

The Arcane Confabulation

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Foreword

We must hurry. The enemy is behind us. Their night-black cloaks whirling about them as their steeds gallop down the quiet country lanes where we have fled, past the briar thickets where we have laid hidden. Before us lies the wide world and there are mountains to climb and caverns to cross, ancient ruins to delve, and castles to besiege. There are wolves howling in the darkness, inhuman fiends lurking beneath the earth, and yes, there are dragons drowsing on mounds of ill gotten gold awaiting us.

Is it so odd that we should long for ancient days, for tales of noble knights and brave princesses, wicked sorcerers and dashing rogues? In this age of groaning shadows grey and morose, why should we not dream of simpler times, of clearer causes and more obvious foes?

Then, to adventure and the thrill of battle once more, to sound and fury and the drumming of hooves. To the ancient towers full of weird spells and obscure rites we will go and win gleaming prizes through cunning and courage.

For such is the nature of the game: to play at worlds of magic and mayhem and for a time escape the tedium of academic purity and the dull repetition of structured plots and expected, supposedly satisfying outcomes.

Paraphernalia

Beyond, this book, you will need some blank paper, pencils, and two ten-sided dice per player, maps of the world and locations to help with visualization and consistency of location. You can use the map from your favourite fantasy novel, a published game setting such as *Dragon Shadowed Lands* or *The Crucible and the Chalice*, or the Game Master can draw up their own world. The advantage of a published game setting is that it is designed for game play. The problems of a literary world are often solved by the end of the novel or trilogy and there is little left for the player's characters to achieve other than sweeping up after the obligatory big battle. Another disadvantage is that the players may know as much or more about the setting as the game master does, which can lead to arguments at the table. Published adventures are more of a mixed blessing as one rarely sees the exact mix of characters needed and the player's goals are often at odds with the intended plot-line. Even so, there are many books full of beautifully rendered maps and detailed settings available.

Miniature figures are nice to have but unnecessary. Some find they clutter the play experience, while others feel they add a concrete visual representation of combat situations. It would be amazing to have a perfect model for every monster and character but few of us have the budget or time to paint the figures. Even so, many toys can be pressed into service. Larger scale figures can be used as giants and toy dinosaurs can be used as leviathans. Just like the founders of the hobby did in the days before gaming figures were widely available.

Introduction For The Uninitiated

The Arcane Confabulation is a Fantasy Roleplaying Game. While that concept is more broadly known than it once was, some explanation may be in order. In such games the players take the roles of heroes in fantastic worlds where magic and monsters are real and credible threats to general peace and prosperity. One player takes on the role of referee, narrator, host, and adversary, often described as the 'game master'. The other players create characters by means laid down by the rules, each of which has their own strengths, weaknesses, history, and possessions. The game master describes the circumstances these characters find themselves in and the players then attempt to overcome the challenges presented using their character's abilities. It is no small matter that the players must restrict themselves to the things their characters know and can do. Many people in the modern world could make gun powder or use advanced knowledge of psychology, sociology, physics and chemistry unknown in the archaic worlds of fantasy. The rules are by no means exhaustive. How could they be? But they are complete enough to make it an easy matter to resolve most any crazy course of action the players might cook up with a few dice rolls.

The game master must of necessity be a person who has read and knows the rules. When starting out, it is a good idea to create a few characters and perhaps play out a combat or two on one's own to get a handle on how the game works. Yet is also important that they can be impartial and fair and not get dragged into the petty interpersonal wrangling that often occurs in social groups. The players need to be able to trust the game master to be fair. More over the game master must always remember that the goal of a roleplaying game is to have fun. There are no winners or losers here, beyond the achievement of personal goals and objectives. As often as not it will be the players who set the agenda and the game master who responds to it. Let them explore, the grand designs and dark schemes of their adversaries will proceed better without their meddling anyhow. If the players are not having fun they will not come back. As a roleplaying game is at its best in the form of a long term, campaign played out over multiple sessions or even long years there will often be some turnover in the group as players come and go but the memories and tales of past glories will accumulate and become their own reward.



Introduction For The Experienced

A role playing game is an arcane confabulation of storytelling, simulation, game, and consensual daydream. Or perhaps, more appropriately, The Arcane Confabulation is a set of fantasy roleplaying game rules. Given the broad swath of such games and rules in the market place, a discussion of the parameters of this particular combination of concepts, ideas, and mechanisms, will help the reader to determine whether they meet their needs.

Actions are determined by rolling 'percentile' dice and comparing them to a rating based on the total of three characteristics and points spent on developing the appropriate skill. The cost of such expenditures are restricted by the character's experience level. The accounting of costs is linear with the intent that the character sheet should be easy to read and understand by limiting the number of values tied to any given ability. Voluntary and circumstantial modifiers help to constrain these values to the natural range of the dice but an optional system of incrementally graduated returns is also given.

Characters have broad vocations and levels but these serve as templates to simplify character creation and control power levels. Due to the linear cost of skill point purchases, a character of a given vocation and level can be created by multiplying their skill point by their level and totalling the appropriate characteristics.

Combat is direct and as free as possible from confusing and nonsensical abstractions. Attacks and defences are handled with simple opposed skill rolls with damage being derived from the result of the attack roll. Armour reduces damage but is also damaged by attacks that penetrate it. Wounds can significantly impair a combatant and blood loss is a significant threat.

Social skills are present but there are also social defences and a creature that has sacrificed such will be more easily defeated socially than in combat. Thus the role of the trickster, so common in legend is a mechanically viable one.

Magic is based on a set of fixed mechanical effects and differentiated by specific results. For example, healing is accomplished by shaping flesh but a wall is repaired by shaping stone. While individual spells can be specifically learned, magicians have access to a wide range of spells in their books and libraries.

Creatures and characters are equal under the rules. There is not one set of rules for the heroes and another for their foes. If a minor foe is easily defeated it is because they are easily defeated and not due to any special rules which exploit them to their disadvantage. Asymmetrical rules are generally more complex as they require two sets or more sets of rules from the outset.

On the whole, these rules are a foundation for the referee to guide their players through a world of wonder and adventure. They do not seek to answer every possible question or remove the necessity of the game master occasionally making rulings but exist to provide tools and structures that help to describe events and fit them to the needs of the group of players.

Characters

The endless cast of characters which populate a fantastic world can be broadly separated into Player Characters which serve as the playing pieces and avatars of the players in the game and Non Player Characters which are controlled by the Game Master.

Core Characteristics

The characters are differentiated by a dozen “Characteristics” which, while being determined, in part, by their Race and Vocation are also used to make each Elfish Knight different from the next.

Agility	Appearance
Constitution	Dexterity
Fortune	Reason
Knowledge	Perception
Status	Strength
Voice	Willpower

Agility measures the character’s sense of balance and reaction speed. It is used when tumbling and swinging from chandeliers and dancing away from the tip of the foeman’s blade. Typical feats of Agility include leaping, avoiding, and balancing.

Appearance indicates the pleasing aspect of their form, complexion, and bearing, coming into play when making first impressions, seducing the villain’s beautiful assistant, and in matters of courtship. Typical feats of Appearance are attracting, distracting, and alluring.

Constitution tells how hearty and healthy the character is when they must resist diseases, poisons, and wounds. Typical feats of Constitution are enduring, metabolizing, and consuming.

Dexterity gives the character’s finesse with their fingers and hands in matters of fine craft work and art, as well as lock picking, and wielding blades with the skill of a surgeon. Typical feats of Dexterity are untying, fiddling, and tweaking.

Fortune is a measure of luck, karma, and divine favour. It does not directly influence skills or success rolls but is often used when chance is a factor. Typical feats of fortune include trusting to dumb luck, praying, and taking chances.

Reason measures the ability to think clearly and reason. It is used to solve puzzles and reach conclusions. It is also the ability to react to sudden changes and act quickly. Typical feats of Reason include riddling, analysing, solving, and reassessing.

Knowledge is the ability to remember, and connect information to draw conclusions. It is quite possible to be very learned and stupid. Indeed if the information learned is wrong, education can make the individual stupid. Knowledge is used when seeking information, appealing to the reasoning faculties of others, and learning and working magic. Typical feats of Knowledge include understanding, solving, and calculating.

Perception shows how sharp the character's senses and wits are. It is helpful when searching for lost paths, following the tracks of foes in the wilderness, and attacking with ranged weapons. Typical feats of Perception are seeing, hearing, tasting, smelling, sensing and feeling.

Status is a matter of birth and wealth as a general principle and in more practical terms. The poor king of an impoverished nation might well mind his tongue when dealing with a wealthy baron from a powerful neighbouring state. Typical feats of Status include affording, imposing, and commanding.

Strength is the combined weight of the character's body, the thickness of their bones, and the power of their muscles and sinews. It comes into play when striking blows, lifting boulders, and bending the bars of dank prisons to escape. Typical feats of Strength include bracing, lifting, and forcing.

Voice speaks of the character's musical range and control which becomes important not only when entertaining fickle kings and taming savage beasts but also in giving rousing speeches and chanting incantations in terrible tones which should not come from human lips. Typical feats of Voice include singing, speaking, and shouting.

Willpower is the measure of the heart, sense of self, of purpose, and simple mule-like stubbornness. It is tested when resisting spells that bind and twist the mind, gritting teeth to rise against the pain of many wounds, and overcoming the fear and dread radiated by the walking dead. Typical feats of Willpower include resisting, persevering, and memorizing.



Skills

While Characteristics measure natural abilities, Skills measure training and experience. Skills are divided into loosely related “Blocks” which contain some overlapping knowledge. Points spent on the Block are added to all the skills inside it. The “Skill Rating” is the total of the three Characteristics associated with the Block and the points spent on the Block and the specific Skill.

Restricted Skills

Some skills absolutely require a degree of training and experience. In particular, a character who has not put any points into a language or a rote spell cannot hope to have any success by default. It is simply too specific a body of knowledge for them to attempt.

Skill Blocks **Base Rating**

Armour = Agility + Constitution + Strength
Art = Dexterity + Reason + Perception + Sight or Hearing
Construction = Constitution + Dexterity + Strength
Athletic = Agility + Constitution + Strength
Awareness = Perception + Reason + Fortune
Each Realm of Magic = Knowledge + Reason + Willpower
Entertain = Voice + Perception + Reason + Hearing
Foods = Knowledge + Reason + Perception + Smell / Taste
Healing = Dexterity + Knowledge + Reason
Leather Work = Constitution + Dexterity + Knowledge
Lore = Knowledge + Reason + Willpower
Maritime = Agility + Constitution + Reason
Melee Weapon = Agility + Dexterity + Strength
Missile Weapon = Dexterity + Perception + Sight + Strength
Metal Work = Constitution + Dexterity + Strength
Outdoors = Constitution + Perception + Knowledge
Sleight of Hand = Dexterity + Perception + Reason + Touch
Resilience = Constitution + Strength + Willpower
Resolve = Knowledge + Reason + Willpower
Social = Appearance + Voice + Willpower
Textiles = Dexterity + Knowledge + Reason + Touch
Tinker = Dexterity + Knowledge + Reason + Touch

Vocations

In medieval times, people often had little choice when it came to their livelihood. A farmer's son would most likely grow up to farm the same plot of land and a knight's son would be a knight unless he chose to join the priesthood. Apprenticeships began at the age of twelve. The apprentice would be fostered by their new master and taught a useful trade in exchange for years of servitude. The vocational packages presented here provide a beginning character with characteristic scores and skills but they can also be used create experienced characters quickly by multiplying the Block and Skill purchases by the experience level. Roleplaying games are all about choices, so rather than restricting a player's choices, each vocation provides the raw talent, social status and circumstances needed to make the choice a viable reality and should be considered a mutable guide-line.



Experience Levels

For each level of experience attained, one hundred points are gained with which to improve the character. The number of points that can be spent on each aspect of a character's development is limited in one way or another. Characteristics can only be improved by one point per level at a cost of five points. Skills can be improved by up to three points per level. Skill Blocks can be improved to a maximum of the points already spent in the best skill in the block.

Development Limits Per Level

Characteristic	+1 / Level (costs 5)
Skill	+3 / Level
Block	+ Skill

Experience And Age

It is assumed that an ordinary person living an ordinary life accumulates two-hundred and fifty Experience Points per year. At this rate they achieve twentieth level by the age of one hundred. Of course age related illnesses, general decline, and atrophy take their toll and few ever see such advanced years. The breakdown within the year is twenty Experience points per month with ten added in to reflect important or memorable events

Experienced Characters

There will be times when higher level characters need to be created for one off adventures or non-player characters. This is easy enough to do and even the Vocations can easily be scaled up by simply multiplying and points expenditures by the desired level. A greater degree of detail can be achieved by assigning legacy issues to the character. A character is assumed to age four years for every level gained.

Aging

Mortality is a major theme in myth, legend, and modern fantasy. It is what separates man and animal from the gods and elves. Overall, as the body ages, it becomes weaker, stiffer, and slower. The mind fares no better as memory and reason fade. The positive effects of aging are reflected by the experience rules. One might argue for a careful study of life stages and specific modifiers. An adolescent is generally more agile than a full grown adult but weaker. Again, such differences can be largely reflected by moving points around.

While age and decline are not particularly fun topics they have their place in long term games and provide a reason to pass the torch on to the next generation.

Age Related Decline

One useful in game role for aging is the imposition of realistic maximum values on Characteristics with a rate of decline of one point every four years nicely offsetting the one point per level limit on Characteristic improvement. In order to keep things simple and fun, aging begins at forty. This allows five points to be added to characteristics before they fall. After that, a point is lost from every characteristic every four years except Status and Fortune. These losses can, of course be fought by buying back the lost values.

Immortal Ennui

This does create a points imbalance with immortal characters that is offset by a 50% penalty to experience earned after the age of forty that reflects the lack of discipline and focus so often found in immortal beings.



Birthrights

Two birthrights can be claimed during character creation. Each can be taken multiple times though Gifted does not stack and is only worthwhile if applied to a different skill.

Blood Line

A roll may be made on the Blood Line table. This roll is strictly background information but it does suggest some Birthrights.

01 - 05	Unknown Ancestry
06 - 10	Blood of Bandits
11 - 15	Blood of Artisans
16 - 20	Blood of Bards
21 - 25	Blood of Carpenters
26 - 30	Blood of Farmers
31 - 35	Blood of Fishermen
36 - 40	Blood of Herdsmen
41 - 45	Blood of Heroes
46 - 50	Blood of Hunters
51 - 55	Blood of Labourers
56 - 60	Blood of Masons
61 - 65	Blood of Merchants
66 - 70	Blood of Potters
71 - 75	Blood of Sailors
76 - 80	Blood of Soldiers
81 - 85	Blood of Savages
86 - 90	Blood of Smiths
91	Blood of Sorcerers
92	Blood of Kings
93	Accursed Blood
94	Blood of Dragons
95	Blood of Elves
96	Blood of Fiends
97	Blood of Giants
98	Exalted Blood
99	Fey Blooded
00	Goblin Blooded

Draconic Metamorphosis

The ability to assume human form is so common among dragons that some have theorized that the two species are in some way one and the same. Naturally some intermingling occurs. Those with dragons in their bloodline can accidentally change when angered and must develop the Draconic Transformation skill to be able to control the change. When it happens they take on the Characteristics and Traits of a dragon and lose those of their original race. If they are wearing clothing they take 1d10 damage as they burst through it. Any metal armour worn causes 3d10 damage. At the very least, the armour's straps will be ruined.

Exceptional

The character has a once in a lifetime gift. Increase one Characteristic with a rating of 13 or greater by one point. Exceptional can be taken twice and can be stacked on the same characteristic.

Family Trade

Having grown up around the work, the character can increase one skill and its associated block by three points before first level.

Gifted

Due to their natural knack for the work, the character can develop four points per level in a single skill and by extension its associated block. While gifted can be taken repeatedly it can only be applied to each skill once.

Heirloom

The character possesses an enchanted item which they have inherited from a family member or mentor. When it is used, this item provides a ten point bonus to a single specified skill.

Lycanthropy

The curse of the werewolf marks this poor soul. At the rise of the full moon they turn into a wolf regardless of any skill they have developed. If they are wearing clothing they take 1d10 damage as they burst through it. Any metal armour worn causes 3d10 damage. However, werewolves are notoriously hard to hurt and have a supernatural armour rating equal to their Strength against this and Damage caused by weapons that are not silver, magical, or holy. While in wolf form they have the Characteristics and Traits and attitudes of a rabid wolf and must make a roll against their own Willpower to avoid attacking anything they chance to meet. Barbarian berserkers may suffer from a similar condition in which they become a bear when berserk but do not gain the werewolf's legendary invulnerability. In either case the appropriate Transformation skill can be used to change between forms at will.

Taint

Due to the proclivities of an ancestor, the character a racial trait not normally associated with their race. While this doesn't alter their Appearance score it still draws attention and provokes fear and mistrust. The taint comes with any one racial ability of the player's choice.



Legacies

Life keeps moving as a character ages. Characters created at a higher level will have one or more of the following legacies.

Random Legacies

01 -08	Beholden
09 - 16	Crippled
17 - 24	Disgraced
25 - 32	Enemy
33 - 41	Heir
42 - 49	Haunted
50 - 58	Hunted
59 - 67	Indebted
68 - 76	Married
77 - 85	Offspring
86 - 93	Penniless
94 - 00	Promised



Beholden

The character owes someone a really big favour of the sort that cannot simply be ignored or shaken off. Worse still the debt is widely known and failure to make good on it will harm any social interactions with those who are aware of it.

Crippled

This character cannot move at a run for any reason. A second crippling legacy means they can only move by crawling. While this injury can be healed by magic, any future hit to the legs will automatically cripple them again.

Disgraced

Oh the shame, the unbearable shame of what they did. It is widely known that the character has engaged in unbecoming behaviour of the worst sort. This penalizes all their social interactions but worse still people talk, point and giggle and the story is spreading far and wide.

Enemy

Whether offense was meant, it was taken and now some worthy soul has taken it upon themselves to seek vengeance on the character wherever they may go.

Heir

The character's father and any older sons have passed on leaving to them the care of their mother and several small children. An appropriate family dwelling and a few sorry livestock come with the responsibility.

Haunted

A lingering mortal spirit has fixated on this character and follows them about causing minor trouble. This may be a dead enemy, lover, murdered parent or other such closely related person. They will be glimpsed or heard in the dark and lonely places. They will intrude on dreams. Such spirits are seldom reasonable or rational.

Hunted

There is a large bounty on the character's head. Fortunately the wanted posters don't look all that much like them. But it's funny how all that money can turn friends and acquaintances into rats.

Indebted

The character is burdened with a large financial debt, from gambling or bad business deals or as the result of some judgement laid down upon them. At any rate they haven't got the money and the people who they owe are the sort to look dimly on attempts to skip out on paying.

Married

The character has acquired a spouse either through arrangement or good or bad judgement. In any case they are indeed married and have acquired a Good Wife or Lady as a companion and dependant. A reaction roll should be made to determine the initial relationship but in general kindness and respect should result in the same as should cruelty and scorn.

Offspring

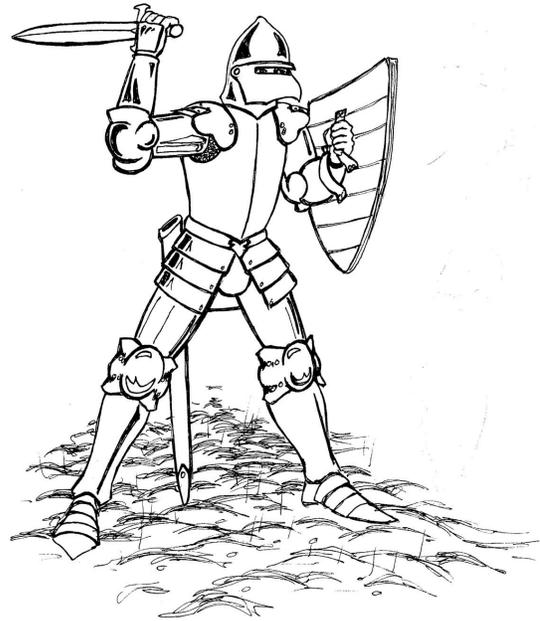
The character has reproduced and has a child. Each Offspring legacy indicates an additional child. In most societies this has increased social impact if the character isn't married to the other parent.

Penniless

The character has lost everything. All weapons, armour, clothing, equipment, and monies are lost. Whether they were stolen or taken in lieu of payment or they went mad and lived like a hermit in the forest. If penniless is taken a second time all of the character's friends and relations are also impoverished or estranged and cannot or will not aid them.

Promised

The character has been used as collateral in a business transaction or worse still, a treaty. They are now expected to marry the person mentioned in the contract or treaty and take up their part in the relationship. There are still some niceties to be observed but it is generally known that they are off limits and belong to someone now.



Racial Abilities

These capabilities describe fairly major structural differences from the normal human form and are not available to ordinary folk. Various races possess them as can those with the Tainted Birthright.

Random Racial Abilities

01 - 06	Amphibious
07 - 12	Aquatic
13 - 18	Armoured
19 - 24	Claws
25 - 30	Fast
31 - 36	Horns
37 - 38	Incredible Hearing
39 - 42	Incredible Sight
43 - 48	Incredible Smell / Taste
49 - 54	Incredibly Sensitive Touch
55 - 60	Inhuman Characteristic
61 - 65	Immortality
66 - 70	Intuition
71 - 76	Longevity
77 - 82	Night Vision
83 - 88	Sharp Teeth
89 - 93	Unliving
94 - 00	Winged



Amphibious

Due to their webbed feet and gills or large lungs, the creature is able to swim at full walking speed and remain under water for long periods of time.

Aquatic

The creature can swim at running speed and remain under water perpetually but cannot breathe air and suffer the effects of suffocation if they are out of it for long.

Armoured

The thick scales or Hide of this character gives them an Armour rating equal to their Strength.

Claws

This creature has long sharp claws which count as weapons in combat. These claws are razor sharp and hard as steel and provide a five point bonus to the Climbing skill.

Fast

This creature can run twice as fast as normal. This is generally tied to a quadruped form and the absence of hands but does occur otherwise.

Horns

The creature's head is adorned with sharp horns with which it can ram and butt. Horns provide armour equal to half the creature's Strength on the head and do damage as a weapon.

Inhuman Characteristic

Select any characteristic greater than thirteen and increase it by five points.

Immortality

The passage of time does not touch this creature. It does not, in fact age or decline over the years. Immortality is gained at a great loss in fertility and a certain lack of motivation and sense of urgency. Not to say immortals are lazy or unmotivated but they think long before starting and take their own sweet time once they finally do start. Strangely enough immortals seldom have much patience for shorter lived races who do rush about so as they try to cram everything into their short life times.

Intuition

The unseen world is always near but some creatures are closer or even native to it and can see and hear into that realm more clearly than mortals. The creature can perceive any spirits, active spells, and miasma within their line of sight.

Longevity

The creature is long lived and enjoys a prolonged prime and only begins aging at 100.

Incredible Hearing

Many animals rely on their acute hearing to give an early warning of predators approaching from beyond their field of vision. Hearing modifies Performance and Musical skills and Perception when detecting ambushes.

Incredible Sight

Not all eyes are created equal. An eagle can pick out a mouse in the grass from hundreds of feet in the air and a mouse can only see a couple feet in front of it. Sight modifies adds ten points to most Perception, visual arts, and missile fire actions.

Incredible Sense of Smell / Taste

A hound's sense of smell is thousands of times more acute than a humans. Incredible Smell / Taste adds ten points to Cooking and Tracking skills and Perception actions to smell foes or breakfast. A Perception check can also be used to find specifics like the race of a tracked foe or the health and diet of a creature from its faeces.

