using to attack. This is in addition to the normal effect of the Parry.

NATURAL WEAPONS

Natural weapons such as the teeth and claws of monsters are counted as weapons and not unarmed attacks. The damage they deal is listed in the monster's description. They may Parry other natural weapons or unarmed attacks, but not crafted weapon attacks.

GRAPPLING

A grapple attack is made in the same way as a normal Unarmed Combat or natural weapon attack but must be declared as such before any dice are rolled.

Should the attacker hit with his grapple attack, no damage is initially caused. Instead, the attacker then opposes his Unarmed Combat skill to the target's Unarmed combat skill, in a roll similar to an opposed skill test.

Grapple Fails: The grapple attempt fails and the attack is considered to have missed.

Grapple Succeeds: The two combatants are now grappling and the attacker may immediately follow up on this success by Throwing, Inflicting pain or Immobilising the target.

GRAPPLING COMBATANTS

Grappling combatants will remain locked together until one combatant breaks free or is thrown out of

the grapple. Grappling combatants suffer a -20% penalty to any tests that do not target or directly respond to their grapple partner. Grappling combatants may not use Reactions.

A grappling combatant is restricted to the following special Combat Actions:

BREAK FREE

To break out of a grapple, the character makes an opposed grapple attempt. The characters may only use the Unarmed Combat skill in this case. If the character succeeds his roll while his opponent fails then the character has succeeded in breaking free and the combatants are no longer grappling, though they will be adjacent.

IMMOBILISE

While immobilised, enemies are considered helpless. Once per round the defender may attempt to break free, although he or she will be at -20% in the opposed test.

INFLICT PAIN

The grappler inflicts damage is 1D4 + Damage Modifier. Armour does not help. Once per round, the defender may attempt to break free or may attempt to turn the tables on their attacker by counter-grappling or attacking with a weapon or other unarmed attack.

THROW

The opponent is thrown 2 metres and suffers 1D4 damage. Armour does not help. The grapple ends in this case.

Ranged and Gun Combat Actions

Gun Combat and Ranged Combat use the same rules, though different skills are needed.

All ranged attacks are handled in the same manner as close combat attacks, with the following exceptions:

Ranged attacks may not be used as part of a charge.

LOADING RANGED WEAPONS

Most black powder weapons take several rounds to reload; other ranged weapons may take less time to ready. See weapon descriptions in the equipment chapter for details.

RANGE

A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's weapon skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond twice the weapon's range. A gun fired beyond its range does not benefit from the normal reduced armour protection afforded to guns.

DODGING AND PARRYING

The target may attempt to Parry or Dodge a hand-thrown ranged attack (e.g. knives, etc.) but may not normally Dodge or Parry ranged missile weapons (such as gun or crossbow fire). Shield-carrying characters may attempt to Parry hand-thrown missile weapons if aware of the attack.

DISARMING

A character may attempt to disarm a target with a ranged attack, but cannot knock a shield from a target's arm.

COVER

Cover affects both ranged and close combat attacks. For missile attacks the defender benefits from the best of the cover modifiers below.

Partial cover -20%: For example, a low wall that leaves only head and torso exposed.

Very good cover -40%: For example defender on a castle wall, firing from protected battlements.

Virtually total cover -75%: For example, a castle wall with arrow slits for defenders to shoot through.

RANGED COMBAT SITUATION MODIFIERS

Sometimes other factors effect what's going on in combat. These add penalties or bonuses to a

Situation	Skill Modifier
Wind¹	
High wind	-20%
Fierce wind	-40%
Hurricane	Attack automatically fails
Target movement¹	
Target has moved 10m or more since last combat round	-20%
Target has moved 30m or more since last combat round	-40%
Target Visibility¹	
Target obscured by smoke, mist, or is in partial darkness	-20%
Target is obscured by thick smoke, fog, or is in darkness	-40%
Target is above SIZ 20	+20%
Target Condition¹	
Target is helpless	+20%
Target is prone	-20%
Attacker Condition²	
Attacker is prone	-40%
Attacker is underwater ³	-20%
Attacker is on unstable ground	-20%
Attacker is blinded	-50%

¹ Modifiers within these sections are not cumulative. However, modifiers from different sections are cumulative. Therefore, shooting at a target within a mist that has moved more than 10m since the attacker's last Combat Action imparts a -40% penalty.

² Attacker condition modifiers are cumulative.

³ Only thrown weapons may be used underwater. Bows and other projectile weapons will automatically miss if fired underwater, and black powder weapons will obviously not work at all.

character's dice rolls in ranged and gun combat.

RANGED WEAPONS IN WET WEATHER

In wet weather most ranged weapons are unusable. Only thrown weapons and slings are generally effective, unless some steps are taken to find cover from the elements or, in the case of black powder weapons, cover the firing mechanism of the weapon.

FIRING INTO A CROWD

When firing into a crowd, the Games Master will determine how much cover the defender has from the ranged attack. The ranged attack is then resolved as normal for a target behind cover.

If the attack fails to hit the defender and succeeds against the unmodified attack skill, the firer has hit one of the individuals adjacent to the target. The accidental target may Dodge against this attack as normal.

OTHER ACTIONS IN RANGED AND GUN COMBAT

As well as the standard actions described above, other actions are available to those involved in Ranged Combat.

AIM

Every round spent aiming adds a +20% bonus to the character's Ranged Combat or Gun Combat skill. This bonus only applies to the first attack the character makes with the aimed weapon, which must be fired at the target designated when aiming begins. Subsequent shots at the same target do not gain the aim bonus. A character can take no Combat Action, Movement Action or Reaction while aiming without losing the aim bonus.

ALL OUT ATTACK

In the event that a character has two readied pistols or carbines, they she can make an all out attack. This causes both weapons to discharge simultaneously and the firer to lose her Reaction for that round. There is the normal offhand penalty of -20% for one of the weapons unless the character has the Dual Weapons (Two Guns) skill.

THROW CLOSE COMBAT WEAPON

If a close combat weapon that isn't designed to be thrown is hurled at an enemy, it has a range of 8m and suffers a penalty to the attack equal to its ENC x 10. The Ranged Combat skill is used.

Movement Actions

Unless specified, characters may make one Movement Action per round, without losing their Combat Action or Reaction. Unless specified, Move Actions may be taken before or after Combat Actions. So a character might fire and then move, or move and then fire.

CHANGE STANCE

The character may stand up from prone, or vice versa.

FIGHTING RETREAT

A character may move up to half his Movement directly away from an enemy he is fighting. He may only attack or defend but not both.

MOVE

The character may move a distance up to his Movement score once per Combat Round. This is a free Action and the character does not lose either their Action or Reaction. Most people can move 15 metres in a round, though this may be effected by injury or magick, and non-human creatures may have a different Movement score.

SPRINT

The character may move a distance up to twice his Movement score, forsaking his attack and only being able to Dodge as defensive Reaction.

MOVING OUT OF CLOSE COMBAT

If a character elects to Move away from an opponent that he or she is engaged in Close Combat with (rather than making a Fighting Retreat) then the character loses his or her Combat Action that round (although may still make one Reaction), and the opponent is able to use their Reaction to make an attack. If the

character elects to Sprint out of combat then the character loses both his or her Combat Action and Reaction. Whether Moving or Sprinting this means that if the fleeing character is higher in the combat order than their opponent, the opponent is still able to get a blow in (their Reaction) as the character runs away. If the opponent is higher in the combat order than the character running away, then the opponent can attack as normal, then make a further attack (using their Reaction) as the character runs away.

Reactions

A character can make one Reaction in a combat round. Unlike combat Actions, Reactions are made in response to the successful hits of enemies.

There are two main types of Reaction - Dodge and Parry.

Parries can be made against Close Combat attacks. Shields can also Parry hand-thrown missile weapons.

Dodges can only be made against Close Combat attacks and hand thrown missile weapons, providing the target is aware of the attack. A Dodge can be used to avoid being Grappled, although once Grappled a character can't Dodge. Dodge can also be used as a Reaction, if still available, to avoid the damage of spells such as Dragon's Breath, which are projected at the defender. See the appropriate spell descriptions in the magick chapters for more detail.

Reactions are declared after a successful attack has occurred but before its effects are applied.

DODGE

When an attacker successfully hits, the defender may choose to Dodge as his Reaction, in order to avoid damage. The defender rolls against his Dodge skill.

If the defender succeeds then he has successfully avoided the attack.

If Dodging against a critical hit, then if the defender rolls a critical on his Dodge, it reduces the attacker's critical to a normal success. If the defender fails his Dodge against a Critical Hit, the attacker does maximum damage and ignores the defender's armour.

A Fumbled Dodge results in the character stumbling. This causes the character to forfeit his or her next Combat and Movement Action and make his or her next Reaction with a -20% penalty.

PARRY

When an attacker successfully hits, the defender may choose to Parry with a weapon or shield as his Reaction to avoid damage. The defender rolls against his Close Combat skill.

If the defender succeeds then, depending on the relative size of the weapons used, they may be able to reduce or remove all of the rolled damage. Weapons are rated in the following size categories: Small, Medium, Large and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less its blocks half damage. If two categories less, it cannot block the damage.

A critical Parry against a normal success deflects all the damage regardless of size category. If Parrying against a critical hit, the defender also rolls a critical on their Close Combat skill roll, then the attacker's critical is reduced to a normal success.

If a Parry is fumbled use the Close Combat Fumble table to determine the outcome.

What's the difference between Parry and Dodge? It's mainly down to a matter of combat style and Parrying has the advantage that it is based on the same skill that you use to attack with, so for the purposes of skill advancement it is better to advance Close Combat skill than Close Combat skill *and* Dodge. Bear in mind though that some things (falling masonry, out of control Leviathans, etc.) cannot be parried, so having a low Dodge skill can be counter-productive!

ATTACKING A DISENGAGING ENEMY

As noted above, in Movement Actions, in the event that a character moves or sprints away from Close Combat, unless the withdrawing party is making a Fighting Retreat, the character they are moving away from may sacrifice his or her Reaction to make an extra attack on the retreating character.

Other Actions in Combat

These actions can also be used in combat, but do not fit any of the above categories.

CAST SPELL

Spells take effect when they are cast in an order determined by INT instead of DEX. See the Alchemy and Witchcraft Chapters for more on spellcasting.

DELAY

A character may pause to assess the tactical situation around him. If a delaying character merely wishes to act after a specific character has acted, they wait until that character has finished their Combat and/or Movement Action. If a delaying character wishes to interrupt a specific character's Action as it occurs, the character must make an opposed test appropriate to his interrupting Action (a weapon skill test if the character wishes to attack, for instance). Whoever wins the test acts first.

READY WEAPON

Drawing a sword from its sheath, pulling a pistol from from one's belt, nocking an arrow to a bow - all these Actions take one combat round. A single Ready Weapon Action can also include dropping a weapon currently held to the floor and then drawing a new one. Sheathing one weapon and drawing another takes two Combat Rounds, as does readying two weapons. Ranged weapons can be reloaded with this Action - this takes as many Combat Rounds as noted in the weapon's description.

SKILL USE

The character performs one Combat Action that requires the use of a skill, such as opening a locked door with the Mechanisms skill. How long (how many rounds) the task takes and whether the task being attempted allows the character to have a Reaction or Movement Action is at the discretion of the Games Master.

Critical Hits and Fumbles

CRITICAL HITS

Every attack skill a character possesses has a critical

score. A critical score is the attack skill's score, divided by ten, and rounded to the nearest whole number. It represents a lucky and effective hit in a unprotected area of an opponent.

If the D100 attack roll is not only lower than the attack skill, but also equal to or lower than the character's critical score with that skill, then the attack is considered a critical hit.

A critical hit automatically causes maximum damage for the weapon and maximum Damage Modifier. If the character has a negative damage modifier (i.e. -1D4 or -1D6) it is not rolled for a critical hit. Critical hits also ignore armour.

A critical hit is made into a normal hit by a critical Parry or critical Dodge. That is, damage is rolled by the attacker as normal and the defender's armour counts.

FUMBLES

Conversely, if an attacker or defender fumbles by rolling 00, they have put themselves at a severe disadvantage. The character should roll on the appropriate table from those over the page.

Special Combat

Situations

MOUNTED COMBAT

A mounted warrior has a +20% bonus to his attacks and Parries against adjacent opponents on foot; a character on foot defending against a mounted attacker suffers a -20% penalty to his Reaction skill. These modifiers do not apply if the target on foot is as tall as the mounted character is while mounted.

A mounted character uses his mount's Movement score when moving rather than his own.

A mounted Adventurer can use no weapon at a skill level greater than his Riding skill score.

When charging with a spear or lance the horse's Damage Bonus is used when determining wounds.

COMBAT RESULTS SUMMARY TABLE

Attacker	Defender's Reaction	Result
Fumble	No need to roll	Attacker fumbles and rolls on appropriate fumble table.
Failure	No need to roll	Attacker fails to hit defender.
Success	Fumble	Attacker hits, defender takes damage rolled minus armour points and rolls on appropriate fumble table.
Success	Failure	Attacker hits, defender takes damage rolled minus armour points.
Success	Success	If Dodging, defender avoids the attack. If Parrying, then if attacker's weapon smaller or equal in size to defender's weapon, all damage avoided. If Parrying weapon is a rank smaller, half damage is done. If Parrying weapon two ranks or more smaller, no damage can be avoided.
Success	Critical	Defender avoids attack and takes no damage, even if Parrying with smaller weapon.
Critical	Fumble	Attacker does maximum damage and ignores defender's armour. Defender rolls on appropriate fumble table.
Critical	Failure	Attacker does maximum damage and ignores defender's armour.
Critical	Success	Attacker does maximum damage and ignores defender's armour.
Critical	Critical	Attacker hits, defender takes damage rolled minus armour points.

CLOSE COMBAT FUMBLES

This table should be used when a fumble is obtained with any Close Combat skill.

1D20	Result	Effect
1-3	Falter	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Weapon falls 1D4 metres away.
7-9	Lose balance	Lose next 1D3 actions, whether they be Movement Actions, Combat Actions or Reactions.
10-12	Stumble	Trip and fall prone. Forfeit next Combat Action and Movement Action. All Reactions at -20% penalty.
13-14	Hit ally	Accidentally strike a nearby companion for normal rolled damage. If no ally within range, hit self instead.
15-16	Break weapon	The weapon strikes the ground, a wall, or similar surface capable of causing damage, and breaks. It must be repaired by the appropriate craftsman before it can be used again.
17-18	Hit self	Inadvertently hit self for normal damage, including Damage Modifier.
19-20	Unlucky	Roll twice on this table.

GUN COMBAT FUMBLES

This table should be used when a fumble is obtained with Gun Combat skill.

1D20	Result	Effect
1-3	Disoriented	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Gun falls 1D2 metres away and goes off, discharging harmlessly into the ground.
7-9	Jammed	Mechanism jams. Requires 3 combat rounds and a Gun Combat roll to get it working again.
10-12	Hang fire	Gun fails to fire, but will go off unexpectedly 1D3 combat rounds later.
15-16	Shoot ally	Accidentally shoot a nearby companion for normal rolled damage. If no ally within range, shoot self instead.
17-18	Shoot self	Inadvertently shoot self for normal damage.
19-20	Explosion	Gun explodes, doing maximum damage to character. Gun cannot be repaired.

RANGED WEAPON FUMBLES

This table should be used when a fumble is obtained with any Ranged Combat skill.

1D20	Result	Effect
1-3	Disoriented	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Drop weapon	Weapon falls 1D2 metres away.
7-9	Snare weapon	Weapon caught in your clothing. Spend a round getting it free.
10-12	Lose weapon	Bow string breaks, or weapon lost (for duration of combat) when thrown.
13-14	Damage weapon	Weapon breaks. It must be repaired by the appropriate craftsman before it can be used again.
15-16	Hit ally	Accidentally hit a nearby companion for normal rolled damage. If no ally within range, hit self instead.
17-18	Misfire	Inflict normal damage on self.
19-20	Unlucky	Roll twice on this table.

NATURAL WEAPON FUMBLES

This table should be used when a fumble is obtained with Unarmed Combat skill, or when a creature with natural weapons (teeth, claws, etc.) fumbles.

1D20	Result	Effect
1-3	Hesitate	Lose next action, whether a Movement Action, a Combat Action or a Reaction.
4-6	Numb limb	Limb is paralysed until a successful Resilience roll is made, starting next round.
7-9	Entangle self	Spend a round sorting self out. Lose Combat and Movement Actions and Reaction.
10-12	Damage self	Injure self by hitting opponent's Parrying weapon, armour, tree, ground, etc. Do normal damage to self including Damage Modifier.
13-14	Stumble	Trip and fall prone. Forfeit next Combat and Movement Action. All Reactions at -20% penalty.
15-16	Dislocate limb	Do maximum damage to self.
17-18	Hit ally	Accidentally hit a nearby companion for normal rolled damage. If no ally within range, damage self instead.
19-20	Unlucky	Roll twice on this table.

UNTRAINED MOUNTS

The rider of a mount unused to combat must make a Riding skill test at the start of each combat round. Failing this test will cause the horse to automatically use the Flee Combat Action at every opportunity for the remainder of the combat round. Succeeding this test allows the horse to be treated as a trained mount for the remainder of the combat round.

TWO WEAPON USE

A character wielding two weapons may gain either another normal attack or Parry in a round, but the second Combat Action or reaction is at -20% due to the weapon being in the off-hand, unless the character has a suitable Dual Weapons skill for the weapons being used.

If the extra Action is an attack, this takes place at half the character's DEX in the combat round. If a Parry, it can be used at any point in the round that the character is attacked.

Some main gauche weapons allow special Actions to be performed with a Parry – see individual weapon descriptions for details.

COMBAT SKILLS GREATER THAN 100%

A character with over 100% can split his skill to perform multiple attacks and Parries or Dodges.

For combat attacks at over 100% in the weapon skill the number of attacks and the allocated % of each one must be declared at the start of the combat round. Any allocation of split is allowed.

Divide the character's DEX by the number of attacks to find when attacks occur in the DEX sequence. First attack is at normal DEX and then subsequent attacks are at intervals of DEX divided by the number of attacks.

Parries and Dodges do not need to be declared at the start of combat round but careful track must be kept of how many have already been used.

Damage

When a character successfully scores damage against a target, the resulting damage must be deducted from the target's Hit Points. Every weapon has a damage rating, which is listed in its entry in the relevant weapon table in the Equipment chapter. This rating is the amount of damage when the weapon successfully hits a target. In Close Combat, and with a thrown weapon in ranged combat, the attacker's Damage Modifier is added to this.

All damage is taken away from Hit Points. Losses to Hit Points represents minor cuts and bruises, although these can add up and become life-threatening if a character gets enough of them. If a character takes damage equal to half his starting Hit Points in one blow (i.e. Equal to his Serious Wound Level), the character takes a Major Wound (see Wounds, below) on top of the loss to Hit Points. Once a character's Hit Points drop to a negative level equal to his starting Hit Points, he must make a successful Resilience roll every combat round or die (e.g., a character with 15 Hit Points to begin with must begin making Resilience rolls to stay alive once his Hit Points drop to -15).

If a character takes double his original Hit Points in one blow, he or she is automatically dead (e.g., a character with 15 Hit Points will automatically die if he takes 30 damage in one blow).

HIT POINTS

Hit Points at minus starting level or below: Character must make a Resilience roll each round or die.

Character takes double starting Hit Points in one blow: Automatic death.

Death from non-combat damage: Characters can take Hit Point damage from things other than combat – poisons, disease, drowning, etc. Such damage does not cause a Major wound. Once a character's Hit Points drop to a negative level equal to his starting Hit Points, he must make a successful Resilience roll every combat round or die. (e.g., a character with 15 Hit Points to begin with must begin making Resilience rolls to stay alive once his Hit Points drop to -15).

MAJOR WOUNDS TABLE

Units die of Attacker's roll	Serious Wound (If half original HPs lost in one blow)	Grave Wound (If HPs drop below 0, or are already below 0)
1 Face	You are hit in the face, and receive a permanent scar.	You have lost an eye and your face is permanently scarred. All perception rolls at -40%, lose 4 points of DEX and 1 point of CHA permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
2 Head	You are concussed. All skills involving mental processes become -20% until Hit Points back to full. This includes Perception, Persistence, and all Lore, Culture, Beliefs and Craft skills.	Your skull is cracked, you get a bullet in the brain-pan, or your head is severed from your neck. You are killed instantly.
3 Left Leg	Your left leg is disabled (broken or paralysed). Your Move is reduced to 1m until Hit Points back to full.	Your left leg muscles are badly cut/mangled, your leg bone is shattered or your limb is severed. You fall prone, and can only crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
4 Right Leg	Your right leg is disabled (broken or paralysed). Your Move is reduced to 1m until Hit Points back to full.	Your right leg muscles are badly cut/mangled, your leg bone is shattered, or your limb is severed. You fall prone, and can only crawl at 1m per round. Lose 2 points of DEX and 2 points of STR permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
5 Ribs	You have broken some ribs. All skills are at -40% until Hit Points back to full due to intense pain.	Your chest is caved in, leading to a gasping, agonising death. You can attempt a dying speech, but it's likely to come out as a rasping gurgle.
6 Stomach	You receive nasty stomach wound. Lose 1 hit point per round due to blood loss until medical attention received.	You suffer a devastating stomach wound and die from shock and blood loss.
7 Heart	Your heart stops in shock! You lose consciousness for next D10 rounds, fall prone and cannot move. Your Fatigue level is Wounded until you your Hit Points are back to full.	Your heart stops in shock! It doesn't start again. Your time is up.
8 Back	You have suffered a back injury. All skills at -40% until Hit Points back to full due to intense pain.	Your spine is broken. You are paralysed from the neck down. You will live, but your adventuring days are likely over. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
9 Left Arm	Your left arm is disabled (broken or paralysed). You automatically drop any held items. Your arm remains useless until your Hit Points are back to full.	Your left arm is badly broken or completely severed and becomes useless permanently. Automatically drop any held items. Lose 1 point of DEX permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.
0 Right Arm	Your right arm is disabled (broken or paralysed). You automatically drop any held items. Your arm remains useless until your Hit Points are back to full.	Your right arm is badly broken or completely severed and becomes useless permanently. Automatically drop any held items. Lose 1 point of DEX permanently. You are at -20% to all skill rolls due to shock, and must make a Resilience roll each round to stay conscious until you receive medical attention.

ARMOUR

A character's Armour Points are subtracted from damage before it is applied to his Hit Points. But although Armour Points will protect against loss of Hit Points, they will not prevent Major Wounds. If the resulting damage, after armour has been subtracted, is at the character's Major Wound level, or higher, then a

Major wound has been inflicted. A character wearing a helmet can still get concussion if hit hard enough, and a character with leg armour can still suffer a broken leg.

ARMOUR AND GUNS

Armour only provides half protection (rounded

down) against guns fired at up to their normal range, but full protection if fired beyond their normal range (see Encounter Distance).

MAJOR WOUNDS

If a character receives a Major Wound, he takes Hit Points damage as normal. On top of that, the attacker should take the *units* die of their D100 attack roll and look it up on the correct column of the Wound Table below (the Serious Wound column if the character's hit points are still above 0, the Grave Wounds column if they drop to 0, or below) to see what type of wound the character has suffered. (e.g., If you roll 45 on your attack roll, the result on the Wounds Table will be 5, if you roll 20, it will be 0, etc.).

If a character uses the Targeted Attack, the attacker may choose the location, rather than using the random method.

MINOR NPCs: OPTIONAL RULE

As written, combat in *Renaissance* is quite dangerous. Players will be reluctant to get into a fight if they don't have to. For a more cinematic, swashbuckling game, use the following rule:

MAJOR WOUNDS

There are two types of Major Wounds.

- **Serious Wound:** If damage is greater than a character's Major Wound Level, and their Hit Points remain above 0, the injured party takes a Serious Wound.
- **Grave Wound:** If damage is greater than a character's Major Wound Level, and their Hit Points drop to 0 or lower, the injured party takes a Grave Wound, and he or she may die.

When fighting minor NPCs, every Major Wound caused by the Adventurers is a Grave Wound. This means you can throw hordes of ghouls or blundering guards at the party with some hope of the Adventurers still winning the fight, as the enemy will be put out of action quite quickly. Save Serious Wounds for the major villains, who may live to fight another day - the master swordsman who beats the best fighter in the adventuring party and escapes; the mad Alchemist who carries on throwing spells despite being badly wounded; the mother dragon, whose half-grown hatchlings the Adventurers have hacked their way through, only to find the parent is an entirely different level of challenge.

Chapter 6: Rules and Systems

This chapter gives the players and Games Master rules for a number of situations that may arise during a game of *Renaissance*, some rare, some common.

Travel

Adventurers in *Renaissance* may spend a lot of their time travelling, often on horseback.

THE MAIN ROADS

Main roads are suitable for carriages and carts. Trade wagons travel these roads – a friendly Merchant cart-owner may be persuaded to take passengers, but the number of Highwaymen means that a lot of traders will be very reluctant to take strangers, no matter how friendly-seeming.

Richer people may have carriages, two- or four-wheeled, which are good for travelling in the streets of towns and on the main roads, but next to useless on lesser roads.

The main roads are generally have milestones at

regular intervals and are signposted, telling the distance to the nearest major towns.

LESSER ROADS

Most roads are all but impassable to wheeled vehicles, and traders on these roads tend to use pack trains of horses or mules when travelling. Other travellers go on foot or on horseback. Signposts are few and far between, maps are non-existent outside of town street-plans, and hiring a local guide is essential if you intend to get anywhere. The vast majority of the population has never been further than the nearest market town – on average about 11km – so guides will need to be changed fairly often, unless the Adventurers manage to find a particularly well-travelled one!

DAILY TRAVEL DISTANCES

The numbers below assume the travellers are not pushing themselves. They may travel 50% further in a day, but they (and their animals) will need to make a Fatigue Test at the end of the day's travel.

Form of travel	Main Road	Lesser Road
On foot	20 km/day	20 km/day
On horseback	40 km/day	30 km/day
Pack-train, or lord and retinue on horseback	25 km/day	12 km/day
By carriage, or trade wagon	20 km/day	8 km/day or less
On horseback with horses changed every 16km	50+ km/day	Not available

HILLY TERRAIN

Terrain will obviously have an effect on the distance travelled. In rural, settled country, roads and tracks often meander about rather than going straight from A to B, so a "country mile" can be considerably longer than a mile as the crow flies!

Travel in hilly country will be only 80% of what is

stated in the table, and in mountainous territory there are no main roads and travel time will be only 50% of the listed lesser road time.

CROSS-COUNTRY TRAVEL

Heading off the established roads can get you into all sorts of trouble. In more settled areas, you're likely to face irate farmers as you trample crops and disturb livestock – or you may meet an enraged bull or savage guard-dog. In areas where enclosures have been built, you'll have to negotiate hedgerows, fences or dry-stone walls.

In wilder areas there are thick and almost unexplored forests full of wild boars and wolves, uncrossable marshes and swamps inhabited by stoorworms, and pathless moorlands and mountains. The only advantage to travelling cross-country is that you're unlikely to be robbed by highwaymen or have your horses requisitioned by the army.

Travel cross-country will be 30-60% slower than travel on a lesser road – and heavy wagons and carriages may get bogged down and make no progress at all.

WEATHER

1D10	Winter Weather	Spring/Autumn Weather	Summer Weather
1	Clear bright day, warm for the time of year.	Crisp bright day, cold.	Clear sky but cold for the time of year.
2	Crisp bright day, cold.	Drizzling rain, cloudy.	Drizzling rain with occasional sunshine.
3	Drizzling rain, cloudy.	Drizzling rain, cloudy and cold.	Driving continuous rain. (-20%)
4	Drizzling rain, cloudy and cold.	Driving rain. (-20%)	Steady rain with a few sunny spells. (-10%)
5	Steady rain, cloudy, wet and miserable. (-10%)	Steady rain, cloudy, wet and miserable. (-10%)	Cloudy and grey.
6	Steady rain, cloudy and cold. (-10%)	Sunny day, gentle breezes.	Warm and breezy.
7	Driving rain, very cold. (-20%)	Sunny day, clear sky, no wind.	Pleasant summer's day.
8	Sleet and hailstorms. (-30%)	Sunny and warm.	Radiant sunshine.
9	Gales and storms. (-40%)	Sunny and very hot.	Heatwave.
10	Snow. (-30%)	Gales, storms or freak snowfall. (-40%)	Humid and stormy. (-30%)

TRAVEL AT NIGHT

Don't do it. No, seriously. There are no lights, and unless the sky is clear and the moon is bright, you won't be able to see your hand in front of your face. There are wolves and ghosts and ghouls, and if anyone else is also out at night, they're likely to assume you're up to no good and shoot first and ask questions later. Only poachers and ne'er-do-wells go out at night, and they tend to know the local countryside like the back of their hand.

Travel at night will be 20% of normal travel speed for the terrain, unless the night is moonlit.

WEATHER AND TRAVEL

Inclement weather will affect travel speeds. The Weather Table shows details of the penalties caused by different types of weather – these are added to the effects caused by terrain.

Weather

For random weather, the following table will suffice – roll once every three days of game time to determine the prevailing weather conditions (or more or less regularly to suit your campaign). The table gives adjustments for travel times – work out what the travel time would be for the terrain using the information under “Travel”, then take off the penalty for the weather shown in the table below. This table is

designed for the British Isles – Games Masters may wish to create their own table for less inclement parts of the world.

WEATHER PENALTIES

Some of the entries have a number in brackets after the entry. This represents a weather related travel penalty.

Travel Penalty: This is the amount by which travel speed is decreased due to inclement weather. Take this off *after* other penalties. So for instance, normal travel on a lesser road on horseback is 30 km/day. In hilly country, this only 80% of that listed, which is 24 km/day. In driving rain, a further 20% is taken off the 24 km/day, meaning travel is reduced to 19.2 km/day.

Note: Weather also has an effect on ranged weapons. See the Combat chapter.

Light and Darkness

Adventurers do not always perform their actions in the bright light of day. The Light and Darkness table gives the effects of various types of illumination and darkness on the characters, while the Illuminating Items table shows how much light certain types of

LIGHT AND DARKNESS

Environment	Example	Effects
Brightly Illuminated.	Blazing summer day.	None.
Illuminated.	Heavily candle-lit room, overcast day, within radius of illuminating item.	None.
Partial Darkness.	Misty day, brightly moonlit night, within 3 x radius of illuminating item.	-20% to vision-based Perception tests.
Darkness.	Foggy day, room lit only by the embers of a fire, within 5 x radius of illuminating item.	-40% to vision-based Perception tests and all combat skills. Movement rate halved.
Pitch Black.	Windowless room with stone walls, cavern far underground.	No sight-based Perception tests possible. Gun Combat and Ranged Combat attacks only hit on a critical success. Close Combat skills at -60%. Movement rate at one quarter of normal.

illumination give.

NIGHT SIGHT

Some creatures have night sight, which enables them to treat partial darkness as though it were illuminated, and darkness as though it were partial darkness. Such creatures suffer the normal penalties when it is pitch black.

ILLUMINATING ITEMS

Item	Radius
Candle or embers of a fire	1m
Lantern or flaming brand	3m
Campfire	5m
Bonfire	10m
Spell for the Illumination of Darkness	10m, but unlike mundane light, does not illuminate at all beyond its radius.

Fatigue

Adventuring can be tiring. The following rules cover activities that cause tiredness. Games Masters should not overdo the use of these rules or players themselves may become fatigued! Keep them for occasions when the characters' weariness may have a bearing on their ability to function in the adventure –

FATIGUE LEVELS

Level of Fatigue	Effects
Fresh	None
Winded	All skill tests (including further tests to resist Fatigue) suffer a -10% penalty.
Tired	All skill tests (including further tests to resist Fatigue) suffer a -20% penalty. Movement suffers a -2m penalty. -2 to combat order.
Wearied	All skill tests (including further tests to resist Fatigue) suffer a -30% penalty. Movement suffers a -2m penalty. -2 to combat order.
Exhausted	All skill tests (including further tests to resist Fatigue) suffer a -40% penalty. Movement is halved. -5 to combat order. Character must make a Persistence test every minute or fall unconscious for 1D6 hours.
Debilitated	All skill tests (including further tests to resist Fatigue) suffer a -50% penalty. Movement is halved. -10 to combat order (if this is 0 or less, the character can only defend). Character must make a Persistence test every minute or fall unconscious for 1D6 x 2 hours.

when they are forced to push themselves beyond their normal limits in order to complete some task that needs doing.

Physical activity is divided into three categories: light, medium and heavy. The length of time a character can engage in physical activity without running the risk of becoming Exhausted is determined by their CON. Once this time has elapsed, a character must begin to make skill tests in order to resist the effects of exhaustion.

LIGHT ACTIVITY

Characters never risk Fatigue while engaging in light activity.

MEDIUM ACTIVITY

Includes running, fighting in combat, climbing or swimming at a rapid rate. A character can engage in medium activity for a number of minutes equal to their CON before risking Fatigue. Once this time has elapsed, the player must immediately make a Simple (+20%) Athletics test or their character will begin suffering the effects of Fatigue. So long as the activity continues, they must make another Simple (+20%) Athletics test every time a number of minutes equal to the character's CON elapse.

HEAVY ACTIVITY

Includes backbreaking manual labour, sprinting and climbing at a rapid rate. A character can engage in heavy activity for a number of Combat Rounds equal to their CON score before risking Fatigue. Once this

time has elapsed, the player must immediately make a Normal (+0%) Athletics test or their character will begin suffering the effects of Fatigue. So long as the activity continues, they must make another Normal (+0%) Athletics test every time a number of Combat Rounds equal to the character's CON elapse.

EFFECTS OF FATIGUE

If a character fails a test while engaged in medium or heavy activity, they will begin to show Fatigue. Every time a Fatigue test is failed, the character will drop down one level of Fatigue, as shown on the Fatigue Levels table

TIME AND FATIGUE

Once a character has been awake for 10+CON hours, they must make a Persistence test or drop one Fatigue level. This test must be repeated for every hour the character remains awake.

RECOVERING FROM FATIGUE

A character will move up one level of Fatigue for every two hours of complete rest or four hours of light activity. A successful First Aid or Healing test can raise a character by one level of Fatigue once per day, but cannot raise a character above Winded.

Exposure, Starvation and Thirst

This section covers rules for characters dealing with bad weather and insufficient food.

Whenever a character is suffering from exposure, starvation or thirst, the Fatigue test penalty immediately doubles to -20%. In addition, the character will automatically suffer one point of damage to all locations every day, for every condition they are experiencing. Natural or magickal healing will not heal this damage - only sufficient shelter,

food or water can remedy the problem and allow natural or magickal healing to take place.

EXPOSURE

A character caught out in winter weather with insufficient clothing will suffer exposure. If the weather is poor, Adventurers should make a Survival roll to estimate what they will need to survive; on a failed roll, they may suffer exposure. A character can normally survive for a number of hours equal to their CON before suffering from exposure.

STARVATION

A character can survive for a number of days equal to their CON before becoming starved, though after three days they will begin to suffer a -10% penalty to Fatigue tests.

THIRST

A character can survive for a number of hours equal to their CON x 4 before becoming chronically thirsty, though particularly arid environments may reduce this to CON x 3 or even CON x 2.

