

Circe

Release 1.9

A Fantasy Role-playing System

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INTRODUCTION

New Additions

Changes since 1.8 are driven mostly by use of these rules for the WorldForge online gaming system.

Several new thief-like professions have been added, providing interesting alternatives to the traditional burglar. The spy is a master of observation and information brokerage, and skilled worker of the shadows. The cutpurse is a traditional thief, an opportunistic pilferer and pickpocket, oft descending to mugging to make a living. The swindler is a confidence artist and cardsharp who uses charm, slight-of-hand and clever deception to divest a mark of his money. A rogue is a brigand or highwayman, the counterpoint to the ranger, engaging in banditry either for profit or guerrilla politics; the rogue sees the law as flexible, letting his own principles guide his actions. The lawyer profession (larval politician) has also been added.

Many new warrior professions have been added. The swashbuckler is a man of style and stealth, relying on agility and quick wits over brawny muscles and heavy armor. The thug is the antithesis of the cavalier, being simply an unprincipled mercenary to whom violence and murder is as natural as buying a pair of shoes. The pirate is a freebooter and buccaneer who preys off the sea lanes or assaults small communities from the sea in quick raids.

Sailors are knowledgeable in the ways of the sea, with a wide variety of skills.

Necromancers are those who speak with the dead. Alchemists dabble in chemistry and man's soul. A sage is a highly knowledgeable researcher, typically widely based in a variety of lore skills.

The beggar profession has been removed. The farmer profession has been added; a base laborer, this is intended for plain vanilla peasants and landholders. The Constable of

the People is a warden of the law charged with protecting the population from criminals; it differs from the guard in being more focused on information collection than combat; it also costs more CP's.

Concrete example of skill calculations and better terminology.

The character generation system has been reorganized a bit to lay it out in a more utilitarian manner.

For combat, several new rules have been added in support of firearm use. Some rules are added for automatic gunfire. Opportunity fire is addressed, and in general the missile combat rules are cleaned up. The sanity system is extended to support the notion of panic.

Direct fire vs. indirect fire. Rate of fire is the max number of attacks the character can make; his agility may also limit this. The skill is reduced in a similar fashion as in the regular rules - the more targets, the lower the chance to hit each of them.

About the Game

Circe (pronounced *sir-see*) is a skill based gaming system designed for medieval fantasy game worlds where magic is powerful but rare. This system is intended to realistically model life as an adventurer in a medieval world in which monsters and magic really do exist, and gods do look down from the heavens.

Circe is also the first Computer Aided Roleplaying Game. This game needs the use of a computer by players and referee to generate characters and adventures. The use of a computer is by no means *required*, however. Nearly all of the math is simple arithmetic. The reason so many equations are used is to make it simpler to model all of the rules in a computer program. Because it was designed with computers in mind, it's being used in the WorldForge online gaming system.

This system is superior to many others because it allows and encourages players to use strategic thinking. Combat is more than just swing, swing, swing, for example. It requires a sophistication of thought; the player must judge the opponent he is up against: "Will he fall for a feint again this round, or should I go for an all out shot right off? Perhaps I should switch to a more defensive style."

Much care has gone into seeking the proper balance in the weapon and armor numbers. I think you'll find that players will find benefits in different features of the different weapons, and will naturally diversify their choices. One player may prefer the weapons that enable great amounts of damage, while another likes the staff because of its dual use in attack as well as defense, and a third player chooses to take a dagger and wrestling approach with the intent of getting inside an opponent's reach and thus preventing counter attacks. Similarly, one player may choose an armor with a high defense score, while another places more importance on freedom of movement.

As a result, you will see your combats naturally become more colorful and more realistic-seeming. Feints, wrestling, and maneuvering grow in importance. On average, battles will go to the side with the greater numbers, but there is grand room for crafty tactics that can turn the tide of combat. And because the benefit of defeating a foe is much less than the penalty of

receiving damage, players will realize that dealing with a foe through negotiation, bribery, trickery, or simply running away is sometimes better than taking a severe beating.

The profession system used in this game is different than the class system used in other games. One's profession colors the character at the start of the game, but thereafter the character's skill development is based on actual game experiences and the training approach adopted by the player character.

In writing this game, each rule was judged on realism, simplicity, and game balance. Detailed and realistic rules that bogged down game play or couldn't be remembered off the top of one's head were chucked. Rules that thwarted physics and drew ridicule were replaced with more sensible ones. Rules that were found to give exceptional, unfair, or unwarranted advantages were toned down or removed.

And keep in mind that, like with all roleplaying games, the rules that follow are simply guidelines to help create a more realistic, fun game. While a great deal of thought went into every rule, if you find that they needlessly complicate things or result in effects you feel to be unrealistic or undesirable, please feel free to adjust them as you see fit!

Note: Throughout this book the male pronoun is used; the reader should substitute 'he or she', 'she', or 'it' as appropriate.

ACKNOWLEDGEMENTS

A game system cannot be designed alone, and this system is no different. Much of the system was developed collaboratively during play, and so the players deserve special mention up front for their patience and valuable suggestions.

Most of the players have gone beyond the call of duty to assist in developing some areas of the game system. Ty Parent was of immense help in solidifying both the character generation

system and the combat system. Tom Clymer provided many ideas and comments on the magic system. David Ray, Chuck Hale, and Dara McGloughlin provided input on many components of the system.

Finally I'd like to thank everyone who did not laugh at the idea of developing yet another game system and to especially thank those who expressed their appreciation of it.

GLOSSARY

Attribute	One of the primary ratings of a character's physical, mental, or spiritual capabilities.	PC	Player Character
Character	Any imaginary creature that carries out actions in the game.	Player Character	An imaginary creature operated by a player.
Delta	When making a skill or ability check, the delta is the difference between what was rolled and what was needed. For example, if a character has a 17 strength and rolls a 5 strength check, he has achieved a delta of 12.	Player	A real human being who is playing the game.
Method	A functional category of magical power.	Profession	A collection of skills that are used in the pursuit of a particular way of life.
NPC	Non-player Character. Sometimes pronounced "Nipick."	Skill	A rating of a character's knowledge or training.
		Technique	A sub-power of a method that allows for a specific way of interaction with matter, energy, or reality.
		Tradition	A system of beliefs and practices surrounding a set of magical methods.

PART I: CHARACTER STATISTICS

Designing a character in Circe is pretty straightforward. You first generate your set of attributes, then pick a race and profession, and then pick the skills your character excels in.

Skilled players will recognize that since their characters cannot learn every skill the party needs, they should focus on being very good at a few useful skills, and rely on the other player characters to fill in whatever is missing.

Below is the character design process:

1. Determine number of Circe Points available
2. Roll attributes
3. Choose race
4. Determine racial abilities and skills
5. Select vital statistics
6. Select profession and determine skills and powers
7. Get starting equipment

Chapter 1: Circe Points

A new character begins with 25 *Circe points* (cp's). These points allow purchasing of benefits above and beyond what is normally available. Players with left-over Circe points from their last character can use these points in designing their new character. Each race and class is given a Circe point cost; the player must expend this number of points in order to select that race/profession/option for his or her character.

It's okay to have negative Circe Points at any point during the character design process, as long as the player ends up with zero or greater points at the start of the game.

During play the player will have the opportunity to earn more points through good roleplaying, accomplishing goals, doing heroic things, and bravely sacrificing oneself. These

points may be spent to increase one's attributes, gain skills or reputation, and so forth.

Unlike other character traits, Circe points remain with the player, not with the character. Thus when a player's character is killed, the Circe points it earned can be carried over to the next character. Referees can award Circe points at will, but they are not allowed to take them away from a player after they've been awarded.

Some professions and races will be too expensive to buy the first time the player plays. This is to encourage the player to run a variety of different kinds of characters, and to give them something to work towards, and to look forward to once their current character dies or is retired. This also encourages players to role-play and to set goals for their character other than just hacking and slashing.

Chapter 2: Attributes

There are eight attributes that describe a character's mind, spirit, and body. All of these attributes are important. Most adventurers will have scores in the 10-14 range, but it's entirely possible to have scores of 1 or 21.

Roll on 4d6 and discard the lowest die. Total the dice and record for strength. Continue for each attribute in order. As many sets may be generated as desired, but each six full sets generated cost 1 CP. This method generates an average value of 12¼. All brands of humans, elves, hobbits, and dwarves use the same types and numbers of dice to roll attributes; some of the odder character races have bonuses or penalties to the dice rolls. These are listed in chapter 4.

Strength

Strength is a measure of muscular ability and general endurance. It determines the amount of force a character can apply in a given situation.

High strengths are required to wield larger weapons that do larger amounts of damage. Characters with high strengths are also able to get better use of their weapons through strength enhanced attacks, which increases the average damage a particular weapon does.

High strength helps for feats like bending bars and such. In wrestling or hand to hand fighting, high strength is vital for damaging the opponent. Strong characters are also able to fire bows with higher string tensions, thus increasing the maximum range. Characters with high strengths are also less easily fatigued and can wear heavier armor in battle and travel for longer distances without tiring.

Characters reduced to 0 strength must make a health check each day or lose a point of health.

Agility

A character's quickness and deftness is measured by the agility attribute. This is a very important statistic, as it controls a character's ability to defend himself and how fast they can go in a dead sprint. It is the basis of all the melee combat skills, and is used when training these skills.

Characters reduced to 0 agility will be unable to stand upright or even sit without aid.

Precision

Missile weapon skills, including many spells, are based upon the precision attribute. This governs how careful and meticulous a character is. Precision also plays into all of the craft skills and is thus an important statistic for craftsmen, thieves, and healers. Precision is a measure of one's eyesight and hand-eye coordination. A highly precise character can carry out very detailed tasks, such as gem cutting or map making, with a high degree of quality.

Characters reduced to 0 precision must make a health check each day or lose a point of health.

Perception

A character's general awareness of his surroundings is measured by their perception attribute. This is a vital statistic for guards, scouts, and thieves for obvious reasons. A highly perceptive individual can find hidden things easier and more reliably than a less perceptive person. Having at least one person with high perception in a party is useful for detecting and avoiding ambushes. Psionics also benefit from having high perception ratings.

Characters reduced to 0 perception will lose a level of sanity each day unless a willpower check is made.

Health

Arguably the most important attribute for an adventurer is health. Health is a measure of the body's resistance to poisons and diseases, but it comes into play most directly in healing battle wounds. Characters with high health scores will heal battle wounds quickly and will be able to continue adventuring while they recover. Low health characters have much more difficulty and need more time recovering, and they are forced to remain bedridden for the process.

A character's minimum starting hit points is his health. If the character's health score increases, then his total hit points will increase by that same amount. The converse is not true, however; when the health score is reduced the hit points are *not* reduced. There are plenty of other ways a character can permanently lose hit points!

The basic amount of hit points recovered for a day's rest is equal to the delta of a healing check divided by four; if the number is negative it represents lost hit points. Herbs, magic, and healing skill all play into helping characters heal faster, or to avoid taking as much damage in the first place.

Characters reduced to 0 health will die within an hour from natural causes.

Willpower

Willpower represents mental stability and determination. Long term tasks that require dedication and concentration are easier to perform by characters with high willpower attributes.

No really important skills are based off of willpower, and it doesn't directly affect combat, but it is an important factor in maintaining control of one's character. Characters with low willpower are more likely to become insane, be affected by psionic attacks, or simply fail to have the dedication to stick to a difficult task.

Characters reduced to 0 willpower will accidentally do themselves in at the first opportunity.

Intelligence

This ability score determines how quickly a character can learn and is very important for gaining skills. Wizards need high intelligence attributes to be able to quickly decide on the proper phrases, symbols, and gestures to use in casting their spells. In psionic attacks, the highly intelligent character stands a better chance of finding a way through his opponent's defenses.

Characters reduced to 0 intelligence will go into a coma and die within a day unless artificially sustained.

Charisma

A character's ability to lead and to positively interact with other beings is measured by the charisma attribute. The reaction of other creatures to the character can be positively reinforced with high charisma scores.

Characters reduced to 0 charisma must make a health check each day or lose a point of health.

Luck

The luck attribute is a measure of how well things just "fall into place" for a character. The referee may call for luck checks to determine the "whims of Chance."

Luck can also be "burned" to reroll bad die or dice rolls. At any point and for any roll, the player can reduce his character's luck attribute by one point and force a reroll of the most recent die or dice combination.

Characters reduced to 0 luck will suffer a sudden, inexplicable, unavoidable death by the end of the day.

For example, Grishnak the Giant attacks Bruce the Elf with a tree, rolls a 3 on his attack roll (succeeding by only 5 points) and then rolls 3d6 for 14 points of damage, exactly enough to bring Bruce to 2 hit points and putting him in such agonizing pain he can do nothing. Bruce's player, realizing that the rest of the party is doomed without Bruce's powerful sword arm, decides to burn a luck point for an attempt to avoid fate. He can't force a reroll of the attack, only the damage, so he does so. Unfortunately, Grishnak rolls an 18 this time and knocks Bruce unconscious. Bruce's player could continue burning luck points, if he wanted...

Essence

This is a measure of a character's potential for wielding supernatural powers, either magical or psionic. This is a measure of a character's "inner strength" from which they may draw energies to fuel spells and psionics. Many mages will sacrifice their essence to gain more magical power, while psionics prefer to keep their essence levels as high as possible so that they can use their powers at full strength. Some of the non-human races have intrinsic powers that require minimum essence scores, dedicated essence, or essence sacrifices. Humans benefit in that their essence is not tied up in these dubiously useful racial abilities.

During initial design of a character, 3 points of essence may be traded for 1 point in any other attribute, 6 points of essence can be traded for 1

point in two different attributes, 9 points for 1 point in three different attributes, and so forth.

Characters with essence scores of 0 become undead, typically zombies or ghouls.

Chapter 3: Traits

In addition to all of the other traits a character has, there are certain intangible ratings that are important characteristics. The player should choose a ranking for his character when he designs it. Thereafter, the referee will determine when the character goes up or down in those measures.

Reputation

This is a measure of how well known (famously or infamously) a character is in his society. A character with a high reputation will have better luck recruiting followers.

Unknown 0	Known only to friends and family.
Indifferent 5	People have vaguely heard of the character, but so what?
Hero / knave 10	Name and deeds are known in a few towns and cities, and a small group of people highly respect or despise the character.
Famous/ infamous 25	Known throughout a small kingdom or principality. Many people look to the character as a role model or a symbol of all that is wrong with the world.
Celebrity / villain 50	Well known throughout a kingdom and to a lesser extent in surrounding nations. People become obsessive about the character.
Renown / archvillain 100	Well known throughout the world. Character's name is a household word. Character's day to day activities are discussed in idle chit-chat.

Moving up to a new reputation level improves one's charisma by one point. If the reputation rating decreases, then the charisma rating will drop accordingly.

Higher reputation levels can benefit the character or can lead to trouble. The king may be more inclined to enhance one's social rank, or might become worried and send a few assassins. Peasants might seek the character out (for better or for worse).

Renown characters and celebrities attract followers whether they want them or not.

Specific Reputation

Sometimes a character can develop a particularly strong reputation for a given trait. For example, a character could be particularly well known for their acts of charity, or of brutality. Some examples are listed below:

Fighting skill

Justice / mercy

Military prowess

Generosity / credit

A character's reputation in each of these areas is expressed as a percentage of between 0% and $\pm 100\%$ of their normal reputation. This is applied to their reputation score for any relevant activities.

Piety

This is how religious a character is. The higher the piety rating, the more likely a character will be able to call upon his god for favors.

There are several piety ranks. A character's piety rank governs the maximum number of piety points he can have at any one time:

Piety Level Name	Rank	Max PPs
Unbeliever	0	0
Lay	2	4
Believer	4	16
True believer	6	36
Disciple	8	64
Devotee	10	100
Revered Father/Mother	12	144
Saint	16	256
Demigod/angel/martyr	20	400

All characters begin the game with a piety score of zero, except as noted in the profession descriptions.

The character has a pool of Piety Points that are gained and expended throughout the game; at no time may the character have more than their maximum amount, and if their current score is zero or below, they are not allowed to spend more points. The following actions can raise or lower a character's piety points:

Gain dedicated convert to the religion	+5
Gain fair weather convert	+2
Worship on god's day	+2
Complete pilgrimage	+5 to 15
Recover a holy relic	+10 to 20
Other minor tasks (religion dependent)	+1
Committed sin	-1 to -5
Committed major sin	-5 to -20

Priests have many uses for piety points, but lay folk can spend their piety points to gain their god's favor. Any person can pray to their god to gain favor; each piety point spent gain a +1 on the next die roll.

Social rank

Players must select the position in society that their character begins the game. Characters who know a trade at a level of 15 or higher can begin as a tradesman. Soldiers and other ex-military characters can begin the game at the yeoman rank. Clergy are considered separately from the social ranking system as long as they remain members of their respective church.

Slave (-15 cp)	Esquire (25 cp)
Pauper (-10 cp)	Knight (50 cp)
Serf (-5 cp)	Baron (100 cp)
Yeoman (0 cp)	Earl (200 cp)
Tradesman (5 cp)	Count (300 cp)
Guildsman (10 cp)	Duke (400 cp)
Magnate (20 cp)	Archduke (500 cp)
Plutocrat (30 cp)	King (1000 cp)
	Emperor (1500 cp)

Independent adventurers, thieves, and travelers are considered to be paupers. Adventurers

with a nominal allegiance to a lord are considered to be serfs. Members of well-known and respected adventuring fellowships and established mercenary companies are considered to be yeomen; party leaders are treated as tradesmen.

Military rank

This is a measure of advancement in the armed forces.

The following is a list of army enlisted and officer ranks:

Private (0 cp)	Lieutenant (10 cp)
Lance Corporal (1 cp)	Captain (20 cp)
Corporal (2 cp)	Major (30 cp)
Lance Sergeant (4 cp)	Lieut. Colonel (40 cp)
Sergeant (8 cp)	Colonel (50 cp)
Sergeant Major (16 cp)	Major General (60 cp)
Lord Sergeant (32 cp)	General (70 cp)

Chapter 4: Damage Ratings

There are several different kinds of damage a character can sustain. Each is tracked separately and is measured in levels. A starting character will begin at full unless the referee or player wishes otherwise.

Fatigue

The most common form of damage is simply getting worn out. The most common ways of becoming fatigued are travel, labor intensive work, and combat in heavy armor.

Energized	Benefits and penalties of quick and deliberate phases halved. Use better of two initiative rolls.
Rested	No effect.
Light fatigue	No effect.
Moderate fatigue	All skill rolls (except fatigue checks) suffer -2.
Extreme fatigue	All skill rolls (except fatigue checks) at -4.

Exhaustion All skill rolls (except fatigue checks) at -8.

At any particular time, a character will have a maximum fatigue level. Normal characters have a maximum fatigue level of rested. Drugs, magic, psionics, and mania can increase the maximum fatigue level to energized. Illnesses, poisons, drugs, magic, psionics, and depression can reduce the maximum fatigue level.

Pain

Pain levels are typically unimportant for fighters; they simply suffer on. But for mages or people attempting to concentrate it can make a big difference. Pain does not equate with damage; someone can be under extreme pain but suffer little or no permanent damage.

Ecstasy Highly distracting pleasant sensation.

Pleasure Good feeling, easy to ignore.

No pain

Discomfort Minor irritant, a dull ache. Easy to ignore.

Hurt Pain is very noticeable but character can do other actions without too much difficulty.

Suffering Character has trouble concentrating, walking, and doing most normal tasks. Typically is bent over holding injured part of body.

Agony Character can do little else but cry in pain.

Shock Character unaware of pain, but has trouble thinking or moving.

Consciousness

Super-conscious High level of awareness. Half of character's essence score is added to all perception-dependent skill or attribute checks.

Conscious Character can act normally.

Dazed Character's actions are done at

half strength.

Stunned Character can do nothing but wander aimlessly.

Unconscious Character cannot do anything.

Sanity

Used to measure a character's control of himself. The severity of the illness is measured as shown in the table below.

Sane

Unbalanced Character is noticeably eccentric, weird, or loony. Prone to do absurd or illogical things. May believe impossible things (such as being the king) or have odd phobias. May be paranoid, extremely frightened, suicidal, or fanatic.

Deranged Character is hysterical, wild or maniacal. Lacks full control over his actions. Can be calm for periods, but every so often erupts in uncontrolled fits.

Insane Character is fully off the deep end. He acts in a mindless manner, in some cases becoming catatonic, in other cases simply babbling incoherently.

There are many different forms of insanity. The forms that normal characters can develop are listed below.

Melancholy Character is always in a very poor mood, pessimistic, tired, and even suicidal. Most common mental illness among humans.

Lunacy Wide swings of mood from extreme mania to deep depression. In manic state character is energized but has little self-control. Common illness among elves.

Delirium Hears "voices". Often suffers from delusions. Very difficult to concentrate on any task. Can be irrational and impulsive, and sometimes insanely violent.

Tormented Fears rule the character. Usually character is afraid of just a few

	particular things. Fear can be irrational, misplaced, and paralyzing. Common illness among halfling.
Crazed	Addictions are a minor form of this illness. In severe cases character must irrationally repeat an action such as hand-washing uncontrollably. Common illness among dwarves.
Berserk	High-energy, manic type illness. Character is very hyperactive and constantly getting into trouble. Can't focus on details. Aggressive, drawn to fighting and battle. Impulsive and impatient.
Madness	Uncontrolled anger. Impulsive, competitive, and painfully sensitive. Must be the hero at all costs. Common illness among orcs.

Other sanity traits: Senility, paranoia, frenzy, violence, imbecility, foolishness.

The referee will require the characters to make sanity checks from time to time. Each time a check is failed, the character's sanity check is reduced by one. These checks can be required when, for example, the character has been under an extreme amount of stress or constant stress for a long period, when he or she does or is forced to experience something completely out of synch with their personality (committing murder, seeing a horrific sight, etc.)

A character regains sanity through overcoming obstacles, achieving goals, and conducting himself productively in his profession. In game terms, the character can regain lost sanity through expenditure of Circe points.

Hit Points

Roll 5d6 for hit points. If the total is less than the character's health score, reroll the lowest die until it isn't.

The player may spend 5 cp to re-roll his hit points during the design process.

Chapter 5: Races

In game terms, all of the standard races have the same basic game characteristics. They all use the same dice for attributes, hit points, and so forth. Some races have intrinsic advantages; to be one of these races the player must spend the number of Circe points indicated next to the race's name. Races with disadvantages provide Circe points back to the player that can be retained for other uses.

There are no hard and fast rules for ability score limits or requirements, but because of obvious differences in physical stature the typical scores for a given attribute may differ. For example, hobbits are much less likely to have an 18 strength than a human.

<i>Race</i>	<i>Bonuses or Penalties</i>
Goblin	-1d6 intelligence -1d3 strength
Protoglathi	+1d6 agility -1d6 health
Ogre	+1d6 strength -1d6 intelligence -1d6 essence
Mantis	+1d6 agility -1d6 essence
Centaur	Reroll one intelligence, willpower, or health die, -1d6 essence

Humans

0

Humans are known for their ability to adapt to a range of different environments. Humans are a lot like ants: they are found from the poles to the equator, both above and below ground. As a race, they have a fast enough reproduction rate to be able to outgrow the longer lived races such as the elves and dwarves, but their life spans are long enough to allow ample individual growth and passing on of knowledge. Humans are more deeply religious than any other race; no matter which god they worship, humans will die by the thousands to prove some theological point or other.

One of the most significant strengths of humans is their grouping tendency. This behavior has allowed them to form nations of millions of individuals. With this sort of organization the humans can overwhelm smaller but individually more powerful creatures. The one drawback of this trait is that humans can also be very xenophobic, often exterminating individuals on the basis of race alone. This trait is so strong that lacking some racial foe, the humans will turn on each other over some obscure issue such as hair texture or religious differences.

Humans take up almost any profession, though they are most commonly found as farmers, shopkeepers, and such. The more adventuresome humans usually become warriors or clerics.

FREE SKILLS

One Language: # points equal to intelligence.

Brawling or Swimming: d6 points

Fire Use: d8 points

Melee Combat: d4 points

Rope Use: d6 points

Food Preparation: d6 points

Riding, Land: d6 points

Any Survival Skill or Reading/Writing: d6 points

Voice: d4 points

Persuasion or Negotiation: d6 points.

Hobbit

-5

Many people think hobbits are closely related to humans because of the physical similarities. The main difference is the size, and thus they are often referred to as halfling. But the individuals in question vehemently deny this label, insisting "We aren't half of anything! We're just as complete as anyone else, and we'll bite the kneecaps off anyone who says otherwise." But the hobbits have been called 'halfling' for so long that many accept the term; some even prefer that to the more "uppity" hobbits.

Hobbits are much more consigned to peaceful existence than humans, though there are always a few who seek the adventurer's life. Invariably even these "wild ones" will settle down and become innkeepers or mayors or some such.

Hobbits are known for being very dexterous both with missile weapons and with detail work. Hobbit gemcutters, jewelers, and locksmiths are usually the best in the city, second only (sometimes) to the dwarves. Hobbits usually live in human cities and only rarely form their own countries and cities. They usually stay with the more lucrative trades such as jewelry manufacturing and sales, and banking, though they also are well known for their cooking skills and can be found as bakers, innkeepers, and brewers.

Traditionally, the more spirited and adventuresome hobbits take up the thieving profession, but unlike humans, not in a malicious sort of way. All hobbit thieves follow codes of ethics, some refusing to rob from fellow hobbits, others refusing to kill; they tell themselves that they aren't really "true" thieves but of a nobler sort. Because hobbits are generally oppressed by the humans they live with, the hobbit community often looks with pride and envy on their fellows who find ways around the laws and lawmen.

Hobbits do not look favorably about those who acquire and flaunt sheer wealth. Even the wealthiest hobbits are expected to live plainly. Excess wealth is to be distributed to family and followers; the true wealth of a man is measured by the prosperity of those around him.

Hobbits tend to have the highest precision attributes of any of the other races, and have better perception scores than any of the other races except for elves. On average, hobbits have lower strength and health scores than any of the races. And in spite of their reputation as "...the happy-go-lucky halfling," hobbits' luck has its highs and lows just like everyone else.

FREE SKILLS

One Language: # points equal to intelligence.

Missile Combat: d6 points

Rock Throwing: d6 points

Secrecy: 2d6 points

Reaction: d6 points

Fire Use: d3 points

Fabric Working or Woodworking: d6 points

Food Preparation: d8 points

Dwarves

25

The dwarf accepts his human-given label of “dwarf” grudgingly, often espousing that, “Well, at least we’re not as short as the halfling.” Dwarves are short and stocky, stubborn and serious, but always strong and stout-hearted. They love the land and hate the sea, though there are always exceptions. As a race, they value gold and gems higher than any other creature save, perhaps, dragons.

Human settlements often boast a dwarf or two, almost always filling in as a blacksmith or weaponsmith. Their talents for working metals are world known, and their stone working skills are so highly respected that humans consider it bad luck to begin major construction projects without one onsite. While dwarves are capable of using magic and casting spells, they have a severe distrust of it and rarely practice it. When they do use magic, it is typically to create a magic item or a particularly important piece of jewelry. In their habitations, called *holds*, dwarves will fill in all the other tasks required by civilization: shopkeeping, farming, and even politics, but their most respected profession is mining. Few other races are capable of creating and maintaining the vast underground enterprises needed to find the lucrative riches of the deep. Dwarves despise thievery as being against their very nature, yet there are just as many dwarven thieves as of any other race, perhaps even more, due to the greed that pervades the race.

While dwarves have religions and always worship some god or another, they are not as vehement about it as other races, thus the few dwarven clerics seen wandering the lands are invariably attached to one of the more militant human churches. True dwarven clerics only leave their holds on the most urgent of business.

Dwarves are driven by two desires: wealth and reputation. In dwarven lands, reputation is a function of how much wealth one possesses, so that simplifies the choices one has to make. But dwarves not associated with a dwarf clan will sometimes spend much effort trying to build their name into something bigger, often sacrificing vast sums to do so.

Attributes that dwarves excel in are strength, willpower, and health. They generally are not as agile as the other races and are typically pretty unlucky. Many dwarves are deaf or have vision problems due to the various hazardous careers they pursue, and so they typically aren’t terribly perceptive individuals and must make up for this by training their observational skills. Charisma is another trait the dwarves need to work on, they don’t “just get along” very well, most being individualists and introverts.

FREE SKILLS

One Language: # points equal to intelligence.

Melee Combat: d3 points

Mining: d6 points

Earth Lore: d6 points

Stone Working: d6 points

Observation Skills: d6 points

Animal Skills: d6 points

Animal Lore: d6 points

Labor Skills: d6 points

Voice: d6 points

Elves

25

Long, long ago, the lands of the planet Allel were dominated by elven civilizations. But around two thousand years ago changes took place that doomed the elves to near extinction. Being skilled with magic (some say better skilled than any other race ever known on Allel) the elves began manipulating genetic structures of living beings, culminating in several changes to their own makeup. Desiring for longer, healthier lives, they discovered a way to remain youthful for centuries. Some say it was arrogance, others the will of the gods, but while this change worked as planned on men, it failed

to affect the women in the same way. A few female elves were born with this trait, but all became infertile soon after reaching puberty. And a much larger percentage of the females died in infancy or during birth.

The consequences were not expected, but they were very extreme. Fewer women meant fewer babies, and so over a period of several hundred years the elven population dwindled. Wars with the mantis took heavy tolls on the elven men, and wars with orcs, humans, and other uncivilized monsters drained the culture of resources. Soon the civilization was eclipsed by new civilizations of humans and dwarves and gradually the elves retreated into the dark forests.

Elves today are much different than they were thousands of years ago. They are typically very wild at heart yet still possess the haughty attitude of a once supreme race. Hated by most of the other races of the planet, the elves often disguise themselves or remain in isolated hiding.

All male elves have adapted to the dearth of female elves by partnering with other male elves. While this seems to satisfy their needs quite well, it resulted in the current bad connotations of the word *fairy*, and it has only exacerbated the population problems. Female elves are often ostracized or driven from their tribes and seek mates with males of other species; unfortunately, many of these pairings are unproductive or result in sterile offspring.

One major difficulty that elves face is the number of creatures bearing them strong enmity. The ancestors of today's elves brought this upon themselves through their poor treatment of "inferior" races like orcs and humans, their reputation for possessors and creators of magical treasures, and their foolish creation of monsters specifically designed to seek out and kill other elves.

All of the human-like creatures share ill-will toward elves: humans, orcs, goblins, giants, dwarves, and ogres to name just a few. Of the most voracious monsters that favor elvish flesh are manti.

ELF, HUMANIZED

One Language: # points equal to intelligence.

Begging: d6 points

Concealment: d6 points

Fire Use: d6 points

Rope Use: d6 points

Scrounging: d6 points

Voice: d8 points

ELF, NATURAL OR TRIBAL

Aelneish: # points equal to intelligence.

Dancing: d12 points

Music: d6 points

Performing: d6 points

Sex Appeal: d8 points

Singing: d6 points

Voice: d6 points

Goblins

- 10

Who in their right mind would wish to be a goblin when they could be an orc? Please skip this section and proceed on to the orc section. Everyone knows orcs are more than several degrees better in every way than wimpy goblins. Goblins are fools. They think that by living among humans they can acquire wealth, protection, and education. Weaklings! Sure, the humans don't kill off the goblins nearly as much as the orcs do, but come on, at least with the orcs they can participate in battles and are usually allowed honorable positions at the head of the army. And the orcs always pay great attention to the goblins; with the humans, they're always ignored and left to have to do everything themselves.

In the good old days, goblins were much truer to form. They'd live in the woods and hills under the benevolent guidance of orcs or the occasional ogre, but today they're more often found in human cities doing chores for humans, carting garbage, cleaning sewage, even being barbers! Nowadays most goblins have given up the ways of the warrior and rarely lift their weapons to fight for their freedom, relying all too naïvely on the human legal system. Fortunately the race is not entirely lost, a few

have kept to their ancestral ways and employ themselves as protectors of the people or serve as security troubleshooters for the humans, often doing this without even being asked! More goblins have been getting involved in the study of magic right under the nose of the humans, something that us orcs can't condone but must applaud for its bravery and audacity. And, well, everyone knows goblin men are the best hung of any of the humanoid races ('cepting trolls, of course.)

FREE SKILLS

Lowspeak: # points equal to intelligence.

Any hand weapon: d6 points

Any one labor skill: d6 points

Mining or Fire Use: d6 points

Observation: d6 points

Scrounging or Begging: d6 points

Secrecy or Riding, Land: d6 points

Half-Goblins

-5

The offspring of a goblin and a human, the half-goblin is a sterile mule. Typically, half-goblins are stronger, more agile, and of a higher constitution than either humans or goblins, but they are as ugly as sin. Half-goblins only manage to live if their mothers happen to die in childbirth because if not, the mother (goblin or human, either way) will strangle the abomination as soon as they can get their hands around its neck.

Throughout life, half-goblins are shunned, stoned, and addressed as "dambastard". Half-goblins frequently turn to adventuring as a profession because, as they've learned again and again, money *does* buy you love sometimes.

FREE SKILLS

One Language: # points equal to intelligence.

Reaction: d6 points

Any one labor skill: d8 points

Fire Use: d6 points

Observation: d6 points

Scrounging: d6 points

Secrecy: d6 points

Orcs

0

Among all of the races, orcs are, by some counts, the most noble and pure. They refuse to live in the filthy cities of the humans, yet they are not as afraid of showing themselves as the elves are. They don't hang onto the human race like the parasitic hobbits and goblins, and while they appreciate gold and silver, they don't expend every last ounce of their life acquiring such transitory things. Orcs are more concerned about the truly natural

Not to be outdone by the other races, orcs, too, have thieves, yet they do not make it a virtual profession and lifelong study out of it like the less advanced humans, dwarves, elves, and halfling. When an orc is required to perform thieving tasks, it is generally conducted on his own time outside his traditional calling. Orcs do not have the wide variety of practiced thieving methods and techniques of the more experienced thieving races like humans, so when they must do a thieving action they are more straightforward and upfront.

Orcs rarely engage in magic or psionics, though among the elders there is always someone who knows the spells necessary for assisting the orcs in the struggles of everyday life. Most orcs are dedicated in their religious beliefs, and sometimes this causes heartwrenching conflicts with their otherwise peaceful demeanors towards other races.

As orcs are more interested in the outdoors and in feats of physical prowess, they have, on average, excellent attributes of strength and health, though other attributes, most notably intelligence and willpower, are often derided by other races; the truth is that throughout orcish history there have been well over seven orcs of very above average intelligence. And the so-called low willpower of orcs is a disservice to the race; the many activities believed to be vices

by other races are considered by orcs to be highly desired and respected traits, and it takes a good deal of fortitude and will to undertake the marathon imbibing of near poisonous quantities of beverages and herbal medications, the physically exhausting activities of procreation (often displaying their desire for racial harmony by allowing participation of other races in this behavior), and the constant tests of orchood through one-on-one recreational activities that true orcs must partake.

FREE SKILLS

Lowspeak: # points equal to intelligence.

Brawling: d6 points

Spear, Axe or Club: d6 points

Any thrown weapon: d4 points

Animal Skills: d6 points

Wilderness Survival: d6 points

Fire Use: d6 points

Cheating: d4 points

Mining: d6 points

Mantis 25

This is a very difficult race to play. Mantis get a number of benefits primarily of a combat nature, but they must suffer a number of roleplaying penalties, the most notable of which is that they more than likely will be killed on sight if they are ever found near or in a human inhabited city. Besides this, they are incapable of making human vocal sounds and have difficulty hearing the lower pitched sounds of the male human voice; humans, in turn, are unable to discern the many variations in pitches and timbers that the Mantis produces so are nearly incapable of understanding mantis speak. There are many social differences between mantis and human cultures, such as the former's propensity for eating humans. Mantis always eat their dead, which is a point of contention in any group of travelers or adventurers that include mantis, as humans always want to waste their meat by burying or burning it.

FREE SKILLS

Noisy clicking language: # points equal to intelligence.

Leg Strength: d6 points

Tightrope walking: d6 points

Stringed Instrument: d6 points

Butchering: d6 points

Wilderness Survival: d6 points

Claw: d3 points

Bite: d3 points

Protoglati 25

Protoglati? Nope, never heard of it. You haven't heard of it, either, not until 1109 anyway.

Ogre 10

Hmm, are you sure? I guess if you really want to have the big muscles, but are you certain it's worth it? Ogres are hunted by many humans, and while the ogres try to eat all of the humans they can find, it barely dents the tide of heroes. Some ogres give up and just travel around with the humans and help them out lifting *very heavy* things, but the poor ogres often slip up and eat someone, and then the humans make a big stink, and, well, at least evolution is hard at work with ogre-kind and one day perhaps they'll get smarter.

In the wild, ogres are the free children of nature, going where they wish, eating things, breaking things, and procreating with anything large enough. A few ogres have taken up living with humans, often allowed to wear prized metal chains and collars. Still, these ogres are dissatisfied with their lives and seek to improve them in any way possible. They may suggest architectural changes to the buildings or walls they are assisting with that the builders never dreamt of. Sometimes the ego clashes are so strong that the ogres leave in a huff for other, more fundamental projects like mining and road building.

Troogre

25

The sterile offspring of a troll and an ogre (since trolls are big enough, and ogres are open-minded), the troogre is as strong an ox and fights like one too. Smells like one, too, but nevermind that. They're smarter than either trolls or ogres, but that's not saying much, is it?

Unlike trolls or ogres, troogres are extremely extroverted and friendly, and care a great deal about other people. Neither ogres nor trolls will have anything to do with the troogre, so they often end up in a human settlement, acting as strongmen and workers. This interaction with humans will often drive them to actually bathe and restrict their eating habits to things that are dead and cooked. Er, non-*human* things...

FREE SKILLS

Lowspeak: # points equal to intelligence.