Incredibly Sensitive Touch

Creatures with thick hides often have less awareness of physical contacts. Touch modifies Perception when changes in temperature or slight vibrations occur. Touch is also adds ten points to Textiles and Tinker skills where one often works by feel as well as sight.

Night Vision

The creature can see very well in the dark because its senses extend far into the ultraviolet portion of the spectrum. Night vision cannot discern colour and only halves penalties for missile fire in the dark.

Sharp Teeth

The creature's teeth are long and sharp enough to count as a weapon. They are also hard and sharp as spear points. They are still short enough that they must come into contact with their foe and are at a considerable disadvantage against those bearing weapons.

Unliving

The creature is not alive. It does not bleed and cannot be stunned or knocked unconscious. Wounds cause it no pain and it is immune to disease and poison. Nor can it be sustained by natural food and must thus feed upon the life force of the living or be sustained by magic. It does not heal over time. The unliving do not age but they are prone to rot when they cannot obtain sustenance. This works just like starving to death but can only be healed by feeding on life energy.

Winged

Given enough room to flap its wings and a take off run of one action's running distance, the creature can fly. It can also glide on thermal columns in the open air. It cannot hover and must land to engage in prolonged melee but can make flyby attacks.



Disabilities

Some races have special traits that inhibit or constrain them in some way.

Cold Blooded

This race derives its body heat from its surroundings and is exceptionally vulnerable to cold weather. Cool temperatures that are above freezing make them Slow and in temperatures below freezing they take 1d10 damage per hour until they freeze solid.

Fey

This race has very close ties to the unseen world and can actually see and hear spirits without the use of magic. This often makes them seem odd or even mad to those lacking such ties.

No Hands

This race cannot use tools or manipulate fine objects. This is probably reflected in their Dexterity but having no hands at all produces a -20 to all success rolls involving Crafting, Constructing, and Tinkering.

Slow

This race simply moves slower than most, it may be due to its exceptional size, armour, or metabolism but it moves at half the normal speed.

Races

Some fantasy worlds sport a dazzling array of species ranging from the Elves and Dwarves of Norse myth as popularized by Tolkien to anthropomorphized animals. Other worlds have only humans and perhaps subhumans like mutants or neanderthals. For the sake of brevity, only humans are presented here. The Elves and Dwarves that are so common to modern fantasy and other races can be found in the Bestiary. Races often have an experience point penalty that must be paid to reach second level. This serves to offset any cumulative natural advantage they might have over others.

Aesir pg 93
Centaur pg 94
Dwarf pg 95
Elf pg 96
Goblin pg 100

Hobgoblin pg 102
Human pg 103
Kobold pg 103
Lizardman pg 104
Orc 106
Weefolk pg 113

Humans

The race of men is flourishing and spreading across the world. More prolific than the elder races and driven to achieve by their relatively short lives, they stand ready to inherit the world. More diverse in form than the other races, there are humans as short as the Wee Folk and as tall as the Aesir, though the vast majority are roughly the same height as an elf, if more heavily built. It seems each culture has its own tales of their creation and none cast much light on the matter but it is said among the lizard people that there were primitive tribes of men in the world long before the coming of the elves and dwarfs and numerous excellent spells and recipes have been handed down from those times. A human player character will be a young person from just about any walk of life looking to make a name for themselves and find their fortune by escaping the harsh bonds of feudal life.

Experience Cost: 0
Agility 10
Appearance 10
Constitution 10
Dexterity 10
Fortune 10
Reason 10
Knowledge 10
Perception 10
Status 10
Strength 10
Voice 10
Willpower 10

Creating A Character

Characters begin their careers at the end of their apprenticeship and just out of adolescence. These young adults are first level characters. While every individual in the world progresses and grows, a tenth level good wife's combat abilities are likely no where near those of a knight or outlaw.

1. Select Race

Humans are listed and detailed in this chapter but other races may be available at the Referee's discretion as Races are a fundamental aspect of the setting. Even then non-human player characters must be balanced in game terms with an experience point penalty that must be paid off before they can reach second level.

2. Set Characteristics

Each race has a set of base characteristics. The player has six points to distribute and may add or subtract up to three points as they see fit. The vocation packages show Characteristic build which should be considered a guide line on what is needed to enter that vocation. The vocations represent an archetypical beginning point so no characteristic can be more than two points below the value shown.

Characteristics can be generated randomly as shown below.

<u>Base</u>	<u>Random</u>
1 - 5	Base + 1d6 - 3
6 - 15	Base + 1d10 - 5
16 - 25	Base + 2d10 - 10
26 - 35	Base + 3d10 - 15
36 - 45	Base + 4d10 - 20

3. Select or Roll Birthrights

Player characters are exceptional individuals and will have exceptional gifts or opportunities that set them above the common crowd. Two birthrights can be rolled or selected.

4. Apply Experience Levels

Select a vocation or spend one hundred points on Skills and Characteristics placing no more than three on any skill. A Skill Block can be increased to match the best skill within it. Characteristics can only be increased by a single point per level and it costs five points to do so.

5. Total Skill Ratings

For each of the character's skills, add the three Characteristics for the Block to the Block's rating and on the Skill's Rating to find the total skill rating.

6. Starting Equipment

A character begins with a tunic, breeches, a belt, low boots or shoes and one copper coin per point of Status. The vocations have a pre-selected equipment list that comes with the job. Otherwise spend a number of silver coins equal to the square of the character's Status on their possessions using the equipment lists on page XX.

They can also have any gear, weapons or armour they have the skill to make for half the regular price. Any other gear must be purchased with cash or traded for, with a character who knows the necessary crafting skills.

Armsman

Soldiers and mercenaries are the backbone of the feudal lord's forces. Knights may get the glory but the footmen do the work.

Characteristics	Initial	Level
Agility	+1	
Appearance	-1	
Constitution	+3	+1
Dexterity	+1	
Fortune	0	
Reason	0	
Knowledge	0	
Perception	+1	+1
Status	-1	
Strength	+2	+1
Voice	-1	
Willpower	+1	+1

Equipment

Dagger
 Well Used Short Sword
 Large Shield and Spear or Halberd
 Well Polished Pot Helm
 Brigandine or Mail Hauberk
 Back Pack
 2 changes Warm Clothing
 Warm Woolen Blanket
 Hobnail Boots
 Tabard in Lord's Livery
 Wooden Plate
 Wooden Spoon
 Small Iron Pot
 2 Weeks of Trail Rations

Skills			
		Missile Weapon	+3
Armour	+3	Crossbows	+3
Mail	+3	Thrown	+3
Shield	+3	Outdoors	+2
Athletic	+3	Farm	+2
Climb	+3	Woodcraft	+2
Ride Horses	+2	Resilience	+3
Swim	+2	Fatigue	+3
Awareness	+2	Metabolize	+2
Notice	+2	Vitality	+2
Search	+2	Sleight of Hand	+2
Construction	+2	Filch	+2
Carpentry	+2	Social	+2
Lore	+2	Ignore	+2
One Language	+3	Intimidate	+2
Melee Weapon	+3	Insult	+2
Axes	+3		
Spears	+3		

Barbarian

The natives of the wild and unsettled wilderness are often primitive and uncouth by medieval standards, though such hardy souls would likely describe themselves as tough and forthright. Though they are less formally organized than their feudal neighbours, incursions by armies and settlers will often provoke sufficient rage for a sizable horde to gather and strike back.

Characteristics	Initial	Level	Equipment
Agility	+2	+1	Mail Shirt or Full Leather Armour
Appearance	-1		Banded Helmet
Constitution	+3	+1	Vicious Dagger
Dexterity	0		Crude Battle Axe
Fortune	-1		Iron Broad Sword
Reason	0		2 Sacks
Knowledge	0		Broad Belt
Perception	+2		Well Worn Leather Boots
Status	-2		Foul Smelling Fur Cape
Strength	+3	+1	Dented Copper Pan
Voice	-1		Wooden Spoon
Willpower	+1	+1	2 Weeks of Goat Cheese and Dried Berries

Skills

Armour	2	Melee Weapon	3
Leather	1	Axes	3
Shield	2	Spears	3
Athletic	2	Swords	2
Climb	2	Unarmed	2
Ride Horses	1	Missile Weapon	2
Sneak	2	Bows	2
Swim	2	Thrown	2
Awareness	2	Outdoors	2
Follow Tracks	2	Woodcraft	2
Hide	2	Resilience	3
Notice	2	Fatigue	2
Read Signs	2	Metabolize	3
Search	2	Vitality	2
Lore	1	Resolve	3
One Language	2	Courage	3
Maritime	2	Ignore	1
Row	2	Social	2
		Intimidate	3
		Insult	2

Enchanter

There are those few who study the old ways of ancient faiths and lost gods, sifting half remembered tales and ruins for knowledge and power. Such studies take them far from civilized lands where such lore is disdained or despised and thus they are often wise in woodcraft and friendly with barbarians and brigands. Aware of their own mortality, Enchanters frequently take on apprentices who they teach their lore and set off on their own course.

Characteristics	Initial Per Level		Equipment
Agility	0		Knife
Appearance	-1		Plain Robes
Constitution	+1		Leather Boots
Dexterity	0		Warm Woolen Blanket
Fortune	0	+1	Tin Cup
Reason	+4	+1	Tin Bowl
Knowledge	0	+1	Copper Spoon
Perception	0		
Status	-1		
Strength	-1		
Voice	+2	+1	
Willpower	+2		

Skills		Lore		Outdoors	
Art	1	One Region's History	2	Woodcraft	2
Carving	1	One Religion's Doctrine	1	Sleight of Hand	1
Play Instrument	1	Two Languages	1	Juggle	1
Athletic	1	Navigation	2	Social	2
Climb	1	Life Magic	3	Befuddle	1
Ride Horses	1	any Rote	3	Befriend	1
Swim	1	Spirit Magic	3	Insinuate	1
Awareness	3	any Rote	3	Motivate	1
Follow Tracks	1	any Rote	3	Provoke	1
Notice	3	White Magic	3		
Read Signs	3	any Rote	3		
Search	1	Resolve	3		
Entertain	2	Attunement	3		
Sing	2	Ignore	2		
Healing	2	Resist	3		
Apothecary	2	Maritime	1		
		Sail	1		

Good Wife

In feudal times, much of the wealth creation and manufacturing is done by women. Thread is spun, cloth is woven, clothing sewn and embroidered, and food prepared. A woman of the lower classes needs to be tough, clever, and industrious to get by and may even have some small knowledge of folk magic and minor charms.

Characteristics

	Initial	Per Level
Agility	0	
Appearance	+1	
Constitution	+2	+1
Dexterity	+1	+1
Fortune	+1	+1
Reason	+2	+1
Knowledge	-1	
Perception	0	
Status	-3	
Strength	-1	
Voice	+2	
Willpower	+2	

Equipment

Copper Kettle
 Carving Knife
 Knitting Needles
 Two Plain Dresses
 Two Wicker Baskets
 Two Coarse Blankets

Skills

Athletic	2	Melee Weapon	1	Resolve	1
Avoid	1	Blunt	1	Attunement	1
Dance	2	Unarmed	1	Ignore	3
Art	2	Missile Weapon	1	Resist	1
Pottery	2	Thrown	1	Textiles	3
Play Instrument	1	Outdoors	2	Dying	2
Awareness	2	Farm	2	Embroidering	1
Conceal	1	Resilience	2	Knitting	3
Hide	1	Fatigue	2	Tailoring	1
Notice	2	Metabolize	2	Weaving	2
Search	2	Social	3		
Entertain	1	Befriend	2		
Sing	1	Convince	2		
Foods	3	Insinuate	2		
Cook	3	Insult	2		
Lore	1	Motivate	2		
Appraise Goods	2	Provoke	1		
White Magic	2				
One Rote	2				

Holy Warrior

Holy orders of fighting monks such as the Templars and Hospitars are not the only devout servants to take up the sword. Devout crusaders and even pious young women with visions of liberating their home land are also heard by their divine patron. The key to obtaining such divine favour is faith and devotion in the face of trials and persecution.

Characteristics	Initial Per Level		Equipment
Agility	+1		Passable Warhorse
Appearance	-1		Saddle and Harness
Constitution	0	+1	Spurs
Dexterity	0		Mail Hauberk
Fortune	+1	+1	Helmet
Reason	+1		Medium Shield
Knowledge	-2		Lance
Perception	0		Long Sword
Status	+2		Dagger
Strength	+1	+1	Silver Talisman
Voice	0		Surcoat, Tunic, Trousers
Willpower	+1	+1	Hard Leather Boots
			Wooden Bowl
			Wooden Spoon
			Small Knife

Skills		Melee Weapon	
Armour	3	Axes	1
Mail	3	Blunt	1
Plate	3	Spears	3
Shield	3	Swords	3
Athletic	3	Unarmed	1
Climb	3	Missile Weapon	1
Ride Horses	3	Thrown	1
Swim	3	Resilience	3
Awareness	1	Fatigue	3
Notice	1	Vitality	3
Entertain	1	Resolve	3
Sing	2	Attunement	1
Lore	2	Courage	3
Own Religion's Doctrine	2	Discipline	3
Light Magic	1	Resist	2
One Rote	1	Social	3
		Befuddle	2
		Intimidate	3
		Provoke	2

Hunter

The wilderness is a source of valuable meat and hides. Most realms keep forest reserves in which the nobility may hunt but in settled regions unsanctioned hunters often find themselves on the wrong side of the king's justice.

Characteristics	Initial Per Level		Equipment
Agility	+1	+1	Large Skinning Knife
Appearance	-1		Axe or Boar Spear
Constitution	+2	+1	Short Bow, Longbow, or Crossbow
Dexterity	0	+1	Quiver or Case
Fortune	+1		12 Arrows or Bolts
Reason	+1		Fur Hat or Cap
Knowledge	0		Rucksack
Perception	+3	+1	2 changes of Plain Clothing
Status	-2		Large Fur Cape
Strength	+1		Soft Leather Boots
Voice	-1		Wooden Bowl or Plate
Willpower	+1		Clay Cup and Wooden Spoon 2 Weeks Smoked Meat / Dried Berries

Skills

Armour	2	Construction	2	Outdoors	2
Leather	2	Bowyer	2	Farm	1
Art	1	Leather Work	2	Trapping	3
Carving	1	Tanner	2	Dog Master	2
Athletic	3	Lore	1	Woodcraft	3
Avoid	2	Navigation	2	Resilience	2
Climb	2	Maritime	1	Fatigue	2
Ride Horses	1	Row	1	Metabolize	2
Sneak	3	Melee Weapon	1	Vitality	1
Swim	1	Axes	1	Resolve	1
Awareness	3	Knives	1	Ignore	1
Conceal	1	Spears	1	Social	
Hide	2	Unarmed	1	Intimidate	1
Follow Tracks	3	Missile Weapon	3		
Notice	3	Bows	3		
Read Signs	2	Thrown	1		
Search	2				

Knight

In the middle of the feudal pyramid are the knights. Properly gentry, not nobility, these are sworn to the service of their lord in exchange for protection and rewards. Knights make a great show of ceremony, honour, and virtue but few ever truly strive to meet the high mark of their code and vows.

Characteristics	Initial	Per Level	Equipment
Agility	0	+1	Passable Warhorse
Appearance	0		Dagger
Constitution	+2	+1	Small Knife
Dexterity	0		Long Sword
Fortune	-1		Lance
Reason	-1		Half Plate
Knowledge	0		Helm or Basinet
Perception	-1		Heater Shield
Status	+2		Surcoat
Strength	+3	+1	2 Changes of Fine Clothing
Voice	0		Fine Feather Filled Blanket
Willpower	+2	+1	Pavilion
			Riding Boots & Silver Spurs
			Saddle and Harness
			Caparison
			Copper Plate, Copper Cup, Copper Spoon

Skills		Melee Weapon		Resolve	
Armour	3	Axes	3	Courage	3
Mail	2	Blunt	3	Ignore	1
Plate	3	Knives	3		
Shield	3	Spears	3		
Athletic	3	Swords	3		
Climb	1	Unarmed	2		
Dance	2	Missile Weapon	2		
Ride Horses	3	Thrown	2		
Swim	1	Resilience	3		
Awareness	1	Fatigue	2		
Notice	1	Metabolize	3		
Entertain	1	Vitality	3		
Sing	1	Social	3		
Lore	1	Insinuate	1		
One Language	1	Intimidate	3		
One Region	1	Inspire	2		
		Insult	1		

Lady

Women with the good fortune to be born into the noble class are able to spend their days in relative leisure and comfort. They while away the hours sewing and embroidering and gossiping with the other ladies and their evenings entertaining and flirting and politicking with the elite. Ladies are often well read and educated if somewhat lacking in practical skills. They are seldom adventurers themselves but are frequently found on adventures none the less.

Characteristics	Initial	Per Level	Equipment
Agility	-1	+1	1 Fine Gown & 3 Fine Dresses
Appearance	+3		Dressing Gown
Constitution	-2		Silk Slippers
Dexterity	+1	+1	Good If Impractical Shoes
Fortune	-2		Riding Boots
Reason	+1	+1	Knitting Needles & Hair Pins
Knowledge	+2		Wimple or Bonnet
Perception	0		6 Silk Handkerchiefs
Status	+3	+1	Extensive Toiletries
Strength	-2		Silver Mirror & Silver Hair Combs
Voice	+2		Gentle Mare
Willpower	+1		Saddle and Harness

Skills		Foods		Social	
Art	1	Cook	1	Befuddle	1
Calligraphy	1	Healing	3	Befriend	2
Play Instrument	1	Apothecary	3	Convince	1
Athletic	3	Physician	3	Insinuate	2
Avoid	1	Surgeon	3	Inspire	1
Dance	3	Lore	2	Motivate	3
Ride Horses	2	Anatomy	1	Provoke	2
Sneak	1	One Region's History	1	Textiles	3
Swim	1	One Religion's Doctrine	1	Embroidering	3
Awareness	2	One Language	2	Knitting	1
Conceal	1	Mathematics	1	Tailoring	1
Disbelieve	1	Resilience	1	Weaving	1
Hide	1	Metabolize	1	Tinker	2
Notice	2	Resolve	1	Pick Locks	2
Search	2	Ignore	1		
Entertain	1				
Sing	2				

Magician

As professional tradesman and guild members, magicians are accorded honour well above their station. Even so, their vocation leaves little time for more practical matters.

Characteristics	Initial	Per Level	Equipment
Agility	-2		Knife
Appearance	+0		Elaborately Embroidered Robes
Constitution	-1		Impressively Silly Hat
Dexterity	+1	+1	Fine Feather Filled Blanket
Fortune	+1	+1	Pointy Curly Toe Shoes
Reason	+2		Copper Plate
Knowledge	+3	+1	Copper Bowl
Perception	0		Copper Spoon
Status	+1		Wand or other personal focus
Strength	-2		
Voice	+1		
Willpower	+2	+1	

Skills

Art	2	Resolve	3
Calligraphy	2	Attunement	3
Awareness	3	Ignore	3
Conceal	3	Sleight of Hand	2
Disbelieve	3	Card Tricks	2
Notice	3	Filch	1
Lore	3	Juggle	1
One Region's History	3	Pick Pockets	1
Two Languages	2	Social	2
Mathematics	3	Deceive	3
Earth Magic	3	Inspire	1
any two Rotes	3	Manipulate	2
Fire Magic	3		
any two Rotes	3		
Light Magic	3		
any two Rotes	3		

Outlaw

The woods and borderlands of most kingdoms are rife with outlaws and bandits. Faced with the harsh and arbitrary nature of medieval life, even goodly folk can find themselves on the wrong side of the law.

Characteristics	Initial Per Level		Equipment
Agility	+2	+1	Large Knife
Appearance	-1		Hatchet
Constitution	+2	+1	Quarterstaff, Longbow, or Crossbow
Dexterity	+2		Quiver or Case
Fortune	-1		12 Arrows or 12 Bolts
Reason	+1		2 changes of Ragged Clothing
Knowledge	0		foul smelling Leather Jack
Perception	+2	+1	Leather Hat, Cap, or Hood
Status	-3		pest infested blanket
Strength	+2	+1	Leather Sling Bag
Voice	-1		Leather Boots (undoubtedly stolen)
Willpower	+1		Leather Belt
			Chipped Clay Cup
			Wooden Spoon
			Wooden Platter
			1 week of Smoked Venison & Biscuit

Skills		Maritime	1
Armour	2	Row	1
Leather	2	Melee Weapon	2
Athletic	3	Blunt	2
Avoid	3	Knives	2
Climb	2	Unarmed	2
Ride Horses	1	Missile Weapon	3
Sneak	3	Bows	3
Swim	2	Thrown	3
Swing	2	Outdoors	3
Awareness	3	Farm	1
Conceal	2	Woodcraft	3
Follow Tracks	2	Resilience	2
Hide	3	Fatigue	2
Notice	3	Metabolize	2
Search	2	Vitality	2
Construction	2	Social	2
Bowyer	2	Deceive	2
		Inspire	1
		Manipulate	2

Priest

Those who serve the gods are often the most educated class. In Europe's middle ages the monasteries were the last bastions of learning and education in an age of ignorance and superstition. In a world where gods are active and observable in nature, their servants are revered and feared.

Characteristics	Initial	Per Level	Equipment
Agility	-1		Linen Robe
Appearance	0		Mitre
Constitution	0		Cloak
Dexterity	-1		Canonical Book
Fortune	+2	+1	Doctrinal Book
Reason	+2	+1	Small Blank Book
Knowledge	0		Silver Talisman
Perception	-1		Hard Leather Shoes
Status	+2		Wooden Bowl
Strength	-1		Wooden Spoon
Voice	+2	+1	Small Knife
Willpower	+2	+1	Satchel

Skills		Lore	
Art	2	Anatomy	2
Calligraphy	2	One Region's History	2
Play Instrument	2	One Religion's Doctrine	3
Athletic	2	One Language	2
Avoid	1	Mathematics	2
Ride Horses	2	One Discipline of Magic	2
Awareness	3	any Three Rotes	2
Disbelieve	3	Resolve	3
Entertain	3	Attunement	2
Orate	3	Ignore	2
Sing	2	Resist	3
Healing	2	Social	3
Apothecary	2	Befuddle	3
Physician	2	Befriend	1
Surgeon	2	Convince	3
		Inspire	3
		Motivate	2
		Provoke	1

Rogue

Not to be confused with common thieves, rogues are freemen and gentlemen who's adventures run as much to spying and information gathering as money. No few young noblemen wind up turning to larceny in the pursuit of fair maidens denied to them by birth or over protective fathers.

Characteristics	Initial	Per Level	Equipment
Agility	+1	+1	Dagger
Appearance	+1		2 Throwing Knives
Constitution	0		Lock Picks
Dexterity	0		Hooded Cloak
Fortune	+1	+1	Soft Leather Shoes
Reason	0		2 Changes Good Clothing
Knowledge	0		50 Foot Rope
Perception	+1	+1	Grappling Hook
Status	+2		Tinder Box
Strength	0		12 Pure Wax Candles
Voice	+1	+1	
Willpower	-1		

Skills		Lore		Social		
Armour	2		One Language	1	Befuddle	1
Leather	2	Maritime		1	Befriend	3
Mail	2	Sail		1	Convince	2
Art	1	Melee Weapon		3	Insinuate	1
Play Instrument	1	Knives		2	Intimidate	1
Athletic	3	Swords		3	Insult	1
Avoid	3	Unarmed		2	Provoke	2
Climb	3	Missile Weapon		2	Tinker	1
Tumble	2	Crossbows		1	Pick Locks	1
Ride Horses	3	Thrown		2		
Sneak	2	Resilience		2		
Swim	2	Fatigue		2		
Swing	2	Metabolize		1		
Awareness	2	Vitality		1		
Conceal	1					
Hide	2					
Notice	2					
Search	1					
Entertain	1					
Sing	1					
Act	1					

Scout

Armies often march through wilderness areas and require guides in foreign lands. Scouts are skilled in woodcraft and the ways of warfare. Their work often requires them to take a hand in sniping and spying as well.