Encumbrance (Optional Rule)

Note: This is an optional rule. Some gaming groups like to enforce these rules, others find them tedious and use common sense to decide whether what they are carrying is too much.

Encumbrance (ENC) is a measure of the general bulkiness of an item - not only its weight, but its size and unwieldiness too. Most items in the Equipment chapter have an ENC value. Clothes do not have ENC unless they are particularly bulky or make movement difficult - armour falls into this category. 1 ENC is roughly equal to a quarter of a SIZ point.

Adventurers can usually ignore the effects on Encumbrance of lighter items, until they start to carry a lot of them - assume that an average of 20 such light items (those items of everyday and specialist equipment that aren't assigned an Encumbrance value) will equal 1 ENC, on the basis that the character has a suitable means of carrying them, such as a sack or backpack.

A character can carry equipment whose total ENC is less than or equal to their STR+SIZ without penalty.

OVERLOADING

A character carrying total ENC greater than their STR+SIZ is Overloaded.

Overloaded characters suffer a -20% penalty to all tests that require physical actions, including Combat skill tests and most tests that have DEX or STR as a Characteristic.

Overloaded characters have their Movement halved. They also suffer a -20% penalty to all Fatigue tests.

A character cannot carry more than twice their STR+SIZ in ENC.

Falling

A character that takes damage from a fall ends up prone. Armour points do not reduce falling damage.

A character takes 1D6 damage per 1m fallen after the first metre.

As long as the character was not surprised, they may attempt an Athletics test to mitigate falling damage. A successful test allows the character to treat the fall as if it were two metres shorter than it actually is. In addition, as long as this test is a success and the character is not reduced to 0 Hit Points due to the fall, the character lands safely and is not prone. If the roll is a critical, the character lands in a stylish and impressive manner. If the roll is a fumble, the maximum possible damage is taken.

Characters falling onto soft surfaces may have the distance they fall effectively halved for the purposes of damage.

Suffocation

While underwater or moving through a poison gas cloud, a character can hold their breath for a number of Combat Rounds equal to their CON.

Once a character has surpassed the time for which they can hold their breath, they must make a Resilience test every round with a cumulative -10% penalty. On a failure, they automatically start inhaling the suffocating substance. Different substances cause different amounts of damage per round, as follows:

Water, Vacuum: 2D6 Hit Points per round.

Thick Smoke: 1D6 Hit Points per round.

Poison Gas: Character is exposed to the effects of the poison. If the poison gas is a thick smoke, the character will also suffer 1D6 Hit Points of damage on top of the effects of the poison.

Fire and Heat

The amount of damage per combat round suffered from fire or heat will depend on its intensity, as shown on the Fire and Heat table. Metal armour, such as plate or chain mail, does not subtract from the rolled damage.

In the unfortunate event that one of the Adventurers (or someone they're trying to rescue) is burnt at the stake, damage will increase every 1D4 rounds, starting at the top of the table, and moving down level by level. High winds may make the speed of increase higher (up to an increase every round), while heavy rain will damp down the speed at which the damage increases to every D10 rounds.

FIRE AND HEAT

Damage source	Example	Damage per combat round
Flame	Candle	1
Large flame	Flaming brand	1D4
Small fire	Camp fire, cooking fire	1D6
Large fire	Scalding steam, large bonfire, burning room	2D6
Inferno	Inside a blast furnace	3D6

Poisons

Poisons have been employed to kill since ancient times.

ADMINISTERING POISONS

The following steps should be considered when poisons are administered.

- Where warranted (usually if the subject suspects

poison, or if the poison is particularly malodorous) allow a Perception Roll. If the victim is an Adventurer, the Games Master might wish to elect to make such a roll on the character's behalf, so as not to alert the player that poison has been used.

- In every case, make an opposed Resilience roll against the Potency of the substance to find out whether the poison works.

Check the effects of the substance administered.

- Where warranted/requested, allow a First Aid, Healing, Alchemy, Witchcraft or Craft (Apothecary) roll to ascertain the precise substance used.
- Where warranted/requested/available allow delivery of an Antidote (magickal or otherwise), or a For to Cure a Disease or Counteract a Poison potion or spell, and determine its effects.

After the poison has run its course, assuming the victim is still alive, where warranted allow further attempts to heal damage inflicted by the poison.

MAKING THE OPPOSED RESILIENCE TEST

POISON SUCCEEDS, CHARACTER FAILS

If the poison succeeds its Potency test and the character fails their Resilience test, the poison has its full effect.

CHARACTER SUCCEEDS, POISON FAILS

If the character succeeds their Resilience test and the poison fails its Potency test, the poison has only a partial or no effect.

BOTH POISON AND CHARACTER SUCCEED

The highest roll wins.

BOTH POISON AND CHARACTER FAIL

The lowest roll wins.

LIST OF POISONS

The following is a list of some of the poisons that

might be encountered or made by Adventurers in *Renaissance*. Every type of poison has the following information detailed:

Name: The poison's name.

Type: Lists the method of delivery - whether the poison is ingested, used on a weapon, inhaled, or works on contact.

Delay: The time between the poison's introduction to a character to the time its effect takes hold.

Potency: The natural strength of a poison on a scale of 10 to 100. Some magickal poisons, such as basilisk venom, have Potencies even higher than 100! A character must make an opposed Resilience test versus the poison's Potency test in order to avoid or mitigate the damage of the poison.

Effect: Usually Hit Point damage, though this is not universal. Some poisons cause a character to sleep for a period of time. More exotic poisons may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above. Effects are sometimes split into mild and heavy doses, although it should be noted that some poisons only produce one of these possible effects. Mild doses are often used when attempting to poison someone using multiple doses over an extended period of time.

Duration: How long the poison, if effective, will affect the victim. The effects of the poison cannot be removed or healed until the poison itself has been neutralised or has dissipated in the victim's system. Hit Point damage caused by poison will not return naturally - it must be healed by First Aid, Healing or magick. If a character's Hit Points reach a minus number equal to starting Hit Points, the character will die.

Notes: Any particular special rules or effects particular to the individual substance, such as whether the poison is more easily detectable (allowing a Perception test, with a modifier where appropriate), and any modifiers to the difficulty of treating the poisoning.

ARSENIC

Name: Arsenic

Type: Contact, Ingestion, Inhalation

Delay: 20+1D20 minutes

Potency: 80

Effect: **Mild Dose:** Sore throat, faintness, nausea, melancholy, vomiting. The

victim will feel Exhausted (see Fatigue) for 1D3 days and take 1D2 hit points damage per day.

Heavy Dose: After 20+1D20 minutes: Sore throat, faintness, nausea, melancholy, vomiting. Then within 12-18 hours the victim collapses into a waking coma. After 1D3 days seizure (during which the victim suffers 1D6 HP damage per day) and shock accompanies death from liver and kidney failure.

Duration: 1D3 Days

Notes: Arsenic is virtually tasteless, so no Perception roll is routinely allowed. Prolonged contact and accidental inhalation will usually only result in the symptoms of a mild dose, ingestion can be of a mild or heavy dose.

If a heavy dose is delivered and the opposed Resilience roll is failed, death will occur if not cured through an antidote or Magick.

As the symptoms of mild arsenic poisoning resemble those of known diseases (such as the flux) often a poisoner will deliver small doses to the victim so that it might appear that they have died from natural causes.

BELLADONNA

Name: Belladonna/Deadly Nightshade/Dwale/Naughty Man's Cherries

Type: Ingestion

Delay: 3D60 Hours

Potency: 80

Effect: **Mild Dose:** Symptoms, such as thirst, loss of voice, stomach cramps, blurred vision, vomiting, and hallucinations, can last up to 1D3 days. The victim takes 1D4 damage per day and will be considered Debilitated (see Fatigue) until the poison has been treated or run its course.

Heavy Dose: The same symptoms as experienced when taking a mild dose, followed by coma and convulsions, and resulting in the victim's death.

Duration: 1D3 days.

Notes: Perception roll to detect the poison will be Hard (-40%) as long as reasonable attempts have been made to disguise the substance (such as mixing it with wine).

Every part of the plant is dangerous, the roots most toxic of all. Accidental poisoning is fairly frequent; children are especially vulnerable as they often eat the sweet-tasting berries.

CYANIDE/LAUREL

Name: Cyanide/Laurel

Type: Ingestion, Inhalation

Delay: Mild Dose: 1D6 Hours

Heavy Dose: 1d10 Minutes

Potency: 80

Effect: **Mild Dose:** Initial duration symptoms include palpitations and weakness (Exhaustion, see Fatigue); sleepiness, dizziness and confusion will persist for 1D6 hours.

Heavy Dose: After the initial duration, if the opposed Resilience roll has been failed, within 1D4 minutes the heart will stop or the brain fail (leading to a coma), and then death.

Duration: **Mild Dose:** 1d6 Hours before recovery.

Heavy Dose: 1D4 Minutes before death.

Notes: Cyanide has a bitter almond taste. A Perception roll can be made to detect the poison, unless it has been placed in an almond dish, or full-bodied wine, etc., in which case the Perception roll will be Hard (-40%). There is no specific cyanide antidote, although a lesser emergency antidote might be prepared (see below).

Thankfully cyanide is a lesser known poison, although in the Far and Middle East poisons containing the substance are manufactured by Apothecaries. The substance occurs in several plants (e.g., cherry stones, laurel, apple pips) but few, if any, people in England know the secret of its distillation.

HEMLOCK

Name: Hemlock

Type: Contact, Ingestion, Inhalation

Delay: 10+1D20 minutes

Potency: 80

Effect: **Mild Dose:** Loss of speech, stumbling, temporary paralysis, 1D4 Hit Points damage per hour for 1-3 hours. The victim is Debilitated until the poison has been treated or run its course.

Heavy Dose: Same as for a mild dose, but loss of speech and paralysis are followed by respiratory failure and death from suffocation.

Duration: **Mild Dose:** 1-3 Hours

Heavy Dose: If the initial opposed Resilience roll is failed, death occurs after 2-3 hours, unless the poison is neutralised with an antidote or magick.

Notes: Hemlock has a musty smell, which means anyone given the substance may make an Easy Perception (+40%) test to detect its presence. Inhalation only has the effect of a Mild Dose.

The entire Hemlock plant is poisonous, the seeds the deadliest of all. Hemlock is usually avoided due to its smell, so there are rarely cases of accidental hemlock poisoning. Hemlock poisoning causes the victim to remain conscious, though paralysed, throughout their demise. There are a range of specific antidotes (manufactured from commonly available substances, such as tea, coffee and mustard).

MERCURY

Name: Mercury

Type: Ingestion, Inhalation

Delay: 1D20 days

Potency: 50

Effect: **Mild Dose:** Itching, swelling, soreness, redness, rashes, loss of teeth, mood swings. The victim will feel Tired (see Fatigue) for 1D3 days and take 1D2 hit points damage per day.

Heavy Dose: Same as for a mild dose, along with sensory impairment, a lack of co-ordination, and failure of the brain, kidneys and lungs, resulting in death within a 1D20 days.

Duration: 1D20 days

Notes: Usually a heavy dose occurs when the victim is exposed to a concentration of Mercury vapour.

Used in many medicines and domestic processes, Mercury poisoning over long periods of time is a hazard for many. The mild dose listed above is most commonly a result of regular consumption of medicines containing Mercury, the heavy dose from an inhalation of a concentration of Mercury vapour.

MONKSHOOD

Name: Monkshood/Wolfsbane/Witchbane

Type: Contact, Ingestion

Delay: 1D10 minutes

Potency: 100

Effect: **Mild Dose:** Irritation, dizziness and nausea.

Heavy Dose: Symptoms start with numbness of tongue and mouth, the sensation of crawling insects over the body, an agonising burning sensation, nausea, vomiting, giddiness, staggering, falling, diminished sight and hearing, and finally death from respiratory failure. 1D8 hit points damage per hour.

Duration: 10+2D100 minutes

Notes: When used to intentionally poison, monkshood is usually reduced to a white powder and added to wine, but its foul smell and taste means that the intended victim may make a Perception test to discover the substance.

Monkshood is highly toxic, the deadliest poison of the age. Contact with Monkshood only causes a mild dose. Ingestion usually results in the effects of a heavy dose.

OPIUM

Name: Opium

Type: Ingestion, Inhalation

Delay: 5+1D6 minutes (Inhalation), 15+1D10 minutes (Ingested)

Potency: 80

Effect: **Mild Dose:** 1D4 moments of euphoria, Resilience test to avoid nausea on first use, 2-6 hours of

sedation (Further Resilience test needed to prevent Worn level of Fatigue).

Heavy Dose: Resilience test or fall into coma-like state and death from respiratory failure.

Duration: **Mild Dose:** 2-6 hours.

Heavy Dose: 2D6 hours before death from respiratory failure.

Notes: Opiates give a distinctive sweet smell that is easily detectable (Perception roll at +40%), although not necessarily recognisable to the uninitiated.

Championed by Paracelsus as a miracle medicine, as well as an increasingly popular addition to smoking mixtures, the sedative effects from opium provide unparalleled pain relief. One hazard is addiction. To avoid this, the victim must pass a Persistence test at +40%, followed by further, increasingly difficult, Persistence tests (dropping by -10% each time, so the second test is at +30%, the third at +20%, etc.), to be made after each consecutive consumption. Death from opium use is rare but, in the event of a heavy dose being taken, a failed Resilience test will result in death from asphyxiation unless neutralised with an antidote or magick.

SLEEPING DRAUGHT

Name: Sleeping Draught

Type: Ingestion

Delay: 1D20 minutes

Potency: 65

Effect: **Mild Dose:** Sleepiness (Exhausted level of Fatigue).

Heavy Dose: Falls into a heavy sleep.

Duration: **Mild Dose:** Sleepiness lasting 1D6 hours.

Heavy Dose: Fall into a deep sleep lasting 2D4 hours.

Notes: Usually a mix of opiates and possibly an alcohol base, if administered to an unwilling recipient any Perception roll to detect the draught will be Hard (-40%) as long as reasonable attempts have been made to disguise the substance (such as mixing it with wine).

Freely dispensed by apothecaries, these concoctions can be dangerous in quantity. Once an initial heavy dose has been administered, if another similar dose is

given before the effects of the first have worn off, then the patient/victim will suffer poisoning effects similar to a heavy dose of opium (see above).

VENINUM LUPINUM

Name: Veninum Lupinum

Type: Ingestion

Delay: 1D10 minutes

Potency: 65

Effect: **Mild Dose:** Symptoms include a sore throat, vomiting and violent stomach cramps. The victim will feel Exhausted for 1D20 hours and take 1D6 hit points damage.

Heavy Dose: The symptoms will be as above, and additionally the victim will collapse into a waking coma, have seizures, suffer from shock, and then die from liver failure, kidney failure and respiratory collapse.

Duration: 1D3 Days

Notes: Although specifically designed to surreptitiously poison people, the poison is fairly detectable (even in a full-bodied wine the substance is unmistakably crunchy and bitter) so a Perception check may be made (a normal test if the substance is well disguised in wine or highly flavoured food, an Easy test [+40%] otherwise).

Veninum Lupinum is an example of an intentionally created cocktail of poisonous substances designed to kill. In this case the recipe includes monkshood, yew berries, caustic lime, arsenic, bitter almonds and powdered glass mixed with honey. The resulting walnut-sized pill is usually mixed into a victim's wine.

MAKING POISONS

Characters with the following skills can use their expertise to make poisons: Alchemy, Craft (Apothecary), Craft (Poisons), Healing (any) and Witchcraft. Craft (Apothecary) and Craft (Poisons) allows an attempt with no modifiers, all other relevant skills allow an attempt at -20%. Most healers would consider using their healing arts to kill people anathema, but they do have the knowledge.

To create a single dose of a poison requires either 2 shillings-worth of ingredients or a successful Lore (Regional) or Lore (Herbs) roll and 1D4 hours spent searching for plants in the wild. Once this has been done, a successful roll against the necessary poison-making skill (see above) will create a single dose of poison in 1 hour. The character manufacturing the poison can decide on whether they wish to create a mild or heavy dose. On a failed roll the poison is not made and the ingredients are lost. On a fumble, the maker of the poison accidentally poisons him or herself. On a critical success, the poison maker makes two doses of poison.

If an Adventurer wishes to create a poison not listed above, the Games Master should work with the player to decide on the exact properties of the proposed poison and be the final arbiter of how such properties are applied in terms of rules.

ANTIDOTES

Once a Resilience roll has been failed, unless otherwise noted, the only treatment that can be given before the poison has run its course (other than certain magickal spells) is an antidote. There are two types of antidote: those that have been specifically designed to counteract a specific poisonous substance, e.g., arsenic antidote, and non-specific antidotes that are hastily prepared in an emergency.

Specifically designed antidotes are made in a similar manner to the poisons themselves. Characters with the following skills can use their expertise to make an antidote to a specific poisonous substance: Alchemy, Craft (Apothecary), Craft (Poisons), Healing (any) and Witchcraft. Craft (Apothecary) and Craft (Poisons) allows an attempt with no modifiers, all other relevant skills allow an attempt at -20%.

To create a single dose of antidote requires either 2 shillings-worth of ingredients or a successful Lore (Regional) or Lore (Herbs) roll and 1D4 hours spent searching for plants in the wild. Once this has been done, a successful roll against the necessary skill (see above) will create a single dose of antidote in 1 hour. On a failed roll the antidote is not made and the ingredients are lost. On a fumble, the maker of the antidote accidentally and unknowingly creates another poison (Games Master's choice). On a critical success, the poison maker makes two doses of antidote. The good news is that the consumption of a poison-specific antidote immediately neutralises the poison in the victims system, although it won't heal any damage already delivered. A separate First Aid, Healing or spell will be required to mend such

damage.

(Note: The spell *For to Cure a Disease or Counteract a Poison* potion both neutralises poison *and* heals any damage caused by the substance).

Antidotes prepared in an emergency are often little more than an emetic (something that causes the victim to vomit, hopefully expelling the poison). Such antidotes are prepared using the First Aid or Healing (any) skills and only take a minute or two to prepare (at worst being comprised of a couple of grubby fingers and something suitably unappealing from the healers pack). On a successful First Aid or Healing (any) roll the victim is allowed an extra Resilience roll against the Potency of the poison. On a critical success the victim may make the further Resilience roll at +30%. On a Fumble the victim receives an extra 1D4 damage.

Illness and Disease

In the *Renaissance* universe it is assumed that most illnesses are caused by 'Miasmas', 'Hellish Forces' or an 'Imbalance of the Humours'. At least that will be the diagnosis if a Physician is consulted - most people haven't any real idea what causes illness.

Do not attempt to attribute 21st Century medical knowledge to *Renaissance* illnesses. Unless something has an obvious cause - such as rabies following a dog bite or a broken leg following a fall, the cause is assumed to be as listed (so don't expect plague to have been caused by a flea-bite - it was the 'miasmas', we tell you!). Even where there is an obvious cause, a baleful influence, such as the gaze of a witch, might be suspected to have really prompted the misfortune.

There are such a huge variety of terms used to describe a torrent of different nasty conditions that there is not the space to list more than a few in this book - if you are feeling particularly sadistic, feel free to expand these lists to your heart's content!

First Aid will be of no use in curing illnesses or diseases, so the Physician will need Healing (Type). Different types of Healing have better or worse effects on different diseases. Of course, "quack physicians" will often offer cures that provide the victim with the added complication of having been poisoned.

MIASMAS

A Miasma is carried in polluted air. Such air contains a bad smell that assaults the senses, infecting the individual concerned. Diseased people can give off miasmas too, which is how such diseases may spread. As such it is hard to be sure how to be safe from miasmas, because most towns and cities smell pretty bad!

Every type of miasma has the following information detailed:

Delay: The time from the miasma's introduction to a character to the time its effect takes hold. After disease contraction, the victim will also be forced to make further follow-up miasma tests at intervals equal to the Delay.

Potency: The strength of a miasma of a scale of 10 to 100. A character must make an opposed Resilience test versus the miasma's Potency test in order to avoid or mitigate the damage of the miasma.

Effect: Usually Hit Point damage, though this is not universal. Many diseases caused by miasmas will apply a penalty to characteristics or skills. More exotic miasmas may cause hallucinogenic effects, paralysis or a combination of effects. These take place after the delay noted above. If a character's Hit Points reach a minus number equal to starting Hit Points, the character will die.

Antidote/Cure: What needs to be done to cure the patient.

MIASMA SUCCEEDS, CHARACTER FAILS

If the miasma succeeds its Potency test and the character fails their Resilience test, the disease has its full effect.

CHARACTER SUCCEEDS, MIASMA FAILS

If the character succeeds their Resilience test and the miasma fails its Potency test, the disease has no effect.

BOTH MIASMA AND CHARACTER SUCCEED

The highest roll wins.

BOTH MIASMA AND CHARACTER FAIL

The lowest roll wins.

Unlike a poison, diseases will progress if a character does not resist its effects. Once the victim fails the first opposed miasma test, they will have to make an additional opposed test (after an amount of time determined by the miasma's delay statistic).

If the victim succeeds this second opposed test, they have overcome the worst of the disease and after a while will no longer suffer its effects, other than remaining hit point damage. Use the miasma's delay statistic to determine how long this takes.

If the victim fails this second opposed test, they fall deeper into the disease. Apply all of the miasma's effects again to the character. Once the delay period has elapsed once more, the victim will have to make a third opposed miasma test, and so on.

All these miasmas can be dispelled using the spell *For to Dispel a Pestilential Miasma*.

AGUE

The victim of an ague suffers a raging fever. The victim feels that they are either burning up or very cold, sweating or shivering, in turn. The victim is also overcome with bouts of nausea.

Delay: 1D20 Hours

Potency: 50

Effect: All skills are halved. Every time the character attempts a physical action, they must make a successful Resilience roll or their character be completely overcome by nausea for 1D3 minutes.

Antidote/Cure: Healing - use of Healing (Herbal) gives a +20% bonus. Magick - potion or spell *For to Cure a Disease or Counteract a Poison*.

BLACK DEATH

Characterised by haemorrhages under the skin (which cause darkened patches to appear on the body) and swollen lymph glands which form buboes; pneumonia then develops, which may cause death.

Delay: 1D6 days

Potency: 80

Effect: All skills are halved. Every time the character attempts a physical action, they must make a successful Resilience roll or be completely overcome by nausea for 1D3 minutes. The character loses 1 Hit Point per hour from internal bleeding. A character that fails the follow-up Resilience test immediately dies.

Antidote/Cure: Healing - use of Healing (Galenic) gives a 20% bonus; a successful roll will allow the patient to make an immediate bonus Resistance roll. Magick - potion or spell *For to Cure a Disease or Counteract a Poison*.

FLUX OR BLOODY FLUX

Victims suffer chronic diarrhoea and abdominal pain.

Delay: 1D4 days

Potency: 55

Effect: All skills are halved. Every time the character attempts a physical action, they must make a successful Resilience roll or be completely overcome by nausea for 1D3 minutes. The character is overcome with chronic diarrhoea ever 1D6 hours.

Antidote/Cure: Healing - with a -20% penalty for Healing (Paracelsan), which is more likely to make the patient feel worse! Magick - potion or spell *For to Cure a Disease or Counteract a Poison*.

GAOL FEVER

Victims first develop a fever, or sometimes a rash, and then delirium sets in.

Delay: 1D8+6 days

Potency: 70

Effect: All skills are halved, and the character suffers one level of Fatigue on top of any already in effect. Every time the character attempts a physical action, they must make a successful Resistance roll or be completely overcome by nausea for 1D3 minutes. The victim suffers hallucinations and is unable to tell the difference between real and imaginary experiences; they often become paranoid, and sometimes violent. A character who fails the follow-up Resistance test immediately dies.

Antidote/Cure: Healing - with Herbal medicine, the duration is just as long but the patient will recover at the end of that time; with Galenic and Paracelsan medicine, the duration is halved, but the patient needs to make Resilience rolls as usual; with Paracelsan medicine, the patient must make a final Resilience roll to see if the cure kills him instead! Magick - potion or spell *For to Cure a Disease or Counteract a Poison*.

THE SMALL POX

The victim suffers a variety of symptoms including fever, excruciating aches, and blistering pockmarks.

Delay: 1D10+6 days

Potency: 50

Effect: The victim develops a rash at the end of the onset time. The body is racked with pain, and the victim can do nothing but lie around, moaning and screaming with pain. If the follow-up Resistance roll is not passed, the condition will result in death. Survivors will often (75%) be left with pockmarks for life.

Antidote/Cure: Healing - a successful roll will allow all further Resilience rolls to be made with a +25% bonus. Magick - potion or spell *For to Cure a Disease or Counteract a Poison*.

HELLISH FORCES

Hellish Forces are considered to be invoked by a curse or other act of maleficium by Satan or one of his human agents, Witches. These conditions are also sometimes attributed to astrological influences. Of course, in addition, Hellish Forces are considered able to cause illnesses that might otherwise be attributed to a Miasma or an Imbalance of the Humours. Indeed, a Physician trying to treat a Miasma may decide that their inability to help their patient is due to Hellish Forces at work.

These illnesses can all be caused by the spell *For to Cause (Hellish Force)*, and the Potency of the disease is the Magnitude of spell x 10. These ailments can only be cured with a potion or spell *For to Cure a Disease or Counteract a Poison*.

DROPSY

The victim displays a build up of fluid in the affected region.

Delay: 1D6 hours

Potency: *For to Cause Dropsy* Magnitude x 10

Effect: The severity will be determined by where the dropsy strikes and to what extent, e.g., 'mild dropsy of the eye' will likely be far less alarming than 'severe dropsy of the brain'. If the victim fails the opposed Resilience test, roll 1D6 and reduce the victim's 1 - STR, 2 - CON, 3 - INT, 4 - DEX, or 5 - CHA, by 1D3 points. If a 6 is rolled, and the victim fails a second Resilience roll, then the dropsy is bad enough to kill the victim within a further 1D20 days if left untreated. On a success the victim is completely unaffected by the condition. If a 6 is not rolled on the first Resilience test and a second Resilience roll is passed, then the victim will recover the characteristic points they lost

in 1D20 days.

Antidote/Cure: A potion or spell *For to Cure a Disease or Counteract a Poison*.

FALLING SICKNESS

The victim suffers from seizures, which may be minor and only noticeable through close observation, or may cause shaking, paralysis, and even death.

Delay: 1D6 hours

Potency: *For to Cause Falling Sickness* Magnitude x 10

Effect: The severity will be determined by the Magnitude of the spell cast. A 1 Magnitude spell causes a brief seizure, lasting 1D6 minutes, which leaves the victim tired for 1D20 minutes. A 3 Magnitude spell causes a longer seizure, lasting 2D20 minutes, and leaving the victim debilitated for 1D6 hours. If the second Resilience roll is failed then the tiredness or debilitation lasts twice as long.

A 5 Magnitude spell causes the victim to have a seizure lasting 1D20 minutes, at the end of which (if they have not been successfully Healed) they must succeed on a second Resilience roll or they will die.

Antidote/Cure: A potion or spell *For to Cure a Disease or Counteract a Poison*.

KING'S EVIL

A skin condition that can sometimes kill. A monarch's touch is the best cure.

Delay: 1D6 weeks.

Potency: *For to Cause King's Evil* Magnitude x 10

Effect: Causes a rash and large swelling in the neck lasting 1D6 weeks (-3 CHA till treated). If a further Resilience roll is failed then, if not treated, the victim will die in a further 1D6 weeks.

Antidote/Cure: A potion or spell *For to Cure a Disease or Counteract a Poison* or the touch of the King.

PALSY

Victims find that the affected area stops working and loses all motion. If an organ necessary to life itself is affected then the victim is in real trouble, otherwise the affected part becomes disabled, possibly permanently.

Delay: 1D20 minutes

Potency: *For to Cause Palsy* Magnitude x 10

Effect: The severity will be determined by where the palsy strikes, and to what extent. If the victim fails the opposed Resilience test, roll 1D6 and reduce the victim's 1 - STR, 2 - CON, 3 - INT, 4 - DEX, or 5 - CHA, by 1D6 points. If a 6 is rolled, and the victim fails a second Resilience roll, then the palsy is of the brain, and bad enough to kill the victim within an additional 1D6 hours, if left untreated. On a success the victim is completely unaffected by the condition. If a 6 wasn't rolled on the first Resilience test and a second Resilience roll is passed, then after 1D20 days the victim will recover 1D6 of the characteristic points they lost.

Antidote/Cure: A potion or spell *For to Cure a Disease or Counteract a Poison*.

ST. ANTHONY'S FIRE

The victim suffers hallucinations and terrible burning sensations. The pain-crazed victim will possibly strip and go berserk, running amok, before possible death.

Delay: 1D6 hours

Potency: *For to Cause St Anthony's Fire* Magnitude x 10

Effect: Only powerful Witches can cast such a spell - the effect is to infect a whole community with an agonising curse. The stripping off and running amok carries on for 1D6 hours (victims can do nothing else), after which a second Resilience roll must be made. Success means the pain subsides and the victim recovers, failure that they immediately die. The minimum Magnitude of this spell is 10, which affects 20 individuals. Every extra point of Magnitude affects another two victims.

Antidote/Cure: A potion or spell *For to Cure a Disease or Counteract a Poison*.

IMBALANCES OF THE HUMOURS

For the purposes of *Renaissance*, an Imbalance of the Humours will be blamed for a variety of conditions that are listed below. Indeed, some Physicians argue all conditions are a result of an Imbalance of the Humours, even if the original cause was a miasma or curse. Here however, such illnesses tend to be long-term conditions and confined to the individual, rather than something an Adventurer is liable to catch. Victims will often be healthy between bouts of such conditions, although their personality is considered tied to their health. For example, someone who produces too much black bile will have a tendency to

be despondent or irritable, and may become 'melancholic'. A brief list of such conditions is listed along with some of the symptoms.

It is assumed that Games Masters will not inflict many of the following conditions upon their players' characters, unless they are feeling particularly mean! However, it is possible, indeed probable, that Adventurers will meet characters along the way that suffer from one or more of the following Imbalances of the Humours. Who knows, with the correct skills the Adventurers may even be able to help.

All these ailments can be cured with a potion or spell *For to Cure a Disease or Counteract a Poison*. Healing rolls (with a +20% for Galenic Healing) will alleviate the symptoms for a week, but the disease may return without further attention, at the Games Master's discretion.

APOPLEXY

Sometimes caused by over-excitement or a raised temper, apoplexy causes the victim to suffer from internal bleeding, a sudden loss of consciousness and possibly death.

BAD BLOOD OR JAUNDICE

The victim's blood has become toxic and the body shows symptoms of being poisoned. The victim's skin probably takes on a yellowish hue. If severe or untreated it can result in death.

BILIOUSNESS

The victim is producing far too much bile, causing severe sickness and diarrhoea.

IMMODERATE PISSING

The victim has a frequent need to urinate, an unquenchable thirst and occasional unexpected bouts of weariness.

MELANCHOLY

The victim feels as if they carry a great burden and cannot cope with life.

PHLEGMATIC OR CONSUMPTIVE

The victim has a chest condition. A mild version may cause an abundance of phlegm; more severe versions cause the coughing up of blood, filling of the lungs with fluid, and possibly even death.

STOPPING

The victim suffers from constipation. Stomachache and flatulence are among the symptoms.

OTHER CONDITIONS

Of course, there are some illnesses which only effect certain groups, e.g., **Childbed Fever**, which only affects women who have just given birth; **Decrepitude**, which afflicts the elderly; and both the **Great Pox** and **Pregnancy**, which only affect the sexually active and may be seen as divine punishment for licentious behaviour. Other conditions predominantly affect only certain groups, but can effect anyone, e.g., **Colic** with children, although anyone with stomach pain might be described as having Colic. There are also illnesses like **Measles** which are commonly fatal, sometimes called the same thing as in the modern age, but far too numerous to all be listed here.

Healing

Healing can be performed in one of four ways - using the First Aid skill, the Healing skill, a magickal spell, or through natural healing, resting while the injuries heal themselves.

NATURAL HEALING

Negative Hit Points represent shock and blood loss. A character who spends time resting completely (no moving about!) will have their Hit Points return at the rate of 1 per hour, until they reach 1, at which point recovery becomes slower.

Hit Points of 1 or more: Once a character's Hit Points are 1 or more, they regain CON/4 (round down) hit points per 24 hours, as long as the character does not engage in anything more than light activity.

Serious Wounds usually cease to have an effect once Hit Points return to their full level. See the Major Wounds table for details of each individual wound.

Grave Wounds can never be healed through natural healing - they remain even after all Hit Points have been restored to full.

FIRST AID AND HEALING

First Aid can restore Hit Points, but cannot remove the effects of Serious or Grave Wounds.

Healing can restore Hit Points and remove the effects of Serious Wounds, but cannot remove the effects of Grave Wounds.

MAGICKAL HEALING

However magickal healing is achieved, whether from a spell or potion, it has an instantaneous effect. Unless the spell states otherwise, it cannot mend a Serious or Grave Wound.

Adventurer Improvement

As Adventurers experience life, they grow and change, improving their skills and characteristics and learning new things. This is measured in the game by the use of Improvement Points and Hero Points, which are awarded by the Games Master at the end of each session of play.

These are a measure of how the character grows with experience. The more experiences that the character has during an adventure the more improvement points they will earn by the end of the session. Improvement points are spent by players to increase and add new skills and spells (see Improving Characters below).

Improvement points should generally be awarded equally to everyone in the group.

- For each session in which the character played: 1 point.
- For achieving a minor but important goal (e.g. sneaking into the besieged town, impressing Lord Derby, discovering the identity of the murderer): 1 point.
- For achieving a major goal (e.g. ending the siege of the town, saving the life of Lord Derby, catching the murderer): 2 points
- For achieving a massive end-of-campaign goal (e.g. killing the dragon oppressing the town, getting Lord Derby crowned king, fighting past the murderer's minions and killing him in his

hidden lair): 3 or more points.

HERO POINTS

Hero points should be awarded to individual players at the end of a session in which they acted heroically. Generally, two points should be awarded, though no points may be awarded if a character did nothing heroic, and up to three for a character whose actions were particularly impressive. Characters can get through Hero Points quite quickly in combat. If they're using them to perform heroic actions in pursuit of their goals, they should be suitably rewarded by ending up with having at least the same number of hero points at the end of a session as they started with.

Not all heroic actions are combat oriented. It can be just as heroic to spend the evening being charming to the slobbering, odorous Lord Letch as to lead an attack on the enemy Leviathan.

Hero Points can also be spent by Alchemists to design new spells. Note that this is to *design* a never-before-seen spell, not to learn an existing spell.

SPENDING IMPROVEMENT POINTS

Improvement Points can be spent at the end of a game session to improve existing skills, learn new Advanced Skills, and improve Characteristics. They can also be used by Alchemists, Wise Women/Cunning Men, and Witches/Warlocks to learn new spells.

Players need not spend all their Improvement Points at once, but can save them up for later - for instance, an Alchemist who is travelling may wish to save Improvement Points so that he can learn spells once he gets to a suitable library.

IMPROVING SKILLS

A player can choose to spend one Improvement Point to attempt to increase one known skill. Skills to be improved should have some connection to things the Adventurer has done or experienced in an adventure - a character that has spent the last month riding a horse through the Midlands cannot suddenly increase their Shiphandling skill!

