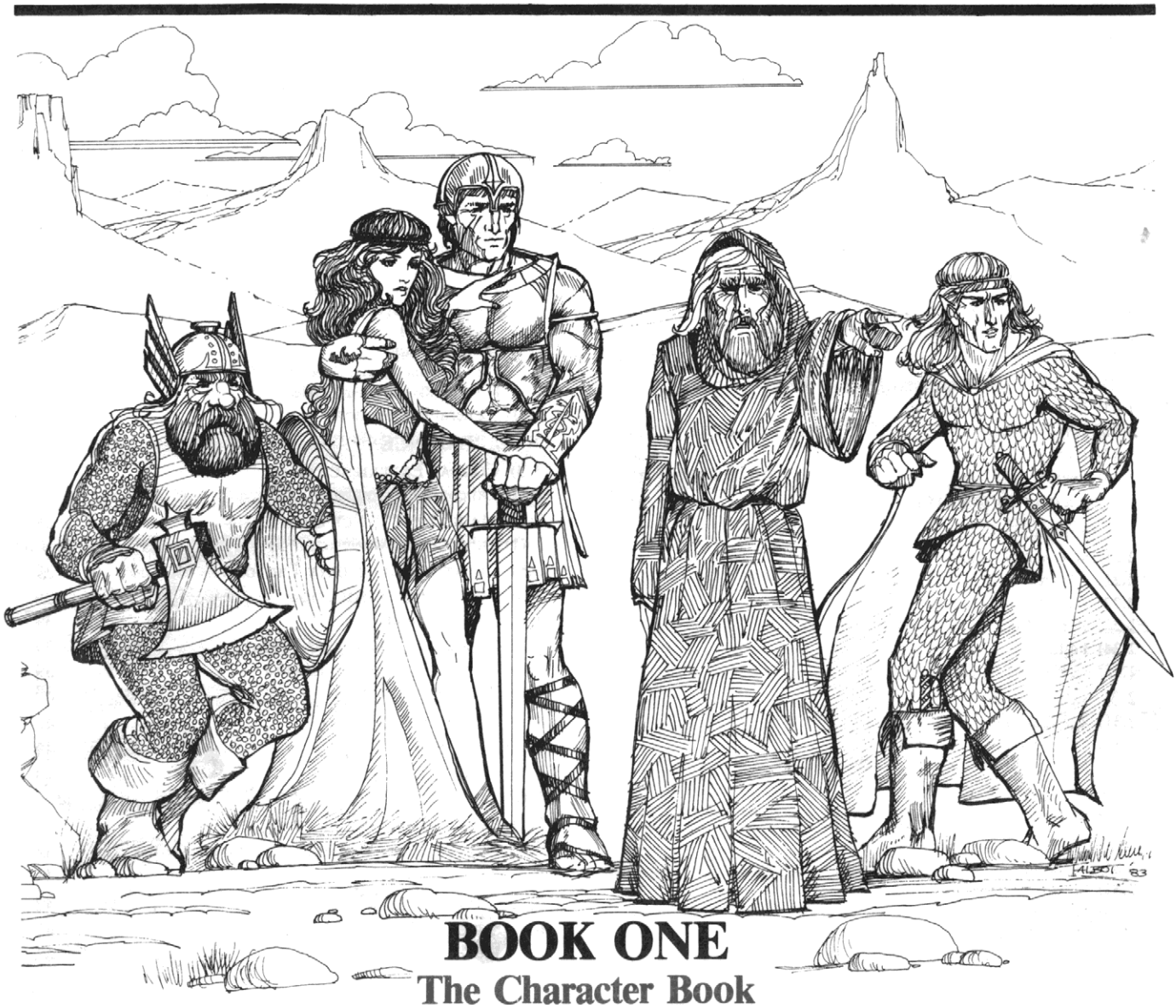
Powers & Perils®

AVALON HILL'S TRADEMARK NAME FOR ITS FANTASY ROLE PLAYING GAME



BOOK ONE
The Character Book

Welcome to adventure! You are about to enter the world of Powers and Perils, a completely new fantasy role-playing system that breaks from the old standards to create an environment of unlimited, exciting adventure. As you read the four books that comprise the basic rules, you will discover that the rules are presented, as much as possible, in the order that they are used. Throughout the first two books, where it is appropriate, you will find optional rules to enhance or simplify various rule sections. These are provided to allow you to select the level of difficulty that is most appropriate to the world that you choose to run. We present basic rules backed with a wealth of data and systems geared to unlimited variation. You choose, from this hoard of information, the rules that fit the abilities, experience and biases of your world and its participants.

Within this package, you will find four books, a pad of detailed Character record sheets and three dice. The first book details the basic rules that are required to create a Character. Depending on the creating Player's rolls and choices, the Character created is formed into a totally unique individual in one of four Character races. To complete this detailed sculpture of your Character persona, you will find rules for Education, the Economic section, an equipment list and the basic rules for gaining experience in play.

The other books detail important factors in the fantasy environment. Book Two covers the rules for combat and magic in detail. Book Three presents the basic encounter system, encounter tables and the descriptions of the creatures that can be encountered in play. It also contains detailed optional rules that can be used to enhance the variation in your world. The final book details human encounters, contains a detailed treasure system and important suggestions for the Player and Referee.

Powers and Perils forms a detailed fantasy environment that can be modified to fit the needs of an existing campaign or used to create a new and exciting dimension of fantasy pleasure. In either case, it is strongly suggested that all participants familiarize themselves with the game before they begin play. It is especially important that the Referee do so.

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Powers & Perils

A BEGINNING NOTE

Powers and Perils is a highly detailed fantasy system. Before playing, you should take some time to familiarize yourself with its rules.

Once you are familiar with these rules, Characters can be created. To perform this task, the appropriate sections of the rules should be consulted in the following order:

1) Section **1.1** Characteristics, as background.

2) Section **1.11** Native Ability. Before selecting your race, read section **1.4** and the descriptions of the Elf, Faerry and Dwarf that are listed in Book Three.

3) Section **1.111** Constitution and Appearance.

4) Section **1.13** Age and Station.

5) Section **1.2** Special Events, if desired. As required by the result in this section, see **1.21** and/or **1.22.** If a castable power results, as a Special Attribute, see section **13** and the steps for an Innate Magic-user that follow in this note.

6) Section **1.12** Maximum Ability. Determine your total multipliers, assign them to your modifiable characteristics, record them on your Record Sheet (*in the multiplier boxes*) and determine your Maximum Ability in each characteristic.

7) Section **1.14** Initial Increases. Using your Age and Station, determine your combat experience, expertise, characteristic points and wealth. Assign them to your Character, and record them on your Record Sheet, as specified in sections **1.41, 1.142, 1.143** and **1.144.**

8) Section **3.7** Combat Experience Levels. Record your **CEL** based on the combat experience that you purchased in section **1.14.**

9) Section **1.3,** in its entirety, where appropriate. This section details the basic factors that are used in play. The formulas that are used to determine these values are listed in the Commonly Used Formulas section of each Record Sheet.

10) Section **1.4** Common Knowledge. Select the Common Knowledge that is appropriate for your Character's race. If he is Human, make the selections, consulting section **2** as necessary, to define this knowledge.

11) Section **2.4** Skill Table. Select the skills that your Character knows. All skills in these tables are purchased, and improved, using the expertise points that you obtained in section **1.14.**

NOTE—*If you wish to be a magic-user, see section* **8** *in Book Two.*

12) Sections **2.5** and **2.6.** The descriptions of the skills that you have chosen. All Players should familiarize themselves with these details.

13) Section **2.8** Equipment Tables. The wealth that was purchased in section **1.14** is used here to purchase your starting equipment.

If your Character is NOT a trained or innate magic-user, he is now complete. If he is a magic-user, see the appropriate steps below.

TRAINED MAGIC-USER

1) Complete the first TEN steps in setting-up a Character.

2) Section **8** of Book Two Creating a Magic-User. This section details acceptance, starting magic experience and expertise and the Magic Paths that the Player can choose from. Pay all expertise costs and gain all benefits that are appropriate for the Magic Path that you select.

3) Section **3.8** Magic Experience Levels. Record your magic experience points and determine your starting **MEL.**

4) Section **1.3.** Determine Mana Regeneration and Casting Ability.

5) Familiarize yourself with sections **6** and **7** of Book Two, the general rules that apply to magic-use in play.

6) Determine your starting benefits based on the Magic Path that you selected for your Character. *(Sections* **8.2, 8.3** *and* **8.4** *of Book Two. Elf and Faerry Characters are restricted to section* **8.4** *Dwarf Characters may not use any of these sections).*

7) Sections **10** and **11** of Book Two. Using the expertise points gained in section **8.1** of Book Two ONLY, select your starting spell knowledge and increase individual **EL's,** if desired. See any restrictions that apply based on your Magic Path. See section **7** of Book Two for the rules and tables that are used.

8) Section **12** in Book Two, familiarize yourself with the attributes of the spells that you have selected. The Player is responsible for retaining this knowledge as fluently as possible. See section **7.5** of Book Two for the basic **EL** modifiers that apply to these spells.

9) Complete steps **11 to 13** in setting-up a Character.

Your Character is complete if he is not an innate magic-user.