Characteristics	Initial	Per Level	Equipment
Agility	+2	+1	Short Sword or Falchion
Appearance	-1		Short Bow, Long Bow, or Crossbow
Constitution	+2	+1	Quiver or Case
Dexterity	0		20 Arrows or Bolts
Fortune	0		Dagger
Reason	+2	+1	Banded Helmet painted a neutral color
Knowledge	0		Well Worn Leather Jack
Perception	+2	+1	Oil Skin Poncho
Status	-1		Warm Woolen Blanket
Strength	0		2 changes of warm clothing
Voice	-1		Soft Leather Boots
Willpower	+1	66	Water Skin
			Satchel
			Tin Cup and Tin Utensils
			2 Weeks of Trail Rations

Skills

Armour	2	Lore	2	Social	1
Leather	2	One Language	1	Befriend	1
Mail	1	Navigation	3	Ignore	1
Athletic	2	Maritime	1	Intimidate	1
Avoid	2	Row	1		
Climb	2	Melee Weapon	2		
Ride Horses	1	Knives	1		
Sneak	2	Spears	2		
Swim	2	Swords	1		
Awareness	3	Unarmed	1		
Conceal	1	Missile Weapon	3		
Disbelieve	1	Crossbows	3		
Follow Tracks	1	Thrown	1		
Hide	1	Outdoors	3		
Notice	3	Woodcraft	3		
Read Signs	3	Resilience	2		
Search	1	Fatigue	2		
Construction	1	Metabolize	1		
Bowyer	1	Vitality	1		

Thief

Born in the gutter, these light fingered sneaks have had few choices in life, few even know their own mothers if by some small miracle they yet live. Stealing becomes a way of life early and the attrition rate among young street urchins is very high indeed.

Characteristics	Initial	Per Level	Equipment
Agility	+3	+1	Club
Appearance	-1		2 Knives
Constitution	0		Lock Picks
Dexterity	+2	+1	Ragged Clothing
Fortune	+1	+1	Bandana
Reason	+1		2 Small Sacks
Knowledge	0		1 Large Sack
Perception	+1	+1	Padded Shoes
Status	-2		50 Foot Rope
Strength	-1		1 day Stolen Fruit and Bread
Voice	+1		
Willpower	+1		

Skills		Resilience	
Athletic	3	Fatigue	2
Avoid	3	Metabolize	1
Climb	3	Vitality	1
Tumble	1	Resolve	
Sneak	3	Ignore	1
Swim	1	Social	1
Swing	1	Befuddle	2
Awareness	3	Convince	2
Conceal	1	Insinuate	1
Hide	3	Sleight of Hand	3
Notice	2	Filch	3
Search	3	Juggle	2
Lore	1	Pick Pockets	3
Appraise Goods	2	Tinker	2
Melee Weapon	1	Disarm Traps	2
Blunt	1	Pick Locks	2
Knives	2		
Unarmed	1		
Missile Weapon	2		
Slings	1		
Thrown	2		

Robber

Theft is just taking things that doesn't belong to you. Robbery is taking things by force. Being more vulnerable to justice than thieves since they are actually seen by their victims, robbers often form powerful gangs for mutual protection.

Characteristics	Initial	Per Level	Equipment
Agility	+2	+1	Knife
Appearance	-1		Hefty Club
Constitution	+2	+1	100 Feet of Thick Cord
Dexterity	0	+1	Crossbow
Fortune	0		Case and 12 Bolts
Reason	0		Worn Leather Jack
Knowledge	0		Heavy Leather Boots
Perception	+1		Plain Clothing
Status	-2		Mask or Bandana
Strength	+3	+1	2 Large Sacks
Voice	-1		
Willpower	+2		

Skills

Armor	3	Melee Weapon	3
Leather	3	Axes	1
Shield	3	Blunt	3
Athletic	2	Knives	1
Avoid	2	Unarmed	3
Climb	2	Missile Weapon	2
Ride Horses	1	Crossbows	2
Sneak	2	Thrown	2
Swim	1	Resilience	2
Awareness	3	Fatigue	1
Conceal	2	Metabolize	2
Follow Tracks	1	Vitality	2
Hide	3	Social	1
Notice	3	Ignore	1
Search	2	Intimidate	3
Lore	1	Insult	3
Appraise Goods	2		
Maritime	1		
Row	1		

ARMOUR	ENTERTAIN	MARITIME	RESOLVE
Leather	Act	Fish	Attunement
Mail	Compose	Pilot	Courage
Plate	Mimicry	Row	Discipline
Shield	Narrate	Sail	Each Transformation
	Orate		Ignore
ART	Sing	MELEE WEAPON	Resist
Carving		Axes	
Calligraphy	FOODS	Blunt	SLEIGHT OF
Illusion	Bartender	Knives	HAND
Painting	Brewer	Spears	Card Tricks
Play Instrument	Cook	Swords	Filch
Pottery	Vintner	Unarmed	Juggle
			Pick Pockets
ATHLETIC	HEALING	METAL WORK	
Avoid	Apothecary	Copper	SOCIAL
Climb	Barber	Iron and Steel	Befuddle
Dance	Physician	Silver and Gold	Befriend
Ride Each Animal	Surgeon		Convince
Sneak		MISSILE WEAPON	Ignore
Swim	LEATHER WORK	Bows	Insinuate
Swing	each race's Anatomy	Crossbows	Intimidate
Tumble	Armourer	Slings	Inspire
	Cobbler	Thrown	Insult
AWARENESS	Saddlery		Motivate
Conceal	Tanner	OUTDOORS	Provoke
Follow Tracks		Drive	
Gambling	LORE	Farm	TEXTILES
Hide	Appraise Goods	Trapping	Dying
Notice	Architecture	Each Animal Master	Embroidering
Read Signs	Each Region's History	Woodcraft	Knitting
Search	Each Religion's		Net Tying
	Doctrine	RESILIENCE	Rope Braiding
CONSTRUCTION	Each Language	Fatigue	Tailoring
Bowyer	Engineering	Metabolize	Weaving
Cabinetry	Mathematics	Vitality	
Carpentry	Navigation		TINKER
Cooper	Poetry		Devise Clockwork
Masonry			Construct Locks
Mining	each Discipline		Construct Traps
Shipwright	Each Rote		Disarm Traps
Wainwright			Pick Locks

Armour

Agility, Constitution, Strength

Armour skill is the maximum skill bonus that can be used when fighting, casting spells, or undertaking Athletic actions while armoured. It is also needed to even get into many of the more complex suits.

Leather

Mail

Plate

Shield

Suit Up

+ 5 Aided

+ 5 Leisurely

- 5 Full Suit

- 5 Plate

- 5 Rushed

Art

Dexterity + Reason + Perception + Sight

The character is skilled in producing visual representations in a variety of media. In general their skill will not allow them to exceed the current state of the art in artistic expression, for instance medieval painters didn't use perspective, but they will excel at what they can do.

Carving: The character can produce figures and models out of wood. Little more than a knife and a block of wood are needed but saws, vices, chisels, sand, and drills allow a greater range of techniques and improve the quality of the work. The type of wood and its curing are also major factors in the quality of the work.

Calligraphy: The character has elaborate, decorative hand writing. Quills, a pen knife, ink and parchment are necessary with better quality paper producing markedly better results due to its smoothness and resistance to warping.

Illusion: spell casters who work in illusion must learn to reproduce life like detail in light and shadow to deceive observers.

Painting: The character can produce attractive and realistic images in paint. They can also manufacture their own paints and brushes as these are not readily available at market. Egg and linseed oil are common binders which are added to the pigments which are often obtained by processes as arcane and morbid as any potion. Canvas stretched on a frame and plastered walls are common mediums. If you plan to paint a ceiling, scaffolding becomes essential.

Play Each Instrument: Medieval musical instruments and indeed musical theory are primitive by today's standards. The character can carry a tune on their instrument of choice.

Pottery: The character can produce useful and attractive sculptures and containers from clay, as well as knowing where to look for good clay. A potter's wheel is essential to the making of anything more complex than a pinch pot. A shovel and bucket are very handy as well.

Sculpting: The creation of realistic and recognizable shapes of humans and animals in stone and clay.

Construction

Constitution + Dexterity + Strength

Wood is a very versatile and strong material that is naturally available in great quantities. Stone is the other major material available. Being able to fit uncut stones in mortar and even cut stone to allows for the construction of the castles the middle ages are famous for.

Bowyer: The character can make bows and arrows. Little more than a knife, twine, limber sticks, and feathers are needed but they will need a smith to produce arrow heads.

Cabinetry: The character can make boxes and cabinets. This requires saws, hammers, drills, glues, and rope or better still, clamps.

Carpentry: The character can construct wooden structures and buildings. Large timbers, saws, hammers, and nails are needed as well as ropes, pulleys and wagons for really big jobs.

Cooper: The character can produce watertight wooden barrels. They need saws, pitch, rope, or steel bands.

Masonry: The character is skilled in stone cutting, brick laying, and plaster work. If rumours of a secret order of stone cutters that control the world and have hidden magical secrets are true they haven't seen any evidence of it.

Mining: Digging for gold is a popular pass time but without knowledge of shoring up tunnels, and the natural formations of stone it can be very dangerous. Especially when faced with the hazards of various subterranean creatures.

Shipwright: The character can build ships and boats. Saws, hammers, nails, pitch, and rope are all necessary as are wagons, and pulleys for ships.

Wainwright: The character can construct wheels and wagons. The usual hammers, and saws are needed. Steel rims, brackets, bolts and screws from a smith will greatly improve performance and durability.

Athletic

Agility + Constitution + Strength

These skills are used to successfully undertake the actions of the type covered by the skill.

Avoid : Attacks on the character can be dodged using their Avoid skill.

Climb: Being an experienced climber allows a character to literally pass over the obstacles in their path.

+10 Rope

+10 Plentiful Handholds

-10 Steep

-20 Sheer

-10 Slick

Suffer falling damage if failed.

Dance: The character is skilled in the various folk and court dances and able to perform them without embarrassing themselves or their partner. Dancing is mainly used to entertain and socialize but you never know when you'll need to impress an elfin princess.

- 10 Foreign Culture
- 10 Unfamiliar Dance

Ride Each Animal: Experience in riding animals, usually horses helps one to stay in the saddle when struck as well as when fighting from it. Ride skill acts as a cap on weapon skill ratings that can be used when fighting mounted on a horse or other critter.

Sneak: Being able to move silently and thus avoid being heard, combined with the keeping a careful watch on the watchers and thus knowing when to move and when not to, allows the character to get up close and personal without being detected.

- +10 Bare Feet
- +10 Clean Hard Ground
- 10 Hard Shoes or Boots
- 10 Cluttered, Rough Ground

Swim: When finding oneself in water over one's head, it is often useful to know how to float and move about in the water instead of floundering and sinking like a rock.

- + 10 calm water
- 10 rough water
- 10 rescue smaller person
- 20 rescue person of same size
- 30 rescue larger person

Swing: Allows the character to swing on rigging, chandeliers, curtains, and the beards of giants. Includes recognizing when a potential 'vehicle' will take their weight. The distance moved is never more than twice the length of the line and the difficulty of the swing is five times the total distance.

Tumble: Simple stunts like cartwheels, handstands, and hand springs can be attempted with this skill. This is generally for the purpose of entertaining others but a successful roll will reduce falling damage by the Result value of the roll.

- 10 Somersault, Vault
- 20 Cartwheel, Handspring
- 30 Back Flip, Aerial Somersault

Awareness

Perception + Reason + Fortune

How one sees the world determines how one interacts with it. Obtaining knowledge through observation is a crucial ability for adventurers of all stripes.

Disbelieve: The character's attention to detail may reveal illusions and deceptions. Disbelieve skill is used to resist both illusion spells and social deceptions.

Follow Tracks: Great hunters and trackers can follow their quarry by bent blades of grass and broken twigs. Other less talented individuals look for footprints and fewmets. The Incredible Sense of Smell / Taste racial trait adds ten to this skill.

Gambling: Skill in a variety of dice and stick throwing games are used for betting and recreation. Simple cheats are included, with the Card Tricks skill covering more complex cheats that can be managed with uniform sets of playing cards.

Hide: The ability to vanish by the more mundane means of knowing what you can put between you and those who seek you while not having your rear end sticking out in plain sight.

+10 bad light

+10 dark clothing

Notice: It is one thing to look and yet another to observe. The character has learned to see things clearly and understand what is important and what is insignificant.

Read Signs: The character is so attuned with nature that they can intuitively and consciously obtain detailed information from minor factors.

Search: Valuable or incriminating things are often hidden. The search skill is used to find objects that have been concealed.

Entertain

Voice+Reason+Perception+Hearing

These skills are primarily used to entertain others. In a world before the printing press and television, even amateurs are well regarded. Even among their peers, the application of performance skills can greatly improve a character's reputation and standing.

Acting: The character can put on a credible performance in a play. This skill can also be used to impersonate others

Impersonation

+ 10 Stereotypical Individual

- Local Person

-20 Acquaintance

-30 Friend

-40 Family Member

Compose: The character is skilled in writing and arranging new music and arranging performances. The writing of lyrics falls under the Poetry skill.

Mimicry: air magic used to shape sound to create authentic tones and requires study and attention to detail.

Narrate: The character is a skilled teller of tales and reciter of poems being able to alter cadence and tone as well as differentiate voices and alter meaning through presentation.

Orate: The character can speak well to an audience and debate topical matters with sophistication and wit.

Sing: The character is able to carry a tune and keep time with other musicians.

Foods

Knowledge + Reason + Perception +Taste

The character is skilled in the creation and preparation of various food items. It goes without saying that it takes good food to make good food, even so, many peasant dishes that were discovered on the desperate edge of starvation have made their way to the tables of the gourmands.

Bartender: The character can mix drinks and advice of questionable value. A good stock of ingredients and glasses is needed for the drinks.

Brewer: The character can produce beer and ale. Barley, hops, barrels, cauldrons and water are all required for this amazing feat.

Cook: The character can cook meals and preserve and store food. Knives and various kitchen implements, pots and pans are helpful, as are a stove and oven but the work can be done with a fire, a knife, and some sticks will do as long as there is food.

Vintner: The character can produce wine. Grapes, vats, bottles, casks, and virgins with clean feet are all essential to this revered process.

Healing

Dexterity + Knowledge + Reason

The practical application of observed knowledge for the purpose of healing various maladies is not yet particularly scientific or evidence based. None the less, these skills are far removed from some of the wilder superstitions and include the ability to recognize when a method is causing more harm than good.

Apothecary: The character is skilled in distilling and preparing teas, elixirs, and tablets containing the essential properties of medicinal herbs. This allows them to be stored and transported long distances. Apothecaries often trade local remedies with colleagues in distant lands to broaden their supply.

Barber: The character is skilled at trimming hair and shaving beards and knowledgeable about a variety of personal hygiene issues.

Physician: Through a great deal of trial and error mixed with the study of sundry texts on the matters of physiology and disease, the character is able to stitch up wounds, pull teeth, and re-balance the humours by means of bleeding. Whether any of this is actually useful is entirely debatable.

Surgeon: The character is skilled in cutting people up to fix their problems. While this is never the best solution, it beats leaving large pieces of metal inside their bodies or letting their limbs rot off.

Leather Work

Constitution + Dexterity + Knowledge

The character is skilled in preparing animal skins so they don't decay and making various useful items from them. They will need awls, knives, a good work bench, forms, and patterns to do most of this work, but basic stitching can be done with only an awl and a knife.

Armourer: The character is skilled in making heavy leather suits. Beyond the usual tools, the leather must be hardened by boiling it in oil, soft leather is fine for stopping abrasions and lacerations but it's no use at all when you've been hit with a battle axe.

Cobbler: The character is skilled in making shoes, sandals, and boots. The patterns for these are often quite complex and closely guarded secrets. For anything more complex than moccasins wooden forms are needed to hold the work in progress. Hard soles need to be boiled in oil like saddles and armour.

Saddlery: The character is skilled in making saddles, tack, and harness. Metal fixtures like buckles and rivets produced by a blacksmith are needed as is a vat of boiling oil.

Tanner: The character is skilled in producing leather from animal hides. Generally speaking, this involves scraping the hide smooth and soaking it in urine or some other mildly acidic solution. Frames, a good scraper and vats or barrels full of the stuff are required as are dyes if the leather is to be coloured.

Lore

Knowledge + Reason + Willpower

Learning and literacy are rare in medieval society and those who have them can charge a premium, or at least not pay others for it. Knowledge is jealously hoarded in such times and education virtually unknown.

Each Race's Anatomy: The character has studied the form and function of the human or other being's body. This knowledge is useful whether deciding what to cut out to cure a malady or drawing a realistic figure. Anatomy acts as a cap on the bonus a character can receive from medical skills.

Appraise Goods: The character has studied the relative value of items and knows a good piece of work by a famous master from a cheap fake by a cheaper hack.

Architecture: The character has learned the arcane arts of trigonometry and higher mathematics as they relate to the construction of buildings and is able to devise plans that won't fall down the day after they are built. The architect's skill acts as a cap on the skills of workers.

Each Region's History: The character has studied the details of the specified region's history and can often dredge up useful bits of information relating to present

circumstances.

Each Religion's Doctrine: Each religion's doctrine is a different skill. The bonus can be used to win arguments with other members of that religion no matter how irrational the actual subject matter is.

Each Language: Each language is a skill. A language can only be spoken if points have been put into it. That is to say there is no unskilled linguistic default. Magicians in particular are interested in learning languages as most inscribe their spell books and scrolls in an obscure and ancient tongue in order to protect their secrets. Language skills act as a cap on actions requiring communication.

Engineering: The character has learned to design machines like catapults, cranes, and mechanical traps, including the obscure mathematics and physical laws that explain how they work. Engineering skill acts as a cap on bonuses when building machinery.

Mathematics: While any commoner can add a few numbers, count by twelves, and cipher out the simple fractions used in cooking and building, more advanced mathematical knowledge is fairly limited. This skill also covers geometry and simple physics.

Navigation: The character can set a course by the stars using simple instruments and charts. Navigation is a particularly important skill when crossing trackless deserts and the open sea.

Poetry: Ballads, lays, lyrics and other arrangements of words in pleasing form and cadence have been studied in detail and the writing of such can also be attempted.

Each Discipline of Magic

Knowledge + Reason + Willpower

The skills that must be developed to work magic are covered here. While each spell is individual and unique, there are similarities and synergies between them. The character's total skill in a Discipline of magic serves as their chance of casting spells from that Discipline from written sources as well as their chance of understanding newly discovered spells recognizing them as they are cast.

Disciplines (and thus blocks) of Magic

Air	Darkness
Earth	Evil (Black)
Good (White)	Life
Light	Fire
Spirit	Void
Water	

Each Rote (-Difficulty): Normally a spell caster requires a written work detailing the intricacies of each individual spell. Each Rote is a single spell they have learned by heart from among those they have access to in the Arts they have studied. Spells known by rote no longer require a written set of instructions to be cast. The Rote's skill rating is the caster's chance of casting the spell. Naturally, rote spells have no unskilled default, or rather simply don't exist outside of the general knowledge in that Discipline of magic.

Principles of Magic

Alter

- Aspect of each creature
- Bestow each ability
- Enhance/Impair each characteristic
- Leach each characteristic
- each creature's form

Commune

- Astral Projection
- Know Emotions
- Hear Thoughts
- Send Impressions
- Send Thoughts
- Enhance / Impair each skill

Control

- Bind each type of spirit
- Call each creature
- Command each creature
- each type of spirit Possession
- Evoke each emotion
- Impose each personality trait

Conjure

- each substance Blast
- each substance Bolt
- Draw each item
- each substance Wall
- Contact each realm
- Summon each creature
- each realm Portal

Craft

- Consecrate each implement
- Counter each class
- Deflect each Substance
- Enchant each spell
- Reflect each class

Divine

- Detect each substance
- Project each sense
- Query each oracle
- Rede each omen
- The Sight

Shape

- Animate (Dirt, Metal, Stone, Wood)
- Create each substance
- Illusion (Light, Darkness)
- Impel (Aether, Air, Dirt, Water)
- Mend each substance
- Permeate each substance
- Sculpt each substance

Maritime

Agility + Constitution + Reason

The sea is a great source of food, way to travel, and ship goods. These skills provide a character with the abilities they need to work at sea.

Fish: The character can catch fish with nets and lines. They know where the fishing is good and what baits will bring in various types of fish.

Pilot: The character can steer and command ships. This requires a good understanding of the rigging and the ship's ability to clear obstacles and handle waves and wind. It takes some time to become familiar with each individual ship and captains are often very attached to their command.

Row: The character can paddle boats and canoes. They can steer through obstacles and know the limitations of their craft. Rowing doesn't cover the use of oars on galleys which are really just a brute force exercise.

Sail: The character can work rigging and sails on boats and ships. A side result is exceptional skill with rope and knots. The character is also able to comprehend nautical commands and jargon which are virtually a language of their own.

Melee Weapon

Agility, Dexterity, Strength

The visceral thrill of whacking something with an axe needs little explanation. In rules terms, these skills are used to hit and defend in combat.

Axes: This skill covers the use of all swung edged weapons with a haft including hatchets, axes, battle axes, pole axes, halberds, berdeches, and cleavers.

Blunt Weapons: This skill covers the use of all clubs, maces, mauls, staves, batons, and flails.

Knives: This skill covers the use of short knives and daggers.

Spears: This skill covers the use of all long shafted piercing weapons such as javelins, spears, pikes, spetums, ranseurs, and tridents.

Swords: This skill covers the use of all long bladed edged weapons including long swords, broad swords, scimitars, tulwars, and zweilanders.

Unarmed Attacks: This skill covers all punching, kicking, scratching, biting, clawing, elbowing, grappling and head butts.

Missile Weapon

Dexterity + Perception + Sight + Strength

One of the best ways to avoid being whacked with an axe is to be a hundred yards away and put an arrow through the guy's eye while he's running. These skills provide the character's chance to hit with missile weapons.

Bows: This skill covers the use of all self bows, composite bows, long bows, and horse bows.

Crossbows: This skill covers the use of all bows fixed to a shaft and cocking mechanism including crossbows arbalests, and prods.

Slings: This skill covers the use of all slings, staff slings, bolas, and aclys.

Thrown Weapons: This skill covers the use of thrown rocks, axes, spears, knives, and dwarfs.

Metal Work

Constitution + Dexterity + Strength

Metal is the backbone of technology. In the middle ages, the techniques to work with steel become available. Every metal has its uses, and requires different techniques to get the desired results. A forge, anvil, hammers, tongs, sand, clay, and buckets of water are all essential to any metal working project.

Copper: Copper, and its alloys bronze and brass require less heat to forge than steel and are easier to mine. In itself copper is too pliable to produce decent swords, so it is generally alloyed with tin to make bronze or zinc to make brass. Bronze is harder than low steel but also more brittle. Brass is less prone to tarnishing and decay.

Iron: Iron and steel are the peak of medieval technology. Hot forges blown with a bellows produce purer and stronger alloys than were available in earlier ages. While iron ore is somewhat harder to mine than copper it is more common and becomes less expensive once the infrastructure is in place.