Any one spoken language: d6

Any one labor skill: 2d4 points

Brawling: d6 points

Scrounging: d6 points

Leg Strength: d4 points

Rope Use: d6 points

Singing: d6 points

Chapter 6: Vital Statistics

Height

Characters can be any height they wish, within racial norms. Height has no impact on any of the character's attributes. Tall characters tend to be more respected in most cultures, but they have trouble fitting into small tunnels.

Weight

The player should pick a weight that is appropriate to the height. The weight has no impact on character attributes. Overly large

characters tend to be less fit than their scrawnier friends, but they are stronger and better able to take blows, too, so it balances out.

The degree of obesity affects how people view the character. Characters that are much wider or thinner than the racial norm will be taken less seriously, especially if they're short.

Age

All characters are assumed to begin the game as young adults. The player may choose to make his character older; this provides the player with additional Circe points to spend elsewhere in the character design. For each decade of age beyond the young adult category, the character gains 1d10 cp.

The following table shows four of the five age groups that characters will pass through.

Race	Young			
	Adult	Mature	Old	Ancient
Human	16-25	26-50	51-70	71-120
Dwarf	21-50	51-150	151-300	301-400
Elf	31-250	251-400	401-500	501-650
Hobbit	20-35	36-70	71-100	101-150
Orc	14-20	21-40	41-60	61-80
Goblin	12-20	21-35	26-40	41-60
Ogre	16-25	26-40	41-55	56-70

The table below shows the effects of aging on a character's attributes.

Attribute	Young			
	Adult	Mature	Old	Ancient
Int.		+d3-2	+d3-1	+d3
Will.		+d3-2	+d3-1	+d3
Per.		+d3-d3	+d3-d3	+d3-d3
Char.		+d3-2	+d3-1	+d3
Str.		-d3+2	-d3+1	-d3
Agl.		-d3+2	-d3+1	-d3
Health		-d3+2	-d3+1	-d3

Aging through the use of magic causes any penalties to be applied, but does not provide any benefits. Thus, if an increase in a attribute is indicated, it should be ignored.

When using magic to restore youth, apply the numbers above, but in reverse. Magical

restoration of youth provides both the benefits and penalties. For example, a 30 yr old ogre drinks a potion of youth and becomes 7 years younger, moving him from the *mature* category to the *young adult* category. His intelligence changes by $-d3+2$ points; he rolls a 3 and loses 1 point of intelligence. His agility changes by $d3-2$; he rolls a 3 again and gains 1 point of agility.

Gender

The character's sex will not affect his or her attributes.

Chapter 7: Professions

Each starting character picks one of the listed *professions* as a guide for selecting skills and character goals. The choice of profession does not restrict what the character can and cannot do in the future, it merely indicates what he or she did in the past. Thus it is not critical that one select a profession optimal for combat; one can choose a "mundane" profession and learn magic, combat, or other necessary skills later.

However, it takes a long time to build up a particular skill, especially ones that are infrequently used. So characters that begin the game with a few useful skills at high levels seem to do better than characters with a wide variety of low skills.

It is very important to realize that your character is part of a *team*, so rather than being so-so at a lot of skills, it is better to specialize in an area not already covered, letting the others make up for your character's weaknesses.

The exact makeup of the party should be designed to mesh with the type of campaign being played, but in general a party should include one or two excellent fighters, a person capable of healing, someone able to detect traps and other dangers, someone able to carry out reconnaissance and a person good at communication. It helps to have coverage of some of the craft skills, a variety of languages, and a few survival oriented skills.

PROFESSION SKILL LISTS

In the profession descriptions on the following pages, the first list gives a specific skill or a choice of several specific skills, and a die type or dice combination. The player rolls these dice and receives that many points in the given skill.

The second list gives skill groups and the number of points that can be distributed to skills in the groups. Each paragraph begins with a multiplier and an attribute. Multiply the attribute's score by the multiplier to determine the number of skill points that can be distributed to the skill families listed in the remainder of the paragraph. In parenthesis is indicated the maximum number of skill points that can be distributed into those skills. If the player has spent or received points on one of the skills in the group previously, he may add more points at this time. In a given skill group the player may choose the skill matching the given name or any skill derived from it.

PROFESSION-BASED EXPERIENCE

Each profession has listed with it a set of actions that provide benefits such as Circe points, reputation, or piety points. These actions are minor accomplishments that the character is encouraged to perform. In a sense, these activities are what makes the profession what it is.

In most cases, the activities are intended to be extraordinary or difficult; things that go far beyond every day events or involve dedicated effort on the part of the player.

DESIGNING NEW PROFESSIONS

In designing the professions, given skills and chosen skills were balanced against other benefits and drawbacks. The following rules were followed to approximate the cost in Circe points for each profession:

For given skills, the cost for a given die combination were calculated from the following table:

d3	3	2d3	7	3d3	11
d4	4	2d4	9	3d4	16
d5	5	2d5	13	3d5	19

d6	6	2d6	15	3d6	22
d8	8	2d8	19		
d10	12				
d12	14				

For chosen skills, each 1 pt attribute multiplier cost 25 cp.

For starting funds and equipment, up to 100 core requires 5 cp, up to 200 requires 10 cp.

Each profession was allowed to have 200 Circe points worth of given and distributed skill points and of money, starting equipment, and special abilities.

Referees may wish to use these rules of thumb when designing new professions, but players should not be permitted to create professions this way because of the dangers of over-optimization.

Barber-Surgeon 0

Cost Breakdown:

Given skills	40
Distributed skills	150
Starting funds	10

The barber-surgeon is a common and important member of the community, for he has the skills to repair the human body. Learned doctors and physicians look down on the barber-surgeon as only a step above the butchers and horse groomers, but all call upon him to knit the wounds of the injured.

Medical Aid	d6
Surgery	d6
Grooming	d6
Knife/Dagger	d6
Nursing	d6
Herbalism	d6
Physiology	d4

1 x Agility in any Melee Combat skills (5 pts max), any Missile Combat skills (3 pts max), any Secrecy skills (3 pts max), or any Athletic skills (5 pts max)

2 x Precision on any Craft skills (5 pts max)

1 x Intelligence on any Communications skills (8 pts max) or Lore skills (5 pts max)

1 x Charisma on any Social skills (5 pts max) or Observation skills (5 pts max)

1 x Willpower on any Labor skills (3 pts max) or Animal skills (5 pts max)

STARTING EQUIPMENT AND FUNDS

Barber-surgeons begin with a complete set of operating tools. They tend to have a few valuable herbs or poisons (of the player's choice).

Barber-surgeons that turn to adventuring generally do so either because they wish to garner the riches of the lifestyle, or to escape retribution from prior "mistakes". Thus adventuring barber-surgeons begin the game with only 30-180 (3d6*10) core.

ADVANCEMENT

Barber-surgeons follow the standard craftsman promotion path:

Apprentice: To be called a barber-surgeon a character must have the following skills at the levels indicated:

Medical Aide-6	Grooming-6
Nursing-4 or Physiology-4	Surgery-6

Additionally, the character must be sponsored by a journeyman barber-surgeon and recommended by a master.

Journeyman: To be a journeyman Barber-surgeon, a character must have the following skills:

Medical Aide-8	Surgery-12
Grooming-12	Nursing-6
Physiology-6	

The character must also perform a number of successful surgeries of different sorts - setting broken bones, stitching up various kinds of wounds, removing diseased organs, etc.

Additionally, the journeyman barber-surgeon must pass an accredited *board of review* consisting of not less than five masters of the art.

Master: At a minimum, a master barber surgeon must qualify to be a journeyman, must pass a *peer review*, and must have a total of 50 points in the following skills:

Diagnosis
Medical Aide
Physiology
Surgery

It is also expected that the barber-surgeon make a discovery or invent a procedure which will advance the art.

EXPERIENCE

Like all craftsmen, barber-surgeons gain Circe points for extraordinary achievements:

Extraordinary shave and a haircut	1 cp
Conduct successful major surgery	1 cp
Extraordinary surgery	5 cp

Bard 25

Cost Breakdown:

Given skills	36
Distributed skills	150
Starting funds	19
Spell abilities	20

The bard is a practitioner of music and magic. While not as powerful as raw mages, bards have a variety of communication skills that give them an edge in political matters. Because of this, bards are universally respected even in regions that dislike or disallow spell casting.

Lyrism	d6
Music	d6
Oratory	d6
Voice	d6
Singing	d8
Ancient or Modern History	d4

1 x Agility in any Melee Combat skills (3 pts max), any Secrecy skills (5 pts max), or any Athletic skills (8 pts max)

1 x Perception on any Observation skills (5 pts max)

2 x Intelligence on any Communications skills (8 pts max), Lore skills (5 pts max), Lyrism methods (5 pts max), or formulated spells (8 pts max).

1 x Charisma on any Social skills (8 pts max)

1 x Willpower on any Labor skills (5 pts max), Animal skills (3 pts max), or Craft skills (5 pts max)

STARTING EQUIPMENT AND FUNDS

A bard always begins the game with any one instrument of his or her choice and 10-200 (10xd20) core. Additionally, because of the nature of the profession the bard will start the game with a gift, chosen randomly from the following list:

1. Trained horse: knows a few entertaining tricks. Smarter than average.

2. High quality musical instrument: +2 on playing skill.
3. Follower: Young boy or girl who idolizes the character.
4. Extra fine dress or suit: Worth about 500 core, but custom-tailored to PC.
5. Patron: Person who will grant money to fund endeavors and who is enamored with the character and/or the character's talent.
6. Magical musical item with some odd minor power chosen randomly by referee.
7. Famed mentor: Character's trainer is/was a very well respected, popular bard, and character's association provides instant credibility and trust.
8. Fleeting fame: By happenstance, one of character's songs, stories, or skits is the hit-of-the-moment. It'll be forgotten soon, but for the next few months, the character's work is in high demand.

SPELL ABILITIES

ADVANCEMENT

Apprentice: To become an apprentice bard, a character must be mentored by a journeyman or master bard, and must have a score of 8 in any musical instrument or a score of 10 in singing.

Journeyman: To become a journeyman bard, it is necessary to achieve a reputation score of 15 or higher, write at least one original ballad, and achieve a total score of 100 in the following skills:

Singing	Percussion Instrument
Modern History	String Instrument
Ancient History	Whistling
Oratory	Chanting
Heraldry	Wind Instrument

Master: A master bard must be recognized by his fellow bards as such. There is no official procedure for declaring a bard as such, but after achieving all of the following requirements the bard will most likely have entered master status.

The bard must achieve a total of 100 points, comprised of the sum of the following skill and trait scores:

Reputation	String Instrument
Singing	Percussion Instrument
Oratory	Wind Instrument

EXPERIENCE

Bards gain experience through the art of song.

Sing 5 round song in combat, resulting in victory: 1 cp.

Teach another in the use of song or in playing an instrument (i.e. increase their skill in any music-related skill by one point): 1 cp.

Change someone's mind, or convince someone to do something against their nature through the use of song: 2 cp.

Invent a new song (player must write lyrics or demonstrate melody): 5 cp.

Overcome a powerful foe exclusively through use of song (e.g. bypass dragon by singing a song of its glory): 10 cp.

Influence a sufficient number of people to drastically change the course of a culture: 20 cp.

Beggar 0

Cost Breakdown:

Given skills	50
Distributed skills	150
Starting funds	0
Spell abilities	0

Scrounging d8

Sneak or Conceal d6

Shadowing d6

Social Skill d6

Performing d6

Begging d6

Streetwise d6

Detection d6

1 x Strength on any Labor Skills (8 pts max) or Athletic Skills (5 pts max)

1 x Agility on Melee Combat Skills (3 pts max), or Secrecy Skills (5 pts max)

2 x Perception on Observation Skills (8 pts max) or Craft Skills (8 pts max)

1 x Intelligence on Voice Skills (8 pts max) or Animal Skills (8 pts max)

1 x Charisma on Social Skills (8 pts max)

STARTING EQUIPMENT AND FUNDS

Beggars start with no equipment or funds. They are allowed to beg money from the other player characters prior to play, even if the characters will not begin the game together.

ADVANCEMENT

A beggar becomes a master beggar after accomplishing the following three tasks:

- a) Acquisition of a year's salary from begging off of no fewer than 100 people.
- b) Mentoring 5 new beggars.
- c) Living with no home or job for at least 2 years continuously.

EXPERIENCE

Beggars cannot gain experience points.

Burglar 10

Cost Breakdown:

Given skills	50
Distributed skills	150
Starting funds	10
Spell abilities	0
Lock picking	d8
Knife throwing	d6
Dodge	d6
Sneak	d6
Conceal	d6
Detection	d6
Trap picking	d6
Valuation	d6
$\frac{1}{2}$ x Strength on any Labor Skills (8 pts max)	
2 x Agility on Melee Combat Skills (3 pts max), Secrecy Skills (5 pts max), or Athletic Skills (5 pts max)	
1 x Precision on Missile Combat Skills (3 pts max), or Craft Skills (8 pts max)	
1 x Perception on Observation Skills (5 pts max)	
$\frac{1}{2}$ x Willpower on Animal Skills (5 pts max)	
$\frac{1}{2}$ x Intelligence on Communication Skills (8 pts max) or Lore Skills (3 pts max)	
$\frac{1}{2}$ x Charisma on Social Skills (8 pts max)	

STARTING EQUIPMENT AND FUNDS

Burglars begin with 2-20 core worth of equipment (cheap tools usually), plus one item of up to 250 core value.

ADVANCEMENT

Apprentice: Becoming a burglar is simple. One need only declare oneself so and begin burgling.

Journeyman: To become a true burglar, one must attain the following skill levels,

- Lockpicking-12
- Valuation-12
- Trap picking-12

Detection-20

Additionally, the character must have accumulated a total skill level of 50 in the following skills:

- Tumbling
- Knife Throwing
- Garrot
- Gem cutting
- Sleight of Hand

Master: To become a master burglar, one must be recognized as such by one's peers. This involves accomplishing four of the following tasks:

- a) Train an apprentice burglar to be a journeyman burglar.
- b) Obtain a famed valuable through successful burglary that becomes known throughout the criminal underworld. E.g. a king's crown or a bauble from a dragon's hoard.
- c) Gain a total of 80 points in the following skills: Lockpicking, trap picking, valuation, detection, and gem cutting.
- d) Steal a well known valuable item from a master burglar and make certain the theft becomes well known among criminal circles.
- e) Steal something no one has ever stolen before. Examples: The silver lining of a cloud, a dragon's greed, or the sun from the sky.

EXPERIENCE

Burglars gain Circe points from major heists:

- a) Recovering wealth through thieving a guarded or trapped place using one's skills: 1-10 cp
- b) Recovering an esteemed treasure through thievery: 5-10 cp
- c) Gaining a point of reputation from burglarizing: 5 cp
- d) Becoming known in thief circles for doing a glorious heist: 15 cp

Camp Cook 75

Cost Breakdown:

Given skills	100
Distributed skills	175
Starting funds	0
Spell abilities	0

In spite of the profession’s name, the camp cook is a generalist who performs a wide variety of roles for an adventuring or mercenary organization. Besides managing logistics, preparing food, and keeping the group’s campsite well ordered, this individual also cares for wounded individuals, guards the group’s animals and gear, repairs and maintains weapons, armor, and equipment, and sometimes filling in at specialized roles such as lock picking or brick-laying.

Most camp cooks are crusty old adventurers who failed to accumulate sufficient wealth to secure a retirement. While some of these individuals still have excellent weapon skills, most have let their combat abilities lapse. They sign on either to gain a good salary or to get their own share of the group’s loot in exchange for the wisdom they’ve picked up over the years.

Oh, and all camp cooks are known by the nickname “Cookie”, though a few prefer the more modern sounding “Mac”.

Animal Handling	d6
Broadsword, Axe, Wrestling or Bow	d6
Fire Use	d6
Blacksmithing	d6
Food Preparation	d6
Cooking	d6
Nursing	d6
Shouting or Singing	d6
Swimming	d6
Grooming	d6

2 x Agility on any Melee Combat Skills (5 pts max) or any Missile Combat Skills (5 pts max)

1 x Strength on any Labor Skills (5 pts max)

1 x Precision on any Craft Skills (5 pts max) or any Animal Skills (5 pts max)

1 x Intelligence on any Lore Skills (5 pts max) or any Languages (8 pts max)

1 x Perception on or any Observation Skills (5 pts max) or any Secrecy Skills (5 pts max)

1 x Charisma on any Social Skills (5 pts max)

STARTING EQUIPMENT AND FUNDS

Camp cooks always start with a hodgepodge of adventuring gear, though it is nearly always beat up and rusty from years of use. They also start the game with 20 core worth of food stuffs and herbs.

ADVANCEMENT

There are no apprentice or journeyman camp cooks. To be a camp cook, one must be a master. The camp cook is often a journeyman, or at least an apprentice, in one or more other professions.

To be a camp cook, one must attain the following requirements:

- a) A score of 20 in any offensive or defensive combat skill and scores of 15 in three other skills.
- b) A total skill level of 100 in the following skills:

Animal handling	Riding, Land-based
Teratology	Heraldry
Herbalism	Tracking
Lock picking	Valuation
Fire Use	Dodge
Fabric working	Wood working
Hunting	Fishing
- c) Development of one or more quirks, such as drinking or eating problems, disabilities, psychological problems, strange mannerisms, or unusual ugliness.

EXPERIENCE

Camp cooks are typically at the end of their career rather than starting out, so they tend to place more importance on passing on knowledge and on enjoying life than on ambitious deeds:

- a) Telling enough stories about the “good ol’ days” that one of the listeners gains a point in a skill: 1 cp.
- b) Accomplishing a life goal (reach the top of yonder mountain, finally see a true dragon, seeing the death of the evil overlord, etc.): 10 cp.

Cavalier 50

Cost Breakdown:

Given skills	75
Distributed skills	175
Starting funds	0
Spell abilities	0

Noblemen often choose to pass on their name and estates to their eldest son, rather than divvying it up equally among all the sons. Thus, those who inherit nothing must seek their own way in life. Some join the clergy, others enter business. Those who wish to develop their own name through marshal skill become cavaliers.

Lance	d6
Riding, Land	d6
Shield	d6
Parry	d6
Any other Hand Weapon	d6
Oratory	d6
Leadership	d6
Etiquette	d6
Heraldry	d6
Soldiering	d6
Hunting	d6
Tactics	d6
Dancing	d3

1 x Strength on any Labor skills (3 pts max), Athletic skills (5 pts max), or any Animal skills (5 pts max)

2 x Agility on any Melee Combat skills (5 pts max), Secrecy skills (3 pts max), or any Missile Combat skills (5 pts max).

2 x Intelligence on Lore skills (3 pts max), any Craft skills (5 pts max), or any Observation skills (5 pts max)

2 x Charisma on any Social skills (8 pts max) or any Communication skills (5 pts max)

STARTING EQUIPMENT AND FUNDS

Cavaliers are usually able to outfit themselves through the help of their father and siblings. They may exchange up to 25 CPs for money or adventuring gear at the rate of 100 core per CP.

At a minimum, cavaliers should have a good horse, a weapon or two, and armor of at least chain mail quality.

ADVANCEMENT

There are two ways for someone to become a knight bachelor, the lowest cavalier rank:

- a) Be related to a nobleman
- b) Be a person of social rank oneself (esquire or higher)
- c) Be nominated as such by a high ranking nobleman.

In addition, one must also fulfill the following requirements:

- a) A total skill level of 25 in the following skills:
 Horseriding
 Lance
 Etiquette

Knight-errant: After accomplishing all of the following tasks, the cavalier reaches the second rank:

- a) Achieve the rank of Knight, bestowed honorably through outstanding valor, birth, or deed.
- b) Own a high quality suit of armor, an extraordinary sword, mace, or battle axe, and a good war horse.
- c) Reach Hero reputation rank
- d) Gain glory either through valorous participation in a war or by single-handedly defeating a difficult foe, such as a troll, powerful villain, ogre, or giant.
- e) Gain a total skill level of 60 in the following skills:

Leadership	Etiquette
Tactics	Soldiering

Knight-exemplar. To reach the highest rank of knighthood one must fulfill two of the following requirements:

- a) Promotion to baron
- b) Gain a total skill level of 240 in the following skills:

Tactics	Leadership	Etiquette
Strategy	Heraldry	Soldiering
Singing	Horse riding	Writing
Law	Military history	Literature
Parry	Diplomacy	Administration
Debate	Bargaining	Oratory
- c) Sacrifice one's life for one's comrades, an ideal, or one's lord in order to accomplish a noble goal.
- d) Undertake and successfully accomplish a quest of great honor, value, and difficulty that undeniably exemplifies virtuous conduct: Single-handedly battle and kill a dragon that has been plaguing the countryside, a demon, an arch-villain intent on destroying the world, an extensive pirate organization, etc.

EXPERIENCE

Cavaliers gain experience by doing chivalrous things such as:

- a) Performing act of notable generosity: 1 cp.
- b) Keeping one's word or doing something honorable, to one's own detriment: 2 cp.
- c) Righting a wrong or defeating an evil: 5 cp.
- d) Rescuing maiden in distress: 10 cp.
- e) Directly leading a force of 10+ soldiers into battle and winning the battle: ½ cp per man led, up to 20 cp.
- f) Fulfilling a major duty requested or needed by one's lord: 5 cp, or 10 cp if it involves great peril.

Craftsman 0

Cost Breakdown:

Given skills	50
Distributed skills	150
Starting funds	0
Spell abilities	0

Cities are filled with many individuals highly skilled in a particular area. These individuals have spent many years honing skills related to their profession in order to become masters of their trade.

Any basic craft skill	2d4
Intermediate craft skill	d6
Craft	d6
Law.....	d6
Marketing.....	d6
Valuation.....	d6
Any second basic craft skill.....	d4
Deftness.....	d4
Reading/writing.....	d3

1 x Strength on any Labor Skills (8 pts max)

½ x Agility on Melee Combat Skills (5 pts max), Missile Combat Skills (5 pts max), Secrecy Skills (3 pts max), or Athletic Skills (3 pts max)

1 x Precision on any Craft Skills (5 pts max)

1 x Perception on Observation Skills (5 pts max)

1 x Willpower on Animal Skills (5 pts max)

½ x Intelligence on Communication Skills (8 pts max) or Lore Skills (3 pts max)

1 x Charisma on Social Skills (8 pts max)

STARTING EQUIPMENT AND FUNDS

Craftsmen always begin the game with an average set of tools. For 5 cp they can begin the game with an excellent set of tools.

For funds, they are allowed to trade at a rate of 1 cp/ 100 core, up to a maximum of 1000 core.

ADVANCEMENT

Craftsmen follow the apprentice/journeyman/master advancement scheme.

Apprentice: To become an apprentice, the only requirement is to be adopted by a master of the given trade.

Journeyman: The character becomes a journeyman when he reaches a skill level of 15 in the chosen skill, is recognized by a master of his trade, and attains a total score of 50 in the following skills:

Marketing	Valuation
Writing	Non-native language

Master: To become a master in one's trade, all of the following accomplishments are required:

- Attainment of a score of 22 in the craft
- A total of 100 points in the following skills:

Marketing	Valuation
Writing	Non-native language
Training	Mechanics
Chemistry	Engineering
Mathematics	Modern history

EXPERIENCE

Craftsmen gain experience for the following activities:

- Create a high quality item of one's craft that someone is willing to pay top dollar for: 1 cp.
- Train another in one's craft: 1 cp/skill point taught.
- Work with N other craftsmen to produce a Great Work: $\sqrt{N-1}$ cp
- Use one's craft skill to do something unique or extraordinarily difficult (e.g. a stonemason who builds the largest tower ever made, or a carpenter who builds a ship out of coconut husks.) 5 cp.

Dilettante 25

Cost Breakdown:

Given skills	30
Distributed skills	125
Starting funds	70
Spell abilities	0
Social Skill	2d4
Any one hand weapon	d6
Reading/writing	d6
Modern History	d3
Heraldry	d3
Law.....	d3
1 x Agility on Melee Combat Skills (5 pts max), Missile Combat Skills (5 pts max), Secrecy Skills (3 pts max), or Athletic Skills (8 pts max)	
1 x Willpower on any Labor Skills (3 pts max), any Craft Skills (5 pts max), or any Animal Skills (5 pts max)	
1 x Intelligence on any Communication Skills (8 pts max), any Lore Skills (5 pts max), or any Observation Skills (3 pts max)	
2 x Charisma on Social Skills (8 pts max)	

STARTING EQUIPMENT AND FUNDS

Dilettantes tend to have access to a lot of money, though typically it is all tied up in investments. The character trades 1 cp for 1000 core worth of assets. Each week the character is allowed to draw 1-6% (d6) of the asset value as income. At the beginning of the game the character will have 2-20% (2d10) of his assets fully available (i.e. can be converted to cash at no penalty.)

In an emergency, the character may liquidate the assets, recovering 10-60% of the value, the rest going to lost profit, taxes, fees, etc.

ADVANCEMENT

Rake: The least respected dilettante must meet the following criteria:

- a) Possessions worth a total of at least 10,000 core.
- b) Reputation of at least 10.
- c) A total score of 50 in the following skills:

Dancing	Parthan
Oratory	Valuation
Etiquette	Sex Appeal

Gentleman: One enters the gentry by being well mannered, independently supported, and respected by ones peers. To be a gentleman the following requirements must be met:

- a) Assets of at least 50,000 core.
- b) Possessions of at least 10,000 core.
- c) All of the following skills at the given level:

Dancing-10	Parthan-10
Oratory-8	Valuation-8
Ancient History-8	Literature-8
Modern History-8	Law-8
Etiquette-12	Sex Appeal-10
Heraldry-12	Soldiery-10
- d) Reputation of 20 or higher.
- e) Social rank of 25 or higher.

Patrician: Society's elite comprise the patrician class. Entry to this level of society requires the following requirements be met:

- a) Assets of at least 100,000 core.
- b) Possessions of at least 50,000 core.
- c) A total of 100 points in the following skills:

Oratory	Debate
Etiquette	Law
Diplomacy	Leadership
- d) Reputation of at least 50, *or* social rank of at least 50.

Aristocrat: Society's highest ranking officials are made up of the highest of the blue-bloods. To reach this level of society, one must achieve the following requirements:

- a) A total of 150 points in the following skills:

Oratory	Etiquette
Law	Leadership
Administration	Tactics
Theology	Soldiery

- b) Social rank of at least 100.
- c) Reputation of at least 50.

EXPERIENCE

Dilettantes gain experience through social victories:

- a) Gain one level of reputation: 1 cp.
- b) Win a new follower, lover, or mentor: 2 cp.
- c) Gain the attention/respect/approval of a very powerful individual: 5 to 10 cp, depending on how much higher in the social order person is.
- d) Gain a level of social, political, military, religious, or economic position: 10 cp.

Diplomat 50

Cost Breakdown:

Given skills	50
Distributed skills	175
Starting funds	25
Spell abilities	0
Social Skill	2d4
Diplomacy	d8
Debate	d6
Reading/writing	d6
Modern History	d6
Law	d6
Prediction	d6
Heraldry	d3
1 x Agility on Melee Combat Skills (5 pts max), Missile Combat Skills (5 pts max)	
1 x Strength on any Athletic Skills (8 pts max) or any Labor Skills (3 pts max)	
1 x Perception on any Secrecy Skills (5 pts max) or Observation Skills (5 pts max)	
1 x Willpower on any Craft Skills (5 pts max), or any Animal Skills (5 pts max)	
1 x Intelligence on any Communication Skills (8 pts max), or any Lore Skills (5 pts max)	
2 x Charisma on Social Skills (5 pts max)	

STARTING EQUIPMENT AND FUNDS

Diplomats begin the game with 50-300 core (5d6x10), a horse, 300 core worth of fine clothing, and living quarters in the good section of a large city.

ADVANCEMENT

Envoy: Novice diplomats must meet the following criteria:

- a) Given a diplomatic task, or under the mentorship of an ambassador or statesman.
- b) A total score of 50 in the following skills:

Diplomacy	Administration
Bargaining	Debate

Reading/Writing	Parthan
Heraldry	Detect Lie
Modern History	
Etiquette	

Ambassador: The primary requisite to achieving ambassador rank is to be appointed an ambassador to a foreign country. Generally, this requires that the character meet most of the following requirements:

- Diplomacy-15
- Etiquette-12
- Modern History-15
- Heraldry-12
- Reputation trait of 10 or higher
- Social rank of 20 or higher

Statesman: To reach the highest diplomatic rank, one must have served in an important political position for a number of years. Additionally, the character must have a reputation score of 50 or higher.

EXPERIENCE

Diplomats gain character points mainly through accomplishing diplomatic achievements:

- a) Attend event which includes a political maneuver ending in your favor: 1 cp.
- b) Negotiate compromise: 2 cp.
- c) Negotiate agreement in favor of your patron or nation, with little chance of backfire: 5 cp.
- d) Oversee surrender of enemy: 10 cp.
- e) Win capitulation of more powerful foe exclusively through one's own diplomatic means: 20 cp.

Guardisman 0

Cost Breakdown:

Given skills	48
Distributed skills	150
Starting funds	2
Spell abilities	0

Many warriors got their start as simple patrolmen. Most guards work for specific cities, though large businesses, guilds, and important people often have their own private security forces. Body guards also fit into this category.

- Any one Hand Weapon d6
- Any one Projectile Weapon d6
- Law d6
- Shadowing d6
- Detect Lie d6
- Streetwise d6
- Medical Aid d6
- Prediction d6

- 1 x Agility** in any Melee Combat skills (5 pts max) or any Athletic skills (5 pts max)
- 1 x Precision** in any Missile Combat skills (5 pts max) or Craft skills (8 pts max)
- 1 x Perception** on any Observation skills (8 pts max), the Shadowing skill (8 pts max), any Secrecy skills (3 pts max)
- 1 x Intelligence** on any Communications skills (8 pts max) or Lore skills (3 pts max)
- 1 x Charisma** on any Social skills (5 pts max)
- 1 x Willpower** on any Labor skills (8 pts max) or Animal skills (5 pts max)

STARTING EQUIPMENT AND FUNDS

All guardsmen begin the game with 25 core plus a weapon valued at 20 core or less and a suit of armor from the following table:

Cured Leather	0 cp
Brigadine	0 cp
Studded Leather	1 cp
Plated Leather	5 cp

Chain Mail	8 cp
Scale Armor	12 cp

ADVANCEMENT

There are five rankings to the guard profession.

Recruit: The only requirement to become a guardsman is to be named as such by the local authority.

Private: A character must reach the rank of private before being allowed on duty. To do so, a character must have the following skill levels:

- Any one weapon skill - 8
- Law - 4
- Detection - 8

Corporal: To reach the rank of corporal, the character must have a total of 50 points in the following skills:

Shouting	Firefighting	Shield
Wrestling	Polearm	Dodge
Streetwise	Writing	Law

In addition, the character must have the following skills at the indicated levels:

- Broadsword - 8
- Bow - 8
- Detection - 12

Sergeant: A sergeant is expected to lead other guards. Thus he should have a total of 60 points in the following skills:

Teaching	Shadowing	Shield
Broadsword	Streetwise	Writing

He must have the following skills:

- Soldiering - 10
- Leadership - 10
- Law - 12

Captain: The captain of the guard has a number of responsibilities that go far beyond simple military activity. He serves as a go-between for the guard and the city's civil government. This requires a certain level of skillful diplomacy...

- Diplomacy - 8
- Etiquette - 8

EXPERIENCE

- a) Apprehending a criminal: 1 cp.
- b) Apprehending known, professional, or career criminal: 2 cp.
- c) Winning a battle to protect what one is guarding: 5 cp.
- d) Saving the life of an innocent through heroic action: 10 cp.
- e) Save existence of one's charge through self sacrifice: 20 cp.

Healer 50

Cost Breakdown:

Given skills	42
Distributed skills	150
Starting funds	8
Spell abilities	25

This profession uses natural and magical methods to restore health to the sick and injured.

Ontory.....	d6
Herbalism.....	d6
Physiology	d6
Healing	d6
Nursing.....	d6
Medical aid.....	d6
Any one observation skill.....	d6

1 x Agility on Secrecy skills (3 pts max), Athletic skills (5 pts max), or Labor skills (5 pts max)

1 x Precision on any Craft skills (8 pts max)

½ x Perception on any Observation skills (5 pts max)

½ x Willpower on any Animal skills (5 pts max)

2 x Intelligence on any Communication skills (8 pts max), Lore skills (5 pts max), Ontory methods (3 pts max) or formulated spells (5 pts max)

1 x Charisma on any Social skills (5 pts max)

POWER

The healer has successfully performed the attunement ceremony and can perform the empowerment ceremony up to three times.

STARTING EQUIPMENT AND FUNDS

Healers begin the game with 25 core worth of herbs and medical equipment, 10 core worth of food, 40 core worth of animals, and 10-60 core (10xd6) in coinage.

ADVANCEMENT

Healers advance through the recovery of their patients. In other words, the worse the affliction they cure, the better their advancement.

Apprentice: To join the ranks of the healers, it is only necessary for one to claim oneself a healer and oversee the recovery of another lifeform. Whether the lifeform recovered with or without the oversight of the healer is irrelevant; as long as the lifeform returns to a seemingly normal life, the healer is successful.

Journeyperson: The second rank of the healer's profession requires the following skills:

Herbalism - 15	Medical aid-15
Healing -12	Nursing-12

Master: To become a master healer, the individual must have a total of 100 points in the following skills:

Healing	Herbalism	Nursing
Medical aid	Physiology	Ontory

EXPERIENCE

- a) Healing an individual: 1 cp/10 hp restored.
- b) Preventing a battle in which persons could be hurt, from taking place: 5 cp.
- c) Stopping a potential war: 10 cp.
- d) Truly saving a life: 10 cp.

Hermetic Wizard 25

Cost Breakdown:

Given skills	50
Distributed skills	125
Starting funds	0
Spell abilities	50

Many of the more powerful wizards in Awalpe follow the Hermetic tradition, which emphasizes the attainment of knowledge rather than blind faith. Hermetic wizards have always practiced their arts privately, and in lands where magic is illegal this trait is even stronger. They believe that to preserve their lives they must keep their abilities secret; if they must reveal them, they should be awe or fear inspiring.

Parthan or Abbanic.....	d6
Sorcery or Transmutation.....	d6
Gesticulation.....	d6
Chanting.....	d6
Spellcraft or Logic.....	d6
Sneak, Disguise, or Slight of Hand.....	d6
Binding.....	d6
Lore.....	d4
Any Lore skill.....	d3
$\frac{1}{2}$ Willpower on any Athletic skills (3 pts max), any Animal skills (3 pts max), or any Melee Combat skills (3 pts max)	
$\frac{1}{2}$ x Precision on any Craft skills (3 pts max) or Missile Combat skills (3 points max)	
1 x Perception on any Observation skills (3 pts max), Secrecy skills (3 pts max), or Social skills (3 pts max)	
3 x Intelligence on any Communication skills (5 pts max), Lore skills (5 pts max), Binding methods (3 max), Sorcery methods (3 max), Transmutation methods (3 max), or spells of the Free Hermetic tradition (5 pts max).	

RESTRICTIONS

Members of the Penemunde organization must swear an oath to expand the interests of the

organization and to remain loyal and to serve it's members faithfully.

POWER

The Penemunde Wizard has successfully completed the ritual of initiation.

STARTING EQUIPMENT AND FUNDS

All wizards begin with a week's worth of rations, some clothing, a dagger, a spell book, and a little money (10 core / cp, up to 1000 core).

ADVANCEMENT

Hermetic wizards increase rank by one of a number of means:

A) Single Combat

An apprentice who defeats two journeymen in single combat immediately receives journeyman rank. This combat must involve magical aptitude; use of weapon skills in this combat usually negates the contest.

B) Skill

Acquisition of 70 points in the following skills and successful endurance of a *board of review* makes one a journeyman:

Parthan
Sorcery
Spellcraft
Logic
Lore

C) Proof of Ability

Finally, any qualified apprentice hermetic wizard may prove their status as a journeyman through an astounding feat of magic. The exact nature of proof needs to be approved by the referee, but it will typically involve doing something that has not been done before, or something that has only been done by true masters of the art.

Master: To become a master hermetic wizard, one must achieve *all* of the following requirements:

- 1) Defeat a master hermetic wizard in magical one-on-one battle.
- 2) Achieve a score of 12 in at least twenty different formulated spells.
- 3) Invent a new formulated spell and use it to accomplish a noteworthy task.
- 4) Create a permanent magical item.

EXPERIENCE

- a) Defeat a more powerful enemy through use of a *single* spell: 1 cp.
- b) Defeat magic using foe through one-on-one combat: 2 cp.
- c) Defeat an opponent or achieve one's ends through fear of magical power, but without actually using power: 2 cp.
- d) Create permanent magical item: 5 cp.

Merchant 0

Cost Breakdown:

Given skills	25
Distributed skills	150
Starting funds	25
Spell abilities	0

Merchants are specialists in selling and transferring merchandise from a source to a customer. Some are simple shopkeepers, while others travel the dangerous roads between cities to transfer goods between markets.

Negotiation skill	d6
Marketing	d6
Shouting	d4
Reading/writing	d3
Law	d3
Valuation	d3

- 1 x Strength** on any Labor Skills (3 pts max), Athletic Skills (3 pts max), or Animal Skills (5 pts max).
- 1 x Agility** on Melee Combat Skills (5 pts max), or Secrecy Skills (3 pts max)
- 1 x Precision** on any Craft Skills (5 pts max) or Missile Combat Skills (5 pts max).
- 1 x Intelligence** on Communication Skills (8 pts max) or Lore Skills (3 pts max)
- 2 x Charisma** on Social Skills (8 pts max) or Observation skills (5 pts max)

STARTING EQUIPMENT AND FUNDS

Merchants begin the game with 10-100 core (10x10) of disposable savings, plus 200-4000 core (100x2d20) core invested in a single (non-weapon, non-armor) commodity (500 tasseled shoes, for instance, or 1200 lb of walnuts).

ADVANCEMENT

Merchants gain stature through the establishment of new businesses. Regardless of whether they are in control of the new business or if they hand it over to another entity to

manage, the merchant who established it gains the fame.