INNATE MAGIC-USERS

1) Complete the first FIVE steps in setting-up a Character.

2) See section **1.22** Special Attributes. Determine all factors that can be determined based on the description of your attribute.

3) See section **13** in Book Two. Determine your **MEL.** Familiarize yourself with the rules, in sections **6, 7** and **13,** that pertain to the use of your attribute.

4) Consult section **10 or 11** in Book Two, as appropriate, and section **12** in Book Two to determine the precise powers of your attribute. The Player is responsible for retaining this knowledge.

5) Complete the last EIGHT steps in setting-up a Character.

Your Character is now complete.

When every Player has a Character, and the Referee has created a campaign environment, the game is ready to be played. Prior to the first game rolls, the Referee, consulting his Players as he deems appropriate, will determine what options will be used. He should inform the Players of his decision before the game begins. Any rule or section that is marked optional may be used or ignored as you see fit. Any other section may be modified or ignored on the agreement of the participants in the game.

Possibly more than any other fantasy role playing game, Powers and Perils demands that the Referee have a familiar and comfortable understanding of the system. For the smooth play of the game, this is crucial where it relates to the Combat, Magic, Encounter and Treasure systems. Where Players are only asked to learn those sections that deal directly with the abilities of their Characters, the Referee should have a general grasp of the system as a whole. He should never start his campaign until this is the case.

It is possible that you will find that certain sections of this system are too complex for your role playing group. Where this is the case, and the aids provided within do not fully solve the problem, you must feel free to modify the rules to your own level of play. No rules are set in concrete. As the necessity arises, adapt.

Throughout these rules, standard abbreviations and dice codes are used. Wherever they are found, except where they are specifically used to detail sub-sections of specific rules, they have the following meaning:

ABBREVIATIONS USED

A = Agility
AB = Agility Bonus
AHP = Average Hit Point Value
Ap = Appearance
AV = Armor Value
B = Bonus
BB = Brass Bit(s)
BL = Base Line
C = Constitution
CB = Constitution Bonus
CC = Copper Coin(s)
CDF = Creature Difficulty Factor
CEL = Combat Experience Level
CEP = Combat Experience Points(s)
CL = Contact Level
D = Dexterity
DB = Dexterity Bonus
DCV = Defensive Combat Value
DR = Damage Resistance
DTV = Damage Tolerance Value
E = Eloquence
EL = Expertise Level
Em = Empathy
EnL = Energy Level
FV = Fatigue Value
GC = Gold Coin(s)
.GT. = Greater Than
HC = Healing Chance
HPV = Hit Point Value
I = Intelligence
IC = Influence Chance
INT = Intellect
.LT. = Less Than
MDV = Magic Defense Value
MEL = Magic Experience Level
MEP = Magic Experience Point(s)
ML—Mana Level
Mod. = Modifier(s)
MP = Mana Point
MR = Movement Rate
Mult. = Multiplier(s)
NA = Not Applicable
NAV = Natural Armor Value
NF = Number Found
OCV = Offensive Combat Value
PA = Portage Ability
PMR = Phase Movement Rate
PR = Poison Resistance
RD = Round Down
RU = Round Up
S = Strength
SB = Strength Bonus
SC = Silver Coin(s)
St = Stamina
StB = Stamina Bonus
W = Will
WGT. = Weight
WSB = Weapon Strength Bonus



A minor magician

DICE CODES

D2 = Roll a six sided die, 1 – 3 = 1, 4 – 6 = 2.
D2* = As for D2 except 1 – 4 = 1, 5 + 6 = 2.
D3 = As for D2 except 1 + 2 = 1, 3 + 4 = 2, 5 + 6 = 3.
D3* = As for D2 except 1 – 3 = 1, 4 + 5 = 2, 6 = 3.
D6 = Roll a six sided die. Read it as it is rolled.
D10 = Roll a ten sided die. Read it as it is rolled. (In all cases a roll of 0 is equal to 10).
D100 = Roll two ten sided dice. Choose, before rolling, one to represent the ten's place and the other the one's place. The final result yields a value between 1 and 100. (If 00 is rolled, the value is 100. In all other cases, 0 equals zero.)
xDy = When this form is used, x indicates the number of dice that are to be rolled. Dy indicates the type of die that is to be used. (In example, **3D10** tells you to roll three ten sided dice and total them).
xDy times z = As for xDy above except the roll is multiplied by z, a fixed numerical expression.
(xDy) times (xDy) = The die rolls indicated are multiplied times each other to determine the result. (In example, **1D6 × 1D3** yields a result from **1 to 18**).

Finally, it is impossible, given this volume of work, that the rules presented here will prove acceptable for your world without change or question. Where such questions arise, the Referee must feel free to modify the rules to fit his campaign. The rules should be viewed as a guide, not an iron-bound testament to the faithful.

This said, we invite you to explore Powers and Perils. Let the game begin.

1) CHARACTER GENERATION

The first goal of every player, and the essential feature of any role-playing environment, is the creation of a unique individual—a Character. The rules in this section, and the step chart in the Beginning Note, are used to generate your game persona. Section **1** of this book creates the person. Sections **2 and 3** complete him.

NOTE—*If your Character is a magic-user, some sections of Book Two are also required. If he is non-Human, the description of his race in Book Three should also be read.*

1.1) CHARACTERISTICS

Ten characteristics are determined for each Character. Together, they delineate his abilities and set the potentials that he will have. Section **1.11** lists these characteristics. It is used to create a Native Ability in each. Section **1.12** sets a number of multipliers that allow the Player, by his own volition, to set development priorities for his Character and increase characteristic values in play. The sections that follow these add further layers of detail to the Character, making him a unique and vital person.

NOTE—*Native Ability represents the phenotypic potential of the Character. The multipliers, as applied to the Native Ability, represent the effect of his interests and goals on the development of his somatic potential.*

1.11) NATIVE ABILITY

Native Ability, for each modifiable characteristic, is determined using the procedure below (*See* **1.111** *to determine Constitution and Appearance).*

A) Select a Race and Sex for your Character.

B) Roll **2D10** for each characteristic.

C) Add any modifier listed in the table below, based on your Race and Sex.

IMPORTANT—The minimum Native Ability that is possible for any characteristic, regardless of the modifier added, is ONE. If the value that results is less, increase it to one.

NATIVE ABILITY TABLE

	HUMAN		ELF	
CHARACTERISTIC	MALE	FEMALE	MALE	FEMALE
Strength	+3	−1	−2	−3
Stamina	0	+1	−3	−2
Dexterity	−1	0	+1	+2
Agility	−1	+1	+2	+2
Intelligence	+2	0	+3	+2
Will	0	+2	0	+2
Eloquence	0	0	+3	+2
Empathy	−3	−1	0	+1
Constitution	0	+1	−1	−1
Appearance	0	0	+1	+2

	FAERRY		DWARF	
CHARACTERISTIC	MALE	FEMALE	MALE	FEMALE
Strength	−4	−6	+1	0
Stamina	−2	−3	+2	+2
Dexterity	+2	+3	−1	−2
Agility	+3	+3	−2	−1
Intelligence	+4	+2	0	0
Will	+1	+3	+2	+1
Eloquence	+2	+2	−2	−2
Empathy	+1	+2	−1	0
Constitution	−2	−2	+1	+2
Appearance	+2	+4	−1	−2

EXAMPLE—A Character is a Human Male. He rolls a 13 for Strength. His Native Strength is 16. He rolls a 15 for Dexterity. Native Dexterity is 14. With a roll of 9 for Eloquence, Native Eloquence is 9.

1.111) CONSTITUTION and APPEARANCE

The Native, Current and Maximum Abilities in these characteristics are determined using the procedure below:

A) Roll **2D10** for each characteristic and add any modifier that is listed for the Character's Race and Sex. (*Section* **1.11**).

B) Roll **1D10** to determine a multiplier for the characteristic on the table below. In all cases, the value in parentheses is the multiplier that is used for Appearance. The unparenthesized value is the Constitution multiplier.

A separate multiplier should be determined for each characteristic based on the Character's Race and Sex. **Roll twice.**

CONSTITUTION AND APPEARANCE TABLE

ROLL	HUMAN	ELF	FAERRY	DWARF
1	1(1)	1(2)	1(2.5)	2(1)
2+3	2(2)	2(3)	1.5(3)	3(1.5)
4-7	3(3)	2.5(4)	2(4)	4(2)
8+9	4(4)	3(5)	2.5(6)	5(2.5)
10	5(5)	4(6)	3(8)	6(3)

EXAMPLE—A Faerry Female rolls 13 for Constitution and 9 for Appearance. Her Native Ability modifiers are −2 and +4. The values are modified to 11 and 13. On the table above, she rolls a 1 for Constitution and a 9 for Appearance. Her Constitution is, 11×1, 11. Her Appearance is, 13×6, 78.

IMPORTANT—Always round up in multiplying on the table above.

1.112) Native Ability is only the foundation of your Character. All attributes, except Constitution and Appearance, can be improved in the normal course of play. The amount of improvement possible is determined in section **1.12.**

1.12) MAXIMUM ABILITY

Maximum Ability is determined by multiplying an assigned number of multipliers times the Native Ability of a characteristic. The Total Multipliers that the Player may assign to his Character's modifiable characteristics, i.e. all characteristics except Constitution and Appearance, are determined with the die roll below:

2D6 + 14

The method of applying the multipliers that are gained via the roll above is specified below:

A) The maximum multiplier that can be assigned to a modifiable characteristic is FOUR.