- Select the skill to be increased and roll 1D100.
- If this 1D100 result is *greater* than the skill's

current score, the skill increases by 1D4+1 points.

- If this 1D100 result is *equal to or less* than the skill's current score, the skill only increases by one point.

There is no limit to the score a skill can reach.

PRACTISE & RESEARCH

Skills that an Adventurer has not had much chance to use during an adventure can be increased through practice or research. This may take place between adventures, or a player may say that their Adventurer is spending spare time practising or researching. They must have the right equipment to practice with, or the correct books from which to research. Practising or researching a skill generally takes one day (but no more than 8 hours per day) per 10% the character already possesses in the skill. If practising or researching during an adventure (for instance, disappearing to their room to study a pile of books in the evening while the rest of the group carouse at an alehouse), the player should keep a rough tally of the number of hours spent practising or studying. At the end of that time, the player makes a skill improvement roll, as described above.

TEACHERS

An Adventurer can learn more quickly if they have a teacher – whether this be a grizzled mercenary teaching combat skills or a professor teaching theology. The teacher must have at least 20% more in the skill being taught than the person learning the skill. At the end of a teaching session (which can be no more than 8 hours) the teacher should make a Teaching roll.

- On a success, the teaching is equivalent to double the amount of time spent studying; so an eight hour teaching session will count as 16 hours towards the learner's target hours for the skill in question (see above).
- On a critical success, the teaching is equivalent to two-and-a-half times the amount of hours studied; an eight hour teaching session will count as 20 hours towards the learner's target hours.
- On a failure, the pupil still learns, but doesn't get any more benefit than if they had studied or practised alone; an eight hour teaching session will only count as eight hours towards the learner's target hours.
- On a critical failure, the pupil only learns half as much as would be expected, due to boredom,

misunderstandings and the like; an eight hour teaching session will only count as four hours towards the learner's target hours.

Teachers usually charge between 6d and 1 shilling per hour for their services, depending on the subject being taught, though highly skilled teachers with a good reputation could ask five times this amount.

LEARNING NEW ADVANCED SKILLS

In order to learn a new Advanced skill, the character must either be able to research it or must be taught it by a teacher.

It costs two Improvement Rolls and eight hours learning to attempt to gain a new Advanced skill (see "Practice and Research" and "Teachers" above). After the study period, the character gains the new Advanced skill at the base score determined by the appropriate Characteristics. The character may now increase the skill normally through practice or research.

IMPROVING CHARACTERISTICS

A player can choose to spend 3 Improvement Points to attempt to increase one Characteristic by one point.

- Multiply the Characteristic to be increased by five. Then roll 1D100.
- If this 1D100 result is *greater* than the Characteristic $\times 5$, the Characteristic increases by one point.
- If this 1D100 result is *equal to or less* than the Characteristic $\times 5$, the Characteristic does not increase. However, one skill that the character already possesses is increased by one point instead. One of this skill's derived Characteristics must be the same as the Characteristic that was not improved.
- A roll of 96 to 00 on this roll always results in the Characteristic increasing.

Note: SIZ may never be increased using improvement rolls.

The maximum to which a character can increase a Characteristic is 21.

Aging

(Optional Rule)

Many Games Masters will not want to bother with the effects of aging on Adventurers. They are heroes, after all. Depending on constitution, diet and exercise, some older characters (if they avoid disease, infection, being worked to death or killed in combat) may retain a robust vitality, in contrast to younger, sickly types. But, the hard fact is that as we age it is harder to retain muscle mass, and at some point physical and mental faculties will become eroded. Furthermore, some Games Masters might like to run campaigns that pick up the exploits of an adventuring party in between

long periods of downtime.

For those wanting to simulate the effects of aging, the following optional rules can be applied:

At age 40, and then again after every 5 years, a Resilience roll should be made. If the roll is failed then the Adventurer loses 1D2 points from a physical Characteristic. Roll 1D4 to determine which: 1-STR, 2-CON, 3-SIZ or 4-DEX.

In addition, at age 50, and then again after every 5 years, a Persistence roll should also be made for the remaining Characteristics. If the roll is failed the Adventurer loses 1D2 points from INT, POW or CHA. Roll 1D3 to determine which: 1-INT, 2-POW or 3-CHA.

Adventurers may still restore or raise Characteristics that have suffered the effects of aging, in the usual way, by spending Improvement Points.

Chapter 7: Equipment and Services

Currency

All prices are given in shillings or pennies.

12 Pennies = 1 Shilling

20 Shillings = 1 Pound

Players of other D100 games should note that for conversion purposes, a shilling is equivalent to a standard silver piece (SP).

The symbol for a penny is "d". So the currency symbols are:

£ = Pounds

s = shillings

d = pennies

Typical Incomes and Wages

Profession	Income Per Year	Income/Wage Per Week
Noble	8000s-16000s	150s-300s
Landholding Gentry	3000s-6000s	60s-120s
Preacher	600s-1600s	12s-30s
Farmer (Freehold)	1000s-1800s	20s-35s
Farmer (Tenant)	400s-1000s	8s-20s
Artisan	400s-1000s	8s-20s
Sailor	300s-600s	6s-12s
Labourer	200s-400s	4s-8s
Cottager	0-200s	0-4s
Lady's Maid	0-100s	0-2s
Common Soldier	240s	4s 6d
Sergeant	350s	7s
Lieutenant	1500s	30s
Captain	4400s	85s
Chirurgion	1500s	30s
Colonel	9000s	175s

AN IMPORTANT NOTE ON PRICES

When purchasing any of the items from the extensive list below, it is worth remembering that, in nearly every case, the prices given are for a standard item of the type listed. It is usually possible, in a large enough population centre, to buy a more expensive version. Generally, the more expensive the item, the more time spent on its manufacture or the greater the skill of the person crafting it. Higher quality purchases are also often available when buying livestock or commissioning a service.

TYPICAL DRESS

Flamboyant Costume, Female: A low-cut dress (probably of satin or velvet, the more expensive outfits in silk) with full skirts, hitched up slightly to reveal lacy petticoats, long gloves and delicate shoes. The wearer would keep her hair tied behind, allowing her ringlets to fall forward, and courtly women (or those pretending to be courtly) wear masks when out in public. Cost: 50s

Flamboyant Costume, Male: Loose fitting coat, a doublet and frilly shirt with large laced collars and cuffs, full breeches, decorated stockings, and full wide boots. Everything is adorned with trimmings and braiding. The wearer likely wears his hair long and curled into ringlets, and possibly wears make-up and ear-rings. Cost: 50s

Impoverished Costume: Anything from a collection of rags to the plainest peasant smock. If anything is worn on the feet, it is probably a pair of dilapidated hand-me-downs or homemade shoes of wood and dirty rags. This attire marks out the wearer as poverty-stricken. Cost: 0-10d

Respectable Costume, Female: An unadorned dress, cut simply and of sombre hue, a plain collar and cuffs, a large white apron, a plain head-covering and/or hat, and sensible shoes. Cost: 30s

Respectable Costume, Male: A plain hat, a coat and breeches in sombre colours, a shirt with a plain collar and cuffs, and sensible shoes. Cost: 30s

Rugged Costume: A hard-wearing jacket (possibly of soft leather) and jerkin, shirt, trousers, boots and warm socks. This outfit is usually chosen through necessity, rather than as a fashion statement. Cost: 30s

TYPICAL CLOTHING PRICES

Boot, plain: Ordinary boots, suitable for work. Cost: 9s

Boot, wide: Ordinary boots aping the style of the wealthy. Cost: 12s

Breeches, full: Wide, although unpadded, breeches. Cost: 10s

Breeches, plain: Plain and respectable breeches. Cost: 5s

Cap, beaver: A rare New World import. Cost: 100s

Cap, woollen: To keep the noggin warm. Cost: 1s 10d

Cloak: A warm cloak. Cost: 8s

Coat, lined: A well-made warm winter coat with a fox fur lining. Cost: 80s

Coat, long: Ordinary winter coat. Cost: 16s

Collar band, lacy: A lacy collar. Cost: 2s

Collar band, plain: Plain collar band. Cost: 5d

Doublet, buck leather: A fancy jacket made from soft buck-skin. Cost: 60s

Doublet, plain: A plain and functional jacket. Cost: 5s

Dress, lacy: A very decorative (although using cheap adornments) dress. Cost: 30s

Dress, respectable: Unadorned and plain dress. Cost: 10s

Gloves, buckskin: Quality gloves made from soft buck-skin. Cost: 15s

Gloves, long: Long, lacy gloves. Cost: 4s

Gloves, plain: Plain hand coverings. Cost: 2s

Gloves, silk: Imported fine silk gloves. Cost: 25s

Handkerchief: Lacy handkerchief. Cost: 4d

Hat, plain: Simple town hat. Cost: 3s

Jerkin, Leather: Similar in appearance to a doublet, but without the sleeves, this version is in a hard wearing leather. Cost: 15s

Mask, plain: Simple mask, unadorned with decoration. Cost: 5s

Mask, bejewelled: Courtly mask adorned with semi-precious stones. Cost: 200s

Petticoat: Cheap but frilly petticoat. Cost: 8s

Ruff: Quickly fading out of fashion, and these days

tending to the small side, these wide, round collars are nevertheless still a common enough sight. Cost: 6s

Shirt: Basic shirt designed for everyday wear. Cost: 2s 6d

Shoes, plain: Basic shoes, hard-wearing and plain. Cost: 1s 6d

Shoes, delicate: Dainty shoes, unsuitable for manual labour. Cost: 3s

Smock: A simple Peasant smock that's as cheap (and attractive) as a sack. Cost: 10d

Stockings, plain: Ordinary looking and basic stockings. Cost: 4s

Stockings, silk: Imported stockings made from fine silk. Cost: 28s

Stockings, worsted: Well knitted winter stockings. Cost: 8s

Suit, expertly tailored: Matching shirt, doublet and breeches, all with silver lace trims: Cost: 140s

Suit, flamboyant: A very decorative shirt (although using cheap adornments), with matching doublet and breeches. Cost: 25s

Suit, respectable: Conservative shirt and matching breeches. Cost: 15s

EVERYDAY ITEMS

Backpack: From a simple cloth knapsack to a large leather pack with straps, every Adventurer needs something to lug his or her kit around in. ENC: 1, Cost: 5s

Bedroll: A blanket and pad, usually tightly rolled and tied when carried. Without a bedroll, sleeping on the ground will be hard. ENC: 1, Cost: 1s

Bible: A well bound copy of the Bible. ENC: 2, Cost: 6s

Bottle: A glass bottle. ENC: -, Cost: 6d

Candle: A tallow or wax candle, which can provide illumination over a radius of about one metre for up to six hours. ENC: -, Cost: Tallow 1d/Wax 2d

Crowbar: Adds +10% to Athletics tests to lever open doors, etc. If used as a weapon it is considered a club (wielded with a -10% penalty). ENC: 1, Cost: 10d

Cooking Kit: Portable(ish) cooking set, including kettle, pans, mortar, pestle and small spit. ENC: 5, Cost: 20s

Deck of cards: A deck of playing cards. ENC: -, Cost:

6d

Flint and Tinder: Flint and tinder used to start fires. ENC: -, Cost: 1d

Hammer: Basic construction tool. If used as a weapon, it is considered a club (wielded with a -10% penalty). ENC: 1, Cost: 1s

Lantern: Lanterns provide illumination in a three metre radius. Requires a flask of oil or candle (not interchangeable). ENC: 1, Cost: 1s 6d

Mining Pick: Basic tool used in mining. If used as a weapon it is considered a military pick (wielded with a -10% penalty). ENC: 1, Cost: 1s 6d

Oil, Flask: Enough animal or vegetable oil to fuel a lantern for two hours. ENC: 1, Cost: 6d

Pamphlet: A cheap printed news-sheet, full of a Faction's propaganda, news of the war, or lurid tales of criminality or witchery. ENC: -, Cost: 1d

Pipe, clay: A cheaply made clay tobacco pipe, which will need replacing soon. ENC: -, Cost: 1d

Pitchfork: Basic pronged agricultural tool. If used as a weapon it is considered a partisan (wielded with a -10% penalty). ENC: 3 Cost: 1s, 4d

Rope: 10 metres of strong rope. ENC: 2, Cost: 5s

Sack (Large): Cloth or leather sack capable of holding 10 encumbrance of equipment. ENC: 1, Cost: 10d

Sack (Small): Cloth or leather sack capable of holding 5 encumbrance of equipment. ENC: -, Cost: 4d

Scythe: Tool used for harvesting. If used as a weapon it is considered a jeddart staff (wielded with a -50% penalty). ENC: 3, Cost: 1s 8d

Shovel: Basic tool used for digging. If used as a weapon it is considered a club (wielded with a -10% penalty). ENC: 1, Cost: 1s 6d

Tent: A simple two-person canvas wedge tent. ENC: 3, Cost: 16s

Tobacco: An ounce of smoking tobacco from the New World. ENC: -, Cost: 8d

Torch: A stick that has had one end treated to make it flammable (usually wrapped with cloth and dipped in pitch). The flaming brand will burn for an hour, providing illumination in a three metre radius. If used as a weapon it is considered a club (wielded with a -10% penalty), although rather than causing normal damage it inflicts 1D4 fire damage (and on a fumble it is extinguished). ENC: -, Cost: 3d

Travel Rations: Enough food for one day's travel.

Consisting of strips of dried meat, together with bread, hard biscuits and the like. ENC: 1, Cost: 3d

Waterskin: A waterskin can hold enough water to comfortably sustain an Adventurer for 3 days. ENC: 1, Cost: 1s

Writing Kit: Quills, ink and paper set. ENC: 1, Cost: 8s

TYPICAL FOOD PRICES

Ale, Common: A pint of regular beer. Cost: 1/4d

Ale, Best: A pint of well-brewed beer. Cost: 1/2d

Bread: A loaf of bread. Cost: 1d

Cheese: A pound of cheese. Cost: 4d

Chicken, cooked: A whole chicken, ready roasted. Cost: 4d

Eggs: A dozen hen's eggs. Cost: 4d

Goose: A fat goose, ready for roasting. Cost: 1s

Meal Out: A meal out, probably plain and uninspiring, purchased from a town or country inn. Cost: 4-6d

Pease Pudding: A slice of pease pudding. Cost: 1/4d

Pie: Maybe not that nutritious, but probably filling. The cheaper pastries might be a dangerous concoction of mystery meat and grease, but the more expensive and better-made pies are tempting savoury treats. Cost: 1-3d

Pig: A whole pig, uncooked. Cost: 1-2s

Pizzle, pickled: A jar of pickled porcine pizzle set in a rich jelly. Cost: 2d

Pottage: A bland stew of meat (possibly), oats and vegetables. Cost: 1/2d

Sugar: A pound of sugar. Cost: 1s

Travel Rations: Enough food for one day's travel. Consisting of strips of dried meat, together with bread, hard biscuits and the like. ENC: 1 Cost: 3d

Wine: A pint of average quality wine. Cost: 2d

EATING (AND SLEEPING) OUT

Alehouse: Often known as "tippling houses", they sell ale, beer, cider, perry, mead and aqua vitae (whisky), but are prohibited from selling wine. It is

worth noting that they do not provide food or a place to sleep.

Coaching Inn: Caters to people travelling by coach and moving on in the morning - it will provide an evening meal, a room for the night and breakfast, all for 4-6 shillings, but patrons are expected to vacate the premises during the day.

Coffee House: The latest fashion in London, serves coffee, tea and hot chocolate, and provides a place of convivial conversation for merchants and intellectuals. Does not provide food or a place to sleep. Virtually non-existent outside London.

Lodging-house: The most common form of overnight accommodation for visitors to London and other larger settlements, providing a room for the night but no food. They range from flea-ridden slum-dwellings at 1 penny a night to clean and respectable premises at 5 shillings a night. Patrons are expected to eat out (in a nearby tavern, or from a pie shop or street vendor).

Ordinary: An eating house frequented by upper class gentlemen. Serves high quality food and drink and provides a place for gambling games, particularly cards and dice. A good meal will cost 3-4 shillings.

Pie Shop: In the larger settlements, many Townsmen do not have their own cooking facilities at home, and rely on local pie shops for hot food. Pies usually consisting of meat or fruit in pastry, although some pies are topped with mashed potato. A pie will usually cost 1-3 pence. Pie shops also allow people to use their ovens to bake their own bread from dough made at home, for a small fee.

Street Vendor: In larger settlements, street vendors will sell food to passers-by, or wander the streets calling out for custom from locals in their homes. This includes such varied food as muffins, oranges, pies, roast pigeon, and eels. Such food will rarely cost more than a penny.

Taverns: Cater to a better class of patron, providing good rooms (with room service) and good food for 5-7 shillings per night.

ACCOMMODATION PRICES

It is unlikely that Adventurers will trouble themselves with renting property, but as a guide typical housing costs are:

Apartment, Cheap: A two- or three-bedroom rented town apartment. Likely rundown and in a slum area. Cost: 40s-60s per year

House: A tiny one-bedroom rented house. Cost: 80-100s per year

Cottage: A tumbledown rented cottage. Cost: 10s per year

30-acre leasehold: A decent farm tenancy. Cost: 400s per year

ENTERTAINMENT

Prostitute: The services of a cheap, and not necessarily cheerful, prostitute. Cost: 6d

Theatre: A performance of a popular or newly written play. Cost: 2d

SPECIALIST EQUIPMENT

Bandoleer: Musketeers and dragoons alike are almost invariably equipped with ammunition bandoleers, leather baldrics from which small wooden, pottery, or tin containers are suspended, used for containing pre-measured charges of black powder. 8-15 containers may be found on a bandoleer, but the most common number is 12, nicknamed the "Twelve Apostles". They are also used to carry Alchemical Potions, ready for quick use. ENC: 1, Cost: 4s (not inclusive of gunpowder or potions)

Beak Mask: These peculiar masks, which resemble nothing so much as the head of a bird with a long, downward-curving beak, are worn by Physicians who fear disease miasmas. They provide a +20% to Resilience rolls to resist inhaled disease miasmas, and cause a -40% penalty to Perception. ENC: 1, Cost: 100s

Climbing Kit: Consists of a leather harness, several short lengths of rope, pitons and other climbing tools. Gives a +20% bonus to Athletics skill tests made for climbing. ENC: 1, Cost: 20s

Clock: A large clock, suitable for telling the time and an extravagant home furnishing ENC: 3, Cost: 100s

Compass: A magnetic compass, housed in a wooden, ivory or brass fitting. A lodestone is used to magnetize the piece. ENC: -, Cost: 40s

Craft Tools: A satchel containing a set of portable tools specifically useful to carrying out a trade (e.g., butchery, carpentry, masonry, etc.). These tools are the bare minimum needed to craft an item with no skill penalty. ENC: 2, Cost: 20-50s

Fishing Kit: Consisting of several hooks, lures, a long rod and twined horse hair lines. Gives a +20% bonus to Survival skill when trying to catch fish. ENC: 2,

Cost: 8s

Gunner's Kit: All the necessities for a user of guns. Consists of a powder horn or set of six small powder flasks for keeping gunpowder in, plus a lead block and bullet mould for making bullets over a fire. ENC: 1, Cost: 12s

Healer's Kit: There are three separate kits, one for each of the three different types of Healing:

Galenic Healer's Kit: Contains urine sample jar, leeches and tools necessary for drawing up an astrological chart, as well as the usual bandages and surgical tools. ENC: 1, Cost: 50s

Herbal Healer's Kit: Contains dried and fresh herbs, jars of ointment and poultice, and pestle and mortar for grinding and crushing herbs, as well as the usual bandages and surgical tools. ENC: 1, Cost: 30s

Paracelsan Healer's Kit: Contains numerous chemical compounds (particularly mercury, sulphur and salt), pestle and mortar, and flasks and alembics suitable for purifying and extracting chemical substances, as well as the usual bandages and surgical tools. ENC: 1, Cost: 100s.

Jack: This is a small bottle used for storing alchemical potions. They come in earthenware and glass versions. Both cost the same price and hold the same amount of potion, but the glass jacks are more fragile and can be used for making alchemical "grenades". ENC: -, Cost: 1s

Jack Box: This is a sturdy wooden box with a shoulder strap. Inside it is padded and has separate compartments for sixteen Alchemist's potion jacks. ENC: 2, Cost: 10s

Lockpick Set: Needed to pick locks using the Mechanisms skill. Includes picks and skeleton keys. ENC: -, Cost: 20s

Matchcord: Four metres of slow-burning matchcord. Assume for simplicity that burning a matchcord consumes half a metre for every hour of appropriate readiness or 4m per day, on average, in battle or on guard duty. ENC: 1, Cost: 1d

Musical Instruments: A variety of instruments are available, including the cornetto (ENC: 1, Cost: 12s), the recorder (ENC: -, Cost: 2s), the lute (ENC: 2, Cost: 15s) and the bagpipes (ENC: 1, Cost: 10s).

Portable Laboratory: A Portable Laboratory is only "portable" in the sense that it is more movable than a normal laboratory - it is a cart filled with alchemical

equipment including an oven, laboratory equipment and benches, and a tent in which to set it all up. Used by Alchemists to create potions and Philosopher's Stones while away from their home laboratory, it needs a horse or mule to pull it (not included in the price!). ENC: N/A, Cost: 300s

Printing Press: This large item is not very portable, but can be dismantled and carried on a cart. It can be used for printing books, political pamphlets, religious tracts and the like. ENC: 15, Cost: 150s

TRANSPORTATION

HITCHING A RIDE

The following transport options might be available at various points during a party's travels.

Barge: Slow moving, but often quicker than a cart, the main problem is that few rivers have been improved enough to make barge travel an option. Where a barge is available, a cheap lift can often be negotiated, but there will likely be little room for Adventurers and their possessions if the barge has a cargo. Cost: 3d per day

Ferryboat: Most large rivers will have points where ferryboats carry travellers across, for a small fee. Sometimes this will just be a ride in a small rowing boat, other times it will entail a larger vessel (particularly if there are no decent bridges within the vicinity). Sometimes the journey will be straight across the river, at other times the most suitable landing point on the opposite bank might be some way up or down river. Costs vary according to distance and whether the journey is with or against the flow of the river. Cost: 1d-1s

Large Carriage: Carriages can be hired in the larger towns, but the state of the roads and risk of robbery means that most operators prefer not to allow their carriages to travel through the countryside. Even in the towns, the journey will be bumpy and, if the streets are crowded, torturously slow. The price includes a driver. Cost: 10s per day

Cart, Farmer's: A Farmer might allow travellers to ride aboard his cart. Often the journey will take longer than if they had walked, and if moving a casualty (one of the few reasons it might be necessary to hitch such a ride) it will not be the gentlest of journeys. Cost: 0-1d per journey

Sea Passage: Cost: 10s-200s (depending on length of voyage and quality of accommodation)

Sedan Chair: In towns and cities the wealthy can hire four burly porters to carry them around on a sedan chair., which offers one of the smoothest rides available. Cost: 10s per day

A HORSE, A HORSE...

The following prices are for those wanting to purchase their own mount.

Horse, Draft: Mainly used to work the land and pull carts. Bred for strength, not speed. Cost: 60s

Horse, Riding cob: Smallish sized, but a good all-rounder. Cost: 100s

Horse, Riding: Speedy and larger than the cob. Cost: 200s

Horse, War: A larger horse trained for battle. Cost: 300s

Mule: Hardy, intelligent and stubborn, the mule can be ridden, used to pull freight or as a pack animal. Cost: 50s

Ox: Sturdy and docile, oxen are sometimes used to pull ploughs and carts, the advantage being that they are strong, cheap, and make good eating when their working life is over. Cost: 40s

Pony: A smaller horse that can be ridden, used to pull freight or used as a pack animal. Cost: 60s

OTHER COSTS

Cart: A large, but simple cart. Can be pulled by oxen, ponies, horses, or mules. Covered wagons cost more. Cost: 20s-100s

Fodder: Enough fodder to feed a mount for one day. Cost: 2d

Carriage: Only the very wealthy will be able to purchase one of these large and relatively luxurious coaches. Because of the state of the roads, these are often for show rather than being of much benefit when travelling long distances. Cost: 800s

Cavalry saddle and tack: Harness, bridle, reins, saddle and all the tack suitable for a war horse (not including armour). Cost: 25s

Riding saddle and tack: Harness, bridle, reins, saddle and all the tack suitable for a riding horse. Cost: 15s

Stabling: Overnight stabling costs including fodder. Brushing, cleaning and next-day preparation possibly included through negotiation with stable boy (Extra cost: Clip around the ear-2d). Cost: 1s

Close Combat Weapons

Weapons like the **cudgel** are among the most prevalent of all. **Pollaxes** (or poleaxes) and **Halberds** might be used by regimental officers or sergeants, and many other weapons may seem anachronistic, but can still be used in a pinch if available. Wealthier civilians carry and fight with **rapiers** rather than the more military mortuary sword described below.

RULES

All close combat weapons use the Close Combat skill. Each close combat weapon is characterised by the following qualities:

Damage Dice: The damage the weapon deals on a successful attack. The character's Damage Modifier is added or subtracted to this.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -20% penalty is applied to a character's skill when attacking and parrying with this weapon.

Size: Weapons are rated in the following size categories: Small, Medium, Large and Huge. Weapons need to be of the same category or larger to block all damage. If the defending weapon is one category less they block half damage. If two categories less they cannot block the damage.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Special: Any special rules that apply to the weapon. For example:

- **Flex:** This weapon *can* be used two-handed. When used in two hands, it does extra damage (as listed) and can be used by someone with a STR 2 less than that listed.
- **Set:** This weapon may be set against a charge.
- **Thrown:** Can also be used as a thrown weapon without penalty.
- **2-handed:** This weapon *must* be used two-handed.

Cost: The cost in shillings to purchase this weapon.

AXES

Axes are common on the battlefields of Europe but are used far more as tools than as actual weapons.

Hatchet: A small, one-handed axe, often used for chopping wood. Hatchets are peasant weapons, employed because of their common use as tools, but are not specifically crafted or intended for use in combat. Only the Hungarian Hajduks, the standard arquebus-armed infantry employed by the Polish-Lithuanian Commonwealth, routinely carry a hatchet, albeit for use as a tool. ENC: 1, Cost: 2s 6d

Horseman's Axe: Like the military pick, the horseman's axe, sometimes confusingly called a *Pollaxe*, is swiftly falling from use, now only employed by a few cuirassiers and harquebusiers. It consists of a modest axehead mounted on a wooden or metal shaft and, also like the military pick, features a rearward-facing pick. ENC: 3 Cost: 18s

BLUDGEONS

With extensive plate armour rapidly disappearing from the battlefield, bludgeons are no longer common battlefield weapons in most of Europe.

Cosh: Often consisting of a small bag of sand, or something equally small and heavy, this easily-concealable weapon is most often used by thieves and vagabonds wishing to knock someone out. ENC: 1, Cost: 6d

Cudgel: Sometimes called a *Club*, the cudgel mostly sees use among the likes of watchmen, ruffians, the peasantry, and the most lamentably equipped of soldiers. ENC: 1, Cost: 1s

Mace: The mace consists of a heavy metal head, often flanged or knobbed, set on a wooden haft. Something of an antique oddity in the armies of western Europe, the mace is still used in Poland-Lithuania as a weapon, but primarily serves as a badge of rank. ENC: 1, Cost: 10s

Military Pick: A heavy combination hammer and pick on a wooden haft, the weapon is rapidly disappearing from the battlefield. In most of Europe the military pick is only used by a few harquebusiers and cuirassiers. ENC: 3, Cost: 18s

Quarterstaff: Basically a stout stick or pole about 2m long, the quarterstaff is not used as a weapon of war, but – as it is easily improvised – is a common peasant weapon in times of trouble, and can double as a

walking staff. ENC: 2, Cost: 2s

KNIVES

Knives of all varieties see use on the battlefields of Europe, including a motley assortment of hunting and skinning knives, butcher's knives, and common utility knives among poorer troops. These are represented by Knife and Dagger, below. Some knives, however, are of generally better quality, or are specifically intended for conflict.

Dagger: A blade with a short handle, a dagger is often used in the off-hand, and is easily concealable. Can be used as a throwing weapon. ENC: -, Cost: 3s

Dirk: A Scottish Highlander development of the dudgeon, the dirk has a wide blade around 30cm in length, and a short handle carved from dark wood that still resembles that of the dudgeon in most cases. In the Highlander fighting style it is held in the off-hand (shield-hand). ENC: -, Cost: 5s

Dudgeon: So-called because its handle is most frequently made of dudgeon (boxwood), this double-edged dagger is also called a *Bollock Knife* because of the distinctive shape of its shaft and the two oval swellings that form its guard. It has been in common use in England, Scotland, and the Dutch Republic for several hundred years. Use statistics for Dagger. ENC: -, Cost: 5s

Knife: A small knife usually used for eating (forks are a recent affection of the rich, which have not really caught on yet), whittling wood, and other general cutting purposes, it can also be used as a weapon in a pinch. Most travellers will generally have one about their person somewhere. ENC: -, Cost: 1s

Main Gauche: Although it originated in France, the main gauche parrying dagger is the off-hand weapon of choice for many fencers throughout Western Europe. A long, double-edged dagger, it has a guard ring and long quillons for superior parrying, which are either straight, S-shaped, or down-curved. ENC: -, Cost: 18s

Sword Breaker: This broad-bladed, single-edged parrying dagger has long straight quillons and a ring guard. It is immediately recognisable because the back of the blade is serrated with around a dozen teeth designed to catch and hold the attacking blades. With a critical hit on a parry, against a normal success or failure on the part of the opponent, the opponent's weapon is broken. Use statistics for Main Gauche. ENC: -, Cost: 22s

Trident Dagger: At first glance a normal main

gauche, the trident dagger is cunningly wrought so that, with the press of a button, the edges of the blade spring out to form a wide trident-like array ideal for parrying and catching enemy blades. On a successful parry, the opponent's blade is partially held, and the opponent suffers a 20% penalty to his next attack with that weapon. ENC: -, Cost: 22s

POLEARMS

Beyond the commonplace pike used in European formations, many other polearms are in use, some as symbols of rank, others as the battlefield weaponry of the common soldiery.

Bardiche: Used by *Cossacks* in the Polish-Lithuanian Commonwealth and the Russian *Streltsy*, the bardiche has a long, cleaver-like axehead (typically around 25-90cm long) attached to a stout wooden pole, 1.2-1.5m in length. It is regarded as a brutal weapon, and the *Streltsy* are known to use it as a musket rest as well as a weapon. ENC: 3, Cost: 20s

Brandistock: A rare polearm primarily used in Italy but found elsewhere too, the brandistock consists of a 1.5m long metal tube covered in leather or a wooden veneer, and is used by well-to-do civilians and off-duty officers as a walking stick. It does, however, conceal a more lethal armament. With a sturdy jerk downwards of the stick, three blades emerge and lock in place. The central thrusting blade is usually around 30-45cm and the two side blades are much shorter at around 10-15cm. It is sometimes called a *Feather Staff*. Extending the blades requires a combat round. ENC: 2, Cost: 20s

Glaive: A wooden shaft 1.8-2.1m in length and topped with a 45cm singled-edged blade, at the base of which is a tassel. Like halberds, partisans, and pollaxes, it is used as a symbol of authority by sergeants and some officers, as well as by military bodyguards, albeit far more rarely than the halberd or partisan. Those of officers and bodyguards are likely to be engraved or otherwise decorated. ENC: 3, Cost: 10s

Halberd: Halberdiers are employed by the infantry of Habsburg Germany and Spain, supporting bucklermen and guarding key positions, ensigns, and supply wagons. Outside of the Holy Roman Empire and the guards of various palaces, halberds are generally only used by sergeants as symbols of rank, and by the bodyguards of high-ranking officers. Like all halberds, it has a long wooden shaft topped by a steel axehead, thrusting spike, and rearward hook, the base of the head decorated with a tassel. ENC: 3, Cost:

25s

Half-Pike: The half-pike is found in most European armies, but is much less common than the full-length pike. It is, however, more versatile due to its length of only 2.4-2.7m and sees use on the battlefield and in shipboard actions. Irish soldiers make much use of half-pikes with bodkin-style spearheads. ENC: 2, Cost: 3s

Jeddart Staff: Originating in Jedburgh, Scotland, this Highland polearm is a 1.8-2.1m long pole mounting a 1.2m long blade. The blade is singled-edged, slim, very slightly curved, and suitable for cutting or thrusting. ENC: 3, Cost: 25s

Lance: Lancers have largely fallen out of favour in most of Europe, with the main exception being the cavalry of Poland-Lithuania, Husaria and Tatars alike. These use a lance called a *Kopia*, a hollowed-out 5m wooden lance with a ball-shaped handguard and light silk pennant. Due to its hollowed out nature it is a one-use weapon, nearly always shattering after the first solid strike, at which point it is discarded and the horsemen's swords are brought to bear. In the British Isles, only the Scots currently make any real use of the lance, a high proportion of their few cavalry using a simple spear-like lance 2.4-2.7m in length. ENC: 3, Cost: 15s

Leading Staff: A symbol of officer rank, sometimes used instead of a more sturdy polearm such as a partisan or pollaxe, it is a flimsy device, of little use as an actual weapon. The leading staff is a 1.2-1.5m wooden shaft topped with an intricate spearhead-shaped decoration. ENC: 2, Cost: 10s

Lochaber Axe: Another Highlander invention, the Lochaber axe features a 1.5-1.8m shaft and broad, cleaver-like axe blade averaging 45cm length. A sturdy backward-facing hook (*cleek*) is attached to the top of the shaft or back of the blade, useful for hooking opponents, especially cavalry of whom the Highlanders have few. The butt end of the shaft features a crude metal thrusting tip, increasing the weapon's versatility. ENC: 3, Cost: 25s

Partisan: Issued to infantry officers and the bodyguards of commanders throughout Europe as a symbol of rank, though few use it as a weapon, preferring to use their swords and pistols instead. It features a sturdy wooden shaft, typically around 1.8m in length, topped with a long, broad, tapering spearhead with two curved flukes at its base. Tassels adorn the base of the spearhead and it is sometimes engraved and otherwise artfully crafted. ENC: 3, Cost: 15s

Pike: Essentially a long wooden pole with a sharp steel tip. Regulations recommend that the pike should be sixteen feet (4.8 metres) long. However, many soldiers deliberately shorten their pikes, in order to increase their manoeuvrability and make them easier to carry – a risky policy if fighting a group of enemies who have not done the same! The pike is a weapon designed to be used by a mass of infantry, and as such acts as a deterrent, when deployed in numbers, rather than as an offensive weapon – cavalry think twice before assaulting a readied block of pike-men. While not necessarily the most logical choice of weapon for an Adventurer (rather cumbersome and impossible to conceal), for many Townsmen it is the only weapon they will have actually drilled and trained with. The pike is widely used by nearly every army in Europe. Although pikemen were equal in numbers to musketeers only a handful of years ago, the increasing use and effectiveness of muskets means that the number of pikemen is falling to as few as 20%-30% of the infantry now fielded, where resources allow. ENC: 3, Cost: 4s

Pollaxe: Occasionally used by infantry officers instead of a partisan or leading staff, the pollaxe has a sturdy wooden shaft, 1.2-2.1m in length topped with a hammerhead, backward-facing pick, and thrusting spike. ENC: 2, Cost: 15s

Swinefeather: Until recently extensively used by the forces of the late Gustav II Adolf, King of Sweden, the swinefeather is a wooden stake, 1.5-1.8m long, with a spearhead at the top and iron spike at the base. Also called a *Swedish Feather*, it is used by some musketeers in Western Europe as a guarding device, thrust into the ground in front of the musketeer and angled forward so as to be set against any cavalry charges that might come. ENC: 2, Cost: 2s

SHIELDS

The days of the shield seeing common use have long since passed, and even the buckler seldom sees use any more in civilian hands or in battle.