Merchant ranks are as follows:

Apprentice: To join the ranks of the merchant class, a character must invest at least 1000 core into an inventory of merchandise.

Journeyman: The sale of 5000 core worth of merchandise, comprised of no fewer than ten separate sales, makes one a journeyman merchant. Additionally, one must have a total score of at least 50 in the following skills:

Bargaining	Marketing
Valuation	Accounting

Master: One becomes a master merchant in one of the following ways:

- a) Operation of a profitable business for at least three years.
- b) Heading up a successful caravan train or ship to a foreign country.
- c) Sale of a total of more than 25,000 core worth of merchandise.

Guild Officer: A master merchant can become a guild officer through election by his fellow guild-brothers. Before going through this election, however, he must fulfill the following criteria:

- 1) Establishment of at least three different successful businesses.
- 2) A net worth in excess of 10,000 core.
- 3) A Reputation trait of at least 25.
- 4) Mentoring at least three apprentices to master level.

EXPERIENCE

Merchants gain experience through setting up trade arrangements.

- a) Per 100 core of profit earned through sale of merchandise: 1 cp.
- b) Create trade route: 2 cp.
- c) Establish a new business: 5 cp.
- d) Become the head of a guild: 20 cp.

Physician 25

Cost Breakdown:

Given skills	65
Distributed skills	150
Starting funds	10
Spell abilities	0

This profession uses natural and scientific methods to restore health to the sick and injured.

Physiology	2d4
Diagnosis	d8
Chemistry	d6
Surgery	d6
Nursing	d6
Medical Aid	d6
Herbalism	d6
Parthan	d6
Reading/writing	d6
Theology	d6

1 x Agility on Melee Combat skills (3 pts max), Missile Combat skills (3 points max), any Athletic skills (5 pts max), Animal skills (5 pts max) or Labor skills (5 pts max)

1 x Precision on any Craft skills (5 pts max)

1 x Perception on any Observation skills (5 pts max) or Secrecy skills (3 pts max)

2 x Intelligence on any Lore skills (8 pts max)

1 x Charisma on any Social skills (8 pts max) or any Communication skills (3 pts max)

STARTING EQUIPMENT AND FUNDS

The starting physician has 10-60 core (10xd6) in coinage, plus 10-100 core (10xd10) of alchemical supplies, 10-60 (10xd6) core of herbs & medicines, and a leather satchel of medical equipment (bandages, small knives and needles, etc.)

ADVANCEMENT

The ranks of the physician are well defined and carefully administered by guilds, schools, the church, and the local prince.

Intern: To become a student of medicine, the character must join a school or gain the mentorship of a licensed doctor, and must have the following skills and traits:

Reading/writing-8	Logic-6
Physiology-6	Herbalism-6
Detection-8	Debate-8

Social rank of at least 5.

Doctor: Must be licensed by the Papone, or other established authority, and must have a total score of 150 in the following skills:

Chemistry	Poison
Nursing	Herbalism
Surgery	Parthan
Numerology	Theology
Astrology	Parthan

The physician also must have the following skills at the indicated levels:

Physiology-15
Medical Aid-15
Diagnosis-15

By this time, the character must have demonstrated his capabilities at diagnosis, treatment, administration of medications, and surgery.

Finally, the character must have contributed a medical discovery to the medical community. This could be the identification of a new illness or a discovery of a new method of treatment, for instance.

Lord Doctor: Only the most highly skilled and respected doctors reach this illustrative rank. The following requirements must be met to gain the title Lord Doctor:

- 1) Mentor five interns and help them become doctors.
- 2) Achieve a social rank of 25.
- 3) Achieve a reputation of 10.
- 4) Healing 50 different patients, including at least 10 of noble rank.

When all of these requirements are met, the character is nominated by a guild, church, or medical school. After this nomination, the local prince titles the character "Lord Doctor".

EXPERIENCE

Physicians gain experience through doing new kinds of procedures.

- 1) Perform a procedure one has not performed in the past: 1 cp.
- 2) Save person's life through performing operation: 5 cp.
- 3) Invent new procedure: 10 cp.
- 4) Discover meaning of life, *or* discover means of extending life 20 yrs, or inventing way to recast man's evil ways as good ways: 20 cp.

Penemunde Wizard 50

Cost Breakdown:

Given skills	65
Distributed skills	150
Starting funds	10
Spell abilities	25

The Penemunde are an order of wizards and psionicists who believe in intellectual progress and the propagation of scientific, magical, and psionic knowledge to all. The Penemunde wizards are trained to be battle-ready and knowledgeable in a wide number of fields.

The Penemunde follow the Free Hermetic tradition, also known in some circles as the Penemundic Heresy.

Parthan	2d4
Sorcery	d6
Gesticulation.....	d6
Chanting.....	d6
Spellcraft	d6
Occult.....	d6
Transmutation.....	d4
Binding	d4
Abbanic	d3
Cosmology.....	d3
Necrology	d3
Logic.....	d3
Teratology.....	d3
Research	d3

1 Agility on any Melee Combat skills (3 pts max), any Athletic skills (3 pts max), or Animal skills (3 pts max)

1 x Precision on any Craft skills (3 pts max) or Missile Combat skills (3 points max)

1 x Perception on any Observation skills (3 pts max), Secrecy skills (3 pts max), or Social skills (3 pts max)

3 x Intelligence on any Communication skills (5 pts max), Lore skills (5 pts max), Binding methods (3 max), Sorcery methods (3 max), Transmutation methods (3 max), or spells of the Free Hermetic tradition (5 pts max).

RESTRICTIONS

Members of the Penemunde organization must swear an oath to expand the interests of the organization and to remain loyal and to serve it's members faithfully.

POWER

The Penemunde Wizard has successfully completed the ritual of initiation.

STARTING EQUIPMENT AND FUNDS

Penemunde Wizards begin the game with 30-180 (10x3d6) core worth of coinage and equipment.

ADVANCEMENT

Apprentice: An apprentice must be chosen by a master for training, and must have the following initial skills:

- Reading/writing-8
- Logic-6
- Research-6

Journeyman: Graduation from apprenticeship requires the character meet the following requirements:

- a) Have all skills at the given levels:

Reading/writing-12	Parthan-12
Spellcraft-15	Binding-8
Chanting-12	Gesticulation-12

Sorcery-10 Chanting-10

- b) A total score of 100 in the given skills:
 Occult Abbanic Transmutation
 Logic Cosmology Necrology
 Research Teratology Detection
- c) Completion of an assigned *quest* or *mission*.

Master: Reaching the level of master in the Penemunde order is difficult. The character must master the following requirements, then go before a *board of review*.

- a) Create a magic weapon
- b) Obtain a total score of 200 in the following skills:
 Parthan Binding Chanting
 Sorcery Chanting Gesticulation
 Occult Cosmology Transmutation
 Abbanic Necrology Teratology
- c) Perform a quest which furthers the Penemunde's goals and aims.

EXPERIENCE

Promote group's expansions into new territory.

- a) Obtain convert to Penemunde-ism: 1 cp.
 b) Convert one mineral to another: 1 cp.
 c) Change one metal into another: 1 cp..
 d) Invent new chemical process: 0 cn.

Priest of Unar 25

Cost Breakdown:

Given skills	75
Distributed skills	150
Starting funds	0
Spell abilities	0

The ordained priests of the Panone Church have many skills but lack much magical ability. Priests of Unar follow the Theurgy tradition

Theology	2d4
Parthan	d6
Reading/writing Parthan	d6
Ancient History	d6
Etiquette	d6
Research	d6
Oratory	d6
Literature	d6
Singing	d6
Chanting	d6
Law	d6
Lore Skill	d3
Teaching	d3

1 x Agility on Hand Weapons (3 max), Secrecy skills (3 pts max), Athletic skills (3 pts max), or Labor skills (5 pts max)

1 x Precision on any Craft skills (8 pts max) or any Observation skills (5 pts max)

1 x Willpower on any Animal skills (5 pts max)

2 x Intelligence on any Communication skills (8 pts max), Lore skills (8 pts max), Astralation methods (5 pts max), or formulated prayers

1 x Charisma on any Social skills (8 pts max)

POWERS

A priest of Unar has the following powers:

Absolve: 2pp. 5 min. Restores 5 pp to a character with fewer than 0 piety points who confess the sins that resulted in the piety losses and who carries out an order given by the priest.

Heal damage: 3pp. 1 min. Restores d8 hit points of any sort of damage to one sanctified individual.

Repel evil: 1pp/d20. 1 round. Each piety point spent in casting this spell buys a d20. At the time of casting the priest distributes these dice between the evil beings he faces. Each being must succeed that many willpower checks or be forced to leave the caster's vicinity. The strength of the repellent is proportional to the number of rolls failed: 1 - being wanders away slowly for as many rounds as it failed the roll, 2 - being hastily retreats for as many minutes as it failed its roll, 3 - being flees in terror and remains as far from priest as possible for as many hours as it missed the roll. If the caster wishes, dice can be combined or divided following these ratios: 2d30 = 3d20 = 6d10 = 12d5. Multiple repel evil spells are cumulative.

Baptize: 10pp. 3 min. Sanctifies individual. Many of Unar's spells only work on sanctified individuals. Baptism does not work on people with fewer than 0 piety points.

Benediction: 1pp. 2 min. Gives to all sanctified individuals hearing and focusing on benediction a +2 on any healing check made that day.

Bless: 1 pp. 1 min. Gives d6 sanctified individual +1 luck (for one day) that can be used to reroll any roll. If cast upon a consecrated holy weapon, the weapon gains +1 to hit for the duration of one battle; multiple bless spells cast upon the item increase the number of battles the benefit will remain, *not* the size of the weapon's bonus. If cast upon a field or up to a dozen livestock, it increases the yield by 10% and gives a +1 on all rolls related to resisting the affects if natural disasters, diseases, blights, and plague for one season.

Consecrate: 10pp. 2 hours. Removes evilness from an area, or instills a neutral area with goodness sufficient for a chapel. Multiple consecration spells will make an area more and more holy. If cast on an item (such as a weapon) that has not taken innocent blood in the past 14 days, it will render the item *holy*.

Commune: 5pp. 30 min. Allows character to ask Unar a question. Unar will give direction

towards finding the correct action; rarely will he give the answer outright.

Desecrate: 10pp. 1 hour. Removes one level of “consecration” of an unholy area, or causes suffering pain to a single unholy creature, unless it succeeds a health check.

Feel Aura (ontology): 5pp. 3 rounds. Determines the strength and nature of an aura.

Marry: 2pp. 15 min. Must be cast on consecrated ground.

Purification: 1pp/d8/target. 2 rounds. Damages or destroys evil or undead objects and harms evil beings. Each piety point spent causes d8 hit points of damage to an evil or undead creature. The more piety points spent, the more damage can be caused, or the more creatures affected. Creatures succeeding a health check only take half damage.

Divorce: 8pp. 15 min. Usually accompanied by a couple excommunications.

Imbue: (Spell Formulation) 10pp/+. 5 hours. When cast upon a consecrated holy weapon, it enhances its wielder’s attack *or* defense skill by +1 for a number of months equal to the delta of the skill check.

Restore Health: 10pp. 20 min. Eliminates all poisons and diseases, eliminates 8 points of infection, and heals 2d8 points of damage.

Remove Curse: 15pp. 10 min. Removes one curse from the victim. Some curses are resistant to this remedy.

Exorcise: 5pp. 5 rounds. This spell is cast upon a person inhabited by a foreign spirit. The spirit must succeed a health check or lose d3 levels of pain and d6 hit points.

Requiem Mass: 8pp. 30 min. Conducted at a funeral. Places the soul of a sanctified individual to rest, giving it a point of essence to strengthen it for its journey on the other side. This ceremony also makes it impossible for the body to become undead as long as it remains in consecrated ground, and rather difficult to become undead even if removed or not placed in consecrated ground.

Sanctuary: 1pp/round/person. 2 rounds. All friendly creatures in physical (skin-to-skin)

contact with the priest cannot be attacked.

Anyone attempting to attack a member of the group must succeed a willpower check on 2d20 or their weapon or spell will be turned away. This spell also halves damage from natural effects such as fire, freezing cold, and lightning.

Sacrament (theology): 1pp/consecration level. 1 hour. Success gives all worshippers (other than priest) meditating on the prayer 1pp per consecration level of the place where the prayer is cast.

Damnation: 10pp. 2 rounds. Can only be used against infidels, non-believers, and heretics. Causes d10 points damage and encourages demons to steal the character’s soul.

Excommunicate: 5pp. 2 hours. Can only be used against sanctified followers of the church who have fewer than zero piety points or who have committed a terrible sin. Makes the subject non-sanctified. The priest must conduct the ceremony from consecrated grounds, but the subject need not be present.

Hellfire: 20pp. 2 rounds. Summons the fires of hell to burn an individual or group of individuals who are not sanctified members of the church and who are evil. Causes 4d6 points damage the first round, 3d6 the second, 2d6 points the third, and 1d6 the fourth to all subjects in a 30’ radius circle.

Call Lightning: 15pp. 2 rounds. Used outdoors, it brings a bolt of lightning down upon one’s foes, striking d6 individuals (with a preference to those in metal armor). Bolt will not harm those whom the priest does not wish to be harmed, and will not harm priests of Unar.

Invocation: 4pp. 4 hours. Calls Unar’s attention and allows character to plead for a minor favor. Unar may grant this favor if it is well deserved.

Summon Unar (theology): 100pp. 4 rounds. Success brings the full attention of Unar to the character. Character can ask Unar to perform any task, and if Unar feels the need is just, will carry it out. In an emergency, this spell can be cast for fewer piety points, but the percent chance of his notice will be reduced proportionally (if the character spends 67pp, he has a 67% chance of bringing Unar. If he

spends 4pp, he has a 4% chance.) As long as the cause is good and right, Unar is never upset at the caster for being summoned, and will always endeavor to do whatever is needed to solve the character's problem. Unar works in mysterious ways, though, and often his solutions are done in an unexpected manner.

STARTING EQUIPMENT AND FUNDS

Ordained priests begin the game with 10-100 core (10xd10) worth of equipment and coinage, robes of office, and a silver holy symbol (a unicorn horn).

ADVANCEMENT

The Church of Unar has a very sophisticated hierarchy of ranks one must follow. Obtaining each rank is partly faith, partly skill, and partly politics.

Acolyte: Non-ordained member of the church, who assist the priests and deacons in their duties. Are used as cooks, choirmen, messengers, collectors of church tithes, and so forth.

Acolytes have no spell casting ability.

To become an acolyte, one must be selected by a priest for service in a church, give up all material possessions to the church, and swear to live by the rules of the church.

Deacon: Ordained members of the church. Assist in some liturgical services, but mainly act as administrators and teachers.

One reaches the rank of Deacon by accomplishing the following tasks:

- a) Gain a total of 25 piety points
- b) Perform 5 different religious ceremonies
- c) Gain the following skills at the indicated levels:

Theology-10	Parthan-16
Etiquette-8	Chanting-8

Priest: Fully indoctrinated member of the church. Leads worship services, performs ceremonies, and gives religious advice. There

are three paths the priest can choose from: Associate, missionary, or pastor. *Associates* work in cathedrals and large temples and carry out the many ecclesiastical duties required of the facility. *Missionaries* are given the responsibility of finding new members and bringing the word of Unar to people isolated from the church. *Pastors* are given charge of one of the many chapels and small churches in the countryside.

To become a priest, the character must acquire a total skill level of 100 in the following skills, and meet some additional requirements for their chosen path:

Law	Herbalism	Literature
Oratory	Research	Ancient History
Theology	Chanting	Singing
Ettiquette	Parthan	Reading

Pastor: In addition to the above requirements, pastoral priests must have a theology score of 15, a leadership score of 10, an oratory score of 12, a singing score of 15, and experience with 12 different ceremonies. Pastors must either be assigned a parish by a bishop, or chosen specifically by a town or village to serve them.

Associate: To become an associate, the deacon must gain a 10 reputation, etiquette of 15, theology of 12, and have a willpower score of at least 15. The key requirement is to be recruited and sponsored by an arch-deacon.

Missionary: To become a missionary, one must be sponsored by an archbishop, who usually assigns a specific task, role, or post. While the actual criteria to become a missionary is determined by the archbishop, deacons with the following skill-set stand a very high chance of being selected: Any weapon skill at 12, theology-15, Oratory-12, Etiquette-15, Diplomacy-15, Medical Aide-12, and

Archdeacon: Church official in charge of the day-to-day activities in a bishop's diocese. To become an archdeacon, one must gain the following attributes and skills:

Law-15	Etiquette-15	Reputation-25
Oratory-15	Theology-18	Piety Points-500

Archpriest: The head priest in a cathedral or large church, or the bishop's chief assistant.

Bishop: High ranking church official in charge of a diocese.

Archbishop: Bishop of the highest rank. In charge of an arch-diocese, a collection of dioceses.

Pontiff: (Papone) The head of the Church of Unar. Is elected by the arch-bishops upon the death or retirement of the previous pontiff.

- 3) Destroy or see to the destruction of an evil artifact, relic, or place: 5 cp.
- 4) Rescue holy artifact, relic, or place from evil or from destruction, and return it to the church: 10 cp.

EXPERIENCE

Priests of Unar gain or lose Piety Points for doing things such as the following:

Gain fair weather convert	+4
Gain dedicated convert to the religion	+10
Fail to prevent dedicated convert from lapsing	-2
Administer to sick or needy person	+2
Perform service on Sabbath	+5
Complete pilgrimage	+25
Lead pilgrimage, per believer led	+5
Recover a holy relic	+50
Destroy evil relic, artifact, or place	+25
Re-sanctify a desecrated place of worship	+25
Fulfill order from the Church	+5
Fulfill command from Unar	+25
Perform a service or say a prayer to serve a worshipper's needs, with no benefit to oneself	+2
Unknowingly commit sin	-3
Knowingly commit sin	-5
Kill sentient being, good or evil	-10
Commit major sin	-20
Failure to confess sin	-20

Piety points can also be "purchased" with Circe Points, at the rate of 10 pp/cp.

Priests of Unar gain Circe Points for doing tasks as follows:

- 1) Save sentient being's soul: 1 cp. (Typically through conversion to Philladorism.)
- 2) Save sentient being's life, without receiving any benefit or reward: 2 cp.

Ranger 50

Cost Breakdown:

Given skills	75
Distributed skills	150
Starting funds	25
Spell abilities	0
Tracking	2d4
Hunting	d6
Fishing	d6
Camouflage	d6
Detection	d6
Fire Use	d6
Any one Projectile Weapon	d6
Any one Hand Weapon	d6
Any one Thrown Weapon	d6
Swimming	d6
Herbalism	d6
Rope Use	d6
2 x Strength on any Labor skills (8 pts max), any Athletic skills (8 pts max), or any Animal skills (8 pts max)	
1 x Agility on any Melee Combat skills (3 pts max), Missile Combat skills (5 pts max) or Secrecy skills (5 pts max)	
2 x Perception on any Observation skills (8 pts max) or any Craft skills (5 pts max)	
1 x Intelligence on any Languages (5 pts max) or Lore skills (5 pts max), or Social Skills (3 pts max)	

STARTING EQUIPMENT AND FUNDS

At the start of the game, rangers will have 20-200 core (2d10) worth of animals, 30-180 core (10x3d6) worth of armor and weapons, and 10-80 core (10xd8) in coinage and other equipment.

POWERS

Calm Animal: (1 pp) A violent, non-sentient animal can be calmed through this power. It cannot stop an attacking animal, however.

Animal Empathy: (2 pp) After a few moments in peaceful contact with the animal, he is able to communicate with it at a basic level.

Summon Animal: (5 pp) The ranger is able to summon an animal or group of animals of any species he has befriended in the past. The animal(s) will serve the ranger by performing a single task, to the best of their ability. The quantity of animals is proportionate to the size and power of the animal. Expenditure of more points will summon more animals.

Bond Animal: (20 pp) An animal is made permanently loyal, docile, and friendly to the character. The ranger can communicate freely with the animal, and can summon it for 1 pp if it is in the local area (e.g. within an hour's travel). Bonded animals become followers if properly treated over a long period of time.

ADVANCEMENT

Greenhorn – After spending a month alone in the wilderness, surviving under his own power, and acquiring the following skills, the character becomes a greenhorn ranger:

Survival	10	Fire Use	8
Hunting	10	Swimming	8
Fishing	10	Rope Use	8
Herbalism	10	Camouflage	8
Tracking	10	Detection	12

Unlike other classes, rangers do not have a linear advancement hierarchy. Instead, once they have become a greenhorn ranger they may earn any of a number of different forte's:

Ironman: (25 pp) Character must gain a total skill level of 200 in the following skills:

Climbing	Endurance	Pole vaulting
Running	Jumping	Weight lifting
Skiing	Swimming	Wrestling

Trailblazer: (100 pp) Establishment of 1000 miles worth of foot trails, including several points of beauty previously inaccessible to humans makes one a *trailblazer*. The character must also have a minimum skill level of 20 in tracking.

Explorer: (50 pp) The ranger must gain 100 cp in discovering, popularizing, and/or protecting

areas of natural beauty, and gain a total skill level of 200 in the following skills:

Detection	Porting	Map making
Rope Use	Climbing	Reading/writing
Rowing	Zoology	Weather sense
Geology	Prospecting	Direction sense

Great Hunter: Rangers who excel at finding game are known as great hunters. To gain this forte, one must achieve the following skill levels:

Tracking	25	Detection	20
Hunting	25	Camouflage	15
Wrestling	18	Zoology	15
Shadowing	18	Dodge	15

Beastmaster: The character must acquire a total skill level of 150 in the following skills:

Detection	Training	Guard animals
Taming	Riding	Animal handling
Herding	Zoology	Animal call

Mountain man: (25 pp) To become known as a mountain man, the character must achieve the following skills and spend 3 years alone in a remote area far from civilization:

Survival	20	Snare setting	15
Hunting	20	Wood carving	15
Fishing	20	Carpentry	10

Warden: (50 pp) Achieve a social rank of 20 through service to a nobleman as the custodian of a parcel of land. Also, must have the following skills:

Hunting	20
Tracking	20
Law	10

Guide: (100 pp) Character must lead no fewer than 100 separate individuals through hostile wilderness on a month-long trek. Additionally, the character must acquire the following skills:

Direction sense	20
Tracking	20
Herbalism	20
Leadership	15
Animal Call	10

EXPERIENCE

Gain or lose piety points for forest and people things.

Piety points:

Save life of an animal and return it to appropriate ecological place	+1
Hunt and kill large animal for food	+1
Wantonly kill an animal	-1
Stop danger to ecology (e.g. scare off a poacher, kill man-eating lion)	+2
Restore ecology to optimum state	+5
Save a ecology from destruction	+10
Willingly permit ecology to be destroyed	-5
Participate or lead destruction of an ecology	-10

Rangers get character points from the following activities:

- 1) Survive alone and independent of civilization, per month: 1 cp.
- 2) Convert someone to be a nature-preserver: 1 cp.
- 3) Convince nature-defiler to stop: 2 cp.
- 4) Guide group to a place of great natural beauty and teach group of the place: 2 cp.
- 5) Tame and train animal for a particular task: 2 cp.
- 6) Win a contest of physical strength or endurance: 3 cp.
- 7) Popularize a beautiful natural place: 3 cp.
- 8) Establish a safe trail through a previously intractable wilderness: 5 cp.
- 9) Gain a loyal animal follower: 5 cp.
- 10) Save area of great natural beauty from destruction: 5 cp.
- 11) Discover area of natural beauty previously unknown to mankind: 10 cp.

Rogue

A rogue is a brigand or highwayman, the counterpoint to the ranger, engaging in banditry either for profit or guerrilla politics; the rogue sees the law as flexible, letting his own principles guide his actions.

Cost Breakdown:

Given skills	60
Distributed skills	125
Starting funds	15
Spell abilities	0
Tracking	d6
Detection	d6
Dodge	d6
Sneak	d6
Detection	d6
Fire Use	d6
Any one Weapon	d6
Rope Use	d6
Scrounging	d6
Any one Survival Skill	d6
1 x Strength on any Labor skills (8 pts max), or any Animal skills (8 pts max)	
1 x Agility on any Melee Combat skills (3 pts max) or any Athletic skills (8 pts max)	
1 x Precision on any Missile Combat skills (3 pts max) or Secrecy skills (8 pts max)	
1 x Perception on any Observation skills (8 pts max) or any Craft skills (3 pts max)	
½ x Intelligence on any Communication skills (5 pts max) or any Lore skills (3 pts max)	
½ x Charisma on Social Skills (5 pts max)	

STARTING EQUIPMENT AND FUNDS

The rogue begins the game with 30-180 core (10x3d6) worth of coinage and equipment, and a mount. In addition, they have d3 'caches' of duplicate equipment and/or spare coinage, each worth about 10-30 (10xd3), buried around the corners of their "territory," just in case.

ADVANCEMENT

Rogues set their own goals and measure their value by their own internal principles. They've no use for arbitrary advancement schemes or recognition.

EXPERIENCE

Rogues gain Circe points from:

- Cleverly evading or escaping imprisonment. 1 cp.
- Making a "big score" - enough loot to live independent and/or freely for several years. 5 cp
- Make a "grand heist" large enough to set one up for life. 10 cp.
- Rise from reputation 0 (Unknown) to 10 (Hero). 10 cp.
- Find one's true soul mate and win their heart. 25 cp.

Scout 0

The scout is known for his resourcefulness and curiosity. They are masters of stealth and information gathering, and know more than a little about getting through locks, detecting traps, and so forth. Some scouts specialize in outdoor scouting, others in spelunking.

Cost Breakdown:

Given skills	65
Distributed skills	125
Starting funds	10
Spell abilities	0

Detection	d8
Any Hand Weapon.....	d6
Any Stealth Skill.....	d6
Soldiering.....	d6
Any one Projectile Weapon.....	d6
Map making	d4
Camouflage.....	d4
Tracking.....	d4
Any one Survival Skill	d3
Climbing.....	d3
Direction Sense.....	d3
Snare Setting.....	d3
Rope Use	d3
Signaling.....	d3
Swimming.....	d3

- 1 x Strength** on any Labor skills (5 pts max) or Animal skills (8 pts max), or Athletic skills (5 pts max)
- 1 x Agility** on any Melee Combat skills (3 pts max), Secrecy skills (5 pts max)
- 1 x Precision** on any Missile Combat skills (5 pts max), or Craft skills (8 pts max)
- 1 x Perception** on any Observation skills (5 pts max)
- 1 x Intelligence** on any Communication skills (8 pts max), Lore skills (3 pts max), or Social skills (3 pts max)

STARTING EQUIPMENT AND FUNDS

Scouts begin the game with 30-180 core (10x3d6) worth of equipment. They must purchase a mount with this money.

ADVANCEMENT

Tenderfoot: To become an apprentice scout, one must have the following skills at the indicated level:

Detection	10	Tracking	12
Soldiering	10		

Runner: To reach second level as a scout, the character must acquire a total skill level of 120 in the following skills:

Riding	Skiing	Running
Swimming	Tumbling	Endurance
Sneak	Dodge	Direction Sense

Seeker: The third scout level is reached after gaining a total skill level of 200 in these skills:

Tracking	Detection	Weather sense
Ambush	Snare setting	Camouflage
Parry	Shouting	Lock picking
Sneak	Tumbling	Soldiering

Explorer: Once the character has acquired a total skill level of 300 in the following skills, he becomes fourth level:

Survival	Navigation	Trap picking
Heraldry	Signaling	Animal Call
Sling	Escape	Teratology
Tracking	Detection	Camouflage
Parry	Lock picking	Sneak

Master: The fifth and final scout level requires that he achieve an impressive total skill level of 300 in the following skills:

Tactics	Soldiering	Diplomacy
Ambush	Snare setting	Dodge
Riding	Skiing	Running
Tracking	Endurance	Swimming
Detection	Teaching	Leadership

EXPERIENCE

Scouts gain Circle Points for achievements such as those listed below:

Achievement	CP
Detect and disarm an elaborate trap or ambush, preventing death of multiple people in party.	1
Set a trap or ambush which results in the death of at least 5 enemies.	2
Infiltrate enemy camp or facility without being detected, and carry out a dangerous mission.	3
Rescue a party member single-handedly through use of scout talents.	5

Slayer 50

The Slayer is a specialist in the extermination of large monsters. The slayer specializes in one powerful type of monster, such as dragons, ogres, or trolls. The slayer sometimes operates out of hatred for a given creature, but more often is simply a mercenary.

- Any Hand Weapon..... d10
- Riding, Land d6
- Running d6
- Shield block d6
- Detection d6
- Reaction d6
- Teratology d6
- Animal Lore d6
- Brawling d6
- Tracking d6
- Dodge d3
- Any Missile Weapon d3
- Tactics d3

- 1 x Strength** on any Labor skills (5 pts max) or Animal skills (8 pts max)
- 2 x Agility** on any Melee Combat skills (3 pts max) , any Athletic skills (5 pts max) or any Secrecy skills (5 pts max)
- 1 x Precision** on any Missile Combat skills (5 pts max), or any basic Craft skills (3 pts max)
- 1 x Perception** on any Observation skills (5 pts max)
- 1 x Intelligence** on any Communication skills (5 pts max), Lore skills (3 pts max), or Social skills (5 pts max)

Slayers are independent souls; they rarely swear allegiance to anyone but their comrades. They do not own land and keep only what they can carry with them.

STARTING EQUIPMENT AND FUNDS

Slayers of social rank yeoman or higher begin the game with 250 core worth of weapons and armor, a mount, and 10-60 core (10xd6) worth of coinage and additional equipment.

Slayers of less than yeoman rank begin the game with a mount and 10-30 (10xd3) core worth of equipment. If they are of slave social rank they must turn this pittance over to their owner.

SPECIES ENEMY

Slayers have dedicated themselves to wiping a particular species off the face of the planet. The slayer gains a +4 on any knowledge-related skill roll related to the animal (for example, tracking, tactics, detection, or teratology.)

ADVANCEMENT

Apprentice: To become a slayer, one must participate in the slaying of 10 cp worth of enemies (e.g. two dragons, 40 goblins, etc.) He must also have the following skills:

Detection	10	Tracking	12
Teratology	10	Animal Lore	12

Justifier: The second rank of the slayer profession is the justifier. To achieve this level, the character must acquire a total of 100 cp worth of kills, plus gain a total skill level of 200 in the following skills:

Tactics	Soldiering	Detection
Tracking	Endurance	Blind-fighting
Dodge	Parry	Animal Lore
Stealth	Ambush	Teratology

Master: To become a master slayer, one must acquire a total of 500 cp worth of kills.

EXPERIENCE

Each time the slayer single-handedly kills a member of this species, he gains character points. The number of points gained is a function of how much more or less powerful the creature is than the ranger:

Weaker (e.g. goblin, toggle, rat)	¼ cp
Equal (e.g. orc, gnoll, snake)	1 cp
Tougher (e.g. ogre, troll, mantis)	5 cp
Strong (e.g. vampire, giant)	10 cp
Overwhelming (e.g. dragon, lich)	25 cp

If the character merely participates in the slaying of the creature (i.e., has a great deal of help from his fellow party members), he will get half of the reward listed above. If more than a dozen people directly help him kill the enemy, the kill doesn't count and can't be scored.

Soldier 0

Cost Breakdown:

Given skills	45
Distributed skills	150
Starting funds	5
Spell abilities	0
Soldiering	d6
Shield	d6
Brawling	d6
Any one Hand Weapon	d6
Athletic Skill	d3
Thrown Weapons	d3
Food Preparation	d3
Medical Aid	d3
Blacksmithing	d3
Any second Hand Weapon	d3
Fire Use	d3
1 x Strength on any Labor skills (8 pts max)	
2 x Agility on any Melee Combat skills (5 pts max), Secrecy skills (3 pts max), or Athletic skills (5 pts max)	
1 x Precision on any Missile Combat skills (5 pts max), or Craft skills (8 pts max)	
1 x Perception on any Observation skills (5 pts max) or Animal skills (5 pts max)	
1 x Intelligence on any Communication skills (8 pts max), Lore skills (3 pts max), or Social skills (8 pts max)	

STARTING EQUIPMENT AND FUNDS

Soldiers begin the game with the following equipment:

- Chain mail and shield
- Long sword and dagger
- Spear or polearm
- Long bow or short bow
- 1 week's rations
- Tunic, boots, and breeches
- 10-30 core (10xd3) in coinage

ADVANCEMENT

Green: Join a military organization, and achieve the following skill levels:

Soldiering	10	Any weapon	12
Shield	8	Wrestling	8

Seasoned: Once the green soldier has participated in three large battles (involving half a dozen or more enemies), personally killed three sentient beings, and gained a total skill level of 120 in the following skills, he is considered seasoned:

Tactics	Soldiering	Rope Use
Riding	Running	Thrown Weapons
Dodge	Brawling	Hand Weapons

Veteran: A seasoned soldier becomes a veteran after winning a dozen large battles, leading a group of a dozen or more soldiers in battle, and gaining a total skill level of 150 in the following skills:

Fire Use	Endurance	Medical Aid
Detection	Ambush	Tracking
Strategy	Leadership	Melee Combat

Champion: The veteran soldier becomes a champion when he has accomplished all of the following tasks:

- a) Led a large force (100 or more soldiers) in battle against a comparable foe and achieved victory.
- b) Achieved a total skill level of 250 in the following skills:

Tactics	Soldiering	Endurance
Riding	Ambush	Thrown Weapons
Tracking	Brawling	Hand Weapons
Strategy	Leadership	Melee Combat
- c) Gained celebrity of 50.
- d) Achieved a military rank rating of 20 or higher.

EXPERIENCE

Soldiers gain experience points from participating in battles and leading men.

PART I: CHARACTER STATISTICS

Chapter : Professions

Action	CP
Participate in a battle against at least 10 men and win	1
Lead 10 men in battle against a comparable foe and win	2
Gain a new rank	5
Lead 100 or more men in battle against a comparable foe and win	10

Sorcerer 50

Cost Breakdown:

Given skills	40
Distributed skills	150
Starting funds	10
Spell abilities	50

The most visually stirring form of magic is sorcery, and those who practice it invariably acquire the most fear and respect of all wizards. Certainly, sorcery is one of the more practical magicks, but it is also one of the most dangerous, both to victim and caster. Most sorcerers die young, and most by their own hand. Still, the appeal of direct, obvious power, and the glamour and reputation associated with the tradition keeps the ranks filled with fresh blood.

Because sorcery is dangerous, and because of the large pool of potential apprentices, master sorcerers are very secretive with their spells, and are very selective of whom they teach. Also, since many cultures fear magicians and since sorcerers are the most obvious target, experienced sorcerers develop a healthy paranoia. The net result of this is a splintering of the tradition. Many students of this art fail to obtain a complete education and are forced to make things up as they go along. This has led to no end of trouble. Master sorcerers are hunted and killed, less for the reputation than to obtain the master's spell books. Mediocre sorcerers sell mediocre combat spell formulae that are more dangerous to the caster than to the victim. But the worst result is the practice of demonology.

There are several established ways for sorcerers to gain their powers. The simplest way is to apprentice oneself to a master sorcerer. Unfortunately, there are too few teachers to go around. A second method is to teach oneself, but this is time consuming and dangerous, and it requires an excellent mind. The third way is to sell oneself to a spirit or demon. Demonology has cast an ill light on all sorcerers and led to more persecution of magic users than

witchcraft or necromancy. Invariably the demonologist's life will be short; if he is not killed by someone else, the demon will take him as soon as the opportunity arises.

Sorcerers choose one of the following traditions:

- Diabolism
- Wizardry

Sorcery	2d4
Parthan	d6
Spellcraft	d6
Research	d6
Jet	d4
Gesticulation	d3
Chanting	d3
Logic	d3

- 1 Agility** on any Melee Combat skills (5 pts max)
- 1 Willpower** on any Athletic skills (5 pts max), or Animal skills (5 pts max)
- 1 x Precision** on any Craft skills (5 pts max) or Missile Combat skills (5 points max)
- 1 x Perception** on any Observation skills (8 pts max), Secrecy skills (8 pts max), or Social skills (8 pts max)
- 2 x Intelligence** on any Communication skills (5 pts max), Lore skills (5 pts max), Sorcery methods (5 max), or spells of chosen tradition (5 pts max).

RESTRICTIONS

Based on the character's background, the referee may choose to limit spell choice.

POWER

There is a 75% chance that the character has completed an initiation ceremony prior to game start.

STARTING EQUIPMENT AND FUNDS

Sorcerers begin the game with 100 core worth of spell components, alchemical gear, and books, plus 20 core worth of clothing, food, and other equipment. For 5 cp they can have a riding

horse (equipped with saddle, bridle, and saddle bags). For 10 cp they may have a home in some out-of-the-way place (a cottage in the woods, or the attic of an abandoned church, for instance).

ADVANCEMENT

TBD

EXPERIENCE

TBD

Tinker 0

Cost Breakdown:

Given skills	30
Distributed skills	150
Starting funds	20
Spell abilities	0

Tinkers are fix-it-men and Jack-of-all-trades who travel from village to village doing odd tasks. Tinkers frequently accompany adventuring parties because of their excellent understanding of traps, locks, and other mechanisms.

- Craft Skill d8
- Machine making d6
- Any Animal skill d6
- Scrounging d4
- Bargaining d3
- Detection d3
- 1 x Agility** on Melee Combat skills (3 pts max), Missile Combat skills (3 points max), Athletic skills (5 pts max), Animal skills (5 pts max) or Labor skills (5 pts max)
- 2 x Precision** on any Craft skills (5 pts max)
- ½ x Perception** on any Observation skills (5 pts max) or Secrecy skills (3 pts max)
- 2 x Intelligence** on any Communication skills (5 pts max) or Lore skills (5 pts max)
- ½ x Charisma** on any Social skills (8 pts max)

SPECIAL KNOWLEDGE

Knowledge of how to create makeshift tools, devices, chemicals, etc. is passed from tinker to tinker and from generation to generation. Thus a beginning tinker will often start with a few unique tools (or at least the knowledge of how to build them.)