B) The minimum multiplier that must be assigned to each modifiable characteristic is **1.5.**

C) Multipliers are only assigned in increments of **.5** or **1.**

D) No multiplier may be assigned to Constitution or Appearance.

E) Maximum Ability equals the multiplier assigned to a characteristic TIMES your Native Ability in that characteristic.

F) All multiplication in this section is rounded up.

G) Beyond the restrictions above, Players may assign their multipliers in any way that they desire. The total number assigned may not exceed the Total Multipliers that are available for that Character.

NOTE—*If any difficulty develops due to the multiplication involved in sections* **1.111** *and* **1.12,** *the table below may be used to determine the result of the multiplications that are possible.*

NET VALUE	MULTIPLIER ASSIGNED									
	1	1.5	2	2.5	3	3.5	4	5	6	8
1	1	2	2	3	3	4	4	5	6	8
2	2	3	4	5	6	7	8	10	12	16
3	3	5	6	8	9	11	12	15	18	24
4	4	6	8	10	12	14	16	20	24	32
5	5	8	10	13	15	18	20	25	30	40
6	6	9	12	15	18	21	24	30	36	48
7	7	11	14	18	21	25	28	35	42	56
8	8	12	16	20	24	28	32	40	48	64
9	9	14	18	23	27	32	36	45	54	72
10	10	15	20	25	30	35	40	50	60	80
11	11	17	22	28	33	39	44	55	66	88
12	12	18	24	30	36	42	48	60	72	96
13	13	20	26	33	39	46	52	65	78	104
14	14	21	28	35	42	49	56	70	84	112
15	15	23	30	38	45	53	60	75	90	120
16	16	24	32	40	48	56	64	80	96	128
17	17	26	34	43	51	60	68	85	102	136
18	18	27	36	45	54	63	72	90	108	144
19	19	29	38	48	57	67	76	95	114	152
20	20	30	40	50	60	70	80	100	120	160

If a Character's Native Ability is higher than twenty, the correct Maximum Ability can be determined by adding two or more values from this table. If the total is achieved by adding two or more ODD net values, subtract one from the result of the addition to get the proper result. If one or more EVEN net values are used, the value determined will be correct without this modification. In any case, the Player should use the fewest number of net values possible to determine his Maximum Ability.

OPTIONAL—The preceding system reflects the interests of the Character and allows the Player to have a greater feeling of progress as his Character matures. If you do not feel that this is worth the extra effort that it entails, use all characteristics at their Maximum Ability level and ignore all mention of characteristic increases in the sections that follow, excluding those that are derived from some form of magic. Also use any Native Ability increases that occur in the Special Event section. Ignore any Current Ability increases that are found there.

1.13) AGE AND STATION

Age represents the physical age of the Character in Middle World years. Station is his relative standing in his native society. For non-Human Characters, age reflects a period of Lower World years that they have lived. For simplicity, all of these years were spent in the Lower World.

1.131) AGE

A Character's age is determined by rolling **D100** on the table below:

AGE TABLE					
ROLL	AGE	ROLL	AGE	ROLL	AGE
01-05	17	**41-55**	22	**91-94**	27
06-12	18	**56-66**	23	**95-97**	28
13-21	19	**67-76**	24	**98+99**	29
22-30	20	**77-84**	25	**100**	30
31-40	21	**85-90**	26		

NOTE—*Age is used in section* **1.14** *to determine the initial points that are available to the Character. It should be recorded on the Character Record Sheet.*



Vlad Stonehand

1.132) STATION

The Character's standing in his native society. Roll **D100** below:

ROLL	STATION	COIN TYPE	SOCIAL CLASS
01-20	0	1CC	Serf, slave, indentured peasant, barbarian outcast, unproven warrior, etc.
21-50	1	2CC	Free man, common soldier, servant, common barbarian warrior or artisan.
51-75	2	1SC	Artisan, guildsman, military sergeant, constable, petty merchant, experienced barbarian warrior, skilled artisan, minor shaman.
76-90	3	2SC	Merchant, noted scholar, respected artisan, landholder, low grade officers, wardens, knights, respected barbarian warriors and shamans.
91-96	4	5SC	Rich merchant, large landholder, petty nobility *(Baron and less),* field grade officers *(Major through general),* Clan chieves and shamans, highly skilled husbandmen, artisans and bards.
97-99	6	1GC	High nobility *(Count and higher),* important military leaders *(Field Marshal, Grand admiral, etc.),* extremely wealthy and powerful families, barbarian tribal chieves, tribal shamans.
100	10	3GC	Royalty *(A member of the reigning royal family or a close blood relative),* Warrior society leader, dominant tribal chief, highly respected tribal shamans, war chief of more than one related tribe.

NOTE—*The social classes listed are provided to give the Referee an idea of the relative social position of the Character's family. More detailed placement of the Character in that society is left to the discretion of the Referee. See section* **1.14** *for the only mandatory use of Station.*

1.14) INITIAL INCREASES

It is rational to assume that every Character was active in his world before the game began. Therefore, all Characters have initial characteristic, experience and expertise points and an initial number of coins as wealth.

A Character's Initial Increase Factor is equal to the result of the formula below:

(Age × 2) + Station + 2D10

NOTE—*If the option listed in section* **1.12** *is being used, reduce this factor by* **25%**, *rounded up. No points are assigned to characteristic points in this case.*

The formula yields a total number of points that are assigned, obeying the restrictions in section **1.141**, on the table below:

INITIAL INCREASE TABLE

Number Assigned	Char. Points	Experience Points	Expertise Points	Wealth*
5	20	0(CEL 0)	100	25
6	24	25	120	30
7	28	50(CEL 1)	140	35
8	32	75	160	40
9	36	100(CEL 2)	180	45
10	40	125	200	50
11	43	150	220	55
12	46	175	240	60
13	49	200	260	65
14	52	225	280	70
15	55	250(CEL 3)	300	75
16	58	300	320	80
17	61	350	340	85
18	64	400	360	90
19	67	450(CEL 4)	380	95
20	70	500	400	100
21	72	550	425	110
22	74	600	450	120
23	76	650	475	130
24	78	700	500	140
25	80	750(CEL 5)	550	150
26	82	800	600	160
27	84	900	650	170
28	86	1000	700	180
29	88	1100	750	190
30	90	1200(CEL 6)	800	200

*The number listed in Wealth is multiplied times the Coin Type that was determined in section **1.132.** The result is the number of coins of that type that the Character has.

EXAMPLE—A Station 3 Character has 14 initial points allocated to wealth. The number yielded is 70. The Character starts the game with, 70 × 5SC, 350 silver coins.

NOTE—*Where a* **CEL** *is listed, that line and every line above it will yield that* **CEL**, *until the next* **CEL** *reference is reached.*

1.141) RESTRICTIONS

In using the table above, the following rules and restrictions apply:

A) At least FIVE points must be assigned to each area.

B) No more than THIRTY points may be assigned to any one area.

C) The total number of points that the Player assigns may not exceed the Initial Increase Factor that he determined for his Character.

IMPORTANT—Magic-using Characters receive their initial magic experience and expertise based on their natural ability. See **section 8 in Book Two** for the rules that apply for **trained magic-users.** If the Character is a **untrained natural magician,** or has some type of **innate power,** see **section 13 in Book Two** for these starting points. No experience or expertise that is gained in section **1.14** may be applied, other than to paying for the required apprenticeship, towards magic in any way.

1.1411) CHARACTERISTIC POINTS

Each point received in this area can raise one modifiable characteristic, that is not at its Maximum Ability level, by ONE. They may not be assigned to Constitution or Appearance. There is no limit to the number that may be assigned to any one characteristic. The total assigned may not exceed the number gained in using the table above.

EXAMPLE—Osc has **40** characteristic points. He may raise his eight modifiable characteristics by a total of **40** points. If his Current Strength is **20**, and he assigns **12** points to Strength, it is raised to **32.**

1.1412) EXPERIENCE POINTS

The points gained here are Combat Experience Points. They are used in determining the **CEL** of a Character only.

EXAMPLE—Osc, with **280** experience points, starts with a **CEL** of **3.**

1.1413) EXPERTISE POINTS

Expertise points are expended to gain any skill listed in section **2** of this book or to meet the expertise requirement to learn a given Magic Path, see Book Two. Once a skill has been learned, these expertise points may be used to improve its **EL.** They may not be used to learn or improve any spells, if the Character is a magic-user. Any points that are not allocated to learn or improve skills may be taken as Partial Expertise in any skill that the Character has learned.

1.1414) WEALTH

The number in the table above, times the Character's Coin Type (*Section* **1.132**), yields the number of coins that the Player has to spend in outfitting his Character. Any money that is not spent for this purpose is used, as desired by the Player, once the game begins.

IMPORTANT—Before the game begins, item availability rolls are ignored unless the rules specify that they are not.



Learning the sword

1.2) SPECIAL EVENTS

Use of this section is optional. It reflects special influences or events that may have affected the Character in his pre-game life. One roll is taken per 10 years that the Character has lived, rounded down. If the Player opts to take these rolls, he must take every roll that his age allows him to take. He is never required to risk rolling on this table.