Silver and Gold: These valuable metals are rare and beautiful but too soft for most practical uses. They are easier to work which allows fine and detailed items to be produced. Lost wax casting using clay or plaster molds and a wax master are the primary means of producing jewellery.

Outdoors

Constitution + Perception + Knowledge

Medieval people are outside more than modern people are because everyone stinks. These skills all relate to living in harmony with nature without dying horribly, at least long enough to reproduce.

Drive: This is the skill of arranging harnesses, driving carts, wagons and other wheeled conveyances.

Farm: Don't knock it, without farms, people starve. This skill specifically deals with growing large fields of low maintenance crops like grains and legumes, and includes knowledge of when and where to plant what, how to protect it from pests.

Garden: The character is skilled in growing herbs and vegetables, knows how to discourage common pests, and how to harvest and store the crop.

Each Animal Mastery: Beyond basic care and feeding, the character understands the mating cycles of the animal they have specialized in and can help in birthing, tend abandoned and orphaned young, and breed to enhance various traits. They have also developed an understanding of the nature of the type of animal they have chosen and know what tricks and tasks they can be trained to do and how best to proceed in said training.

Trapping: The character is familiar with the haunts and habits of wildlife and knows where to place traps to catch animals. They can build simple dead falls and other simple mechanical traps using available materials as well as being familiar with professionally crafted traps.

Woodcraft: The character can forage for food, trap small animals, locate and improvise shelter, and find their way in the wilderness.

Resilience

Constitution + Strength + Willpower

These skills are directly used to resist damage, disease, poison, and similar physical afflictions.

Fatigue: The character's ability to withstand exhaustion and weariness. The normal rate of fatigue is one minute of vigorous activity per point.

Metabolize: The poison (or alcohol which the character consumes or otherwise ingests) is resisted with this rating.

Vitality: A character's Vitality skill is the amount of damage required to kill them.

Resolve

Knowledge + Reason + Willpower

Resilience of the mind resists, social, psychic, and spiritual assault.

Attunement: The character's awareness of the ebb and flow of magical forces in the aether enables them to cast more powerful spells and unwind the swirling miasma magic generates therein.

Courage: Not only the character's lack of fear but their ability to overcome it.

Discipline: Strict military or monastic training allows the character to follow orders to the end on the battle field and in matters of faith.

Each Transformation: Characters who are able to change into another form must develop this skill to resist accidental changes and make deliberate changes. The difficulty of a particular transformation is the level of the new form times ten.

Ignore: Sometimes it isn't easy but ignoring annoying people is often the best way to make them go away, preferably far away. This skill is used when resisting Insults, Insinuations, and Provocations.

Resist: Magical forces can be overcome through self awareness and applied will. This skill provides a measure of defence against some spells.

Social

Appearance + Voice + Willpower

The very act of living in society develops skills that serve when interacting and dealing with others.

Befuddle: The character can confuse and bewilder with logic puzzles and word games and thus undermine and disrupt any attempts they may make to apply social skills within earshot. Combined with insults this is the heart of effective heckling.

Befriend: The character is understanding and easy to talk to and thus quickly gains the affections of others.

Convince: The character's conviction and knowledge are compelling and able to sway opinions and sell product.

Insinuate: Listening to gossip and knowing a little about individuals allows the character to manipulate them with bits of information they'd rather weren't widely known.

Intimidate: Being confident and aggressive if not downright threatening often cowers others into cooperating. Often in hopes that you'll go away when it's over. Intimidated foes will choose not to attack and back down but they'll be back when they've evened the odds. Using intimidation inevitably leads to bad feelings and distrust.

Inspire: With words of comfort and wisdom the character fills those listening with confidence and resolve. Those successfully inspired get a boost to morale until they suffer a significant setback.

Insult: To really insult someone, it is necessary to know what matters to them and what they are most self-conscious about. Those skilled in this art are able to adapt their work to the reactions of their subject. Insults can be used to goad others to act but always lead to bad feelings and grudges.

Motivate: With speeches and exemplary actions the character can lead others to take action where once they stood idly by. Applied to business dealings this is also known as advertising.

Provoke: The character is skilled in picking fights and riling up crowds to acts of violence, usually through chanting nonsense and invoking irrelevant past glories.

Slight of Hand

Dexterity + Perception + Touch + Reason

These skills deal with trickery and misdirection in the movement of small objects. Some are used for theft and others for entertainment.

Card Tricks: With a little sleight of hand, some basic mathematics, and lots of practice the character can predict numbers, and control the outcome of shuffles and deck cuts. This skill is also useful for cheating at cards.

Filch: By watching observers closely, dressing appropriately, and carefully positioning themselves the character can remove small items from their place on shelves and counters without being noticed.

Juggle: The character can toss multiple objects into the air and keep them there by tossing them repeatedly as they come down.

Pick Pockets: The character is adept at using distraction and subtlety to remove small items from the persons of other persons.

Textiles

Dexterity+Knowledge+Reason

The character can produce or work with fibres and fabric to create clothing, tapestries, and other useful items.

Dying: This skill covers the making of dyes and their use to produce consistent colours on fabrics, threads, and yarns. A supply of dried flowers, binding agents, a mortar and pestle, and jars, bottles, and sacks are needed.

Embroidering: This skill covers the fine stitching of pictures and letters it overlaps a bit with drawing and tailoring but is certainly an art all on its own. Chalk, needles, thread, and a hoop are all necessary.

Knitting: This skill allows the character to produce coarse fabrics from wool using a pair of needles. It includes the spinning of the wool into yarn but not dyeing or raising and sheering of sheep.

Net Tying: This skill covers the tying of nets from twine and string.

Rope Braiding: This skill is used to make ropes, twine, and string from fibres ranging from silk to hemp as well as the tying of knots and lashings.

Tailoring: This skill is used to turn fabric into clothing. While loose fitting sacks can be easily made using only scissors, needle and thread: pins, patterns, and mannequins are all needed to produce exceptional results.

Weaving: The character can produce fine fabric from thread using a loom. Patterns can be worked into the fabric using different colours of thread. If they have the Drawing skill they can also create tapestries.

Tinker

Dexterity+Knowledge+Reason

The height of medieval technological achievement involves the creation of machines powered by and springs and flywheels. The power to mass ratios involved ensure that clockwork vehicles are purely fantastical, however given a magical power source exceptional things are possible.

Devise Clockwork: The character is skilled in building and repairing complex machines like clocks and mills.

Construct Locks: The character can build and repair locks and similar security features for windows and doors, as well as chains, manacles and screws.

Construct Traps: Death traps aren't generally seen as a desirable feature of one's home. As such trap construction is never really a growth industry. There's some demand from trappers and hunters, but traps for rodents are the trap maker's bread and butter.

Disarm Traps: The character is skilled in quietly and safely disabling and tripping mechanical traps.

Pick Locks: Locks are often used to protect valuables, there's locked vaults, locked chests, locked cabinets, as such opening locks is a key skill of the thief's trade. Lock smiths also often find themselves needing to pick locks when the owners lose the key.

The Economic Tapestry

By no means should these lists of prices be taken to imply the existence of a modern cash economy. Most trade is managed by barter and as such prices are quite fluid. Taxation is high and the upward flow of goods and currency is in no way matched by the purchases and gift giving of the nobility. Patronage drives much of the economy. Scarcity and seasonal availability are inescapable realities and kings and peasants alike long for the first early vegetables of spring. There are no supermarkets or general outfitters to supply these goods. One must seek out individual craftsmen and merchants to obtain such a wide variety. Only a lord's military storehouse or a well stocked household could be expected to supply even a fraction of the items listed here from a single outlet.

The impact of magic on the overall economy is assumed to be minimal. Cures and charms may lengthen lives and ease burdens but are still scarce enough to be offset by the negative influence of evil spirits, rampaging monsters, and curses. Looting in times of war forms another leg of the medieval economy. Those who scoff at the presence of livestock on these lists should soon find they are a valuable and highly portable form of treasure. A chest full of gold doesn't carry itself home. Even so, it is very useful to have a broad scale of exchange on which to base the availability and relative value of goods. The prices given here should be seen as retail or contracted work and generally higher than things could be had for in bulk or in an over supplied market. Swords sell for less when the war is over. While it is not desirable for the game to become bogged down in haggling over individual sales, the referee should be willing to adjust the price by as much as fifty percent based on interpersonal skill rolls, bartered services, and well roleplayed interactions.



Encumbrance

While tracking the weight and volume of every item carried by every character is a fruitless exercise in book-keeping, it is necessary to discuss and codify restrictions on how much a character, mule, or pack horse can reasonably carry, how much a waggon can haul, and how these affect situations like climbing and combat.

There are two states used to represent burdens in game: "Stripped" and "Burdened." A stripped warrior bears no more than boots and a weapon, even a shield will move them into the normal category. A stripped animal bears no more than its harness and, but for the driver, a stripped waggon is empty. A person carrying a full backpack or more than a quarter of their body weight in any other fashion is considered to be burdened, as is a loaded down beast or waggon that is reasonably full of anything heavier than hay. A full waggon pulled by four beasts is not burdened.

Being stripped provides an advantage to movement and initiative and being burdened provides a similar penalty. Beyond this a character is specifically limited to one item per hand, one slung weapon, a single back pack, and half a dozen pouches or sheaths for knives. Large pouches capable of carrying a book or a day's provisions. Sheaths for swords count as two small pouches. A back pack can carry a week's provisions, camping gear and a bed roll or two weeks of provisions and no other gear. Pouches can carry one meal. Over all, it is best to encourage reasonable loads and the use of pack animals and avoid debate and excessive bookkeeping.

Strength, Mass, and Size

The Size rating of an object is the Strength score needed to lift it. Most of the time this is sufficient detail for the task at hand. Nobody wants to play Home Work The Roleplaying Game. While quantifying and tracking the weight of everything is undesirable it is often useful to know exactly how much a character can lift, carry, and how much they weigh. At the most basic, a character can lift a weight in pounds equal to their Strength squared. Thus Size is the square root of an object's mass. It get's a little trickier when it comes to density and volume. Assuming roughly the density of water two-thousand pounds will fill a cubic yard (or pace). Metal and stone are about ten times as dense (assuming it's not just a solid block anyhow) and gases one tenth that density. At any rate a two hundred pound man's volume is about a tenth of a cubic yard though he'll need about two cubic yards to move about and fight. Of course, Strength isn't the only indicator of a person's mass, Agility is largely about Strength to mass advantage. Due to the square / cube law, whereby surface area increases at the square and volume at the cube, this relationship is not entirely consistent as size increases.

$$\text{Lift} = \text{Strength}^2$$

$$\text{Mass} = n \times \text{Strength} / \text{Agility}$$

Where n =

Tiny	27 - 64
Small	64 - 125
Medium	125 - 216
Large	216 - 343
Huge	343 - 512
Gargantuan	512 - 729
Colossal	729 - 1000

$$\text{Size} = \sqrt{\text{weight in pounds}}$$

PROVISIONS

Ale	2 sp / pint
Beer	1 sp / pint
Mead	3 sp / pint
Wine	4 sp / pint
Berries	3 sp / pint
Bread	2 sp / loaf
Cake	4 sp / each
Cheese	6 sp / pound
Fruit	1 sp / piece
Gruel	1 sp / pint
Pie	5 sp / each
Tart	2 sp / each
Roast	8 sp / pound
Roots	1 sp / pound
Stew	2 sp / pint
Vegetables	2 sp / pint
Biscuit	2 sp / pound
Fruit, Dried	6 sp / pound
Ham	8 sp / pound
Jerky	8 sp / pound
Eggs	3 sp / dozen
Flour	2 sp / pound
Herbs	6 sp / pound
Lard	2 sp / pound
Oil	3 sp / pint
Spices	60 sp / pound

ARMOUR

Helmet	54 sp	3 lbs
Helm	108 sp	6 lbs
Coif	72 sp	3 lbs
Doublet, Padded	32 sp	8 lbs
Trews, Padded	24 sp	6 lbs
Buff Coat, Leather	72 sp	18 lbs
Shoes, Leather	8 sp	1 lbs
Boots, Leather	24 sp	3 lbs
Hauberk, Mail	288 sp	24 lbs
Leggings, Mail	216 sp	18 lbs

CLOTHING

Belt, Leather	8 sp	1 lbs
Cap, Woolen	6 sp	1/2 lbs
Coat, Woolen	12 sp	1 lbs
Corset, Bone	32 sp	4 lbs
Cloak, Woolen	20 sp	2 lbs
Doublet, Velvet	24 sp	2 lbs
Dress, Woolen	16 sp	2 lbs
Gloves, Leather	8 sp	1/2 lbs
Gloves, Woolen	6 sp	1/2 lbs
Gown, Linen	24 sp	3 lbs
Gown, Velvet	36 sp	3 lbs
Girdle, Leather	16 sp	2 lbs
Hat, Linen	12 sp	1 lbs
Harness, Leather	24 sp	1 lbs
Hood, Woolen	8 sp	1 lbs
Hose, Woolen	24 sp	1 lbs
Mantle, Linen	8 sp	1 lbs
Mitre, Linen	24 sp	2 lbs
Robe, Velvet	36 sp	3 lbs
Surcoat, Linen	16 sp	1 lbs
Tabard, Linen	24 sp	2 lbs
Trousers, Woolen	12 sp	2 lbs
Tunic, Woolen	12 sp	2 lbs
Wimple, Silk	40 sp	1 lbs

Breast Plate	234 sp	12 lbs
Corslet	468 sp	24 lbs
Cod Piece	54 sp	3 lbs
Pauldrons	108 sp	6 lbs
Vambraces	108 sp	6 lbs
Greaves	162 sp	9 lbs
Solarets	54 sp	3 lbs
Small Shield	30 sp	4 lbs
Medium Shield	45 sp	6 lbs
Large Shield	60 sp	8 lbs

GEAR

Back Pack, Leather	16 sp	2 lbs
Barrel, Wooden	68 sp	10 lbs
Blanket	12 sp	2 lbs
Bottle, Glass	6 sp	½ lbs
Box, Wooden	42 sp	5 lbs
Brazier	90 sp	5 lbs
Candle, Tallow	8 sp	1 lbs
Candle, Wax	16	1 lbs
Cask, Wooden	34 sp	5 lbs
Chain, iron / foot	20 sp	2 lbs
Chest	84 sp	10 lbs
Hook, Fishing	1 sp	1 oz
Hook, Grappling	36 sp	3 lbs
Hook, Iron	20 sp	2 lbs
Jar, Clay	4 sp	2 lbs
Jar, Glass	12 sp	1 lbs
Jug, Clay	8 sp	4 lbs
Lantern, Brass	36 sp	2 lbs
Manacles, Steel	48 sp	4 lbs
Mirror, Glass	20 sp	1 lbs
Mirror, Silver	40 sp	2 lbs
Needle, Sewing	2 sp	-
Needle, Knitting	4 sp	-
Pavilion	160 sp	20 lbs
Pot, Copper	28 sp	2 lbs
Pot, Iron	20 sp	2 lbs
Quilt, Linen	36 sp	3 lbs
Rope / 6 feet	1 sp	1 lbs
Sack, Linen	4 sp	½ lbs
Satchel, Leather	8 sp	1 lbs
Spike, Iron	10 sp	1 lbs
Tinder Box	4 sp	1 lbs
Tarp, Oil Cloth	30 sp	5 lbs
Tent	80 sp	10 lbs
Torches	2 sp	2 lbs
Vial, Glass	5 sp	1/4 lbs
Wine Skin	8 sp	1 lbs

WEAPONS

Dagger	12 sp	½ lbs
Short Sword	48 sp	2 lbs
Sword	72 sp	3 lbs
Long Sword	96 sp	4 lbs
Great Sword	192 sp	8 lbs
Hatchet	24 sp	3 lbs
Axe	48 sp	6 lbs
Battle Axe	96 sp	12 lbs
Poll Axe	120 sp	15 lbs
Spear	24 sp	8 lbs
Lance	36 sp	12 lbs
Staff	24 sp	8 lbs
Pole		
Club	-	4 lbs
Mace	48 sp	4 lbs
Maul	56 sp	15 lbs
Morning Star	96 sp	4 lbs
Flail	33 sp	10 lbs
Bow	12 sp	1 lbs
Long Bow	24 sp	2 lbs
Light Crossbow	48 sp	4 lbs
Heavy Crossbow	72 sp	6 lbs
Sling	4 sp	½ lbs
Staff Sling	28 sp	8 lbs

ANIMALS

Chicken
Hog
Sow
Sheep
Goat
Milk Cow
Bull
Draft Horse
Riding Horse
Warhorse
Hunting Dog
War Dog

Action Resolution

When a character attempts to do something dangerous or crucial to success in tense circumstances there is a significant chance that they will fail. This is represented by requiring the player to make an “Action Roll”. The character’s Skill Rating is their base percentage chance of succeeding at an action of average difficulty under adventuring conditions. As was noted in the chapter on Characters, the Skill Rating is the total of three Characteristics for the Skill Block and up to three percent per Level for each Block and Skill. To determine the success or failure of any action, situational modifiers are applied to the Skill Rating. Next, a percentile roll is made. This is done by rolling a ten-sided die, multiplying the result by ten, and adding a second roll. If two zero’s are rolled the result is treated as one-hundred. If this roll is equal to or less than the modified Skill Rating the action is successful.

Method and Circumstance.

Modifiers are applied to reflect variations in the circumstances or methods used. They are scaled much like Skills with one hundred points representing the very limits of human endeavour. A hundred point penalty indicates a task which no human being could ever hope to accomplish unaided and a hundred point bonus indicates circumstances under which even an infant could not fail.

Circumstance Modifier

Boring +100
Simple +50
Easy +20
Routine +10
Average 0
Challenging -10
Difficult -20
Outrageous -50
Impossible -100

Skill and Difficulty

When assessing the difficulty of many tasks, it can be useful to consider the expertise required for the work in question.

Apprentice	-10
Journeyman	-20
Master	-40

Resistance and Defence

When an action is directly opposed by another skill, the active party can reduce their opponent’s chance of resisting by taking an equal reduction to their own skill. The most common example would be an attempt to feint, making a deceptive strike that is suddenly redirected to get around a foe’s defence. But in any case, the effort the active party puts into undermining the resistance is represented applying a penalty to the attack roll in exchange for reducing the target’s defence roll by the same amount.

Characteristic Rolls

If an action uses a Characteristic directly, multiply it by five to find the chance of success.

Result Values

Many actions call for a “Result” value to measure the degree of success that has been achieved. This is simply the higher or lower or total of the two dice used in the success roll added to one of the Characteristics, such as Strength for melee weapon damage. Which die is added depends on the value of the Characteristic as shown below. It is possible to try for superior results by attempting more difficult techniques. For every ten point penalty taken to the chance of success the Result is increased by one point.

Characteristic	Die Added
1 - 9	Low
10 - 19	High
20 - 29	Low + High
30 - 39	Low + High x 2

Exceptional Results

If the success roll yields dice that are equal in value, or “doubles” the results are exceptional. Failure becomes catastrophe and success becomes triumph. There are tables for exceptional weapon and spell failures but exceptional success generally doubles the action’s Result value.



Diminishing Returns (Optional)

Circumstances seldom allow for sure things. The following table begins broadening the range by a gradual but steady increment starting at twenty five points from the top and the bottom. Look up the modified chance of success on the “Score” column and cross reference it to the “Chance” column to find the actual chance of success.

Rating	Chance	Range	Rating	Chance	Range
-266 - -290	1	25	24 - 76	25 - 76	1
-242 - -265	2	24	77 - 79	77	2
-219 - -241	3	23	80 - 82	78	3
-197 - -218	4	22	83 - 86	79	4
-176 - -196	5	21	87 - 91	80	5
-156 - -175	6	20	92 - 97	81	6
-137 - -155	7	19	98 - 104	82	7
-129 - -136	8	18	105 - 112	83	8
-112 - -128	9	17	113 - 121	84	9
-96 - -111	10	16	122 - 131	85	10
-81 - -95	11	15	132 - 142	86	11
-67 - -80	12	14	143 - 154	87	12
-54 - -66	13	13	155 - 167	88	13
-42 - -53	14	12	168 - 181	89	14
-31 - -41	15	11	182 - 196	90	15
-19 - -30	16	10	197 - 212	91	16
-12 - -20	17	9	213 - 229	92	17
-4 - -11	18	8	230 - 247	93	18
3 - -3	19	7	248 - 266	94	19
4 - 9	20	6	267 - 286	95	20
10 - 14	21	5	287 - 307	96	21
15 - 18	22	4	308 - 329	97	22
19 - 21	23	3	330 - 352	98	23
22 - 23	24	2	353 - 376	99	24
24 - 76	25 - 76	1	377 - 401	100	25

Combat

The chaos of battle is thrilling but the high stakes can lead to disputes in play and thus there are fairly complex and detailed rules regarding the matter. Combats are played out in ten second 'Rounds' during which the combatants can act, move, and attack. Each combatant has an "Initiative Total" equal to the total of their Agility, Reason, Perception and 1d10. Within the round the combatants take their turns in order of their scores from the highest to the lowest.

Movement is conducted in proportion to initiative by breaking both into tenths in particularly involved circumstances to prevent crippled beggars from crossing the field of battle and assaulting well prepared and highly trained archers with impunity. Surprise and ambushes achieved by hiding and sneaking penalize the unaware party's initiative total by the Result Total of the action. If a negative total occurs the remaining points are subtracted from the initiative total for the next round.

Initiative Total = Agility + Perception + Reason + 1d10
Burdened -1d10
Stripped +1d10

Initiative Points Per Action = Initiative Total / 10
Ambushed - Sneak or Hide Result
Unaware -10 Initiative
Oblivious -20 Initiative

Move Per Turn = Strength + Agility
+ 1d10 Stripped
-1d10 Burdened
Move Per Action = Move Per Turn / Actions

<u>Action</u>	<u>Humanoid</u>	<u>Quadruped</u>	<u>Flyer</u>
Walk	x 1	x 2	x 4
Run	x 2	x 4	x 8

Ambushes

While a stand up fight is honourable and heroic, a surprise attack can even poor odds or prevent losses, and survival often supercedes honour. The common practice of rolling to detect an ambush is unsatisfactory on a number of counts. The very act of asking for a perception check alerts the players in advance, in which case success and failure become irrelevant and any tension is lost from the situation.

Stealthy attacks are represented by a random addition to the attacker's initiative score based on the Result of a Stealth skill roll. In a larger ambush, even a single failure will undermine the whole group in that the other side will be alert and no longer off guard.

Stealth Skill

- Enemy Perception x 5

+ Range in Paces

Sparse Cover -10 to -30

Dense Cover +10 to +30

Defence

A combatant can attempt to avert an attack from their front by making a defence roll. All combatants can make one free defence roll per action, those with a shield or second weapon can make another defence or an additional attack. Additional defence rolls can be attempted at -50 per attempt.

On The Ground

A character can drop to the ground as a free action at any time. This is normally done to take the fullest advantage of cover. While on lying on the ground they can only crawl and make a single attack or parry. Crossbows are the only ranged weapon that can be fired from the ground and other weapons can only be thrown ten paces. It takes a full action to stand up again.

Missile Fire

In order to attack with a ranged weapon, a combatant must have a clear line of sight to their target. The target must also be within the weapon's maximum range. Those hiding behind solid obstacles such as trees, hedges, and walls cannot be attacked at all. Targets behind hard cover who are shooting or fighting are only partially covered. If the hit location struck is behind the cover the attack strikes that instead. Targets that are obscured by smoke, bushes, tents, or other soft cover are ten points harder to hit.