Tinkers can also jury-rig machinery very quickly, and have excellent abilities to get broken things to work again.

Following a nomadic lifestyle, tinkers are as often reviled as revered. As outsiders, they are

often persecuted and accused of crimes, even though sometimes they didn't commit them!

STARTING EQUIPMENT AND FUNDS

Tinkers begin with 50-500 core (10x5d10) worth of animals, tools, and transport. They also have 10-100 (10xd10) worth of coinage and other equipment.

ADVANCEMENT

Apprentice: To enter the tinker profession, one need only be mentored by a journeyman, traveler, or master of the trade.

Journeyman: To reach journeyman level, one must do all of the following tasks:

- a) Gain all of the following skills at the given levels:

Fire Use	8	Fabric Working	12
Rope Use	8	Blacksmithing	12
Painting	8	Machine Making	12
Scrounging	12	Stone Working	12
Bargaining	8	Woodworking	12
- b) Gain a total skill level of 120 in the following skills:

Riding	Armory	Leatherworking
Herding	Tailoring	Swordsmithing
Carpentry	Masonry	Bricklaying
Valuation	Acting	Slight of Hand
- c) Perform work in at least eight villages or towns and at least two cities.
- d) Achieve a skill level of 12 in at least three different crafts.

Traveler: A journeyman tinker becomes a traveler when he has accomplished the following tasks:

- a) Perform work in four different nations, not including one's native land.
- b) Gain a total skill level of 200 in the following skills:

Forgery	Pickpocket	Counterfeiting
Debate	Bargaining	Marketing
Oratory	Heraldry	Sign language

Music Singing Locksmithing
 Cheating Leadership Interview

- a) Achieve a skill level of 15 in at least 6 different crafts.

Master: A traveler can become a master after completing all of the following requirements:

- a) Mentor four tinker apprentices until they become journeymen.
- b) Achieve a skill level of 20 in two crafts
- c) Achieve a level of 15 in any lore skill.

EXPERIENCE

Action	CP
Fix something considered irreparable or destroyed.	1
Complete job worth over 500 core.	2
Create a contraption with near-magical capabilities.	5
Carry out a <i>great-con</i> , tricking a powerful beast or a lot of people out of a great deal of wealth (over 5000 core).	10

Troubadour 0

Cost Breakdown:

Given skills	30
Distributed skills	150
Starting funds	20
Spell abilities	0

The troubadour is a traveling entertainer. He or she excels at using music, words, and actions to influence people's feelings and reactions.

Acting d6

Music d6

Oratory d6

Voice d6

Singing d6

1 x Agility in any Melee Combat skills (3 pts max), any Secrecy skills (5 pts max), or any Athletic skills (5 pts max)

1 x Perception on any Observation skills (5 pts max)

2 x Intelligence on any Communications skills (8 pts max), or any Lore skills (3 pts max)

1 x Charisma on any Social skills (8 pts max)

1 x Willpower on any Labor skills (3 pts max), Animal skills (3 pts max), or Craft skills (5 pts max)

STARTING EQUIPMENT AND FUNDS

This profession starts with 30-180 core (10x3d6) worth of animals, 20-120 core (10x2d6) worth of musical instruments, 20-80 core (10x2d4) worth of clothing, and 10-60 core (10xd6) worth of coinage and other equipment.

ADVANCEMENT

EXPERIENCE

Wanderer 25

Hunting	d6
Detection	d6
Fire Use	d6
Any one Weapon	d6
Swimming	d6
Rope Use	d6
Scrounging	d6
Any one Survival Skill	d6
Camouflage	d4
2 x Strength on any Labor skills (8 pts max), any Athletic skills (8 pts max), or any Animal skills (8 pts max)	
2 x Agility on any Melee Combat skills (3 pts max), Missile Combat skills (5 pts max) or Secrecy skills (5 pts max)	
2 x Perception on any Observation skills (8 pts max) or any Craft skills (5 pts max)	
½ x Intelligence on any Communication skills (3 pts max) or any Lore skills (3 pts max)	

STARTING EQUIPMENT AND FUNDS

The wanderer begins the game with 30-180 core (10x3d6) worth of coinage and equipment.

ADVANCEMENT**EXPERIENCE**

Chapter 8: Skills

There are two numbers associated with a skill: the *knowledge level* a character has reached in that particular skill, and the final *skill score*, calculated from the knowledge level and several other parameters. The knowledge level is the parameter that is increased when the character trains. The skill score is what the character rolls against when determining success or failure in skill checks.

Skill Ratings

Skill ratings are the raw knowledge a character has in a specific area. There is no real maximum for skill ratings, though at 20 the character pretty much knows everything there is to know on the subject. The only real limit is the availability of information and training on the skill. Most knowledge oriented skills max out at around 10-15, while combat skills tend to reach higher levels, often over 20 for experienced warriors.

Skill Scores

Scores are calculated values that change frequently during a character's life. The calculations are not difficult, but they *are* tedious as a single change in an attribute or in a basic skill can affect many different skills. It is intended that a player use a spreadsheet to take care of these calculations.

All skill scores are calculated from the following formula:

$$\text{Score} = (\text{Primary skill's rating}) + 1/2 (\text{More general skill's score}).$$

For the most basic skills, the formula is slightly different:

$$\text{Score} = (\text{Core skill's rating}) + \text{Attribute rating}.$$

For example, a character's sword attack score is calculated as:

$$\text{Sword attack score} = \text{Sword skill rating} + 1/2 (\text{armed melee score}).$$

The armed melee score would be calculated as:

$$\text{Armed melee score} = \text{Armed melee skill rating} + 1/2 (\text{combat score}).$$

The combat score is:

$$\text{Combat Score} = \text{Combat skill rating} + \text{dexterity attribute}.$$

Developing the long sword skill score formula out fully, the score is:

$$\text{Sword Attack Score} = \text{Sword skill rating} + 1/2 \text{armed melee skill rating} + 1/4 \text{combat skill rating} + 1/4 \text{dexterity attribute} + \text{modifiers}$$

The complexity of performing these calculations may seem intimidating (or annoying, perhaps), but if a spreadsheet is used, the work is very minimal.

Skill Checks

Skill checks are made using a variety of dice depending on the difficulty of the task and the applicability of the character's skill to the task. The referee must judge how difficult a task is by the skill level of the character attempting it. Generally a ten sided dice is the best to use for everyday things, d20 for difficult things, and d30 for nearly impossible things.

Success Knowledge

The player rolls the dice for most skill checks, but the referee makes checks for which the character won't know the success. These checks include secret door, trap, poison, and valuation rolls, and many others that call upon using knowledge to make decisions.

Even when the referee makes the check, the character will still have a feeling for how sure he is of the answer. To determine the surety, consider how much he made or failed the roll by:

Successful by 4+	Know is successful
Between -4 and 4	Unsure of result
Failed by 4+	Know is unsuccessful
20 exactly	Know is successful

Talents

Talents are particular applications of knowledge to a particular task. For example, creating a log cabin using carpentry, or performing an aerobatic maneuver while riding a pegasus.

A distinction is made between Basic Talents and Advanced Talents. Basic Talents are those bits of knowledge that any character would have; a character can perform any basic talent at his unmodified skill level. Advanced talents are applications of skill that a character would not know automatically, and would have to learn before the talent can even be performed. For example, lighting a campfire would be a basic talent, but burning out a canoe from a solid log using only a bit of moss and a couple sticks would be an advanced talent.

Basic talents can be ignored for the most part; only in a computerized version of these rules would basic talents need to be identified independently; in a paper and pencil game the GM should be able to discriminate between basic talents and advanced talents.

Advanced talents are most relevant for three areas: Languages, spell-casting, and specialized combat. Players can gain advanced talents in just about any skill areas, however.

The difference between advanced talents and basic talents are that to perform an advanced talent the character must have *at least one point* in the talent. Basic talents can always be performed, regardless.

There are several ways for characters to gain points in a talent. One way is through observation of another character using the advanced talent. Talents can be learned from teachers much the same way that regular skills are learned. And characters can also come up with new talents.

Each talent drawn from one or more skills. A character's score in a given talent is the average of the dependent skills, plus the points he has earned in that talent.

Animal Skills (Willpower)

These skills involve suppressing another creature's will in order to use them as a beast of burden or as a slave.

SUBORDINATION

This is the ability to force another creature to accept subjugation. It works best with younger creatures.

Enslavement: This is the technique of forcing another human, humanoid, or other intelligent creature to accept a subjected position.

Taming: This is the ability to intimidate and subjugate any semi-intelligent animal. It is the technique used to master willful beasts.

TRAINING

Horse training: This is the ability to teach horse or similar beast of burden how to pull carts, carry riders, and so forth.

Guard training: This skill seeks to encourage an animal's violent nature, teaching him how to kill on command, stay, and so forth.

Trick training: This is the skill used to teach an animal how to perform a simple action, such as barking on command, fetching things, and so forth.

CONTROL

Herding: This is the knowledge of how to move large groups of animals with a minimum of effort and manpower.

Animal Handling: This skill covers how to deal with common domestic animals including feeding, care, transporting, and harnessing.

Riding, Airborne: This is the ability to ride and control winged animals. If the rider is unfamiliar with the type of animal, he suffers a penalty of -4 on his skill rolls for the first few days or attempts.

Riding, Land-based: This is the ability to ride and control land animals. If the rider is unfamiliar with the type of animal, he suffers a penalty of -4 on his skill rolls for the first few days or attempts. Basic talents include riding, galloping, fighting while mounted, mounting and dismounting, and general control of the beast. Advanced talents include the following:

Dynamic Mount: Character can mount or dismount while animal is still in motion.

Charging: Character can retain complete control of the animal while fighting (either with a sword or lance, for example).

Guard Animals: This is the skill of controlling and directing violent trained animals. The handler suffers a -4 penalty if dealing with an animal he is unfamiliar with.

Teamster: This skill gives the ability to operate wagons and other horse drawn vehicles. The teamster knows how to guide the team of animals to make the vehicle move in the desired direction. It also allows making basic repairs to the vehicle - replacing or repairing wheels for example.

Athletic Skills (Agility)

Whether for simple entertainment, for personal gain, or for sheer survival, athletics are an important part of life. Those skilled in athletics know how to use their body and have trained it to a high degree of performance.

NIMBLENESS

Climbing: This skill covers ascending sheer surfaces. Climbing a tree requires a check on d6 or d10 each 10 feet or so, climbing a stone wall or rocky cliff requires a check on d20 per 10 feet, and climbing a smooth rock face requires a d30. Inclement weather, fatigue, or stressful conditions could increase the die type, whereas use of guide ropes, spikes, claws, or other climbing devices can reduce the required die type.

Dancing: This is the art of jiving with tunes.

Dodge: This method of avoiding damage involves placing oneself where the damaging item will *not* be.

Pole Vaulting: This is the skill of launching oneself up high using a pole.

Skiing: This is the ability to glide along snow using sticks attached to one's feet.

LEG STRENGTH

Running: The individual can sprint short distances very quickly.

Jumping: This skill represents the ability to spring high or forward over a larger distance than normal. Characters can normally long jump their height, and can leap half their height. They may also make a Jumping check, which increases the distance jumped by 5% for every point they succeed by.

Swimming: This is the ability to maneuver through the water quickly and efficiently. Under normal conditions, the character must make a swimming check on d10 (d8 in salt water) once every half an hour to maintain course; failure indicates being swept up by the current. If the water is particularly cold or swift, or if the character is fatigued or wounded, the check is on d20.

BALANCE

Tightrope Walking: This is the ability to balance on a stretched rope or similar thin or narrow surface.

Tumbling: This is the art of diving and recovering.

Communication Skills (Intelligence)

ABBANIC FAMILY

Abbannic: Although this language is not commonly spoken in Awalpe, this language is quite important due to the slow but steady influx of Abbannic texts on everything from magic, math, and science to philosophy, history, and religion. The Na'Abbn Empire has been very diligent about recording their slow but steady progress in various scientific, philosophical, and magical pursuits. For these reasons, Abbannic is very important to all scholars.

Bolonian: Older than Parthan, Bolonian is widely spoken by Na'Abbn spell casters, and due to the importance of Abbannic literature, many Awalpan spell casters keep this language in their repertoire. The alteration tradition uses this language for their spells.

PARTHIC LANGUAGES

Albagensian: Often called a "bastardized" form of Parthan, this language is used throughout Albagensia for all purposes, save writing. There is no written form; instead Parthan is used. Outside of Albagensia this language is used in trade, education, and politics, so this is a required tongue for anyone wishing to be considered "educated".

Blumoncan: A rather old language with a French flavor. Though spoken commonly throughout the Blumonc Empire, this language is not as common outside the empire's borders. Due to the current state of decline of the empire, it is doubtful if this language will ever regain widespread usage. The written form of this language is well used and is often found in historical tomes, mercantile logs, and works of fiction and poetry.

Humbardic: English-like language of the people of the Humber River valley. Commonly spoken in Ashentain, Wiltshire, Cotswold, Blackwold, and parts of Western Salatshire. There is a written form of the language which has come into popular usage in the past few decades, but Parthan is still used as the written language of choice for all official purposes.

Parthan: Classical language of the Thenalan Empire. Parthan is used today primarily in its written form for scholarly pursuits and for magic. A number of nationalities use Parthan as its official written language, thus demonstrating its importance to scholars of all sorts.

Parthan is frequently used in spells of the alchemy and other hermetic traditions.

Salatshirian: A relatively new tongue, this language is similar to Humbardic, but takes the bulk of its form from the German-like language of the dwarves. The importance of this language grows as the power and territory of the Grand Duchy of Salatshire increases. There are actually two written forms of this language. The first is a runic script which strongly illustrates the language's dwarven origins. The second, and more common, form was made from the Parthan alphabet because of the difficulties experienced in trying to use the runic form in lengthy texts.

FLANIC FAMILY

Dorshan: Ancient language of the Dorsetti people.

Flannish: That this language has not entirely disappeared from Awalpe is somewhat incredible, as except for a few isolated pockets of ancient villages and archaic kingdoms, this language is extinct. It was widely used by the people of pre-Thenalan Awalpe, over a millennia ago. Besides the odd forgotten village, corrupted dialects of this language can be found spoken among many forest dwelling fairy-folk., including some of the more isolated tribes of elves.

Shirespeak: A language spoken by hobbits of Forfashire apparently derived from Flannish, though with heavy Humbardic and Blumoncan influences.

OERIC FAMILY

Aelneish: Primary elven language. Used for all purposes, including spell casting. This language has barely changed in thousands of years.

Oeridian: Extraordinarily ancient language. The origins of Oeridian have been lost in time; many speculate that this language is not even a human tongue, in spite of its ease of use by humanoids. Some have even suggested that this language is older than humanity. Its structure and grammar seems to be designed for magic. In fact, in its present day form it is nearly impossible to carry on a conversation in this language. The conjuring and necromancy traditions use Oeridian for spellcasting.

REANIC FAMILY

Enlan: Most predominant language of the northern peoples. Rarely heard in southern Awalpe, this language has obvious Dwarven heritage.

Reanmarch: The language of choice for Awalpan dwarves.

Lowspeak: More than just one tongue, Lowspeak is an amalgam of humanoid tongues. Humans find its heavy guttural phrasings difficult to manage. It is not difficult to understand, because of its small and limited vocabulary, yet sophisticated meanings can be conveyed with a little work if both parties are fluent in its use. The language is, unfortunately, highly dialectic; each tribe speaks it a bit differently, using phrases and wordings stolen from their own racial languages and from the languages of their neighbors. So while intertribal communication is possible, it takes time and effort to translate and to carry on communication. It has a runic written form similar to Reanmarch, but few humanoids know it, and it is rarely used.

This language is used in the Shamanistic tradition.

SAVENIC FAMILY

Baquel: The origin of this language has been lost with time, yet it still remains strong among the coastal people of Cardigan Bay. This language is important for anyone who wishes to conduct trading ventures about the Cardigan Bay, or who anticipates interacting with the pirates and slavers of Cotswold. The written form of this language is often found on sea maps, and it is quite technical and full of nautical terminology. It has been observed that many sea creatures have adopted this tongue for conversing with humankind.

WRITING

Those who record thoughts on paper are vital to the continuation of knowledge. Those with the writing skill are good at lettering in ink. Those able to write one language can usually pick the rudiments of a new written language up quickly.

Reading/writing: This is the skill of knowing how to read and write a particular alphabet. Learning how to write in a given language is an Advanced Talent of the language and of reading/writing.

Forgery: This is the skill of falsifying signatures, seals, and documents. It involves copying and knowing how to format a document so that it looks official and realistic.

Heraldry: This is the ability to recognize and create heraldic symbols. It doesn't indicate how good a created result is artistically, just that it is accurate and legal.

VOICE

Everyone can talk. That's inborn. It takes a specially trained individual to be able to use his voice *well*. A person with a trained voice is able to project his words loudly and clearly, is able to carefully modify his pitch to communicate subtle inflections and carefully calculated emotions.

Animal Call: This allows the mimicking of whistles, hoots, grunts, and other animal noises. A highly skilled individual can even fool members of the creature's species.

Chanting: This skill covers being able to chant accurately and loudly for extended periods of time. It is widely used in spell casting and in religious ceremonies.

Oratory: This is the ability to give impassioned speeches, to read emotional poetry, and to tell stirring stories. It convinces the listener by emotion and carefully crafted expressions.

Shouting: This is the ability to project one's voice loudly and clearly over great distances. A skilled shouter can keep up the racket for a much longer period without going hoarse. Some spells depend on shouting so that a far distant subject can still hear the vocal element of the spell.

Singing: This is the art of making pleasant sounds with one's voice.

Ventriloquism: This is the ability to make one's voice appear at a different location. This is quite useful for disguising vocalizations for spell casting; the spell caster makes a ventriloquism check and applies the positive delta against anyone attempting to detect spell casting.

Voice Mimicry: This skill allows one to sound like a different person. The sound is rarely perfect, but it can occasionally fool the unsuspecting. This is quite useful for disguising vocalizations for spell casting; the spell caster makes a voice mimicry check and applies the positive delta against anyone attempting to detect spell casting.

GESTURE

This is the art of communicating with one's hands. Often downplayed, sometimes two stranger's languages are so completely foreign that the only means of conversing is by hand.

Gesticulation: This skill covers the use of the hands for spell casting.

Sign-language: This is the ability to communicate with a particular form of hand-speech.

Signaling: This skill often uses flags or torches to convey messages.

Craft Skills (Precision)

There are a wide range of craft skills. Basic craft skills are available to starting characters, but ones marked with an asterisk are not.

FIRE MAKING

Fire Fighting: People with this skill know how to control and extinguish large fires, if need be. They also know what types of materials are combustible and can identify the property of fires even when they have been extinguished.

Fire Use: Given the right tools, anyone can set a fire. But without those tools, or in severe conditions this might be significantly more challenging. Those with fire use skill can set fires quickly and successfully at a moment's notice.

Demolition*: This is the art of knowing how to destroy things effectively. The disciple of this skill knows which stones or pillars are crucial to the support of a building, how to weaken structures to the point that they will be destroyed with the failure of a single structural support. This skill is most often used to successfully besiege forts and castles and to collapse mines.

MUSIC

Percussion Instrument: Drums, chimes, and cymbals.

String Instrument: Lyres, lutes, and harps.

Whistling: Lips alone!

Wind Instrument: Trumpets, flutes, and reed instruments.

PAINTING AND DRAWING

These skills involve using paints, inks, carving, and so forth to create images.

Sketching: This is the ability to create pencil and ink images of people, scenes, or things.

Map making: This art allows careful depiction of geography on paper, while decorating it with neat little dragons and blowing clouds and stuff.

Painting: This is the art of putting color to canvass to create a picture. At lower ratings this skill allows proper knowledge of how to put the brush to the side of a house; at higher ratings the artistic qualities emerge.

Limning: Used for quickly making signs and heraldic symbols on shields.

Pottery: Making containers from clay.

SMITHING

Armory: Shaping pieces of metal into plates, chains, or scales into suits of mail is the realm of the armorer. Specialists may add leatherworking and tailoring to their repertoire.

Iron Mongery: This is the art of making weapons. This skill includes making swords, knives, polearm heads, and so forth.

Metalsmithing: Metalsmiths work with various metals to create tools, jewelry, and so dishware.

Blacksmithing: The smithing of iron for purposes of quickly making nails, tools, and other common implements from iron or steel.

Goldsmithing: This talent covers the know-how needed to smith goldwork.

Silversmithing: The silversmith knows how to work with silver.

Tinsmithing: This talent covers the knowledge needed to create tinware

Counterfeiting: This is the art of manufacturing copies of coins. This skill also covers making copies of jewelry and gives a generalized knowledge of copying other forms of artwork.

FABRIC WORKING

Leatherworking: The ability to work with leather, including curing and boiling.

Cobbling: Shoe making.

Rope Use: Rope has a wide variety of uses.

This skill gives one the knowledge to tie strong knots for use in climbing or sailing, lash poles or logs for making towers and bridges, weave nets, and create simple harnesses or bindings. This skill covers how to care for rope, determine the age and quality of a sample of rope, and even make rope from plant or animal fibers.

Tailoring: Designing, fabricating, and adjusting clothing.

Weaving: Creating cloth.

FOOD PREPARATION

Brewing: Making alcoholic beverages.

Butchering: The craft of butchering involves the knowledge of how to quickly and efficiently segment a corpse into tasty portions.

Cooking: Cooks need to be generally proficient in a wide variety of food preparation methods, including stewing, roasting, baking, boiling, and so forth. It also includes preparation of ointments, creating pastes and glues, and making of deserts.

Baking: This talent covers the knowledge needed for large scale making of bread, confectioneries, and pies.

Poison*: This skill involves the preparation and dissemination of consumable and injected poisons. It also enables the user to detect poisons in food through smell or taste and to concoct antidotes to some poisons. The person with this skill knows which herbs, plants, and animals produce the poisons he deals with, and it may help him in recognizing those plants and animals, but for the most part he cannot discern if a particular plant or animal is poisonous. High perceptions will assist in detecting poisons.

FLESH WORKING

Medical Aid: This is the skill of being able to quickly stabilize an injured person. It covers knowing how to set broken bones, suture cuts, treat burns, and reduce the effects of poisons. Successful use of this skill stops or slows further damage and assists in quickly recovering from trauma.

Surgery*: This is the art of repairing broken bones, sectioning gangrenous flesh from the body, and removing things from a body without damaging it any more than required. Deep wounds often require a surgeon to stitch severed veins or stop internal bleeding.

Nursing: This skill covers the knowledge of how to assist the body's natural ability to heal. A skilled nurse knows how to create effective bandages, when to change dressings and clean wounds, and how to care for those unable to care for themselves. A nurse cannot nurse herself.

Midwifery: 90% of giving birth is letting nature take its course. The other 10% is taken care of by those with the midwifery talent. Beyond the basic birthing procedure, a person with this talent knows what to do when there are complications.

MACHINE MAKING

Clockmaking: This is the art of making intricate mechanisms, usually employed for making clocks, but other machines and devices are possible.

Locksmithing: Creating seals for doors and chests.

Lockpicking: Defeating seals for doors or chests.

Trapsmithing: Designing, making, and testing protective mechanisms.

Trappicking: Knowledge of defeating, disarming, deactivating, or otherwise avoiding snares or traps (including natural hazards of a trap-like nature.)

Snares Setting: This is the simple art of making a mechanism to catch food animals.

STONE WORKING

Bricklaying: Ability to effectively make buildings or other structures using brick and mortar.

Stone Flaking: This is the primitive skill of chipping rocks into weapons and tools.

Masonry: This is the general skill of cutting and shaping rock.

Gem cutting: Shaping rocks into geometric shapes.

Sculpting: The art of shaping rock into a pleasant form.

WOODWORKING

Carpentry: This is the ability to make large items out of wood, including houses, walls, catapults, and so forth. The carpenter can make the plans for simple items himself, but for more complex things he needs an engineer's or architect's plans.

Ship building: This is the specific knowledge of how to make large, watertight vessels.

Bowyer/Fletcher: This is the ability to make arrows and bows.

Woodcarving: This is the art of making fine wooden statues, ornamenting furniture or buildings with flouting or other details, and so forth.

Labor Skills (Strength)

Most of the medieval population is termed "unskilled labor." But this is a misnomer: they are skilled at laboring. Hard, physical work requires a knowledge of personal safety, personal limitations, and often great deals of strength and endurance. People with these skills also know how to accept and seek out orders and to be able to interpret them correctly (or incorrectly, if need be.)

Note that these skills are more fundamental than the other skills and don't have an intermediate generalized skill. This represents the more significant reliance on basic abilities than on learned proficiency.

Farming: This skill covers the ability to maintain crops and animals. Farmers also know how to design good fences, barns, and granaries (although carpentry is still needed for actually making the structure).

Mining: This is the labor of digging and constructing sluices. They know where tunnels are most likely to collapse and how to shore them up.

Endurance: All laborers know how to control themselves to avoid tiring too quickly, but those with this skill are much better practiced at pacing themselves. They can march longer than normal, run marathons, or swim for vast distances.

Porting: This is the ability to carry very heavy items for long distances, knowing how to carry the items without injury and how much one can carry without exhausting oneself. It generally requires bravery in the face of danger and the ability to deal with hostile terrain. This skill can be useful to explorers themselves if they must carry their own backpacks.

Rowing: This skill allows operation of a rivercraft, rafts, canoes, rowboats and so forth. A person with this skill can jury-rig a small raft or boat that will do to cross a stream or float down a calm river.

Seamanship: This skill covers how to operate sails and how to respond quickly to the commands of the captain.

Soldiering: This is knowledge of how to do the many menial tasks of the soldier, marching, enduring wounds and suffering the hardships of the wilderness.

Weight Lifting: This skill involves knowing how to lift heavy loads without harming oneself. A skilled weight lifter can increase his strength to much higher levels and much faster than a normal person can in training.

SURVIVAL

In general, the survival skills teach reliance on oneself, demanding discipline to prevent death, and quick thinking to avoid disaster. The particular area survival skills allow the person to find good travel routes, locate sources of

clean water, and knowing which areas are more likely to hold dangerous monsters, edible game, and nourishing plants.

Cave Survival: Survival in underground situations.

Desert Survival: Covers survival in all types of badlands.

Mountain Survival: This is the ability to survive in the cold, desolate areas high in the mountains and in the far arctic wastes to the north. A character skilled in this ability knows how to find food and water, how to make or find shelter, and how to avoid the many dangers of traveling in frigid climes.

Jungle Survival: Includes survival in marshes, fens, and swamps.

Wilderness Survival: This is the general purpose survival skill for the forests, hills, and plains typically experienced by the outdoorsman.

Lore Skills (Intelligence)

SUPERNATURAL

Cosmology: The study of the material world, the planets and stars, and how everything came to be. Includes astronomy, meteorology, and astrology.

Necrology: This is the study of the dead and the undead. It includes knowledge of burial rites and practices, methods for dealing with the dead and undead. It also involves particular knowledge and histories of spirits.

Occult: This is the study of the practices, beliefs and goals of minor religions, cults, magic users, and the undead. It focuses on identification of an individual rather than understanding his beliefs or figuring out what spell he's casting.

Ontology: Study of the ether, the soul and its aura, and the nature and relations of being.

Pneumatology: Study of the Astral plane, spirits of the afterlife, and phenomena related to them.

Spellcraft: This is the study of magic incantations. It focuses on identification of spells rather than the knowledge of how to perform them.

Theology: This skill focuses on the systems of knowledge behind a particular large, established religion. It addresses the ceremonies, history, and philosophical beliefs held by the adherents to the religion.

HUMAN NATURE

Anthropology: This is the study of human-like and social creatures, including orcs, goblins, ogres, giants, trolls, mantis, and so forth. This skill focuses on how these creatures live and organize themselves, what they eat, what motivates them, and how they interact with other species.

Criminology: This is the ability to “know the criminal mind.” The individual is good at figuring out what motivates a wrong-doer based on clues and witnesses.

Psychology: This is the ability to determine what makes someone “tick.”

Linguistics: The ability to understand new languages is called linguistics. When encountering new languages this skill can be vital to quickly establishing a means of communication.

PLANT LORE

Agronomy: Knowledge of how to make plants grow, especially on a large scale.

Botany: This is the study of how plants work. It allows the individual to identify plants and to guess at properties of new plants based on prior knowledge.

Herbalism: Among other things, this skill allows the creation, identification, and diagnosis of herbal poisons and their effects. The skill is not used in the healing process, but it allows identification of plants and herbs that might assist in healing (or preventing damage in the first place).

ANIMAL LORE

Diagnosis: This is the knowledge of how to determine the identity of an illness or malady afflicting a human or humanoid.

Physiology: The study of how an animal body works is the subject of physiology. This skill covers knowledge of the way muscles, bones, and ligaments work, how to train these muscles to become stronger, and how to assist muscles and bones in proper healing after an injury.

Teratology: The study of deviant monstrosities of nature. This concentrates on creatures in terms of their danger to society, their relative strengths and weaknesses, and how to most easily dispatch them. This study focuses on creatures of nature - bears, rust monsters, trolls, dragons, and werewolves, for instance. Zoology studies how creatures live, anthropology studies how they interact, and teratology studies how they kill and how to kill them. Monsters of the occult, such as vampires, wizards, and undead are primarily studied through the occult science, but a good teratologist will not neglect studies of how to dispatch these dark creatures.

Zoology: This is the ability to identify a common animal either by sight or by analysis of its droppings and tracks. This skill also provides the knowledge of how to study animals in their natural habitat in order to better understand them.

EARTH LORE

Geology: This is the knowledge of how the ground moves and what types of rocks characterize what types of geological processes.

Metallurgy: This knowledge involves the different kinds of metals. The metallurgist knows which metals come from which ores, and he knows the techniques to extract them.

Prospecting: This talent is used to locate and extract metals and ores from the earth. The prospectors have an excellent knowledge of the land and which terrain is associated with which ores and metals. Prospecting also includes knowledge of how to pan and how sluices work.

PHYSICS

This group of skills deals with investigation of natural phenomena and characterizing effects scientifically.

Acoustics: The study of sound and hearing.

Biochemistry: This is the very uncommon study of chemicals in living creatures. The few people studying this science tend to be interested in animal poisons and in digestion processes.

Chemistry: This is the study of how substances react. A chemist also has good knowledge of gases and combustion. The alchemist relies on his chemistry skill to conduct the basic procedures required to make elixirs and potions.

Mechanics: A person with this skill knows a great deal about kinetics, dynamics, and behavior of solid materials under stresses.

Optics: Study of light, mirrors, lenses, and sight.

ANALYSIS

This ability is vital for applying scientific knowledge to new situations. The focus is on developing new things and determining how they will behave. They also deal with why known things behave differently than expected.

Architecture: Architects can perform many of the same functions as engineers with structures, but they concentrate on the look and layout of the structures rather than the strength.

Engineering: This is the art of designing mechanical devices and structures such as catapults, cranes, canals, bridges, and fortifications. They aim to create things that have a maximum amount of strength with an optimal amount of material.

Logic: This skill is the basis of scientific thought. Lawyers, doctors, and philosophers all use this skill to maintain rigor in their lines of thought.

Mathematics: This is the ability to manipulate numbers and formulas, and to think abstractly. Includes the skills of accounting, geometry, and numerology.

Navigation: This skill relies on careful calculations based on star positions and maps. It is primarily used for determining a course through the deep ocean, but it can also be useful on land.

Spell Formulation: This is the valuable ability to accurately design spells. Not all traditions use this skill to create new spells, but for those that do (wizardry, for example), this skill is invaluable. The spells that do not need this skill tend to be extremely limited in power or usefulness. All Real Wizards know Spell Formulation intimately. This is also the default skill for casting spells for the rare few who do not practice a particular tradition.

BOOK LORE

These skills are obtained through extensive reading. Application of the skills involves putting forth a theory and backing it up by agreed upon facts and evidence (often untrue or misleading.)

Research: This is the ability to find information in libraries and from willing individuals (eye witnesses, expert sages, elders, etc.) The skilled individual has a knack for knowing which lines of investigation, questioning, or reading is going to reveal the most relevant facts the quickest.

Archaeology: Study of the structures of ancient civilizations, including burial places, ruined cities, and decaying fortresses. This skill is useful in knowing where to look for treasure chambers, knowing the types of traps a tomb is likely to be guarded with, and so forth.

Ancient History: Study of the rise and fall of ancient civilizations as recorded on paper. While the researcher knows a great deal about many civilizations, he tends to focus on one or two civilizations in depth.

Modern History: Study of more recent events and is more skilled at manipulating the facts than those studying less recent times. The modern historian typically focuses on the events of the last hundred years or so, typically concentrating on that of his own nation. Most modern historians are employed by kings or emperors to relate actual facts in the more useful manner.

Military History: This is the study of battles and wars, strategy and tactics. The student of this science learns what, when, how, why and where fighting was done.

Literature: The ultimate book skill is literature. This lore analyzes books in terms of their written quality - how a story is told, what the author's intent was, etc. The individual with this skill can easily "read between the lines" and determine the truth and falsity in a document.

Law: This important ability focuses on learning how the legal system works by studying the records of trials, researching and learning laws passed by leaders, and applying this knowledge in creative ways to new situations. The skilled legal expert not only knows what is and is not legal, but also how to take advantage of loopholes in the law and get away with illegal activities legally.

Melee Combat Skill (Agility)

This is the core skill from which all other combat skills are derived. Combat skill is based off of agility. Combat skills generally involve knowing how to shred, pummel, or poke one's opponent to death, but since many of the tools and skills used have other applications, sometimes these skills are applied to everyday life.

TALENTS

A character learning one of the following talents can use it with any melee weapon skill:

Impale (*impaling weapon skill, physiology*):
The character knows how to do impaling strikes.

Shred (*slashing weapon skill, butchering*): This is the knowledge necessary for opening arteries, cutting tendons, and such.

Bone Break (*bludgeoning weapon skill, mining*):
This is the talent of knowing where and when to hit an opponent to cause bone breaks.

Mark (*weapon skill, sleight of hand*): This talent is used for carrying out highly precise attacks with a melee weapon.

HAND WEAPONS

This is the skill of using a wielded object and bashing, poking, or slashing one's opponent with it. Many of these weapon skills can be applied to everyday tasks such as chopping wood or splitting rock.

Axe: Ability to use unbalanced cutting tools of moderate size.

Broadsword: This includes all balanced, medium sized, edged blades.

Club: Any medium to large sized weapon designed to do bludgeoning damage, such as a mace or wooden plank.

Cutlass: This skill covers curved blades.

Flail: This skill covers multi-part weapons connected via a rope or chain. These weapons are often used to snake around and strike the weakly defended backside of an opponent.

Garrot: A simple wire, rope, string, or chain can be used to kill an unarmed foe. While this weapon does not do a great deal of damage each round, once it has successfully struck home it will continue to apply damage automatically as long as the user is able to retain a hold on the weapon.

Greatsword: Two handed swords and certain balanced, bladed polearms use the greatsword skill. These weapons require strong arms more than a good aim.

Dagger: This popular skill covers any sort of short to medium sized blade, often held reversed (with the thumb on the base or pommel and the blade extending down and out). This skill does not cover *throwing* these weapons, however.

Lance: This is the use of spears, lances, and polearms from the back of a mount.

Maul: Battle axes, picks, war hammers, and anything long, unbalanced, and *really* heavy is covered by the maul skill. These weapons don't care how accurate your eye is or if you're quick on your feet; if you can pick the weapon up and bash someone, they're in a world of hurt. Dwarves like mauls because swinging around heavy things makes them feel like real men, which of course they aren't, otherwise they wouldn't be called *dwarves*.

Polearm: Polearms differ from spears in two distinctive respects. First, they are unbalanced, requiring attention to how they are being pointed, and second, they are used for cutting as much as for poking. There are scores of different sorts of polearms, each with its own unique abilities and capabilities. The polearm skill teaches how to use all of these diverse weapons to their fullest potential.

Spear: Balanced thrusting weapons such as spears, lances, and pikes when used on foot and in the hand.

REACH WEAPONS

Long, flexible weapons can be used outside of combat, but they typically only do a limited amount of damage. They also require a good deal of skill just to avoid hurting oneself. Furthermore, they often cannot be used in close quarters. For these reasons, reach weapons are rarely used in combat, but each weapon has several spiffy tricks you can do with them, often making them invaluable in non-combat situations.

Chain: This skill applies to heavy reach weapons used to entangle opponents.

Grappling Hook: Rarely used as a weapon because of its unwieldiness, the grappling hook is a snazzy way to quickly ascend a vertical surface. This skill also includes other weapons or devices composed of a heavy object on the end of a chain, rope or string.

Lasso: These stiff but light rope weapons have a loop at the end that can be used to entangle opponents or catch on a protuberance.

Net: This skill applies to flexible sheet type weapons including blankets and nets. Nets are usually thrown over a target within a short reach, but highly skilled individuals know how to twist nets when thrown so that they fly further.

Whip: This skill involves the use of reach weapons capable of being "cracked." They tend to produce a lot of pain but relatively little physical damage. Whips are used for tending animals and slaves.

PARRY WEAPONS

Parrying uses a weapon or shield to deflect melee blows from striking their target. There are many weapons whose primary purpose is deflecting opponent's blows.

Shield Block: Using a shield to stop a blow is similar to using a weapon to parry but requires less thought. This skill includes knowing how to attack with a shield - generally pushing and bashing. Shield block is an active defense; it is added to the passive defense just like dodge is.

Fencing: A very new form of fighting (sometimes termed *sissy fighting*) uses speed and dexterity to block weapon blows. The character must have twice the minimum strength required for the weapon in order to use it for fencing. In addition to blocking, this skill applies to striking with these weapons. See the combat section for more details on fencing.

Parry: This is the general skill for parrying weapon thrusts. It requires the use of a weapon that can be maneuvered quickly, such as a sword, club, spear, chair or light shield (called a buckler when used in this manner). Parry is *not* an active defense, but it can be used as a defense action. Rather than adding to the defense, the character is allowed to make a *parry roll* to deflect the weapon. See the combat section for more details.