SPECIAL EVENT TABLE

ROLL	RESULT
01-20	None.
21-28	Increase your Current Ability in one characteristic by **1D6.**
29-32	Increase your Current Ability in TWO characteristics by **1D6+2** OR in one Characteristic by **1D10+2.**
33	Special Attribute.
34-36	Increase ANY Current Abilities by a total of **2D10.** The total may not exceed the number rolled.
37	Your Face bears Pox scars from an old disease. Reduce Appearance 50% rounded down.
38	You have a pronounced limp from an old wound. Reduce Agility by 20%, rounded up.
39	You recently escaped from a prison in a neighboring nation. You are a wanted felon in the land of the Referee's choice.
40+41	As for **39** except you escaped from a prison in the nation that the adventure is starting in within the last **1D6** days.
42	You are under a powerful Geas, the Referee will set all parameters of its effect.
43	You were raised among the Faerry. In addition to normal Human knowledge, you speak the tongue of the Faerry Sidh with an **EL** of 60.
44	Special Attribute.
45-47	Past Luck garners you **D100SC.**
48	As **45-47** except **2D10+10GC.**
49	As **48** except **1D3** Bars of Silver.
50+51	You possess **1D3** Small Jewels of unknown value. If your Station is zero, you stole them.
52	You have **1D2** Medium Jewels of unknown value. If your Station is 1 or less you stole them.
53	You possess **1** Large Jewel of unknown value. If your Station is 2 or less you stole it.
54-56	Roll **1D6.** On a 1-3 as for 50+51, 4+5 as for 52 and 6 as for 53 EXCEPT you know the value of the Jewels.
57	Increase any Native Abilities by a total of **1D6.** (Increase Maximum Abilities as appropriate afterwards).
58	You have a piece of Jewelry. You have no idea where you got it or what it is worth. You have had it since birth. The Referee will determine the type of jewelry.
59-62	Take any THREE items from the Equipment List with a combined value under 40GC and an individual value of at least 5GC.
63	Take any ONE item from the Equipment list with a value between 10 and 100GC, inclusive.
64	If your Station is 4 or higher, you are a prosperous land owner in your homeland. Roll **1D10x1D10** to determine the HUNDREDS of ACRES that you control. (Your income from this is 1SC per acre per year). If your Station is 3 or less you control **1D10x1D10** acres as a personal freehold. (Income from this land is 3CC per acre per year). All income figures are gross values.
65	You have a random Magic Amulet.
66	Special Attribute.
67-70	Training with a Skilled Master allows you to increase your Expertise with ALL weapons in a Weapon Type of your choice to the maximum **EL** currently possible for your Character. No Expertise Cost is assessed for this training.
71	You have a random Magic Weapon.
72	You have a random type of Magic Armor.
73	You have an authentic map to a large treasure. Referee will roll **1D6+14** on the Map Table for it's value.
74	You possess **1D6** doses of a random Potion or Elixir.
75	You possess **1D6** doses of a random Natural Magic material.
76	You have **1D6** doses of a random Powder.
77	Special Attribute.
78-81	You have a Pet. It is a normally wild animal. The Referee will determine it's species and full parameters.
82	You have a Magic Item. The Referee will determine what it is.
83+84	Apprentice in the Magic Path of your choice at no cost if your Native Intelligence is 15 or higher. If not, as for **82.**
85+86	You have a powerful enemy. Gain **1D10x10** Experience Points and **D100SC.** The Referee will determine the enemy based on your actual gain, i.e. the more gained the more powerful the enemy. The enemy will seek revenge whenever possible.
87	Raise your Native Ability in any Mental Attribute by **1D3*.** (Raise Maximum Ability as appropriate afterwards).
88	Special Attribute.
89-91	You have a Personal Contact among your people. The Referee will determine his or her parameters.
92+93	As **89-91** except the Contact must reside in the area that the party is starting in.
94	As for **87** except Native Ability in any Physical Attribute, including Constitution and Appearance, may be increased.
95+96	You have a friend. You are accompanied by a Character Class **NPC.** The Referee will determine the attachment and all parameters of the friend. The **CEL** of the friend is **1D6+4.** He may not be a magic-user. He will defend his friend to the death.
97	You were raised among the Elves. In addition to Human Knowledge, you speak the tongue of the Elf Sidh with an **EL** of 60.
98	An old friend, who once saved your life, is lost in a hostile land. You are aware of his whereabouts. He holds the key to a great treasure that both of you were searching for.
99	You are the master of a Firesnake.
100	You have come under extraordinary influences. The Referee will determine something exceptionally good, or bad. If he does not wish to do so, roll three times on this table OR twice on the Special Attribute Table.

NOTE—The possibilities above are wide ranging. They do not, however, cover all the possibilities. The Referee is encouraged to expand on this table as he feels the necessity to do so.

1.21) SPECIAL EVENT EXPLANATIONS

1.211) FELONS

The Referee should determine the severity of the crime committed. There is a 25% chance that the Character was falsely accused. Roll this chance and roll **D100** below:

Roll	Crime	Reward
01-30	Simple Theft	2D10SC
31-55	Felonious Theft	1D10GC
56-75	Felonious Assault	2D20GC
76-90	Murder	2D6SC
91-96	Felonious Murder	2D6xStation*SC
97-99	Treason	D100GC
100	Felonious Treason	D100x10GC

**Times the Station of the Victim.*

1.2111) If a crime is FELONIOUS, it was committed against a person with a station of 4 or higher. In this case, the reward is Dead or Alive.

1.2112) In all other cases, the Felon must be returned alive. The authority that wants them will pay nothing for a corpse.

1.212) GEM THEFT

Any gem theft by a Character is classed as Felonious Theft. There is a 30% chance that the authorities know who is responsible. Whether they do or not is unknown to the Player.

1.213) POWERFUL ENEMY

The money and experience gained were at the expense of this enemy. The Referee will determine what wrong the enemy feels he has suffered and if there is anything that the Character can do to make amends. Until avenged or placated, the enemy will take every opportunity to make the Character's life miserable, or short.

1.214) CONTACTS

A Contact is a friend that a Character has made by doing something to a NPC's advantage and then influencing him to be a friend.

1.215) A PET

The animal was raised by the Character from birth. It obeys him and him alone. For all others, unless curbed by the Character, it reacts as a wild animal would.

Herbivores will obey **1D3** commands given by the Character. Other animals can obey **1D6+4** commands. The Referee may choose the animal, let the Player choose or roll randomly in the encounter section.

The Referee will decide what, if any, special parameters or caution the Character must take in dealing with his animal.

1.216) NON-HUMAN REARED

A Character that was raised among the Elves or the Faerry may roll his Influence Chance. If he succeeds, he has a contact with his old friends. Partial Success indicates that he left under amicable terms. Failure indicates that he left under a cloud and has no advantage in future dealings with that race.

This roll is optional. The Player may opt to take Partial Success as his result without rolling.

If a Character has a contact in the race, he will start with one item of equipment from that race at no cost. What is given is left to the Referee's discretion.

1.217) GEAS

A Geas is a magical compulsion placed on someone to force them to do something. The effect of failure to perform the action has a disadvantageous and eventually fatal effect on the victim. The Referee will determine the parameters with this in mind. See **Curse or Ban** (Book Two, Permanent Magics).

1.218) NATIVE ABILITY INCREASE

The increase at the Native Ability level will increase Current Ability by the same amount AND Maximum Ability by the amount times the assigned multiplier.

EXAMPLE—If Native Ability in Strength increases by 2, and a multiplier of 2.5 has been assigned to Strength, Current Ability is increased by 2 and Maximum Ability is increased by 5.

1.219) AN OLD FRIEND

There is no limit to what the old friend's attributes can be. The size of the treasure that the friend holds the key to is rolled on the Map Table with **1D6+14.** It cannot be found without the friend. The Referee will determine all parameters of his predicament and the urgency of his need for rescue.

1.210) EXTRAORDINARY INFLUENCES

Here, the Referee may assign whatever powers, disabilities and special circumstances he desires to the Character. The Character has been influenced in some exceptional way by an extremely potent influence. If the Referee does not wish to assign a value, the Player may select the rolls that he wishes to take as specified in the table.

1.22) SPECIAL ATTRIBUTES

Special Attributes vary from Physical excellence to Supernatural powers. Roll **D100** on the table below:

SPECIAL ATTRIBUTE TABLE

Roll	Attribute	Roll	Attribute
01-05	Battle Fury, Controllable	53-55	Supernatural Agility
06-08	Battle Fury, Uncontrollable	56-58	Supernatural Eloquence
09-12	Innate Power, Law	59+60	Empathic Power
13-15	Innate Power, Chaos	61+62	Intellectual Power
16-18	Innate Power, Elder	63	Supernatural Will Power
19+20	Innate Power, Sidh	64	Mental Invulnerability
21+22	Innate Power, Balance	65	Fanatical Power, Law
23+24	Innate Power, Shamanic	66	Fanatical Power, Chaos
25-29	Animal Power	67	Fanatical Power, Elder
30-32	Creature Power	68	Fanatical Power, Sidh
33	Supernatural Power, Upper.	69+70	Fanatical Power, Balance
34	Supernatural Power, Lower.	71+72	Fanatical Power, Shamanic
35-38	Mana Reading	73-75	Shadow Powers
39	Fire Powers	76-78	Physical Power
40	Water Powers	79-83	Mana Sensing
41	Aerial Powers	84-86	Immunity
42	Earth Powers	87+88	Invisible Sight
43-45	Shape Changer	89-92	Emotional Curse
46	Natural Magician	93-95	Physical Curse
47-49	Supernatural Stamina	96	Mental Curse
50-52	Supernatural Dexterity	97	Other Powers
		98+99	TWO Attributes*
		100	THREE Attributes*

**In these cases, re-roll the number of times specified subtracting 3 from each roll.*

A roll below 01 on any roll will grant the Player TWO additional rolls on the table.