-10 Distance > Range / 2

-20 Distance > Range

-40 Distance > Range x 2

-10 Concealed Target

-10 Breeze

-20 Wind

-30 Storm

-10 Twilight

-50 Darkness

Melee

Few things capture the imagination like the visceral thrill of hand to hand combat. Here the heroes stand face to face trading blows and jibes in equal measure. Here is found the ultimate life and death challenge of courage and skill.

Attacking

A melee attack is a resisted success roll with one or both of the dice being added to the damage value of the weapon being used. If the target is aware of the attacker, they can respond by attempting to parry or avoid the blow. By feinting, the attacker can take a voluntary penalty to impose an equal penalty on the defender's chance to resist.

Multiple Attacks

A combatant can attack twice or even three times in a single action by sacrificing one defence roll per attack. Additional attacks can be attempted at -50 per attempt.

Charging

A character can move at a run and still make a melee attack in the same action but in doing so they sacrifice one defence roll.

Fighting Defensively

If an action is spent defending the character can make one more defence roll than normal per action. This can be stacked with a second defence from a different weapon or shield or Avoiding to make two rolls against a single attack.

Grappling and Unarmed Combat

Fisticuffs are simple enough to handle as a normal attack with an inferior weapon. Though, blocking an edge weapon with one's arm is really just selecting the hit location struck.

Wrestling is somewhat more complex in that an attack roll is made to seize the target and control their actions. Parrying an attempted grapple is effectively a free attack. But once a successful grapple attack is made, the target cannot move or attack without first attempting to break free with a successful contest of Strength or Agility. A grappled foe can be forced to the ground with a similar contest. Once on the ground another victory will pin and immobilize the target until they can win a contest and break free. An immobilized foe can be attacked with a dagger, fist or kick without sacrificing control.

Avoiding

Unarmed or overwhelmed characters may want to avoid their attacker entirely. The defence roll is made against their Avoid skill instead of their weapon skill and they must move at least one pace directly away from their foe. They cannot move into contact with any enemies while escaping. It is impossible to avoid when completely surrounded. An avoiding character must move away and sacrifices their next attack.

Mounted Combat

Riding into combat on a horse or other beast provides great advantages in speed, height, and impact but it is not without its drawbacks. Fighting while mounted is difficult, so any weapon skill in excess of the appropriate Riding skill is lost. Since the beast must use its own Willpower to resist fear and surprise It can get spooked or distracted and try to buck or throw the rider and getting thrown or knocked from the saddle can be as deadly as any foe's blade as such a fall is often faster and harder than a straight drop from a similar height.

Mounting

It takes a full action and a successful Riding roll to get on or off a horse. Having a groom holding the horse and a stool or similar prop to step up on eliminates the need for the Riding roll.



Unhorsing

Getting knocked off a horse in full armour isn't fun. High backed saddles and stirrups help the rider stay on their steed. Any attack doing more damage than the rider's Strength before applying the rider's shield and armour forces them to make a roll against the appropriate Riding skill or they are driven from the saddle.

A successful roll against the appropriate Riding skill will allow the rider to land on their feet and absorb the impact with their legs. Otherwise roll a random hit location to see what hits the ground first and Impact damage equal to the rider's own Strength + 1d10.

If the horse is also knocked down by the force of impact they may land on the rider doing the horse's Strength + 1d10 -5 Damage. Attackers with bills or halberds are well equipped to drag a rider from the saddle. This requires a successful attack roll and a successful contest of Strength and also causes falling damage.

A successful roll against the appropriate Riding skill will allow the rider to land on their feet and absorb the impact with their legs. Otherwise roll a random hit location to see what hits the ground first and Impact damage equal to the rider's own Strength + 1d10.

Hit Locations

A blow to the head is more dangerous than one to the shoulder. The location struck by an attack is determined by rolling percentile on the following table. Naturally blows can only strike locations that are in reach. It isn't possible to punch a person in the foot while standing face to face with them. As such there are modifiers to the hit location results depending on the orientation of the combatants. If the damage exceeds the target's Strength the additional effects listed on the table are suffered as well. It is, of course possible to aim for a specific location.

Critical Hits

If the attack roll comes up doubles, a critical hit is scored inflicting twice the normal damage. As hit location, armour damage, and damage type are already accounted for, critical hits provide other effects.

11	Free Tactical Move
22	Free Move Action
33	Foe Can't Parry Next Round
44	Foe Can't Attack Next Round
55	Move Foe Tactically
66	Free Attack
77	Foe Disarmed
88	Foe Knocked Down
99	Foe Stunned
00	Foe Killed Outright

Fumbles

A failed roll of doubles indicates a particularly catastrophic failure. The results below should not be considered set in stone and can be modified to describe the situation more fully.

	<u>Melee</u>	<u>Missile</u>	<u>Manoeuvre</u>
11	Strike Own Head	Shoot Nearest Friend	Fall and Hit Head
22	Strike Nearest Friend	Shoot Own Hand	Tangled With Closest Ally
33	Weapon Breaks	Shoot Nearest Ally	Fall and Break Leg
44	Strike Own Leg	Weapon Breaks	Fall and Break Arm
55	Weapon Damaged	Shoot Own Foot	Fall Down and Winded
66	Weapon Thrown	Weapon Damaged	Knock Down Closest Ally
77	Back To Foe	Missile Breaks	Jostle Closest Ally
88	Weapon Dropped	Tangled Up	Fall Down
99	Wide Open	Weapon Fumbled	Stumble
00	Weapon Fumbled	Ammo Dropped	Lose Balance

The Hit Location Table

Roll	Location	Armour	Gear Affected	Minor / Severe
01-10	Head			
01	Throat	Gorget, Collar	Necklace	Gag / Bleeding
02	Jaw	Visor	Chin Strap	Bite Tongue / Broken
03	Nose	Visor, Nose Guard	Bandana	Bleeding / Broken
04	Mouth	Visor	Bandana	Cut Lip / Loose Teeth
05	Temple	Visor, Cheek Guard		Blackout / Knock Out
06	Ear	Helm	Ear Ring, Hat	Lose Balance / Deaf
07	Eye	Visor	Spectacles, Mask	Blinded / Killed Dead
08-10	Skull	Helmet, Helm	Hat	Blackout / Knock Out
10B	Base of Spine	Helm, Aventail	Scarf, Necklace	Twisted / Paralyzed
1-10B	Quadruped's Tail			
01-03B				Tip Broken / Severed
04-07B				Middle Twisted / Broken
08-09B				Root Dislocated / Broken
11-30	Chest			
11-18	Rib	Hauberk, Corslet	Tunic, Coat, Cloak	Stiff / Broken
19-20	Heart	Hauberk, Corslet	Pendant, Shirt, Tunic	Skips / Coronary
21-22	Right Lung	Hauberk, Corslet	Tunic, Coat, Cloak	Coughing / Collapsed
23-24	Left Lung	Hauberk, Corslet	Tunic, Coat, Cloak	Coughing / Collapsed
25-26F	Sternum	Hauberk, Corslet	Tunic, Coat, Cloak	Winded / Killed Dead
27-30B	Spine	Hauberk, Corslet	Tunic, Coat, Cloak	Twisted / Paralyzed
31-50	Near Arm			
31-34	Shoulder	Pauldron, Sleeve	Pack Strap, Tunic	Dislocated / Torn
35-36	Upper Arm	Vambrace	Shirt Sleeve	Spun 90 / Broken
37-38	Elbow	Vambrace	Shirt Sleeve	Swollen / Torn
39-42	Forearm	Vambrace, Bracer	Wrist Sheath	Wrenched / Broken
43-44	Wrist	Gauntlet, Glove	Bracelet	Swollen / Torn
45-46	Hand	Gauntlet, Glove	Held Items	Crushed / Broken
47-48	Thumb	Gauntlet, Glove	Held Items	Broken / Destroyed
49-50	Fingers	Gauntlet, Glove	Held Items, Ring	Broken / Destroyed
51-60	Far Arm			
51-52	Shoulder	Pauldron, Sleeve	Pack Strap, Tunic	Dislocated / Torn
53	Upper Arm	Sleeve, Vambrace	Shirt Sleeve	Spun 90 / Broken
54	Elbow	Sleeve, Vambrace	Shirt Sleeve	Swollen / Torn
55-56	Forearm	Gauntlet, Bracer	Wrist Sheath	Wrenched / Broken
57	Wrist	Gauntlet, Glove	Bracelet	Swollen / Torn
58	Hand	Gauntlet, Glove	Held Items	Crushed / Broken
59	Thumb	Gauntlet, Glove	Held Items	Broken / Destroyed
60	Fingers	Gauntlet, Glove	Held Items	Broken / Destroyed
61-70	Abdomen			
71-72F	Diaphragm	Hauberk, Corslet	Tunic, Coat	Winded / Suffocating

71-72B Spine	Hauberk, Corslet	Tunic, Coat, Cloak	Twisted / Paralysed
73-74F Stomach	Hauberk, Corslet	Tunic, Coat	Vomit /Int. Bleeding
73-74B Kidneys	Hauberk, Corslet	Belt, Tunic, Cloak	Black Out / Toxic
75-76 Intestines	Hauberk, Corslet	Belt, Tunic	Void / Int. Bleeding
78 Liver	Hauberk, Corslet	Belt, Tunic	Indigestion / Toxic
79-80 Spleen	Hauberk, Corslet	Pants, Hose, Cloak	Intense Pain/Ruptured
80F Groin	Hauberk, Cod Piece	Pants, Hose	Intense Pain / Gelded
51-60 Wing (Where Appropriate)			
51-53 ST Pinions			Wrenched / Broken
54-57 ST Membrane			Torn / Shredded
58-60 ST Shoulder			Dislocated / Torn
71-80 Near Leg			
71-74 Hip	Hauberk, ?	Pouch, Pants, Hose	Swollen / Torn
75-78 Thigh	Hauberk, Leggings	Pants, Hose, Skirt	Stumble / Broken
79-80 Knee	Leggings, ?	Pants, Hose, Skirt	Swollen / Torn
81-82 Calf	Leggings, Greaves	Pants, Hose, Skirt	Tripped / Broken
83-84 Ankle	Socks	Boots, Stockings	Twisted / Torn
85-86 Foot	Sollarets	Boots	Crushed / Broken
87-88 Big Toe	Sollarets	Boots	Broken / Destroyed
89-90 Toes	Sollarets	Boots	Broken / Destroyed
Biped's Tail			
71-72B Root			Broken / Severed
78-79B Middle			Twisted / Broken
82-83B Tip			Dislocated / Broken
91-00 Far Leg			
91-92 Hip	Hauberk, Skirt	Pouch, Pants, Hose	Swollen / Torn
93-94 Thigh	Hauberk, Leggings	Pants, Hose, Skirt	Stumble / Broken
95 Knee	Leggings, ?	Pants, Hose, Skirt	Swollen / Torn
96 Calf	Leggings, Greaves	Pants, Hose, Skirt	Tripped / Broken
97 Ankle		Boots, Stockings	Twisted / Torn
98 Foot	Sollarets	Boots	Crushed / Broken
99 Big Toe	Sollarets	Boots	Broken / Destroyed
00 Toes		Boots	Broken / Destroyed

On the table, alternate hit locations are marked with a letter in the “Roll” column that corresponds with the first letter in the direction from which they may be hit: “F” for front. “T” for top, “S” for side, and “B” for back

High -20 to rolls over 70

Low +50 to rolls under 70

Called -10 for tens, -20 for ones

Damage

The raw bulk and muscle of the attacker and size of the weapon are the primary factors in determining the damage done. As such it is based on the attacker's Strength modified to represent the weapon being used. As a blow may scarcely nick its target or lay them low, one or both of the dice used to make the attack roll is used to determine the amount of damage inflicted as shown below. Some attacks add the movement used by the attacker or defender as a bonus.

Base Damage	Die Added
1 - 9	Low
10 - 19	High
20 - 29	Both
30 - 39	Both x 2

Example

Norbert rolls a '49' to hit lands a blow with his trusty long sword on Blarg Orcthrust's shoulder. Norbert's Strength is 13 the sword will do 13 base damage plus '9' points for the higher of the two dice he rolled to hit for a total of 22 points of damage.

The Random Factor (optional)

Polyhedral dice offer an alternative method of determining damage. Look up the normal damage and record the associated damage dice. These are then rolled for damage instead of adding the result die.



Damage	Dice
1	1d3
2	1d4
3	1d6
4	1d8
5	1d10
6	1d12
7	1d10+1d4
8	1d10+1d6
9	1d10+1d8
10	2d10
11	1d12+1d10
12	2d12
13	1d12+1d10+1d4
14	1d12+1d10+1d6
15	1d12+1d10+1d8
16	1d12+2d10
17	2d12+1d10
18	3d12
19	2d12+1d10+1d4
20	2d12+1d10+1d6
21	2d12+1d10+1d8
22	2d12+2d10
23	3d12+2d10
24	4d12
25	3d12+1d10+1d4
26	3d12+1d10+1d6
27	3d12+1d10+1d8
28	3d12+2d10
29	4d12+1d10
30	5d12

Armour

Armour deflects Damage equal to its Armour Rating. The metal layer blunts the attack and the padding underneath absorbs it. If the attack does more damage than the Armour Rating it has “Penetrated” the armour and may cause bleeding and hit location specific effects.

Armour Damage

If the attack penetrates the armour may be damaged. Blunt weapons cause no damage to flexible armour but cause the full damage before armour to rigid suits. Rending weapons reduce armour by half the total damage before armour but must still penetrate to damage armour. Slashing weapons reduce the armour by the number of points that penetrated. Piercing weapons only cause one point of damage to armour when they penetrate.

Example

Maximilian is wearing a 10 point suit of steel plate armour. George whacks him with a steel bladed axe for 16 points of damage. The damage is reduced by ten points and the six points remaining penetrate the armour reducing its rating by 6 and inflicting 6 points to Maximilian’s Vitality. It’s Maximilian’s turn to take a swing and he lands a 12 point blow with his steel mace. George is wearing 10 point steel mail so he only takes 2 points of Damage and his armour is unharmed.

Armour By Size

A fairy’s corslet is made of thinner metal than an ogre’s. Most armour is made of steel and fits a fairly average human and has a rating of ten modified to reflect the hardness of the material. An arming doublet, trews and similar padding are almost always worn underneath metal armour to absorb blows and prevent chaffing. Without padding, blows will automatically inflict their full damage as a blunt weapon (no bleeding) whether they penetrate the armour or not.

Size Rating

Tiny 2.5
Small 5
Medium 10
Large 20
Huge 40

Material Hardness

x 1/15 Soft Wood,
x 1/10 Hard Wood
x 1/10 Soft Stone
x 2/10 Hard Stone
x 3/10 Quilted Fiber
x 4/10 Soft Leather
x 5/10 Hardened Leather
x 6/10 Carapace
x 7/10 Copper
x 8/10 Iron
x 9/10 Bronze
x 1 Steel

Custom Fitted Armour

A personalized suit can be crafted to fit an individual perfectly with even the thickness of the materials being adjusted to match their strength. Such a suit will have a rating equal to the wearer’s Strength score modified to reflect the material hardness.

<u>Armor</u>	<u>Material</u>	<u>Location</u>
Helmet	Rigid Metal	Head
Helm	Rigid Metal	Head, Face
Coif	Flexible Metal	Head, Neck
Sallet	Rigid Metal	Head, Face
Basinet	Rigid Metal	Head, Face
Gorget	Rigid Metal	Neck
Doublet	Flexible Organic	Chest, Abdomen, Shoulders, Upper Arms, Hips, Thighs
Trews	Flexible Organic	Groin, Hips, Thighs, Knees, Legs
Buff Coat	Rigid Organic	Chest, Shoulders, Upper Arms, Hips Thighs
Shoes	Rigid Organic	Feet
Boots	Rigid Organic	Feet, Calves
Hauberk	Flexible Metal	Chest, Abdomen, Shoulders, Upper Arms, Hips, Thighs
Leggings	Flexible Metal	Groin, Hip, Thighs, Calves
Breast Plate	Rigid Metal	Chest & Abdomen Front only
Corslet	Rigid Metal	Chest & Abdomen
Cod Piece	Rigid Metal	Groin
Pauldrons	Rigid Metal	Shoulders
Vambraces	Rigid Metal	Forearms
Greaves	Rigid Metal	Calves
Solarets	Rigid Metal	Feet
Gauntlets	Rigid Metal	Hands

Shields

A shield only supplies its armour on a successful block. Naturally if an attack is successfully blocked, the blow automatically hits the forearm the shield is strapped to. Most shields are wood reinforced with steel.

Small Shield: 10 Armour

Medium Shield: 15 Armour

Large Shield: Strength 20 Armour

Vitality

The Vitality skill determines the amount of damage it takes to kill a combatant. They may well be unconscious or crippled well before that point.

Additional Damage Effects

The hit location table shows other effects that may result from a blow to a location. The minor effects come with any blow doing more damage than the target's Strength. The severe effects are only caused if the damage penetrating the armour is greater than the target's Strength.

Black Out

The character is unconscious for a moment, falling down and losing their next turn entirely.

Bleeding

The character automatically suffers one additional point of damage at the start of each round. Slashing and piercing weapons can cause additional bleeding as described later.

Broken

The bone is snapped in two making the limb useless long after the wound itself is healed. This gives a -30 penalty to all actions that would normally use that limb. An improperly set bone will cause continuing damage whenever the character moves and will never heal properly causing a -10 penalty to actions requiring the use of it for it until the bone is re-broken and set.

Crushed

The muscles are squashed causing serious structural damage and the bones are broken in many places. Such a wound will never heal by non-magical means. A limb is rendered useless, giving a -30 to all actions where it would normally be used.

Coughing

Phlegm or bile blocks the target's airways causing them to hack and cough. They must make an Endurance roll on their turn in order to control their coughing and take any action at all.

Destroyed

Extremities can't absorb massive amounts of damage and are often severed or crushed beyond all hope of natural healing.

Indigestion

The blow causes the character's stomach to rebel causing burps or hiccoughs for 1d10 rounds giving a -10 to all actions until they subside.

Intense Pain

The blow strikes a soft spot and hurts far worse than most other wounds. The character is at -30 until they can make a Constitution roll.

Internal Bleeding

The character suffers an additional point of damage at the start of each round. Unlike normal bleeding this cannot be healed by bandaging or other external means. Surgery is the only non-magical option and that may be more harmful than the original wound.

Knock Out

The character falls and is unconscious for the rest of the battle. After which they can make a Constitution roll to recover. One hour after the battle they can make another roll and each time step after that until they expire from starvation.

Killed Outright

Some wounds are instantly fatal, reaching the brain or other vital tissue and causing an immediate cessation of bodily function.

Knock Down

If single attack inflicts more damage before armour than the target's Strength, they are knocked down and must spend an action getting back up. While down they cannot make any free moves or react to such.

Swollen

The joint is sore and stiff causing a -20 penalty to actions using the limb until the wound heals.

Twisted

The joint is turned unnaturally. Actions using the limb suffer a -10 penalty until the wound is fully healed.

Torn

The ligaments tear away from the muscle and bone causing a -20 penalty to actions using the limb long after the wound is healed.



Toxic

The character's damaged kidneys or liver can no longer filter their blood. This causes a slow and painful weakening and death if the character loses both kidneys and a prolonged illness in the case of the liver because it will regrow and the kidneys won't. If the liver or both kidneys are toxic, one point is lost from Strength, Constitution, and Agility each day until the character dies. A Constitution roll can be made each day to end the decline from liver damage.

Void

The target's bowels unclench filling their trousers and boots. This is disconcerting and shameful.

Vomit

The target doubles over, drops to their knees and empties their stomach. This takes 1d10 actions during which they can do nothing else and are particularly vulnerable in this state if a foe is willing to get their boots dirty and smell nasty for days.

Winded

The air is forced out of the character's lungs, causing them to gasp for air for one round, thus losing an attack or parry.

Wrenched

The limb turns hard at the joint. Actions suffer a -10 penalty for the next round.

Weapons	Special	Damage
Punch	Two Weapons	Strength - 4 Impact
Kick	Slow	Strength - 3 Impact
Grapple		Strength - 5 Impact
Claw	Two Weapons	Strength - 2 Rend
Sharp Bite		Strength Rend
Dagger	1 hand, Throw 20	Strength -2 Pierce or Slash
Short Sword	1 hand	Strength -1 Pierce or Slash
Sword	1 hand	Strength Pierce or Slash
Long Sword	1 hand, Slow	Strength +2 Pierce or Slash
	2 hands	Strength +3 Pierce or Slash
Great Sword	2 hands	Strength +5 Pierce or Slash
Hatchet	Throw 20, Slow	Strength Slash
Battle Axe	1 hand, Slow	Strength +1 Slash
	2 hands	Strength +4 Slash
Poll Axe	2 hands, Slow, Long	Strength +7 Slash
Spear	Long, Throw 20	Strength Pierce
	2 hands	Strength +5 Pierce
Lance	1 hand, Long	Strength +5 Pierce
Staff	+10, 2 hands, Long	Strength +3 Blunt
Pole Arm	2 hands, Long	Strength +5 Slash or Pierce
Club	+10	Strength Crush
Mace	+10, Slow	Strength +1 Rend
Maul	+10, 2 hands, Slow	Strength +7 Crush
Morning Star	Slow	Strength +2 Rend
Flail	2 hands, Slow	Strength +7 Rend
Bow	2 hands, Range 100	Strength Pierce
Long Bow	2 hands, Range 150	Strength +1 Pierce
Light Crossbow	Range 150	Strength +2 Pierce
Heavy Crossbow	2 hands, Range 200	Strength +3 Pierce
Sling	Range 50	Strength Crush
Staff Sling	2 hands, Range 100	Strength +3 Crush

Slow weapons take an attack or parry to ready after making an attack.

Long weapons can attack from the second rank or at spear length.

Slings and light crossbows can be fired one handed but still need two hands to load.

Interaction

There will be many times when a well placed word is far more effective than a well placed blade. At the very least being hated and hunted by everyone makes for a miserable life. Most relationships don't need to be tracked at all. A simple look at the default relationship will tell the Game Master everything they need to know. For more important characters the relationship modifier can be tracked.

Default Relationship

- 50 Hunted Individual
- 40 Hated Individual
- 30 Enemy Combatant
- 20 Disliked Individual
- 10 Bystander
- 0 Acquaintance
- + 10 Associate
- + 20 Allied Combatant
- + 30 Friend
- + 40 Loved One
- + 50 Sick Obsession

The modifier shown on the Default Relationship chart is applied to an initial Reaction Roll when the characters meet and then to any social skill attempts. The modifier is inverted when making social attacks. It's much easier to provoke and insult someone who already hates you.

Reaction Roll Result

Exceptional Failure	Hostile
Failure	Unfriendly
Success	Congenial
Exceptional Success	Friendly

Most social interactions don't require a success roll. A person might be mildly annoyed when asked for directions on the street but they aren't very likely to say no. Generally the Game Master should see social skills as a tool for the players to use to gain some control social situations that come up in play. This will hopefully encourage them to try talking civilly and avoid the use of threats and violence to attain all ends.

Improving Relationships

It takes time to build a permanent relationship. Attempts to speed things up will often risk damaging the relationship. Creepy and annoying behaviour is sure to drive people away. Performance skills are often an effective way to improve one's relationship with a group of people. This is very dependant on the circumstances and the performance. A juggling act will play well at the tavern but it will probably anger people at a funeral.

What Have You Done For Me Lately?