Quarterstaff: This technique involves holding a long balanced stick at the middle and trying to bash or poke someone with it. Spears and polearms can be used this way if their business end is broken off, or at penalties otherwise. When any weapon is being used in this way, the quarterstaff skill is used for both attacks and parries. See the combat section for more information on parrying.

BRAWLING

Unarmed melee skills involve the use of one's hands and feet to incapacitate or kill an opponent. At the highest skill levels, use of these skills is considered an art form. In weaponless cultures these techniques are developed to their fullest.

Biting: Humans have itty-bitty teeth, so they can't use this skill. But many monsters can!

Boxing: This is the pugilist's skill of fighting with one's hands.

Claw: Many animals and monsters are endowed with natural weapons that are quite effective at dismembering humans dumb enough to tangle with them.

Kicking: The leg is much stronger than the arm and some have skilled themselves at using their legs as weapons. This attack is used for tripping foes or for attacking small or prone opponents, but at high levels the kicker has developed a high degree of balance and leg flexibility and can attack standing opponents.

Wrestling: Attempting to pin one's opponent, thus preventing them from fighting. This can also be used as an active defense against close attacks.

SIEGE WEAPONS

Battering Ram: Weapon used to break down doors, etc.

Missile Combat Skills (Precision)

TALENTS

A character learning one of the following talents can use it with any missile weapon skill:

Bullseye (missile weapon skill, juggling): This talent is used for carrying out highly precise attacks with a missile weapon.

THROWN WEAPONS

This is the skill of chucking something at someone or something else.

Axe Throwing: Poorly balanced or lopsided weapons with a business end and a handle. This includes swords, maces, clubs, and such things.

Bolas: These are three to four weights attached together via thongs or string. They are used to trip or choke an opponent.

Boomerang: This is an aerodynamically shaped weapon that returns to its owner if it misses. To catch the weapon on a return requires another attack roll. If this roll is failed miserably, the referee may declare that the weapon hit the thrower.

Bowling: This skill involves rolling items across a flat surface.

Javelin Throwing: Spears, javelins, and other brands of long pointy sticks.

Knife Throwing: Small, well balanced bladed missiles that tumble through the air to strike a target with the bladed side. This also includes war darts.

Rock Throwing: Small, solid objects that fit in the palm of the hand. These missiles are used to clock someone or something or peg a target. Rock throwing is also used for throwing some kinds of magical spells

Rope Throwing: This skill involves throwing a rope or an object connected to a rope. This includes harpoons, grappling hooks, spider silk, and lassos.

PROJECTILE WEAPONS

A fired missile weapon is a device for propelling small objects great distances.

Blowpipe: A thin tube through which a dart or small pellet is fired. This generally does very little damage, but if poison is used it can be quiet and effective.

Bow : These weapons propel arrows. They are difficult weapons to master but have great range capability via arching the arrow's trajectory.

Breath: This allows the individual to successfully use a breath or similar type of weapon.

Crossbow: These are more powerful, mechanical versions of the regular bow. While they can fire a bolt at much higher speeds than a regular bow, they are harder to arch. Thus while they do much more damage, they do not have as good a range. They also take longer to reload.

Firearms: A few cultures have developed a variety of weapons that use explosive power to propel a bullet through the air. These are souped up versions of the blowpipe and can be very deadly to attacker and target alike.

Jet: This allows the individual to attack with a streaming weapon such as a fire hose or a magical jet of flame. The individual knows how to direct the jet very accurately and can keep it "on target" even if the target is moving erratically.

Sling: A stone is placed in the center of a long strip of leather and then twirled around the head. When released, the stone can fly a long distance.

Stare: This skill is used for eye weapons and for spells requiring targeting by eyesight.

ARTILLERY WEAPONS

These are large weapons that usually require a team of men to operate. These skills allow operation and maintenance of the weapons.

Ballista: A giant version of the crossbow. It usually requires several men to operate.

Catapult: This is a class of weapon that uses elastic tension or a falling weight to spring a load up into the air and throw it a long distance. This weapon also requires several men to operate.

Observation Skills (Perception)

Observation is not simply the ability to see well; observation requires the ability to correlate known facts and relate them to new data, see patterns, and predict future patterns.

SCRUTINY

Detection: This important skill is used for locating a hidden item such as a trap or secret door. As this skill relies heavily on all of the senses, it is also useful for detecting invisible individuals, sneaking thieves, malevolent scents, poisoned food, and so forth. The referee will apply appropriate modifiers for the given situation. In many cases the referee will prefer to use a perception check, especially for things that the character is not actively looking for.

Lip Reading: This is the ability to make out what a person is saying simply by observing lip movement.

Scrounging: People with this skill are good at locating, salvaging, and improvising things. The scrounger has an uncanny knack for getting his hands on an item he needs, be it a particular tool, a wheelbarrow, a sailing ship, or a kitchen sink. This skill doesn't help in searching for treasure; rather, it is used when one needs a *particular* item but doesn't have it easily at hand. For example, if a group of characters in the middle of a swamp need to get a boat, the scrounger is able to lay his hands on an old dug out canoe or a giant turtle shell.

Tracking: This is the ability to follow a creature using the tracks, marks, and spoor it leaves. This also allows identification of what the creature was doing, if it was wounded, and how fast it was moving. The knowledge of how tracks are detected allows a person with this skill to know how to properly disguise or cover tracks.

APPRAISING

This ability is used to determine the quality of something. A good appraiser can find differences between similar things, can notice when changes occur, and can compare new data with previous experience to find trends.

Direction Sense: This ability helps in determining which way is which by keeping track of landmarks or the position of stars or the sun.

Detect Lie: This ability allows the individual to determine when someone is being dishonest. It can also be used to discern the potential performance of an individual in future situations. The referee should always make this check in secret and relate how sure the character is of his success.

Valuation: The individual can detect flaws, discern quality, and notice exceptional features of items that may affect their worth. As long as he has a basis for comparison he can rate an item's quality. Knowledge of the value of typical items allows him to put a price on the object.

Weather Sense: Meteorology studies why and how weather changes. Weather sense doesn't care; it simply focuses on what the weather is going to be today and what it is likely to be tomorrow.

REACTION

Blind-fighting: This skill uses senses other than sight to keep track of those around them. When a character is blinded, the character's attack is reduced to the blind-fighting score. So a character with a broadsword skill of 12 and a blind-fighting score of 5 would have his attack score reduced to 5. If a character makes multiple attacks, each is subjected individually, so the 12 broadsword character could make two attacks at 5 or three at 4.

Fishing: This is the ability to catch fish from rivers or lakes using a rod and line.

Hunting: This skill involves being able to follow an animal, drive or lead it into an ambush, and avoid attracting the attention of other predators or monsters while doing so. The hunter isn't being particularly quiet, though he can become so if need be. It mainly means avoiding loud noises and noticeable movements and being aware of the drift of scents.

Juggling: This is the ability to throw and catch objects in a coordinated and artistic manner.

Piloting: This is the skill of "driving" a ship. It helps determine where it is safe for a rivercraft to pass and how to guide a large vessel in narrow or shallow territory.

Quick-draw: This is the ability to get a weapon readied in lightning fast speed. This can be very important for a magic user or a crossbowman, but is pretty useless otherwise. The mage uses this skill to activate counterspells and other fast effects before his opponent can activate his own. In the quick phase the mages are allowed to each make a quick-draw check; the one succeeding by the most gets his effect off a split-second sooner. In the main phase the positive delta of the check is applied to the initiative roll of the character's first action.

Secrecy Skills (Agility)

STEALTH

Ambush: This skill allows an individual to organize men such that they can surprise and ambush an enemy force. The skilled individual is good at locating areas that are suitable for making ambushes from and can tell when they are in danger of being ambushed. Camouflage skill can help to prevent the ambush from being detected. Apply the positive delta against a foe's attempts to detect the ambush.

Shadowing: This is the ability to follow a human in the city without being detected, and to move silently and hide in shadows to cross an area undetected.

Camouflage: This is the ability to hide oneself or others in the surroundings. It seeks to make the person invisible to casual detection.

Disguise: This skill allows the ability to change a person's appearance to look like someone else. Other skills (tailoring, for example) can be useful for creation of props and clothing. With acting and voice mimicry a disguised individual can sometimes fool anyone.

DEFTNESS

Ambidexterity: This is the ability to use one hand as skillfully as the other. If a character wishes to use his off hand for any sort of dexterity-dependent activity, his maximum skill level will be his ambidexterity score. So if a character with a broadsword skill of 12 and an ambidexterity score of 5 attacks with his left hand, his attack score will be reduced to 5. If the character wishes to divide his attack, each attack is subject to the maximum individually, so the 12 broadsword character could make two attacks at 5 each or three at 4 each.

Escape: Ability to free oneself from ropes and binding. The type of binding employed will modify the escape check. Against rope the character gets a bonus of +2 to +4 to the check; against leather or rawhide there is no modifier; against chains or metal hand manacles there is a -4 to the roll; against leg or neck manacles there is a -8.

Sleight of Hand: This covers skills that use lightness of fingers and either silence or distraction to take or plant something from near or on another person without evoking their awareness. One example is depositing a poison into a foe's drink when they're not watching. While a certain amount of finger dexterity is required, much of the art is calculated distraction. A character can make things appear or disappear in "the blink of an eye." This skill is good for cheating at games and at short changing merchants (or customers...) Pick pockets use this skill to acquire other people's goods. This skill is also useful to cover gesticulation for spell casting; apply the positive delta as a modifier against anyone attempting to detect a spellcaster's hand movements.

Social Skills (Charisma)

These skills focus on effective interaction with other people. More than simply knowing how to talk, they enable a person to be able to tailor what one says to what will be best accepted.

PERFORMING

Acting: This skill allows one to effectively appear to be someone else. It involves changes in personality, behavior, voice patterns, and body motions. It also involves knowledge of "stagecraft" and how to entertain an audience.

Begging: This is the ability to manipulate another person's emotions and attitudes in order to evoke sympathy or pity, generally with the goal of acquiring their cash.

Etiquette: This ability covers knowing how to act in social (typically upper class) situations. The individual is able to quickly determine what is considered polite and courteous and what is inappropriate.

Sex Appeal: The person knows how to attract members of the opposite sex. This can be used to get others to do things they otherwise would not do.

Streetwise: This skill is vital for gaining information among tough company. A person with this skill can easily blend in with the “local color” and pass safely through otherwise hazardous territory.

Teaching: This is the art of presenting material in a manner that is believable and easily understood. It requires being able to express oneself clearly and succinctly in a believable way.

PERSUASION

This is the ability to make somebody do or want to do something that they normally wouldn't do.

Bribery: This uses promises, gifts, and payoffs to get someone to agree.

Debate: This ability neglects the feelings of the other and simply acts to convince them of “the truth” via facts and impeccable lines of reasoning.

Extortion: This is the proficiency of effective intimidation, blackmail, and threat making. It can be used for interrogating someone for information.

Marketing: Primarily, this is the ability to display the qualities of a commodity in the best possible light. The individual has a good insight into how things are bought and sold, and he knows how to get the most money for a given item. This skill also involves knowing how to recruit individuals to a cause.

NEGOTIATION

Diplomacy: This is the skill of being able to handle affairs without arousing hostility and how to act as a liaison to facilitate agreements. The diplomat is able to get the most out of a negotiation as possible. The individual knows when he can hold out for more and when he should compromise.

Leadership: The individual is good at organizing and administrating people and leading them through difficult situations.

PREDICTION

This skill group involves not so much actually interacting with people but understanding how people relate and react, and predict what they will do in various circumstances.

Cheating: This is the ill-reputed but oft-used art of deception for personal gain. Most commonly used to improve one's chances in a game, this skill also gives a person insight into how to trick people, set up scams, and perform confidence games. It also provides the knowledge necessary to construct loaded dice, marked cards, and other tools of the trade.

Gaming: This is the art of playing a game, be it cards, dice, or something else, and doing well. The good gamer can pick up new games quickly and can discern proper strategies. More importantly, he is skilled at (legally) deceiving his opponents

Strategy: This is the ability to come up with plans on an abstract, large scale level.

Tactics: In addition to helping a military minded individual plan small scale battles and attacks, this skill is used by burglars to plan successful heists and robberies.

Chapter 9: Background History

A character's background is as important as any of his other statistics. It takes him from being a piece of paper to being a full fledged imaginary friend with desires, personality, goals, and ambitions. The referee will give some broad constraints in which the player can define a past for his character. Beyond these constraints,

there are no real “rules” for generating a character, but this chapter outlines some ideas and tips that may be useful.

There are two broad types of backgrounds: Goal oriented and personality oriented. With goal oriented backgrounds, the character is driven by some need, typically revenge. The character may have an enemy that must be vanquished before the campaign ends, or he may wish to visit some far away holy place. In any case, this places a burden on the referee to work this goal into the campaign plan; the player owes it to the referee to discuss these types of goals during the character design phase.

Personality oriented backgrounds concentrate on describing the character’s values and ambitions without singling out particular accomplishments or needs that the character must do. These types of backgrounds are a lot easier on the referee in goal-oriented campaigns but it can leave the player’s character without a strong purpose in more freeform campaigns.

It may be obvious which type of background will work best: In a campaign centered around destroying a dragon that has plagued the nation, backgrounds that have side goals are just going to add to an already lengthy todo list. On the other hand, if the characters are guards in a city, having long term goals and ambitions can be very important for continuity and may provide the referee with additional adventure ideas.

Events

A common approach to making backgrounds is to describe different events that shaped the character from childhood on. Often, these events shaped the character’s perception of the world, gave birth to ambitions and goals, or taught the character something useful.

For example, did the character serve time in the military? What battle(s) did he fight? Was he ever imprisoned? What was his crime? Did he travel to an particularly interesting lands? What did he do in those lands?

Family

The most popular form of background is the Slaughter Approach: “Some big bad guy came and killed my parents/tribe/village.” This is an easy background because it does three things with one stroke: it eliminates the loose strings of what happened before the character sets out on the adventure (it’s irrelevant, they’re dead), it gives the character a reason to immediately become an adventurer (escaping danger), and it provides a strong motivation (revenge.) Unfortunately, this approach has been overused so much (c.f. Conan the Barbarian, Star Wars, Robin Hood) that it is a bit hackneyed.

There’s no reason the family needs to be mentioned in the background at all; people depart from their families with little or no contact all the time. More commonly, they will still depend on the mother and father for support and aid from time to time, so including a family in the background gives a source of (usually) loyal and unquestionable aid in times of need.

For game purposes it is often useful to provide combat abilities and skill scores for the male figures in one’s family, just in case they are needed to lend a hand. Other resources a family can provide include wealth, reputation, position, connections, contacts, and safety. In a city based campaign, for example, having a family with a house in a village outside the gates but nearby can provide a good place to lay low for awhile if things get out of hand inside the city. A father who owns land and a manor house in the hills could provide an excellent home base for a wilderness set campaign.

Of course, the referee may wish to limit the amount of resources available to the character. Why bother searching for treasure in the dungeon when you can just beg your uncle for an allowance? Why endanger yourself attacking a local ogre when you have an older brother that’s a decorated war veteran?

Friends, Peers, and Contacts

While some individuals may have divorced themselves from their families, few people live

without some network of friends or acquaintances, people they could draw upon in times of need: a lawyer perhaps, or a blacksmith. Maybe the character's brother-in-law is the Duke's head baker and can help sneak the party in through the back of the castle.

It helps the referee if you detail the individual a little. Personality, combat abilities, major skills, titles and positions, and so forth are good things to address.

Enemies

Including a foe or two in the background can make a character more interesting and can provide for extra character growth. Coordinate with the referee if you wish to have an enemy, as he will need to detail the character and provide for interactions in the game.

Defeating a personal enemy is a major benefit to your character. At the least, extra skill rolls and one or two sanity improvement checks should be allowed. If the enemy was particularly mean, the player character should be awarded a point or two in any attribute or skill of their choice.

Chapter 10: Party Establishment

Player Characters

One of the hardest parts of designing a character is figuring out how he or she fits into the party. Here are some different kinds of parties and ways that they can be established.

MILITARY GROUP

The player characters are mercenaries who join in order to make money from their combat skills, or to simply adventure and explore. These groups always have an agreed upon leader, and differentiate individuals by rank and position.

Nobles commonly hire mercenary groups, either for conducting war against neighbors, or to eradicate a threat to the noble's people and lands.

One common kind of military group is the Hero Band. This group focuses not on gaining monetary wealth but on acquiring fame and prestige. They often seek out danger simply to build their reputations.

FRIENDS AND FAMILY

These groups are formed simply out of familial loyalty.

BUSINESS

Business-oriented parties are aimed at acquiring money through a particular means. Mercenary activity is a specific but common type of business-oriented party. Caravanning is a second common application of this type of group. Other groups might focus on collecting rare items (herbs, artifacts, etc.) for sale.

EXPLORATION

The party was assembled for a particular task - exploration of a new land, scouting out enemy territory, and so forth.

FOREIGNERS

Players are allied simply because they are outsiders to the dominant culture. Beyond simply nationalistic origins, the characters could all be criminals, or could all be of a profession unknown in these parts.

Hirelings

Characters will often wish to employ people for short periods of time, usually to perform a given task. These contracted individuals will carry out their tasks as instructed, but rarely show self motivation and never show much loyalty. Mercenaries often fit into this category.

Hirelings are in it for the money. If there is even the slightest hint that they will not be paid,

most hirelings will immediately stop service. They also will not go beyond the call of duty. Most aren't anxious to put their lives on the line.

Employees

Employees differ from hirelings in several fundamental ways. First, they are usually promised a much longer period (usually for life), providing them with more financial security. In turn, these individuals are more loyal and will show more insight and motivation in their work.

Employees are primarily motivated by money, but they will be more flexible and understanding if there is a lack of payment. Even so, few employees will remain for long if the payment is severed.

If the employer comes into a large sum of money, the employees will not expect a cut of it, but will be sore if they don't at least get a bonus.

Henchmen

With some individuals the loyalty goes much deeper. Henchmen are not "in it for the money" as employees are, but they do need money. Most are willing to put up with little or no pay if it is clear that there is none to be had, but at the same time if there is a windfall they'll expect to get a good sized share.

Henchmen are primarily motivated by loyalty. They keep their eyes on the larger picture, and expect to share some portion of power, prestige, money, and title that they help win the player character. They put up with low wages, danger, and hard work, expecting to one day win it big with a treasure horde, a large amount of land, or a noble title.

While henchmen will put up with treatment as a non-equal, they at least expect preferential treatment, trust, and loyalty from the player. If the henchman is wounded or in danger, he expects as a matter of course that the player character will make every effort to rescue him. When treasure is divvied out, the henchman

will expect a good sized share, possibly even an equal share.

Followers

When a player character becomes very powerful or very well known, he may attract people who work just for the pleasure of being able to participate in the player character's doings. These people do not expect salary, though if it is provided they'll be more reliable and more willing to do harder work.

There are two types of followers: Blind followers, and hangers-on.

Blind followers either accept the character as a superior being, or they are bound to the character's cause. They will follow orders even if it means their death, as long as it will help "the cause". Most blind followers expect that the player character or his cause will eventually make things better. Other followers simply wish to belong to something bigger than them and are not terribly particular about the morality of it. They don't expect the player character to provide treasure or aid. They will be more loyal if the PC provides food and lodging, obviously.

Hangers-on are quite different. They are in it for personal gain. They expect to suck money, influence, or whatnot from the player character, and are willing to carry out orders as necessary to maintain or improve this flow.

In either case, there are several factors that influence whether or not the character will gain followers: reputation, fame, and social position.

Chapter 11: Character Advancement

There are four different methods for a player to improve his character's abilities: Training, Practice, Insight, and Achievements.

Training is done by an expert in the chosen field and is driven by money. Practice is a way to teach oneself, taking much more time but costing much less. Skill increases from insights are at the discretion of the referee and are

awarded for particularly noteworthy accomplishments in a given skill.

Achievements are actions that win the character recognition from other characters, or that promotes his own feelings of self worth. An Achievement provides a number of Circle Points, which can then be spent on character improvements as the player wishes. Circle Points can be given to other players or transferred to different (or future) characters.

Training

The referee will provide the players with a list of trainers, where they are located, the skills they teach, the maximum skill levels they can train to, the training time, and the cost per week. If the referee wants to keep things simple, he may specify a standard teacher (available in any city) for each skill and specify the cost and time by how fast he wishes the characters to advance in those skills. Giving individual costs and training times to each trainer will allow the players to “shop around” and optimize their training schedules, or find a trainer able to help the character reach very high scores. The referee may introduce NPC trainers with special characteristics (like providing free training, or offering training in return for other services, or offering a “package deal” of training in several related skills for one price and one training period.)

Once a trainer is chosen, the character must spend the requested fee and study for the given amount of time. Then he must make a willpower check on d10 to make sure he has the willpower to stick with the program, and if that roll is successful, then make a check on d20 against the root attribute of each skill being learned. Success indicates that the skill is increased by one point.

ATTRIBUTE IMPROVEMENT

A trainer needs to be found in the same manner as for skills. The cost is detailed in the same way but required time is much longer. The character must first make a d10 against willpower to stay on task, then needs to *fail* a

check on d20 against the attribute to be increased.

TRAINING ANOTHER

Make willpower check?

Y: Students make willpower checks on d10

N: Willpower checks are on d20

Make teaching check?

Y: Students make attribute checks on d20.

N: Students make attribute checks on d30.

Make check against subject?

Y: Students learn the material.

N: Sorry, try again!

Practice

For a number of reasons it may not be possible or practical for a character to study under a trainer, and the character will wish to learn on his own.

First, the character must have the necessary equipment or literature at hand. Books found during adventures typically have a rating associated with them that describes the knowledge it contains and the maximum skill level that can be derived from it.

The referee will determine how much time each skill takes to learn. In general it will take twice as long as for a trainer.

The character then trains for this period of time and deducts the money for expenses, and then makes several rolls to determine success. First is a roll against willpower to see if the character can stay “on task.” Because it is much more difficult to stay on task when working alone the roll is on d20 instead of d10. If the character trains with others, then each character makes a check on d10 and as long as half the characters make it, they all stay on task. Second is a check against the skill to be increased to determine if something new is discovered; this roll must be *failed*. (This check can be ignored if the character has fresh, unknown research materials such as books, murals, or ruins at hand to study.) Third is the roll to determine if the

material is learned; the character rolls against intelligence. If the wisdom check and the attribute check are successful and the skill check is failed then the character increases his skill by one point. Otherwise there is no gain.

ATTRIBUTE IMPROVEMENT

The time and costs for self training of attributes is determined as for skills, though again the time required is much greater. The procedure is identical to training the attribute with a trainer except that the wisdom check is on d20 instead of d10 and the character must also succeed a check against a relevant training skill:

Strength	Weight lifting
Agility	Tumbling
Precision	Sculpting, Woodcarving, or Sketching.
Perception	Intelligence Gathering
Health	Endurance
Willpower	Theology
Intelligence	Mathematics
Charisma	Acting, Carousing, Etiquette, Leadership, or Sex Appeal.
Luck	Gaming
Essence	Cannot be trained.

Insight

There are many times during play when a character will experience something that gives him a great deal of insight into a subject or skill. These situations are governed by the referee, who has two options for awarding skill points: automatic bonuses and potential bonuses.

Automatic bonuses are simple: The referee announces that the character has just earned N points in a given skill, and the character's skill rating is immediately adjusted, and appropriate skills scores recalculated.

When a referee awards a potential bonus, he chooses a die type. The character then rolls that die, and if the result is greater than his current skill rating, he increments the skill rating by one. The referee should pick a type of die commensurate with the degree of insight

reached. For example, a character that picked up a sword and attempted to defend himself with it might be allowed a d6 insight against his combat skill; if the character's combat skill is below 6 he might have learned something. Larger die types should be used for more significant insights. For example, an ancient historian that has been studying a particular civilization's history for decades and finally has a chance to explore a tomb filled with relics and writings of one of that civilization's famous leaders could be allowed a d20 or even a d30 check after spending a few days studying the site.

NUMBER OF INSIGHTS

It is important the referee give out enough of these "free skills" in a session to maintain motivation and a sense of reward, but not so much that it undermines the game. A general rule of thumb is 4 d20 rolls for an 8 hour game.

ATTRIBUTE IMPROVEMENT

This is the most common way for a character to increase his attributes. In the game there are many things that increase or decrease attributes through magical, chemical, or other immediate means.

Achievements

An "Achievement" is the accomplishment by the character of a personal goal. Completing a quest or adventure, acquiring rank or position, advancing in one's profession, and sacrificing something for the good of one's community are all examples of Achievements.

The accomplishment of an Achievement wins the character's player a number of Circe Points. Unlike the benefits of training, Circe points belong to the player running the character rather than the character itself. If the character dies, for example, the player retains the award and can apply it to a different character. The table below lists typical point ranges for several kinds of Achievements.

Circe

Points	Achievement
15 pt	Sacrifices life for party
10 pt	Sacrifices life for an ideal
2-12 pt	Advance rank in profession
1-5 pt	Accomplishes personal goal
1-3 pt	Achieve party goal

GOALS

Players are encouraged to write down a set of goals that their character will be pursuing, and show them to the referee. This serves to give the character purpose, help the player's decision making process, and assist the referee in planning and designing adventures.

Goals must be roleplaying-related, not game-system related. For example, here are some acceptable goals:

- 1) Locate my long lost brother
- 2) See a real dragon
- 3) Climb to the top of Mount Evermoor
- 4) Build a castle
- 5) Become the baron's chief surgeon
- 6) Defeat the evil Parketh Seminosh

The following would not be acceptable goals:

- 1) Train my broadsword skill up to 20
- 2) Buy a better suit of armor
- 3) Learn the fireball spell

Circe Points

However they are gained, Circe Points are used to buy benefits for one's character. The following two tables list the things that Circe points can be spent on. The player is allowed to "cash in" at any time, even in the midst of combat. Circe Points belong to the player, not

the character, and so can be passed from one character to the next, as desired.

Points	Gain point in...
1	Any language (up to intelligence score)
3	Luck, charisma, or any language skill (above intelligence score).
5	Willpower, intelligence, perception, any animal, athletic, or social skill, or any top level or intermediate level skill.
8	Essence, hit points, strength, any craft, secrecy, or lore skill.
10	Health, agility, or any melee or missile combat skill.

Points	Recovery
1	Reroll any one attack or damage die Regain one hitpoint
2	Reroll any skill check
3	Reroll any die
5	Regain a level of sanity

Professional Advancement

Advancing through the ranks in a profession provide benefits. Each time a character gains a rank, he or she also gains the following:

- 1) Gain 2d6 Circe points.
- 2) Gain 1 point of Luck.
- 3) Gain d6 points reputation.
- 4) Gain d6 points social rank.
- 5) Make a willpower check. If successful, gain one level of sanity.

PART II: COMBAT SYSTEM

Chapter 1: Core Combat Rules

This system builds on several core rules to develop all of the various things a person can do during combat. Characters perform certain *actions*, including attacks, defenses, and movements. These actions can be conducted in one of three *initiative phases*. The character can conduct his actions as long as he is in the correct *position* relative to his opponent. Some kinds of attacks, brawling for example, allow the attacker to *constrain* the defender. Other kinds of attacks require additional rolls but have *enhanced effects*. There are a number of different ways to be damaged, including physical damage and fatigue, as well as special kinds of damage - broken bones, mortal wounds, and knocking prone.

The Attack Roll

The heart of the Circe combat system is the formula to determine a hit:

$$\text{Hit} = (\text{attack score} - \text{d20 roll}) \geq \text{Defense score}$$

Where the defense score is:

$$\text{Defense score} = \text{Passive defense rating} + \text{Active defense rating} - 4$$

For example, someone standing perfectly still and wearing no armor would have a defense score of -4. An average person not wearing armor but trying to escape a strike might have a defense score of 4. And a skilled fighter wearing armor might have a defense score of 12. Some attacks bypass passive defense scores, some bypass the active defense, and a few particularly nasty attacks deny both forms of defense.

Passive defense comes primarily from armor. A shield will add a bit more (1-4 points) passive defense, but this can only be used against attacks from the front.

The attacker rolls d20 and subtracts the rolled result from their attack score; this is the defense score they beat. If the defender's defense score is less than or equal to that result, then a hit has been achieved.

Damage is calculated simply by:

$$\text{Damage} = \text{weapon damage roll} - \text{defender's damage reduction.}$$

Thus the attacker rolls the damage dice and announces it to the defender, who then subtracts off the amount absorbed by armor or tough skin or whatever and applies the remainder.

Actions

The entire combat system is built around *actions*. In a round an individual will have a certain number of *action allowances* that can be used to perform actions (attack, defend, move, etc.) Humans and most humanoids get one attack action allowance and one defense action allowance.

One action allowance is required for each full action made. Action allowances can be subdivided into *subactions* or combined into an *all-out action*.

ACTION ALLOWANCE TYPES

Action allowances are classified by type: "Any", "attack", "defend", "move", "cast", or "misc."

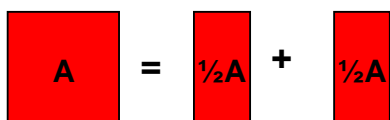
Any	Any actions may be performed
Attack	Individual can perform attacks, movement, casting, or misc.
Defend	Individual can perform defenses, movement, casting, or misc.
Move	Individual can perform movements, casting, or misc.
Cast	Individual may cast spells, invoke prayers, or use psionics.

Most human-like creatures and animals get two action allowances per round: an attack action and a defense action.

SUBACTIONS

An individual can perform multiple attacks or defenses by breaking up one action allowance into fractional actions, each with a proportionally smaller chance of succeeding. Any attacks that score will do full damage. All defenses that succeed will avoid all damage. Armor and other passive defenses are applied in full to all defenses.

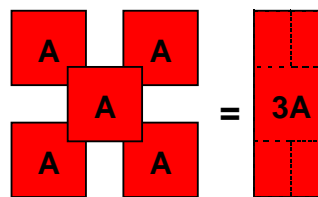
Any type of action allowance can be split up as many times as desired, even spell casting. There are two common-sense restrictions: First, an action allowance can only be split into compatible subactions (thus a defense action allowance cannot be divided into two attack subactions), and second, one action allowance cannot be split into subactions that are being performed with another action allowance (in other words, if the attack action allowance is being used for movement, then the defense action allowance cannot be split into a defense and a movement.)



Note that it is okay for a character to break the action allowances into non-equal amounts, such as one attack at 80% and two at 10%.

ALL-OUT ACTIONS

If a player wishes to concentrate on performing one action to the exclusion of other actions he may “trade in” action allowances to build up an action’s score by one half. So one could make 1.5 attacks with no defenses, or 1.5 defenses with no attacks. Or a creature with 5 actions could make one single action at (100% + (4x50%) = 300%) of his score.



There are some restrictions, however. Miscellaneous actions like skill rolls cannot have their scores increased by this method, nor can spells or psionics.

EXAMPLE

Khaz is facing an army of goblins. Khaz’s combat abilities far surpass the pitiful goblins and he decides to break up his single sword attack into four attacks on different goblins, each at $\frac{1}{4}$ his sword attack score. He also makes four dodge defenses. Khaz does his four attacks and hits three times killing two and seriously wounding the other. Six goblins attack Khaz, but only three actually hit. Their damage rolls are low and only a few points get through Khaz’s plated chain armor.

The next round Khaz decides to pour everything into attacks and declares that he won’t defend at all, thus getting 1.5 actions. He decides to make six attacks this round, each at (1.5÷6 = .25) one quarter of his sword score. His active defense score is zero since he is not dodging or parrying any attacks, but since he is wearing plated chain (with a passive defense of 10) his defense score will be 6 (0 + 10 - 4.) Khaz strikes home four times, killing the wounded one and two more. The remaining goblins strike and hit 5 out of 6 attacks, but again only minimal damage gets through his armor.

Combat Time

One round takes 10 seconds of time.

Certain actions take time to perform and reduce the amount of time to do other actions. If the character wishes to do one of these actions and use the remaining amount of time to do another action, please see the section on multiple actions.

Draw item or weapon: Negligible if it is in a sheath (1 sec). If it is tied it will take 5 seconds. If it is in a backpack or bag it will take a full 10 seconds

Partial Movement: The character can move up to half his movement rate in 5 seconds and still perform an action at half strength.

Bind wounds: It takes a full 10 seconds to tend to a conscious victim who can assist by holding bandages and such, but it will take 20 seconds or more if the victim is unconscious.

Light Fire: To ignite a torch or a readied fire using flint and steel it takes 5 seconds per attempt. Each attempt requires a fire starting skill check on d20. If extra time is taken (20 seconds per attempt) the roll is on d10.

the “first” two blows, randomly determine which two of the three attacks are defended against; the third will not be parried. This ordering is artificial, however, all of the attacks occur at exactly the same moment in time (well, within a second or so of each other.)

THE QUICK AND DELIBERATE PHASES

An action in the quick phase suffers a -4 on its die roll. An action in the deliberate phase gains a bonus of +2. This only applies in situations where rushing can have an effect on success (such as trying to pick a lock before the orcs overwhelm the party, or tackling the mage before he gets his spell off.)

Only one non-movement action can be performed in the quick phase, and only one in the deliberate.

Initiative

R e g u l a r	1	<p>There are three phases: <i>quick</i>, <i>normal</i>, and <i>deliberate</i>. Most of the time, everyone acts in the regular phase. If it is important to get something done quickly they can do it in the quick phase, but they'll suffer severe penalties. If it is more important to do something precisely, they can take extra time and do it during the deliberate phase and get a small benefit to their chance of success. Only one action each can be performed in the quick and deliberate phases.</p> <p>Everything in the quick and deliberate phases happens simultaneously within those phases. In the normal phase, each player rolls a d10 for each action they are performing and acts on that time segment. The referee rolls a single die and uses that for when the opponents will act. Tied rolls</p>
	2	
	3	
	4	
	5	
	6	
	7	
	8	
	9	
	10	
Delib- erate		

indicate that the individuals act simultaneously.

In cases where it is important to differentiate between simultaneous actions, determine them randomly. For example, if three characters are attacking the same defender, who is parrying

DECLARATION OF ACTIONS

Before the beginning of the quick phase, all players must decide what their characters will do. To be fair, the referee should decide the actions of his characters before he asks the players for their actions.

The player is expected to tell how many attacks and defenses to be attempted, and against whom they will be conducted. The player does not need to say *exactly* whom he will attack, but he must make it determined. For example: “I will make one attack against the first person who strikes at me,” or “I’ll make four defenses against the first four attacks against me by the ogres, but I’ll ignore the orcs’ attacks,” or, “I’m going to advance and attack the first foe that I can reach.”

During the round the characters are expected to carry out the announced actions as decided. If an action cannot be conducted in some fashion, then it is forfeited. A character that has declared an attack on an enemy cannot change his action to drinking a potion if his foe is killed early in the round, for instance. Instead, if there is another target within a couple paces he may shift to that target, or can take a few steps back or forward.

Any action can be stopped before it has taken place; in this case the character simply forfeits the action. Some actions can be *converted* into similar actions if the original action becomes impossible. For example, a character can substitute a kick for a sword thrust if he is disarmed. Or he could attack a different foe if the one he had chosen to attack flees or is slain. But, of course, movement actions and spell actions cannot be converted into attack actions.

Actions can also be delayed until a later segment. For instance, if the character hasn't finished advancing towards a foe, he can hold his attack until the segment when movement is complete.

Movement Rates

The standard movement rates depend on the character's race:

RACE	WALKING	RUNNING	SPRINTING
Mantis	60 feet	150 feet	200 feet
Ogre	70	120	150
Human, elf, orc, etc.	60	120	150
Dwarf	50	80	100
Halfling, goblin, etc.	40	90	120

This is the distance a character can move by allocating one action allowance to movement. If a character wants to concentrate on moving exclusively he can increase his movement rate by 50% for each additional action allowance spent on movement. So a human could move 60 feet and attack, move 60 feet and defend, or move 90 feet and neither attack nor defend.

Movement through heavy brush or wearing heavy armor can cut the movement rate in half.

Movement occurs in the regular initiative phase, not in the quick or deliberate phases. And unlike other actions that occur on specific segments, movement is considered to take place continually over the full round, independent of the initiative die roll. To determine the number of feet the character moves per segment, simply divide the movement rate by ten.

Position

Weapons are designed for use at a certain distance from an opponent. For example, a wrestler is at a disadvantage when five feet away from someone wielding a great sword, but if he can get into physical contact with the sword wielder, he'll have an advantage.

For game purposes, there are four missile ranges, three melee ranges, and three special positions. Changing between missile ranges occurs simply as a consequence of movement.

A character can change to any melee position with respect to an opponent (within movement limitations, of course) or between any of the special positions, however, the opponent is allowed to make his first (and only his first) attack against the character and, if successful, prevent the character from changing position. The opponent is allowed to make the attack prior to his normal initiative segment, but since the blow is hurried he only does weakened damage (make two damage rolls and use the worst of the two). Note that changing position refers to retreating as well as advancing. Obviously this only works if the first attack is done with a hand weapon; if the opponent's first attack on the character is with a thrown dagger, for instance, it isn't going to prevent the change of position.

For example, Turaw the halfling thief wants to punch his opponent, a wily ogre named Grunt who is wielding a 5' long club. Turaw wins initiative and tries to move from reach to contact position. Grunt has the option to swing his club first at weakened damage and decides to do so; Grunt succeeds and does 1 hp damage. Turaw's leather armor soaks up the damage, but Turaw cannot approach any closer. Since he cannot punch unless he is in near position, Turaw must forfeit his attack.

LONG (MISSILE RANGE)

The exact distance that long range comprises varies from weapon to weapon, but all attack scores at this distance are penalized by 5 points. A defender can dodge attacks from long range but cannot parry them.

MEDIUM (MISSILE RANGE)

This is a moderate distance, a little far to aim, but fully within the capabilities of the weapon. There is a -2 penalty on the attack score at this range. A defender can dodge attacks from medium range but cannot parry them.