EXAMPLE—A Player rolls a 33 on the Special Event table to reach this table. He then rolls 100 here. He has three Special Attributes. Rolling for each he gets 02, 52 and 100. This is, subtracting 3: −1, 49 and 97. For the −1 he rolls two others, getting 22 and 65, i.e. 19 and 62.

This Character has:

1) Innate Power, Sidh
2) Supernatural Stamina
3) Other Power, referee assigned
4) Intellectual Power

1.221) ATTRIBUTE DESCRIPTIONS

The descriptions are listed in alphabetical order in the pages that follow.

AERIAL POWERS

The Character has the innate ability to communicate with all Creatures of the Air, i.e. Birds, Elementals, etc. He is totally immune to any damage inflicted by Storm Powers. He will never be attacked by any Air Elemental.

The **EL** for his Communicate talent equals **I + W + Em divided by 20,** rounded down. The starting **MEL** is dependent on his characteristics (See Book Two).

EXAMPLE—A Character has Intelligence 12, Will 27 and Empathy 8. His EL with his talents is, (12+27+8)/20, 2.

ANIMAL POWER

The Character can communicate with a specific species of animal. (The species is determined by the Referee, selected by the player or rolled randomly).

At the subconscious level, the Character is a TONAH of the species. He will be treated as such by it. When they are threatened or attacked, the Character will suffer Uncontrollable Battle Fury against the attacker unless he rolls less than or equal to his Will. The fury will last as long as the threat to "his" creatures lasts.

BATTLE FURY

The Character is prone to fits of fury when engaged in combat. During a battle, he will become furious when the hit points damage taken, times 5, exceed his Will.

For Uncontrollable Fury, the above ratio is the only way that the Character can be affected. With Controllable Fury, the Player can attempt to will his Character into a state of fury. The chance of success, per phase of trying, equals the Character's Will.

The state of fury lasts until the Character fails to score any damage for a number of phases equal to the hit points required to send him into fury or until five phases after there are no targets remaining in sight.

EXAMPLE—A Character has a Will of 64. 13 hit points are required to send him into fury. He will return to normal if he fails to hit for 13 straight tactical phases or if he doesn't see anyone to hit for 5 phases.

A Character with Uncontrollable Fury can only come out of it in this way. A Character with Controllable Fury may will himself out of the fury if he rolls his Will or less.

OPTION—*If the only targets left to attack are friends, a Character with Uncontrollable Fury can attempt to Will himself out of the fury on any phase that he is not hit and that he does not hit. The chance is equal to his* **Will divided by 2,** *rounded down.*

While a Character is in a state of fury, the following increased abilities will apply:

A) Normal damage effects will not apply to his movement.

B) When he reaches his **DTV** he will not be unconscious. He remains conscious until death.

C) While in Fury, the **DTV** is tripled. When the Fury ends, if the damage taken is less than the normal **DTV** the Character is dead. If it is between 0 and the **DTV,** he passes out.

EXAMPLE—A Character has a **DTV** of −3. While enraged, he can take damage to −9. If he reaches −5, and comes out of fury, he drops dead on the spot. If he is at −1 when he comes out, he passes out.

D) The Character may not use any **EL** factors defensively while he is in fury.

E) The Character may not use any missile weapon or magic while in a state of fury. If he has an Innate Magic talent that is capable of inflicting damage, this power may be used.

F) While furious, the Character's **SB** is increased by two.

G) Persons defending against a furious Character may subtract 5 from their roll to hit **or** add 10 to the Furious Character's roll.

H) While affected, the Character will attack the CLOSEST target available. If no enemies are available, he will turn on his closest friends.

CREATURE POWER

The Character has an affinity for a specific type of non-humanoid, Fantastic creature. (Anything from a Cait Sith to a Dragon). He has the innate ability to communicate with these creatures at a telepathic level. He is ALWAYS marked, i.e. a birthmark, with the sigil or semblance of that creature.

In learning magic that this species is naturally capable of, the Character will pay 1/2 the normal cost to learn and advance, rounded up. He will always cast the spell at **one EL** higher than his actual **EL.** He will be affected, as for Animal Power, when his species is threatened.

EXAMPLE—A Character has an affinity with the Dragon. He gains advantage in learning Fire Powers and Magic in general. (Fire Powers would be gained at 1/4 cost because it is effected once for Fire and again for Magic). He may communicate with any Dragon.

Finally, the Character will never be attacked by any creature that he has an affinity with unless he is the aggressor.

DIMENSION SIGHT

The Character's **EL** in this power equals his **Will divided by 10,** rounded down. He is able to place himself into a state of conscious trance. In this trance he has the ability to see into other planes of existence. The visions seen are clear and precise.

A Character with this power, can use Astral Powers, Planar Travel and other trans-dimensional spells with an increased chance of success if he learns them. He will subtract his **EL times two** from his roll. In summoning, when the power is used, he will subtract his **EL.** These subtractions are in addition to the normal EL Modifier that is used in magic.

EARTH POWERS

As for Aerial Powers. This attribute applies for Earth Elementals and Earth Powers.

EMOTIONAL CURSE

The Character is cursed with an exaggerated form of a particular emotion. The exact emotion is left to the discretion of the Referee. Until it is cured, it will affect the actions attempted by the Character. The emotion may be directed, operating when a certain person or thing is encountered, or general.

All Curses have a means for placating them. They may be dispelled magically, if a magic-user can be found that will attempt to do so.

EXAMPLE—A Character is cursed with despair. He will have NO morale. At the slightest setback, he will surrender or give up.

The Referee will decide when rolls for the curse effect should be taken. If the Character does not roll less than or equal to his Will, he is affected.

EMPATHIC POWER

Increase Native Empathy by **1D6x5.** (See Supernatural Agility for the proper application of this increase).

The amount of his Native Ability increase is his percentage chance of communing with other creatures. (The amount times 2 is used if the creature is not normally hostile to the Character's race). The attempt may only be made once per encounter. If it works, contact is established with all members of the species that are in range.

When a successful attempt is made, the creatures communed with will not attack unless they feel compelled to do so. (By being attacked, encroachment on territory, theft, etc). The Empath will be able to tell the emotional state of any creature that he is communing with **one phase** before it reacts to it. The range for this power equals the Character's rating. Its duration is one turn per point of increase. No Mana is required to use this talent.

Shamans with this talent are considered to be **Natural Magicians** for ALL Shamanic magics.

FANATICAL POWER

The Character is tied to the Alignment from which his power is gained. He must align with that force. He is naturally capable of communicating with all creatures that are aligned with it.

Elder and Sidh Fanatics will be capable of entering both the Lower and Upper Worlds, Shamanic Fanatics may enter the Lower World. All other fanatics may enter the Upper World.

The **EL** of a Fanatic equals **(W + Em)/10,** rounded down. All other factors of the power's use are as specified for Innate Powers. The referee, at his discretion, may assign other powers and detriments to Characters with this nature. (As he deems necessary to maintain Balance). Fanatics may not have a fanatic tie with any other force. If one is rolled, re-roll.

FIRE POWERS

As for Aerial Powers. Applies for Fire Powers and Fire Elementals.

INNATE POWERS

The Character is naturally able to use a spell of the Alignment specified. If the spell determined is a power that has multiple applications, his talent will allow him to use all of those applications. The **EL** of an Innate Power **equals** the Character's **(W + Em)/20,** rounded down. Points gained for success may be applied towards the **MEL** in its use. Normal Expertise is not applicable to these powers. The **EL** increases only as the characteristics involved increase.

The Mana Cost to use this spell is as normal for magic-users. Innate Powers may be derived from more than one alignment. No alignment tie is derived from Innate Power. *(See Fanatical Power).*

INTELLECTUAL POWER

The Native Intelligence of the Character is increased by **1D6x5.** (See Supernatural Agility for the proper application of this increase). Any person with this talent is considered to be a Natural Magician for all Wizardry spells IF he is trained as a Wizard.

INVISIBLE SIGHT

A Character with this power can see any invisible object. His Range equals his **Empathy divided by 5,** rounded up. In addition, the Character will ADD his Empathy to his chance of disbelieving any Illusion that he sees.

IMMUNITY

The Character is TOTALLY IMMUNE to the affect of a specific power. Consult the Immunity Table in Book Four and determine what the immunity applies for. The Character cannot be damaged in any way by that power.

MANA READING

When in the presence of mana, or those that are capable of casting mana, the Character will be able to determine its Alignment, Relative Power and, if a spell, a basic purpose. The **EL** and **MEL** for this are as specified for Innate Powers. The Range equals the Character's **W divided by 10,** rounded down. No Mana Cost applies to the use of this power.