Buckler: Also called a *Targe* or *Rondache*, the Buckler is a small shield, handheld or bound to the forearm. Its main use is among the Scottish Highlanders who use a studded, wooden buckler in combination with a dirk and basket-hilted *Claidheamh Mòr* broadsword (see below). Bucklermen saw battlefield use until recent years in the armies of Spain as front rank infantry, though they were something of a failed experiment. They were armoured with helmet and breastplate, but armed with a steel buckler, side-sword, and sometimes a matchlock pistol or two. ENC

2, Cost: 5s

SWORDS

Swords are the personal melee weapons of choice on and off the battlefield and come in several varieties.

Basket-Hilted Broadsword: The basket-hilted broadsword is the standard military sword of cavalry in nations throughout Europe. All such swords feature straight cut-and-thrust blades, nearly always double-edged, though some singled-edged backswords existed. In England, the *Mortuary Sword* sports an intricate half-basket hilt, while in the Dutch Republic, the *Walloon Sword* is favoured, with two large shell-guards (often decoratively pierced) and a knucklebow. The elegant Italian *Schiavona* has a cat's-head pommel and cage-like hilt whereas the Polish *Palasz* usually has a simpler basket-hilt or knucklebow. Scottish Highlanders able to afford one use the basket-hilted *Claidheamh Mòr* (Claymore) as their primary weapon of choice, usually in conjunction with a targe (buckler) shield strapped to their other arm and dirk held in the shield hand. Use statistics for a Mortuary Sword. ENC: 2, Cost: 20s

Great Sword: With the days of the Landsknechts long past, the great sword has all but vanished from use in Europe. The only notable exception is the Scottish *Claidheamh dà Làimh*, sometimes confusingly called a "Claymore", a straight-bladed, double-edged great sword averaging 1.4m in length, with a long downswept cross hilt. It is far less common among Highlanders than the basket-hilted *Claidheamh Mòr*. ENC: 4, Cost: 30s

Hanger: The Hanger is a hunting sword, a short blade (typically 45-60cm), nearly always single-edged, sometimes slightly curved, with a knucklebow to protect the hand. Frequently well made, and often decorated by wealthier owners, it is used to kill injured or otherwise immobilised prey but also makes a handy defensive weapon. It is a popular weapon throughout Europe, and is coming to be used frequently aboard ship. ENC: 1, Cost: 15s

Koncerz: This unusual sword is used exclusively by the famed Polish Husaria (hussars), and features an unedged, slender blade around 1.4m in length, designed to thrust only, and effectively pierce mail armour. The grip is protected by a simple but sturdy knucklebow. ENC: 2, Cost: 20s

Mortuary Sword: Double-edged, basket-hilted, a meter long and straight; the mortuary sword is the sword of choice for most cavalry soldiers. ENC: 2, Cost: 20s

Rapier: The civilian weapon of the gentleman, the rapier is commonplace among those able to afford it, and can be found throughout Western Europe. Many rapiers feature elaborate swept hilts, but cage hilts, Pappenheimer hilts (elegant combinations of swept hilt and pierced shell guards), and cup hilt rapier styles are also popular, the latter especially in Spain. The blade is designed more for thrusting than slashing. ENC: 2, Cost: 20s

Sabre: The *Szabla*, the sabre beloved of Polish-Lithuanian cavalry has a curved single-edged blade and knucklebow. Scottish Highlanders also use a rare sabre-like sword, the *Turcael*, though this more resembles a basket-hilted *Claidheamh Mòr* broadsword, albeit single-edged and curved. ENC: 1, Cost: 22s 6d

Schweizersäbel: A rare weapon originating in the Swiss Confederacy, the schweizersäbel (Swiss Sabre) has a slightly curved, single-edged blade around 1m in length, and two-handed grip protected by a swept-style hilt. Like many longswords of the past, it can be wielded in one hand or two, and despite its name, it is not a cavalry weapon. ENC: 2, Cost: 20s

Side-Sword: Ubiquitous on the battlefields of Europe as the standard sword of many infantrymen, the side-sword is a straight-bladed, double-edged cut-and-thrust sword with S-shaped or straight quillons and often a simple knucklebow. ENC: 2, Cost: 17s 6d

RANGED WEAPONS

Daggers and Hatchets (see Close Combat Weapons, above) may be thrown, a rare few peasants still make use of a **Sling** or **Short Bow**, and a few other militia or irregular combatants still bear bows -- but the modern battlefield unquestionably belongs to the firearm. Black powder weapons can pack quite a punch, though they are difficult to load, heavy, and dangerous to use.

MATCHLOCKS, WHEELLOCKS, AND FLINTLOCKS

Essentially, most black powder firearms are loaded the same way. The powder is poured down the barrel and packed into place with a stick known as a ramrod; then the lead bullet (or larger missile in the case of artillery) is inserted, followed by some wadding (which is also packed down) to hold it in place. They also have a pan, which needs to be filled with powder. In the case of the flintlock, when the

CLOSE COMBAT WEAPONS

Weapon	Damage	STR/DEX	SIZE	ENC	Special	Cost
Bardiche	2D6	7/7	L	3	2-handed	20s
Brandistock	1D8	7/7	M	2	2-handed, Set	20s
Buckler	1D4	-/5	M	1	-	5s
Cosh	1D4	-/-	L	1		6d
Cudgel	1D6 (1-handed) 1D6+1 (2-handed)	5/9	L	1	Flex	2s
Dagger	1D4+1	-/-	S	-	Thrown	3s
Dirk	1D3+2	-/-	S	-		5s
Glaive	1D8+1	7/9	M	3	-	10s
Great Sword	2D8	13/11	H	4	2-handed	30s
Halberd	1D8+2	7/7	L	3	2-handed, Set	25s
Half-Pike	1D8+1	5/5	L	2	2-handed, Set	3s
Hatchet	1D6	-/9	S	1	Thrown	2s 6d
Horseman's Axe	1D6+1	11/9	M	3		18s
Hanger	1D6	6/7	M	1		15s
Jeddart Staff	1D8+2	7/9	L	3	2-handed, Set	25s
Knife	1D3	-/-	S	-	Thrown	1s
Koncerz	1D8	7/11	M	2		20s
Lance	1D10+2	9/9	H	3	Set	15s
Leading Staff	1D6	7/7	M	2	2-handed	10s
Lochaber Axe	2D6	7/7	L	3	2-handed	25s
Longsword	1D8 (1-handed) 1D10 (2-handed)	13/7	L	2	Flex	25s
Mace	1D8	7/7	M	1	-	10s
Main Gauche	1D4	-/11	S	-	-	18s
Military Pick	1D6+1	13/11	S	3	-	18s
Mortuary Sword	1D8	9/7	M	2		20s
Partisan	1D8+1	5/5	L	3	2-handed, Set	15s
Pike	1D8+1	5/5	L	3	2-handed, Set	4s
Pollaxe	1D8+2	11/9	L	2	2-handed	15s
Quarterstaff	1D8	7/7	M	2	2-handed	2s
Rapier	1D8	7/13	M	1		10s
Sabre	1D6+1	7/7	M	1		22s 6d
Schweizersäbel	1D6+1 (1-handed) 1D6+2 (2-handed)	7/7	M	2	Flex	20s
Side-Sword	1D8	9/7	M	2		17s 6d
Swinefeather	1D8	7/-	M	2	Set	2s
Unarmed	1D3	-/-	S	-	-	-

trigger is released, a flint strikes a spark to ignite the powder. In the case of a matchlock, a lit piece of match (flax) is released by the trigger and ignites the powder in the pan. In the case of a wheellock, pulling the trigger spins a spring-loaded steel wheel against a piece of pyrite, striking sparks to ignite the powder.

Matchlock muskets are by far the most common

muskets throughout Europe, and feature robust, simple mechanisms that are relatively cheap to produce. Unfortunately, the matchcord (a length of flax) is a serious downside to the weapon. For the weapon to fire, the slow-burning matchcord must have been lit, and so many musketeers spend a great deal of time, effort, and attention keeping their

matchcord burning. At least one or two musketeers in a given band always maintain a burning matchcord to rapidly light their fellows' when necessity dictates. This means that the amount of matchcord needed can be a burden in terms of supply and weight; it is not unusual for a musketeer to burn through several metres a day. Furthermore, matchcord is notoriously susceptible to the weather and will not light if damp or wet, so keeping it dry is also a constant concern and effort. Even strong winds have an impact, making it more difficult to light and maintain. Finally, the ember glow of lit matchcord is highly visible in darkness or at night, and has ruined many an audacious plan.

Compared to the matchlock, the wheellock is far less problematic; it will spark regardless of damp and does not require matchcord supplies. Its downside is that it is a very complex and expensive mechanism to craft and requires frequent maintenance. Despite this, it is the most common mechanism in carbines and pistols at present.

The flintlock mechanism has all of the benefits of the wheellock, but is also a simpler mechanism to produce, making it ultimately cheaper and easier to manufacture and far less prone to malfunction and cheaper to repair. The most common flintlock mechanisms in England and the Dutch Republic at this moment are the *English Lock* and the *Doglock*, a flintlock featuring an external safety catch that prevents the mechanism going off half-cocked.

Because guns are so slow to load, an Adventurer may only get off a single shot before closing with the enemy. In such situations it is normal to turn the gun round and use it as a club.

RULES

All black powder weapons (guns) use the Gun Combat skill when being fired and the Close Combat skill when being wielded as a club. Other non-black powder ranged weapons use the Ranged Weapons skill. Artillery rules are dealt with separately. Each gun and ranged weapon is characterised by the following qualities:

Damage Dice: The damage the weapon deals on a successful attack. In the case of black powder weapons there are two figures given, damage as gun and damage as club (depending whether the weapon is being fired or used as a club). The character's Damage Modifier is *not* added to the damage caused by the ranged weapon, unless it is being used as a club.

Range: The effective range of the weapon when fired. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's weapon skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond twice the weapon's range. A gun fired beyond its range does not benefit from the normal reduced armour protection afforded to guns.

Load: The amount of combat rounds it takes to reload the weapon. If the weapon has been loaded and primed prior to combat, the following rules apply for firing the first shot:

- Matchlocks require a combat round to light the flax above the trigger before they can be used. If the matchcord is not already lit, lighting that also requires a combat round. If neither is lit, that means two combat rounds are needed before the gun can be fired.
- Wheellocks require a combat round to tension the mainspring ready for firing, using a special spanner to engage it, but this can be done outside of combat, making the wheellock ready to fire when needed.
- Flintlocks do not require extra combat rounds to make ready.

The statistics on the black powder weapons table below assume that when reloading matchlock weapons that the firer already has matchcord lit. If at any point the matchcord has gone out, then an extra combat round will be required to relight it.

STR/DEX: The minimum STR and DEX scores needed to easily wield this weapon. If either of the Characteristics are below these minimums, a -20% penalty is applied to a character's skill when attacking and parrying with this weapon.

Size: When used as a club, black powder weapons are rated in the following size categories: Small, Medium, Large and Huge.

ENC: The weapon's Encumbrance. The weight and bulk of the weapon.

Cost: The cost in shillings to purchase this weapon.

BLACK POWDER WEAPONS

Arquebus, Matchlock: A weapon now almost completely abandoned by European armies in favour of the musket, the arquebus is still used by some irregular forces in mainland Europe, such as the Hungarian Hajduks. Lightweight, simple, and short

compared to a matchlock musket, it doesn't require a rest but is comparatively low-powered and lacking in range. ENC: 2, Cost: 7s 6d

Donderbus, Flintlock: The "Thundergun" was invented in the German states, but was quickly adopted by gunsmiths in the Dutch Republic where it became far better known and appreciated. Available in matchlock and flintlock versions, this short, brass-barrelled musket has a distinctive flared muzzle, and fires 12-15 musket balls in a single shot. This sprays a target at close range, making it a devastating weapon, and the flared barrel makes it easier to load. A few harquebusiers carry donderbuses instead of carbines, but it remains a very rare battlefield weapon. Although it can fire assorted scrap in an emergency, doing so can quickly and easily damage or shred the barrel. ENC: 2, Cost: 40s

Donderbus, Matchlock: Identical to flintlock donderbus, save for mechanism and cost. ENC: 2, Cost: 20s

Donderbus, Wheellock: Identical to flintlock donderbus, save for mechanism and cost. ENC: 2, Cost: 30s

Duelling Pistol, Flintlock: Very much a weapon of the nobility, the duelling pistol is finely crafted and balanced, with a long barrel and appropriate decorative embellishments. ENC: 1, Cost: 25

Duelling pistol, Matchlock: Identical to flintlock duelling pistol, save for mechanism and cost. ENC: 1, Cost: 15

Duelling Pistol, Wheellock: Identical to flintlock duelling pistol, save for mechanism, cost and being more frequently encountered. ENC: 1, Cost: 20s

Carbine, Flintlock: Lacking the range of the musket, the carbine can still cause serious damage in close combat. Its shorter length makes it suitable for firing either mounted or dismounted. Flintlock carbines are more common among Parliamentary cavalry than Royalist ones, but remain scarce compared to the more commonplace wheellock carbine. ENC: 2, Cost: 20s

Carbine, Matchlock: Far less common than the wheellock carbine, the matchlock carbine is now only commonly found in use by Royalist dragoons. ENC: 2, Cost: 10s

Carbine, Wheellock: The wheellock carbine is the standard musket of harquebusier cavalry throughout Europe, and has an average barrel length of 76cm. ENC: 2, Cost: 15s

Grenado: Very rare weapons, grenados are hollow iron spheres big enough to sit comfortably in the hand, filled with gunpowder and fitted with a short piece of matchcord. In decades to come they will be renamed *Grenades*. ENC: 1, Cost: 3s

Musket, Flintlock: With a longer range than the pistol or carbine, but still distrusted by traditionalists who prefer the matchlock, the flintlock musket is too expensive to be widely available. Seldom encountered outside of a few Royalist units, flintlock muskets are most often used by artillery guards because the mechanism is much safer near quantities of black powder than matchlocks are. ENC: 3, Cost: 20s

Musket, Matchlock: By far the most common musket. Many of the older ones are so heavy that they require the use of a firing stand. Nevertheless the range and damage they deliver make them a devastating weapon when fired en masse. The standard weapon of the musketeer throughout Europe, the matchlock musket dominates the battlefield despite its relative shortcomings. Although many models are cumbersome and have overlong barrels requiring rests to fire accurately, recent matchlock muskets are lighter and shorter, removing any necessity for a rest to be carried. Enc: 3, Cost: 10

Musket, Wheellock: Although more common than the flintlock musket, the wheellock musket is still a distant second to the matchlock musket in terms of widespread use. It is most commonly issued to dragoons, especially on the Parliamentary side, mounted infantry who would otherwise find a matchlock musket impossible to deal with in the saddle. Unfortunately, Royalist dragoons have had incredible difficulty procuring wheellock muskets, and most have to make do with matchlock carbines instead. ENC: 3, Cost: 15s

Petard: A Petard is essentially an explosive charge that can be attached to a target (often locked doors etc.) and then exploded. A petard consists of a wooden backplate, a metal container with a hole for a fuse and a few pounds of gunpowder. The petardier's assistant is expected to run through the enemy's fire (which is often horrendous) and attach the thing (by screwing in a hook to the surface to be blown, then suspending the petard), light a fuse (with a slow match lit at both ends), and, if still alive, retire to a safe distance. The petardier himself is not expected to make the dash; as a gunpowder expert, he is far too valuable. Any would-be petard setter should note that it is better to run back to one's own lines in a zig-zag to avoid the path of the metal canister, which tends to rocket backwards as the gunpowder (hopefully) takes its toll in the opposite direction.

BLACK POWDER WEAPONS

Weapon	Damage as gun	Damage as club	Range	Load	STR/DEX	Size ¹	ENC	Cost
Arquebus, Matchlock	2D6	1D6-1	10m	6	10/9	M	2	7s 6d
Donderbus, Flintlock	4D6	1D6-1	5m	3	10/9	M	2	40s
Donderbus, Matchlock	4D6	1D6-1	5m	4	10/10	M	2	20s
Donderbus, Wheellock	4D6	1D6-1	5m	3	10/9	M	2	30s
Duelling Pistol, Flintlock	2D4+1	1D4-1	10m	2	9/9	S	1	25s
Duelling Pistol, Matchlock	2D4+1	1D4-1	10m	3	9/10	S	1	15s
Duelling Pistol, Wheellock	2D4+1	1D4-1	10m	2	9/9	S	1	20s
Carbine, Flintlock	2D6+1	1D6-1	12m	3	10/8	M	2	20s
Carbine, Matchlock	2D6+1	1D6-1	12m	4	10/9	M	2	10s
Carbine, Wheellock	2D6+1	1D6-1	12m	3	10/8	M	2	15s
Grenado	3D6	-	5m	2	11/9	-	1	3s
Musket, Flintlock	2D8+1	1D6	30m	4	11/9	L	3	20s
Musket, Matchlock	2D8+1	1D6	30m	5	11/10	L	3	10s
Musket, Wheellock	2D8+1	1D6	30m	4	11/9	L	3	15s
Petard	See text	-	-	-	-	-	5	8s
Pistol, Flintlock	1D6+2	1D4-1	5m	3	9/7	S	1	13s
Pistol, Matchlock	1D6+2	1D4-1	5m	4	9/8	S	1	7s 6d
Pistol, Wheellock	1D6+2	1D4-1	5m	3	9/7	S	1	10s

1. Size when used as a club

Rules: The fuse of a petard takes 1D3+3 Combat Rounds to burn (secret Games Master roll). Anything to which the petard is attached will take 8D8 damage. The canister shoots out of the back with a range of 5m; anyone within range must make a successful Dodge roll (+20% if a player has already stated their intention to zig-zag). Anyone hit by the canister takes 2D6 damage. If the petard was not successfully attached, anyone and anything within 10m takes 3D6 damage. ENC: 5, Cost 8s

Pistol, Flintlock: Only useful at short ranges, the flintlock pistol is often carried by the wealthy for personal protection, or for duelling in defence of one's honour. Like its musket counterpart, the flintlock pistol is not altogether common yet, but is likely to eclipse the wheellock pistol in use within a few years. ENC: 1, Cost: 13s

Pistol, Matchlock: A cheaper and more time-consuming predecessor to the flintlock pistol. The matchlock pistol is exceptionally rare simply due to the fact that it was never very popular anyway, and

has all but completely been replaced by wheellock and flintlock pistols. ENC: 1, Cost: 7s 6d

Pistol, Wheellock: Carried in pairs by most cuirassiers and harquebusiers, the wheellock pistol is by far the most common pistol on the battlefield and in use throughout Europe. ENC: 1, Cost: 10s

WEAPON MODIFICATIONS

Inventive manufacturers have come up with various adaptations to conventional weapons.

Combination Melee Weapon and Pistol: Since viable alternatives to matchlocks began to surface, inventive craftsmen have combined the mechanisms of flintlock and wheellock pistols with various melee weapons. Their grossly inaccuracy and cost have not prevented such combination weapons from becoming popular with well-heeled individuals; in particular the combination of wheellock or flintlock pistol and hanger sword are in vogue for hunting. Due to the imbalance inherent in such a combination weapon,

use of the pistol suffers a -10% penalty. Cost: Combine the cost of the melee weapon and desired pistol, then increase the final cost by 50%.

Hidden Knife: Some melee weapons, particularly swords such as rapiers, have the ends of their handles hollowed out so as to fit a knife within (use knife statistics from the close combat weapons table). This concealed knife usually has the pommel of the sword as part of its own handle, and takes a combat round to remove. It is almost impossible to spot or discover, short of someone actively checking the pommel and handle. ENC: -, Cost: 5s

Rifling: Some muskets and pistols are rifled, but these are rare, expensive weapons, not favoured in warfare due to how readily black powder fouls a rifled barrel that is not meticulously and frequently cleaned. Of the few rifled arms available, the most common is the rifled wheellock musket, though rifled flintlock muskets are also being produced. These rifles are commonly called *Fowling Pieces*, and are primarily used by hunters and gamekeepers. Such individuals are sometimes employed by Parliamentarian and Royalist forces as marksmen in siege situations, tasked with picking off officers and artillery crew at range. Rifling cannot be applied to a donderbus. The range of rifled guns is increased by 50%. Cost: +50%.

OTHER RANGED WEAPONS

The Crossbow and Sling require little training (though some practice), and can be used with the Ranged Combat skill. Long Bows, Recurve Bows and Short Bows, however, require a certain amount of training and require the Advanced skill, Ranged Combat (Bows).

Crossbow: Crossbows were superseded by black powder weapons by English forces a century ago, but remain in use as hunting weapons. ENC: 1, Cost: 20s

Long Bow: A large bow (about 2m long, hence its

RANGED WEAPONS

Weapon	Damage	Range	Load	STR/DEX	ENC	Cost
Crossbow	1D10	130m	2	5/9	1	20s
Long Bow	1D10	150m	1	13/9	1	20s
Recurve Bow	1D8	125m	1	9/13	1	20s
Short Bow	1D8	75m	1	9/9	1	15s
Sling (one handed)	1D6	50m	1	-/9	-	2d

name) that cannot be used from horseback. Despite its antiquity, the yew long bow still sees some use in battle, primarily among some Royalist troops and Highlander mercenaries. ENC: 1, Cost: 20s

Recurve Bow: The recurve bow is almost only ever found in the hands of Eastern European irregular troops such as mounted Tatars and Croats, making it almost unknown within the British Isles. ENC: 1, Cost: 20s

Short Bow: Short bows have not been used as a weapon of war in England for centuries, but remain in use by hunters. ENC: 1, Cost: 15s

Sling: A strip of cloth or leather used to throw a stone or other projectile at the target. Although not a common weapon of war, peasants who have taught themselves to use a sling for hunting can be surprisingly deadly in combat. ENC: -, Cost: 2d

ARTILLERY

RULES

All artillery weapons use the Artillery skill of whoever is in command of the gun when being fired. Fumbles on an Artillery roll will cause the weapon to be put out of action until repaired (which will take days), or represent a crack to the barrel that renders the gun irreparable, or, if the Games Master is feeling particularly cruel, cause everybody in the immediate vicinity to be blown to smithereens. Each artillery piece is characterised by the following qualities:

Damage: The damage the weapon deals on a successful attack.

Range: The effective range of the artillery piece when fired. A target within the weapon's range may be attacked without penalty. A target within double the weapon's range may be attacked, but the attacker's

Artillery skill is halved before other modifiers are applied. Attacks cannot be made at a distance beyond twice the weapon's range. A gun fired beyond its range does not benefit from the normal reduced armour protection afforded to guns.

Load: The amount of combat rounds it takes to

ARTILLERY

Weapon	Damage	Range	Load	Number of horses to pull	Number of men to haul	Crew Required	Cost
Cannon	4D8	80m	10 mins	8	40	4	2,000s
Heavy Arquebus	4D6	40m	5 mins	1	4	2	100s
Light Artillery	4D6	100m	5 mins	2	8	2	600s
Siege Mortar	4D10	60m	30 mins	10	50	1	1,500s
Siege Cannon	6D20	120m	1 hour	16	90	6	4,000s

load the artillery.

Number of horses to pull: The number of horses required to pull the artillery piece when limbered.

Number of men to haul: The number of men required to pull the artillery piece when limbered or to safely shift the weapon onto its limber.

Crew required: The number of people required to operate the weapon.

Cost: The cost in shillings to purchase this weapon.

TYPES OF ARTILLERY

Cannon and Siege Cannon: Siege guns and other large cannon strike fear into the heart of enemy troops. However, they are very heavy, loading time is lengthy, and they are extremely inaccurate and require a lot of maintenance. A large team of horses (4-16 depending on the exact size of the cannon) are required to move them at all and once set up they cannot easily be shifted. Being deployed in a static position beforehand, they are therefore of limited use in battle. When used in siege warfare, their slow rate of fire, tendency to break, and the scarcity of suitable ammunition (although some can fire heavy stones in a pinch) mean that they are used as much to wear down defenders' morale as to cause casualties or a serious breach in the defences. Cost: 2000-4,000s

Light Artillery: Some lighter artillery does exist. Scottish armies, for example, sometimes use it as heavier weapons are almost impossible to shift through rough mountain territory. Such weapons might be carried on pack animals before assembly. Cost: 600s

Siege Mortar: Needing a smaller crew (one person can fire a mortar although it isn't easy - triple load time) and being easier to manoeuvre than large cannon, the mortar fires an explosive shell into the air. If it lands on target it can be devastating, but such pieces are difficult to aim and ammunition is scarce.

Cost: 1,500s

Heavy Arquebus: Sometimes fired from a cart, this heavier Matchlock weapon requires a crew of two and fires a much larger lead ball than the standard musket. Cost: 100s

TYPICAL ARMOUR OUTFITS

For rules purposes, individuals are considered to have Armour Points that correspond to the overall protection that the armour they are wearing confers. This means that two individuals can be wearing different variations of armour, but have the same Armour Points. For ease, players might want to choose the armour their Adventurer is playing from one of the typical armour outfit sets below. If the player wishes to assemble their own set from individual pieces then the category of armour a character is considered to be wearing is at the discretion of the Games Master, who should choose the closest of the following options.

Very Light Armour: Representing just one or two items of protection. Typically very light armour might be comprised of a secrete and soft leather jacket. ENC: 1, Cost: 25s, Armour Points: 1/0

Light Armour: Typically little more than a helmet and soft leather jerkin and trousers, or no helmet with just a buff coat. ENC: 4, Cost: 30s, Armour Points: 2/1

Medium Armour: Pretty much the standard for a well-armoured character. Typically a buff coat, breast-and back-plate, decent boots and a lobster pot helm. ENC: 10, Cost: 85s, Armour Points: 3/1

Heavy Armour: Representing extremely well armoured infantry, more usually worn by members of heavy cavalry regiments. Typically high cavalry boots, backplate, breastplate and short tassets, lobster pot helmet and buff coat. ENC: 15, Cost: 105s, Armour Points: 4/2

Very Heavy Armour: Full plate armour, the typically outfit of a cuirassiers, including breastplate, backplate, long tassets, gauntlets, closed helmet and vambrace. ENC: 26, Cost: 185s, Armour Points: 5/2

ITEMS OF ARMOUR

Boots, cavalry: The thick thigh-length boots worn by many cavalry, especially harquebusiers, and some dragoons, provide some protection to the legs but are commonly turned down outside of combat. ENC: 2, Cost: 15s

Breastplate & Backplate: Also called a *Cuirass* or *Corset*, this armour is worn by harquebusiers, cuirassiers, husaria (Polish hussars), pikemen, halberdiers, bucklermen, and siege engineers alike. The breastplate is often sold as being bulletproof, though this is seldom the case, and many supposed test bullet dents are actually made with the end of a ball-tipped hammer. Husaria have their breastplates polished and decorated with brass fittings. Many cavalymen, especially cuirassiers, and nearly all infantrymen of the types mentioned above, have breastplates with tassets attached (see below), though the tassets are frequently discarded in the case of most infantrymen, except siege engineers. ENC: 3, Cost: 20s

Bridle Gauntlet: An articulated cavalry gauntlet that covers the hand and entire forearm up to the elbow, the bridle gauntlet is worn on the left arm of a few harquebusiers, leaving the right hand unimpeded for easier pistol use. Polish husaria wear a pair of similar gauntlets on both arms called *Karvash*. ENC: 3, Cost: 20s

Buff Coat, Sleeved: A treated leather coat, skirted and most often sleeved too. It is durable and provides some protection, but most importantly provides freedom of movement. All harquebusiers are equipped with sleeved buff coats. The biggest drawback of the buff coat is the fact that it quickly soaks up water and rain and can take days to dry out. Buff is short for *Buffalo*, though the coat is made from cowhide. ENC: 4, Cost: 30s

Buff Coat, Sleeveless: A rare few infantry officers and musketeer units have sleeveless buff coats, principally the Trained Bands of London. ENC: 2, Cost: 15s

Helmet: Helmets of many types can be found among the soldiery of Europe. Harquebusiers, Polish husaria, siege engineers, and some cuirassiers make use of *Capeline* helmets, frequently called *Lobster Pots* (*Zischägge* in German and *Szyszak* in Polish). This is a

pot helmet with a fixed peak, cheek guards, articulated aventail, and nasal bar or tri-bar visor, with the latter being especially common in England. Cuirassiers also make use of *Close Helms*, knightly helms that fully enclose the head and feature hinged visors. Pikemen, halberdiers, bucklermen, and the musketeers of the Trained London Bands, are most commonly equipped with *Morion* helmets, a style of helmet widely used by the Spanish *conquistadors* and distinguished by its front and rear pointed peaks and reinforcing top comb. Other helmets frequently used by Pikemen include the *Cabasett*, a tall-crowned helmet with a narrow brim, *Birnhelm*, almost identical to the Morion but with a smaller comb and narrower brim, and *Burgonet*, a domed helmet with fitted peak, tail, reinforcing crest, and cheek guards. Some cuirassiers also make use of the burgonet, usually with a falling buffe visor. The rarest, and certainly most distinctive, helmet is the *Metal Hat*, literally a wide-brimmed civilian hat, but crafted from metal plate and fitted with a sliding nasal guard. This strange helmet is exclusively the domain of the noble and wealthy, as can be testified by the fact that the late King Charles had one. ENC: 3, Cost: 20s (Cabasett, Morion), 22s (Burgonet), 30s (Close Helm), 40s (Metal Hat)

Secrete: The only dedicated type of armour encountered in use among the otherwise unarmoured musketeers and dragoons, the secrete is still uncommon, a metal skullcap that can be easily worn unnoticed beneath a hat or cap. It provides little serious protection as it is so form-fitting, light, and only covers the top of the head, but is favoured by those soldiers and officers who want to remain unencumbered, or simply prefer the appeal of wearing a fashionable hat rather than a helmet. ENC: 1, Cost: 15s

Tassets, short: Essentially plate skirts attached to the front of many breastplates with hinges to protect the abdomen and groin; they can't be worn without a supporting breastplate. ENC: 3, Cost: 20s

Tassets, long: Worn by cuirassiers and attach the same way as short tassets, but are articulated pieces that extend from the waist down the front of each leg to the knee where they are secured, giving protection to both the abdomen and both legs; they can't be worn without a supporting breastplate. ENC: 9, Cost: 60s

Vambrace: Now only worn by cuirassiers, a vambrace is an articulated plate sleeve formed of a combination of pauldron, rerebrace, couter, and vambrace. ENC: 6, Cost: 40s

Chapter 8: Alchemy

Note: The following magick system was designed for the *Clockwork & Chivalry* game world, and is a much more powerful “high magick” system than would be available in most game worlds. Games Masters should decide whether this system would unbalance their game world before allowing Alchemist Adventurers.

More information on this form of “scientific alchemy” and its theoretical background can be found in *Clockwork & Chivalry Core Rulebook 2nd Edition*.

The Great Work

The first job of any Alchemist, before he can think about casting spells or brewing potions, is the creation of a Philosopher’s Stone. A Philosopher’s Stone concentrates the natural powers of the universe into a form that can be tapped by the Alchemist.

To create a Philosopher’s Stone, an Alchemist must have access to a properly equipped laboratory, and must have all the necessary ingredients to hand. Most Alchemists will have access to extensive laboratories, or their own private laboratory, but some may have what is known as a “portable laboratory”, which can

be set up in a large tent and can be disassembled to fit into a small horse-drawn cart.

GALENIC PHYSICIANS AND MAGICK

Galenic Physicians are trained in the healing arts, among which is numbered alchemy. While they can create Philosopher’s Stones and Potions, and cast spells, they are, at start of play, limited to using the Elemental Casting (Earth) skill and can only learn certain spells (see below). However, there is nothing to stop a Galenic Healer, with the right contacts and training, from becoming a fully-fledged Alchemist. Since a Galenic Physician will have taken the Hippocratic Oath to preserve life, he is unlikely to learn offensive combat spells, though it is not beyond the bounds of possibility if the Physician has wandered far from his original aims in life.

A Galenic Physician begins play with 3 Magnitude Points worth of spells, chosen from the following list: *For to Bring the Touch of Healing*, *For to Create a Healing Bouquet*, *For to Cure a Disease or Counteract a Poison*, *For to Dispel a Pestilential Miasma*, *For to Enhance to Hands of Healing*.

Creation of a Philosopher's Stone requires the Alchemy skill. In game terms, the amount of power stored in a given Philosopher's Stone is measured in Magick Points (MPs). Once Magick Points are stored in a Stone, they can be used for the creation of potions or the casting of spells; as the Magick Points are used up, the Philosopher's Stone shrinks and crumbles away until, when the Magick Points reach 0, there is nothing left of the Stone but a handful of useless dust.

Creating a Philosopher's Stone has a number of phases:

1. GATHERING INGREDIENTS

Pre-prepared ingredients needed to create a Philosopher's Stone are usually available in a university or can be bought from any apothecary's shop in a large town. It costs 5 shillings per Magick Point for pre-prepared ingredients.

If the Alchemist cannot find pre-prepared ingredients, he or she can scavenge for his or her own, using natural substances (wild herbs, chemicals, animal dung, etc.). Any settlement from a small farm to a large city can provide the ingredients, though it requires a successful Alchemy roll, and takes 1D4 hours to gain 1D6 Magick Points worth of ingredients, plus another hour per 5 Magick Points in the

laboratory to prepare the ingredients for use. Alchemists may also need to explain to the locals why they are rooting about in the dung heap!

2. SETTING UP THE EQUIPMENT

Before an Alchemist can begin creating a Philosopher's Stone, he must first set up the equipment and fire up the furnace. This takes an hour for a normal laboratory, or two hours for a portable laboratory, which must be unpacked and assembled. This time is fixed, no matter how large or small the Philosopher's Stone to be produced.

3. CREATING THE PHILOSOPHER'S STONE

Creating a Philosopher's Stone can be a hazardous process - the bigger the Stone and the less skilled the Alchemist, the more chance there is of a serious mishap.