SHORT (MISSILE RANGE)

Further than about fifteen feet from the opponent, only missile weapons can be used. There are no penalties for firing a weapon at short range. A defender can dodge attacks from short range, but cannot parry them.

POINT BLANK (MISSILE RANGE)

Most projectile weapons have a point blank range. At this range the weapon cannot be dodged or parried.

REACH (MELEE RANGE)

This position is about five to fifteen feet from the opponent. Polearms, spears, nets, great swords and other long weapons can be used at this distance. Some missile weapons are usable at this distance (i.e. reach and short or point blank range sometimes overlap.) Dodging and parrying work normally at this distance.

NEAR (MELEE RANGE)

Most all weapons can be used in near positions. Boxing is done at this range. Wrestling and missile weapons cannot be used at this distance, however. Parrying and dodging work normally.

CLOSE (MELEE RANGE)

Only short weapons and hand weapons can be used when two opponents are in close position. Dodging is allowed (so long as the opponent doesn't have a hold), and parrying can only be done with short or hand weapons. Shields still provide the usual passive defense, but cannot be used as an active defense vs. the close opponent.

If the opponents are of drastically different size, the referee will need to decide what is and is not allowed.

Special Positions

STANDING

This is the standard position all characters are assumed to be in. A character can move from standing to kneeling or prone position at any time, and at no action cost.

KNEELING

A kneeling character may use his normal complement of actions. He cannot use the dodge defense, and his (crouched) movement rate is halved. He can move to a standing position by expending half a movement action.

A character might choose to kneel to pick up a nearby dropped item. Picking up the item does not require an action, but the process of kneeling and standing each require half an action.

PRONE

A character that has fallen to the ground is in the prone position. He may only use half his action allowances. Thus a human could either defend himself or make an attack.

The prone character cannot dodge, but can use the shield, parry, and tumble defenses normally. He can only make attacks against those in close position.

Moving to a kneeling position requires half an action. The character can crawl at 1/4 normal movement rate.

CONSTRAINTMENT

A character can become restricted in his movement to several degrees:

Free: Character is not restricted.

Grab/hook: The character cannot move relative to the grabber but can attack and defend as normal. The defender can automatically achieve a grab on the attacker if desired (no action allowance is required). Obviously, if the grabber is a lot bigger than the grabbed, and chooses to hold the grabbed at arms' length, the grabbed individual can't reciprocate.

Grapple/catch: This is the same as Grab/hook except that the grappled individuals cannot dodge each other's attacks and dodges all other attacks at half strength. For the attacker, this form of constraintment makes possible several other forms of attack. The defender can automatically achieve a grab or grapple on the attacker if desired (no action allowance needed), though size differences will matter, as described under Grab/hook.

Lock: The character is significantly constrained, and one or more limbs are completely pinned and unusable. He cannot dodge, parry, or shield block, and can only make close attacks. The defender can automatically achieve a grab or grapple on the attacker if desired, assuming both of his arms are not locked.

Pin: The character is completely constrained and cannot move, attack, or actively defend at all.

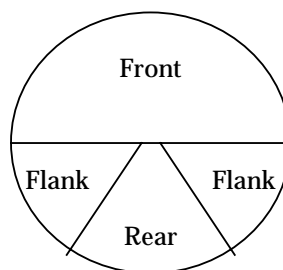
How the character breaks free from the constraintment depends on the method used to constrain him. For example, freeing oneself from a net simply involves time to cut ropes and disentangle oneself. Freeing a pinned limb requires the free maneuver.

Facing

When a single individual is facing multiple foes, then it is important to differentiate where the combatants are relative to one another.

There are three facings that a character can have: Front, rear, and flank. From the front, all

attacks and defenses can be conducted



normally. From the flank the character can defend himself normally but cannot attack. The character can neither attack nor actively defend against attacks from the rear.

A character fighting a single foe will be assumed to maintain optimum facing towards that foe unless there are special conditions or restrictions preventing it.

It will be assumed that when fighting two or three foes that are trying to get him from the back, a character will position himself such that one is in front of him and the rest are on flanks.

If fighting four or more attackers who are attempting to flank him, the character can position himself such that a quarter are in his rear area, a quarter are in his flank, and the rest are in front.

Natural Resistances

In addition to the active defenses a character can choose to employ to protect himself, there are a number of automatic, natural defenses that are used as "last ditch" protections against seriousness or death.

When an effect requires a resistance check, the player rolls d20 and finds the delta with the appropriate resistance score. The higher the number, the better the resistance's strength.

There are four natural defenses:

TARGETED EFFECT RESISTANCE

(½ Perception + Tumbling)

This is resistance by "getting out of the way", and is applicable to situations where the best way to save one's skin is to dive behind cover or tumble out of the way.

MENTAL EFFECT RESISTANCE

(½ Willpower + Logic)

This natural resistance is used in situations where one's mind is being assaulted. This is useful both for psionics and some kinds of magic.

BODY EFFECT RESISTANCE

(½ Health + Endurance)

When the character suffers constitutional effects, he may be allowed this resistance check to avoid the (often) serious consequences of failure.

SPIRITUAL EFFECT RESISTANCE

(½ Essence + Piety Rank)

Some kinds of evil magicks can cause damage to one's being. This resistance check can be used to prevent or reduce that damage.

Enhanced and Weakened Effects, and Types of Damage

The notion of *enhanced* and *weakened* is used throughout the system. Basically, with an enhanced effect the player uses the better of two rolls, and with a weakened effect he uses the worse of the two.

The player *must* announce that he is attempting an enhanced or weakened effect prior to the start of the round.

ENHANCED DAMAGE

This is the most common enhanced effect. There are a variety of ways to achieve this enhancement. A successful strike can be damage enhanced by making a strength check; a charge automatically does enhanced damage.

Enhanced damage means that the character makes two damage rolls and chooses the better of the two.

WEAKENED DAMAGE

The character makes two damage rolls and chooses the worse of the two, or cancels an enhanced damage situation.

ENHANCED ATTACK

Certain kinds of actions allow a character a better chance of achieving a hit. The character makes two attack rolls and selects the better of the two.

WEAKENED ATTACK

The character makes two attack rolls and chooses the worse of the two.

KNOCKBACK DAMAGE

This is generally applied momentum. The defender must succeed his Aimed Effects Resistance by the number of points damage he took. If failed, then the character falls and becomes prone. If he is riding a mount, this will dismount him.

KNOCKOUT DAMAGE

The defender must make a Body Effects Resistance check. He must succeed by at least as much as the damage done; if not, then he loses a number of consciousness levels equal to half what he failed by.

For example, Lothar suffers a 6 hit point loss due to a head blow. His Body Effects Resistance score is 12, and he rolls a 16. This means that he loses 5 levels of consciousness.

CRIPPLING DAMAGE

Compare the amount of damage done to the creature's normal hit points. If it is more than 50% of the hit points, then one of the creature's limbs is unusable, and it may be broken; the victim must make a Body Effects Resistance Check to prevent this from happening. Besides being useless, a broken limb requires more time to heal.

MORTAL DAMAGE

Compare the amount of damage done to the creature's normal hit points. If it is more than 25% of the hit points, then a particularly grievous internal or arterial wound is suffered. Each round the character must succeed a Body Effects Resistance check or suffer an additional d6 hp damage from bleeding (internal or external) and succeed a Mind Effects Resistance check or lose a level of consciousness. Stopping this bleeding requires a successful medical aide check.

WEAPON DAMAGE

This is damage applied to the weapon itself. Compare the amount of damage done to the damage that the weapon can take from a single blow. If it is greater, then the weapon breaks.

WRESTLING DAMAGE

Damage done by wrestling attacks is dependent on the attacker's strength. Make a strength check and divide the delta by 4 to determine the hit point damage done. DR applies to wrestling damage as normal.

BOXING DAMAGE

Striking with a fist does a little more damage than wrestling. Make a strength check and divide the delta by 3 to determine the hit point damage dealt. DR applies to boxing damage normally.

KICKING DAMAGE

Kicking does less damage than a fist because it usually can only be done against limbs that are not easily damaged. Make a strength check and divide the positive delta by 4 to determine the hit point damage dealt. If the victim is prone or if the attacker is over twice the size of the target, divide the positive delta by 2 instead. DR applies to kicking damage normally.

Chapter 2: Actions

Chapter 1 described all of the core activities and effects that are possible in the game. This chapter describes how these can be combined into actions, and how to determine the results.

Movement

WALK

The character can move his full walking movement rate and use his normal active defenses.

ADVANCE

This is essentially a movement action at walking speed, plus an attack. The character may walk toward the foe until he reaches him, at which time he must stop. Once he has started attacking, he cannot resume movement. If he wishes to close with a foe, that foe may get a first attack (see Position, pg. 91.)

RUN

The character uses all of his actions, and moves at his running movement rate. He cannot attack nor actively defend while running.

CHARGE

This action is a run and a single damage enhanced attack, with no active defenses. The character must move for at least a full round at running movement rate prior to collision. At contact with the foe, he makes one damage enhanced attack, but cannot make active defenses. Unlike in an advance, the defender does not get first attack to try and stop a charging attacker. See Charge-by and Charge-into below for the effects of charging an opponent.

FOLLOW

Specifying this action means that the character will attempt to maintain range with his

opponent. He dedicates a movement action to staying near the opponent, and use his other action(s) to attack and/or defend. If the opponent attempts to change position, the character can make an attack to prevent the shift (see Position, pg. 91.)

RETREAT

The character slowly backs away from the melee at his regular movement rate. He is allowed to use his other action allowances for defense or to counterattack anyone that attacks him. The character's opponent is given the chance to make his attack prior to the retreat; if successful, the opponent is able to keep up with the retreating character (see Position, pg. 91.)

FLEE

The character breaks from the battle at his running movement rate but may not make any attacks or defenses. If the opponent wishes to follow, then see Chase.

CHASE

When an enemy seeks to flee the attacker may choose to follow. If the attacker has not swung at the time the fleeing opponent starts his departure, the attacker can make his attack at that time. Unlike with retreat, the flier is allowed to escape regardless of whether the attacker hits or not. In the next round a pursuit takes place. If the fleeing character's movement is greater than the chaser he will automatically get away (though a few missile shots may be possible.) If the chaser is faster, then whatever proportion of his movement remains may be used as an attack. For example, if the chaser's movement is 12 and the fleeing individual's movement is 9, then the chaser can make an attack at $\frac{1}{4}$ his regular attack score.

If the two individuals are evenly matched then have each party make running checks (or endurance for long distance chases). The one who makes the roll by the most (or fails by the least) wins. The larger the margin, the shorter it takes to resolve the chase. If the chaser wins, he is allowed to make a single attack on the flier, doing knockback damage. If the defender

is not knocked prone from this, another set of running checks is made, but the chaser's roll is weakened (make two rolls and use the worst).

Attacks

All attack actions include being able to move a few paces (to shift targets, advance into a fallen foe's spot, or etc.)

STRIKE (MELEE WEAPON)

This is the basic combat attack. The character stands his ground and swings or thrusts his weapon. A character may make several strikes by dividing his action allowance between them (See Actions, page 88).

FEINT (MELEE WEAPON)

To make a feint, the character divides his attack action allowance into multiple attacks, but of different strengths. For example, he could make one attack at 50% and five feints at 10%. Or if he has an attack score of 15 he could make one attack at 12 and three feints at 1 point each. The defender won't know which attack to defend against and which to ignore, and he may waste his defenses on the feints.

Note that an initiative die must be rolled for each feint, so the character will not be assured that all of his feints will occur before the real blow. The way to get around this problem is to have the feints go in the quick phase, or to have the real attack(s) go in the deliberate phase. Of course, clever foes will catch on to this sort of behavior and adapt...

CHARGE-BY (MELEE WEAPON)

In a charge, the attacker makes one attack on each foe; the attack is automatically damage enhanced (roll damage twice and use the better roll). Because the charger is rushing by, each opponent may only make one attack against the charger (or his mount). Some weapons (like the lance or the spear) allow the charger to make his attack first and, if successful, prevent the opponent from being able to attack back at all (see Position, pg. 91.) Similarly, a defender

using a polearm may set for a charge, thus gaining the first attack against chargers using smaller weapons, and doing enhanced damage if a strike is scored.

At the end of the round, the charger will be out of the opponent's reach and will be able to continue on to a new attack. If the charger's way is successfully blocked, see Charge into, below.

This attack cannot be performed in narrow confines.

CHARGE-INTO (MELEE WEAPON)

This action is identical to a charge-by except: 1) opponents can make multiple attacks, 2) as long as the charger is not hit with a set weapon he closes to whatever position he desires and can make attacks as desired, and 3) if the charger wishes to collide with his victim and succeeds an agility check he does knockback damage to the defender.

In a collision, the amount of damage done is proportional to the size of the charger - for human sized creatures the damage is d6 points. A creature charging into a larger creature does no damage from the collision.

Flying or jumping opponents may make charge into attacks by simply dropping onto them out of the sky. Rather than using the collision damage described in the previous paragraph, roll the damage dice the dropper will take from the fall and then roll the dice again for the target.

This attack cannot be performed in narrow confines.

BACKSTAB (MELEE WEAPON)

This attack comes from the rear and is specifically used to surprise a foe and incapacitate him before he can react. The character must first approach to within striking position (usually via a stealth skill check or two.) Then if the defender has not seen his assailant (sometimes he gets a perception check, often at a bonus if the attacker failed the stealth roll) then the backstab takes place.

Because the opponent is not aware of the attack there is little to no chance of being hit oneself so the attack is done all out (1.5 times the attack score but no defensive action allowed.)

Furthermore, since there is plenty of time, the attack is done during the deliberate phase, thus acquiring the +2 to hit. The defender typically will not get to dodge or parry the blow, but his armor will provide normal protection.

If the defender wishes, he may damage enhance the first stab by making a successful strength or physiology check. If this check is attempted and failed, then regular damage is done.

This attack cannot be performed in narrow confines.

PARTIAL ATTACK (MELEE WEAPON)

This technique allows one to threaten an opponent without actually hurting him. It requires the use of a piercing weapon. Make a usual attack roll but neglect the effects of the opponent's armor. If successful, then the attacker has successfully pointed his weapon right at the heart of the opponent - an enhanced attack. At any time thereafter, the attacker may drive his point home. He rolls two attack dice and selects the better hit, and if successful does enhanced damage (make two damage rolls and use the better result).

LESSENER BLOW (MELEE WEAPON)

Sometimes the attacker doesn't wish to seriously harm his opponent - just let him know that he's under attack. The attack occurs normally, but weakened damage is done. Make two damage rolls and choose the lesser of the two.

WEAPON BREAK (MELEE WEAPON)

Characters can direct their attacks at their foe's weapon. If the foe parries then the blow is automatic, otherwise it requires an attack roll against the opponent's active defense (i.e. passive defense isn't counted toward the defense score.) Roll damage normally and compare the amount to the item's hit points. If the damage exceeds this number, the weapon

breaks. Also check the attacker's weapon hit points - it could also break!

This attack cannot be performed in narrow confines.

THROW WEAPON (THROWN MISSILE WEAPON)

Any number of weapons may be thrown in a round, though the attack score will be divided by the number of missiles thrown. On the plus side, the character probably doesn't need to allocate any actions to defense, allowing him to make one attack at 150% or several attacks at fractional amounts if he wishes.

This attack cannot be performed in narrow confines.

HEAD BASH (MELEE WEAPON)

Heavily armored foes are very difficult to hurt due to their high damage reduction and high passive defense. However, they tend to be fairly slow moving, so are pretty easy to hit with big, heavy weapons. The percussive effects of bludgeoning weapons are not well protected against in certain areas of the body, such as the neck and head.

To make a head bash attack, ignore the subject's passive defense score (but still count any active defenses such as shield block). Make two attack rolls and use the worse of the two, and if a hit is scored, weakened damage is done (make a strength check to improve this to normal damage, if desired.)

IMPALE (IMPALE TALENT)

The attacker must make a strength check and an impale talent check. If both succeed, then the opponent has been impaled through the torso. If either fail, then there is no effect at all. If the attacker is charging or if the attacker has a polearm or spear planted to receive a charge, then the strength check is automatically successful.

If successful, then enhanced Mortal Damage (roll damage twice and take the better of the two) and Knockback Damage is done. If max

damage is done, then the weapon becomes stuck in the victim and requires a strength check to free; on the plus side, freeing a stuck weapon causes an additional damage roll.

The damage rolled is also done to the attacker's weapon.

After the attack's resolution, the attacker must make a Body Effects Resistance check or lose a level of fatigue.

SHRED (SHRED TALENT)

The attacker must make a successful shred talent check and a strength roll. If either fail, then there is no effect at all, but if both succeed, then the opponent suffers enhanced Mortal Damage (if striking the head or body) or enhanced Crippling Damage (if striking a limb). If the defender succeeds his Aimed Effects Resistance check, then the attack strikes an arm; if he fails it strikes his torso.

The damage rolled is also done to the attacker's weapon.

After the attack's resolution, the attacker must make a Body Effects Resistance check or lose a level of fatigue.

This attack cannot be performed in narrow confines.

BONE BREAKING (BONE BREAK TALENT)

The attacker must make a bone break talent check and a strength roll. If both succeed, then the opponent may suffer a broken bone in the general vicinity desired by the attacker. If either fail, then there is no effect at all.

Enhanced Crippling Damage and Knockback Damage is done to the defender.

A broken hand or arm will make that limb unusable. A broken skull can kill. Broken ribs or collar bones may put the character out of combat or mortally wound him. Broken feet or legs stop movement.

The damage rolled is also done to the attacker's weapon.

After the attack's resolution, the attacker must make a Body Effects Resistance check or lose a level of fatigue.

This attack cannot be performed in narrow confines.

DISARM (PARRY OR FENCING)

Make a parry check. This type of attack bypasses passive defenses (i.e. armor ratings are not factored into the defense score), but active defenses still count.

This called shot knocks something free of the opponent - a weapon, a piece of armor, or a backpack, for example. If the defender is holding on to the item then he is allowed an Aimed Effects Resistance check to prevent it from being knocked away. If the item is attached to the opponent (via a strap or chain, for instance) the referee may require a minimum amount of damage (5 points for thin leather, ten for a small chain or a thick belt). Armor does not reduce the damage done, nor is the opponent wounded.

This attack cannot be performed in narrow confines.

TRIP (MELEE WEAPON OR KICK)

Make an attack roll. This attack bypasses passive defense.

This maneuver requires the use of a weapon or other long, typically hooked, instrument to knock a person down. If successful, the attacker has unbalanced his foe, who must make an agility check or become prone. If the subject has a hold on a solid object, such as a horse, he may also make a strength check; as long as one of the rolls is successful he'll remain upright.

This maneuver can be used to push or pull someone off of a precarious position, such as the edge of a cliff or building. In these cases, if the foe fails their agility check, they will fall off rather than simply become prone.

DISMOUNT (MELEE WEAPON)

Make an attack rolls and a strength check. This attack bypasses passive defense.

Weapons with hooks can be used to pull a rider from their horse if this called shot is successful. The attack roll attaches the hook to the defender (a grab/hook constraint.) The attacker then makes a strength check to pull the rider off the mount, to stay mounted the defender must make a horse riding check by at least as much as the attacker succeeded his strength check. If the rider falls, he must make a tumbling check to land on his feet; if failed, then he'll become prone.

PIERCE (FENCING)

Against heavily armored foes, a highly skilled fencer can accurately slip his blade into holes or cracks in the opponent's armor, thus bypassing its damage reduction ability. Highly skilled individuals can even score mortal wounds in this manner.

Make two attack rolls and choose the worse of the two. If a hit is scored with a delta equal to or less than the victim's health score, it bypasses DR but does weakened damage (make a strength check to improve this to normal damage, if desired). On the other hand, if the hit is scored with a delta greater than the victim's health score, then it bypasses the defender's DR, and does enhanced damage; furthermore, the victim must make a luck check penalized by the damage sustained, or suffer Mortal Damage.

This attack form is not without danger to the attacker, however! In order to direct a blade properly for this kind of attack it is necessary to extend one's index finger out along the blade. If a pierce attack is successfully parried, the would-be piercing attacker must make a luck check or suffer the parrying weapon's damage against his hand. If 5 or more points damage are sustained in this way, the index finger is lost and the character can no longer make this kind of attack.

MARK (MARK TALENT)

Make two mark talent checks and select the worse of the two. This type of attack bypasses DR. If a hit is scored, weakened damage is done (make a strength check to improve this to normal damage, if desired.)

This type of attack is a show-off move for people incredibly better than their opponents. If the attacker succeeds the marked shot roll, then he can carve a letter on an opponent's shield, make a perfect cut on the cheek, etc. He can select which extremity to hit.

The character can also choose to perform a *precise mark* shot. This is conducted in exactly the same way as a regular mark shot, except that a d30 is used for the roll instead of d20. With a precise mark, the character can target a very specific region to hit - an eye, or a chink in a knight's armor, for instance. He can also cut a letter into an individual's cheek, slice the stitches on a woman's bodice without doing a point of damage, or silence a foe by slicing his vocal chords in half.

BULLSEYE (BULLSEYE TALENT)

Make two attack rolls and choose the worse of the two. This type of attack bypasses DR. If a hit is scored, weakened damage is done (make a strength check to improve this to normal damage, if desired.)

This type of attack is a show-off move for archers or other missile users incredibly better than their opponents. If the attacker succeeds the called shot roll, then he can strike a very specific area - knock an apple from someone's head, hit a target's center, pin someone's shirt to a wall, and so forth.

The character can also choose to perform a *precise mark* shot. This is conducted in exactly the same way as a regular mark shot, except that a d30 is used for the roll instead of d20. With a precise mark, the character can target a very specific region to hit - an eye, or a chink in a knight's armor, for instance. He can also cut a letter into an individual's cheek, slice the stitches on a woman's bodice without doing a point of damage, or silence a foe by slicing his vocal chords in half.

FIRE (PROJECTILE MISSILE WEAPON)

A character may operate a bow or other weapon that projects missiles. Since there is generally no need to defend, the missile attacker will

forgo the defense for extra attack capability (the 1.5 all out attack action mentioned in Actions on page 88.) However, since many weapons require $\frac{1}{2}$ an action to reload, the accepted procedure for a round is to make a normal attack at the regular attack roll, and then reload. This means the character cannot actively defend while firing a projectile weapon.

Characters may wish to aim a weapon to maximize their attack roll. Here's how to do it. Load the weapon. The next round, use both allowed actions for a single attack at 150%. Finally, make the attack in the deliberate phase, adding the +2 bonus to the attack.

Alternatively, the character may wish to make more attacks. The character can double his rate of fire, but at 25% of his attack score, or he can fire at $\frac{3}{2}$ his normal rate of fire at 50% of his attack score.

FIRING INTO A CROWD (MISSILE WEAPON)

Often in battle one will be launching missiles into large groups of people, where it is less important which person to strike than to just strike someone. And when firing into a melee it can become important to aim for the enemy and avoid hitting one's friends.

Make an attack roll at -4. If the roll succeeds, the attacker has hit a desired target. If failed, find out how much the roll failed by. If it failed by less than 8, the shot still hits someone - just not the target. The referee will determine who has been hit randomly, factoring in body size and proximity to the target.

Because of the increased chance of striking someone in a crowd, the penalties for increasing the rate of fire may be reduced to an acceptable level. Alternatively, taking extra time to aim can help avoid hitting a friendly target.

AUTOMATIC FIRE

In the regular Circle melee rules, the player can choose to divide up his attack into multiple "lesser" attacks, at correspondingly lower effective attack scores. For instance, a character

with a 12 skill could make two attacks at 6 or three at 4 (or two at 1 and one at 10).

A weapon firing at a high rate could be directed all at one target, or divided between multiple targets. In the first case, a single attack roll is made against the target, and if successful the full brunt of the bullets is taken. Determining the number of bullet hits is simple: Divide the attack success delta by the Precision trait of the firearm. Obviously, one cannot achieve more hits scored than the weapon's rate of fire.

If the attack is split up between targets, then correspondingly fewer bullets strike. Divide the attack score by the number of targets being fired at and resolve each attack individually. Determine the number of bullet hits by the same method as with a single target.

Armor will work for gunfire in Circe just like normal:

Armor is measured with two ratings: DR and PD. PD, or passive defense, is a measure of the armor's ability to deflect blows, thus avoiding getting hit. It is what one traditionally thinks of as "armor class" DR, or Damage Reduction, comes into play when a successful hit is scored. The damage dice are rolled for each attack and reduced by the DR value.

Kevlar would have a low PD but a high DR. It's about as good against bullets as platemail, but against a dagger it's pretty poor. A knight would prefer kevlar over leather armor, but might prefer a good suit of chain even more. If it weren't so bulky, kevlar plus chain would be a pretty good armor, although given the money he'd probably prefer plate.

Damage from a typical bullet is strictly a function of momentum. The more mass or velocity of a bullet, the more damage it will do. A typical 45 caliber bullet, for instance, will do d12 points of damage. There are several properties that can affect a bullet's damage:

"Armor piercing" bullets do less damage, but have a bonus to punch through armor. The attack is treated as Enhanced (make two attack rolls and use the better of the two) but the damage is Weakened (make two damage rolls and use the worse of the two).

"Hollow point" bullets do more damage but do not strike a target as accurately. When firing hollow point bullets, the character's attack is treated as Weakened (make two attack rolls and use the worse of the two) but Enhanced damage is done (make two damage rolls and use the better of the two).

Circe already has a skill for firearms. A "Heavy Weapons" skill will be added into the "Artillery" skill group.

Grenade throwing would fall under the general "Rock throwing" skill.

A 'bullseye' advanced talent is available, and will be useful for characters wishing precise strikes (e.g., marksmen or snipers). Characters can, of course, specialize in a particular style of weapon, as per normal rules.

Like all other weapons, firearms will have a strength score associated with them. This is an indication of the strength needed to withstand the recoil of the weapon when standing upright. Bracing oneself, or using a tripod or weapon mount can reduce or eliminate the strength requirement. The weapon can be fired by someone with a lower strength than the required, but an extra action is required to recover; the character must succeed a strength check by the difference between his strength score and the required strength. If this is succeeded, the character merely requires one action to recover. If failed, then an agility check is required to avoid getting knocked over, a luck check to avoid taking d3 points damage and another strength check to avoid having the weapon jump from one's hand. If the player wishes, she can substitute a skill check instead of the attribute check.

BITE (BITE)

The standard chomp maneuver. Does bite damage (for humanoids this is typically d3-1.)

LOCKED BITE (BITE)

Only certain animals are capable of this kind of attack. If successful, bite damage is done and a lock is obtained.

WRENDING BITE (BITE)

Can only be used if a successful locked bite has been obtained. Does Mortal Damage. Maintains the locked bite.

RIPPING BITE (BITE)

Can only be used if a successful locked bite has been obtained. Does enhanced Mortal Damage (roll two damage rolls and choose the better of the two) as it tears free a chunk of flesh. Of course, locked bite is lost.

GRAB (WRESTLING)

This is a one handed grapple. Can only be done if one hand is free. Character can grab the opponent's weapon, arm, leg, neck, torso, or an item on his person.

Grabbing a weapon: No passive defense. Defends w/ weapon.

GRAPPLE (WRESTLING)

This is a simple two handed grab maneuver. If successful, the character has a firm hold on his opponent. Can only be done if both hands are free. Cannot be done in narrow confines. No damage is dealt. Automatically successful if the attacker is being grappled by the defender.

LOCK (WRESTLING)

Can only be done if character has a grapple on his opponent. Cannot be done in narrow confines. Establishes a lock - prevents the use of one limb and secures the grapple tighter.

FLIP (WRESTLING, LIFTING STRENGTH)

Can only be done if the character has a grapple on his opponent. Cannot be done in narrow confines.) If the character makes a lifting strength check against the opponent's weight he has lifted him into the air and thrown him to the ground or against a wall. Opponent takes d6 points falling damage (modified by ground conditions as determined by DM) and becomes prone.

OVERBEAR (WRESTLING)

This uses raw weight to force someone to collapse. Total the weight of people grappling the defender; the defender must then make a lifting strength check to remain standing.

Requires a grapple hold. Cannot be done in narrow confines.

WIELD BODY (SHIELD BLOCK)

This allows one to use the defender as a weapon or shield. The wielder's strength must be at least twice that of the wielded, and he must have a lock on the individual's torso. While wielded, successful shield block and parry defenses means that the wielded person is struck (they still get their inactive defense to avoid taking damage.)

RIP (WRESTLING)

Does wrestling damage if used on a grappled limb, enhanced wrestling damage against locked limbs, removes grabbed item on opponent's person, or pulls held item from opponent's hands. Depending on what was attempted, the hold is lost or becomes a grab.

STRANGLE (WRESTLING)

Can only be used if attacker has grab, grapple, or lock on opponent's neck and the attacker is the same size or larger as the victim. Does knockout wrestling damage (make a strength check, divide the delta by four to determine the hit point damage done; then the defender must make a health check for each point damage done, and each failed check reduces his consciousness level by one.)

MAUL (WRESTLING)

Can only be done if attacker has a grab or grapple on opponent. If successful, it does crippling wrestling damage (Make a strength check; divide the success amount by 4 for the damage.) If the attacker has natural weaponry, a successful maul attack also does one additional claw or bite damage. Maintains the grab or grapple.

This attack can be strength enhanced, in which case both the wrestling and claw or bite damage are enhanced.

HUG (WRESTLING)

Can only be done if attacker has a grapple or lock. Does wrestling damage if successful. Grapple becomes a lock if hug attack was successful; remains a grapple otherwise. Can be strength enhanced.

FREE (CONTESTED WRESTLING)

This maneuver is used to remove oneself from a grab, grapple, or lock. It requires getting a grab on the opponent (typically automatic.) The individual then makes a wrestling check. If the delta is greater than the amount that the grabber succeeded their grab or grapple check then the grab or grapple is lost and the combatants go to a close position.

PUNCH (BOXING)

A basic jab to the face. Does knockout boxing damage.

SHOVE (BOXING)

Moves opponent back into near position or breaks a grab. No damage. Amount successful by is the modifier against any subsequent trip rolls opponent is required to make that round.

KIDNEY PUNCH (BOXING)

Does boxing damage. Increases pain level by one if at least three hit points damage is done.

KICK (KICKING)

The fundamental kick. Does kicking damage. Moves small animals to reach position; breaks a grab.

PIN (WRESTLING)

Against small animals this maneuver sticks them to the floor and does enhanced kicking damage; animal can only attack the foot.

Against larger opponents it can only be used against a limb - disabling it temporarily and counting as a grab. Each round the pin is maintained the pinner can squish for d3 points damage.

Active Defenses

Included in any full active defense action is a couple paces worth of movement.

DODGE (DODGE)

The most common active defense a character can make is to dodge out of the way of blows. This adds directly on to the defense score.

Dodge defense is reduced by half for each grapple or lock. Dodge cannot be used against attacks from the rear but it can be used against flank attacks. Obviously, a defender cannot dodge attacks he cannot see or is not aware of.

Characters can dodge missile attacks, but not if under attack from melee foes. Dodging is not possible in narrow confines, and is difficult to do when grappled.

TUMBLE (TUMBLING)

Tumbling is a much more extreme form of defense than dodge. Because the character is using his hands for balance, grabbing onto things, etc., he cannot hold a weapon or tool while tumbling, and thus can only make brawling attacks. Tumbling cannot be done in narrow confines.

When the attack roll has been made, the tumbling character decides whether or not to tumble away from it. If he chooses to tumble, he must make a tumbling roll, and succeed by at least the difference between the attack roll and his regular defenses.

PARRY (PARRY, FENCING, QUARTERSTAFF, ETC.)

Once an attack roll has been made, the parrying defender chooses whether or not to act against the attack. If he chooses to parry, he must make up the difference between his defense and the

defense score achieved. For example, Parketh Seminosh has an attack score of 16 and rolls a 6, thus hitting any defense score below 10. Khaz has a passive defense of 7 and a parry score of 12, so he must roll a 9 or below parry the blow. He decides to hold his parry maneuver for any other attacks coming his way in the round and simply takes the damage.

Parrying can be done with a weapon, a small, maneuverable shield such as a buckler, or one's bare arms. It cannot be used against wrestling attacks.

SHIELD BLOCK (SHIELD BLOCK)

The most common active defense an armored character can make is to block it with his shield. This active defense adds directly on to the defense score.

This defense cannot be used in narrow confines.

Note that shields also provide limited (1-4 points) passive defense against all attacks from the front. This does not require the use of a defense action. Shield block is useless against wrestling attacks.

RESIST (WRESTLING)

This simply means that the character is attempting to avoid whatever nasty wrestling move his opponent will do. This adds directly on to the defense score. It only works against wrestling and kicking moves, though.

SPAR (BOXING)

This uses one's hands to block or parry a blow or kick. Against bludgeoning or slashing attacks, this will not be useful, but it will prevent damage from being done to the head. Sparring works the same way as parrying. It is useless against wrestling attacks.

Offhand Weapon

Weapons can be used in the off hand, but the maximum rating of any weapon so used is the character's ambidexterity score.

For example, if a right handed character with an ambidexterity of 5 and a dagger skill score of 12 strikes with a dagger in his left hand his attack score is reduced to 5. He is still allowed to make as many attacks with it as he wishes, however, so the character would probably want to make two attacks at 5 each or three attacks at 4 each.

Chapter 3: Effects

Area of Effect and Missed Shots

Weapons such as flaming oil or exploding magic items don't need to hit the target precisely, just within the blast radius. Roll the attack score. If a hit is scored, then the missile is right on target. If missed, then find how much the shot missed and multiply that number by 1 for short or point blank range, 2 for medium range, and 5 for long range. This the distance in feet that the object lands from the target.

Some attacks can hit multiple individuals. Select a primary target and roll attack against them normally. Then determine secondary targets in the area of effect and make attacks at ½ strength against each of them.

If the direction relative to the target is important, roll d12 to find the "clock position." 6 is on the attacker's side of the target, 12 is on the opposite side.

Fatigue

Fatigue can seriously affect how long a character can effectively fight in heavy armor. As a character becomes more fatigued his fighting capability diminishes. A character has a fatigue score which is simply his strength modified by the type of armor worn:

Fatigue Score = Strength - Armor Fatigue Penalty

The referee will require fatigue checks prior to combat if the party had been walking or heavily working. If the combat lasts more than about 10 rounds, he will also require everyone to make a fatigue check when the combat is finished. If a

fatigue check is failed, then the character's fatigue level increases by one.

EFFECTS OF FATIGUE

Energized	No effect
Rested	No effect
Light fatigue	No effect
Moderate fatigue	-2 on all skill rolls (not fatigue checks)
Extreme fatigue	-4 on all skill rolls (not fatigue checks)
Exhaustion	-8 on all skill rolls (not fatigue checks)

RECOVERING FATIGUE

It can take a long time to recover fatigue losses, and the more fatigued a character is, the longer it will take. The time required to recover each level of fatigue depends on how fatigued the character is:

Light	5 min/lvl	5 min total
Moderate	15 min/lvl	30 min total
Extreme	1 hour/lvl	3 hr total
Exhausted	5 hour/lvl	20 hr total

A successful fatigue check decreases the time to recover the level by half. If this roll is failed then the time is doubled.

Characters cannot reach energized fatigue level simply resting; it requires magic, stimulants, or other special effects.

Damage

Successful hits do damage as indicated by the weapon type. The attacker may have damage increasing modifiers (magic, for example) and the defender will have damage reduction abilities and equipment (such as armor).

When a character is at zero or fewer hit points he will go unconscious unless he succeeds a willpower check (one each round). In any case, he will bleed at the rate of d6-5 hit points per round until he reaches a negative hit point total equal to his health.

Note that in addition to hit point losses, taking damage can affect consciousness and pain levels.

Pain

When a character suffers damage his pain level can increase. For combat blows, the damage done by a given blow determines what pain level the character is at:

- 0 No pain
- 1-4 Discomfort - Minor irritant, a dull ache. Easy to ignore.
- 5-8 Hurt - Pain is very noticeable but character can do other actions without too much difficulty. Spellcasters must make a willpower check to avoid miscasting a spell or activating a power.
- 9-12 Suffering - Character has trouble concentrating, walking, and doing most normal tasks. Typically is bent over holding injured part of body. Can still do things if emergency requires it, but only slowly and deliberately. Consciousness goes to Dazed.
- 13-15 Agony - Character can do little else but cry in pain. Consciousness goes to Stunned.
- 16+ Shock - character barely conscious. Make a willpower check - failure indicates loss of consciousness, success indicates character is Stunned.

Some characters may have low pain thresholds, in which case the numbers may be lower. Others have higher thresholds and can sustain greater amounts of damage. The numbers above are typical for a hardened warrior.

REDUCING AND CONTROLLING PAIN LEVELS

A wounded character can spend one action resting to reduce his pain level. The character makes a willpower check. If this is successful his pain level moves to the next lower.

Consciousness

A typical fighter won't be worried about his consciousness level; it won't affect him unless it gets very low. But a mage will be concerned as it can affect his spellcasting ability.

Consciousness drops as a result of taking damage. Large amounts from a single blow, or consecutive blows reducing the total to zero will decrease the consciousness level.

IMPROVING CONSCIOUSNESS

A wounded character can spend an action resting to improve his consciousness level. The character makes a willpower check. If this is successful his consciousness level moves to the next higher. Unconscious characters cannot revive themselves, but another character can assist them in awakening. The referee will decide if it is successful.

Note that if the loss in consciousness was due to pain, then the character must first get his pain under control or the consciousness gain will be lost the following round.

Chapter 4: Units

Theory

Often it is necessary to deal with large numbers of nearly identical creatures. Since dealing with the large numbers of rolls and calculations would be extremely tedious and time consuming, the following rules for units are provided to simplify the process.

The essential idea behind these rules is that creatures fighting together in an organized band are more effective than they would be fighting alone because individuals can support and protect each other, and can coordinate their attacks to maximize their effectiveness. So while an individual soldier in a unit may not be nearly as good a warrior as a highly trained fighter, ten lowly skilled soldiers are quite a match for the fighter. At the same time, the total fighting effectiveness of the unit is reduced

by the fact that not all of the individuals in the unit will be able to attack all the time, and when they do, some of the other soldiers will get in the way.