MANA SENSING

The Character is able to detect the presence of spells. The Range is equal to his **Em divided by 5** rounded up. No Mana Cost applies in using this talent. The knowledge received by the Character will be the Relative Strength of the Magic and nothing else.

MENTAL CURSE

The curse affecting the Character will make it impossible for him to perform a given action, force him to react in certain ways or rob him of some or all of his memories. The effect that applies is at the discretion of the Referee. Resistance to the curse is as specified for Emotional Curses.

MENTAL INVULNERABILITY

A Character with this attribute is totally immune to Telepathic Powers, magical Detection and Soul Sight. he is immune, at an **EL** as specified in Innate Powers, to all spells that affect the mind of their victims *(See Immunity in Book Four for the proper method of handling immunity).*

Characters that have this attribute make poor magic-users. Effectively, they are deadened to the flow of magic about them. If the Player chooses to become a magic-user, the following restrictions apply:

A) His Casting Speed, starting experience gain, starting expertise gain and the maximum Base Mana Cost spell that he can learn are all reduced by 50%, rounded down.

B) He receives no increase in his **MDV** due to his **MEL.**

C) In determining his Casting Ability, the Character's Mana Level is used at 1/2 value, rounded down.

D) He may never learn any supernatural language.

E) He may not learn any spell that has a Base Mana Cost higher than his **Mana Level/3,** rounded down.

F) In casting magic, his **EL** modifier equals his **EL** instead of his **EL × 2.**

NOTE—*Only Humans can have this Special Attribute, unless it is cast on a member of another race as a curse. If it is rolled for a non-human Character, re-roll.*



A warrior with Fire Immunity

NATURAL MAGICIAN

The Character is naturally capable of manipulating Mana. Whether he receives the proper training or not, he will be capable of using magic.

If he is trained, in addition to his natural gift, he can increase his power to legendary proportions. The attributes of the Natural Magician are:

A) Untrained, the Character will gain mana at the rate specified for trained Wizards. If trained, any Mana that he has and all future increases are DOUBLED.

EXAMPLE—A Natural Magician has 12 Mana Points. On completion of his training, he increases to 24. When he increases to his next level, if his Mana Level is 5, he will gain 10 Mana Points.

B) All Natural Magicians have any two of the following attributes: Supernatural Will Power, Intellectual Power and Empathic Power.

C) Natural Magicians recover expended Mana at a faster rate than normal (See **1.32721**).

D) The number of Mana Points that he may cast in one phase is twice that normal for his **MEL** and **EL**, if he is trained.

E) Natural Magicians may learn and cast ANY type of magic. The cost to gain the knowledge is 1/2 that normal, rounded up.

F) Natural Magicians have the ability to use Mana Reading and Mana Sensing.

Other attributes of this extremely talented individual are at the discretion of the Referee.

IMPORTANT—Trained Naturals, i.e. persons with Intellectual or Empathic Power as the source of their talent, only receive benefits **C**, **D** and **F** above.

OTHER POWERS

The Referee can assign the Character any attributes that he desires. As examples, the Character can be winged, have infravision, have the power to walk through walls, etc.

The Power assigned is limited only by the Referee's decision. It can be anything.

PHYSICAL CURSE

The Curse either diminishes some physical attribute or places some horrid physical growth or deformity on the Character. The attributes assigned are at the Referee's discretion. If characteristics are diminished, they will be reduced by **1D6x5**, with a minimum rating of **zero**, for as long as the Curse lasts.

No resistance is possible against the effects of a Physical Curse once it is in force. It may be cured magically or by placating it as specified for Emotional Curses.

PHYSICAL POWER

The Character's Native Strength is increased by **1D6x5**, or to a rating of 25, whichever is higher. Native Stamina is increased by 1/2 the amount of the Strength increase, rounded up. (See Supernatural Agility for the proper application of this increase). The increase in the Characteristics **WILL** affect the Height and Weight of the Character. The Character will add **3** to his Weight roll and add **1** to the final multiplier determined if his height is 72″ or more.

EXCEPTION—The height increase gained may not increase the Character's height by more than 1.2 times the original height determined for him, round up.

EXAMPLE—A Dwarf Male Character has Physical Power. His rating is 25. His Native Strength is 11, Native Stamina is 19. Native Strength is increased to, 11 + 25, 36. Native Stamina is increased to, 19 + (25/2), 32. His original height was 50″. His new Strength and Stamina, would increase his height to 69″ **EXCEPT** that the new height may not exceed 1.2 times his old height. He is therefore, 50 x 1.2, 60″ tall. *(Always round down).*

SHADOW POWERS

The Character is a SHADOW WEAVER. He is able to warp and use the substance of Shadow to his own benefit. The basic powers are:

A) The Character can move through Shadow invisibly.
COST = 1 MP per 5 tactical turns.

B) The Character can create Shadow Warriors.
COST = 10 MP per Warrior. The Warrior created has the form of the Shadow used to create it. The Character may not use his own Shadow for this purpose.

C) The Character can see in any darkness without cost.

D) The Character can send his own Shadow away to perform errands and other tasks for him.
COST = 0 MP. Each turn that the Shadow is out of Contact the Character will temporarily lose **1D6** points from his Energy Level. If this value reaches zero or less, the Character is dead. The Character must roll to recall his Shadow. One roll is allowed each turn. If he rolls his Will or less, the Shadow will return in **1D2** tactical turns. The Shadow will always return when it has completed the mission it was sent on. While it is gone, the Character is semi-conscious. He may take no meaningful action, except Shadow recall, on his own volition.

E) The Character's **EL** in all talents equals his **Empathy divided by 5**, rounded down. His **MEL** can be increased as normal.

F) The Character's Starting Mana Level is doubled.

The powers of a Shadow Weaver only work in a place that has Shadows in it. Total light and total darkness negate his ability to cast shadows.

SHAPE CHANGER

A limited form of the spell. The Character is capable of taking the form of a specific type of creature or animal for any duration desired without the expenditure of mana. He is not required to possess any portion of that animal to make the change. He does not have the power to change into any other form of animal. The animal that he can take the form of is at the Referee's discretion.

All Shape Changers will have the Animal Power talent for the creature that they can take the form of. When a threat exists to that creature, fury will result without any chance of controlling it. The Character will always take his animal form when furious.

SUPERNATURAL AGILITY

The Character's Native Agility is increased by **1D6 × 5.** Regardless of the original Agility rating, the minimum rating for Agility, after this value is added, is **25.** Use the new Agility rating as the Character's Native Ability.

EXAMPLE—A Character has a Native Ability, in Agility, of **9.** He has this Special Attribute. He rolls a **2** on **1D6.** Because an increase of **10** would not increase Agility enough, his Native Ability is increased **16** to a rating of **25.** If his assigned multiplier is set at four, this yields a Maximum Ability of **100.**

IMPORTANT—Any increase in Native Ability, due to this attribute, is added to the new Native Ability to determine the Character's Current Ability before any characteristic points are applied to it. In the example above, the Character starts with a Current Ability **19** higher than his Native Ability after modification by this factor.

EXAMPLE—The Native Agility of a Character is **25** after it is modified by this Special Attribute. To reach **25,** the Native Ability was increased by **19.** The starting Current Ability of the Character, in Agility, is **44** before any characteristic points are applied to it.

SUPERNATURAL DEXTERITY

As for Supernatural Agility except Dexterity is affected.

SUPERNATURAL ELOQUENCE

As for Supernatural Agility except Eloquence is affected.

SUPERNATURAL POWER, LOWER

The Character is attuned to the Sidh forces of the Lower World. He has the natural ability to use all Sidh Magics, as for the Alfar. When he encounters Elf or Faerry parties he will be treated as one of the Alfar.

The Character is innately able to understand, and speak, all Sidh tongues. His **EL** equals **Em x 2 or 80,** whichever is less.

All Non-Sidh Elder or Kotothi parties that encounter the Character will relate to him as they would to an Elf.

SUPERNATURAL POWER, UPPER

The Character can communicate with any creature or person, native to the Upper World, that is aligned with Law, Chaos or Balance.

He has the ability, as for Mana Sensing, to detect forces native to this realm. Finally, he has the innate ability to use all Astral Power spells.

The Character's **MEL** and **EL** for Communicate and Astral Powers, are as specified for Innate Powers.

SUPERNATURAL STAMINA

As for Supernatural Agility except Stamina is affected. The amount of increase in Stamina does NOT apply in determining the Height of the Character.

EXAMPLE—The Native Stamina is 14. It increases to 50. 14 is used in the equation for determining the Character's height.

SUPERNATURAL WILL POWER

As for Supernatural Agility except Will is affected. Characters that have this attribute also have the EVIL EYE if their rating is 30. The Evil Eye may be used to cause Disease, Paralysis and Death. The Death effect is as for the Hand of Death. The **EL** with each spell equals **W/30,** rounded up. His starting **MEL** is as specified for Innate Powers. See the appropriate spells for the effects that apply. To gain effect with any of the powers, the Character must be using the power and have direct eye contact with an entity that can be affected.

THREE ATTRIBUTES

As specified in the table.

TWO ATTRIBUTES

As specified in the table.