Philosopher's Stones are created in 2 Magick Point increments; each 2 Magick Points takes 1 hour of work. For each hour that the Alchemist works, he must make an Alchemy roll, with a -5% penalty to his skill for every hour after the first, due to the difficulty of controlling the forces necessary to create a large

PHILOSOPHER'S STONE MISHAPS

Roll failed by	Mishap
1-15	Leak of dizzying miasmas. Make a Resilience roll. On a failure, you fall unconscious for 1D6 hours. On a Fumble, the effects last for 1D12 hours.
16-30	Minor leak of noxious vapours. Make a Resilience roll. On a failure, you are at -25% to all skills for 1D6 days, due to poisonous effects. On a Fumble, the effects last 1D12 days.
31-45	Minor explosion. You take 1D6 burns damage and a Serious Wound to one of your arms (roll randomly to see which arm).
46-60	You accidentally summon a Medium-sized Elemental. Roll 1D4: 1-Earth, 2-Air, 3-Fire, 4-Water. The Elemental, if not controlled, will behave in the manner appropriate to its type (see pp.XX-XX).
61-75	Major leak of noxious vapours. Make a Resilience roll. On a success, treat as a minor leak (see 16-30 above). On a failure, you lose 1D4 CON permanently (remember that this amount will also be lost from all CON-based skills and Hit Points may go down). On a Fumble, you lose 1D6 CON permanently. Anyone else who is in your laboratory must make the same Resilience test too.
76-99	Distracted by thinking about what you will be doing with this Stone, you accidentally set off one of your own spells. Choose a spell from your list at random; this spell is cast at maximum effect on yourself, using up all the Magick Points in the Stone you are creating.
00 Fumble	Major explosion! You and anyone else within 10m of the furnace take the number of MPs in the Stone you are creating +1D4 in damage; or 1/2 the number of MPs in the Stone +1D2 if you make a successful Dodge roll. Those effected will take a Serious or Grave Wound if the damage is enough. All the laboratory equipment and the Philosopher's Stone you were creating are destroyed.

and powerful Stone.

The Alchemist must make a roll every hour to keep adding MPs to the Stone. If a roll fails, no more Magick Points can be added to that particular Stone, though a new one could be created. On a failed roll, the player must check the Mishaps Table (see below) – the bigger the failure, the worse the catastrophe.

It is worth noting that the more Magick Points an Alchemist attempts to store in a Stone, the more likely it is that there will be a catastrophic failure. Beginning Alchemists get around this problem by creating many small Stones with only a few MPs in them, rather than one big one. The disadvantage of this method is that such Stones cannot be used together – a less powerful Stone can only be used to cast a less powerful spell. An Alchemist who sees the need to cast powerful spells must take the risk of creating a powerful Philosopher's Stone.

Fatigue: For every 8 hours of work (not including the setting up of the equipment), the Alchemist must make a Resilience test or drop down one level of Fatigue, due to the heat and noxious fumes in the laboratory. (See Fatigue Levels Table).

MISHAPS

If an Alchemist fails an Alchemy roll while creating a Philosopher's Stone, there is often some sort of mishap. The severity of the mishap is based on the amount by which the roll was failed. Subtract the amount needed to get the roll from the actual dice roll, and look up the result on the table.

Alchemists' Spells

Most spells are linked in particular to one of the four elements, and many scholars specialise in just one element, in order to increase their mastery of a particular set of spells. However, it often pays for the diligent Alchemist to have at least some knowledge of one or two other elements, in order to broaden his repertoire.

In rules terms, these areas of study are measured by the Elemental Casting (Element) skill. Each of the four elements is a separate skill, so characters may have, for instance, Elemental Casting (Air) at 70%, Elemental Casting (Earth) at 25%, and no skill at all in Elemental Casting (Fire) or Elemental Casting (Water).

Theoretically, there is a fifth skill, Elemental Casting

(Aether), but since the element of Aether does not exist beneath the orbit of the Moon, it would take an expedition to the Lunar sphere to confirm whether spells can actually be performed with the fifth element.

LEARNING SPELLS

Newly created Alchemist characters begin play with six points of Magnitude worth of spells.

Characters can spend Improvement Points on gaining new spells; for those with access to a library, a particular academic paper written by a scholar, or membership of an alchemy college, each Improvement Point gains the Alchemist 1 Magnitude worth of spells. It takes 2D6 hours per point of Magnitude to learn a new spell. For those without these advantages, costs are doubled – it costs 2 Improvement Points per point of Magnitude and 4D6 hours to learn spells from other grimoires and sources. These figures apply to the *base* Magnitude level of the spell being learned; an Alchemist can always cast a spell at a higher Magnitude assuming his Philosopher's Stone has enough Magick Points. Alchemists may need to pay to learn spells – this will vary according to the game world.

CASTING SPELLS

The casting of a spell requires knowledge of that spell, a Philosopher's Stone containing enough Magick Points, and the correct Elemental Casting skill for the spell in question.

In order to cast a spell, the Alchemist must be touching the Philosopher's Stone he is using; he must also make certain ritual gestures and chant certain mnemonics (usually in Latin) to get his mind into the correct frame of reference to channel the elemental forces he is attempting to command. The Philosopher's Stone he is using must contain enough Magick Points for the spell in question – an Alchemist cannot combine the Magick Points of several small Stones in order to cast a powerful spell.

Important Note: An Alchemist can only cast a spell with a Philosopher's Stone that he has created himself. Each Stone is attuned to its creator and is a mere inert lump of rock to anyone else, even another Alchemist.

It is possible to attempt to cast a spell without the ritual gestures and mnemonics, so long as the Alchemist is touching the Philosopher's Stone, but

SPELL CASTING FUMBLES

Dice roll	Result
Success	The Philosopher's Stone grows too hot to touch. You lose 1D6 Hit Points and take a Serious Wound to the hand that was holding the Stone. The Stone takes 1D6 combat rounds to cool sufficient for you to pick it up again.
Failed by 1-20%	Result as Success, above, plus the Philosopher's Stone loses twice the number of Magick Points it would have done had the spell been cast successfully. If MPs are reduced to 0, the Stone is destroyed.
Failed by 21-40%	Result as Success, above, plus the spell has the opposite of the intended effect. Weapon spells may be cast on the nearest enemy's weapon or decrease an ally's weapon damage, Healing spells cause wounds, etc. Be creative, but the GM's decision is final. The Philosopher's Stone loses the number of Magick Points it would have done had the spell acted normally.
Failed by 41-60%	Result as Success, above, plus you cast the wrong spell. Choose one at random from the spells you know, or pick the one that would be most embarrassing/ disastrous/ unexpectedly impressive in the current situation. Your Philosopher's Stone loses the number of Magick Points it would have lost if the spell had been cast correctly.
Failed by 61-80%	Result as Success, above, plus, you accidentally summon a Medium-sized Elemental, of the same type as the Elemental Casting you were attempting. The Elemental, if not controlled, will behave in the manner appropriate to its type. Your Philosopher's Stone loses the number of Magick Points it would have lost if the spell had been cast correctly.
Failed by 81%+	Your Philosopher's Stone explodes! You and anyone else within 10m of you take the number of MPs in the Stone you are creating +1D4 in damage to the hand holding the Stone (or a random hit location for bystanders); or half the number of MPs in the Stone +1D2 if you make a successful Dodge roll. Those effected will take a Serious or Grave Wound if the damage is enough.
Fumble (99-00/00)	Your Philosopher's Stone explodes, setting off a chain reaction, which destroys other nearby Stones. Result as for the entry above, but the same also happens to every other Philosopher's Stone within 10m of the caster.

there is a penalty of -25% for each missing action, so that an Alchemist attempting to cast a spell with neither gestures nor spoken mnemonics would be at -50% to casting the spell.

If all the above conditions are met, the Alchemist casts the spell by making a roll against the requisite Elemental Casting skill. If the roll is a success, the spell takes effect and a number of Magick Points equal to the Magnitude of the spells are removed from the Philosopher's Stone; if this takes the MPs of the Stone to 0, it crumbles to dust and cannot be used again.

If the casting test is failed, the spell does not take effect, and the Philosopher's Stone loses 1 Magick Point.

CRITICAL SUCCESS

If the caster scores a Critical Success on the casting roll, the Alchemist has been able to control the flow of elemental power particularly well. The Philosopher's Stone loses only 1 Magick Point instead of the normal total for that spell.

FUMBLE

If the Alchemist fumbles the Elemental Casting roll, he has completely lost control of the elemental forces he is trying to control. The caster should make another Elemental Casting roll using the same penalties as the previous roll and look up the result on the table.

CASTING TIME

No other action may be taken while casting a spell, though the Alchemist may walk slowly up to half their Movement while casting a spell.

Spells take a number of Combat Rounds to cast equal to half their Magnitude (rounded up). The more powerful a spell, the longer it takes for the Alchemist to reach the correct frame of mind to cast it.

Distractions, or attacks on the Alchemist as he casts, will automatically ruin the spells unless the caster passes a Persistence test, thereby maintaining concentration on the spell.

DISMISSING SPELLS

In a single Combat Round, an Alchemist can dismiss any Permanent spell(s) he has cast as a free action. Ceasing to cast a Concentration spell is immediate and not an action.

Spell List

Spells are listed by Element. Some spells have variant versions that are similar enough to be described only once – these are listed under Common Spells, see below.

SPELL TRAITS AND DESCRIPTIONS

Alchemy spells all have some or all of the following traits:

Area (X): The spell affects all targets within a radius specified in metres.

Concentration: The spell's effects will remain in place so long as the character continues to concentrate on it. Concentrating on a spell is functionally identical to casting the spell, requiring the caster to continue to chant and ignore distractions.

Duration (X): The spell's effects will stay in place for the number of minutes indicated.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. Also the minimum number of Magick Points required to cast it.

Progressive: This indicates that a spell can be learned at its lowest Magnitude, but can be cast at *any* Magnitude, as long as the Alchemist has a single Philosopher's Stone with enough Magick Points in it.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's POW x 5 in metres.

Resist (Dodge/Persistence/Resilience): The spell's intended effects do not succeed automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to Dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the character to actually touch his target for the spell to take effect, using an Unarmed Combat skill test to make contact if the target is not willing. The caster must remain in physical contact with the target for the entire casting. A Touch spell can be cast on the caster who is, by definition, in contact with himself.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended. The Duration of such a spell does not begin until the spell is triggered.

COMMON SPELLS

These spells may have different versions for each of the four elements, but share common mechanics, so are not repeated four times.

Spells marked *Element: any* are exactly the same for all the four elements and can be cast using any of the Elemental Casting skills.

Spells marked *Element: varies* have a different version for each element. For example, although a spell such as *For the Summoning of a Salamander* works the same as *For the Summoning of an Undine*, it must be learned separately for each element. A character with *For the Summoning of a Salamander* can *not* summon an Undine unless he or she possesses that spell too.

FOR TO DISCOVER (X)

Concentration, Magnitude 1, Ranged, Resist (Special)

Element: any

This covers a family of spells that all operate in a similar fashion, allowing the caster to locate the closest target of the spell within its range. This effect is stopped by a thick substance such as metal, earth or stone that is at least one metre thick. The separate spells *For to Discover* are listed below and must be learned separately to use them.

For to Discover an Enemy: Gives the location of the nearest creatures, of a number equal to the Magnitude of the spell, that intend to harm the caster.

For to Discover Magick: Gives the location and identity of the nearest Philosopher's Stone, magical potion, or active spell, including Witchcraft. In the case of a Philosopher's Stone, it will tell the caster how many Magick Points it contains.

For to Discover a (Species): Each *For to Discover a (Species)* spell will give the location of the nearest creature of the specified species. Examples of this

spell include *For to Discover a Wolf*, *For to Discover a Horse* and *For to Discover a Sparrow*.

For to Discover (Substance): Each spell *For to Discover (Substance)* will give the location of the nearest substance of the specified type. Examples of this spell include *For to Discover Coal*, *For to Discover Gold* and *For to Discover Wood*.

FOR THE DOMINATION OF A FAMILIAR (SPECIES)

Concentration, Magnitude 1, Progressive, Resist (Persistence)

Element: any

This spell gives the caster control over a specific type of non-human creature for the purposes of using it as a Familiar (see the Familiar rules later in this chapter). Each species is a different spell, so *For the Domination of a Familiar Dog* must be learned separately from *For the Domination of a Familiar Cat*.

The caster may attempt to dominate a target of up to 3 INT per 1 Magnitude. If the target fails to Resist, it must obey the caster while the spell lasts.

The controlled Familiar shares a limited telepathic link with the caster by which it can receive orders; it is completely in thrall to the wishes of the caster and can even be made to take its own life if the caster so wishes. If the Familiar is currently carrying a spell, the spell can be cast with a simple mental command.

The caster cannot use the senses of the Familiar, so must be able to see the creature if he wants to be sure what it is doing.

Due to the degree of control exerted on the creature, many Alchemists consider this spell unethical – it treats an animal as an unfeeling mechanism, something more common among the Mechanical Philosophers of the Parliamentarian cause than anything the average Royalist would espouse.

FOR THE DISMISSAL OF (AN ELEMENTAL TYPE)

Instant, Touch, Magnitude 1, Progressive, Resist (Resilience)

Element: *Varies*

This spell may be cast against an Elemental of the correct type. It affects an Elemental of up to 1 cubic metre in size per point of Magnitude. Failure to Resist means that the Elemental disperses. It is often difficult

to get close to an Elemental in order to dismiss it with this Touch spell. Some solutions to this are discussed in “Elementals and Their Summoning” later in this chapter.

FOR THE SHAPING OF (AN ELEMENTAL TYPE)

Instant, Magnitude 1, Ranged

Element: *Varies*

This spell allows the caster to shape the form of a previously summoned Elemental into any shape he wishes. The Elemental must be controlled within a circle of powdered Philosopher’s Stone (see “Elementals and Their Summoning” later in this chapter for details). The shape can be anything the caster can imagine, but can never be greater in size than the size in cubic metres of the Elemental summoned. The shaper must be within 5 metres of the Elemental when casting the spell.

FOR THE SUMMONING OF (AN ELEMENTAL TYPE)

Duration 15, Magnitude 1, Progressive

Element: *Varies*

This spell must be learned separately for each of the four types of Elementals described in the Bestiary. The spell summons forth an Elemental of one cubic metre per point of Magnitude, which will manifest after 1D3 combat rounds. There must be enough of the element in question within five metres of the caster when the spell is cast; so a Gnome must be summoned close to Earth (an easy one unless the caster is several stories up in a building or is flying for some reason), a Salamander must be summoned close to a fire big enough to hold its mass, a Sylph must be summoned close to Air (almost anywhere except under water!) and an Undine close to a body of water big enough to hold its mass.

Note that an Elemental is uncontrolled unless it has been summoned within a circle of powdered Philosopher’s Stone – see “Elementals and Their Summoning” later in this chapter for details.

FIRE SPELLS

These spells can only be cast with the Elemental Casting (Fire) skill.

FOR THE BEFUDDLEMENT OF THE MIND

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

Element: Fire

The affected target may not cast spells and may only take non-offensive actions. The target may run if it so chooses and may Dodge and Parry normally in combat, though it may not make any attacks. If the target is directly attacked, the spell is cancelled and the target is free to retaliate.

FOR TO BREATHE LIKE UNTO A DRAGON

Instant, Magnitude 1, Ranged, Resist (Dodge)

Element: Fire

With this spell, the caster spits a stream of fire at his target. If the fire is not Dodged, it inflicts 1D8 points of heat damage. Armour Points are effective against this damage and it counts as both magickal and fire damage.

FOR TO CAUSE THE CONFLAGRATION OF A BLADE

Duration 5, Magnitude 4, Touch

Element: Fire

For the Duration, the target weapon will deal 1D10 magickal fire damage on top of its normal damage. A weapon under the effects of *For to Cause the Conflagration of a Blade* cannot benefit from *For to Sharpen a Blade*.

FOR TO CAUSE THE CONFLAGRATION OF A HURLING MISSILE

Duration 1, Magnitude 2, Touch, Trigger

Element: Fire

Casting this spell on a missile weapon, arrow, crossbow bolt, pistol/musket ball or cannonball will cause it to burst into flame when it strikes a target. When it hits a target, the missile will deal 1D10 points of magickal fire damage on top of its normal damage. A missile under the effects of *For to Cause the Conflagration of a Hurling Missile* cannot benefit from *For to Multiply a Hurling Missile* or *For to Speed a Hurling Missile*.

FOR THE CONFUSION OF THE TONGUE

Duration 5, Magnitude 1, Ranged, Resist (Persistence)

Element: Fire

If this spell is successful, it garbles the language of the affected person. The target can still think and, for the most part, act normally, but anything it says comes out as gibberish.

FOR TO CONJURE A BOLT FROM THE BLUE

Instant, Magnitude 3, Ranged, Resist (Dodge)

Element: Fire

The caster can summon a lightning bolt from the heavens regardless of the weather. The bolt must strike a target outdoors in plain view. *For to Conjure a Bolt from the Blue* inflicts 3D6 points of damage, ignoring any Armour Points.

FOR TO COUNT MANY THINGS

Instant, Magnitude 1

Element: Fire

This allows the caster to accurately count a great number of similar things that are together in a mass – sacks of grain, muskets in an armoury, pikemen in an army. The caster must be able to see what is being counted and very precisely say what he is counting, otherwise the result may not be accurate. For instance, asking for “the number of people in the enemy camp” would include all the camp-followers, servants, etc., while asking for “the number of soldier in the enemy camp” would include any prisoners-of-war, and so on.

FOR TO DISCOVER (X)

See Common Spells.

FOR THE DISMISSAL OF A SALAMANDER

See *For the Dismissal of an (an Elemental Type)*, Common Spells.

FOR THE DOMINATION OF A FAMILIAR (SPECIES)

See Common Spells.

FOR THE ENCOURAGEMENT OF A FANATICAL MIND

Duration 5, Magnitude 1, Ranged

Element: Fire

The target of this spell will have all Close Combat skills increased by +20%, but may not attempt to Parry or cast spells. The target will also have its Dodge skill halved. The effects of this spell are automatically cancelled by the spell *For the Invocation of Fear*, and vice versa.

FOR THE IGNITION OF A CONSUMING FLAME

Instant, Magnitude 1, Ranged

Element: Fire

This spell will set fire to anything readily flammable within range. Skin or flesh cannot be ignited, and if the target is attached to a living being (such as hair, fur or clothes) then the spell gains the Resist (Resilience) trait.

FOR THE IGNITION OF THE FIRES OF PASSION

Instant, Touch, Magnitude 1, Progressive, Trigger

Element: Fire

Gives the target the Seduction skill, or adds to the skill if the target already has it, for one single Seduction attempt. At Magnitude 1, this spell gives the target the Seduction skill at base level (INT+CHA), or adds +10% to an existing skill; each increase in Magnitude adds another 10% to the skill. It cannot be stacked with any other spell effect bonuses.

FOR THE ILLUMINATION OF THE DARKNESS

Duration 10, Magnitude 1, Ranged

Element: Fire

Cast on a physical object (including living material), this spell causes the object to shed light across a 10 metre area of effect. The area is then considered to be illuminated. Note that only a 10 metre area around the target object is illuminated – everything outside the area of effect is not. This spell creates raw light,

not a flame.

FOR THE INVOCATION OF FEAR

Duration 5, Magnitude 2, Ranged, Resist (Persistence)

Element: Fire

The target of this spell has all combat skills halved and may not cast offensive spells. If this spell takes effect before combat begins, the target will try to avoid fighting and will either run or surrender. The effects of this spell are automatically cancelled by the spell for the Encouragement of a Fanatical Mind and vice versa.

FOR THE SHAPING OF A SALAMANDER

See *For the Shaping of (an Elemental Type)*, Common Spells.

FOR TO SPEAK UNTO THE MIND OF ANOTHER

Duration 10, Magnitude 1, Progressive, Ranged

Element: Fire

This spell can affect one target for every point of Magnitude. It allows telepathy between the caster and any target, though targets will not have telepathy with one another. The words transmitted by telepathy must be whispered and will be heard directly in the head of the recipient(s), in the same language in which they were spoken.

FOR THE SUMMONING OF A SALAMANDER

See *For the Summoning of (an Elemental Type)*, Common Spells.

FOR TO UNDERSTAND ANOTHER

Duration 5, Magnitude 1, Progressive, Touch

For every point of Magnitude, this spell gives the target +10% to any Language skill he already knows.

FOR THE WARMING OF THE MORTAL FRAME

Duration 10, Magnitude 1, Progressive, Touch

Element: Fire

The target suffers no penalties to Fatigue tests from a

cold environment while this spell is functioning. Each increase in Magnitude increases the Duration by 10 minutes. The spell also protects the target from one point of cold damage (magickal or mundane) for every point of Magnitude.

AIR SPELLS

These spells can only be cast with the Elemental Casting (Air) skill.

FOR TO CALL THE CREATIVE MUSE

Instant, Magnitude 1, Progressive, Touch, Trigger

Element: Earth

This spell gives the target a +10% bonus per point of Magnitude to his or her next Art skill roll. It cannot stack with any other spell-effect bonuses.

FOR TO CAST A GLAMOUR

Duration 5, Magnitude 1, Progressive, Touch

Element: Air

For every point of Magnitude, this spell increases the target's CHA score by +2. A target cannot have its CHA increased in this way to more than twice its original CHA score.

FOR TO CAUSE A PERSON TO SPEAK WITH AUTHORITY

Duration 10, Magnitude 1, Progressive, Touch

Element: Air

For every point of Magnitude of this spell, the target will have +10% added to his Influence skill. The target's voice may also be heard at up to the spell's Magnitude x 100 in metres.

FOR TO CREATE A WEAPON AGAINST GHOSTS

Duration 10, Magnitude 3, Touch

Element: Air

Cast on an item (normally a gun, missile weapon or close combat weapon), this spell allows it to temporarily exist both in the real world and the spirit world. As such, the item can affect ghosts. Damage done to a ghost is taken off its POW; once it's POW reaches zero, the ghost vanishes – whether it has been

“killed” or has gone to Heaven or Hell is a question best left to theologians.

FOR THE CREATION OF A PESTILENTIAL MIASMA

Duration 24, Magnitude 2, Progressive

Element: Air

This spell creates a disease-causing miasma. The diameter of the miasma is equal to 10 metres per point of Magnitude. Anyone within the miasma must make an opposed Resilience test against the Potency of the disease or immediately contract it (this includes the caster!). Each disease is a different spell, which must be learned separately. See Rules and Systems for more details on disease miasmas.

FOR TO DISCOVER X

See Common Spells.

FOR THE DISMISSAL OF A SYLPH

See *For the Dismissal of (an Elemental Type)*, Common Spells.

FOR TO DISPEL A PESTILENTIAL MIASMA

Instant, Magnitude 2, Progressive

Element: Air

This spell dispels a disease miasma, whether natural or created with the spell *For to Create a Pestilential Miasma*. The diameter of miasma dispelled is equal to 10 metres per point of Magnitude. If the area dispelled is less than the total area of the miasma, the miasma will contract over the next 1D4 hours, flowing toward its centre so that it remains a continuous area. See Rules and Systems for more details on disease miasmas.

FOR THE DOMINATION OF A FAMILIAR (SPECIES)

See Common Spells.

FOR TO DRIVE A HARD BARGAIN

Duration 10, Magnitude 1, Progressive, Touch

Element: Air

The target gains a +10% bonus to any Evaluate or Influence test used when evaluating, buying or selling goods or equipment.

FOR TO FLING FAR THE HURLING MISSILE

Duration 1, Magnitude 3, Touch

Element: Air

Cast on a gun, cannon or other ranged weapon, this spell doubles the Range of the weapon for the Duration.

FOR TO IMPART GOOD FORTUNE

Instant, Magnitude 2, Touch, Trigger

Element: Air

This spell allows the target to re-roll their next *failed* skill test. The target can then choose which of the two rolls to use – so if the target does even worse on the second roll (for instance, getting a fumble where the previous roll was merely a failure) they may choose to keep the first roll. The target can only benefit from one casting of this spell at a time.

FOR THE INVOCATION OF A GREAT DARKNESS

Area 5, Duration 5, Magnitude 2, Ranged

Element: Air

Light sources within this Area shed no light and normal sight ceases to function. Other senses such as a bat's sonar function normally.

FOR TO MEDDLE WITH THE FATE OF ANOTHER

Instant, Magnitude 1, Progressive, Touch, Resist (Persistence)

Element: Air

This spell allows the caster to influence fate, either for the good or ill of the target. The caster can increase or decrease the target's next skill test by 10% for each point of Magnitude. Only the next skill test made after the spell's casting is affected.

FOR TO PART THE CLOUDS

Duration 15, Magnitude 1, Progressive, Touch

Element: Air

This spell makes a break in any cloud cover, allowing the sun or moon and stars to shine through. It does not alter the temperature. The diameter of the clear sky is equal to 10 metres per point of Magnitude. Any rain, snow, fog, etc. is negated by the spell. The spell effect is centred on the target, and moves with him as he travels. The spell cannot alter magickally-created weather effects of greater Magnitude.

FOR TO REVEAL THE SECRETS OF THE HEART

Instant, Magnitude 1, Resist (Persistence), Touch

Element: Air

Allows the caster to know which Faction the target belongs to, and gives a measure of the target's Righteousness Points to the nearest 10 RPs (rounded up from the actual figure).

FOR TO SEE THROUGH THE EYES OF ANOTHER

Duration 5, Magnitude 1, Progressive, Touch, Resisted (Persistence)

Element: Air

Cast on a living creature (human or animal), this spell allows the caster to see through the eyes of that creature for 5 minutes per point of Magnitude. The caster has no control over what the target looks at, but if the creature has Night Sight, he gains that ability through the eyes of the creature. While this spell is in effect, the caster is blind to anything his own eyes would normally see, but can hear, smell, taste and feel as normal, and can dismiss the spell instantly if he feels the need to see. A target who wants the caster to see through his eyes need not Resist. Familiars that have been calmed with the Lore (Animal) skill or the Dominate Familiar spell will not Resist either.

FOR THE SHAPING OF A SYLPH

See *For the Shaping of (an Elemental Type)*, Common Spells.

FOR TO SOOTHE THE RESTLESS

Instant, Magnitude 1, Touch

Element: Air

This spell allows the target to sleep for 10 hours

without being disturbed by bad dreams, annoying noises, the pain of wounds, gentle movement and so on. He or she can still be woken by vigorous shaking or a loud noise. The spell does not actually put the target to sleep, merely allows uninterrupted sleep. It is especially useful to help the healing of characters whose Hit Points are currently less than 0.

FOR TO STEADY THE HANDS OF A MARKSMAN

Instant, Touch, Magnitude 2, Trigger

Element: Air

This spell doubles the target's aim bonus the next time they spend (or attempt to spend) at least one round aiming a gun or other ranged weapon, so that aiming for one round will give a +40% bonus, aiming for two rounds will give a +80% bonus, etc. However, if the marksman's aim is interrupted before the shot is fired, the spell's effect is lost.

FOR THE SUMMONING OF A SYLPH

See *For the Summoning of (an Elemental Type)*, Common Spells.

FOR TO SUMMON UP A MIGHTY WIND

Concentration, Magnitude 2, Progressive

Element: Air

This spell creates a wind that blows out ahead of the caster for as long as he Concentrates on the spell. The wind affects everything within an area 10 metres wide and 20 metres long, in front of the caster's outstretched hand. The wind has increasing effects based on the Magnitude as follows:

Magnitude	Effect
2	Candles are blown out.
3	Ranged attacks at -10%
4	Birds have trouble flying. Ranged attacks at -20%
5	Those affected must make an Opposed Athletics roll against the wind's Blowing skill of 50% or fall prone. Ranged attacks at -50%
6	As above, but the wind's Blowing skill is 70%. Ranged attacks impossible. Perception at -25% due to flying debris.
7	Anyone or thing with SIZ less than 21 automatically blown over. Perception at -50% due to flying debris.
8	Anyone with SIZ less than 50 flung into the air and suffers 2D6 damage.

WATER SPELLS

These spells can only be cast with the Elemental Casting (Water) skill.

FOR TO BREATHE UNDERWATER

Duration 5, Magnitude 1, Progressive, Touch

Element: Water

This spell allows the target to breathe water for the Duration of the effect. For every point of Magnitude, one additional person can be included in the spell. *For to Breathe Underwater* has no effect on the target's ability to breathe air.

FOR TO CAUSE A GREAT DOWNPOUR

Duration 5, Magnitude 1, Progressive

Element: Water

This spell causes clouds to boil up out of a clear sky and a heavy rain to fall. The diameter of the area caught in the downpour is equal to 10 metres per point of Magnitude. The rain is very heavy; it can cause localised flooding, and turn open ground to slippery mud, reducing Movement Rate by a quarter and bogging down carts and heavy machinery. Anyone not wearing waterproof clothing will be soaked to the skin. Any guns or cannon will fail to fire while the downpour lasts, unless they are under cover. All Perception skills are halved within the area of the spell. The rain is centred on the caster and

moves with him when he travels. The spell cannot alter magically-created weather effects of greater Magnitude.

An Alchemist within a downpour caused by this spell can use the spell *For the Summoning of an Undine* spell to summon an Undine even if there are no large bodies of water nearby.

If the temperature is below freezing, the rain will still fall as rain, but will freeze as soon as the spell ends, coating everything in a thick layer of ice and reducing Movement Rate in that area by three quarters until the ice is cleared or the weather turns warmer.

FOR TO CAUSE SLOWNESS

Magnitude 1, Progressive, Ranged, Resist (Resilience)

Element: Water

For every point of Magnitude of this spell, the target's Movement score will be decreased by one metre. A target's Movement may not be reduced to below one metre through use of this spell.

FOR TO COOL AN OBJECT

Instant, Magnitude 1, Touch

Element: Water

This spell can be used to cool down an object – whether that be a recently made potion, a tray of drinks in a tavern, etc. The spell cannot be used to actually freeze anything, and it is not possible to cause physical harm. The Games Master should adjudicate what can and cannot be done with this spell in any given situation.

FOR TO DISCOVER X

See Common Spells.

FOR THE DISMISSAL OF AN UNDINE

See *For the Dismissal of (an Elemental Type)*, Common Spells.

FOR THE DOMINATION OF A FAMILIAR (SPECIES)

See Common Spells.

FOR TO EXTINGUISH A CONFLAGRATION

Instant, Magnitude 1, Progressive, Ranged

Element: Water

This spell instantly puts out fires. At Magnitude 1, it can extinguish a Flame, Magnitude 2 a Small Fire, Magnitude 3 a Large Fire and Magnitude 4 will put out an Inferno. (See Rules and Systems for the definition of these different sorts of fires).

FOR TO IMPART STEALTH

Instant, Touch, Magnitude 1, Progressive, Trigger

Element: Water

This spell gives the target +10% to their next Stealth skill test involving hiding, lurking, following, etc. It cannot be stacked with any other spell-effect bonuses.

FOR TO INCREASE ALACRITY

Duration 5, Magnitude 1, Progressive, Ranged

Element: Water

For every point of Magnitude of this spell, the target's Movement score will be increased by one metre.

FOR TO INCREASE CO-ORDINATION

Duration 5, Magnitude 1, Progressive, Touch

Element: Water

For every point of Magnitude of this spell, the target's DEX score increases by +2. A target's DEX cannot be increased in this way to more than twice the original DEX score.

FOR TO INFLICT FROSTBITE

Instant, Magnitude 3, Ranged, Resist (Resilience)

Element: Water

This attack spell allows the caster to freeze his target, dealing 1D6+3 point of damage, ignoring any Armour Points, and possibly causing a Major Wound. Magical effects that protect against cold damage can block this effect, but mundane items are ineffective.

FOR TO RAISE A GREAT FOG

Duration 15, Magnitude 1, Progressive

Element: Water

This spell creates a thick fog that obscures all vision and muffles hearing. The diameter of the fog is equal to 10 metres per point of Magnitude. Anyone in the fog (including the caster!) has their Perception skill

reduced by half. The fog is centred on the caster, and moves with him as he travels. The spell cannot alter magically-created weather effects of greater Magnitude.

Because the fog is made of elemental water, it cannot be dispersed by a normal wind, no matter how strong, but only by an elemental wind of greater Magnitude, caused by the spell *For to Create a Mighty Wind*. An Alchemist within an elemental fog can use the spell *For the Summoning of an Undine* to summon an Undine even if there are no large bodies of water nearby.

FOR THE SHAPING OF AN UNDINE

See *For the Shaping of (an Elemental Type)*, Common Spells.

FOR TO SPEED A HURLING MISSILE

Magnitude 1, Progressive, Touch, Trigger

Element: Water

Cast on a missile weapon, this spell is triggered when it is fired. Attempts to Parry or Dodge the missile suffer a -10% penalty per Magnitude and damage is increased by one point per Magnitude. A missile under the effects of the spell *For to Speed a Hurling Missile* cannot benefit from the spells *For to Cause the Conflagration of a Hurling Missile* or *For to Multiply a Hurling Missile*.

FOR THE SUMMONING OF AN UNDINE

See *For the Summoning of (Elemental Type)*, Common Spells.

FOR TO ENHANCE THE PERFORMANCE OF AN ENTERTAINER

Instant, Touch, Magnitude 1, Progressive, Trigger

Element: Water

This spell gives the target a +10% bonus to their next skill test involving Dance, Sing or Play Instrument in a social situation in which they are performing for others. It cannot stack with any other spell effect bonuses.

FOR TO INCREASE THE DEFENCES OF THE BELEAGUERED WARRIOR

Duration 5, Magnitude 1, Progressive, Touch

Element: Water

Cast on a Close Combat weapon, this spell adds +10% to the weapon-bearer's Close Combat skill when parrying with that weapon. Each point of Magnitude adds +10% to the fighter's parry.

EARTH SPELLS

These spells can only be cast with the Elemental Casting (Earth) skill.

FOR TO BOND TOGETHER DISPARATE THINGS

Duration 24, Magnitude 1, Progressive, Resist (Resilience)

Element: Earth

This spell causes an object of up to 3 SIZ per 1 Magnitude to merge with a contacting surface for 24 hours or until the spell is dismissed. The binding is unbreakable by normal means, save for the destruction of the target or the surface it is bonded to.

The spell can be used on inanimate or living targets; however, if the caster attempts to bond a living being, or anything it is holding or wearing, the spell may be Resisted with the Resilience skill.

FOR TO BRING THE TOUCH OF DEATH

Duration 1, Magnitude 5, Resist (Resilience), Touch, Trigger

Element: Earth

The caster's hand is charged with the touch of death for the Duration, after which the spell simply expires. Once the effect has been unleashed, the wielder's hand is no longer charged.

Touching an unsuspecting target, or succeeding at an Unarmed Combat attack against a wary target, releases the spell's effect. If the Resilience test to Resist the effect is failed, the hit location touched immediately suffers a number of Hit Points equal to the target's Major Wound Level. (If the target is already on 0 or less Hit Points, the Major Wound will be a Grave Wound). If the Resilience test is a success, the target only loses a single hit point. Armour Points do not protect against this damage.

FOR TO BRING THE TOUCH OF HEALING

Instant, Magnitude 1, Progressive, Touch

Element: Earth

For every point of Magnitude of this spell, the caster

can repair one Hit Point of damage to either himself or another target.

A Magnitude 6 or higher spell for to Bring the Touch of Healing will also negate the effects of a Major Wound (Serious or Grave) as long as the target is still alive, reattaching severed limbs and the like, as long as it is performed within 6 combat rounds of the wound being taken. It will not resurrect a character, whether they have been killed by a fatal Grave Wound or a fatal loss of Hit Points, nor will it regrow lost limbs.

A Magnitude 8 or higher Heal spell will also cure any single poison or disease affecting the target.

FOR TO CLEAR A PATH THROUGH A TANGLED THICKET

Duration 10, Magnitude 1, Progressive, Touch

Element: Earth

This spell allows the caster to move through even the most tangled, thorny brush as if he were on an open road. For each additional point of Magnitude, he may bring one person with him.