To keep things simple and to keep the rules uniform it will be assumed that the fighting effectiveness of a group of men can be approximated by a single creature. In other words, the unit will attack, defend and take damage as though it were a single entity. The effectiveness of the unit is assumed to be a function of the number of individuals in the unit and the average effectiveness of a single member of the unit.

Unit Effectiveness

We will define a quantity called the *unit effectiveness*, or *UE*, which is dependent on the unit's leadership and its experience:

$$UE = \text{Soldiering} + \text{Commander's Leadership} / 2 + \text{Commander's Tactics} / 2$$

Note that UE will change when the unit's leader changes (i.e. gets killed). To prepare for this eventuality, a *secondary unit effectiveness*, SUE, which reflects the unit's UE when its leader is replaced, should be generated.

Unit Morale

A unit's base morale is calculated as follows:

$$\text{Morale} = 2 \times \text{Commander's Leadership} + \text{Soldiering} + \text{Esprit de Corps}$$

Where Esprit de Corps is a highly variable value particular to the unit, but generally following the following pattern:

Unit Nature	Esprit de Corps
Routed	0
Rabble	1-4
Irregulars	5-8
Regulars	8-12
Veterans	13-16
Elite	17-20

Heroes	21+
A number of factors can affect the unit's morale:	
Reduced to 50% of hit points	-2
Reduced to 25% of hit points	-3
Reduced to 10% of hit points	-4
Loss of leader	-4
Facing overwhelming odds	-4
Facing unexpected magic	-4
Facing undead unexpectedly	-2

All of the above modifiers are cumulative. For example, if a unit is unexpectedly hit by fireballs cast by a squad of powerful mages and reduced to 25% of its hit points, their morale plummets by (2+3+4+4) 13 points.

Morale checks may be required from time to time during the combat. These situations will be decided upon by the referee.

Command

Command is a trait that depends on the leadership skill of the person leading the group. A leaderless group of men has 0 command, though one of the men is allowed to take charge, using half of his soldiering skill. The higher the command, the better the unit will be able to remain a unit, and the more effective the unit will be at carrying out orders and taking initiative on the battlefield.

To make the group do something, a command check is required. Use d10 if the group is not occupied, d20 if the group is in combat, and d30 if the group is pinned down or dispersed.

Formations

Each unit will also have a set of planned offensive and defensive formations and battle plans developed and practiced prior to combat, and when under the direction of a tactically skilled commander, they can put these plans into action at precisely the right moment. Formations are invented by tacticians (who don't need to be present during the battle, or

even during training). Units can drill and train in the formation until they become fully proficient at it. Each of these formations will have six combat properties associated with it:

Formation Offense: This factor is added in to the attack score, and represents the effectiveness of the formation's attacking capability. The type of attack (melee, charge, missile, etc.) should be noted alongside this property. The maximum formation offense score is the tactician's tactics score.

Formation Range: The unit's primary attacking range determines how close the unit must be to an enemy before it can attack.

Formation Melee Defense: Tight formations work very well against regular foot soldiers. The maximum formation melee defense is half the tactician's tactics score. Alternately, if the formation is loose, the Formation Melee Defense is equal to the average unit defense (e.g. dodge or shield block).

Formation Charge Defense: Since massed charges are so dangerous to units, some formations include special defenses against charging foes. The maximum formation charge defense is half the tactician's tactics score. Alternately, if the formation is loose, the unit may use its average dodge defense score.

Formation Missile Defense: When facing archers, loose formations are better able to defend against being hit than a column, for instance. This parameter measures this ability. The maximum formation missile defense is half the tactician's tactics score. Alternately, if the formation is loose, the unit may use its average dodge defense score.

Unit Density: Certain kinds of attacks (magic and archery, for instance) are more effective against massed units. This parameter measures the average number of people are packed together in a 10x10 foot square.

The referee should also determine the amount of time needed to convert from one formation into another (it may take several rounds to set down bows and pick up shields and swords, for instance).

Also, some formations have special abilities associated with them. For example: Cannot be

stopped by longer reach weapons (perhaps because the unit simply pushes inward), causes extra pain, can snap spears and pikes, or provides extra defense against spells.

Scores

Knowing the above properties, one can then calculate the unit's combat scores:

Unit attack score = $\frac{1}{4}$ (UE + Formation Offense + average attack skill + morale)

Unit defense score = $\frac{1}{4}$ (UE + Formation Defense + average passive defense + morale)

Hit points are determined by summing up all the hitpoints of all the individuals in the unit, though it should be noted that reducing a unit to 0 HP doesn't mean everyone in the unit is dead, but that it has been defeated as a cohesive unit. Some members of the unit may die, others will run off, and some will stay. A good leader and/or well disciplined troops may be able to recover and regroup into another smaller unit.

Unit Combat

Just as in normal combat, the unit's controller can choose to divide up the attack into several separate attacks, or may decide to make a single, high powered attack. It should be apparent that using these rules, a group of nearly unskilled peasants could conceivably defeat an ogre. A mob of villagers could even destroy a small group of highly trained men. So in general, the battle will go to the larger side, though high skill can certainly turn the tide.

Pain doesn't need to be taken into account with units, but fatigue should be calculated.

Blast vs. Field Damage

Attack forms are treated in two different manners when applied to a unit: *regular attacks* and *field attacks*.

Regular attacks do a fixed amount of damage divided among individuals. The more people in the group, the less damage the group as a

whole will take. So for example, a giant's crushing footstep, a sword swing by a solitary fighter, an attack by an enemy unit, or a volley of arrows would all be regular attacks. Simply figure the damage that would have been done if the attack was done against a single creature and apply it to the group's hit points.

Field attacks are a little different. These are attacks that do damage personally regardless of the number of people in a unit. For example, a poisonous gas cloud or a huge fireball that encompasses the entire unit would be field attacks. In this case, find out what damage is done to each individual and subtract that from the average hit points; this is the new average hit points. Note how many uhp were lost before the field attack. Recalculate the new uhp based on the new average hit points and subtract the points lost previously.

For example, a unit of 100 men, each with 20 hp on average, meet a dragon in battle. The dragon attacks the unit and does 70 hp of damage with its claws. The unit had 100 uhp to begin with ($\sqrt{100} \times 20 \text{ hp} = 200 \text{ uhp}$), so they now have 130 uhp left. The next round the dragon breathes flame on the unit, doing 15 hp to each individual in the unit. The unit is now reduced to an average of 5 hp per man, giving them 50 uhp ($\sqrt{100} \times 5 = 50 \text{ uhp}$). The 70 uhp taken from the dragon's initial attack are subtracted off the total, leaving them with -20 uhp. The total damage the unit has taken is 220 uhp ($200 \text{ uhp} - (-20) = 220 \text{ uhp}$)

Physical Damage to Units

When a unit is reduced to 0 hp, it breaks. It is no longer able to make attacks or defend as a whole, nor can it move together. However, some members of the unit may survive, in which case they may attempt to regroup. Even if they do not regroup, after the battle it may be possible to recover some of the members.

First, calculate the number of casualties: Divide the total damage taken by the average hit points of an average soldier. This is how many soldiers are dead, mortally wounded, or otherwise permanently gone.

Next see if the group that is still alive will remain cohesive. Make a cohesiveness morale check. If successful, then the group will be able to reform but at a smaller number.

If the cohesiveness check is failed, half the group is lost either through surrender, desertion, or running to safety; a command check may be made at this point, which if successful will give the lost group a recovery morale check. If the recovery morale check is successful, the lost group will remain on the battlefield with the rest of the unit. In any case, the half that was not lost is still shaken and will need all will need a round to regroup. During regrouping, the unit cannot attack or defend; it may retreat while regrouping or stay in place (a command check is required to regroup while retreating, and if it fails, the group will not regroup that round).

Continuing the example from the previous section, the unit has taken a total of 220 uhp of damage. The number of casualties is 11 ($220 \text{ uhp} / 20 \text{ hp} = 11$). Of the 100 men, 89 remain alive. The group fails the cohesiveness morale check and breaks in two. 50 men remain in fighting form, the other 39 are lost. The commander fails the command check and the 39 soldiers flee into the woods to hide from the dragon's onslaught. Meanwhile, the fifty that remain try to regroup the next round. The commander decides to keep the unit in place while they regroup.

The next round the dragon attacks again with its claws and teeth, and since the unit is unable to defend itself, the dragon does 90 uhp. The groups' hit points are reduced to -40 this time and so must go through another morale check. This time the casualties are heavier ($90/5 = 18$) and the group is reduced to 32 men. Again the morale check is lost and 7 ($50/2-18$) men start to flee, but the commander makes a successful command check and brings them under control. He decides to pull his forces out from battle and the group starts to retreat while they regroup.

Luck is with him and the leader succeeds in making another command check the following round and the unit regroups and is able to defend itself against the dragon while it retreats to cover.

Chapter 5: Astral Combat

There are a variety of means to become astral. Some creatures, such as ghosts, are naturally so. Others must use magic to reach this state.

When in astral form, beings typically take on their idealized form. Magical items usually have a form in astral space, though the appearance can differ from its physical form. Non-magical equipment will not appear in the astral world, but the individual can form any garments or ornaments he wants, simply by willing it. Willed items don't have any magical or armor value, though, they're just for looks.

Combat in astral form is significantly different than in the physical world. For starters, strength, agility, and health are meaningless. Combat abilities are derived from essence, intelligence, and willpower. Fatigue and consciousness loss do not happen the same way in astral space, though pain and sanity changes still do. A new damage trait is reality. The lower a character's reality score becomes, the weaker he becomes in the astral world. When it reaches zero, he is pushed back into the physical world. Each point of reality lost causes one real hit point to be lost.

Damage taken in astral combat affects fatigue levels in the real world, but not hit points.

Spell casting in astral space is also much different. Spells are treated as physical creations that slowly move toward their destination. Astral beings can "fight" the spell to delay it from reaching its destination, and can even destroy it if they're real good.

[BHTODO: Special Astral Combat skills]

PART III: MAGIC

See the Lexicon of the Arcane!

PART IV: RELIGION

Chapter 1: Ordination and The Calling

In most religions there is a differentiation made between the laity (the followers or novices) and the clergy (or elders, or priest class, or guru or whatever.) The process of becoming an “expert” is often formalized or ceremonialized and those that have been through this process are termed *ordained*.

Now, just because someone is accepted into the clergy does not necessarily mean that the individual has been accepted by the god as a carrier of his power. Those that have been accepted by the god are said to have been *called*. These individuals often are imbued with special powers, skills, or knowledge by the god.

Of course, it is best to be both called and ordained, but this does not happen often for several reasons. First, a member of the clergy has skills and knowledge that allow him to do his job quite well without any additional powers; simply repeating scripture does not require the ability to part water, for example. Second, gods often call upon lesser clergy or laity because the tasks he needs accomplished are at odds with or incompatible with the mission of the established religion. For example, he may wish to root out corruption or change a theological doctrine.

To be an ordained priest, a character must either start with a clerical profession or actively seek acceptance into the order. There’s no sure way to gain a calling; fasting and meditating is an oft tried technique, though a more successful

method is to become a hermit for several years. Drugs, near death experiences, magical ceremonies, and holy items or places often help achieve contact with one’s god.

Chapter 2: Belief and Piety

The power of a priest lies with his belief in his god and his dedication to following the god’s law unquestioningly. All characters, even non-clerical characters, have a *piety* rating. This value is a measure of the character’s “standing” with the god.

Most gods want to be worshipped. There’s a variety of reasons for why they need followers, but suffice it to say that it is in the god’s best interest to have many followers. Different gods have various techniques for encouraging this worship; some use the fear of divine retribution, others reward those who are dedicated to the belief, and most award a few of their most ardent followers with the ability to call upon the deity to cast spells.

A character increases his piety by following the god’s laws and rules, converting new worshippers, and serving as an example of what the god holds to be ideal behavior for his followers. A good aligned god would look kindly upon a worshipper who consistently helped strangers in need, assisted the poor, or actively sought out and exposed evil. An evil god might reward a follower who exhibited great power, brought masses of followers in through threats, or erected huge temples for performing sacrifices.

Consistently performing actions that are opposed to the god will surely displease him and typically cause a loss in piety levels. Doing a particularly wrong thing could eliminate all piety points, effectively stripping the character of all his godly favors.

Chapter 3: Prayers and Spellcasting

The magic wielded by priests follows the same physics as the magic used by mages. The difference lies in who actually casts the spell; with priests it is the god (or one of the god's avatars, servants, or spiritual beings) who casts the spell. This provides several benefits: First, the cleric doesn't suffer fatigue or damage from a failed spell; second, the cleric doesn't need to worry about the details of how the spell is cast, only how to express the "directions" on how the spell should function; third, the cleric has at his disposal a larger number of prepared spells; he simply needs to know the right way to ask his god for them.

Of course, there are a few disadvantages to clerical magic. Since the god is doing the spell casting the priest doesn't have as much control over the spell's effect. Also, he is at the mercy of the god to get the spell cast. If the god is displeased with the cleric, or simply feels that an expression of power is unwarranted, then the cleric will be left without a spell. Gods do not like to expend their energies on frivolous tasks and many refuse to perform beneficial acts upon non-worshippers.

While anyone may pray for godly intervention in the form of spells or miracles, only ordained or called members of the religion can do so on a regular basis.

Mechanics

When the priest wishes for a spell, he must first recite a prayer to his god, expressing his desire for the particular spell and the effect he wishes. The character will have a rating in the particular prayer recital, and he must roll a die or dice against this score to see if he performed the prayer correctly. Nothing bad happens if the prayer is mis-said; in fact, nothing happens at all. If the roll is successful then the spell goes off as desired.

All clerical spells have a *minimum piety level* associated with them. The priest may attempt to cast a spell with a higher minimum piety level than his current piety as long as it is less than twice his level, but regardless of the success or failure of the prayer, he will automatically lose a number of piety levels equal to the difference.

Priests can also lose piety levels by requesting too many spells, especially if the spells are used for inconsequential or non-holy purposes. There is no exact limit; rather, it depends on the tolerance of the god and the particular situation. The referee will adjudicate excessive spell use on a case-by-case basis.

EXAMPLE

If a character with a piety of 5 attempts to intone a prayer with a minimum piety level of 11, the god will simply ignore him. If he attempts to intone a prayer with a minimum piety level of 7, then he rolls against the prayer and reduces his piety level by 2 points to 3.

PART V: PSIONICS

There are a number of different types of psionics. In general, a psionist is only skilled in one group, though bi-power psionists are not completely unknown. Many psionic abilities can be achieved through more than one means. For example, a metabolic psionist character could boost his strength temporarily by increasing adrenaline flow from glands to inhuman levels; a telekinetic could accomplish the increased strength by using telekinesis to assist his muscles in manipulating his bones, or could apply telekinetic force to levitate an object, making it easier to manipulate it with his own muscles. A telepath could access the parts of his brain which control adrenaline and “psych” himself into the feat. A clairvoyant, on the other hand, has no real way to increase his strength. Also, the efficiency of the strength gain varies between the different methods. The telekinetic method is the simplest and safest, and is virtually unlimited in the maximum strength it can control, but it requires constant concentration to keep the limbs moving in the correct directions. The metabolic method does not require as much concentration, and it can increase the strength to whatever limits bones and muscle allow. The telepathic method is least effective, as it cannot direct the adrenaline - it can only adjust the volume, so to speak; thus the strength gains are not as great, and the side effects are worse. It also requires a degree of concentration to keep the “psyching” up.

Psionic combat is generally conducted by telepathic psionists. Most psionists have defenses against these attacks, but their relative effectiveness varies. Telepaths have the best defenses, as they understand their own brain like nothing else. Clairvoyants are able to see the attack coming and this gives them time to think just the right thought to throw the attack off. Metabolic psionists are able to damp or increase brain activity, thus possibly confusing or misdirecting the attack, but can do little specifically to stop the attack. Telekinetics have the weakest defenses. If they can see the attacker, they can telekinetically prod and poke

and shake him to try to disturb their concentration, or they can levitate pieces of metal around either person’s head to try to block the electromagnetic brain signals. The effectiveness varies, as well. Telepaths are the most effective and efficient. Clairvoyants are not as effective but are quite efficient with no side effects. Metabolics can be very effective, but are not as efficient and could have significant side effects (like passing out). Telekinetics are the least effective and the least efficient, but they have no side effects and can be used against attackers not attacking themselves.

There are several types of psionic powers. There is a process called 'gifting' where the character's psionic ability appears and can be controlled. Those who have not been 'gifted' but who still have strong psionic potential may still exhibit a few involuntary talents.

At the start of the game a character may have psionic abilities and may even be gifted even if he does not choose one of the psionic classes. First, calculate the following:

$$\text{Potential} = 2 \times \text{Essense} + \text{Luck} + \text{Health} - \text{Will} - 50$$

If this score is negative, the character does not have natural psionic abilities of any sort. If the number is positive then the character does have natural psionic abilities.

Now subtract a d20 roll from the Potential. If the number is positive (i.e. if the die roll is less than the Potential) then the character has been gifted. The difference is the number of powers he has activated. If the difference is negative, then the character has not been gifted, but will exhibit involuntary talents.

All psionic powers have skills associated with them. Psionic powers always go off when activated, the trick is being able to control them. A character makes a skill check when activating the power. If successful, the power goes off normally. If unsuccessful then activation cost is doubled. If the character can still pay the cost he must do so, and the power goes off, but

erratically, perhaps missing its target or simply not being as precise as it should. If he cannot pay the cost, then he pays as much as he can and decreases his consciousness level by the difference.

If the character is disturbed between activating the power and making his skill check, he must make a willpower check or automatically fail the skill roll.

Psionics

A character's *psionic potential* is a measure of how strong the character's innate psionic abilities are. This is equal to the number of unused/unallocated essence points that the character has.

The *psionic rating* is generally 1 or 2 for starting characters and rarely increases above 4 or 5. Psionic masters might have an 8, and super powerful psionic beings may have up to a 10 rating. Increasing the psionic rating involves a great deal of training, special regimens, meditation, and discipline.

Characters have a number of *psi-points* (ΨP) equal to their psionic rating times their psionic potential. Using psionic powers requires expenditure of these points. When the character no longer has these points, he can no longer perform psionic actions.

To perform a psionic action the character must roll against a skill rating to successfully activate and control the power, and he must decide how strong to make the power; he cannot make the power any stronger than his psionic potential, and if he activates it at a power higher than his psionic rating and fails his skill roll then there is a good chance he will damage himself. Regardless of the success or failure he must deduct the required psi-points from his total.

Psychokinetics

Pathways: Energetics

Healing: Ability to repair damaged tissue in another person or oneself.

Psychometabolics

These skills involve the knowledge of one's own body. It allows fine control, regulation, and manipulation of bodily processes.

Pathways: Psychokinetics

Metabolism Control: Control of blood flow, digestion, respiration, etc. The psionicist can slow the processes to reduce nourishment requirements, slow the effects of poison, reduce the need for air, etc. Powerful users of this ability can even slow their body to a death-like trance. Or the psionicist can increase his metabolism rates to temporarily increase his body's strength, his mind's intelligence, or his sense's perception, for example.

Telepathics

Telepathy is the ability to send one's mind or thoughts outside one's body.

Pathways: Energetics

Astral Perception

Aura Sense Ability to look at someone's aura - detects evil/good intent, dishonesty, sickness,

Clairvoyance Can see through objects or at long distances.

Clairaudience Can hear through objects or at long distances.

Transference: Ability to transfer pain and fatigue between oneself and another. At its most powerful, this ability allows actual transference of physical damage.

Teleportics

These abilities are the ability to move matter from one point in space to another.

Pathways: Energetics

Temporics

These abilities involve seeing through time - forwards or backwards.

Precognition The ability to see into the future. At the lowest power this is only accomplished while sleeping and only in vague and clouded visions. At the most powerful, this ability allows determination of exact events as desired.

Energetics

The ability to manipulate energy is known as Energetics. These powers are very fundamental and can be extremely powerful.

Pathways: Telepathics, Teleportics, Psychokinetics

Energy Absorption Allows a psionist to increase the number of power points he has available by removing energy from his surroundings. Typically this is in the form of heat from the surrounding air or fires. The psionist can also draw this power from electric energy, bright light, plant or animal life, and the planes of power.

Energy Conversion Allows psionist to convert psionic energy into magical energy.

Lightning This is the ability to project shocking electricity from one's body. It is typically used as an attack, shooting forth from one's fingers to a metal armored foe.

Photokinetics The ability to manipulate light. This allows the psionist to make himself invisible, but it can also be used to redirect bright lights into the face of the foe, thus temporarily blinding him. The most skilled photokineticists can actually create simple illusions out of light

Rewire The ability to manipulate the energy flowing through another person's brain fundamentally. It is too low level to carry out complex actions, but the skilled psionist can reconstruct a badly damaged brain - or can severely scramble another being's mind. A less skilled psionist can use the power to confuse or stun an opponent for a few rounds while their brain reorganizes itself. This can be useful on one's friends if they come under the control of another being.

Shocking Shield The psionist can create an electrically charged field around himself. At the lowest levels this can be useful for stunning swarming insects or small rodents. At higher levels it protects against other energy Attacks and can shock anyone who contacts the field with a metal object.

PART VI: ADVENTURING

Chapter 1: Travel

The basic movement rate for humans is 10 miles per day. This assumes that the character is weighted down with adventuring gear and/or treasure, is traveling by foot on trails, fields, or light forest, and is moving at a moderate pace. The actual travel period is 8 hours.

Table 1: Movement Rates and Fatigue

	<i>Standard day</i>	<i>Long day</i>	<i>All day</i>
Slow pace	7.5 miles / 8 hr day No fatigue	10 miles / 12 hour day No fatigue	15 miles / 20 hour day Light fatigue
Moderate pace	10 miles / 8 hr day No fatigue	15 miles / 12 hour day Light fatigue	20 miles / 20 hour day Moderate fatigue
Fast pace	15 miles / 8 hr day Light fatigue	20 miles / 12 hour day Moderate fatigue	
Running	20 miles / 8 hr day Extreme fatigue		
Horse - slow pace	10 miles / 8 hr day Horse: No fatigue Rider: No fatigue	15 miles / 12 hour day Horse: No fatigue Rider: No fatigue	20 miles / 20 hr day Horse: Light fatigue Rider: Light fatigue
Horse - moderate pace	15 miles / 8 hr day Horse: No fatigue Rider: No fatigue	20 miles / 12 hour day Horse: Light fatigue Rider: No fatigue	30 miles / 20 hr day Horse: Moderate fatigue Rider: Light fatigue
Horse - fast pace	20 miles / 8 hr day Horse: Light fatigue Rider: No fatigue	30 miles / 12 hour day Horse: Moderate fatigue Rider: Light fatigue	35 miles / 20 hr day Horse: Extreme fatigue Rider: Moderate fatigue
Horse - galloping	30 miles / 8 hr day Horse: Extreme fatigue Rider: Moderate fatigue		

Table 2: Movement Rate and Fatigue Modifiers

Very light encumbrance	Fatigue reduced by one level
Very heavy encumbrance	Fatigue increased by one level
Hot or cold weather	Fatigue increased by one level
Lack of supplies (food, water, shoes, etc.)	Fatigue increased by one level
Successful endurance skill check	Fatigue decreased by one level
Rough terrain (forest, scrub, overgrowth)	Fatigue increased by one level On foot running not possible On horse, fast pace and galloping not possible
Difficult terrain (swamp, snow, rocks, jungle)	Fatigue increased by two levels On foot, fast pace and running not possible On horse, moderate, fast, and gallop not possible
Flat, paved road (Roman style road)	Increases daily movement rate by 5 miles

Different species may have different movement rates. The movement capabilities of that

creature can be derived by analogy with the human and horse capabilities.

If the characters travel 12 hours per day, they will have time to set camp, eat, and get a full night's rest, but anyone left on guard duty for the night will not be able to rest fully. Traveling for 20 hours allows time for short breaks and eating, but not enough time to get any sleep.

Traveling for 12 hours on horses at a moderate or fast pace works well because at the end of the travel day the horses can immediately be allowed to rest, while the riders do not need as much rest and can spend time on guard duty.

Chapter 2: Detection

Eyesight

HEAT VISION

This is the ability to distinguish between different levels of heat.

NIGHT VISION

This kind of vision allows the individual to see very well in very dim light.

ETHERSIGHT

Some individuals are capable of making out ethereal forms.

SECRET DOORS

Secret doors are typically found by making a successful Detection check. Some secret doors are harder to find than others; a successful Detection check may only reveal something odd about the wall, or may reveal nothing at all. This check is a "quick look" type of check and only takes ten seconds per 10'x10' surface (so a 60' long, 10' high, 10' wide corridor would take 4 minutes to search both walls, the floor, and the ceiling.)

If the Detection check fails, then all is not lost. This simply means that the character hasn't noticed anything odd about the area he's

looking at. There are two ways that the character can further analyze the area:

- 1) A character with a good knowledge of construction techniques can use that knowledge to detect oddities in the workmanship. Masonry can be used on brick walls, Carpentry on wooden walls, Stonecutting on walls hewn out of solid stone, Mining for tunnels, and so forth. A successful check against one of these skills reveals the presence of a secret door, but it takes 1 minute per 10'x10' surface.
- 2) A character with a good theoretical background can sometimes determine if a secret room is likely to be present. Architecture, Engineering, Geometry, or Logic can be used, but the roll is on d30, not d20. Success does not reveal the location of the door, only whether or not a secret room is likely to be present. Also, the character must have a thorough knowledge about the surrounding rooms. It takes 10 minutes to make this check, but only needs to be done once per room.

Chapter 3: Feats

Characters may wish to lift, bend or break things. Each character will have a limit based on their strength. Up to this limit they are automatically successful. They may attempt to lift or bend items up to twice their limit in weight or strength, but must make a strength check. The following list shows the limits based on strength:

Lift or carry: 25 times the strength score in pounds.

Drag: Assuming the surface is relatively smooth, character can drag 50 times his strength score in pounds.

Shove, push, shift: Extremely heavy items can be pushed over or tipped if the character is well braced or has a running start. He can manhandle 100 times his strength.

Bending, breaking: Character can apply a force of 25 times his strength in pounds.

Of course, various situations will require adjustment to suit the conditions. For example,

if a cart is used then more weight can be dragged, or if a lever is used then the character can move more mass.

STRENGTH CHECKS

When the item to be lifted or bent has a weight or strength between one and two times the character's limit, a strength check should be made. Roll d20 and subtract the result from the character's strength score to get the delta. Multiply the delta by 25 lbs to find out the additional force the character has achieved.

There are also times when one creature's strength is pitted against another. Each individual makes a strength check and compares deltas. Whomever managed a higher delta is the winner of the check. In the case of a tie, redo the test.

WEIGHTS OF MATERIAL

Sometimes in the campaign it is important to estimate the weights of large items such as anvils or boulders. The following list should give a feel for how much different materials weigh. For very impure or irregular substances like dirt or snow the actual weight may vary substantially. The weight of wood is much greater if it is waterlogged or still green; the numbers shown assume that the wood is dry.

Air 1'x1'x1'	0.08 lbs
Brick 1'x1'x1':	125 lbs
Granite or marble block 1'x1'x1':	175 lbs
Granite boulder 10' dia:	100,000 lbs
Paper stack 1'x1'x1':	50 lbs
Mud 1'x1'x1':	100 lbs
Packed dirt 1'x1'x1':	75 lbs
Peat or turf 1'x1'x1':	25 lbs
Iron pole 1" dia x 10' long:	25 lbs
Iron or steel block 1'x1'x1':	500 lbs
Copper block 1'x1'x1':	550 lbs
Silver block 1'x1'x1':	660 lbs
Gold block 1'x1'x1':	1200 lbs
Glass block 1'x1'x1':	150 lbs
Red wood or fir block 1'x1'x1':	30 lbs
Oak or walnut block 1'x1'x1':	40 lbs
Maple or cherry block 1'x1'x1':	50 lbs
Freshly fallen snow 1'x1'x1':	8 lbs
Packed snow 1'x1'x1':	25 lbs
Water 1'x1'x1':	62 lbs

Oil 1'x1'x1': 50 lbs

STRENGTH OF MATERIALS

The following list shows typical amounts of force required to break or open items that adventurers would typically encounter.

Breaking welded gate or portcullis bars	300 lbs
Bending ½" thick, 2' long iron bars	200 lbs
Bending ½" thick, 2' long steel bars	300 lbs
Bending ½" thick, 4' long iron bars	100 lbs
Bending ½" thick, 4' long steel bars	170 lbs
Bending 1" thick, 4' long iron bars	800 lbs
Bending 1" thick, 4' long steel bars	1300 lbs
Breaking ½" thick 4' long oak boards	200 lbs
Breaking 1" thick 4' long oak boards	900 lbs
Pulling bars from loose concrete	250 lbs
Pulling bars from stone or hard concrete	500 lbs
Busting down a normal door	200 lbs
Busting down a sturdy or swollen door	300 lbs
Busting down a reinforced door	500 lbs

Chapter 4: Equipment

Armor

DEXTERITY PENALTIES

Draping oneself with heavy metal can make it difficult to perform tasks requiring grace and precision. Every armor type has associated with it a dexterity penalty. This value is applied to any skill requiring careful movements, such as playing a musical instrument, gesticulating for a spell, performing a craft skill, or performing athletic skills.

Most weapon and attack skills are unaffected by the armor's dexterity penalty. There are several exceptions where the dexterity penalty must be applied: Dodge defense actions, parry actions and all missile weapon attack actions except crossbow and blowgun.

FATIGUE PENALTIES

Certain kinds of armor are difficult to wear and are more fatiguing in combat than others.

Because of this, each armor has a fatigue rating associated with it. This must be applied to all fatigue checks made while wearing the armor.

DONNING AND REMOVING

Each type of armor is given a donning time. This is the typical amount of time that it takes to put on the armor properly.

In an emergency the armor can be put on twice as fast, but it will provide half the passive defense and damage reduction, and the dexterity and fatigue penalties will be doubled.

The minimum time to properly remove the armor is equal to the donning time. In an emergency this time can be halved, but it will mean cutting straps, bending and breaking clasps, and so forth, thus making the armor unusable without being extensively repaired.

SLEEPING IN ARMOR

Because putting on armor is so time consuming, adventurers will often choose to sleep in their armor. The first few times this is done the experience is quite unpleasant; the character will be fatigued and sore. But with time one becomes used to the discomfort.

In game terms there is only one drawback to sleeping in one's armor: Each night that the character sleeps in his armor, he takes 1 hp damage. Obviously, this will slow down the healing process and could be a significant problem for a character with a low health score. Unlike most damage, this armor damage can be healed the same night that it is taken; thus an unwounded character need only make his health check by 2 to avoid sustaining any damage.

DEFENSIVE PROPERTIES

Protection vs. other kinds of attacks - electric, fire, heat, cold, etc.

SPIKED OR BLADED ARMOR

Plated armor can be covered with spikes, blades or metal thorns. This will cause damage to anyone attempting wrestling maneuvers against

the character. The downside is that adding these things reduces the normal passive defense rating and increases the cost to buy and maintain.

Spiked armor does d3 points slashing damage to anyone grappled or locked. Spiking doubles the cost of purchase and triples the cost of maintenance, and it reduces the passive defense by a quarter.

Thorned armor consists of longer, sharper spikes than spiked armor, and has a bizarre thorny appearance. This armor causes d6 points of damage the first round a foe is grappled but none thereafter. Also, the thorns have a tendency to break off (thus requiring more frequent repairs) or get hung up on things (falling on a wooden floor tends to be quite humorous.)

Chapter 5: Dangers

Blindness

PARTIAL BLINDNESS

-4 to all skill rolls dependent on sight. No penalty to defenses.

COMPLETE BLINDNESS

All of a character's sight-dependent skills are reduced to the character's blindfighting score.

Falling

Characters take d6 points damage per 10 feet fallen, up to 100 feet. For human-sized individuals, damage from falls greater than 150 feet is 15d6, as that is the point when terminal velocity is reached. Armor will reduce the total damage taken by its DR value.

Storm Effects

HAIL

½" hail does d4 hp per round. 1½" hail does d6 hp/rnd.

LIGHTNING STRIKE

50% chance of death for humanlike creatures, plus loss of 4d6 hp damage.

Heat

SUNBURN

Bad sunburn: d3 hp

Severe sunburn: 2d4 hp

GENERAL HEAT

Each half hour one's body is completely immersed in extreme heat does damage as follows: $\text{dam} = (\text{deg above body temp})/5$. Each 4 hp heat damage taken also causes a level of fatigue.

Cold

Low temperatures cause two kinds of damage. Hypothermia arises through the loss of core body heat and leads to fatigue and possibly death. Freezing of the tissue of extremities can kill the cells and lead to gangrene.

Long duration exposure to relatively low temperatures (between 0° and 32° F) will cause the loss of d3 hp every eight hours. Colder temperatures and wind chill incurs more frequent damage.

The most common way to protect against extreme cold is to wear heavy wool clothing. This can reduce or eliminate the damage, but it will cause extra fatigue. Also, these clothes do not breath very well and the character will find himself drenched in sweat if he performs heavy action (such as hiking through the snow).

It is a bad idea to wear metal armor in place of or in addition to warm clothing. Not only does the fatigue of wearing heavy armor sap energy and increase sweating, it acts as a heat sink, drawing warmth from one's body and radiating it to the surrounding air. The padding typically used with armor is designed to cushion blows, not retain heat; if anything, its design would promote air circulation for cooling. Even if this underpadding is removed and replaced with insulating materials, there is not enough room between armor and skin to put enough insulation to make a difference.

In cultures where winter battle is common, special kinds of armor are available that provide warmth as well as protection. These armors are bulkier, more fatiguing, and less damage reducing than standard armors, but they provide as much cold protection as standard protective gear.

In general, cold damage per half hour is $\text{dam} = (\text{deg below freezing})/10$. Each 4 hp taken also causes the loss of one level of fatigue.

Poison

Poisons come in four varieties: Ingested, injected, contact, and gas. Quantities of poison are measured in doses. After the onset time has passed, the effects will occur.

DAMAGE OR EFFECTS

In addition to simply causing loss of hit points, poisons can cause pain, fatigue, attribute loss, infection, and toxicosis. The description of the poison will give more detail about the effects.

ANTIDOTES AND TREATMENT

Antidotes are the most certain way of countering poison damage. Except for cases of toxicosis, antidotes are useless if applied after the effect has occurred.

Once damage from poison has occurred, the best way to treat it is with herbs. Several herbs are suited for helping the body rid itself of poisons. Beyond this, rest and plenty of water are the best ways to heal.

DETECTION

Some poisons are visually or tactually detectable, or just plain smell. An automatic detection check is allowed in these cases, modified by how well the character is familiar with the poison and how easy the poison is to detect. Most poisons are designed to be difficult to detect; these can only be discovered if the character actively checks for them, and is modified by familiarity and difficulty.

TOXICOSIS

Drowning & Suffocation

A character can automatically hold his breath under water for a number of minutes dependent on his Health score.

Holding breath underwater:
Time (min) = health/3.

Holding breath above water:
Time(min) = health/5

Make health check each minute thereafter, halving the check each time. The amount the roll is failed by is the hp damage taken.

Fire - Engulfed

2d6 + heat damage (typ. 2 hp/min)

- one pass through: d3
- one round: d6

Impacts

Damage from any sort of impact can be calculated from physical principles. These formulas apply only to effects that will result in *blunt trauma* such as clubs, falling rocks, or falling to the ground from a height, but not for determining the damage caused by swords or arrows.

In the following equation, v is the velocity of the moving object, m the mass of that object, t the duration of the collision, and A the area of effect on the subject.

$$\text{Damage} = \frac{\frac{1}{2}mv^2}{(6500 \text{ lbm/s})At} d6$$

This equation assumes that the collision time for most things is 1 second, but for falls it is 2 seconds. It also uses the following area of effects for various weapons:

- 5 ft² Human body hitting ground
- 2 ft² Falling debris, rain, hail, etc.
- 1 ft² Large objects
- 0.2 ft² Small objects, including melee weapons

Crushing

Falling objects do (wt/10 lb x dist/10 yds)d6.

For example, a 20 lb rock falling 50 yards onto someone's head will cause (2 x 5)d6 = 10d6 points of damage.

Starvation

A health check must be made each day. If failed, the maximum fatigue level allowed to the character is reduced by one and the character takes d3 hp damage.

Thirst

The body needs about 5 quarts of water each day, less if the level of physical activity is low, more if in a hot, dry climate.

A health check must be made each day, penalized by two points for each day spent without water. If failed, the maximum fatigue level allowed to the character is reduced by one and the character takes d6 hp damage.

Organ damage

Removal of a vital organ (lungs, heart, liver, etc.) will cause death within minutes or hours.

Insertion of a foreign object into one's organs causes 2d20 hp damage, plus the character must make a health check or lose d6 points health, permanently.

Squeezing the heart causes 2d6 hp per round, plus the victim must make a strength check or permanently lose a hit point.

Arterial Wound

If one of the body's main blood arteries is severed, it will gush blood at a rate of d4 pts / rnd until the character reaches death. If the character spends the round holding the wound closed, the damage will be weakened (roll two damage rolls and use the lower of the two). If a heavy cloth or bandage is also used, the damage is further reduced by one point.

The bleeding can only be ended by clamping the artery down and constricting the flow. This can be done in a variety of means, but a typical approach is to pinch the artery upstream of the wound through direct application of force by hand. This requires a successful medical aide check once a round; if successful the damage is prevented. Magical or surgical means of clamping the bleeding artery can also be employed.

Once clamped, the artery must be knitted back together. This is easily done using surgical methods (minor surgery if the limb below the wound is amputated or if the arterial wound is very slight, or major surgery if the limb is to be saved). Magical means can also be employed to heal the artery.