WATER POWERS

As for Aerial Powers except the connection is with Water Powers and Water Elementals.

NOTE—*Except where it is used in Books Two through Four, section 1.2 is optional.*

1.3) USE OF CHARACTERISTICS

This section contains values that are determined based on the characteristics of the Character. As these characteristics increase, so do these values. Where appropriate, the complete rules governing the factor are listed in the section where it is explained.

1.31) CHARACTERISTIC BONUSES

Strength, Stamina, Agility, Dexterity and Constitution yield bonuses in play. The table below is used to determine the bonus that applies, based on the Current Ability in the applicable characteristic. *(A reduced form of this chart can be found in the right hand corner of the Character record sheet).*

THE BONUS TABLE

Current Rating	Bonus	Current Rating	Bonus	Current Rating	Bonus
0-5	−1	76-105	+4	276-330	+9
6-15	0	106-140	+5	331-395	+10
16-30	+1	141-180	+6	396-465	+11
31-50	+2	181-225	+7	466-550	+12
51-75	+3	226-275	+8	551-630	+13

1.311) BONUS USE

The table below gives the PRIMARY uses of the characteristic bonuses. They may be used, in these rules, in less important ways. The Referee is always free to use them in other ways, if he sees fit to do so, or to create bonuses for other characteristics as he desires.

BONUS USE TABLE

Bonus In:	Abbr.	Area Affected
Strength	**SB**	**1)** The SB is added to the damage that the Character scores in combat when he hits. **2)** SB is used as a factor in determining the OCV of the Character *(See section* **1.3321***).* **3)** The SB is used as a modifier in determining a Character's maximum EL in certain skills (*See* **2.4**).
Stamina	**StB**	**1)** A Character's StB is subtracted from all healing chance rolls that he takes. It is added to the number of points that he heals, if he heals (*See section* **1.3251**). **2)** StB is a factor in determining a Character's OCV (*See section* **1.3321**). **3)** The Character's StB is used in determining his Portage Ability (*See section* **1.321 D**). **4)** StB is used in determining a Character's Poison Resistance (*See section* **1.3253**). **5)** The StB is used in determining the DTV of the Character (*See section* **1.3252**). **6)** StB is used in determining a Character's maximum EL in certain skills (*See section* **2.4**).
Dexterity	**DB**	**1)** The DB is used in determining a Character's DCV (*See section* **1.3322**). **2)** DB is used in determining a Character's Dodge Value (*See section* **1.324**).
Agility	**AB**	**1)** As for Dexterity. **2)** As for Dexterity. **3)** The AB is used in determining a Character's maximum EL in certain skills (*See section* **2.4**). **4)** AB is used in determining a Character's MR (*See section* **1.335**).
Constitution	**CB**	**1)** Per day that an injured Character fails to heal, CB is subtracted, as an additive modifier, from the healing chance roll (*See section* **1.3251**). **2)** CB is used in determining a Character's Poison Resistance (*See section* **1.3253**).

NOTE—*For detailed descriptions of the primary ways that the characteristics are used, see section* **1.32.** *If the optional Problem Solving rules are used, the characteristics are also of importance in this area.*

1.32) OTHER USES

1.321) STRENGTH

In actions where Strength is the deciding factor, such as pinning an opponent, breaking down a door, etc, the following rules will apply:

A) The basic chance to overpower an opponent is determined by subtracting his Strength from yours. If the result is negative, you have no chance of success. If you succeed, the opponent is pinned, held, knocked over, etc. depending on what you specified you were attempting to do.

If the target you are attempting to affect dodges successfully, failure is automatic. If you are damaged while making the attempt, add five times the number of hits scored to your roll. A Minimum Chance equal to **S divided by 5,** rounded up, can be applied if the Referee chooses to do so.

IMPORTANT—If the Referee allows, additional persons may add their Strength to this attempt. Each additional person adds his Strength to the initiators Strength.

EXAMPLE—Three Characters, S43, 29 and 14, battle a Rock Troll, S80. The Character with S29 decided to throw himself at the Troll to tackle it. (29-80, an action doomed to failure). His friends grab him to throttle his suicidal ambition. Their chance of Success is, (43 + 14) – 29, 28%.

B) When attempts are made to batter in doors, break locks, etc., the Referee will use the system detailed in (A) above. To do so, he must determine a Strength rating for the door, lock, etc. The following table is provided as a guide for these values:

Material	Resistance
Rotted Wood	0-5 (1D6-1)
Normal Wood	6-16 (2D6 + 4)
Good Wood	17-35 (2D10 + 15)
Aged Wood	38-65 (3D10 + 35)
Rusted Metal	1-10 (1D10)
Soft Metal	12-30 (2D10 + 10)
Hard Metal	43-70 (3D10 + 40)
Tempered Metal*	61-160 (D100 + 60)

**Whether the metal is tempered normally or with magic.*

NOTE—As an option, you may take the factors above as a number of "hit points" that the item will take before it breaks. The Players attempting to break it would then roll **1D10** and divide the applied strength by their roll, rounding up. The result is the "hits" inflicted. For damage to count, at least 25% of the item's value, rounded up, must be inflicted on it.

EXAMPLE—Before meeting the Rock Troll, the three adventurers, S 43, 29 and 14, found a door. It was aged wood worth 43. The strong adventurer charged it. He scored, 43/3, 15 hits. The door is damaged and holds. In the next phase, he and S 29 hit it. The applied Strength is 72. 72/8 is 9 for no damage. They go again. 72/2 is 36 hits and the door is burst asunder.

C) Strength is used in determining a Character's **HPV.**

D) PORTAGE ABILITY

A Character's Portage Ability equals:

(S × 2) + (StB × 20) or (S × 2), whichever is greater

This value is a weight, in pounds, that the Character can carry without reducing his **MR.** Per 20% increase over this value, the Character's **MR** is reduced 10%, with the amount of the reduction being rounded up.

EXAMPLE—Vobal the Dancer has a Strength of **20** and a **+2StB.** His Portage Ability is, **(20 × 2) + (2 × 20), 80** pounds. His **MR** is **13.** If he carries **120** pounds of weight, excluding his body weight, his **MR** is reduced by **30%** to an **MR** of **9.**

E) LIFTING ABILITY

The maximum weight that a Character can lift equals:

(Portage Ability × 5)

EXAMPLE—Vobal's Portage Ability is **80.** The maximum weight that he can lift is **400** pounds. In essence, he can lift things that weigh **225 to 400** pounds, but he cannot move with them.

NOTE—*Where a Character possesses Carrying skill, the* **EL** *is added directly to his Portage Ability and is used as part of that value in determining all factors in (D) and (E) above.*

EXAMPLE—With **EL20** in Carrying, Vobal would have a Portage Ability of **100.** His speed reduces per extra **20** pounds that he carries and his maximum lift is **500** pounds.



A Centaur

1.322) STAMINA

A) Stamina is used in determining the **HPV** of a Character (*See section* **1.331**).

B) Stamina is used in determining a Character's healing chance (*See section* **1.3251**).

1.323) DEXTERITY

Dexterity, as other than a bonus, is not used in any significant way, beyond its use in the education system. See the Dexterity Bonus in section **1.311** for its most significant uses.

1.324) AGILITY

Agility, as other than a bonus, is not used in any significant way, beyond its use in the education system. See the Agility Bonus in section **1.311** for its most significant uses.

1.3241) DODGING (OPTIONAL)

Any defender engaged in combat may attempt to dodge blows that are aimed at him. The Dodge Value of a Character equals:

AB + DB

If a defender dodges, the total value that is dodged equals:

The AV of the dodger's armor + the attacker's Dodge Value

Both factors are used on the table below to determine a percentage chance that the attempt to dodge is successful. In all cases, ANY Character that wishes to dodge must declare his intention BEFORE the attacker takes his attack roll. If he does not do so, he may not dodge.

THE DODGE TABLE

Dodge Value	Total Value Dodged										
	.LT.1	1+2	3+4	5	6	7	8	9	10	11	12+Up
.LT.0	25%	15%	5%	N	N	N	N	N	N	N	N
0	30%	20%	10%	5%	N	N	N	N	N	N	N
1	40%	30%	20%	10%	5%	N	N	N	N	N	N
2	50%	40%	30%	20%	10%	5%	N	N	N	N	N
3	60%	50%	40%	30%	20%	10%	5%	N	N	N	N
4	70%	60%	50%	40%	30%	20%	10%	5%	N	N	N
5	80%	70%	60%	50%	40%	30%	20%	10%	5%	N	N
6	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%	N
7	A	90%	80%	70%	60%	50%	40%	30%	20%	10%	5%
8	A	A	90%	80%	70%	60%	50%	40%	30%	20%	10%
9	A	A	A	90%	80%	70%	60%	50%	40%	30%	20%
10+Up	A	A	A	A	90%	80%	70%	60%	50%	40%	30%

A = Automatic success N = Automatic failure

IMPORTANT—In all cases, the **AV** that is used in determining the total value dodged is the **AV** for the **type** of armor, as listed in the equipment List. For creatures with a **NAV**, the creature's actual **NAV** is used when he attempts to dodge.

EXAMPLE—A Character is wearing **EL8** magic Chainmail. An **AV** of **3** is used in determining total value when he attempts to dodge. A dragon has a **NAV** of **3.** Three is added when it attempts to dodge.