Relationship modifiers decline towards zero over time. It takes constant effort to retain a positive relationship. In many cases, a character's actions towards others will cause a serious and immediate decline. Even negative relationships can soften over long years.

Negligent Decline

- 1 Week
- 2 Month
- 10 Year
- 20 Decade
- 10 Slight
- 20 Social Attack
- 40 Physical Attack

Personality Traits

Beyond interpersonal activity, some spells impose personality traits and evoke emotions. Such things are ephemeral and not easily codified in the rules. For the most part they can be dealt with by making a Willpower check. However, in circumstances where they are specifically related to a social skill roll, the player may claim a ten to thirty point bonus to resist depending on how serious the disconnect is.

Brave
Charitable
Cowardly
Cruel
Curious
Defiant
Dishonest
Impulsive
Focussed
Greedy
Honest
Indomitable
Kind
Messy
Patient
Rude
Servile
Spiritual
Tidy
Worldly

Emotions

Like personality traits, emotions are ephemeral and hard to make hard and fast rulings on. Willpower rolls may be required to resist emotional behaviour but they also provide a ten to thirty point bonus to resist social skills when they are contrary to the desired outcome.

Anger
Boredom
Clarity
Confusion
Contentment
Desire
Despair
Disgust
Excitement
Fear
Hate
Joy
Love
Sorrow

Magic

The world is alive with arcane energies created by the close interaction of planar membranes. Fabulous creatures and plants abound in the wilds and kindly spirits haunt the lowliest hovel. What might be taken as superstitious and meaningless ritual in a more mundane land, has significance and influence. Small magics abound.

While most children know minor incantations to ward off the attention of spirits mischievous and malign, the greater arcane powers are ancient and mostly lost from the knowledge of men. For as the power wielded increases so too does the risk. Acts of true power draw the attention of other powers and entities. Greater spirits have stronger wills and bear deeper grudges. More distant planes are more bizarre and alien. It takes a strong will to reach out and draw down unspeakable power and if the will is only a hair's breadth too weak the effort is lost to disaster.

It takes courage to study the arcane arts. Most villages will have a wise woman or man, half honoured and half feared who can spin a charm or two. Towns will have a few professional magicians who offer their services for a price. Kings and Emperors consult with great wizards and sorcerers with due caution and mistrust but all told the influence of magic on society is self limiting and great heights of mastery are invariably followed by long ages of darkness.

Cosmology

Students of magic tell us there are many realms, spheres, and planes of existence which cannot be seen by mortal eyes. The debate on the exact nature and relationship of these other spaces is a favourite among natural philosophers and mountebanks alike. The model presented here is but one of many but it matches the workings of the art well enough to predict destinations and outcomes.

Know that the mundane or material realm is an intersection of the elements and spirit. The elements overlaying one another fire above air, air above water, water above earth and like drawing and flowing unto like. The spirit realm being divided between the higher, middle, and lower worlds. Permeating and flowing about these is the eternal void, chaos without order or form.

Knowledge and Power

Magic is otherworldly knowledge applied to effect. Spell casting is an unforgiving and meticulous art. A magician can only know a handful of spells by rote and must otherwise refer to a books and scrolls when working magic. The majority of the power for a spell is drawn from the symbolic resonance of the materials and immediate locale but as turbulence builds up in the quintessence it becomes harder and harder to cast spells. If cleansing rituals are not used to still the quintessence the area becomes fouled with magic, causing stunted crops and unnatural births. Many of the monsters which plague the world are the result of this unchecked magical pollution.

Working Magic

There is no doubt that magic is a messy and difficult business. Cause and effect are more often related to symbolism or semantics than reason or consistency. Magic exploits relationships between things that exist in other planes than the physical world. A great deal of magic is tied to the spirits, beings native to those not-places yet linked in some fashion to the visible, tangible realm. Magic in and of itself draws on the universal energies employed by the gods themselves and in that sense divine power is also magic. There is very little magic which is done with the mystical forces contained within the magician himself, complex incantations must be chanted, materials burned or consumed, and precise passes of the hands made. While powerful enchanters may appear to work magic with little more than a disdainful glance, the paraphernalia, incantations, and passes are there somewhere or at some point in time. Only gods can work wonders without such tools.

Personal Materials

The hair and nail clippings, blood and tears, of a spell's intended target produce a highly effective link in the aether through which magic can be directed over great distances. Personal items with which the subject has a strong affinity or association can also prove highly effective whether the owner values or loves them or not. Thus an escaped slave's chains may make as strong a link as a child's favourite toy.

Aspects and Materials

In the magical realm, the symbolic associations between things form vital links in the aether which are manipulated to create magical effects. The materials needed for a given spell are not exact and substitutions and regional variations are common, however, the rarity and value of the materials increases steeply with the power of the spell.

Paraphernalia

All magic draws upon arcane and symbolic properties of various materials. Because it is troublesome to be fiddling about with the eye of newt and toe of toad while being chased around by a dragon, it is common to create items containing these materials or their essences. Charms, talismans, rune etched rods and robes, phylacteries, and the like are common tools of the trade but some go as far as to have tattoos inscribed upon their very flesh with inks blended with essential oils to ensure the power is available at need. Others, preferring not be flayed alive when captured; stick with more traditional tools.

Elixir: A potion containing the required ingredients can be imbibed, thus allowing the spell to be cast until they are naturally eliminated by the digestive system. Imbibing multiple elixirs is increasingly risky due to the blending of ingredients, not to mention indigestion, but with careful timing as many as two can be active at one time.

Effigy: A statue or doll that represents an individual and has been enchanted using personal materials.

Familiar: A magician's animal companion is often more than a pet. At the very least, as a living animal it can count as materials for spells which tap its aspect. Familiars are often possessed by a sentient spirit and able to follow complex orders and converse with their master. Others are bound by a spiritual link and allow their master to see through their eyes and ears and thus become excellent spies. The spells used and the form of the creature vary wildly but a familiar is particularly useful for less powerful spell casters.

Fetish: A container, often a small bag or locket holding ritually prepared materials for easy use.

Focus: An item, generally a rod, staff, or wand but occasionally a dagger or sword, which is used to direct and shape spells. Most spells require the use of a focus as a material but it is not generally burned or consumed.

Grimoire: Properly a book of spells, but used here to describe any item inscribed with mystical runic instructions whereby a spell may be cast. Many items can have the required runes inscribed upon them to allow the user instant reminders of the incantations and gestures involved.

Idol: The likeness of a god is often infused with power by years of worship and sacrifice. While idols are primarily associated with miracles the major ones often form a powerful nexus in the flow of the quintessence.

Infusion: An exceptionally pure potion can be injected into the magician's blood, making the spell a part of their very body for periods as long as a year.

Language: Magical languages are often ancient and obscure. Some claim to be the language used by the gods to create the world or even that the language is reality and the mundane plane merely its reflection, the words making the world. In reality the common feature of the various magical languages is that they are unambiguous. Magic is notoriously fickle and dependant upon clarity of intent. Double meanings and homonyms are unheard of in magical languages, which probably explains why demons chose to speak in more common tongues.

Likeness: The very shape or appearance of an object can create a mystical link in the aether. The quality of the craftsmanship matters less than the intent and effort of the craftsman and primitive carvings and paintings on cave walls can carry every bit as much intensity of association as the work of a great master. (From a modern perspective individual photographs would be completely useless but a treasured photo album would count as a personal material.)

Materials: Every spell requires certain symbolic items to be used in its casting. This is because the quintessence flows with eddies and threads drawn from the intensity of association. Eye of newt, toe of toad, various herbs, nail clippings and hair from a mortal foe, and rare gem stones all have the ability to facilitate magical feats. The cost of the materials tends to relate very directly to the power of the spells that can be cast. Many materials are consumed, destroyed, or otherwise lost in the casting of the spell. Professional magicians spend a great deal of time preparing the materials for their spells in easy to use forms.

Mirror: A properly clear and unblemished mirror, while expensive, is a valuable tool for many spells of observation which otherwise require a clear undisturbed pool. It also carries a particularly accurate image of the person standing before it which can be useful for casting spells on oneself. As with any likeness: the amount of time the user has spent working on their image in front of the mirror is more important than the quality of the mirror.

Potion: A receptacle in the form of a liquid which bestows the effects of the spell upon being imbibed. Mixing multiple potions or potions and elixir's is hazardous but with careful timing two different draughts can be taken in a day.

Orb: A truly useful implement for spells of observation as it allows a wider field of vision than a pool or mirror due to its curved surface. Orbs are often enchanted to act as talismans for spells of seeing and spying.

Receptacle: An item that has been enchanted to contain spells which have already been cast in order to allow their activation by speaking a word of command. A receptacle is created by binding a spell into a talisman.

Rod: A finely crafted stick marked with runes and enchanted with the properties of the materials for the spells it can be used to cast. Rods act as grimoires for a limited number of spells, materials for those spells, and as a focus where one is required.

Runes: even a brilliant wizard cannot remember every detail of more than a handful of spells. The runes are a specialized, pictographic subset of the language of magic. Each rune conveys a large block of instructions in a single mark, making it possible for rods, robes, and even blades to act as a grimoire.

Staff: A pole about as tall as a man. Staves are unique to the individual magician and mystically bound to them. Some are inscribed with runes like a rod, while others are little more than a sapling stripped of bark and branches. A staff is a receptacle for magical energies and serves as a personal focus.

Talisman: An item that has been enchanted to have the properties of the requisite materials. Talismans are not exhausted if they are used to cast spells that would normally consume the materials.

True Names: The magical power of names is both over and understated. The very act of keeping a true name secret makes it highly effective alternative to a personal material. On the other hand a person with a common and openly known name is less vulnerable as their name could refer to any number of individuals.

Wand: A short stick, crafted and prepared for use in magic. A wand is generally a simple focus but occasionally talismans or receptacles are affixed to them.



Casting Spells

In order to produce a work of magic, the magician must first recall or seek out the spell they wish to cast. They must then gather the materials and paraphernalia required. When working powerful magic they will often wait for the correct auspices and signs before proceeding. Even then there is a limit to the amount of power a magician can channel and a risk of failure. In game terms as many as five success rolls are needed to cast a spell. One to recall it properly or look it up, one to read and make sense of it, one to successfully cast it, one to throw it at the target and yet another to draw the necessary power out of the quintessence. At the minimum, a rote cast with a talisman could take a single success roll to cast.

Seeking Out The Spell

If the spell is not known as a Rote skill the magician must first roll to recall the spell properly. If the roll is successful they can then proceed to work the magic. If the roll fails they can continue to wrack their mind for the words of power each round but a ten point penalty is accrued for each failure. If the magician has access to their grimoires they can attempt a Research skill roll to find the right passage in the obscure and rambling text. Each roll takes fifteen minutes, though a book mark and a proper index of their personal library will speed the process to a single minute. Some magicians have spells embroidered on their robes, carved into their staff or even tattooed on their skin, permitting them to cast the spell without resorting to research or fragile memory.

Looking Up a Spell

Spell's Difficulty

Time Frame

Rote: Immediate

Runes / Tattoo: One Action

Specific Scroll: One Action

Marked Book: Two Actions

Personal Book: Fifteen Minutes

Other's Book: One Hour

Assembling the Materials

All spells require certain materials with symbolic and spiritual ties to the work. Personal materials like hair or blood are best for powerful magic but there are many lesser ties that will suffice for lesser works. In their own sanctum a magician will keep many of the requirements of their art in carefully labelled and arranged jars and chests. Peddlers and merchants hawking ingredients and materials will also be available in towns and cities, even if magic is a secret or forbidden art. A Research skill roll can be made to sort out the mess in someone else's workshop. Generally a magician will also carry a few key ingredients with them in pouches or a satchel to meet the needs of the day. Ingredients for specific spells can be decanted into Fetishes, Talismans, Elixirs, and Infusions to make them available in an instant. Thus providing the appearance of casual power to the uninitiated.

Assembling Materials

Spell's Difficulty

Time Frame

Talisman: None

Prepared Supplies: One Action

Personal Workshop: Fifteen Minutes

Workshop: One Hour

Foraging: One Day

Figuring It Out

When casting an unfamiliar spell, the magician must be able to successfully read the language in which it is written. The author knows their own intent at the time when they write things down but a year or two later they often struggle to recall it. Grimoires are notoriously flowery and imprecise or written in secret languages only known to initiates of a particular order.

Awaiting the Hour

The stars and the seasons have a marked effect on the working of magic. Beyond the re-roll allowed when the magician's own stars are ascendant, the quintessence flows more freely around the workings when the stars match the spell's ends. At such auspicious times the attempt to cast the spell and the attempt to dissipate the Miasma can be re-rolled if they fail.

Time Frame

d100 x level days or by star chart

Drawing Power

The magician may spend an action to make an Attunement roll with the same difficulty as the spell plus any currently accumulated miasma. If successful the difficulty does not accumulate.

Drawing Power

- Time Frame
- Accumulated Miasma

Casting the Spell

The amount of power involved in casting a spell is directly related to its difficulty. Thus a skill roll minus ten times the power level of the spell being cast is required. Spells are simply too complex and slippery to be cast while fighting. Any interruption of the act causes an automatic failure. All failed spell casting is dangerous. If the spell fails, the penalty to casting accumulates normally unless an attunement roll can be made. If doubles are rolled and the spell fails it does so catastrophically as described below. Spells can be targeted at anything the magician can see or that can hear their voice.

Spell Casting

- + 10 per casting time frame stage
- 20 no materials
- 10 poor materials
- + 10 good materials
- + 20 excellent materials
- 10 x Spell's Difficulty Level
- Accumulated Miasma

Time Frame

Rote: One Action

Grimoire: One Round



Exceptional Failure

- 11 Unstable Infernal Gate
- 22 Area Wracked
- 33 Miasma Vortex
- 44 Demon Summoned
- 55 Magician Wracked
- 66 Magician Possessed
- 77 Area Disenchanted
- 88 Subject Reversed
- 99 Effect Inverted
- 00 Choking Miasma

Unstable Infernal Gate

A portal to an infernal netherworld is torn through the aether. The gate is the size of the spell's intended area to a minimum of one pace. Diabolical creatures swarm through in search of victims to drag off to infernal torment. Fortunately the gate is unstable and there is a recurring fifty percent chance it will close after 1d10 rounds.

Area Wracked

The boundary between the spirit world and the material world is torn asunder causing 2d10 damage to everything around the magician that is within the spell's intended area.

Miasma Vortex

The bungling amateur has stirred up the quintessence to the point where anyone within the spell's area has a penalty to any action equal to the attempted spell's difficulty.

Demon Summoned

The ham-fisted attempted spell has attracted diabolical intention. A demon incarnates within a 1d10 paces from the hapless magician.

Magician Wracked

The quintessence is so disturbed by the mishandled casting that the magician suffers 2d10 damage.

Magician Possessed

The details of the spell have become so tangled and confused that the magician has left an opening in their spiritual defences allowing a malevolent spirit to take over their body.

Area Disenchanted

The cascading whirlwind in the quintessence resulting from the inept magician's folly sucks all of the magical energy away from the area around them making it impossible to cast any spells there for 1d10 days.

Subject Reversed

The spell works but affects the wrong target. If cast on a friend it affects an enemy or rival. If cast on a foe it affects a friend or ally. Otherwise the result is as directly opposite to the magician's intent as is possible without altering the actual effects of the spell.

Effect Inverted

The spell has the exact opposite result the magician intended. They summon an angel instead of a demon, cause wounds rather than healing them, turn an animal into a human, conjure fire instead of water.

Choking Miasma

The spell is so mangled that the penalty for casting it is extended to any attempt to cast a spell in the area 1d10 paces radius around the magician.

Ritual Cleansing

As a magician accumulates failed Attunement rolls they accrue an increasing penalty to all spell casting. This represents chaos accumulating in the quintessence around them and makes additional spells increasingly dangerous. The rituals used to dissipate this miasma vary from one tradition to the next but bathing, meditating, and study are all common. Incense is burned or specially scented oils applied. Without a cleansing it takes a week to for the turbulence in the quintessence around the magician to settle. The miasma clings to the magician's spirit but the swirling, flowing essence will eventually strip it away so travelling for a full day will also remove the accumulated penalties to spell casting. However, this turbulence in the quintessence is somewhat toxic and results in disease and birth defects in the area if not properly dealt with.

Ritual Cleansing

Attunement

+10 per x 10 Ritual Time Frame

- Accumulated Miasma

Time Frame

One minute per point of Miasma

Resisting Spells

The Resist skill represents the study of wards, aversions, and charms of protection and can be used to deflect spells being cast within the sight and hearing of the magician by sacrificing their next action making a skill roll contested by the skill of the caster.

Avoiding Spells

Spells with concrete physical effects are best dodged or fled from. One does not resist a summoned dragon.

Principles of Magic

When working magic, one must consider the means by which the ends are accomplished. This provides another way of associating and describing spells but has little effect in game terms.

The Arts of Magic

Each spell is composed of a subject and method. The "Arts" describe the game effects of a wide range of spells such as the shaping of materials. Rather than expanding the core rules by hundreds of pages of specific spells a set of general effects is presented here. These rules are not exhaustive and will require some rulings by the referee.

Constructing a Spell

One of the primary objectives of this system is to allow for a greater scope of influence for powerful spells. Entire kingdoms to be put to sleep and surrounded in walls of thorns, entire islands torn from the sea and set adrift among the clouds, legions raised from sown dragon's teeth.

Rigour Verses Expectation

Ideally, game effects should not map directly to spell names. "+3 Strength" is a dull and uninspiring incantation. Nor is it desirable that the magic system boil down to a points system whereby game specific effects can be purchased wholesale. Working out geometry in play tends to slow the game to a halt and seems out of place for all but the most orderly and lawful of magics.

Levels

The cost of spells is rated in levels. It should be noted that a experience level, being composed of one hundred points, accounts for a significant breadth of ability. For the sake of simplicity a spell level is assumed to add three points to the Skill, three points to the Skill Block, one point to each related Characteristic, and one point of magical enhancement rather than being a simple addition to the Skill alone.

A full level change would then add to around three skills in five different skill blocks. As such the ten points per level limit is generally the more important feature in setting the difficulty of a spell.

Two primary factors influence the difficulty of a spell, its scope and the principle by which it operates. Essentially how much you want to do and how hard reality pushes back when you attempt to do a particular thing.

Disciplines of Magic

Alter

- Aspect of each creature
- Bestow each ability
- Enhance/Impair each characteristic
- Leach each characteristic
- each creature's form

Commune

- Astral Projection
- Know Emotions
- Hear Thoughts
- Send Impressions
- Send Thoughts
- Enhance / Impair each skill

Control

- Bind each type of spirit
- Call each creature
- Command each creature
- each type of spirit Possession
- Evoke each emotion
- Impose each personality trait

Conjure

- each substance Blast
- each substance Bolt
- Draw each item
- each substance Wall
- Contact each realm
- Summon each creature
- each realm Portal

Craft

- Consecrate each implement
- Counter each class
- Deflect each Substance
- Enchant each spell
- Reflect each class

Divine

- Detect each substance
- Project each sense
- Query each oracle
- Rede each omen
- The Sight

Shape

- Animate (Dirt, Metal, Stone, Wood)
- Create each substance
- Illusion (Light, Darkness)
- Impel (Aether, Air, Dirt, Water)
- Mend each substance
- Permeate each substance
- Sculpt each substance

Spell Level

Area x (Range + Result + Duration)

Difficulty = 10 x Level

Scope

- 0 Personal
- 1 Tactical
- 2 Strategic
- 3 Political

Range

- 0 Touch
- 1 Throw / Cast
- 2 Sight
- 3 Horizon

Area

- 1 Item / Individual
- 2 Room / Unit / d10 targets
- 3 Field / Regiment / d100 targets
- 4 Barony / Army / d1000 targets
- 5 Kingdom / City / d10000 targets

Duration

- 0 Transient
- 1 Persistent (hour)
- 2 Independent (day)
- 3 Permanent (year)

Result Levels

- 0 Trivial +5
- 1 Minor +10
- 2 Major +20
- 4 Greater +40

Game Results

- Damage
- Enhance / Impair Skill
- Enhance / Impair Characteristic
- Bestow / Remove Trait
- Action / Control / Conjure
- Movement

Scope relates to the scale at which the game is played. It primarily integrates with area and duration, speaking to the overall reach of the effects in time and space. It is primarily a frame of reference for relating the power of spells to the scales of play. Range, area, and duration levels are orders of magnitudes representing a tenfold increase in distance, volume, and timespan.

Range refers to the distance between the magician and the spell's target. Ranges are loosely defined but it is generally necessary for the magician to locate the target by sight or divination though a person within earshot can be targeted by their true name.

Area is closely related to scope defining how much of an area or how many individuals a spell can affect. Like ranges, area is somewhat loosely defined. A random number of targets can be determined if desired, with the base die being rolled for a dispersed group and as many as nine times as many dice in a tightly packed crowd or formation. If there is any doubt as to whether an edge case is affected they should be allowed an Avoid skill roll to physically escape.

Duration ties in with scope to define how long a spell lasts. However long that may be the aether remains turbulent with miasma as long as the spell continues. Transient spells only endure while the magician is actively working the magic. Persistent spells last an hour or until dismissed or dropped. Casting another spell or moving beyond the spell's range automatically ends a persistent spell. Independent spells last until dismissed or until a day has passed since the spell began. The magician can choose to renew the spell if they are in range at that time. Permanent spells last until dismissed or for a year and a

day at which point the magician can choose to renew the spell. Renewing a spell requires no new rolls and causes no increase in turbulence but if they are not in range, the Magician may be required to succeed in a Perception test to sense the declining power or a Knowledge test to recall the spell at all.

Results:

Armour is obtained at a rate of two points per level but can also be obtained at a level equal to the target's Strength by bestowing the Armoured racial trait.

Damage caused by spells is based on the magician's Willpower plus the Result of the success roll, just like a weapon. Additional levels devoted to increasing damage add 1d10 to the damage cause.

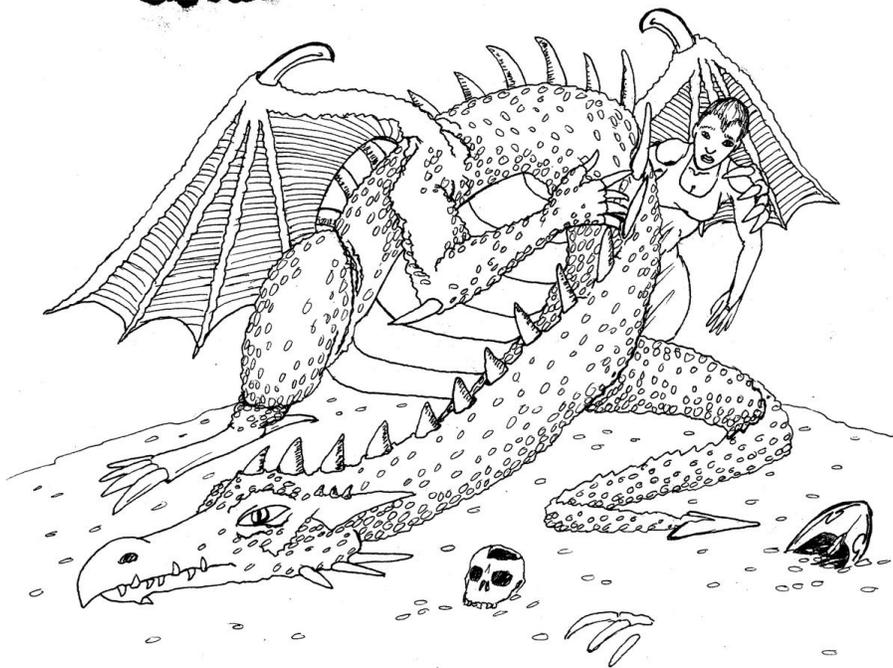
Skills that are magically enhanced or impaired improve or decline by ten points per level.