If left to heal naturally, the victim's chances of success are very low: If the artery is left clamped, then a Health check must be made every 24 hours, halving the score each time; when failed, gangrene will set in, making the wound doubly infected and causing d6 toxicosis points each day thereafter, until the limb is removed or the character dies. If the artery is allowed to periodically bleed for 2d6 points, then the Health check score is not halved for that day.

Broken Bones

Any time the character receives more than 50% of his total hit points in bludgeoning damage to one area of his body, he suffers a chance of a broken bone. He must succeed a health check to prevent this from happening.

A limb that is broken cannot be used - it essentially has strength 0.

Disease

Except in times of serious trouble, most people die not of wounds, burns, or poisons, but of disease. Adventurers, who frequent disease infested places such as burial chambers, sewers, and animal lairs, stand a good chance of contracting a disease.

Diseases can be caused by a variety of sources. The most common are *biologic infections*. These are caused by a parasite or virus and are sometimes quite contagious. Sometimes the parasites are so small that they can't be easily seen. A more serious illness is a *plague*. These are similar in many ways to infectious diseases, but they are caught and transmitted at the will of a god, demon, wizard, or other supernatural power. *Ontic* diseases are ones that afflict one's soul or being; these diseases are rare but very serious. They are typically caused by evil spirits, magical parasites, or exposure to strong sources of magical energies and manifest themselves in a very wide variety of ways, including magical effects such as glowing skin or immateriality. *Disorders* are simply injuries or afflictions that the human body naturally undergoes. They are caused by imbalance of fluids, lack or excess of a particular mineral or nutrient, or as punishment by a god for incorrect living.

BIOLGIC INFECTIONS

The referee will decide the chance of contracting a biological disease. A character's health, the intensity of exposure, and type of disease are all factors that will affect the roll.

Biologic pathogens are most frequently found in host, moist, and/or filthy areas, such as crowded cities, ships, swamps, jungles, or sewers. Hospitals, cemeteries, and other places of the sick and dead are also very good places to catch diseases. Polluted water, garbage, improperly cooked food, and carrion are all good sources of parasites.

Chapter 6: Healing

Each day that a character remains wounded, he must make a health check and divide the delta by four to find the number of hit points that the character heals or loses due to infection. However, the amount of damage taken cannot be greater than the amount he is deficient.

Rest vs. Activity

A wounded character should remain bedridden. He is likely to reopen or irritate partially healed wounds if he engages in strenuous activities, heavy labor, or fighting.

If the character spends the day in bed then he can make two health checks and choose the better of the two rolls.

On the other hand, if the character is engaged in heavy work (sustains moderate or worse fatigue) or intense combat then he must make two health checks and take the worse of the two.

Infection

The referee may declare that a character has a serious infection if the character fails several healing checks in a row, is in dirty or squalid conditions, or has sustained wounds from a disease ridden source (rats, etc.) In these cases, the above rolls are subjected to a penalty of some amount, typically -4.

Note that infections can be cumulative. Also, there are a few exceptionally dirty animals that cause doubly infectious damage. This means that the character is -8 on healing checks.

The use of leeches will cause a loss of 1 hp but will reduce infection penalties by two points. Other herbs and techniques can be used to remove infections.

Toxicosis

Poisons and severe infections sometimes remain with the body, continually causing damage for an extended period of time. When the toxin is introduced, the player is assigned a number of *toxin points*. Each day the character suffers the effects of the poison (damage, fatigue, pain, etc.) and must make a health check on d20. The toxin points are decreased by the delta of the roll (failed rolls do not increase the number of toxic points, thankfully!) Toxicosis will continue until the toxic points have reached zero or the character is dead.

Healing checks are required during this process and are conducted as normal.

Broken Bones

Due to combat, falling, or other means, a character can suffer from fractures. Bone breaks take longer to heal than simple flesh wounds.

A bone that has been set by a doctor requires a month to fully knit. One that has not been set takes twice as long to knit, and stands a good chance of leaving the character crippled; roll a luck check - failure indicates the bone sets badly, thus causing the permanent loss of 1 point of strength.

Nursing

Being under the care of a nurse or doctor can help aid the healing process. If the character fails his health check and if he has been treated by a nurse for the entire day, then the nurse may make a nursing check to prevent the character from taking any damage that day.

Herbalism

The herbalist skill itself does not give any direct benefit to the healing process, but often the herbalist knows of certain plants that can be useful to aid in some situations. It is assumed in the nursing skill that the medical aid knows about general poultices and pain relievers. The herbalist knows about these common plants, but also knows how to prepare them more potently, or knows of more specialized or more powerful herbs or drugs.

The exact effects of these plants will be provided by the referee, but here are some suggestions: Bonuses to the health roll, reduction of damage taken by infection or elimination of infection altogether, allowing extra health checks or extra nursing checks, neutralization of poisons, bonuses or extra rolls for healing burns, allowing healing rolls to be made more or less frequently, reduction of pain, increasing or decreasing consciousness, decreasing fatigue, etc. Of course, many if not most of these substances will also have side effects...

Minor Surgery

Going to a doctor in the middle ages was sometimes more dangerous than not going, as medical science was a thing of the future, and treatments were often founded on erroneous theory or poor observations. But not all medicine was bad. Many of the simpler tasks such as setting bones, cutting out infection, and stitching surface wounds was well understood.

Open wounds, broken bones, and infections may be treated using minor surgery. Stitches will reduce the chance that open wounds will become infected (giving a +4 on all subsequent healing checks), setting broken bones will make them knit properly (if the bones are not set within a few days of being broken, then they will need to be re-broken, doing d4 points of damage), and treating infections involves cutting away the diseased portions of skin, doing various amounts of damage but reducing the infection effects by 4 points (in worst cases, where the subject has been suffering significant

infection damage for many days, whole limbs or organs will need to be removed.) In all cases, the doctor must succeed his surgery skill. Failure indicates a further loss of d4 hit points through bad practice and a chance of infection; the patient must succeed a health check or become infected (-4 to subsequent healing checks.)

Major Surgery

Involves stitching, cutting, etc. to help the healing process along. The doctor makes his skill check and notes how much he succeeds or fails by.

If the doctor fails, then the patient loses a number of hit points equal to the amount the doctor failed by. This represents accidental punctures, excessive blood loss, or simple ineptitude. The patient must also make a health check or become infected (-4 on subsequent die rolls).

If the doctor is successful, the patient immediately gains back half of the physical damage sustained (e.g. damage from cuts, breaks, and stabs) but he takes d6 points of damage from the procedure.

Because of unsterile conditions in most operating rooms, the character has a much greater chance of contracting a serious internal infection, typically 25-50%.

Medical Aide

This skill is only useful on the battlefield to stabilize victims and to minimize the damage sustained. On an untreated victim who has taken damage within the last minute or so, a successful medical aid check does one of the following (aid's choice):

- Stops bleeding
- Restores use of a disabled limb for light use (i.e. walking, but no combat!)
- Increases consciousness level by one (not cumulative)
- Decreases pain level by one (not cumulative)

Clean wounds - gives a +2 on the next healing roll for restoring this damage

Chapter 7: Meteorology

Weather, Mana, Cosmos, and Luck

In mundane worlds meteorology is simply the study of the weather: sun, rain and storms. But it has been found that on worlds where magic is common, magical energies seem to shrink and grow, or rage forth much like the weather. There has also been some evidence that the two phenomenon interact at some level.

The heavens above the atmosphere are the realm of the astronomers, cosmologists, and astrologers. Everyone knows that the weather has an effect on one's physical self, but few realize the importance of the heavens to one's psychological self. One's soul is directly affected by the order of the universe.

ATMOS

The weather, mana, and associated phenomena are all characteristics of the *atmos*.

Prediction

The skill of meteorology is used to determine future conditions of the *atmos*. If a player wishes to predict a future weather or mana pattern, the referee first generates the information, then makes a check against the character's meteorology skill. If successful the referee provides the correct info; if unsuccessful he provides erroneous information.

Generation

The following table can be used to determine a given day's weather:

- | | |
|---|--|
| 1 | Snow |
| 2 | Storm (wind, rain, lightning, hail, blizzard, tornado, or hurricane) |

- | | |
|---|--------------|
| 3 | Rain |
| 4 | Cloudy |
| 5 | Clear & cold |
| 6 | Clear |
| 7 | Clear & hot |
| 8 | Very hot |

COSMOS

A soul is aligned with a constellation at the time of birth, and throughout the individual's life, the location of the planets and moons with respect to the constellations exerts influences on one's self. Unlike the *atmos*, which affects everyone in a given region, the *cosmos* affects people based on when their soul was created.

These influences fall into three categories: Psychology, fortune, and fate. Psychological influences influence one's mood, personality, and mental health. Major *psychological influences* are rare; typical day-to-day influences are so minor to the typical adventurer and can be ignored. *Fortuitous influences*, on the other hand, are often quite important to an adventurer, and are reasonably common. These influences temporarily benefit or penalize the adventurer's luck for a day or two, sometimes by a significant amount. *Fatal influences* are significant but infrequent. These are compulsory events that predetermine future events. Fate can be avoided if corrective actions, magic spells, or prayer is performed.

Generation

The following table can be used to determine the cosmological effects of a person on a given day:

- | | |
|---|---|
| 1 | Rough day for sanity. Whenever making sanity checks, make two and take the worse score. |
| 2 | Good day for sanity. Take higher of two rolls on all sanity checks. |
| 3 | Unlucky day. Use worse of two luck rolls. |
| 4 | Lucky day. Use better of two luck rolls. |

5 Character is fated to lose a friend or loved one.

6 Character is fated to be defeated this day.

7 Character is fated to gain a friend or fortune this day.

8 Character is fated to be successful at a chosen endeavor this day.

PART VII: TRAINING & ADVANCEMENT

Through adventuring and training, characters will gain experience and knowledge, gradually becoming more skilled and better at what they do.

At the end of each session, the referee will give several rewards based on game play. He may give characters opportunities to increase their levels in skills used during the session. He evaluates what the characters accomplished during the session and awards Circle points, sanity checks, and reputation changes as appropriate.

How to Become More Powerful

Some players equate advancement with becoming more capable in combat. However, a distinction is made between advancement and power. Advancement can take the form of bettering one's social position, acquiring wealth, improving various skills, or becoming specialized in one's profession.

But sometimes a player simply wishes to make a character who is vastly superior at combat than other characters. Here's how to do it.

Put the highest ability score rolls in health, agility, and strength. A low health will mean the character will spend an unacceptable amount of time in bed healing. A low agility will make it harder to learn skills. A low strength will limit the choice of weapons and armor; strength is also necessary for doing damage.

It is very important to choose a profession with a militaristic bent. Soldier, slayer, and guardsman all fit this bill. Consider the roleplaying and advancement potential of the class as well as the initial skill selection. A profession that provides plenty of opportunities for advancement but unremarkable starting skills may win out in the long run.

The two factors that will make a character powerful in combat are a high melee attack

score and good armor. The all-around most sensible weapon skill is broadsword, but one can create a great warrior using any of the melee weapons. To maximize one's attack score, place some points into each level of the skill, and pay close attention to how the skills round off. It tends to be best to put the maximum number of points into very specific skills, rather than spread them out in top level skills or in a variety of different skills.

For defenses, the armor-toting, sword-wielding warrior prefers shield block. Dodge, parry, and fencing sound nice, but the added passive defense, and the simplicity of use of the shield weigh heavily in its favor. Dodge is more useful for unarmored fighters, while parry and fencing are primarily useful for highly skilled sword-men.

Equipment is the key to being a combat powerhouse. Eschew mail and long sword. Invest the money in a good set of plated chain, or better if possible. Every point of DR and passive defense counts! Use the best shield possible, and pour over the weapon lists for one that matches the character's skill and strategies the best. Seek out magical items above all else, for even the slightest improvement in combat matters a great deal.

Advancement will not play much of a role in making the character more powerful, but it can help to round out the character, providing skill in alternate weapons, new defensive methods, and so forth. This can help reduce the character's weaknesses against special kinds of attacks. Consider learning about blindfighting, wrestling, boxing, alternate weapons, and some of the other defensive skills like dodge or fencing.

PART VIII: BUSINESS DEALINGS

Player characters may want to go into operation of businesses, trade routes, or ownership of real estate. This chapter provides a set of firm rules that can be used to determine the performance of player owned businesses with a minimum of disruption to the game.

Todo

Want to address stocks and co-ownership, financing, etc. Deeds, how to make purchases, hiring people, taxes, bribes, maintenance costs, advertising, etc.

It is suggested that the DM make use of a spreadsheet or computer program to calculate the monthly costs and profits. There are tables of monthly events that can happen - major thefts, winfalls, strange occurrences, etc.

Also need to address letters of credit, loans, banks, insurance, etc.

Types of Enterprises

Most industries can be divided into three phases: acquisition, manipulation, and liquidation. In medieval economies, businesses generally concentrate on one or two phases, cooperating with other organizations to carry out the other portions of the operation. Even so, the other phases will still exist, but in an abbreviated form. The service industry does not fit well into this scheme and is considered separately.

Farming, mining and other resource-level organizations focus on the acquisition process. Some degree of manipulation is often required: separating ore from waste rock, removing the grain from the chaff, or removing the leaves and branches from freshly cut logs. Liquidation is simple; sometimes the producer will sell the raw resources on the market, but typically he will either make arrangements to sell their

entire inventories to a single processor or a middleman.

Processing and manufacturing organizations acquire resources from suppliers and focus on converting the raw goods into a specific commodity. There are hundreds if not thousands of different kinds of commodities, and medieval organizations typically concentrate on just one type of product. Many medieval manufacturers sell their products directly, though it is common for them to turn them over to a distributor or merchant.

Merchants and traders live at the top of the economic food chain, focusing on turning masses of commodities into cash. Acquiring goods from manufacturers or producers, the merchants do little to modify the product other than transporting or repackaging before displaying it for the public. Shop keepers, caravan investors, shipping firms, and a variety of speculators are focused on this phase of their industry.

There are only a few medieval service organizations: bankers and lawyers, mercenaries and adventurers, and inn and tavern keepers are a few examples. They may be involved tangentially with some aspect of resource development, usually focusing on the side issues that keep other businesses going, but some are driven entirely by individual customers.

An enterprising player should first identify not only the industry but also the phase they are interested on.

MONEYCHANGERS

Typically, moneychangers will charge 1% for transactions in local currency, and 5% in foreign currency.

Starting a Business

Businesses have three elements that they must learn to balance if they are to be successful: supply, capital, and manpower.

A player wishing to operate a business first needs to define the parameters that define their enterprise. This is done as follows:

1. Determine the good or goods to be produced or sold.
2. For manufacturers, define what supplies are needed to create the product and what proportion of each supply is required. Resource-level producers should identify any consumables needed (wool producers need grass to feed their sheep on, while farmers need water).
3. List capital items needed, the cost for the items, and the size or quantity of each item needed for a given throughput. For example, milk farms need cows; cows have a specific market price and produce a certain amount of milk per day each. A merchant's ship has a price to buy and requires a certain sum to maintain from month to month, and it is capable of holding a specific amount of cargo. Expensive tools such as anvils and hammers or knives and chisels could be required. Facilities such as warehouses, barns, mills, workshops, or stores may need to be purchased and maintained.
4. Estimate the amount of manpower needed. Some types of work varies at different stages of production (in farming there is much work at planting and harvest, and much less work in-between) while other require a constant level of manpower. The amount of goods processed from a given amount of manpower may be constant such as with a craftsman or a sheep shearer, or may fluctuate wildly, such as in the case of a merchant or shop keeper, who may move tons of goods one week and none the next.

Now comes the difficult part:

- Obtain any writs of permission, charters, or licenses required by guilds and governments.
- If money is needed to purchase capital goods, obtain financing through investors.
- If a source of supply is needed, arrange for regular shipments from producers.
- Attend to the requirements for liquidating one's inventory. For producers this may be as simple as finding a corporation or distributor to be the single customer, while for merchants this may involve a large degree of marketing and advertising.
- Acquire needed facilities. This could mean constructing a building or renting or purchasing one from someone else. Typically, some degree of modification of the facilities will need to be performed before it can be used.
- Find workers and provide them with any training necessary.

Once all of this has been accomplished, all that remains is modeling the day to day operations of the business. This is where diligent hard work, the vagaries of the marketplace, acts of god, astute business sense, and plain old luck combine to form a cutthroat world of danger and opportunity. In game terms, this dynamic and heavily interlocking system must be reduced to a few dice rolls and some tables.

Business Operations

The day to day activities of a player's business is shoved to the background and the player generally occupies his time with the more interesting aspects of his character's life. But every so often the character will want to check on the progress of his business.

Because different types of businesses and different industries are affected by different parameters, there cannot be a single set of tables to apply to all. Instead, it is up to the referee and player to agree on their construction. But in general, three tables are needed: a productivity table, an events table, and a market

value table. Before generating these tables, the player should determine how frequently he wishes to perform these checks. Sometimes, such as with farming or shipping, the frequency of checks will be dictated for him, but in other cases, such as with manufacturing or retailing, the character can set the check frequency as fine or course as desired. He may wish to carry out multiple success checks all at once, or may do them immediately as the time requires.

PRODUCTIVITY

RANDOM EVENTS

MARKET VALUE

Documentation

Import license	1 core/shipment
Trade license	2 core/yr
Manufacturer's license	2 core/yr
Guild dues	5% of profits
Monopoly license	10 core/yr
Non-resident fee	5 core/yr
Beggar's license	1 p/season
Doctor's license	Granted by Papone
Import tax	1 p/100lb
Port Harborage	10 p/day
Moneylender's surtax	5% of profits

They say 90% of ownership is possession, but without the proper papers the big oppressive government could take it all away. Having the title helps, though with medieval dictators anything is possible.

TITLES AND DEEDS

Titles and deeds are proof of ownership. They always have the name of the owner printed on them and are signed and sealed by a government official, generally whomever is directly in charge of the land or building in question. A record is kept of who was issued which deed or title, and this is kept by the

government official, usually locked away in a vault someplace.

Titles and deeds are often altered or forged but they are rarely checked against the official record except if legal questions arise.

LETTERS OF CREDIT

Infrequently, a well known merchant house or bank will wish to transfer money over a large distance. Usually the cash is shipped directly, but in some cases this is too dangerous or impractical, so it is becoming common for merchants to make arrangements with merchants in other cities to accept a letter of credit. These come in two types: registered and unregistered. Registered letters are signed out to a particular individual and can only be cashed in that person's presence. Unregistered letters are much more uncommon but much more convenient (and more dangerous) since these letters can be cashed by anyone.

LICENSES AND WRITS OF PERMISSION

Governments like to control and oppress their people. One way to do this is to prevent everyone from doing something and then excepting people who pay a fee. This is why licenses were created. Licenses must be registered with a government official, who typically requires some outrageous fee for the sheet of paper. Licenses are a mixed blessing. True, they will allow a person a much greater degree of freedom to do something than they would normally because the lord will stand behind the individual's right to do the thing. But licenses have a drawback in that they are big targets for taxes or further regulations. For example, the lord can require all holders of sales licenses to pay a levy tax for improving the roads or to re-equip the city guard with new shields.

Writs of Permission are a little bit different, but the same idea. Writs tend to be either more generic or will cover a certain activity not normally covered by licenses. For example, someone undertaking a quest for the benefit of the nation may be given a Writ of Permission

from the king that allows him free passage anywhere in the kingdom.

REGISTRATIONS AND CLAIMS

Yet another way for the government to control its citizens is through registrations and claims. Fortunately this is a new bureaucratic invention and is only used in a few special situations. Unfortunately, most of these situations are of concern to adventurers. Large dangerous creatures, weapons of war, and psionically active individuals all need to be registered in most cities. Some cities require all weapons

over a certain length or of a certain type to be registered with the guard.

Claims cover the rights of parcels of land outside the normal jurisdiction of cities and towns. Mine claims are the most frequent example of this, but a clever adventurer will also lay claim to ruins, caves, and such. It doesn't prevent the site from being robbed, but if thieves or competitors are found at the site it gives the right to drive them away (sometimes even kill them) without fear of (much) legal repercussion. Claims are not proof of ownership, however. They only guarantee use of unowned land for a short period of time.

PART IX: RESEARCH

BOOK STUDY

Characters will often acquire tomes, folios, scrolls, and so forth in their journeys. Some books are written simply for entertainment, but the vast bulk are intended to teach. Books of this sort will focus on a few specific skills to be taught. The following rules can be used to determine if the material is learned.

In the book's description will be listed the book type, number of pages, language, hours required to read the entire book, and available skills. Skills should be listed with the number of checks allowed and the maximum score achievable.

Before the character can make the learning checks, he must make a check to read the book. The reader must make one d20 check against the lowest of willpower, intelligence, read/write, or the language that the book is written in. Failure of this roll indicates distraction or lack of understanding.

This roll is only required once, but it must be made at the end of the reading. However, this often means that a character will waste a

significant amount of time studying the material with no result. Therefore a character can divide his reading task up into as many sessions as he desires, with each session requiring its own reading check, and repeating failed checks as needed. The only restrictions are that only one reading check may be made per day and the sessions must be at least one hour long. Once all the sessions are successfully achieved, the learning checks can be made. Here's an example: Vond, with a 16 willpower, 15 intelligence, 14 Parthan, and 10 read/write is reading a book about the physics of fire that requires 80 hours of study. He decides to organize his reading into four sessions; each session is 20 hours in length. At the end of each session he makes a check against read/write since that is the lowest of his four attributes. He fails his first roll and repeats it, then succeeds in all of the rest. Thus it has taken him 100 hours to read the book through.

Sometimes books are encrypted or require magical spells to decipher. In these cases appropriate skill or spell rolls must be succeeded prior to any attempt to read the document.

PART X: GAMES AND CONTESTS

JOUSTING

Jousting, where two grown men ride headlong towards one another with long wooden poles, occurs either in tournaments (where the lances are required to be blunted and where serious injury is rare and only by accident) or on the streets in duels (where the lances are more often then less sharpened and shod with metal, and where the combatants are sometimes seriously injured or even killed).

A jousting needs to have three things to participate: a lance, a suit of armor (these days nothing less than plated chain will suffice), and a horse trained for jousting. This last requirement is quite significant; most horses will balk at riding towards a big pointy stick and need to be conditioned for it.

The actual mechanics of the joust follow from the regular combat rules, with a few additions to provide a little more detail (see further below for a simplified system).

1. Make a **horseriding check** to get the horse going and to get it aimed correctly at the opponent. Keep track of the delta of this roll and apply it to the jousting attack roll. If the horseriding check is failed, it is possible for the two horses to collide (unless a tilt divides the field and the knights are on either side of it). Both participants must make a luck check; if they both fail, there is a collision. In a collision, the horses will take 2d6 points of damage and the riders d6 each. The riders must make *another* horseriding check to remain on the horse.
2. Make a **jousting** attack, adding the delta from the horseriding check to your lance score. Note how much you succeeded or failed by. A called shot is required only for "trick" jousting - hitting rings or an opponent's helm, for example. Since the charging horse makes the attack enhanced, there is no need for strength enhancement. No initiative roll is needed because the

attacks occur simultaneously in the standard phase (no quick or deliberate actions!) Since one action is required for the horseriding check, the character cannot do an "all out" jousting attack or do any active defenses, and since he's charging he should only make a single attack.

3. If the jousting attack failed by more than four points, the lance went wide of target - didn't even hit the opponent. If this did not happen, then the lance struck the defender, who must make a d20 check to see if he stayed seated. The score to roll is given by:

Def. Strength + Def. Horseriding - attack delta

If the d20 check is less than this number, the rider remains seated, otherwise he is unseated and takes d3 points damage from the fall.

4. Now **determine if damage was done** by comparing the original attack delta (from step 2) to the defender's passive defense. If it is smaller than the passive defense, the blow glanced off the armor; otherwise it struck home solidly and may have done damage.
5. When a it strikes home solidly, **the lance takes damage**. Roll d8 twice and take the larger of the rolls; this is the damage that the lance takes. If the damage done to the lance is larger than its hit points, then the lance breaks and does no damage. If the lance does not break, it then pierces the poor defending knight's armor and does a heck of a lot of damage.
6. At the end of every eighth round the knights must make fatigue checks. Assuming each joust takes two rounds, that means that fatigue checks must be made after every four passes. There is typically not enough time to recover fatigue until after the match is over; sometimes a knight gets a brief 1 round rest after he or his opponent is dismounted.

In a tournament setting only persons of noble birth (typically young men who have not yet received knighthood) are permitted to joust, though an adventurer with an excellent reputation will often be permitted to take the field (though he'd better not be so presumptuous as to beat more than one or two nobles!)

In some tourneys the loser of the match forfeited his horse and armor to the victor.

ARCHERY

WRESTLING MATCHES

GLADIATORIAL DUELS

Additional rules to make one-on-one combats last longer and be more dependent on skill and creativity than on luck. These rules are used for one-on-one hand-to-hand melees.

Quick matches

Sometimes it is more important to simply get through the combat quickly. These skeleton rules provide a very simple, quick way to resolve the outcome of one-on-one contests of any sort. Damage is not taken into account and is assumed to be inconsequential. These rules can be used for combat matches, riddle games, gambling, etc.

DARTS

SHIP RACING

HORSE RACING

BUCKET

Like golf, except the balls are thrown.

BOWLING

Like regular bowling, except the ball strikes a lever instead of pins directly.

ROULETTE

CARD GAMES

DICE GAMES

Thirty-six

First, each participant places a bet in the center of the table. Each player throws the dice to see who goes first (lowest score wins). Each player is attempting to tally a score of thirty-six without going over. Play proceeds from player to player, each making one die roll and adding it to their total. At the end of the round the player with the score nearest to 36 wins the pot.

Stratford

Bets are placed in the center of the table. Two dice are used in this game; order of play is unimportant. The first round, everyone attempts to roll exactly two; any who do so score two points. The second round everyone attempts to roll three points, adding three to their score if they do so. The game is played to eleven rounds, each round requiring an incrementally higher number and providing an incrementally higher score. The player with the highest number of points on the eleventh round is the winner.

Buck Dice

The goal of this dice game is to reach a score of exactly 15. The last person left in the game is the loser and must pay for the drinks. Order of play is determined first through the roll of one

die (highest goes first). The person with the lowest score rolls the die again to determine the "point number" for the game.

Three dice are thrown, and a point is scored for each "point number" die. If the player fails to match the required number on any of the dice, he must pass to the next player. If a player

throws three of a kind not of the "point number", he scores a "Little Buck" and is immediately out of the game.

The player must reach the 15 sum exactly. If he scores too many points then the throw does not count and he must pass to the next player.

APPENDIXES

APPENDIXES

MELEE WEAPONS

<i>Weapon</i>	<i>Skill</i>	<i>Dam</i>	<i>Str</i>	<i>Wt</i>	<i>Type</i>	<i>Hands</i>	<i>Positions</i>	<i>Hit Points</i>		<i>Cost</i>
Axe										
Battle Axe	Axe	d10	15	8	S	2	R, N	15		
Wood Axe	Axe	d8	10	5	S	1	N	12		
Hatchet	Axe	d6	6	3	S	1	N, C	12		
Blades										
Bastard Sword	Broadsword	d10	14	10	S	1 †	N	25		
Broadsword	Broadsword	d8	12	7	S	1	N	25		
Long Sword	Broadsword	d8	10	5	S	1	N	20		
Scimitar	Cutlass	d8	8	4	S	1	N	15		
Sickle	Cutlass	d6	6	3	S	1	N	12		
Cutlass	Cutlass	d8	8	4	S	1	N	15		
Short Sword	Broadsword	d6	6	3	P	1	N, C	20		
Great Sword	Greatsword	d12	16	15	S	2	R, N	20		
Dagger	Knife/Dagger	d4	3	1	P	1	N, C	20		
Dirk	Knife/Dagger	d3	3	½	P	1	N, C	15		
Knife	Knife/Dagger	d3	3	½	P	1	N, C	12		
Bludgeons										
Club	Club	d6	8	3	B	1	N, C	9		
War Club	Club	d8	12	6	B	2	N ‡	12		
Mace	Club	d6	8	5	B	1	N, C	9		
Heavy Mace	Club	d8	12	8	B	2	N ‡	12		
Morning Star	Club	d8	8	5	B	1	N, C	9		
Hammer	Club	d8	10	7	B	1	N, C	9		
War Hammer	Maul	d10	14	10	B	1 †	N ‡ γ	12		
Maul	Maul	d12	16	25	B	2	R, N ‡	15		
Pick	Maul	d12	16	20	P	2	N γ	12		
Flail	Club	d8	8	5	B	1 †	N	9		
Cestus	Boxing	d4	-	-	S	1	N, C	3		
Spears										
Spear	Spear	d8	8	5	P	1 †	N	9		
Long spear	Spear or Lance	d8	12	8	P	2	R, N	9		
Pike	Spear	d6	12	12	P	2	R	9		
Javelin	Spear	d6	8	2	P	1	N	6		
Light lance	Spear or Lance	d6	10	5	P	1	N	9		
Medium lance	Lance	d8	12	10	P	1	N, R	9		
Heavy lance	Lance	d10	14	15	P	1	R	12		

APPENDIXES

MELEE WEAPONS (CONT)

<i>Weapon</i>	<i>Skill</i>	<i>Dam</i>	<i>Str</i>	<i>Wt</i>	<i>Type</i>	<i>Hands</i>	<i>Positions</i>	<i>Hit Points</i>		<i>Cost</i>
Polearms										
Bardiche	Polearm or Axe	d10	12	12	S	2	R †	9		
Bill-guisarme	Polearm or Spear	d8	12	15	S, P	2	R, N † γ	9		
Fauchard	Polearm or Cutlass	d6	10	7	S, P	2	R, N †	9		
Glaive	Polearm or Greatsword	d8	10	8	S, P	2	R, N †	9		
Guisarm	Polearm	d8	10	8	S	2	R, N † γ	9		
Haleberd	Polearm	d10	14	15	S, P	2	R † γ	9		
Hook	Polearm	d3	8	5	P	1 †	N † γ	9		
Lucern Hammer	Polearm	d8	12	15	B, P	2	R † γ	9		
Quarterstaff	Quarterstaff	d6	8	4	B	2	N, C	9		
Scythe	Polearm or Cutlass	d6	10	7	S	2	R, N †	9		
Whips and Nets										
Whip	Whip	1	8	2	B	1	R	3		
Scourge	Whip	d3	8	2	B	1	N	3		
Lasso	Lasso	-	8	2	B	2		3		
Large net	Net	-	8	4	B	2	R, N	3x6		

APPENDIXES

ARMOR

<i>Armor</i>	<i>Passive Defense</i>	<i>Damage Reduction</i>	<i>Primary Material</i>	<i>Dexterity Modifier</i>	<i>Fatigue Mod</i>	<i>Sleep Damage</i>	<i>Weight</i>	<i>Min Str</i>	<i>Weak</i>	<i>Noise</i>	<i>Cost</i>
Soft leather armor	2	0	Skin	0	0	0	5	3	B P	Low	5
Hard leather armor	3	1	Skin	-2	-2	0	15	6	P	Medium*	50
Cured leather armor	3	1	Skin	-4	-4	1	15	6	P	Medium*	15
Forfan leather suit	4	2	Skin	-2	-2	0	15	6	B P	Low	15
Nors heavy leather armor	5	2	Skin	-4	-2	1	25	9	P	Medium	250
Studded leather armor	4	1	Skin	-4	-4	1	20	6	B P	Medium	25
Plated leather armor	6	1	Skin	-6	-4	1	30	12	P	Medium	50
Hide armor	5	2	Skin	-8	-6	0	30	9	P	Low	5 **
Quilted	0	1	Cloth	-2	-4	0	10	6	S P	Low	15
Baquelan fishing armor	4	0	Cloth	0	-2	0	20	9	-	Medium	50
Brigandine	4	2	Cloth	-6	-6	0	20	9	B P	Medium	15 **
Blumoncan court armor	4	1	Cloth	-2	-2	0	15	9	B	High	300
Thenalan woven bronze	10	1	Bronze	0	-2	1	50	12	P	High	10,000
Scale armor	8	2	Steel	-4	-8	1	40	12		High	120
Light chain mail	4	0	Steel	0	-2	0	20	6	P***	Medium	75
Medium chain mail	6	1	Steel	-4	-2	0	30	6	P***	High	75
Heavy chain mail	8	2	Steel	-4	-8	1	40	9	P***	High	75
Splinted chain armor	7	3	Steel	-8	-10	1	40	12	P***	High	100
Banded chain armor	8	3	Steel	-6	-8	1	40	12	P***	High	200
Plated chain armor	10	3	Steel	-6	-6	1	50	13	P***	High	800
Field plate armor	11	3	Steel	-4	-8	1	60	14		High	2000
Full plate armor	12	3	Steel	-4	-8	1	70	14		High	5000
Elven life suit	8	2	Live flesh	-4	0	0	25	6	-	Low	N/A

<i>Shields</i>	<i>Passive Defense</i>	<i>Shape</i>	<i>Primary Material</i>	<i>Dexterity Modifier</i>	<i>Fatigue Mod</i>		<i>Weight</i>	<i>Min Str</i>	<i>Weak</i>	<i>Noise</i>	<i>Cost</i>
Buckler	0	Round	Wood	0	0		2	3	B P	Low	5
Fender	1	Varies	Steel	0	0		10	6	B P	Medium*	50
Round shield	1	Round	Wood				5	9			
Horseman's shield	2	Triangle	Steel				25	12			
Dragon shield	2	Round	Scale				15	9			
Footman's shield	3	Square	Wood				25	12			
Knight's shield	3	Triangle	Wood				30	14			
Heavy shield	4	Square	Steel	-8	-8		50	16			
Kite shield	4	Diamond	Wood	-10	-6		40	14			
Tower shield	6	Square	Wood	-12	-8		50	16			

APPENDIXES

APPENDIXES

MISSILE WEAPONS

Weapon	Skill	Dam	Str	Wt	Type	Range (ft)			Reload Time	Hit Points	Size L x Dia	Cost
						Short	Med	Long				
Axe												
Wood Axe		d8	6									
Hatchet		d6	6									
Throwing axe		d6	6	1	S	30	50	80	½	6		
Blowpipe	Blowpipe	~	3	1	P	10	20	30	½	1		
Bolas	Bolas											
Bows												
Long bow	Bow	d8	12		P	200	400	600	½	6	7' x ½"	
Long bow, taught	Bow	d8	15		P	200	500	700	½	6	7' x ½"	
Long bow, extreme	Bow	d10	18		P	200	500	800	½	6	7' x ½"	
Short bow	Bow	d6	8		P	100	200	400	½	6	5' x ½"	
Composite bow	Bow	d8	10		P	100	200	400	½	6	5' x ½"	
Club, mace, hammer	Axe tossing	d6	10	~	B	20	40	60	½	~		
Crossbows												
Heavy Crossbow		2d6	12		P	200	300	400	2 ψ	9		
Light Crossbow		d10	10		P	150	250	300	1 ψ	6		
Blades												
Dagger	Knife throwing	d4	8	1	P	20	40	80	0	12		
Throwing knife	Knife throwing	d3	6	½	P	30	50	80	0	6		
Dart	Knife throwing	d2	4		P	20	40	80	0	3		
Rock	Rock chucking	d3	6		B	20	40	80	0	12		
Sling	Sling	d4	6	1	B	150	300	500	½	6		
Spears												
Spear	Javelin Tossing	d8	8	5	P	20	40	80	½	9		
Javelin	Javelin Tossing	d6	8	2	P	30	70	160	½	6		
Light lance	Javelin Tossing	d6	8		P	20	40	60	½	9		
Harpoon	Javelin Tossing	d6	8	5	P √	20	40	80	½	9		
Trident	Javelin Tossing	d8	10	7	P √	20	40	60	½	9		
Throwing star	Knife throwing	d3	4	¼	S	30	50	80	0	6		
Throwing net	Net	~	8	3	-	20	40	50	½	3x2		

Headings

Weapon: Name of the weapon.

Skill: Skill used to determine attack scores.

Dam: Damage done per successful hit. If weapon's pain damage is different, it will be noted after the slash.

Str or *Min Str:* Strength required to wield the weapon. Characters with lower strengths can use the weapon but do half damage.

Wt or *Weight:* Weight

Type: Bludgeoning, Piercing, or Slashing. Indicates which types of damage the weapon is able to inflict. User should declare which type of damage is being done prior to rolling the attack die.

Hands: Number of hands required to operate the weapon.

Positions: This is a function of the length. These are the positions in which the weapon can be used.

Hit Points: The minimum amount of damage required to break the weapon. Weapons of the form DxN are still effective when damaged; it takes N *separate* hits of minimum damage D to render them ineffective.

Type: Type of damage done, and additional capabilities.

Range: Distance in feet missiles can be cast. Short range = no modifier, Medium range = -2, Long range = -5 on attack scores.

Reload: Actions required to load/draw and fire/throw the weapon. Most weapons require half an action, which means that if the character is not defending and gets the 1.5 actions from an all out attack, he can make a full attack each round.

Passive Defense Score used to calculate the defense score.

Damage Reduction: Number of hit points that the armor absorbs for certain kinds of attacks.

Material: The core material the armor is made from. This is used to determine how the armor fares against magical, heat, cold, etc. attacks

Fatigue Mod: The penalty applied to the fatigue roll.

Noise: Level of noise the armor produces.

Weak: Types of attacks against which the armor will not provide damage reduction protection.

Cost: How much money is required to buy the weapon, on average.

Notes

~ Varies

ψ Instead of the normal reload, a character may attempt to do a quick load, requiring a strength check on d30. This takes half the listed load time. If failed, another reload attempt must be made.

√ Barbed - successful hit may "hook-in" causing additional damage if torn out.

γ Hooked - can be used to dismount riders

† Can be used one handed, but can only be strength enhanced when being used two-handedly.

‡ Can be used for parrying (only) in close combat - works like a top-heavy quarterstaff. Can only be strength enhanced when used two handed.

* Easily silenced by muffling buckles and loosening creaky belts, but this changes the fatigue modifier by -2.

** Simple armor. Can be manufactured by anyone out of easily obtained materials.

*** Only vulnerable to melee piercing attacks - it defends fully against projectiles

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