FOR TO CREATE A HEALING BOUQUET

Duration 24, Magnitude 1, Progressive

Element: Earth

This spell creates a pleasant, flowery aroma that facilitates healing. The diameter of the aroma is equal to 10 metres per point of Magnitude. Anyone within the cloud of aroma gains a +25% to their Resilience for the purposes of regaining Hit Points from Natural Healing and for making Resilience rolls to Resist against ongoing poisons and diseases. A spell *For to Create a Healing Bouquet* cast within a disease miasma does not dispel the miasma, but does add +25% to Resilience tests to avoid contracting the disease.

FOR TO CURE A DISEASE OR COUNTERACT A POISON

Instant, Magnitude 3, Touch

Element: Earth

This spell cures the effects of any mundane disease or poison affecting the target; it also cures magical ailments whose Potency is less than the Elemental Casting skill of the caster.

FOR TO DECREASE THE POTENCY OF A WEAPON

Duration 10, Magnitude 1, Progressive, Ranged

Element: Earth

This spell can be cast on any crafted weapon, but will not affect unarmed attacks or natural weaponry. For every point of Magnitude, it reduces the damage dealt by the target weapon by one.

FOR TO DISCOVER X

See Common Spells.

FOR THE DISMISSAL OF A GNOME

See *For the Dismissal of (an Elemental Type)*, Common Spells.

FOR TO DISRUPT THE BODY

Instant, Magnitude 1, Ranged, Resist (Resilience)

Element: Earth

This spell literally pulls a target's body apart. The target will suffer 1D6 points of damage, ignoring any Armour Points, and may receive a Major Wound to a random hit location.

FOR THE DOMINATION OF A FAMILIAR (SPECIES)

See Common Spells.

FOR TO ENHANCE THE HANDS OF HEALING

Instant, Magnitude 1, Progressive, Trigger

Element: Earth

This spell grants the caster a +10% bonus per point of Magnitude to his or her next First Aid or Healing roll. It is a common spell among Galenic Healers.

FOR TO FIGHT LIKE UNTO A WILD BEAST

Duration 10, Magnitude 1, Progressive, Touch

Element: Earth

The target's Unarmed Combat attacks are considered natural weapons and for every point of Magnitude, it

increases the chance to hit with the target's natural weapons by +10% and deals one point of extra damage. This extra damage is magickal and will affect creatures that can only be hurt by magick. The base natural weapon damage remains non-magickal.

FOR TO IMPART GREAT MIGHT

Casting Time 2, Duration 5, Magnitude 1, Progressive, Touch

Element: Earth

For every point of Magnitude, the target's STR score increases by +2. A target cannot have its STR increased in this way to more than twice its original STR score.

FOR TO IMPART VIGOUR

Duration 5, Magnitude 1, Progressive, Touch

Element: Earth

For every point of Magnitude, the target's CON score increases by +2. A target cannot have its CON increased in this way to more than twice its original CON score.

FOR TO INSPIRE THE HANDS OF CRAFTSMANSHIP

Instant, Magnitude 1, Progressive, Touch, Trigger

Element: Earth

This spell gives the target a +10% bonus per point of Magnitude to his or her next Craft skill test. It cannot stack with any other spell-effect bonuses.

FOR TO MAKE A CLUB MIGHTY

Casting Time 2, Duration 10, Magnitude 1, Progressive, Touch

Element: Earth

This spell can be cast on any crushing or smashing weapon, such as a club. For every point of Magnitude, it increases the chance to hit with the weapon by +10% and deals one point of extra damage. This extra damage is magickal and will affect creatures that can only be hurt by magick. The weapon's base damage remains non-magickal.

FOR TO MEND A BROKEN BODY

Instant, Magnitude 3, Touch

Element: Earth

This spell will instantly heal a number of Hit Points equal to the target's Serious Wound Level. It will also negate the effects of one Serious or Grave Wound, as long as the target is still alive, reattaching severed limbs and the like, if the spell is cast within an hour of the wound being taken. The spell will not regrow lost limbs.

FOR TO MULTIPLY A HURLING MISSILE

Duration 1, Magnitude 1, Progressive, Touch, Trigger

Element: Earth

This spell is cast on a missile, such as a musket ball, cannonball, arrow, throwing knife, or spear; it is *not* cast on ranged weapon itself (the gun, bow, etc.). The missile remains 'charged' for the Duration, after which the spell expires, whether or not it has been triggered yet. A missile under the effects of the spell *For to Multiply a Hurling Missile* cannot benefit from the spells *For to Cause the Conflagration of a Hurling Missile* or *For to Speed a Hurling Missile*.

When the enchanted missile is fired/thrown, one additional magickal missile is created for every point of Magnitude. Each magickal missile's attack is rolled for separately and each does the same damage as the original (though they will not benefit from the character's damage modifier). Magickal missiles created through this spell will not cause critical hits, though the original missile can. Such magickal missiles will affect creatures that can only be hurt by magick.

FOR TO THE PIERCE THE ARMOUR OF A FOE

Duration 5, Magnitude 1, Progressive, Touch

Element: Earth

This spell can be cast on any weapon with a blade or point. For every point of Magnitude, it ignores one Armour Point when it strikes an armoured location. The spell can bypass magickal armour as easily as normal armour.

FOR TO PROTECT AGAINST THE BLOWS OF THE ENEMY

Duration 10, Magnitude 1, Progressive, Ranged

Element: Earth

For every point of Magnitude, this spell adds one

Armour Point to the target. This stacks with any existing armour and is treated in the same way.

FOR TO REPAIR A BROKEN OBJECT

Instant, Magnitude 1, Progressive, Touch

Element: Earth

For every point of Magnitude, this spell repairs one hit point of damage to any one non-living target. The marks of repair will remain visible, unless an appropriate Craft test is made at the time of casting.

FOR THE SHAPING OF A GNOME

See *For the Shaping of (an Elemental Type)*, Common Spells.

FOR TO SHARPEN A BLADE

Duration 10, Magnitude 1, Progressive, Touch

Element: Earth

This spell can be cast on any weapon with a blade. For every point of Magnitude, it increases the chance to hit with the weapon by +10% and deals one point of extra damage. This extra damage is magickal and will affect creatures that can only be hurt by magick. The weapon's base damage remains non-magickal. A weapon under the effects of the spell *For to Sharpen a Blade* cannot benefit from the spell *For to Cause the Conflagration of a Blade*.

FOR TO SUMMON A NEARBY BEAST

Instant, Magnitude 2, Ranged, Resist (Resilience)

Element: Earth

This spell can be used to summon any creature (wild or tame) within range, which the caster knows to be present. It will effect any non-humanoid creature with INT of 7 or less, and the creature will be naturally drawn to the place where the spell is cast – as soon as that spot is reached, the spell terminates. (Note that if the caster moves from the point where he or she cast the spell, the focus of the spell remains on the spot where the summoning took place). Anything that would interrupt the spell (a barrier, the call of a dog's master, the command of a horse's rider, etc.) will cause the spell to be broken. This spell can be useful when hunting, or when seeking a Familiar.

FOR THE SUMMONING OF A GNOME

See *For the Summoning of (Elemental Type)*, Common Spells.

FOR TO UPLIFT THE WEARY

Instant, Magnitude 1, Progressive, Touch, Trigger

Element: Earth

For every point of Magnitude, this spell will restore one level of Fatigue the target is currently suffering from.

Creating New Spells

Games Masters and players are encouraged to occasionally create new spells for their campaigns. A player who has come up with an idea for a spell must run it by the Games Master, who should compare it to existing spells – if it seems too powerful for its base Magnitude, he may insist on the Magnitude being raised or the spell effect being weakened.

In game terms, an Adventurer must spend 180 hours researching and working on the spell and spend a Hero Point. The Games Master should then make a secret Alchemy roll on the character's behalf. On a successful roll the spell is created and written up in a form that other Alchemists can understand. On a failure, the spell does not quite work; the Hero Point is not lost, but the Alchemist must put in a further 30 hours of research and then try again. On a fumble the Hero Point is spent and the spell appears to be written up correctly, but will *always* cause a fumble when cast, requiring a roll on the Spell Fumble Table. On a critical success, the spell is created correctly and the Hero Point need not be spent.

Elementals and Their Summoning

Elementals are described in the Bestiary.

SUMMONING ELEMENTALS

In order to gain the co-operation of an Elemental, an Alchemist must summon it within a circle made from powdered Philosopher's Stone. The Stone to be powdered must have as many Magick Points as the cubic metres of the Elemental to be summoned (see the spell *For the Summoning of (an Elemental Type)*); any less, and the Elemental will simply go about its business, ignoring the summoner.

Creating powdered Philosopher's Stone requires the use of a pestle and mortar and takes one minute of grinding per Magick Point of the Stone. Alchemists who regularly summon Elementals tend to carry a bag of pre-powdered Stone with them. This substance can only be used in the summoning of Elementals, and cannot be used in place of a normal Philosopher's Stone.

The summoned Elemental will be sufficiently cowed by being summoned in the middle of a circle of powdered Philosopher's Stone that it will be very grateful to be released, and will follow the orders of the first person to break the circle and free it from its imprisonment - it is therefore in the best interests of the summoning Alchemist not to be close to hostile people who could break the circle and control the Elemental before he does. Elementals are not terrifically bright and do not associate the person summoning them with the person freeing them, even if he is the same person.

Once an Elemental has been released from the circle, it will follow the orders of its releaser to the best of its ability for 15 minutes, the Duration of the spell *For the Summoning of (an Elemental Type)*.

Because Elementals are afraid of Philosopher's Stones, it is possible to summon an Elemental within a ring of Stones, as long as each Stone contains enough Magick Points to control the Elemental to be summoned. The Stones should be no more than 2 metres apart, and can be placed on the ground or held by assistants (who need no magickal ability).

DISMISSING ELEMENTALS

Dismissing a summoned Elemental is easy for the person who summoned it; it is as easy as dismissing any other spell, and takes a single Combat Round. Dismissing an Elemental summoned by someone else is more difficult. It requires use of the spell *For the Dismissal of (an Elemental Type)* spell. Since this is a Touch spell, getting close to an Elemental that does not wish to be dismissed can be difficult. In fact, getting close to a large Salamander in order to Dismiss it with a touch can be quite hazardous! It may be possible to lure an Elemental into a partially complete summoning circle and then close it, thereby keeping the Elemental trapped while the dismissal spell is cast. Another method is to use a number of people with Philosopher's Stones (as described above) to "corral" the Elemental in the manner of a group of sheepdogs.

THE DISSIPATION OF AN ELEMENTAL

When the summoning spell runs out of time, or if the Elemental is successfully dismissed with the spell *For the Dismissal of (an Elemental Type)*, it will dissipate - Gnomes sink into the Earth, Salamanders rush into the sky in a shower of sparks, Sylphs subside to a gentle breeze and blow away, and Undines trickle away as water to the lowest point in the area.

SHAPING ELEMENTALS

It is to be noted that the default form of an Elemental is that of a sexless humanoid made of its constituent element. If an Alchemist wants to make an Elemental in a different form (a Salamander in the form of a dragon, for instance, or an Undine made to look like the Roman sea-god Neptune) he must cast the spell *For the Shaping of (an Elemental Type)* on the Elemental before releasing it from the summoning circle.

Potions

A potion is, in effect, a bottled spell. Potions are created in the laboratory and then stored in small flasks. The spell stored within the flask is activated by drinking the potion, applying the potion to the skin or breaking the flask, depending on the spell involved. Anyone can use a potion, though they can only be created by an Alchemist.

CREATING A POTION

In order to create a potion, an Alchemist must know the spell he wishes to imbue in the potion, and must have a Philosopher's Stone with enough Magick Points in it to cast the spell in question. He must also have the correct ingredients for the potion and a suitable flask in which to store it. Creating a potion has a number of phases:

1. GATHERING THE INGREDIENTS

Pre-prepared ingredients needed to create a potion are usually available at Oxford University or through the Invisible College, but can be bought from any apothecary's shop in a large town (at least in Royalist-held territories - Alchemists should be wary about asking for such ingredients in Parliamentary lands). It costs 1 shilling per potion for pre-prepared ingredients.

If the Alchemist cannot find pre-prepared ingredients, he or she can scavenge for his or her own, using natural substances (spring water, wild herbs, chemicals, etc.). Any settlement from a small farm to a large city can provide the ingredients, though it requires a successful Alchemy roll, and takes 1D4 hours to gain 1D6 potions-worth of ingredients.

2. SETTING UP THE EQUIPMENT

Assuming the Alchemist has access to a laboratory, there is no prior set-up time needed before creating a potion. If the Alchemist is using a portable laboratory that is not already set up, it takes half an hour to prepare it for the production of potions.

3. CREATING THE POTION SUBSTRATE

The Alchemist must first create what is known as the "potion substrate." This is a liquid capable of holding the magickal power of the spell within it. It takes an hour to create enough substrate for five potions, and needs a successful Alchemy roll. It is impractical to create substrate in smaller amounts than this, though the raw substrate can be stored for later use if the Alchemist does not wish to create five potions at the same time. A failed roll means that the ingredients are wasted. A fumble means a minor leak of noxious vapours; the Alchemist is at -25% to all skills for 1D6 days, due to poisonous effects. Once the substrate is created, it can be used for any spell potion - the ingredients are the same whatever the potion to be manufactured.

4. CASTING THE SPELL ON THE SUBSTRATE

Once the substrate has been successfully created, it is divided into measured amounts for single potions. A single potion measure has been standardised as a jack, which is 2 fluid ounces (approx. 47ml in metric, in case it matters!). Most apothecaries' shops will sell standard 1 jack potion flasks, usually made of earthenware with a cork stopper, though some are made of glass (see Equipment chapter for prices). They are also available at Oxford University to Alchemy students and staff and to members of the Invisible College. The name of the measure has come to refer also to the flask itself, so that Alchemists will talk about a "jack" when referring to a bottle of alchemical potion.

Glass jacks are best for potions that are to be thrown (see below), as earthenware jacks have a 20% chance of failing to break; but glass jacks are fragile and must be carefully protected to prevent them breaking and setting off spells at inopportune moments. Many Alchemists possess padded wooden jack-boxes with individual compartments for each potion to protect their glass containers from harm.

In order to imbue a measure of potion substrate with magickal properties, the Alchemist has simply to cast the spell at the required Magnitude upon the potion substrate. If the spell is a success, the potion takes on the properties of the spell and can be decanted into a flask ready for use later. The top of the flask is usually sealed with wax to prevent leakage. If the spell roll was a failure, the Magick Points are lost as usual from the Philosopher's Stone, and that particular jack of substrate is wasted.

Bonuses and penalties for critical success and fumble are as normal for casting a spell. If the result is a Fumble, and the subsequent roll on the Spell Fumble Table gives a result of casting the wrong spell, the potion will have the wrong spell in it, but the Alchemist will not know this!

Once a potion is made, it must be kept in an airtight container or will lose its efficacy at the rate of one point of Magnitude per week.

It takes ten minutes to create and bottle a single potion, once the substrate has been created in the previous phase.

USING POTIONS

Once a potion has been created, it can be used by anyone, even with no magickal training. There are several ways to use a potion:

- **Drink it:** This is the standard method for potions containing spells that have effects upon a person. It takes one combat action to drink a single potion. Most potions taste nasty, so you wouldn't want to spend any longer getting them down!
- **Rub it on:** Any potion containing a Touch spell can be activated by rubbing the potion on the bare skin of the target. It takes one combat action to rub on a single potion.
- **Throw it:** This works for Area spells, those requiring Touch, or any spell where the user of the potion doesn't want to be near the epicentre of the spell effect. A successful Ranged Combat roll is needed for the flask to land where the thrower intended. Failure may result in the potion hitting the wrong target or being wasted. Glass jacks are best for this task – earthenware jacks have a 20% chance of failing to break.
- **Pour it on an inanimate object:** This works for spells that could be cast on missiles such as bullets, cannonballs, arrows, etc. A single potion will normally affect one missile, but in the case of musket and pistol balls, five balls can be treated with one jack of potion – useful for spells such as Multimissile. Spells such as *For to Cause a Great Downpour* could also be poured on an object – the effect would begin as soon as the spell was poured, but would travel with the item, making it possible to fire a cannonball to send a rainstorm into an enemy encampment! It is impossible to come up with a rule to adjudicate every situation, so use common sense and remember that the Games Master's decision is final. (Unless he's wrong!) Note that this method does not work on living creatures; hence the need for Familiars.

Familiars

Some Alchemists are known to use a Familiar in their magickal work. An Alchemist's Familiar is basically a walking (or flying, or swimming) spell delivery system. In the same way that a spell can be put into a potion for later casting, a spell can be put into a living creature and triggered at a later time. Once put into

the creature, however, the spell is out of the Alchemist's control, which is why a well-trained (or well-coerced) creature is necessary.

It is worth noting that this process does not seem to work on humans, though no-one quite knows why.

CREATING A FAMILIAR

A Familiar is simply a natural animal, bird, fish, etc., which has had a spell cast upon it that will be triggered at the appropriate time. Once the spell has been cast, the animal returns to being a normal creature. The creation of a Familiar has several phases:

1. PREPARING THE FAMILIAR

The creature to be turned into a Familiar must first be made calm and receptive to the spell-casting process. There are three ways of doing this:

Using Lore (Animal): The Alchemist must first make a Lore (Animal) roll to gain the co-operation of the creature in question. This is a normal roll for a trained creature that the Alchemist already knows. A -25% penalty applies for any creature not used to magick, any creature not familiar with the Alchemist in question, and for any wild creatures.

These penalties are cumulative, so a wild creature unfamiliar with magick and the Alchemist would impose a -75% penalty on the Alchemist's Lore (Animal) skill; whereas a wild creature unfamiliar with the Alchemist, but familiar with magick would impose only a -50% penalty.

An Alchemist wishing to avoid such penalties will need to first tame a creature, using the Lore (Animal) skill, and then acclimate it to magick.

Using the spell *For the Domination of a Familiar*: Some Alchemists get around the problem of not having a trained creature by use of the spell *For the Domination of a Familiar*. This allows them to use any creature they wish as a Familiar; but once the spell wears off, the creature is unlikely to be anything but terrified of the Alchemist, and will do its best to escape and get as far from the spell-caster as possible. Alchemists using this approach are limited in what species they can dominate by the spells available, as the spell must be learned afresh for each species.

Using Both: The ideal for the best control over a Familiar is to use both approaches. A trained Familiar, if successfully calmed using Lore (Animal), does not make a Persistence test to Resist the casting of *For the*

Domination of a Familiar. This gives the Alchemist the advantage of having a telepathic link with the Familiar, though some dislike the idea of coercing a well-loved creature in such a way. The trained creature will not attempt to escape the Alchemist once the Dominate Familiar spell wears off.

2. CASTING THE SPELL ON THE FAMILIAR

Once the Familiar has been calmed, the Alchemist can cast a spell on it that will be activated at a later time. The Alchemist must be holding his Philosopher's Stone in one hand, and touching the Familiar with the other. The spell is then cast in the normal way with an Elemental Casting roll. If the roll is a failure, the spell does not take effect, and the Alchemist will need to go back to phase one and calm the animal again before a second attempt, unless the creature is still under the influence of a Dominate (Species) spell.

Bonuses and penalties for critical success and fumble are as normal for casting a spell. If the result is a Fumble, and the subsequent roll on the Spell Fumble Table gives a result of casting the wrong spell, the Familiar will be carrying the wrong spell, but the Alchemist will not know this!

A Familiar can only carry or be affected by one spell at a time. Any attempt to cast a spell on a creature that already carries a spell will result in automatic failure.

3. USING A FAMILIAR

Once the Familiar has a spell stored within it, the Alchemist must be able to persuade the creature to deliver the spell to the required place. If the creature is not under the influence of a spell *For the Domination of a Familiar*, this will require another successful Lore (Animal) roll, using the same penalties as in the first phase, above. The commands that can be given must be simple – players and GMs must remember that

Familiars are normal non-magickal creatures and are no more able to understand complex commands than a similar creature in the real world. Most animals are more likely to perform if there is the prospect of a reward – usually in the form of food. Use common sense!

Creatures under the influence of the spell *For the Domination of a Familiar* are not given commands, they merely follow the will of the spell caster as long as they are physically capable of doing so.

For every ten minutes after the last command was given to the Familiar, the GM should make a Persistence roll for the Familiar; on a failed roll, the creature has forgotten what it was supposed to be doing – it will attempt either to return to its master if tame, or to its usual habitation if wild.

Even with a spell *For the Domination of a Familiar* in place, the Alchemist cannot see through the eyes of the Familiar, unless he has cast the spell *For to See Through the Eyes of Another* on the creature, in which case the Familiar can be used for spying at a distance, but cannot carry any other spell.

Once the Familiar reaches the place or person that is the target of the spell, the creature will automatically trigger it. However, unless in the thrall of the spell *For the Domination of a Familiar*, it will be too fearful to endanger its own life (despite loyalty to its master), unless it succeeds at a Persistence roll. The Familiar will hang around, attempting to reach its target until it either succeeds or fails one of its ten minute Persistence rolls described above. A creature that is commanded by the spell *For the Domination of a Familiar* can have its own self-preservation overridden by the caster – but only if the caster can see the Familiar and knows it is in danger.

Once the spell has been successfully cast, and assuming the Familiar survives, a trained animal will attempt to return to its master, and a wild animal to its usual habitation.

Chapter 9: Witchcraft

Witchcraft and Witches

There are three types of Witches in the *Renaissance* game. It is unlikely that anyone other than Witches themselves would make such distinctions; certainly a Witch Finder would not distinguish, and would find all equally guilty and all likely candidates for hanging. Cunning Men and Wise Women are also often accused of witchcraft by Witch Finders, though many have no magickal abilities at all; these are covered as a separate Profession.

In game terms, the three Witch types are as follows:

UNALIGNED WITCH/WARLOCK

An unaligned Witch (female) or Warlock (male) is one who knows some Witchcraft, but has not sworn an oath to renounce God and worship Satan. They will

have a number of simple spells, and will likely be known to neighbours for their magickal charms. The difference between a Witch and a Herbalist is often minor, the main difference being whether the character knows any spells or not. Many Unaligned Witches and Warlocks use no harmful spells and are entirely benign; others will use a mixture of benevolent and malevolent spells, and will often be tolerated by their neighbours so long as they do no serious harm; a third group are likely to be entirely malevolent and will often be feared and shunned by the local community.

Unaligned Witches and Warlocks could belong to almost any Faction (with the exception of Puritans) but are more likely to gravitate toward the more offbeat Factions such as Diggers and Ranters, or to be Self-interested. Their spells will often take on the trappings of their Faction, with spells done by Catholic-leaning Witches invoking the names of saints and the Virgin Mary, while those of Protestants invoke the name of God more directly. Those with some education in academic magick (often at second or third hand) might call on the names of Angels.

The differences between a Witch/Warlock and a Wise Woman/Cunning Man are subtle, and have more to do with the person's intent and standing within the

community than with any real differences in abilities.

Unaligned Witches/Warlocks have the Witchcraft skill but cannot develop their MAG beyond its base without teaching, which is only done by the Satanist Faction. Witches of this sort will belong to the Witch/Warlock Profession.

SATANIC CULTIST

Satanic Cultists are not really Witches at all, though they are likely to be found guilty of witchcraft if exposed. These are people who have renounced Jesus Christ and sworn loyalty to Satan, becoming a member of the Satanist Faction. As part of joining this Faction, they learn to increase their MAG; this will allow them to help Satanic Witches to cast group spells at Sabbats, but gives them no magickal ability of their own. Satanic Cultists are members of a local Coven, which will meet regularly (often in remote spots in the open air) to partake in extravagant and often perverse rituals, and to help in the casting of spells to gain power over other members of the community.

Some Coven members are willing participants, drawn to the Satanist Faction by their perverse lusts or desire for power. But others are reluctant members; sometimes a person, in dire need, will turn to a Witch for magickal help, not realising that the Witch is actually a Satanist, and will be forced to swear allegiance to Satan in order to gain the aid they seek. Once a person has joined a Coven, however reluctantly, they are more or less blackmailed into attending their Sabbats, because if it becomes known that they are a member they will immediately be charged with witchcraft and likely hung.

Satanic Cultists have the MAG attribute but not the Witchcraft skill. Satanic Cultists come from all walks of life, so can be of any Profession *except* Witch/Warlock.

SATANIC WITCH

There is only one route to real power for an Unaligned Witch, and that is through Satanism. Many Unaligned Witches are basically good, and have no desire to increase their magickal abilities. But those who lust for greater magickal power must increase their MAG, and the only way to do that is to swear allegiance to Satan and join a Coven. Most Covens have thirteen members, consisting of both Satanic Cultists (willing or unwilling), and Satanic Witches; the latter, who have both the Witchcraft skill and a

WITCHES AS ADVENTURERS

Satanic Witches and Warlocks are unlikely to be suitable as a member of an adventuring party, unless the players all wish to be of an evil disposition. A Cunning Man or Wise Woman would fit in better, though it would be difficult if one of the other members of the party were a Witch Hunter or particularly pious religious character. A party made up mostly of lower class characters would be more likely to admit a Cunning Man or Wise Woman, since they are more used to seeing such people as beneficial members of society.

A Wise Woman Adventurer who starts off good but sells her soul to Satan for greater power would make for an interesting story arc – at some point the Games Master may want to take over such a character as a villain (with the player's prior agreement). Such an enemy for the party makes for great role-playing opportunities – if there's one thing worse than an evil Witch trying to take over your home county, it's an evil Witch who used to be a friend of yours trying to take over your home county.

high level MAG, can cast more powerful spells than a non-aligned Witch and will tend to be the head of the Coven, leading the other members in the casting of powerful spells at Sabbats.

Satanic Witches have the Witchcraft skill and have developed their MAG to a higher level.

Covens

Most Covens consist of thirteen members. The Coven will be ruled by three powerful Witches, one relatively young, one middle-aged and the other old (the Maiden, the Mother and the Crone). The rest of the Coven is likely to consist of Cultists with no magickal skills, though the most promising members may be taught a few spells if they are being groomed for leadership, and some Unaligned Witches may join already knowing some spells.

The Crone of any Coven is likely to be very old – due to their magickal powers, they can sometimes extend

their lives to as much as 200 years, if not longer. They have to be constantly on their guard against younger members of the Coven who covet their power and will kill them if they can. When this happens, the Mother becomes the Crone, the Maiden becomes the Mother, and a new Maiden is chosen from among the lower members. These titles are purely ceremonial; it is quite possible that the Mother has no children, and the Maiden is very unlikely to be a maiden at all in the technical sense.

There are no Covens ruled by Warlocks; the highest position a man is likely to attain is that of donning horns and taking the symbolic role of Satan in the Coven's rituals.

Covens generally gather once a lunar month (generally on the dark of the moon) in a Sabbat, when they worship Satan, participate in blasphemous rituals, and cast powerful spells as a group.

Sometimes larger groups of Witches gather for especially large spell-casting sessions. It is claimed that a "Coven of Covens" (169 Witches) came together off Land's End in 1588 to create the storm that wrecked the Spanish Armada – the Witches knew that they were less persecuted in Protestant England than they would be in an England ruled by Catholic Spain.

How Witchcraft Works

Note: The following rules apply to Witches, Warlocks, Wise Women and Cunning Men, but the term "Witch" is used throughout for ease of understanding.

A Witch works magick through the skill of Witchcraft, but the power of her spells is limited by her MAG. Unlike an Alchemist, a Witch does not require a Philosopher's Stone, but most of the spells, while potentially extremely powerful, require ingredients that may be difficult to find, or long involved rituals that must be performed in out-of-the-way places to avoid detection.

WITCHCRAFT (INTx2)

The Witchcraft skill is a measure of the knowledge of all the spells learned by a Witch. It is this skill that a Witch rolls against to see if she casts a spell correctly. Spells usually have a physical component, which may

OPTIONAL RULE: WITCHCRAFT TRADITIONS

Games Masters and players may wish to create "Traditions", groups of spells that are learned together and form separate skills. If this is done, Witchcraft (Cumberland) would be a different skill, with a different spell list, than Witchcraft (Lancashire). Alternatively, Traditions may be handed down in families, so that Witchcraft (Demdike) would be a different skill from Witchcraft (Chattox). However, unless the entire adventuring party are playing Witches, this is unlikely to be a problem; learning new spells is already difficult for a Witch/Wise Woman, so adding new rules that make it even harder is probably not desirable.

also need to be obtained or made before the spell can be cast successfully.

Witches do not write down their spells, which have as much to do with emotions, mental images, symbolic connections and the like as with words; they must remember them. Witches can only learn a number of spells equal to their INT. If they wish to learn another spell, they must sacrifice one of the spells they already know. If they ever lose INT, they will lose a number of spells equal to this loss, and the spells will not come back if INT is regained later. The Witch can choose which spells are lost.

(A very old Satanic Witch may have lost INT due to age, and may therefore only have a small repertoire of spells; but this will likely be balanced by a very high MAG, which is why the Maiden/Mother/Crone team works so well – the younger Witches benefit from the raw power of the Crone's high MAG, while the Crone benefits from the larger spell pool of the younger Witches).

MAGICK (MAG)

MAG is a measure of the power a Witch can bring to bear in casting spells. It begins at a level equal to the Witch's INT plus POW divided by ten, rounded up (e.g. A Witch with POW 11 and INT 15 would have a MAG of 3).

MAG places limits on the power of spells cast, and the power of spells that a Witch can learn. A spell's Range is limited by the Witch's MAG, as is its maximum Magnitude. A Witch can never learn a spell with a minimum Magnitude higher than her MAG.

Alchemists do not need a MAG attribute, as their spells rely entirely on scientific method.

INCREASING MAG

MAG can be increased, but the techniques involved are *only* taught by the Satanist Faction; a character must be a member of one of those Factions in order to put up MAG. Increasing MAG in a Satanic cult involves dark rituals (sometimes involving human sacrifice) on the dark of the moon with others of the Faction.

A player can choose to attempt to increase MAG by spending 3 Improvement Points.

- Roll D100 and try to get equal to or lower than your character's Righteousness Points.
- If the roll is a success, MAG increases by 1.
- If the roll is a failure, MAG does not increase, but the character gains 1D4+1 Righteousness Points.
- If the roll is a fumble (00), MAG does not increase, and the character *loses* 1D4+1 Righteousness Points, due to being freaked out by the nature of the things expected of him or her at the ritual.

Casting

Witchcraft Spells

The casting of a spell requires knowledge of that spell, the correct ingredients (if necessary), and the Witchcraft skill. The caster must make a Witchcraft roll to cast the spell. In order to cast the spell, the Witch must have all the correct ingredients. In some

FOR TO GIVE A WITHERING LOOK

All characters with the Witchcraft skill have the spell *For to Give a Withering Look*. Although it is not a "good" spell, it is a spell which even a good character might cast in a moment of anger - a "withering look" that actually does wither the person looked at. Although this is best role-played, a Games Master may wish to have a character make a Persistence test, or a Righteousness test (depending on circumstances), to avoid casting this spell when severely provoked.

"THE EVIL EYE"

Some spells can be cast Eye Contact. This is commonly known as "The Evil Eye," as Witches have been known to use the method to put curses on people. However, it can be used by Wise Women and Cunning Men to cast harmless spells too.

cases these are included in the ritual needed to cast the spell, in other cases, the spell is cast on an item, which is then given to the person on whom the magick is to do its work. The casting time is one combat round plus the time it takes to prepare the ingredients and any rituals required (as described in the spell). At the end of the ritual/preparation period, the Witch makes a Witchcraft roll to cast the spell.

CASTING RESULTS

Casting Success: The spell works as written, and the caster loses one level of Fatigue.

Casting Critical Success: The spell can be cast as though the caster's MAG is 1 higher than is actually is the case. This is not compulsory - if the caster wishes for a lower effect, this can be done, but no alternative benefits will accrue if that is the case. The caster loses no Fatigue.

Casting Failure: If the spell roll fails, nothing happens, but the Witch loses one level of Fatigue. As long as the ingredients are intact, the spell can be cast again, but if ingredients are used up in the casting of the spell, new ingredients must be gathered and the rituals begun again.

Casting Fumble: If the caster fumbles the Witchcraft roll when casting the spell, she loses two levels of Fatigue and the spell fails. As long as the ingredients are intact, the spell can be cast again, but if ingredients are used up in the casting of the spell, new ingredients must be gathered and the rituals begun again. There are no other penalties for a fumble - most Witchcraft spells either work or they don't.

Acquiring Witchcraft

Many Witches and Warlocks learn their first spells from other family members, with mothers often passing on useful spells to their daughters, and fathers to their sons. Such magick was much more prevalent in centuries gone by, but many spells have failed to be passed on, or are now only known to a few isolated Witches in remote areas. Many Witches never learn any more spells than the ones they learned from their family, unless they join a Coven.

To represent this in rules terms, Witches and Warlocks begin play with a relatively large number of spells, but finding spells in play is likely to be very difficult.

BEGINNING WITCHCRAFT SPELLS

All characters with the Witchcraft skill get the spell *For to Give a Withering Look* plus a number of other spells as follows:

Profession	Spells
Cunning Man or Wise Woman	INT - 6 spells, chosen from those marked with an *.
Witch or Warlock	INT - 3 spells, chosen from all those listed.

DUAL SPELLS

Some spells are in effect opposite sides of the same coin, so if a character has one spell, she will have its opposite too (e.g. *For to Wither the Strength* and *For to Enhance the Strength*). Where this is the case, it is noted in the spell description. This means that some Wise Women and Cunning Men have access to harmful spells - see their Profession description for the effects of casting harmful spells. These dual spells count as one for the purposes of the maximum number of spells known.

LEARNING SPELLS OUTSIDE A COVEN

An Unaligned Witch/Warlock can only learn a new spell if they can find someone to teach them. This will require the Witch to find a fellow Witch from whom to learn - many Witches are naturally reluctant to admit to their magickal powers unless they are sure the other is trustworthy. Unless the other Witch is being open about their profession, it will take a successful Insight roll on the part of a Witch Adventurer to spot that a character is a Witch.

Note to Games Masters: If a group of Adventurers includes a Witch/Warlock character, it is important that the Games Master occasionally introduces characters into their campaign from whom the Witch Adventurer can learn new spells, or the player may feel they are not progressing and wish they had never chosen that particular Profession. In a game that is set in a small area, this could be one particular "patron" character; in a travelling campaign, Adventurers should get the opportunity to meet a Witch NPC from time to time. It is possible that a Cunning Man or Wise Woman would be protected by their community from contact with strangers, in which case a bit of detective work on the part of the Witch Adventurer may be needed.

Once a potential teacher has been found, the Witch must persuade them that she is trustworthy. This will require a successful Influence roll against the Persistence of the potential teacher - Games Masters should give bonuses for good roleplaying and persuasive arguments. There will be an automatic -20% to this roll if trying to persuade a member of the opposite sex to teach spells, as many spells are passed down through the male or female line, and teaching a spell to the opposite sex may break a long family tradition. In such cases, a Seduction roll may help!

Once a teacher has been persuaded to help, the character must spend a week with them, learning the new spell - its ingredients, incantations, mental disciplines and the like. At the end of that week, the spell can be learnt by spending one Improvement Point.

See the Witchcraft skill, above, for limits on the number of spells that can be learnt.