Characteristics that are enhanced or impaired improve or decline by two points per level.

Traits like racial abilities are bestowed for a level. Magical abilities like dragon breath are bestowed at a level one greater than the level of the ability.

Creatures are summoned by magic at their level.

Movement is imbued at a cost of zero for ground movement, one for air or water, and three for teleportation and tunnelling. Note that this is movement that impels the target from one place to another and can inflict damage appropriate to its level.



Alteration

Most living things are more alike than they are different. There are entities like animal archetype spirits which lend form and instinct to their charges. It takes truly powerful magic to actually alter the form of things but there is much that can be done with small changes and similarities.

Aspect of each creature

Difficulty: level of creature

While the spell is in effect, the subject's visage and posture take on a similarity to the designated creature as they receive all of its racial traits and the average of its characteristics and the subject's.

Bestow each ability

Difficulty: 0 for traits, 1 for powers

The subject obtains a single racial ability or power for the duration of the spell.

each Characteristic

Difficulty: 1 per 2 points

The subject's visage and posture take on a similarity to the designated creature as they receive some of its characteristics.

Leech each characteristic

Difficulty: 1 per point transferred

One subject's characteristic is reduced and another subject's is increased by a like amount. The range to each subject is applied to the difficulty of the spell.

each creature's Form

Difficulty: level of creature + 1

The subject is transformed into another species. If they are wearing clothing and take on a larger form they burst out of it taking 1d10 damage. If they are wearing armour they take 3d10 damage as the straps and edges cut into their flesh. They lose any of their native form's traits and gain those of the subject form and all the physical Characteristics are changed to those of the new species. It is not possible to cast spells in a form with no hands or capability for speech. The form has some instinctual abilities but no learned skills and it is common for a magician to favour a single form in order to master its capabilities by actually learning the skills. In such cases, instead of using an average creature's Characteristics it is possible to subtract the racial base values for the subject's original form and add in the values of the new species. At the end of the spell the subject returns to their normal form.

It is also possible to join with a summoned beast spirit to obtain its skills but only at a great risk of loss of self as this is essentially voluntary possession.

Commune

All things exist in the material world and the spirit world but symbolic and linguistic connections are stronger in the spirit and distances are less absolute. This makes communication much simpler to achieve in the spirit than in the flesh.

Astral Projection

Difficulty: 1

The recipient's spirit leaves their body and travels through the spirit world. This can be quite dangerous as it is possible to get lost in the depths where the material world is less visible. It is also possible for the body to be possessed while the spirit is absent. As with any spirit, physical obstacles are passable and physical attacks can have no effect on them. They in turn cannot attack or effect the material world.

Know each creature's Emotions

Difficulty: 0

The feelings and sensations of the subject creature are known and understood. This makes deception impossible.

Read each creature's Thoughts

Difficulty: 1

The recipient can hear the thoughts of another creature or those of creatures in the area over which the spell is cast.

Send Impressions

Difficulty: 1

The recipient can project their feelings, sights, and other sensory information to another creature or all in the area affected.

Send Thoughts

Difficulty: 2

The recipient can project words into the mind of another creature or those in the area affected. If there is no common languages the thoughts will be heard and their tone might be deciphered but the content is lost.

Enhance each skill

Difficulty: 1 per +10

The designated skill is improved by magical means. The nature of this improvement is specific to the skill being improved. Greater control over the heat of the forge improves smithing while a better smell improves social skills.

Impair each Skill

Difficulty: 1 per -10

The subject's ability in the designated skill is reduced by magical means. As with enhancement the nature of the impairment should be specific to the skill impaired.

Control

Bind each type of spirit

Difficulty: level of the Spirit

The magician entraps a spirit in an object. Spirits bound in an object are aware of their surroundings in the spirit realm and can use any of their magical abilities. If the object is held by a person the bound spirit can hear their words and perceive their immediate surroundings due to their proximity to the mortal plane. The more the item is used, the more the spirit can communicate with the user and access their senses to perceive the world around them. As connection grows stronger, the bound spirit can communicate with a person bearing the item and eventually attempt to take control of their body in a contest of Willpower.

Call each creature

Difficulty: 0 but useless without range

The magician sends forth a powerful impulse which seizes the nearest creature of the given sort or any in the area of the spell. If successful the creature will stop what it is doing and travel towards the magician. It should be noted that the attitude of the creature towards the magician is not fixed, nor is it controlled but called creatures are generally irritated though they don't specifically associate that irritation with the magician.

Command each creature

Difficulty: level of the creature

A Creature of the designated type is controlled by the magician. They will obey the magician's orders if they can understand them, otherwise they will seek to interpret gestures or simply protect and aid them to the best of their ability. Orders that are directly in conflict with the target's wishes can be resisted with a Willpower roll.

Evoke each emotion

Difficulty: 1

The subject experiences the designated emotion and behaves accordingly. They can attempt to overcome the emotion by logical means and even other emotions but the feeling is very real. Willpower rolls are required to act against the nature of the emotion.

Impose each personality trait

Difficulty: 1

The subject's behaviour is warped to fit the designated personality trait. They must make a Willpower roll to act against the trait imposed.

each type of spirit Possession

Difficulty: level of the spirit

A spirit enters the subject's body and seeks to take control of it. If successful that spirit will act in its own interests and be quite unwilling to abandon its host. The host can seek to overthrow the possessing spirit any time its actions conflict with the host's personality traits or harm any established relationships. This is handled with a contest of Willpower with the spirit being driven out if it loses.

Conjure

The material world is a junction or node of many realms, dimensions, and planes. Underlying these is the endless and nonexistent void which is co-local with all things. Therein are all things touching, overlapping, and infinitely distant at once. Spells which instantly move objects from one place to another or from one realm to another move them through the void. In practice these spells deal with making things appear and disappear.

each substance Blast

Difficulty: 2 per d10 damage

An area is filled with a burst of the subject material covering all those in the area.

each substance Bolt

Difficulty: 1 per d10 damage

A handful of material is cast or thrown by the magician and impacts on the target.

Draw each item

Difficulty: 1

Complex items are generally made of multiple substances and require exceptional care to create. The magician can choose the shape in which the material appears but the quality of the work is determined by their skill in crafting the material. The conjured item is real but unstable and will unravel into nothingness when the spell ends. Attacks made with conjured material can be avoided and do damage equal to the difficulty chosen plus the result of the spell casting roll.

each substance Wall

Difficulty: 0 useless without volume

A permanent row of the material is raised up around the target. The height of the wall is proportionate to the area surrounded.

Contact each realm

Difficulty: 1

The magician enters a trance in which they can communicate verbally with an entity from another realm. If a specific entity's name is known the magician can choose to communicate with that individual, otherwise they must make do with whichever entity is in that realm in a roughly contiguous location. If the name of a location is known they may transmit information to that location by increasing the spell's range.

Summon each creature

Difficulty: 1 + Creature's Level

A creature of the designated sort appears. If the true name of a specific creature is known, it can be summoned. Summoned creatures are generally startled and frightened if not angry and the magician must either bargain with them or use magic to control them.

each realm Portal

Difficulty:

- 1 + range material realm
- 2 + range alternate material realm
- 3 mystical realm
- 4 divine realm

A portal opens to the designated realm. The magician must be able to visualize and name the locale and it is often helpful to place it in an arch or similar feature.

Divine

Spells which provide knowledge and information are seldom very reliable. The information gained is often misleading or out of context. The game master is by no means under any obligation to reveal all or answer specific questions truthfully.

Delve

Detect each substance or creature

Difficulty: 0

If any of the designated material exists in the area of effect the magician becomes aware of it as a dim glow and humming from the places where it is found.

Project each sense

Difficulty: 0

The designated sense is extended to the range of the spell, ignoring all boundaries and obstacles. The magician must either enter a trance or use an appropriate tool to project their senses: a mirror or reflecting pool for sight, a drum or harp for sound, burning incense or scattered herbs for smell, a lump of malleable clay or dough for touch.

Query each oracle

Difficulty: level of oracle

There are many knowledgeable entities which can answer questions. Some are gods of knowledge and seekers of wisdom while others are prying sneaks and gossips but all have the capacity to give wisdom to those who seek it.

Rede each omen

Difficulty: 0 treat duration as span

It is said the stars and dreams can tell the future, though some prefer cards or drops of metal in water, the flights of birds, or the entrails of pigs. Each method attempts to divine the future through specific signs as indications of magical lines of force existing in the aether with methods being particular to specific Disciplines. The duration of the reading is treated as the span of time which can be read.

The Sight

Difficulty: 0

The recipient's senses are heightened on the spiritual level allowing them to see miasma and eddies in the aether as well as any spirits inhabiting the immediate area. The depth of vision is only about what a spirit can see of the material world as the deeper spirit realm is not contiguous with the material world.

Craft

These spells work with the aether to undo or modify other spells. This is then, the very craft of magic.

Counter each discipline

Difficulty: level of spell

The knowledge of magical principles that is used to cast a spell can also be used to prevent them from being cast or cancel their ongoing effects. The difficulty of doing so is equal to the difficulty of the spell being countered. The particular knowledge to unravel spells from each discipline of magic is found both in that realm and its opposite. Thus Light can counter Darkness and Water can counter Fire.

Deflect each substance

Difficulty: level of attack

Natural and conjured substances are pushed away from the subject by shaping or natural repulsions and aversions.

Reflect each discipline

Difficulty: 2 + level of spell

Spells can be turned upon their caster by the right incantations and weavings in the aether. This makes the magician who cast the spell its new target as if it had been cast by the magician who reflected it even if they were not the original target.

Consecrate each implement

Difficulty: 1

Focuses, potions, and other magical implements must be properly attuned and imbued with the correspondences and for the work they are put to.

Enchant each spell

Difficulty: 4 + level of spell

A subject or a suitable, prepared item is induced with the power to produce the effects of the designated spell continuously.

Shape

A volume of the designated material takes on a shape decided by the caster but limited by its size. Their skill as a sculptor, craftsman or artist determines the quality of the shaping. Illusions are created by shaping light or darkness. Sounds are created by shaping air. Hovering movement is created by shaping quintessence. Unliving material that is not in a structurally viable form returns to its original shape when the spell ends. Material that is part of a living thing always returns to its native form as governed by its spirit.

Animate (Dirt, Metal, Stone, Wood)

Difficulty: 1

The designated material is brought to life, moving and acting as if it were alive and obeying instructions from the magician. The animated object has a Strength score equal to its size and an Agility equal to twenty minus its size. The object has no skills but can use skills the magician has if they concentrate on it. When the spell ends the object returns to its natural shape.

Create each substance

Difficulty: 2

The designated material is created out of the quintessence. The volume of the material created is very dependant on its density but the mass remains constant. For simplicity's sake light and gasses are created in ten times the volume of water, earth food or flesh and a tenth as much stone or metal is created.

Illusion (Light, Darkness, Air)

Difficulty: 1

Light and darkness can be shaped to deceive the eye creating visions of things which are not there. Air can be shaped to create and amplify sounds. Illusions are a form of art and the skill of the illusionist is crucial to the deception. The Illusion and Mimicry skills are needed to create authentic sounds and images. Mastery of specific creatures can also make it harder to recognize an illusion. The skill used to

realize and tailor the illusion resists attempts to recognize it.

Impel (Air, Dirt, Water, Aether)

Difficulty: 1

Air, dirt water aether can be used to push and lift objects and creatures. Aether moves things by moving their spirit and produces supernatural movement without visible cause.

Sculpt (Clay, Metal, Stone, Wood)

Difficulty: 1

Mastery of an element can be very useful to a craftsman, allowing the work to conform to their very thoughts beyond the measure of tools or hands. Sculpting provides a bonus to crafting the material in question.

Mend(Flesh, Metal, Stone, Wood)

Difficulty: 1 per d10 damage

A damaged object of the designated material is repaired. The quality of the repair is dependant on the magician's skill in crafting the material in question with a failed roll in that skill indicating a weak or crooked join. If appropriate, damage points equal to the Result are regained.

Permeate each substance

The subject becomes intangible to the specified substance. They can move through obstacles unimpeded and are immune to attacks composed of it.

Substances

The magical methods effecting various substances require some definition of the substances which can be shaped, mended, conjured and animated. Density is used in the loosest of terms here to provide a mathematically simple relationship between mass and volume. While it might be possible to look up actual densities it is not particularly desirable as doing so delays play and is probably motivated by a desire to win some argument or another.

Aether

The stuff of magic has no tangible presence in the mortal realm. For the sake of practical limitations it has a density one tenth that of water as it is much like air or mist in its own plane. Spirits and spirit objects have a density one fifth that of water. Aether is shaped to create barriers in that plane.

Air

Air has a density of one tenth that of flesh or water. This means that it is easier to affect a larger volume than would be with most other substances. The primary trait of air is movement. Air can push and lift and deflect.

Clay

A specific variety of dirt that is malleable and elastic when wet that can be dried and fired to create pottery containers and sculptures. Clay is five times denser than water. Clay objects are very likely to hold their form. Wet clay has an armour rating of one tenth its size, dried clay has an armour rating of one tenth its size. Fired clay has an armour rating of one fifth its size.

Darkness

Magical darkness is a substance unto itself, on tenth the density of water, like the air. Darkness obscures and cools. Darkness is conjured and shaped to create illusions.

Earth

Dirt has a density five times that of water. Dirt is malleable but more structurally cohesive than sand due to the high content of organic material and water.

Fire

Fire burns, its very nature is to consume and destroy. Fire is often shaped or conjured to attack. It causes damage equal to its Size to everything it comes in contact with but it also grows as it destroys. Mending fire extinguishes it.

Flesh

Organic animal matter, living or dead has a nominal density equal to that of water. Flesh is mended to heal wounds, conjured to create food, and shaped to cause harm or alter appearances.

Gas

Like air and fire, Gas has a nominal density of one tenth that of water. There are flammable and toxic gases.

Light

Though it is weightless, light has a practical density of one twentieth that of water. Light illuminates and can burn like fire. It dispels illusions.

Mist

A diffuse mixture of air and water is useful for concealment and suppressing fires. Mist moves faster than air but slower than water.

Sand

Small granules of rock are more malleable than stone or metal but are less likely to hold their form when shaped. Sand is ten times denser than water. Sand has armour equal to half its Size and can be melted into glass by sufficient heat.

Stone

Hard, natural material, ten times denser than water. Stone is hard and rigid. It has armour equal to its Size. Stone does not burn, nor does it suffer damage from fire.



Metal

While there are various metals, they all function much the same mechanically. Steel provides armour equal to its Size, with other metals providing proportional degrees of protection as shown on page 63. Metal has a density ten times greater than water. Fire that overcomes metal's armour can damage or even melt it if sufficient damage is inflicted. Metal is conductive and any fire damage it takes is transferred directly to anyone in contact with it.

Water

The base-line density for substances is one cubic metre equals one tonne, or in game terms one space equals Size 33. Water provides a more focussed concentration of movement than air.

Wood

Denser organic plant matter has twice the density of water. It is a hard but flexible material with excellent durability and is used in most medieval technology. Damaged structures and tools can be mended. Such items can also be conjured. Shaping wood is helpful in both crafting items and cultivating trees.

Disciplines of Magic

These loose topical groupings are used to describe the general knowledge available to a magician. They speak to spells that they might have read at some point and may be able to recall or find in their grimoires.

Air

Abilities: Flight, Sonar
Creatures: Birds
Emotions: Exuberance, Excitement
Materials: Air, Cloud, Mist, Sound, Wind
Sense: Hearing
Skills: Bows, Crossbows, Fatigue, Play each Instrument, Sail, Sing

Darkness

Abilities: Night Vision
Creatures: Cats, Bats
Emotions: Doubt, Fear
Materials: Illusions, Shadow, Darkness
Skills: Hide, Sneak

Death

Abilities: Undeath
Creatures: Wraiths, Skeletons, Zombies
Emotions: Despair, Morbidity
Materials: Flesh, Bone, Organs
Skills: Anatomy, Armourer, Cobbler, Saddlery, Tanner

Earth

Abilities: Armour
Creatures: Moles, Badgers, Worms
Emotions: Patience, Stubbornness
Materials: Earth, Stone, Metal, Gem
Skills: Ignore, Masonry, Metal Work, Mining, Pottery, Slings

Evil

Abilities: Venom
Creatures: Rats, Wolves
Emotions: Hate, Selfishness, Spite
Materials: Poison
Skills: Deceive, Insult, Provoke

Fire

Abilities:
Creatures: Salamanders
Emotions: Greed, Passion, Rage
Materials: Ash, Flame, Smoke
Skills: Cooking, Metal Work

Good

Abilities:
Creatures: Doves, Dogs, Unicorns,
Emotions: Compassion, Trust, Honesty
Materials: Silver, Gold, Ivory
Skills: Befriend, Inspire

Life

Creatures: Animals, Plants
Emotions: Love,
Materials: Flesh, Bone, Organs
Skills: Anatomy, Animal Master, Apothecary, Farm, Physician, Vitality

Light

Creatures: Ethicals
Emotions: Courage, Reason
Materials: Colors, Images, Light
Sense: Sight
Skills: Notice, Painting, Search

Water

Creatures: Fish, Crustaceans, Undines
Emotions: Anger, Calm,
Materials: Acid, Ice, Steam, Water
Skills: Fish, Pilot, Row, Swim

Bestiary

The scope and range of mythical beasts and monsters provide a rich array of foes and allies for fantastic heroes. While The Arcane Confabulation is not rigidly bound by the laws of geometric progression it does err on the side of believability. In a magical world a dragon the size of a mountain range may be possible but it is not necessarily desirable. After all, when the wondrous becomes commonplace it soon ceases to be wondrous.

Combat Balance

Given The Arcane Confabulation's linear cost structure, it bears mentioning that creatures with low mental and social characteristics must be easily defeated by mental and social means if game balance is to be preserved. Stupid creatures must be easily tricked, weak willed ones easily intimidated, and low status ones easily impressed. This can mostly be represented by simple contested actions, but at all times the players should feel that the points put in non-combat abilities are not spent in vain or they will focus entirely on combat abilities and the game will suffer as a result.

Full Growth Range

The Characteristic values presented for the various creatures in the bestiary assume fairly average individuals in their prime. To represent their full range reduce most scores by five and add 1d10. Children can be represented by replacing five points with 3 and any d10s with d5s and adolescents can be represented by replacing any d10s with d5s.

Combat Statistics

It is unnecessary to generate a fully developed character for every monster or miscreant the player's characters may encounter. Often a simple combat statistic profile will suffice.

Creature:
Level
Initiative:
Movement:
Armour:
Vitality:
Strength:
Attack: % (Result Modifier)

Human Soldier
Level: 1
Initiative: 35
Movement: 24
Armour:
Leather Corslet (5)
Steel Helmet (10)
Vitality: 45
Strength: 12
Attacks:
Spear: 45 (12 Damage)
Knife 40 (10 Damage)
Shield: 45 (15 Armour)

Aesir

These huge northern warriors have the blood of giants in their veins. Their skin and hair are fair and burn easily in warmer climates. While they are strong and hardy they aren't known for their cleverness or restraint. The Aesir are most often Fighters and Sailors.

Type: Giant Humanoid

Habitat: Fjords

Organization: Clans

Experience Cost: 50

Characteristics:

Agility 8

Appearance 10

Constitution 12

Dexterity 8

Fortune 10

Reason 9

Knowledge 9

Perception 9

Status 11

Strength 16

Voice 9

Willpower 10



Alligator

With a little dental work this guy could also be a crocodile.

Type: Animal

Habitat: Tropical Swamps

Organization: Solitary Killer

Experience Cost:

Abilities:

Armour

Amphibious

Sharp Bite

Characteristics:

Agility 7

Appearance 3

Constitution 10

Dexterity 3

Fortune 1d10

Reason 1d10

Knowledge 3

Perception 8

Status 0

Strength 25

Voice 3

Willpower 10

Centaur

A race of plains dwelling nomads with the upper body of a large man and the lower body of a horse. Centaurs are wild and uncivilized but have no particular allegiance to the forces of good, evil, law, or chaos.

Type: Mythical Beast

Habitat: Plains and Woodlands

Organization: Tribal

Experience Cost: 125

Abilities:

Fast Hexaped

Hybrid Form: A centaur has two Strength scores, one is use when arm wrestling, wielding weapons, and undertaking activity using its arms, the other in parentheses “()” determines how much it can carry and adds to its Vitality.

Characteristics:

Agility 8

Appearance 10

Constitution 10

Dexterity 10

Fortune 10

Reason 10

Knowledge 10

Perception 10

Status 10

Strength 10 (20)

Voice 10

Willpower 10

Deer

The wild deer are often hunted for their meat and hide. They are fast and agile targets and wary of humans.

Type: Wild Herbivore

Habitat: Woods and Mountains

Organization: Herd

Experience Cost:

Abilities:

Horns

Fast Quadruped

Incredible Hearing

Incredible Sense of Smell

Characteristics:

Agility 10

Appearance 12

Constitution 12

Dexterity 3

Fortune 10

Reason 10

Knowledge 4

Perception 18

Status 0

Strength 15

Voice 2

Willpower 10

Dragon

It is said that dragons dwelt upon the earth before the creation of the elves. Because they are an ancient race with deep ties to the elemental forces of the world, individual dragons vary wildly in colouration and outlook.

Type: Dragon

Habitat: Varies

Organization: Solitary

Type: Monster

Organization: Solitary Killer

Experience Cost: 2500

Abilities:

Armour

Sharp Bite

Sharp Claws

Winged

Characteristics

Agility 15

Appearance 15*

Constitution 10

Dexterity 8

Fortune 10

Reason 12

Knowledge 12

Perception 15

Status 15*

Strength 40

Voice 15

Willpower 15

* Dragons are awe inspiring and graceful creatures and yet terrifying to behold. Similarly, while dragons often accumulate great wealth they are completely removed from human society and are not a socially inclined species. Never the less, when a dragon commands (and they aren't given to requesting) it is with a royal imperative. After all, what torment can a king's dungeons offer to match being eaten alive?

Dwarf

It is said, mostly by the dwarfs, that when the world was forged, the sparks that flew from the anvil of creation became the dwarfs. This tale is doubtlessly told to dispute the claim of the elves that they are the eldest race. The elves tell that the gods made the dwarfs to be sturdy and hardy so they could be useful beasts of burden. The tale that they were created by the gods of fire and craft might be the most credible, for the dwarfs have a great talent for forging and mining and are responsible for many of the wonders that grace the world. They are a full head shorter than a short man but as broad in the shoulders as any strong and hearty people. Their features tend to be gnarled and unlovely and their temperament is often course and harsh. They are friendly with men and wee folk but often war with elves and goblins, though they find the later more tolerable company in general. Player character dwarfs will be stout youths seeking their fortune in the wide world. Dwarf culture is often quite rigid and plutocratic and a young dwarf can advance their position at home far faster in the world of men.

Experience Cost 200

Characteristics:

Agility 8

Appearance 8

Constitution 12

Dexterity 11

Fortune 10

Reason 9

Knowledge 11

Perception 10

Status 10

Strength 10

Voice 9

Willpower 12

Elf

Many tales are told of the origins of the fair folk. Some say they are the later descendants of the gods themselves, diminished as the original powers of creation are spread thinner with each successive generation. Others claim they were the first creation made fair of form and graceful to be pleasing servants. Some tell how the lesser spirits of the wood and river lay with the sons of men and bore elfs. Whatever the truth may be it is lost in primordial times. The elves are immortal and have records passing farther into the past than any records of mortal men. They are a slender and fair race who seldom dwell near others. If they are often seen as arrogant and unkind it must be said that they are a quiet and contemplative people who have diminished as the loud and uncouth have thrived. Small wonder then, that they fade into their hidden enclaves, retreat beyond the seas, or into higher realms as the ages pass. Long gone are the days of their great war hosts and fleets. Perhaps it is that they have grown in wisdom and no longer desire the mastery of others.

Type: Fey Humanoid

Habitat: Hidden Enclaves

Organization: Kingdom

Experience Cost: 500

Abilities:

Immortal

Night Vision

Characteristics:

Agility 11

Appearance 12

Constitution 9

Dexterity 11

Fortune 10

Reason 11

Knowledge 11

Perception 12

Status 10

Strength 9

Voice 12

Willpower 10



Elementals

There are creatures which are wholly native to one of the four elemental realms. These are not merely spirits bound to an animated form but beings composed of the pure element. Such beings are awesome in their power and alien in their thought. The examples given here are man sized but their Strength increases normally with size bearing in mind a rough density of ten for stone and one tenth for air and fire.

Air Elemental

Type: Incarnate Spirit

Habitat: Everywhere

Alignment: Neutral

Organization: Solitary

Abilities:

Flight

Insubstantial

Characteristics:

Agility 20

Appearance 0

Constitution 10

Dexterity 15

Fortune 20

Reason 5

Knowledge 5

Perception 20

Status 0

Strength 10

Voice 0

Willpower 15

Earth Elemental

Type: Incarnate Spirit

Habitat: The Ground

Alignment: Neutral

Organization: Solitary

Abilities:

Armoured

Characteristics:

Agility 5

Appearance 0

Constitution 20

Dexterity 5

Fortune 20

Reason 5

Knowledge 5

Perception 10

Status 0

Strength 20

Voice 0

Willpower 15

Fire Elemental

Type: Incarnate Spirit

Habitat: The Ground

Alignment: Neutral

Organization: Solitary

Abilities:

Burning Touch

Insubstantial

Characteristics:

Agility 15

Appearance 0

Constitution 5

Dexterity 5

Fortune 20

Reason 5

Knowledge 5

Perception 5

Status 0

Strength 5

Voice 0

Willpower 15

Water Elemental

Type: Incarnate Spirit

Habitat: The Ground

Alignment: Neutral

Organization: Solitary

Abilities:

Amphibious

Characteristics:

Agility 10

Appearance 0

Constitution 15

Dexterity 10

Fortune 20

Reason 5

Knowledge 5

Perception 15

Status 0

Strength 15

Voice 0

Willpower 15

Ethical Entities

Demons and angels are not technically physical beings in the traditional sense. They seldom linger in the aether but often pass through it on their various tasks rather than walking to and fro upon the earth. Angelic spirits will never willingly serve any but the most righteous cause but demonic ones are often more than happy to take an opportunity to make mischief.

Demon

Type: Incarnate Spirit

Habitat: Fiery Pits

Alignment: Evil

Organization: Solitary

Experience Modifier: 3250

Abilities:

Armored

Claws

Horns

Immortal

Sharp Teeth

Flight

Characteristics:

Agility 12

Appearance 8

Constitution 18

Dexterity 12

Fortune 7

Reason 16

Knowledge 16

Perception 14

Status 15

Strength 25

Voice 8

Willpower 18

Angel

Type: Incarnate Divine Spirit

Habitat: Fluffy Clouds

Alignment: Good

Organization: Solitary

Experience Modifier: 5050

Abilities:

Immortal

Incredible Sight

Wings

Characteristics:

Agility 14

Appearance 20

Constitution 15

Dexterity 14

Fortune 20

Reason 15

Knowledge 15

Perception 20

Status 20

Strength 15

Voice 20

Willpower 20

Giant

It is thought that the giants are degenerate descendants of the titans of old. Whatever the case, giants range from twelve to twenty feet tall, with the smaller ones generally being more man-like and the taller, more grotesque. Giants have a natural affinity for elemental powers and they often obtain special abilities from their environment such as rocky hides or immunity to fire. Giants can throw boulders like a catapult.

Type: Giant Humanoid

Habitat: Wilderness

Organization: Family

Experience Cost: 100

Abilities:

Characteristics:

Agility 8

Appearance 8

Constitution 10

Dexterity 8

Fortune 10

Reason 10

Knowledge 8

Perception 10

Status 10

Strength 40

Voice 8

Willpower 12

Goblin

Few would give credence to the notion that the vile and deformed goblins are descended from the fair and goodly elves and yet so it is, their ancestors having worshipped dark gods and succumbed to the corrupting influences of demonic magics. Goblins are twisted and hate filled creatures with sickly and even greenish complexions. So long have they hidden in the depths of the earth that their eyes have grown large to make the best of dim light. There is little hope for those who fall into their clutches to ever see the light of day again

Type: Unseelie Fae

Habitat: Caverns and Swamps

Organization: Tribal or Feudal

Experience Cost: - 250

Abilities:

Nocturnal

Characteristics:

Agility 12

Appearance 8

Constitution 11

Dexterity 10

Fortune 8

Reason 10

Knowledge 10

Perception 10

Status 10

Strength 8

Voice 8

Willpower 10

Gryphon

These fearsome aerial hunters are magical creatures with the forequarters of an eagle and hindquarters lion. Flying out of hidden mountain aeries they are a terror to the flocks and herds of men. While Gryphons can be trained, if hand raised from the egg, they are very expensive to keep and will often lash out at their master or anyone else who gets too close.

Type: Mythical Beast

Habitat: Mountains and Valleys

Organization: Herd

Experience Cost: 1350

Abilities:

- Fast Quadruped
- Incredible Sight
- Incredible Hearing
- Sharp Claws
- Sharp Beak
- Winged

Characteristics:

- Agility 13
- Appearance 15
- Constitution 12
- Dexterity 5
- Fortune 15
- Reason 10
- Knowledge 5
- Perception 15
- Status 13
- Strength 18
- Voice 5
- Willpower 15

Hipogryph

Hipogryph herds soar over the plains hunting deer and cattle. They are strange beasts with the head and front torso of an eagle and the rear body of a horse. While there is no doubt that creatures like hipogryphs and gryphons are magical creatures, there has been much speculation as to their origin. Some hold that they were created by the gods and are creatures of the higher realms while others shrug and shake their heads, and grumble about wizards.

Type: Mythical Beast

Habitat: Mountains and Valleys

Organization: Herd

Experience Cost: 1950

Abilities:

- Fast Quadruped
- Incredible Sight
- Incredible Hearing
- Sharp Claws
- Sharp Beak
- Winged

Characteristics:

- Agility 12
- Appearance 13
- Constitution 12
- Dexterity 5
- Fortune 13
- Reason 10
- Knowledge 5
- Perception 15
- Status 10
- Strength 20
- Voice 5
- Willpower 13

Hobgoblin

There is yet some of the old nobility of the elven blood left in the goblin race. A few are born to the goblins that grow straight and tall, though their skin remains rough and sickly and their visages twisted and evil. These soon rise to dominate their kin and often lead goblin tribes. Hobgoblins breed true (to some extent) amongst themselves and at times whole tribes of hobgoblins are founded by those unfortunate enough to discover it. These tribes bear a passing resemblance to evil human kingdoms led by despots and tyrants.

Type: Unseelie Fae

Habitat: Caverns and Barrens

Organization: Tribal or Feudal

Experience Cost: -50

Abilities:

Nocturnal

Characteristics:

Agility 10

Appearance 8

Constitution 12

Dexterity 10

Fortune 10

Reason 10

Knowledge 10

Perception 10

Status 10

Strength 11

Voice 8

Willpower 11

Horse

The horse is the motive engine of the medieval world. Large, fast, and powerful, they are able to draw waggons and bear knights into battle. Stallions are male horses and tend to be aggressive and competitive. Mares are female horses and have a gentle temperament.

Abilities:

Fast Quadruped

Incredible Hearing

Characteristics:

Agility 8

Appearance 11

Constitution 10

Dexterity 3

Fortune 10

Reason 10

Knowledge 3

Perception 15

Status 3

Strength 20

Voice 3

Willpower 10

Human

The race of men is flourishing and spreading across the world. More prolific than the elder races and driven to achieve by their relatively short lives, they stand ready to inherit the world. More diverse in form than the other races, there are humans as short as the wee folk and as tall as the Aesir, though the vast majority are roughly the same height as an elf, if more heavily built. It seems each culture has its own tales of their creation and none cast much light on the matter but it is said among the lizard people that there were primitive tribes of men in the world long before the coming of the elves and dwarfs and numerous excellent recipes and spells have been handed down from those times.

Type: Human

Habitat: Any

Organization: Any

Experience Cost: 0

Characteristics:

Agility 10

Appearance 10

Constitution 10

Dexterity 10

Fortune 10

Reason 10

Knowledge 10

Perception 10

Status 10

Strength 10

Voice 10

Willpower 10

Kobold

This race of small reptilian creatures live deep in the earth. They are a twisted and bitter race with a taste for ambushes and traps.

Type: Humanoid

Habitat: Caverns and Mines

Organization: Tribal or Urban

Experience Cost: 0

Abilities:

Bite Attack

Claw Attack

Night Vision

Characteristics:

Agility 12

Appearance 7

Constitution 12

Dexterity 11

Fortune 10

Reason 10

Knowledge 10

Perception 12

Status 10

Strength 5

Voice 7

Willpower 12

Lizardmen

The elves and dwarfs tell tales of their creation and others speculate but there are ancient temples in the jungles and marshes of the world which are older than the most ancient elfin tower or dwarfish hold. The people who built these ancient monuments still live in their lands, most often in a state of savagery. In those rare enclaves where their ancient civilization still holds sway the lore masters tell a different tale in which the world was created by older, unfathomable gods who were mastered and bound by the young newcomers in the distant dawn times when the lizards ruled over all. These tall, broad shouldered people with crocodilian heads and tails and scaly skin are frightening to behold. They may be tolerated in cosmopolitan ports and trading centres but there can be no doubt that the other races are prone to paranoia and outright racism where lizard people are concerned. Rumour has it that these swamp dwellers were once a mighty nation of sorcerers but as the sun grew dimmer and the earth cooler they fell into savagery. Lizardmen have large, long jaws full of sharp teeth, scaly green to brown hides, and long tails. They are a primitive race not much given to socializing with other races, but at times one will rise up from the swamp to travel the world. Player character Lizards will be outcasts and wanderers. Their race is not known for its curiosity or ambition but they are very practical and many youngsters see the advantages of travel when the hunting grounds start getting crowded.

Type: Humanoid
Habitat: Tropical Swamps
Organization: Solitary Killer or Tribal
Experience Cost: 250

Abilities:

Amphibious
Bite Attack
Claw Attack

Characteristics:

Agility 10
Appearance 5
Constitution 10
Dexterity 11
Fortune 10
Reason 13
Knowledge 8
Perception 13
Status 10
Strength 13
Voice 8
Willpower 10



Minotaurs

This hateful race of man-beasts is said to be descended of a mortal woman cursed for loving a god. What ever the case they are muscular men with the head of a bull. While they are hostile and brutish they have a strange power of attraction over human women. The offspring of such matings are universally male minotaurs. These stay with their fathers until they are full grown at five years old.

Type: Accursed

Habitat: Labyrinths and Mazes

Organization: Solitary

Experience Cost: 0

Abilities:

Horns

Characteristics:

Agility 8

Appearance 5

Constitution 15

Dexterity 8

Fortune 10

Reason 12

Knowledge 8

Perception 12

Status 5

Strength 15

Voice 5

Willpower 15

Ogres

Eight feet tall, corpulent and always hungry, the ogres are the bane of many a backwater village. These flabby fiends come of degenerate giant blood mixed with that of mortal men. Ogres are infamous for carrying off maidens, but in reality this foul deed is limited to unmated outcast males, within an ogre band, such tasty morsels go straight into the supper pot. No female ogre would let one of her harem mess around with such starved wretches.

Type: Giant Humanoid

Habitat: Hills and Mountains

Alignment: Evil

Organization: Tribe

Experience Cost: 150

Abilities:

Characteristics:

Agility 7

Appearance 8

Constitution 15

Dexterity 9

Fortune 10

Reason 10

Knowledge 9

Perception 10

Status 8

Strength 20

Voice 8

Willpower 12

Orcs

If the elves are the children of the morning then orcs are the children of the blackest night. These brutal and vicious creatures live to cause harm and suffering, worship dark gods, and willingly serve the most wicked of masters. They are as incapable of guilt or compassion as men are incapable of flight. Their crude tribes are held together by strong warriors who will hack down their own comrades for spite. Given the internal attrition in times of peace, It's a good thing for them that orcs breed rapidly, are fully mobile and vicious from birth, and mature fully in a scarce five years. To outsiders it seems from their broken and barren lands that orcs must be able to sustain themselves on darkness alone, yet in truth, they can eat many things no other race could hope to survive consuming, including their own kin.

Orcs

Type: Humanoid

Habitat: Caverns and Barrens

Experience Cost: -200

Abilities:

Nocturnal

Characteristics:

Agility 10

Appearance 7

Constitution 12

Dexterity 10

Fortune 8

Reason 9

Knowledge 10

Perception 12

Status 8

Strength 12

Voice 7

Willpower 12

Orc Warrior

Level: 3

Initiative: 31

Movement: 28

Armour: 15 (Steel Mail)

Vitality: 63

Strength: 15

Sword 59 (15 Cutting)

Half Orcs

While ugly and slouched, the union of orcs and humans produces greater strength than is normally found in either race. Half orcs are not frightened by light as orcs are but they still tend to dislike elves on general principle.

Experience Cost: -150

Abilities:

Characteristics:

Agility 10

Appearance 8

Constitution 11

Dexterity 10

Fortune 9

Reason 9

Knowledge 10

Perception 11

Status 9

Strength 11

Voice 8

Willpower 11

Skeletons

The bodies of long dead warriors, animated by the blackest of magic. The evil spirit which animates a skeleton is dull and prone to misinterpreting complex orders. Because it hates the living it will go out of its way to seek out destroy them.

Type: Undead

Habitat: Tombs and Battlefields

Alignment: Evil

Organization:

Characteristics:

Agility 11

Appearance 3

Constitution 13

Dexterity 10

Fortune 3

Reason 13

Knowledge 3

Perception 7

Status 3

Strength 10

Voice 0

Willpower 13

Trolls

In the darkness before the first dawn it is said the trolls slept among the stones. When the light first struck them they hissed and curled up to shelter their sensitive eyes from the hateful light of the new born sun. Perhaps it is so, the course grey skin of trolls surely looks like stone and when their long, gangly limbs are tucked up tight around their heads they can often pass for a rock, especially when they are sleeping in the warm sun. No gods lay claim to the trolls, even the gods of misrule find them unworthy servants. The trolls are a hungry race and lack the patience and skill required for agriculture. They eat what they can catch, hope it's not you.

Experience Cost: -50

Abilities:

Sharp Bite

Sharp Claws

Nocturnal

Characteristics:

Agility 9

Appearance 7

Constitution 12

Dexterity 9

Fortune 10

Reason 12

Knowledge 9

Perception 12

Status 5

Strength 14

Voice 7

Willpower 13

Spirits

The ethereal realm exists as a close parallel to the mundane realm which is invisible to the waking mind. Living creatures are partially ethereal just as they are part air, earth, fire and water. The ethereal component has the unique aspects of being a template as well as cognitive and thus while the other elements simply decay, the ethereal body or spirit lives on. Gods and demons are in the business of collecting or recruiting like minded spirits into their own realms and go to considerable lengths to encourage mortal beings to conform to their own ideals, but many spirits linger in the ether either for lack of a place to go or due to pressing concerns on the mortal plane.

In game terms the only Characteristics a spirit truly possesses are Fortune, Knowledge, Reason, and Willpower. These will mirror their capabilities in life.

Ancestor Spirit

In places where ancestors are remembered and revered their spirits often linger. Such spirits are excellent, if biassed, sources of historical information and will often be knowledgeable on the whereabouts of living family members and current gossip. Unable to take corporeal form they will often speak in whispers in the trees near their grave, from statues or pictures of themselves, or death aspected animals.

Type: Spirit
Habitat:
Alignment: Neutral
Organization: Solitary
Abilities:

Intangible
Characteristics:
Fortune 15
Reason 10
Knowledge 15
Willpower 15

Beast Spirit

Animal spirits are simpler and more primal than those of mortals and immortals. They carry on instinctually, behaving much as they would in life.

Type: Spirit
Habitat:
Alignment: Neutral
Organization: Solitary
Abilities:
Intangible
Characteristics:
Fortune as in life
Reason as in life
Knowledge as in life
Willpower as in life

Cleansing Spirit

Even as there are spirits of disease and madness there are those of healing and clarity. They will seek to root out any unclean spirits in the area without being asked. So caught up are they in their war with impurity that such spirits are seldom knowledgeable about events in the physical realm. They are much given to dire warnings and predictions of doom and seldom worth speaking to.

Type: Spirit

Habitat:

Alignment: Neutral

Organization: Solitary

Abilities:

Intangible

Mend Flesh

Characteristics:

Fortune 15

Reason 15

Knowledge 15

Willpower 15

Household Spirit

Minor corporeal spirits often become quite fond of families and move right in without asking. While they can be a nuisance at times, they are willing if occasionally misguided helpers. Any such being in the vicinity of the spell is drawn to the caster and will converse with them. The spirit will often take on the form of a small animal and will speak and understand the local language.

Type: Incarnate Spirit

Habitat: Forests

Alignment: Neutral

Organization: 1

Experience Cost: 2000

Abilities:

Incarnate or Intangible

Characteristics:

Agility 16

Appearance 8

Constitution 12

Dexterity 16

Fortune 12

Reason 12

Knowledge 12

Perception 12

Status 4

Strength 4

Voice 12

Immortal Spirits

The spirits of elves, orcs, and dragons are rare in that they only die by violence but are less likely to be tied to any god or demon and thus often linger in the aether pursuing their own ends. Such spirits are often proud and haughty and may not particularly desire incarnation.

Type: Spirit

Habitat:

Alignment: Neutral

Organization: Solitary

Abilities:

Intangible

Characteristics:

Fortune as in life

Reason as in life

Knowledge as in life

Willpower as in life

Mortal Spirit

The spirits of men, dwarfs, and other sentient mortals are often drawn into the higher or lower realms by gods or demons, but some linger in the aether tied to the mortal realm by unfinished business or lack of commitment to any particular faith or creed. Such spirits are often quite willing to be bound in order to gain some access to the physical realm though they often have their own agenda.

Type: Spirit

Habitat: graveyards and old houses

Alignment: Neutral

Organization: Solitary

Abilities:

Intangible

Characteristics:

Fortune as in life

Reason as in life

Knowledge as in life

Willpower as in life

Nature Spirit

Places, plants, and natural geological features often have spirits that dwell within them. These are seldom knowledgeable about human affairs, concerning themselves primarily with the on going panorama of nature. One might well know why the bees avoid a certain field while knowing nothing about where the farmer lives. Nature spirits can be very powerful if roused to anger as they are able to incarnate corporeally in the river, rock outcropping or tree where they dwell.

Awakened Tree

Type: Possessed Plant

Habitat: Forests

Alignment: Neutral

Organization: 1

Abilities:

Armoured

Characteristics:

Agility 8

Appearance 10

Constitution 20

Dexterity 5

Fortune 15

Reason 10

Knowledge 10

Perception 15

Status 0

Strength 30

Voice 10

Realm Spirit

At times an individual or even a legendary figure that never actually existed will become a symbol for an entire people. Such beings can become quite powerful in their own right and some even ascend to godhood. Realm spirits have a great interest in the well being of their people and the maintenance of traditional values.

Type: Spirit

Habitat:

Alignment: Neutral

Organization: Solitary

Abilities:

Intangible

Characteristics:

Fortune 20

Reason 10

Knowledge 20

Willpower 20

Unclean Spirit

Evil is very real in the spirit world. There are dark, gnawing beings of malice and madness which lurk in unwholesome places. These minor spirits cannot take physical form but often cause great harm by lending their aid to angry and hateful individuals, whispering foul notions in their ears and providing them with information.

Type: Spirit

Habitat: Middens, Swamps

Organization: Solitary

Abilities:

Intangible

Cause Disease 3

Characteristics:

Fortune 5

Reason 10

Knowledge 10

Willpower 20

Wee Folk

In hidden holes and peaceful dales there dwell the little people. Their cultures are as diverse and scattered as those of the race of men whom they closely resemble. Cultural differences are often ascribed to race by outsiders who might call one group brownies, and another bogies, halflings, gnomes, leprechauns and other such names which are as much drawn from folklore as any name the weefolk have for themselves.

There are many races of small people, scattered across the world and it may or may not be that they all sprang from a common root. It may be that they broke away from the lands of men at some distant point in the path due to the constraints of island ecologies. Or perhaps their own insularity and conservatism was isolation enough.

Whatever their cultural difference, function follows form and in a world where they are smaller and weaker than most, wee folk tend to be shy and cautious, surviving by stealth and cunning where might would not avail.

Experience Cost: 50
Agility 11
Appearance 10
Constitution 11
Dexterity 11
Fortune 10
Reason 10
Knowledge 10
Perception 11
Status 10
Strength 6
Voice 10
Willpower 11

Wights

In many lands, ancient tribes raised great burial mounds to their fallen chieftains and laid them to rest with their treasure. Powerful spells of the blackest magic were woven about these graves that those who sought to claim such treasures would surely face the wrath of its owner. Wights are seldom found abroad for they are given to brooding upon their riches, yet on occasion one will be commanded by a necromancer or drawn out by rumours of their ancient enemies. Indeed, on a few occasions the forces of good when nearly overwhelmed by ancient evils have been relieved in battle by dark hosts of wights unwilling to let their ancient foes have the victory.

Type: Undead

Habitat: Barrow Mounds

Organization: Solitary

Experience Cost: 50

Abilities:

Unliving

Characteristics:

Agility 11

Appearance 3

Constitution 14

Dexterity 10

Fortune 10

Reason 13

Knowledge 10

Perception 7

Status 10

Strength 10

Voice 8

Willpower 14

Wolves

The common grey wolf is a shy and silent creature. Their lonesome howling fills the night with dread, but it is their mastery of pack hunting tactics that makes wolves a danger to lone travellers in the wilderness. Wolves are very closely related to dogs and the following statistics will also serve for large hunting dogs.

Type: Animal

Habitat: Forests

Alignment: Neutral

Organization: 2d10 Pack

Abilities:

Bite Attack

Fast Quadruped

Incredible Sense of Smell

Characteristics:

Agility 12

Appearance 9

Constitution 11

Dexterity 3

Fortune 10

Reason 11

Knowledge 5

Perception 25

Status 0

Strength 7

Voice 5

Willpower 12

Zombies

Fetid, rotting corpses raised up from the grave with dark magic. The minor evil spirit which gives them this semblance of life is filled with an unsatiable hunger for the flesh of the living and may turn aside from its appointed task to attack. Given time to rot away they become skeletons.

Type: Undead

Habitat: Tombs and Battlefields

Alignment: Evil

Organization: 2d6

Abilities:

Unliving

Characteristics:

Agility 9

Appearance 2

Constitution 13

Dexterity 10

Fortune 3

Reason 13

Knowledge 3

Perception 7

Status 2

Strength 11

Voice 3

Willpower 13