LEARNING SPELLS IN A COVEN

Satanic Witches (see above) have a much easier time learning spells than Unaligned Witches, as they are part of a Coven and therefore have the necessary contacts to learn spells. Assumably Satanic Witches

will be Games Master characters rather than Adventurers, but just in case a player's character is foolish enough to swear allegiance to Satan, the rules for learning spells are as follows:

Before learning a spell from a Satanic Witch, the Adventurer must impress the Crone of that Witches' Coven. They must make a successful Influence roll against the Persistence of the Crone; if the roll is unsuccessful, the Crone will give the supplicant a task - almost certainly of an evil nature (cursing prominent local worthies, collecting ingredients from graves, killing babies and the like) - before the Crone allows the spell to be learned.

Once the Crone is satisfied with the supplicant, the Witch can learn a spell from any member of the Coven, simply by attending a Sabbat and spending one Improvement Point.

See the Witchcraft skill, above, for limits on the number of spells that can be learnt.

Coven Magick

When performing ceremonial magick at a Sabbat, some Satanic Witches can call upon the MAG of their followers to boost their own magickal powers, creating very powerful spells. In order to do this, a Witch must know the spell *For to Concentrate Great Power* - see the spell description for details.

Spells and Ingredients

Not all spells are suitable for "good Witches"; spells that are suitable for a Cunning Man or Wise Woman are marked with an asterisk (*).

Some spells require ingredients to be prepared, or an object made, before the spell is activated. The Witchcraft roll to cast the spell is not made until the spell is activated (even though the Witch may not be present at the time), as it will not be known until that point whether the spell was performed correctly. If the roll was a failure, the item in question will not work; there are usually no extra penalties for a Fumble - Witchcraft spells either work or they don't, although there are a few exceptions to this, as noted in

individual spell descriptions.

Ingredients are generally not consumed in the casting of the spell (except such things as ointment, etc). So, for instance, a Witch only needs one cat skin to use *For the Domination of a Cat*; she does not need to kill another cat every time she casts the spell!

It will be seen that casting Witchcraft is often not a quick process, and frequently requires a fair amount of preparation. This gives ample role-playing opportunities; how does the Witch get hold of a lock of hair from her intended victim? What if she is caught while performing some strange ceremony by the light of the moon? It is also worth bearing in mind that the magick items created are themselves incriminating; Adventurers carrying Witch's charms (no matter how benign) may well be accused of witchcraft themselves.

SPELL TRAITS

Witchcraft spells have some or all of the following traits:

Area (X): The spell affects all targets within a radius specified in metres.

Charm: To have an effect, the spell requires the target to wear or carry some sort of charm created by the Witch.

Concentration: The spell's effects will remain in place so long as the character continues to concentrate on it. Concentrating on a spell is functionally identical to casting the spell, requiring the Witch to mutter incantations and ignore distractions.

Distant: The spell can be cast no matter how far away the target is, as long as the Witch has the necessary ingredient, which is usually some item which once had some physical association with the target (hair, fingernails, etc.) as described in the ingredients for the spell. Distant spells are always resisted, either Persistence or Resilience, and a target who successfully resists will feel an uncanny shiver down the spine.

Duration (X): The spell's effects will stay in place for the time indicated.

Eye Contact: The spell can be cast by making eye contact with the target. The Witch must be within 10 metres of the target, and must make a successful opposed roll of Witchcraft versus the target's Persistence. If the caster wins the contest, the spell is cast. If the test is failed, the target manages to avoid the Witch's gaze and the spell fails. An attempt at

making Eye Contact is at -40% if the target is in combat with someone else when the attempt is made. Many (though not all) Eye Contact spells can also be cast by Touch.

Instant: The spell's effects take place instantly. The spell itself then disappears.

Magnitude (X): The strength and power of the spell. A Witch cannot learn a spell that has a greater Magnitude than her MAG. A spell can be cast at any Magnitude up to the MAG of the caster.

Progressive: This indicates that a spell can be learned at its lowest Magnitude, but can be cast at *any* Magnitude up to the MAG of the Witch.

Ranged: Ranged spells may be cast upon targets up to a maximum distance of the character's MAG x 5 in metres.

Resist (Dodge/Persistence/Resilience): The spell's intended effects do not succeed automatically. The target may make a Dodge, Persistence or Resilience test (as specified by the spell) in order to avoid the effect of the spell entirely. Note that Resist (Dodge) spells require the target to be able to use Reactions in order to dodge. In the case of Area spells, the Resist (Dodge) trait requires the target to dive in order to mitigate the spell's effect.

Touch: Touch spells require the Witch to actually touch her target for the spell to take effect, using an Unarmed Combat skill test to make contact if the target is not willing. The caster must remain in physical contact with the target for the entire casting. The Witch is by definition in contact with herself, and can self-cast any Touch spell. Many (though not all) Touch spells can also be cast by Eye Contact.

Trigger: The spell will lie dormant until an event stated in the description takes place. The spell then takes effect and is expended.

FOR THE ABJURATION OF (SUBSTANCE/PROCESS)*

Charm, Duration MAGx5 hours, Magnitude 1

There are many *Abjuration* spells, covering different substances and processes, each of which must be learned separately. Substances and processes include air, water, sleep, food, etc. Once the spell is cast, the target will be able to manage without or ignore the substance/process in question for the Duration of the spell.

Ingredients: A small clay bottle worn around the neck that contains the substance to be abjured and, if the

spell is not for the Witch herself, a lock of hair from the target. More abstract processes (such as sleep, dreams, pain, etc.) might require more creative ideas for ingredients, at the Games Master's discretion. (For instance, in the case of sleep, it might be the crusty stuff you wipe from your eyes in the morning!)

FOR TO ATTRACT THE CURSE OF THE HURLING MISSILE

Distant, Eye Contact, Magnitude 1, Progressive, Touch

This spell puts a curse on the target so that the next use of ranged weapon fire (using Ranged Combat or Gun Combat) that is within range of the target will automatically hit him or her rather than the person aimed at. Each increase in Magnitude will increase the number of shots that will effect the target – so if the spell is cast at Magnitude 3, the next three uses of ranged weapon fire within range of the target will hit the target. This even applies to shots fired by the target of the spell, which will turn round and hit the firer.

Ingredients: A lock of hair or a fingernail of the intended victim.

FOR TO BANISH A GHOST*

Instant, Magnitude 1, Ranged

This spell can be used to banish ghosts back to whence they came. As the spell is cast, the caster must throw holy water at the ghost (requiring a successful Ranged Combat test). If both the Witchcraft test and the Ranged Combat test are successful, the ghost will disappear. It cannot reappear for 24 hours.

Ingredients: Holy water taken (legitimately or otherwise) from a church which uses it (e.g. Anglican, or Catholic, but not Puritan).

FOR TO BLESS CROPS*

Area MAG hectares, Duration MAG days, Magnitude 1, Progressive

This spell will ensure that crops are free of blight, pests, and other such problems. If cast in the days immediately prior to harvest, it guarantees that what is harvested will be good and wholesome, though if the crops have been suffering from blight for some time, the yield may be low.

This spell can also negate the effect of a spell *For to Blight Crops* of the same Magnitude or lower.

Ingredients: The skin of a rabbit wrapped round a

dried frog, buried in the ground where the crops are planted.

Note: Characters with this spell automatically gain the spell *For to Blight Crops*.

FOR TO BLESS LIVESTOCK*

Duration MAG days, Magnitude 1, Progressive

This spell will ensure that livestock (cattle, sheep, pigs, poultry, etc.) are healthy, and give good yields of milk, wool, meat, eggs or whatever. Each point of Magnitude blesses one animal in the herd/flock. Creatures so blessed will not become ill or give low yields, though this will not prevent death from physical attack or old age.

This spell can also negate the effect of a spell *For to Blight Livestock* of the same Magnitude or lower.

Ingredients: The blood of a bull painted on the forehead of one of the animals in the flock.

Note: Characters with this spell automatically gain the spell *For to Blight Livestock*.

FOR TO BLIGHT CROPS

Area MAG hectares, Duration MAG days, Magnitude 1, Progressive

This spell will cause crops to fail and wither, or become infested with pests and other such problems. Each point of Magnitude blights 1 square metre of crops. If cast at its lowest level in the days immediately prior to harvest, it guarantees that what is harvested will be of poor quality and will rot quickly, though if the crops have been well-maintained up to that point, the yield may be high.

This spell can also negate the effect of a spell *For to Bless Crops* of the same Magnitude or lower.

Ingredients: The skin of a poisonous snake (usually an adder in England) wrapped around a rotten apple and buried in the land on which the crops are growing.

Note: Characters with this spell automatically gain the spell *For to Bless Crops*.

FOR TO BLIGHT LIVESTOCK

Area MAG square metres, Duration MAG days, Magnitude 1, Progressive

This spell will cause livestock (cattle, sheep, pigs, poultry, etc.) to grow sickly and give low yields of milk, wool, meat, eggs or whatever. Each point of

Magnitude blights one animal in the herd/flock. Creatures so blighted will not die, but will become ill and sickly-looking; milk yields will be small and sour, meat will be tough and stringy, and eggs sulphurous and stinky.

This spell can also negate the effect of a spell *For to Bless Livestock* of the same Magnitude or lower.

Ingredients: The heart of a bull stuck with pins, to be buried on the land on which the animals live.

Note: Characters with this spell automatically gain the spell *For to Bless Livestock*.

FOR TO BRING DOWN THE CURSE OF THE MOON

Eye Contact, Instant, Magnitude 1, Progressive, Resist (Persistence)

This spell causes the target to lose contact with reality and become a gibbering loon. Once eye contact has been made, the target must make a Persistence roll, at a -10% penalty for every point of Magnitude of the spell. The spell has no effect on unconscious targets, targets without an INT attribute, or targets that are currently under the effect of a Fear spell.

Results of Persistence Test	Effect
Target fumbles	Target instantly loses 1D4 INT permanently and lapses into a catatonic state for a number of minutes equal to 20 minus the target's POW (minimum of one combat round).
Target fails	Target gibbers and raves uncontrollably for a number of minutes equal to 20 minus the target's POW. Target may become paranoid, see visions, become insanely fanatical about their Faction, become suicidally depressed, etc. Role-play it!
Target succeeds	Target becomes shaken, distressed and twitchy, and is at -20% to all skill rolls for a number of minutes equal to 20 minus the target's POW.
Target critically succeeds	Target is unaffected by the spell, and becomes immune to any further spells <i>For to Bring Down the Curse of the Moon</i> for a number of minutes equal to 20 minus the target's POW.

Ingredients: None.

A RITUAL FOR TO CALL ON THE POWER OF A COVEN

*Head of monkey, brain of cat,
Eye of weasel, tail of rat,
Juice of mugwort, mastic, myrrh –
All within the pot I stir.*

*Here is foam from a mad dog's lips,
Gather'd beneath the moon's eclipse,
Ashes of a shroud consumed,
And with deadly vapour fumed.
These within the mess I cast –
Stir the cauldron – stir it fast!*

*Here are snakes from out the river,
Bones of toad and sea-calf's liver;
Swine's flesh fatten'd on her brood,
Wolf's tooth, hare's foot, weasel's blood.
Skull of ape and fierce baboon,
And panther spotted like the moon;
Feathers of the horned owl,
Daw, pie, and other fatal fowl.
Fruit from fig-tree never sown,
Seed from cypress never grown.
All within the mess I cast,
Stir the cauldron – stir it fast!*

– Harrison Ainsworth,

The Lancashire Witches, 1849

FOR TO BRING THE TOUCH OF HEALING*

Instant, Magnitude 1, Progressive, Touch

For every point of Magnitude of this spell, the Witch can repair one Hit Point of damage to either herself or another target.

A Magnitude 6 or higher spell for to *Bring the Touch of Healing* will also negate the effects of a Major Wound (Serious or Grave) as long as the target is still alive, reattaching severed limbs and the like, as long as it is performed within 6 combat rounds of the wound being taken. It will not resurrect a character, regardless of whether they have been killed by a fatal Grave Wound or a fatal loss of Hit Points, nor will it regrow lost limbs.

A Magnitude 8 or higher *Touch of Healing* spell will also cure any single poison or disease affecting the target.

Ingredients: A poultice made from assorted herbs, which require 1 hour and a successful Lore (Plants)

roll in a rural area to find.

FOR TO CALL ON THE POWER OF A COVEN

Special

This ceremonial spell is used by Satanic covens to focus the magick of a whole group into one powerful spell. The spell allows the Witch to combine the MAG of all people present in the ceremony to add to another spell, which then becomes more powerful. The spell requires ten minutes of dancing and chanting for every person involved in the ceremony; if the ceremony is interrupted and 10% of those taking part (round down to nearest whole number!) are prevented from chanting, it must be begun again from the beginning. (If the caster of the spell is interrupted, the ceremony must be restarted even if all the others are still taking part). In such a situation, the MAG of those removed from the ceremony will be lost. While the ceremony is taking place, the Witch who is casting the spell must add the ingredients to a cauldron in the centre of the circle of dancers. At the end of the ceremony, the spell roll is made, and if successful, the Witch can then cast any spell she wishes, adding the MAG of all those present to boost its power. See the text box "A Ritual for to Call on the Power of a Coven" for the incantation that is chanted while the ceremony is going on.

E.g. Mother Demdike gathers her coven together to cast the spell For to Cause a Great Downpour. She has twelve other Witches with her, who have MAGs of 6, 4, 2, 5, 4, 5, 8, 7, 3, 4, 5 and 6. Her own MAG is 8. This gives her a total of 6+4+2+5+4+5+8+7+3+4+5+6+8=67 MAG to add to the spell. This means she can summon up a torrential downpour covering a diameter of 670m that lasts for five and a half hours – enough to cause major and disastrous flooding which, if the spell is unleashed near a river, could cause bridges to be washed away and houses destroyed far downstream.

Ingredients: A monkey's head, a cat's brain, a weasel's eye, a rat's tail, mugwort, mastic, myrrh, foam from a mad dog's lips gathered during an eclipse of the moon, ashes from the shroud of a plague victim, three eels, the bones of a toad, a seal's liver, flesh from a pig which has eaten its own offspring, a wolf's tooth, a hare's foot, the blood of a weasel, an ape's skull, a baboon's skull, a leopard's skull, three Eagle Owl feathers, three Jackdaw feathers, three Magpie feathers, three feathers from any other carrion bird or bird of prey, a fig, and a seed from a cypress tree. Stir together in a cauldron and simmer for 10 x the number of participants in

minutes. Leave to cool. Not to be taken internally.

FOR TO CATCH THE WIND*

Charm, Duration MAG minutes, Magnitude 2, Progressive, Range MAG x 10 metres

This spell must be cast outdoors, on a windy day. The Witch ties a knot in a piece of string, trapping a wind within it, which can be released later by untying the knot. The strength of the wind is determined by the Magnitude of the spell, not the strength of the wind on the day the spell was cast. The Duration of the spell determines for how long the wind blows once the knot is untied. The Range of the spell effects the distance the wind will blow ahead of the person untying the knot.

Once the wind has been stored in the string, it can be released by anyone, simply by untying the knot. This takes a single combat action. The person with the string must face in the direction in which he or she wishes the wind to blow – the wind will blow from the point at which the holder of the string released it, even if that person moves away; it will carry on blowing for the Duration which was set when the spell was cast on the string. The wind affects everything within an area 10 metres wide and (Range) metres long, in front of the caster's outstretched hand. The wind has increasing effects based on the Magnitude of the spell as follows:

Magnitude	Effect
2	Candles are blown out.
3	Ranged attacks at -10%
4	Birds have trouble flying. Ranged attacks at -20%
5	Those affected must make an opposed Athletics roll against the wind's Blowing skill of 50% or fall prone. Ranged attacks at -50%
6	As above, but the wind's Blowing skill is 70%. Ranged attacks impossible. Perception at -25% due to flying debris.
7	Anyone or thing with SIZ less than 21 automatically blown over. Perception at -50% due to flying debris.
8	Anyone with SIZ less than 50 flung into the air and suffers 2D6 damage.

Ingredients: A piece of knotted string. It takes 30 seconds to tie a knot, and the spell is then cast by untying the knot again. The piece of string can be of

any length, and a knot can be tied every 1cm, but each knot is a separate casting of the spell.

Note: Witches commonly create strings with winds in the knots to sell to sailors.

FOR TO CAUSE A GREAT DOWNPOUR*

Charm, Duration 5 x MAG minutes, Magnitude 1, Progressive

This spell causes clouds to boil up out of a clear sky and a heavy rain to fall. The diameter of the area caught in the downpour is equal to 10 metres per point of Magnitude of the spell. The rain is very heavy; it can cause localised flooding, and turn open ground to slippery mud, reducing Movement Rate by a quarter and bogging down carts and heavy machinery. Anyone not wearing waterproof clothing will be soaked to the skin. Any guns or cannon will fail to fire while the downpour lasts, unless they are under cover. All Perception skills are halved within the area of the spell. The rain is centred on the person who activates the spell, and moves with them as they travel. The spell cannot alter magically-created weather effects of greater Magnitude.

If the temperature is below freezing, the rain will still fall as rain, but will freeze as soon as the spell ends, coating everything in a thick layer of ice and reducing Movement Rate in that area by three quarters until the ice is cleared or the weather turns warmer.

Ingredients: The spell must be cast on a willow twig (at least 10cm long) outdoors on a rainy day. This takes 10 seconds. The spell can then be activated by anyone, simply by snapping the twig.

FOR TO CAUSE GREAT FEAR

Eye Contact, Instant, Magnitude 1, Progressive, Resist (Persistence)

This spell causes the target to be gripped with overwhelming fear. Once eye contact has been made, the target must make a Persistence roll, at a -10% penalty for every point of Magnitude of the spell. The spell has no effect on unconscious targets, targets without an INT Characteristic or targets that are already under the effect of this spell.

Results of Persistence Test	Effect
Target fumbles	Target suffers a heart attack and dies. (Equivalent to result number 7 on the Grave Wounds table).
Target fails	Target flees screaming in terror for a number of Combat Rounds equal to 20 minus the target's POW (minimum 1 combat round). Target will not engage in combat unless forced to, and will use the Sprint movement action whenever possible.
Target succeeds	Target is shaken and disturbed, suffering a -20% penalty to all skill tests for a number combat rounds equal to 20 minus the target's POW (minimum of 1 combat round).
Target critically succeeds	Target is unaffected by the spell and cannot be affected by further spells <i>For to Cause Great Fear</i> for a number of combat rounds equal to the target's POW (minimum of 1 combat round).

Ingredients: None.

FOR TO CAUSE SPONTANEOUS COMBUSTION

Distant, Instant, Magnitude 1, Resist (Resilience)

Causes a living being to burst into flame. Each point of Magnitude causes 1D6 points of fire damage per combat round, until the duration of the spell is complete, or the fire is put out (smothered, drenched with water, etc). If enough damage is done in a single round to kill a person, they will, in effect, explode in a fireball, probably setting fire to anything else flammable within 5m.

Ingredients: The ash from a burnt hank of hair of the target, which is scattered in the air as the spell is cast.

FOR TO CREATE A CHARM OF PROTECTION AGAINST MAGICK*

Charm, Duration MAG x 1 week, Magnitude 1, Progressive

This spell matches its Magnitude against the Magnitude of any incoming spell. If *For to Create a Charm of Protection against Magick's* Magnitude is greater than the incoming spell's, then the incoming spell has no effect. If the incoming spell's Magnitude is equal to or greater than the Magnitude of the spell *For to Create a Charm of Protection against Magic*, then the incoming spell affects the target normally.

Unlike many protective spells, *For to Create a Charm of Protection against Magic* remains in place for the entirety of its Duration - spells that successfully breach the spell do not dispel it. However, it does not discriminate between incoming spells - a comrade attempting to magically heal the carrier of a *Charm of Protection against Magick* must overcome that spell in order to successfully use a healing spell.

Ingredients: The charm is created around an amulet (usually of wood or stone) carved with an eye, which must be worn by the spell's target. Making the amulet requires half an hour and a suitable Craft skill roll.

FOR TO CREATE A PHANTASM*

Charm, Duration 15 minutes, Magnitude 3, Progressive, Ranged, Special

This spell creates an illusion that effects all five senses. The phantasm will seem real and solid unless the person looking at it succeeds in a Perception test, which is subject to a modifier based on the Magnitude of the spell.

If the viewer succeeds in a Perception test and the phantasm could usually cause damage if believed in, it can no longer cause damage to that character. As soon as a viewer disbelieves the illusion it becomes insubstantial and ghost-like to him.

The Size of the illusion is also governed by the Magnitude. A Magnitude 1 illusion can quite happily create small household items, say a fake table and chair, but would not be able to create an illusion of a fire breathing dragon.

Magni- tude	Modifier to Percep- tion test	Type of illusion possible
3	+40%	Not capable of motion or causing damage. Slightly fuzzy and unreal around the edges. Limit of SIZ 2.
4	+20%	Some minor discrepancies from reality. Capable of motion but not of damage. Limit of SIZ 4.
5	0	Capable of motion and causing damage. Limit of SIZ 6.
6	-20%	Capable of motion and causing damage. Limit of SIZ 8.
7	-40	Almost indistinguishable from the real thing. Capable of motion and damage. Limit of SIZ 10.
8	-40%	+10 SIZ per point of Magnitude.

Ingredients: Before the Witch can cast this spell for the first time, she must make a small charm resembling the creature or thing she or wishes to create an illusion of. The model need not be accurate and detailed, but must bear some recognisable similarity to the illusion required. This requires eight hours and a successful Craft skill, appropriate to the material used (clay, wood, stone, weaving, etc). If the Craft skill test is failed, the model is useless, and the spell need not be cast. If the model is made successfully, the Witch may cast the spell at whatever Magnitude she requires, and it will be imbued in the object. Once this charm is made, she can create the illusion simply by touching the object and making a Witchcraft test. The Magnitude of the illusion can never be higher than the Magnitude of the spell cast when the charm was made. If the Witch fumbles while casting the spell, the charm breaks and cannot be used again. The charm can only be used by the Witch who made it.

FOR TO CREATE A POTION OF MYSTIC VISION*

Duration MAG hours, *Magnitude* 1, *Special*

This spell allows the target to see magickal energies.

Someone who has drunk the potion will be able to determine the number of Magick Points in a Philosopher's Stone, detect the MAG attribute of a character (if any), determine what sort of spell is in a potion, or enchanted object, etc.

Ingredients: The Witch must make a broth containing mandrake root and hellebore (plus seasoning to taste). Finding the ingredients requires a successful Lore (Plants) roll and 1D4 hours in a rural place. Making the potion itself takes 30 minutes. The spell is activated when the broth is drunk. A Fumble on the Witchcraft roll has the effect of a Sleeping Draught and the target has vivid dreams which seem to be memories of seeing magickal things, but all such visions are false.

FOR TO CURE A DISEASE OR COUNTERACT A POISON*

Instant, Magnitude 3, *Touch*

This spell cures the effects of any mundane disease or poison affecting the target; it also cures magickal ailments whose Potency is less than the Witchcraft skill of the caster.

Ingredients: A number of herbs and other substances, burned in a small bowl close to the head of the target so that they breathe in the fumes. These substances will take 1D3 and a Lore (Plants) test in a rural area to find, but may be prepared in advance.

FOR TO CURSE WITH (HELLISH FORCE)

Distant, Eye Contact, Magnitude 1, *Progressive, Resist (Persistence/Resilience), Special, Touch*

This is a group of spells, one for each of the Hellish Forces discussed in Rules and Systems. The Hellish Forces are: Dropsy, Falling Sickness, King's Evil, Palsy, and St. Anthony's Fire. Each must be learned separately.

At its lowest level (Magnitude 1) it can be cast by making eye contact - a normal opposed eye contact roll is made; if the caster succeeds, the target must make a Resilience roll to resist the Hellish Force's potency.

At higher levels, ingredients are needed (see below), and it then becomes a Distant spell. Some Hellish Forces have a higher Magnitude than 1; this is noted in the description of the Hellish Forces.

Ingredients: At levels above Magnitude 1, a small figure representing the target must be made from mud, and embedded with the hair or fingernails of

the victim. The figure is then boiled in hot water for thirty minutes, causing the illness to rise in the target.

FOR THE DOMINATION OF A (SPECIES)*

Duration MAG minutes, *Eye Contact*, *Magnitude* 1, *Progressive*, *Range* MAG kilometres, *Touch*

This spell allows the caster to gain control over a creature belonging to a specific animal species. If the target fails to resist the spell, it must obey the commands of the caster for the duration of the spell.

The controlled creature shares a telepathic link with the Witch by which it can receive its orders. If the Witch and the creature dominated do not share a common language, the Witch can order it about by forming a mental image of the actions she wishes the dominated creature to perform.

The maximum range at which mental control can be exercised is MAG kilometres.

This spell does not work on humans.

Ingredients: The caster must have the skin from the type of creature to be controlled, though it need not be exactly the same species (e.g. a Witch wishing to dominate a wolf could use the skin of a small dog). The caster must touch the skin while casting the spell.

FOR TO DRAIN (CHARACTERISTIC)

Distant, *Magnitude* 6, *Progressive*, *Special*

There are actually seven *For to Drain* spells, one for each Characteristic. These devastating spells allow the Witch to permanently strip a target of Characteristic points, temporarily increasing her MAG by the amount drained.

The spell drains 1 point of the Characteristic per point of Magnitude of the spell.

Characteristic points lost to the spell are lost permanently, though the victim can raise them again through normal means of increasing a Characteristic. Characteristics may be drained to 0 which usually involves the death of the victim, with the exception of Charisma.

For each Characteristic point the Witch drains, she will gain one point of MAG. This extra MAG will decrease by one point each day (at dawn) until it has returned to its level before the spell was cast.

Ingredients: A small poppet (a little doll) representing the victim must be made, containing a lock of hair, some fingernails, or a small piece of clothing which has been worn by the victim. This takes 30 minutes. Pins are then stuck in the poppet while the spell is cast.

FOR TO ENHANCE THE (CHARACTERISTIC)*

Duration MAG hours, *Magnitude* 1, *Progressive*, *Resist (Persistence or Resilience)*, *Touch*

There are actually seven spells *For to Enhance*, one for each Characteristic. Essentially the reverse of the spell *For to Wither*, *For to Enhance* allows the Witch to temporarily apply a bonus to the specified Characteristic equal to the Magnitude of the spell. A creature must have the Characteristic in question to be affected by this spell.

Ingredients: This spell requires no ingredients, but the caster must touch the target over the heart for 30 seconds (this cannot be done with eye contact).

Note: Characters with this spell automatically gain the equivalent *For to Wither (Characteristic)* spell.

FOR TO FLING BACK A SPELL IN THE FACE OF THE CASTER*

Instant, *Magnitude* 1, *Progressive*

This protective spell shields the Witch from hostile magick and has a chance of sending it back to the attacking spellcaster. It affects both witchcraft and alchemy spells. It only works on spells that have an immediate effect and have the Resist trait. If not resisted successfully, such a spell will affect the protected character normally, but if it is resisted, the incoming spell is launched back at the person who cast it, as long as its Magnitude is not greater than the Magnitude of the spell *For to Fling Back a Spell in the Face of the Caster*. Unlike most spells, this one can be cast instantly and used as a Defensive Reaction against an attacking spell.

Ingredients: This does not require ingredients, but the caster must make the gesture of blocking the incoming spell with an open hand; if the caster has no hands free, the spell cannot be cast.

FOR TO FLY THROUGH THE AIR*

Duration, Magnitude 3, Progressive, Touch, Special

This spell allows the Witch, or her target, to fly through the air. At its lowest Magnitude (3), it allows only the caster to fly, for ten minutes per point of Magnitude. Every extra point of Magnitude can *either* increase the time by ten minutes, *or* allow an extra person to be carried (or a combination of the two). Anyone who flies with the caster must also be rubbed with the ointment noted in the ingredients, and must remain touching the caster for the duration of the flight, or they will fall. Flight speed is at a Move of 60, or 43.2 km per hour.

Ingredients: An ointment containing various herbs, plus body parts from at least two flying creatures (flies, birds, bats, etc). This takes an hour to prepare for each person who is to fly, then the ointment is rubbed on the person who wishes to fly which causes the spell to activate.

Note: A Witch with MAG of 6 or higher can cast this spell permanently on an object such as a besom (broomstick), a tree branch, or even a goat! This requires the above ingredients, plus a two hour ritual outdoors on a full-moon night. The Witchcraft roll is made at the end of this ritual, and if successful, the object gains the power of flight with whatever range and duration the caster chose. It can be activated with a simple command, but only works for the Witch who created it. If the object is broken (or dies!) the spell effect is lost, and will not return even if the object is mended. Witches often ride to sabbats on besoms, though some have been known to fly on animals.

FOR TO GIVE A WITHERING LOOK*

Duration MAG days, Eye Contact, Magnitude 1, Progressive

The target loses -1 to STR and -1 to DEX on one side of the body only (caster chooses left or right) for every point of Magnitude of the spell. The caster is at -10% to their Witchcraft skill test for every point of Magnitude they choose to put into the spell. If the target suffers a Fumble on their Persistence test, the duration is MAG months, instead of days.

Ingredients: None.

Note: *Everyone* with the Witchcraft skill has this spell, whether they choose to use it or not. Even a Cunning Man or Wise Woman known for their good works might accidentally cast this spell in a moment of anger. (See boxed text).

FOR TO INCREASE THE DEADLINESS OF A WEAPON

Duration MAG minutes, Magnitude 2, Touch, Progressive

This spell increases the damage done by a weapon. For each point of MAG of the caster, the 1D4 of extra damage is rolled each time the weapon is used.

Ingredients: Three drops of blood of the last person the weapon injured, rubbed on the weapon as the spell is cast.

FOR TO INCREASE THE LONGEVITY OF A SPELL*

Magnitude 5, Special

This spell takes a fair amount of preparation, but greatly increases the amount of time a spell lasts. It can only be used on spells which have ingredients, and in which the ingredients are not used directly on the caster or target. The spell causes the duration of the spell to be increased by a time unit; a spell whose duration is in minutes will last that number of hours instead; a spell that should last hours lasts days; a spell that should last days lasts months.

Ingredients: The caster must first hunt down and kill a swan. (Note that this is a hanging offence in England, where all swans officially belong to the monarch, though the current lack of a monarch may make it difficult to press charges!). Once the swan is killed, it must be skinned. The skin is then used to line a pit, which is sealed with a flat stone. All these things must be done by the caster; if the swan is killed or skinned by anyone else, the spell will not work. Any spell ingredient put into this pit after the spell is cast (poppet, fingernails, etc.) will last longer than otherwise.

FOR TO INSCRIBE A CIRCLE OF PROTECTION*

Duration MAG hours, Magnitude 1, Progressive

This spell creates a circle of protection with a radius in metres equal to the Magnitude of the spell. If cast on the ground, the spell is immovable; if cast on a moving object such as a cart, it will move with the object. Once the spell has been cast, the Witch may choose whether the spell protects against magickal or physical attack by casting either *For to Neutralise a Magick Spell* or *For to Protect Against Weapons* (without ingredients) within the circle. All those within the

circle are then protect, as if by that spell, although characters already *within* the circle when the spell is cast are not protected against each other, only against attacks from outside the circle. The caster must spend 2 minutes inscribing the circle with the necessary arcane symbols. Once the circle is drawn and the spell has been cast, the spell cannot be broken by scuffing away the marks, though people and animals can step over it in either direction.

Ingredients: Some sort of implement capable of making marks on the ground (chalk, a stick if the ground is muddy, etc.).

FOR TO INTUIT THE EMOTIONS OF ANOTHER*

Eye Contact, Instant, Magnitude 1

The caster can intuit the emotions and motivations of a single target with whom she makes successful eye contact. Thoughts cannot be read, but the Witch will be able to detect the target's emotional state (fearful, angry, besotted, etc.).

Ingredients: No ingredients are needed, but the Witch must make eye contact with the target.

FOR TO MAKE AN OBJECT GLOW*

Duration MAG minutes, Magnitude 1, Progressive, Touch

This spell causes a glowing point of light to appear on a solid substance. At its lowest Magnitude, the spell creates an area of light one metre in radius, giving off the same illumination as a candle. Each additional point of Magnitude increases the radius of effect by one metre. At Magnitude 3, the brightness of the spell increases to that of a flaming brand at its centre. At Magnitude 5, it increases to that of a campfire and at Magnitude 10 to that of a bonfire.

Ingredients: A pinch of powdered firefly, scattered in the air when the spell is cast.

FOR TO MOVE LIKE UNTO A SLUG

Distance, Duration MAG, Magnitude 1, Progressive, Resist (Resilience)

The target's Move is decreased by -5m for every point of Magnitude put into the spell. If Move is reduced to 0, the target's legs become weak and unable to support his or her weight for the Duration.

Ingredients: A lock of hair of the target must be wrapped round a live slug. When the Witch wishes

the spell to be cast, they must pour salt on the slug, killing it. The spell is activated when the slug dies. (This takes about 30 seconds).

Note: Characters with this spell automatically gain the equivalent Haste spell.

FOR TO NEUTRALISE A MAGICK SPELL*

Eye Contact, Magnitude 1, Progressive, Touch

This spell will dismiss one spell cast on the target. The spell cannot dismiss a spell that has a higher Magnitude than the Magnitude of the spell. If the neutralised spell is in a charm, the charm will stop working permanently. If the target is subject to a number of spells, the most powerful spell that can be neutralised will stop working. If the Witch wants to neutralise a particular spell other than the most powerful, she must first have drunk a potion made with *For to Create a Potion of Mystic Vision* to identify the spells present.

This spell works on alchemical spells as well as witchcraft.

Ingredients: This requires no ingredients, merely a short invocation.

FOR THE PROJECTION OF (SENSE)*

Concentration, Magnitude 1, Progressive, Ranged

Each spell *For the Projection of* is a separate spell. These spells encompass the five senses; sight, hearing, smell, taste, touch.

This spell allows the caster to project one of her senses anywhere within the spell's Range, which is equal to MAG x 10 metres. The spell forms an invisible and intangible sensor, some ten centimetres across, which receives the specified type of sensory input and transmits it to the caster. At the Witch's direction, the sensor can move a number of metres per Combat Round equal to the spell's Magnitude, which allows her to use her Perception skill through the sensor.

Spells can be cast through the sensor of some Projection spells. For instance, ranged spells require Sight Projection, while touch spells require Touch Projection (and likely Sight Projection too, simply so the Witch can find her target efficiently).

Characters using *For to Create a Potion of Mystic Vision* can see the sensor and attack it if they wish, though it is only vulnerable to magick. Magickal weapons and spells employed against the sensor will not destroy it but will instead transfer their damage directly to the caster.

Ingredients: A dried and mummified sense organ of the type required (eye for sight, ear for hearing, etc.). It will work with animal body parts, but the caster will be at -20% to all Perception tests in such a case, and also at -20% to casting any piggy-backed spell; human organs work best!

FOR TO PROTECT AGAINST WEAPONS*

Charm, Duration MAG minutes, Magnitude 1, Progressive.

Provides invisible protection for the wearer of the charm (see below), which adds 1/1 Armour Point per MAG of the caster. This adds to any existing armour the target has, or provides armour where none exists. Unlike normal armour, this provides full protection against gunfire. *E.g. If a character already has AP 2/1, casting this spell with a MAG of 2 will increase the character's armour to 4/3.*

Ingredients: A lock of the target's hair is tied round a reflective object (often a small mirror, though a polished spoon or something similar would do); preparation takes 30 seconds. The target then carries the object on their person. When they wish to activate the spell, they hold the object for a whole combat round and say the words "May my god protect me."; the spell will activate at the beginning of the next round.

FOR TO RESTORE BLIGHTED HEALTH*

Magnitude 3, Progressive, Touch

This spell can heal damage to a Characteristic caused by Grave Wounds, Hellish Forces and the spell *For to Drain the (Characteristic)*. The spell can restore 1 point of a Characteristic for every 3 points of Magnitude. A Characteristic can never be raised to higher than it was before it was damaged.

Ingredients: A poultice, made from assorted herbs, that requires 1 hour and a successful Lore (Plants) roll to prepare.

FOR TO RUN LIKE UNTO A HARE*

Duration MAG, Magnitude 1, Progressive, Trigger

The target's Move is increased by +5m for every point of Magnitude put into the spell.

Ingredients: A lock of the target's hair must be wrapped around the back leg-bone of a hare. The target then carries the object on their person. When they wish to activate the spell, they touch the object and say the words "May my God give me the speed

of a hare." This takes one Combat Round.

Note: Witches with this spell automatically gain the equivalent spell *For to Move Like unto a Slug*.

FOR TO SEEK OUT (OBJECT OR SUBSTANCE)*

Charm, Magnitude 1, Progressive, Ranged

These are a number of separate spells, one for each substance to be found. The range is 100 metres per point of Magnitude of the spell (but see ingredients below). The substance to be found cannot be detected through a thickness of more than the Magnitude of the spell in metres. (So, for instance, if the spell is cast at Magnitude 4, it can detect a substance 400 metres away, as long as it is not more than 4 metres under the ground).

Each spell is a separate substance, and the substance types are quite wide: for instance, flesh and bone, metal, weapon, liquid, etc.

Ingredients: A piece of material, painted with a pentagram and other arcane symbols, on which the spell is cast in a 30 second ritual. The material is then tied to a cockerel, which will walk until it finds the substance and then peck and scratch at the substance in question. Obviously, if the spell is a failure, the cockerel may well just find a tasty piece of food and peck and scratch there instead. The range of the spell is limited by the walking ability of a cockerel, which is about 1km, after which it will be too tired to continue.

FOR TO SEE VISIONS IN A SCRYING BOWL*

Charm, Concentration, Magnitude 1, Progressive, Ranged

This spell allows the Witch to see a distant place or person by looking into a bowl of water. The range is 1km per point of Magnitude. The person to be watched must have been seen by the caster at least once in the past, or the place to be watched must have been visited by the caster at least once. The caster chooses the target while casting the spell, and then must continue concentrating to keep the target in sight. No other senses are detected by this spell, so while the caster can see the target's lips move, no voices can be heard.

Ingredients: A special metal scrying bowl must be prepared by casting the *For to See Visions in a Scrying Bowl* spell on a metal bowl, outdoors under a full moon. Once enchanted in this way, the bowl can be used for scrying, but if it ever gets used for another

purpose (e.g. soup!) it must be rededicated with another *For to See Visions in a Scrying Bowl* spell under the full moon before it will work again.

FOR TO SMOTHER THE GASPING VICTIM

Distant, Concentration, Magnitude 3, Resist (Resilience)

This spell neutralises the air surrounding the target, making each breath stale and worthless, depriving them of oxygen. The Witch must concentrate each round in order to keep the spell operating. For the duration of the spell, the target will be unable to breathe, essentially drowning on dry land.

When the spell begins, the target's Resilience test determines whether they are able to gasp in one last breath before *Smother* cuts off the surrounding oxygen supply. If the target succeeds, they may hold their breath as normal. If they fail, they will start drowning in the next Combat Round.

Ingredients: A small poppet (a little doll) representing the victim must be made, containing a lock of hair, some fingernails, or a small piece of clothing which has been worn by the victim. This takes 30 minutes. The poppet is then held underwater, and the victim suffers the effects of drowning.

FOR TO STROKE THE FIRES OF FANATICISM

Distant, Duration (see text), Magnitude 1, Progressive, Resist (Persistence)

This spell increases the target's Righteousness Points in their chosen Faction. The target's Righteousness progressively increases by +10 per day for a number of days equal to the spell's Magnitude, reaching its maximum strength on the final day. The effects of the spell will remain at the maximum for 1D4 days, then reduce by -10 each day until they are back to what they were before the spell was cast. If the target's RPs go over 100, the target is effectively insanely fanatical and will obsessively relate everything to the beliefs of his or her chosen Faction.

Ingredients: A lock of the target's hair, together with a small object related to the target's Faction (a page of a Bible, a symbol of the Faction, a piece of a political pamphlet, etc.). These must be burned together over a fire while the spell is cast, which will take 1 minute.

FOR TO TAKE THE FORM OF A (SPECIES)*

Charm, Duration Magnitude x 10 hours, Eye Contact, Magnitude 1, Progressive, Resist (Persistence), Touch

Each spell *For to Take the Form* is a separate spell. Of all spells with multiple variations, the spell *For to Take the Form* has the most versions, with a new spell for almost every creature imaginable. The spell can only transform the shape of living beings – the dead or inanimate cannot be shapechanged, and the target cannot take the form of an inanimate object. The caster's clothing and equipment are not shapechanged when the caster transforms.

The spell can be cast on the Witch or another human target; if the target is unwilling, they get to make a resistance roll.

The Magnitude of the spell must be equal to or greater than the SIZ of the specified species. Thus changing the target into a sparrow (SIZ 1) is Magnitude 1. Changing the target into a Wolf (SIZ 10) is Magnitude 10.

If the spell is successful, the target will be biologically changed, gaining the STR, DEX, CON and SIZ of its new form. Its INT, POW and CHA are unchanged and the target retains its memories and abilities (though it may be unable to use some of those abilities in its new form). The target will remain in beast form for a length of time in hours decided by the caster, up to the spell's Magnitude in hours, although a Witch who has cast the spell on herself can change back at a time of her choosing before the Duration of the spell is up.

If the Witch fumbles this spell, the target becomes stuck in animal form for a number of days equal to the Magnitude, and must then make a Persistence roll each morning at dawn to see if they can change back, with a penalty of -10% for each day already spent in animal form, as the bestial side of their nature takes over.

Ingredients: The Witch must have a skin of the creature into which the target is to be shapechanged. This is not used up in the casting.

FOR TO TAP THE POWER OF THE EARTH*

Magnitude 1, Special, Trigger

There is power inherent in the ground of Cornwall that can be tapped by those with the knowledge of how to do it. Casting this spell means that the Witch

can add her POW to her MAG for the next spell she casts. She must be standing barefoot on naked rock, or touching a standing stone, for the spell to take effect, and have either been born in Cornwall or have lived in Cornwall for at least five years without a break.

Ingredients: None.

Note: This spell only works in Cornwall, though there may be variations of this spell for other counties, at the Games Master's discretion.

FOR TO TREAT WOUNDS*

Concentration, Instant, Magnitude 1, Progressive, Touch

This spell is cast upon a wounded target to dramatically accelerate their natural healing rate. For every point of Magnitude of this spell, the target will repair one hit point per Combat Round the spell is applied. *For to Treat Wounds* cannot reattach or regrow a severed limb and will not work on any Major Wound.

Ingredients: A poultice is made from assorted herbs; this requires 1 hour and a successful Lore (Plants) roll to gather and prepare. The poultice can be made in advance, but will only last for 1D3 days.

FOR TO WITHER THE (CHARACTERISTIC)

Distant, Duration MAG hours, Magnitude 1, Progressive, Resist (Persistence or Resilience)

There are actually seven spells *For to Wither*, one for each Characteristic. The spell will temporarily apply a penalty to the specified Characteristic, equal to the Magnitude of the spell. The penalty applied by this

spell may not reduce a Characteristic below one and the target must have the Characteristic in question to be affected by this spell.

When affecting STR, DEX, CON or SIZ, the spell can be resisted with Resilience. For INT, POW or CHA, the spell can be resisted with Persistence.

Ingredients: A small poppet (a little doll) representing the victim must be made, containing a lock of hair, some fingernails, or a small piece of clothing which has been worn by the victim. This takes 30 minutes. Pins are then stuck in the poppet while the spell is cast.

Note: Characters with this spell automatically gain the equivalent spell *For to Enhance the (Characteristic)*.

Familiars

Witches often use Familiars, which tend to be an animal or bird that lives with them as a household pet. The rules for Familiars work exactly the same as those in the Alchemy chapter, except that Witches use the spell *For the Domination of a (Species)* in place of the spell *For the Domination of a Familiar (Species)*. Witch Finders claim that Familiars are actually imps or evil spirits sent from Satan that suckle on secret hidden nipples, which are usually to be found in unusual places where nipples ought not to be. This has no basis in truth, but Witch Finders will often use the discovery of a mole, scar or birthmark as evidence of the "Devil's Mark", the place where the familiar has been suckling.

Chapter 10: Bestiary

CREATURE CHARACTERISTICS

Creatures have Characteristics much as any other characters. If for any reason a creature is missing a characteristic, the effect of this is noted. Two scores are given for each Characteristic. The first is the dice range that can be rolled to randomly determine an individual's Characteristics. The second, in brackets, is the score of an average individual of that species. This average score is used to calculate the rest of the attributes (HP, MWL, etc.), so that creatures can be used quickly. If randomly rolling Characteristics, the creature's Attributes will need to be adjusted accordingly, using the standard rules in the Character Creation chapter.

A creature with a randomly determined INT is considered sentient – it is a rational creation capable of logical thought and self-determination. A creature with a fixed INT (any INT listed as a single number, rather than a die roll) is not sentient. Fixed INT creatures operate solely on instinct rather than logic or intuition.

Some creatures have natural armour, which is listed. This does not provide any penalty to DEX for combat order, unless the description states otherwise.

CREATURE SKILLS

Like other characters, Creatures have skills. Combat

skills have the damage listed, including any damage modifiers and details for the attack used, in brackets next to the attack's name. Unless otherwise noted, a creature with multiple attack forms will only get to make one attack per combat round.

Creatures and Major Wounds

Non-humanoid creatures suffer Major Wounds in much the same way as humans. If a creature is humanoid in form (e.g. a ghoul) use the standard Major Wounds Table. For other creatures, use the following rule instead.

Serious Wound: If the creature takes a Serious Wound, its Move rate is reduced to 1, and all skills suffer a -20% penalty. Flying creatures lose the ability to fly. Further Serious Wounds after the first cause further cumulative -20% penalties to skill levels (i.e. -40%, -60%, etc.).

Grave Wound: If the creature takes a Grave Wound, it must make an immediate Resilience roll or die. If it succeeds, it suffers the effects of a Serious Wound and must make another Resilience roll at the beginning of

each subsequent combat round or die.

Creatures die automatically when their Hit Points reach a negative figure equal to their starting Hit Points, as with other characters.

Note: Alternative rules for dealing with Major Wounds for minor creature encounters can be found in the Combat chapter.

Creatures

BASILISK

STR 2D3 (4) CON 2D6+6 (13)

DEX 2D6 (7) SIZ 1D3 (2)

INT 3 (3) POW 1D6+12 (15)

CHA 3 (3) DM -1D6

HP 8 MWL 4 Move 16

Gaze 100% (Death)

Bite 30% (1D6-1D6+poison)

Armour: Scales 2/1

Skills: Athletics 60%, Dodge 30%, Persistence 60%, Resilience 70%, Stealth 40%, Survival 40%

The Basilisk's blood and bite are poisonous.

BASILISK VENOM

Type: Ingested or Contact

Delay: Instant

Potency: 65

Effect: 1D4 damage, applies -6 penalty to victim's CON

Duration: 6D10 minutes

The basilisk is about the size of a large cockerel, with scales like a snake and a mane of greasy black feathers along its spine. Its head resembles that of a cockerel with a sharp beak (capable of injecting venom) and a crest and wattles. Apart from that, they are remarkably varied. Some have four legs ending in the claws of a cockerel, others have two legs, some are more snake-like and have no legs at all. Some have bat-like wings and some have bird-like wings, though all are believed to be flightless.

Any close combat weapon hitting a basilisk loses one point of effectiveness for every point it inflicts on the creature. (e.g.. a sword that normally causes D8 damage will, after inflicting 3 points of damage to a basilisk, only be able to do D8-3 damage). If the weapon's damage reaches 0, it is destroyed. However, magical damage from a weapon (e.g. a sword with the spell *For to Sharpen a Blade* on it) will cause damage to the basilisk without being reflected, though the normal damage of the weapon will be. Ranged weapons are obviously not affected by this, though arrows, crossbow bolts and musket balls will be damaged in this way.

The basilisk's poison and corrosive blood are magickal in nature, and lose their potency 1D3 minutes after leaving its body. Some Alchemists have tried to find a way of "fixing" the poison, but so far with no success.

A basilisk can kill with a single glance, once per round. This requires an Opposed Test of the basilisk's Persistence against the target's Resilience. If the target loses, death is instantaneous.

BOAR

STR 3D6+6 (20) CON 2D6+9 (15)

DEX 3D6 (10) SIZ 2D6+3 (10)

INT 5 (5) POW 3D6 (10)

CHA 5 (5) DM +1D2

HP 13 MWL 7 Move 16

Tusk 45% (1D6+1D2)

Armour: Hide 2/1

Skills: Athletics 25%, Dodge 55%, Perception 50%, Resilience 40%, Stealth 55%, Survival 50%, Track 25%

Boars are wild pigs which live in small groups (usually comprising of 2-12 individuals), and feed on roots and berries. Though shy, retiring creatures, who mainly come out at dusk to forage, the males can be fierce defenders of their territory.

BROWN BEAR

STR 3D6+15 (25) CON 2D6+6 (13)

DEX 3D6 (10) SIZ 3D6+15 (25)

INT 5 (5) POW 3D6 (10)

CHA 5 (5) DM +2D6

HP 19 MWL 10 Move 16

Bite 60% (1D8+2D6)

Claw 50% (1D6+2D6)

Armour: Tough Hide 3/1

Skills: Athletics 25%, Dodge 30%, Perception 50%, Resilience 45%, Stealth 15%, Survival 60%, Track 25%

There are no bears left in the wild in the British Isles, but bear-baiting is a common sport in England. It normally takes place in a "bear garden" - a high, round fenced area surrounded by tiers of seating. A bear is chained to a post at one edge of the pit, and a number of trained dogs are set upon it. The fighting is bloody, often fatal to many of the dogs, and inevitably fatal to the bear. Sometimes the bear is let loose into the crowd to chase people and animals, which causes much amusement and occasionally serious injury.

CAT

STR 1D4+1 (3) CON 2D6 (7)

DEX 3D6+6 (16) SIZ 1D4 (2)

INT 5 (5) POW 3D6 (10)

CHA 5 (5) DM -1D6

HP 5 MWL 3 Move 20

Bite 40% (1D4-1D6)

Claw 60% (1D4-1D6)

Armour: None

Skills: Athletics 75%, Dodge 60%, Perception 75%, Resilience 30%, Stealth 55%, Survival 40%

Domestic cats are often seen as sinister creatures, associated with witchcraft and sorcery. The vast majority of cats in England in this period are in fact working cats, at best semi-domesticated, which live in barns, farm outbuildings, warehouses and the like in order to keep down rodents and other pests. Cats have night sight.

Cats *do* get used as familiars, mostly by Alchemists. Their ability to climb and get into difficult spots makes them ideal spies – if a cat is sitting and staring in your direction, there may well be an Alchemist using the spell *For to See Through the Eyes of Another* looking at you.

DOG

STR 1D6+1 (4) CON 2D6+2 (9)

DEX 2D6+6 (13) SIZ 1D6 (3)

INT 5 (5) POW 3D6 (10)

CHA 5 (5) DM -1D6

HP 6 MWL 3 Move 20

Bite 40% (1D6-1D6)

Armour: None

Skills: Athletics 60%, Dodge 30%, Perception 55%, Resilience 30%, Stealth 45%, Survival 30%, Track 75%

Dogs come in all shapes and sizes, from the smallest lapdog to the largest hunting dog. They are used for everything from rounding up sheep to guarding homes from intruders. Dogs have night sight. They are also used as familiars by Alchemists. Breeds of dogs come as small as STR 1D3 and SIZ 1D3, or as large as STR 2D6+3 and SIZ 2D6+3; adjust other statistics (Damage Modifier, HPs etc) accordingly.

DRAGON

STR 20D6 (70) CON 10D6 (35)

DEX 4D6 (14) SIZ 10D6+30 (65)

INT 6D6 (21) POW 4D6+12 (26)

CHA 6D6 (21) DM +7D6

HP 50 MWL 25 Move 12/30 (on land/in the air)

Bite 125% (1D10+7D6)

Claw 95% (1D8+7D6)

Tail 90% (1D20+7D6)

Armour: Dragon Scales 12/12

Skills: Athletics 120%, Dodge 30%, Lore (varies) 100%, Influence 150%, Perception 110%, Persistence 180%, Resilience 120%, Unarmed Combat 125%

If engaging in close combat, a dragon can make either a single tail attack, or two claw attacks, or one bite attack in a Combat Round.

Breathe Flame: The Dragon may breathe flame over an area as a Combat Action. The flame will cover a cone in front of the Dragon, which stretches for its POW in metres. At its furthest extent, the cone is equal to the

creature's POW in width. Any creature caught in the flame suffers 4D6 fire damage, though APs count as normal and on a successful Dodge roll a character may dive for cover to halve this damage. The Dragon may only breathe flame once per hour. Further attempts to breathe flame within this time period require the creature to make a Resilience test, with a cumulative -25% penalty for every attempt.

Magick: Dragons do not need a Philosopher's Stone to cast spells, but have Elemental Casting (Fire) at 68%, an assortment of Fire spells at their disposal, and 26 Magic Points to spend on them; a Dragon regains MPs equal to its POW every 12 hours of rest.

These giant reptilian creatures fly through the air using the thermals and can create their own thermals as needed, using their fiery breath. Dragons are very individual in their temperament. Some are evil cruel beasts. Others are solitary hoarding creatures. Some use their high intelligence to lord it over other lesser races.

Some Alchemists claim that a Dragon's heart is in itself a Philosopher's Stone that recharges itself rather than crumbling away. If a Dragon could be found, many Alchemists would pay dearly for its heart.

ELEMENTAL

ELEMENTAL TABLE

MPs to summon	SIZ	Hit Points =SIZ	MWL =HP/2	Engulf % =SIZx5	Area of attack =SIZ/3	Damage	Move	Dodge %	Persistence	Resilience
Small Elemental										
1	1	1	1	1	1 sq m	1D6	15m	120	30	100
2	2	2	1	10	1 sq m	1D6	15m	120	30	100
3	3	3	2	15	1 sq m	1D6	15m	120	30	100
4	4	4	2	20	2 sq m	1D6	15m	120	30	100
5	5	5	3	25	2 sq m	1D6	15m	120	30	100
6	6	6	3	30	2 sq m	1D6	15m	120	30	100
7	7	7	4	35	3 sq m	1D6	15m	120	30	100
8	8	8	4	40	3 sq m	1D6	15m	120	30	100
Medium Elemental										
9-20	9-20	9-20	5-10	45-100	3-7 sq m	2D6	23m	90	60	100
Large Elemental										
21-49	21-49	21-49	11-25	105-245	7-17 sq m	3D6	30m	60	90	100
Huge Elemental										
50-99	50-99	50-99	25-50	250%	17-33 sq m	4D6	45m	30	120	100

DEX 2D6 (6)

Elementals are magical beings of raw elemental power. Elementals do not occur naturally, but are frequently summoned by Alchemists to do their bidding. As noted in the Alchemy chapter, elementals normally take humanoid form, but can be shaped to represent any creature the summoner can imagine. See the Alchemy chapter for more details about elementals and their summoning.

An elemental's characteristics (aside from DEX), derived attributes, and skills are based on its SIZ, which in turn is based on the number of Magick Points the Alchemist puts into summoning the elemental. When summoning an elemental, look up the number of Magick Points put into the spell (on the Elemental Table) and calculate the rest of the elemental's attributes accordingly. Elementals have no STR, CON, INT, POW or CHA. DEX is always

2D6, whatever the elemental's SIZ. The statistics for smaller elementals, which are the most likely to be summoned by Adventurers, are already calculated in the tables; larger elementals will require a little simple arithmetic.

All elementals are immune to disease and poison.

Elementals attack by engulfing their enemies. All opponents within the area of attack are potential targets. Elementals use their Engulf skill, which is equal to their size times five, to hit the target, who then resists using Resilience.

Elementals have magical senses that allow them to 'see' invisible creatures such as immaterial spirits. They also gain +50% when detecting hidden characters.

Elementals themselves are almost invisible if they are within a larger body of their own element (e.g., a fire elemental in a bonfire or a water elemental in a lake). All elementals have the equivalent of a 90% Stealth when lying next to an environment of the same element as themselves.

GNOME

Gnomes are earth elementals. They are made up of soil, pebbles, sand and the like, depending on the local conditions – a gnome summoned on wild moorlands might be peaty with tufts of reeds for hair, while one summoned in farmland might be made of rich crumbly soil oozing with worms.

A gnome can carry objects or people through loose soil or sand, as long as the total SIZ of those carried is equal to or less than the gnome's SIZ. The gnome cannot, however, provide air for a person, and unless the person being carried has some magical means of breathing, he may suffocate during the trip. A gnome can only carry an unresisting passenger in this manner. A gnome cannot travel through solid rock.

Gnomes often use their Engulf attack by burrowing through the ground and opening a pit beneath their intended victim. They can be used to dig tunnels to get troops into enemy strongholds or cause the collapse of enemy defensive walls.

SYLPH

Sylphs are air elementals. They are often barely visible, unless their blustery mass of human-shaped wind picks up dust or autumn leaves, in which they will be easily seen.

A sylph can carry objects or people through the air, as long as the total SIZ of those carried is equal to or less than the sylph's SIZ. Sylphs are often used by those commanding them as a cheap and safe means of flight, and for dropping potion jacks and the like on enemy troops.

A sylph may also create a breeze or small whirlwind. Once per summoning, a sylph can cast the spell *For to Summon Up a Mighty Wind*, with a Magnitude equal to its SIZ (to a maximum of 8). This has no Magick Point cost.

SALAMANDER

Salamanders are fire elementals. They take the form of a mass of flame in a vaguely humanoid shape.

A salamander will ignite any flammable object it touches. It will heat (and eventually melt) metal, bake stone, set fires and, naturally, burn people. A salamander can be used to douse natural fires, so long as it has a cubic metre of SIZ equal to or greater than that of the fire. A salamander cannot douse other salamanders, nor can it extinguish any magical flame. The salamander simply enters the fire and sucks it into itself. A salamander must touch an object to ignite it.

Salamanders can float through the air at the same rate as they move on the ground.

UNDINE

Undines are water elementals. They take the form of a translucent mass of water in humanoid form, roiling and dripping as they move.

An undine can carry objects or beings through water, as long as the total SIZ of those carried is equal to or less than the undine's SIZ. It can carry things either underwater, to any depth, or along the surface for creatures who need air to breathe. Alchemists capable of summoning and commanding undines sometimes use them in the place of ships, sitting serenely atop the creature as it rushes through the water.

FERRET

STR 1D4+1 (3) CON 2D6+3 (9)

DEX 2D6+6 (13) SIZ 1D4 (2)

INT 5 (5) POW 3D6 (10)

CHA 5 (5) DM -1D6

HP 6 MWL 3 Move 20

Bite 50% (1D6-1D6)

Armour: None

Skills: Athletics 40%, Dodge 60%, Perception 50%, Resilience 30%, Stealth 45%, Survival 30%, Track 50%

These members of the weasel family are frequently used by the lower classes for hunting rabbits, and by upper class ladies as fashion accessories - they are trained to lie draped around a lady's neck, where they eat lice from her hair. They are also used as familiars by Alchemists.

GHOST

STR - CON -

DEX - SIZ -

INT 3D6 (10) POW 3D6 (10)

CHA 3D6 (10) DM 0

HP - MWL - Move 20

Throw 50% (1D6)

Armour: -

Skills: Persistence 60% (plus any non-physical skills the person had in life at -20%)

Ghosts are usually tied to a particular place where a troubled death has occurred. Some battlefields are said to be haunted by entire ghostly armies that appear to march and fight again quite regularly. Scenes of murder are often haunted by their victims, and people who have died with an important task left undone (particularly a task tied to the needs of their Faction in life) will often haunt the place of their death.

Some ghosts appear to be harmless, merely repeating their last actions, or walking the same path over and over, accompanied by a chill in the air. But some ghosts can be more dangerous. Many can exhibit poltergeist activity, throwing objects at people nearby with sometimes lethal force. They can also make themselves visible or invisible at will, and when visible manifest as translucent figures.

Ghosts are tied to the place of their death, and cannot move more than 10 x POW metres away from the spot.

Ghosts can lift and throw objects equal to their POW x 2, and their Damage Modifier is also based on POW x 2.

A ghost cannot be affected physically, but can be dismissed temporarily by someone with sufficient religious Righteousness. Any character who is a member of a suitable religious Faction may make an Opposed test of Righteousness against the ghost's Persistence while invoking God. This is a full-round action. On one level of Success, the ghost is dismissed for 3D6 days and cannot manifest again in that time. On two levels of Success, the ghost is dismissed permanently and will never manifest again. On a Failure, the ghost remains. On two levels of Failure, the character loses 2D6 Righteousness Points and is terrified for 3D6 Combat Rounds – he may try to get as far away from the ghost as possible, or curl up into a gibbering ball; if in combat, he may still defend himself, but cannot attack.

The presence of a ghost can be detected with a successful Perception roll, even if the ghost is currently invisible – the character making the roll will feel a distinct chill and a feeling between the shoulder-blades that there is a presence nearby, though it will be impossible to tell exactly where. Someone who has never previously encountered a ghost will only feel spooked, whereas anyone who has previously encountered a ghost will recognise the presence immediately.

A ghost who was an Alchemist or Witch before death can cast the spells it knew in life. Instead of spending Magic Points from a Philosopher's Stone, a ghostly Alchemist casting spells temporarily drains its POW. This POW is regained at 1 point per day for every day spent not manifesting. If POW reaches 0 the Ghost ceases to manifest, and cannot do so again until a point of POW has been regained (i.e. 24 hours later).

Becoming invisible is a free action and is instantaneous. Because the ghost is incorporeal, it is undetectable when invisible, except by the "creepy" feeling given by a successful Perception roll.

Ghosts are often confused and befuddled by their deaths. Consequently, although they retain any non-physical skills they had in life, they are at a -20% penalty to them. They can speak (in a ghostly whisper, usually, though sometimes in an eerie moan) but tend to be obsessive about their death and the reason for it – trying to have a rational conversation with a ghost is usually a waste of time.

GHOUL

STR 4D6 (14) CON 2D6+3 (9)

DEX 3D6 (10) SIZ 2D6+6 (13)

INT 3D6 (10) POW 3D6 (10)

CHA 1D6 (3) DM -1D6

HP 6 MWL 3 Move 15

Bite 50% (1D6+poison)

Claw 70% (1D4)

Armour: None

Skills: Athletics 40%, Dodge 40%, Persistence 30%, Resilience 50%, Stealth 60%

All ghouls have a poisonous bite.

GHOUL VENOM

Type: Ingested or Contact

Delay: 1D3 Combat Rounds

Potency: 22

Effect: The victim is completely paralysed for the duration of the poison being in their system.

Duration: 1D10 hours or until healing is administered that restores at least one hit point.

Ghouls are sinister creatures which feed on the bodies of the dead. They are often found on battlefields in the

wake of a conflict. Some say they are people possessed by evil spirits, others that they are Camp Followers warped by too much contact with Alchemy. A third opinion has it that they are merely desperate people driven mad by hunger.

Ghouls are normally shy and nervous creatures who hide in holes and caves away from normal people but, if disturbed while feeding on the dead, they will fight frenziedly to prevent the loss of their meal. Their fingernails have become sharp and jagged talons, and their bite causes a wound to fester, causing paralysis in the manner of a poison.

Ghouls give out a blood-curdling howl when attacking. Everyone within a Ghoul's POW in metres is affected as if by the spell *For to Cause a Great Fear*, unless they can make a successful opposed test of Resilience against the Ghoul's Persistence. Those who successfully resist must do so every round for five more successive combat rounds, after which they are immune to a Ghoul's howling effects for a week.

HORSE

STR 2D6+18 (25)	CON 3D6+6 (16)
DEX 2D6+3 (10)	SIZ 2D6+18 (25)
INT 5 (5)	POW 3D6 (10)
CHA 5 (5)	DM +2D6
HP 21 MWL 12	Move 24
Kick 40% (Trained warhorse 80%)	(1D6+2D6)

Armour: None

Skills: Athletics 75%, Dodge 40%, Perception 40%, Resilience 40%, Survival 20%

Horses are very common, and are the main beast of burden and form of transport. Most decent horses have been requisitioned by the various armies, so mules (a donkey/horse cross-breed) tend to be used for riding, pulling carts and carrying heavy loads. The attributes above are applicable for most horses – warhorses will tend to have higher than average STR and SIZ, cobs lower than average STR and SIZ, ponies minimum STR and SIZ, and Mules minimum SIZ.

RAVEN

STR 1D3 (2)	CON 2D3 (4)
DEX 3D6+6 (16)	SIZ 1D4 (2)
INT 6 (6)	POW 3D6 (10)
CHA 3 (3)	DM -1D6
HP 3 MWL 2	Move 2/24 (on land/in the air)

Claw 40% 1D6-1D6

Bite 30% 1D4-1D6

Armour: None

Skills: Dodge 50%, Perception 60%, Sleight 40%, Stealth 50%

Large black carrion birds, they are often seen as birds of ill-omen as they gather on battlefields and around gibbets to pick the bones of the dead. They are generally harmless to humans, but are sometimes used as Familiars by Alchemists, since they are relatively intelligent.

SEA SERPENT

HATCHLING

STR 2D6+6 (11) CON 1D6+3 (6)

DEX 6D6 (21) SIZ 1D6+3 (6)

INT 3 (3) POW 2D6 (7)

CHA 3 (3) DM -1D6

HP 6 MWL 3 Move 24

Bite 30% 1D4

Armour: None

Skills: Athletics 50%, Stealth 35%

ADULT

STR 8D6+30 (54) CON 4D6+21 (33)

DEX 2D6 (7) SIZ 6D6+15 (33)

INT 3 (3) POW 6D6 (21)

CHA 3 (3) DM +4D6

HP 33 MWL 17 Move 24

Bite 60% 1D6+4D6

Armour: Scales 5/2

Skills: Athletics 50%, Stealth 35%

LEVIATHAN

STR 12D6+50 (86) CON 6D6+36 (54)

DEX 2D6 (7) SIZ 10D6+39 (69)

INT 3 (3) POW 6D6 (21)

CHA 3 (3) DM +8D6

HP 62 MWL 31 Move 24

Bite 60% 1D6+8D6

Armour: Scales 8/4

Skills: Athletics 65%, Stealth 15%

A metre in length when first hatched, Sea Serpents grow at the rate of one metre every five years, up to a maximum length of 40 metres. The statistics above show a Sea Serpent at three stages of its life; as a hatchling, as a medium-sized serpent, and as a leviathan of the deep, a 40-metre creature.

SPARROW

STR 1D2 (1) CON 1D3 (2)
DEX 3D6+6 (16) SIZ 1D2 (1)
INT 2 (2) POW 1D6 (3)
CHA 5 (5) DM -1D6
HP 2 MWL 1 Move 1/20 (on land/in the air)
Claw 20% 1D2-1D6

Armour: None

Skills: Dodge 50%, Perception 50%, Stealth 50%

These tiny brown birds (not much larger than a mouse) are mostly harmless. They are a common sight in town and countryside, hopping about and eating seeds and small insects, and flocks of them can be a pest in croplands. They have no song beyond a boring “cheep cheep” and are so ubiquitous and innocuous that few people pay them any attention at all. This makes them ideal Familiars for Alchemists, as they very unlikely to be suspected of anything arcane. Their low INT makes them very hard to train however, so the requisite spell *For the Domination of...* is needed to make use them.

STOORWORM

STR 12D6 (42) CON 3D6+12 (22)
DEX 2D6 (7) SIZ 12D6 (42)
INT 9 (9) POW 1D6+12 (15)
CHA 3 (3) DM +4D6
HP 32 MWL 16 Move 15
Bite 55% 1D10+4D6
Breath 100% Poison

Armour: Scales 7/3

Skills: Athletics 30%, Persistence 40%, Resilience 25%, Stealth 35%

Stoorworm breath is poisonous.

STOORWORM BREATH

Type: Inhaled

Delay: Immediate

Duration: 1 Combat Round

Potency: 72

Effect: 1D6 damage and -1 penalty to victim’s CON. The CON penalty is removed when the HP damage is healed.

Regeneration: A stoorworm regenerates two hit points per Combat Round in every damaged location. Regeneration will cease if the stoorworm dies.

A stoorworm is a large, limbless reptile, remotely related to dragons. Unlike dragons, stoorworms have no fiery

breath, but can exhale a cloud of poison, and are very hard to kill as their flesh regenerates very quickly from wounds.

Stoorworms live in remote, marshy places in the wilder parts of the land, such as boggy moorlands, where they burrowed in the peaty soil and prey on sheep and the occasional unwary traveller.

Stoorworms look like gigantic snakes, twenty metres long, with crested heads like dragons; they are black or dark brown and usually covered with dark peaty soil. They smell of sulphurous pond water and their eyes are a virulent scum-green.

A stoorworm can emit a cloud of poisonous gas once per round. The cloud remains for one round before losing its effectiveness.

WOLF

STR 3D6 (10) CON 3D6+3 (13)

DEX 3D6+3 (13) SIZ 2D6+3 (10)

INT 5 (5) POW 3D6 (10)

CHA 5 (5) DM 0

HP 12 MWL 6 Move 20

Bite 60% (1D8)

Claw 30% (1D4)

Armour: Tough Hide 3/1

Skills: Athletics 25%, Dodge 30%, Perception 50%, Resilience 45%, Stealth 15%, Survival 60%, Track 25%

Wolves are extinct in more settled places. There are still small packs roaming wilderness areas, though they rarely attack humans, preying mostly on deer or domestic sheep.

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Weapons

Weapon	Skill %	Size	Damage	Notes	Range	Load	ENC
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Fatigue

Level	Skill Effect	Movement	Combat Order	Other
Fresh	-	-	-	-
Winded	-10%	-	-	-
Tired	-20%	-2m	-2	-
Wearied	-30%	-2m	-2	-
Exhausted	-40%	Halved	-5	Persistence test every 5 minutes
Debilitated	-50%	Halved	-10	Persistence test every minute

Wealth

Equipment

Faction

Faction: _____

Allies: _____

Enemies: _____

Faction Zeal: _____

Faction Beliefs: _____

Alchemy

Alchemy: _____ %

Earth: _____ %

Air: _____ %

Water: _____ %

Fire: _____ %

PHILOSOPHER'S STONES

1. _____ 2. _____ 3. _____

4. _____ 5. _____ 6. _____

7. _____ 8. _____ 9. _____

Spells

Witchcraft

Witchcraft: _____ % MAG: _____

Spells