1.32411) DODGE RESULTS

If the listing in the table is **(A),** or the dodger rolls less than or equal to the listed percentage, the dodge is successful. In this case, the attacker's blow automatically misses and he need not roll it.

Any other result indicates that the dodge fails. The attacker must roll to hit the dodger and he will score damage if he does so.

Regardless of the success or failure of a dodge, the dodger may not perform any other action during the phase that he dodges, excluding use of a shield defensively. No dodging defender may attack, in any way, in any phase that he dodges. His efforts are totally consumed by the defensive maneuver of dodging.

1.3242) DODGING MAGIC (OPTIONAL)

At the Referee's discretion, Players may be allowed to dodge spells under the following circumstances:

A) The Character has a clear view of the person or thing that is casting the spell.

B) The spell is a spell that inflicts damage when it succeeds.

C) The physical appearance of the spell is BOTH directional and visible.

Where **any** of the factors above do NOT apply, the Player may not dodge. Where all of them apply, the Referee may allow him to do so.

IMPORTANT—If this form of dodging is allowed, the total value dodged for the spell equals:

The AV of the dodger's armor + the EL of the spell

NOTE—*If a Player is the caster of a spell that is dodged successfully, he should still roll for success. If he succeeds, and the spell does nothing because it was dodged, he will receive experience and expertise points as specified for other magic, case* **C,** *in sections* **3.4** *and* **3.411** *of this book. If Abysmal Failure results, he can suffer ill effects.*

IMPORTANT—If a Character attempts to dodge a spell, and fails, he will use his **MDV** at ½ value, rounded down, in resisting its effects.

OPTIONAL—The following rules may be employed in physically resisting magic that can be dodged:

A) If the dodge attempt is a Partial Success, the dodger may subtract his Dodge Value +3 from the number of hits that the spell inflicts.

B) The dodger, if his dodge does not succeed, may attempt to interpose his shield between himself and the spell. His chance of doing so equals:

Dodge Chance + Shield AV + EL in the Shield

If he succeeds, handle the spell's success as specified for a Shield Hit except that magical shields will block **(AV × 2)** + usable **EL** hit points.

EXAMPLE—Vlad has a Dodge Value of 3, an **AV8** Shield and **EL12** in the Shield. a Giant casts an **EL5** Lightning Bolt at him. He tries to dodge. His chance is 30%. He fails. He now tries his shield. His chance is, 30 + 8 + 12, 50%. He succeeds. The bolt strikes the shield, scoring 29 hits. The shield blocks, 8 + 8, 16 hits and is destroyed. Vlad takes 13 hits and is left without a shield. (Had the shield been magic with **AV12,** Vlad could block 36 hits and retain a usable shield).

1.3243) DODGING MISSILES (OPTIONAL)

The Referee may allow Players to attempt to dodge incoming missiles in the following circumstances:

A) They can see the firer release the missile.

B) They can see the missile coming for at least **50%** of its flight towards them.

Dodges of this type obey all rules specified in section **1.3241** and **1.32411.** The total value dodged equals:

The AV of the dodger's armor + a Missile Range modifier

1.32431) MISSILE RANGE MODIFIER

The modifier that is used is based on the range fraction that the missile is fired from. The table below applies:

Range Fraction	Modifier	Range Fraction	Modifier
Point Blank	8	Long	0
Short	4	Extreme	−2
Medium	2		

Where the weapon that fires the missile has a listed **WSB,** the **WSB/3,** rounded up, is added to the modifier above.

EXAMPLE—The modifier for an unarmored dodger to dodge an Arbalest at point blank range is, **8 + (5/3, rounded up), 10.** Unless the dodger is exceptionally agile and dexterous, he is not likely to succeed.

1.325) CONSTITUTION

Constitution is a primary determiner of the following factors:

1.3251) THE HEALING CHANCE

A Character's healing chance **(HC)** equals:

(C + St)/2, rounded up

When a Character **starts** a day damaged, he rolls his healing chance. Healing occurs when the roll of **D100** is less than or equal to the healing chance. The following factors are subtracted from the Player's roll:

A) **StB** is subtracted each day.

B) Per day that the Character fails to heal, additive, **CB** is subtracted.

EXAMPLE—A Character has an **StB** of **+1** and a **CB** of **+2.** On every healing roll, he will subtract ONE. Per day that he rolls and fails to heal, by rolling greater than his healing chance, he will add TWO for his **CB,** in addition to his **StB modifier.** On the second day, after failing to heal on the first day, the Character subtracts three, on the third he subtracts five, on the fourth seven, etc.

IMPORTANT—When healing occurs a Character heals **1D3 + StB** hit points. No more than one healing roll is allowed per day unless magic is used on the Character (*See* **1.343**). Healing cannot increase a Character above his **HPV** at any time.

EXAMPLE—If a Character's **HPV** is 23, healing stops when he is at 23 hit points.

1.32511) INFECTION

If a Character's Healing Chance roll, after all modification, is 91 or higher, he is infected. He will remain infected until he succeeds in healing again. The result of infection is:

A) Per day, starting immediately, the Infection will score **1D3** hits on the Character.
B) While infected, the Character's Healing Chance is reduced 50%, rounded up.
C) If an infection scores 10 or more hit points on a Character, the Character is delirious and incapable of meaningful action.
D) All normal Damage Tolerance rules apply while infected.
E) When the player heals, the infection is checked. The successful healing serves only to check the infection. It will not cure any damage.

1.3252) DAMAGE TOLERANCE

All Characters can withstand excessive amounts of damage. The Damage Tolerance Value **(DTV)** of a Character equals:

((C/20) + StB) × (−1), round up

Any damage between this negative value and zero indicates that the character is unconscious. A remaining **HPV** greater than zero indicates that the Character is conscious and active. A value less than the **DTV** means that the Character is dead.

EXAMPLE—A Character has a **DTV** of **−4.** His **HPV** is **26.** If his current **HPV**, considering damage taken, is one to twenty-six, he is conscious. From zero to minus four, he is unconscious. At minus five or less, he is dead.

1.32521) TRAUMA (OPTIONAL)

When a Character has been battered into unconsciousness, his **DTV** x 3 is added to his roll for Healing. If, on any roll while unconscious, he fails to heal, he is dead. (Trauma does not apply if unconsciousness is the result of subdual damage).

1.3253) ENERGY LEVEL

The Energy Level of a Character is equal to his **C + W.** It has the following effects:

A) Without extra-somatic aid, i.e. a wand, magic ring, etc., the usable Casting Ability of a magic-user can never exceed his Energy Level.

EXAMPLE—A MEL14 Wizard has a Casting Ability of 139 and an Energy Level of 72. Without extra-somatic aid, he may never cast more than 72 Mana Points in one day. With it he can.

B) Forms of attack that target on the soul, mind or spirit of the Character score damage against his Energy Level. If the Energy Level reaches zero the Character is killed.

Healing lost energy points is done by rolling against your Constitution and subtracting your **Mana Level** from the roll. If the result is less than or equal to the Constitution, **1D6** energy points are regained.

Effects that attack the Energy Level are specified in their descriptions. Examples are Vampirism, Soul Attack, etc.

1.3254) POISON RESISTANCE

This factor is added to the roll that is taken when a Character might be affected by any poison. A Character's poison resistance is:

(CB + StB) × 2

NOTE—*Poison resistance is used against poisons in the same way that the* **MDV** *is used against magic.*

EXAMPLE—A Character has an **StB** of **+2** and a **CB** of **+4.** His poison resistance is **12.** When a roll is taken to see if a poison affects him, **12** is added.

OPTIONAL—At the Referee's discretion, poison resistance, as an indicator of a Character's general health, may be used to resist the effects of disease, plague, etc. Where it is to be applied is up to the Referee.

1.326) INTELLIGENCE

Intelligence is used to determine the following factors:

1.3261) MANA LEVEL

The Character's Mana Level equals **(I + W + Em)/10, round up.** It may be found by totalling these characteristics and consulting the table below, if desired.

Total Value	Mana Level	Total Value	Mana Level	Total Value	Mana Level
3-10	1	81-90	9	161-170	17
11-20	2	91-100	10	171-180	18
21-30	3	101-110	11	181-190	19
31-40	4	111-120	12	191-200	20
41-50	5	121-130	13	201-210	21
51-60	6	131-140	14	211-220	22
61-70	7	141-150	15	221-230	23
71-80	8	151-160	16	231-240	24

If the total value exceeds **240,** continue the established progression.

1.32611) MAGIC DEFENSE VALUE

The Magic Defense Value **(MDV)** of a non-magic user is equal to his Mana Level. A trained magic-user has an **MDV** equal to his **Mana Level plus (MEL)/2, round up.** A natural magic-user's **MDV** equals **Mana Level plus MEL.**

1.32612) CASTING ABILITY

A magic-user's Casting Ability is a function of his **MEL** and his **Mana Level.** Per **MEL** that a magic-user increases, his Casting Ability is increased by his current Mana Level.

IMPORTANT—In starting a magic-user, multiply his starting **MEL times** his current **Mana Level,** after all initial increases have been applied. If the starting **MEL** is zero, Casting Ability equals **ML/2** rounded down.

EXAMPLE—A magic-user starts at **MEL3, ML 11.** He has a Casting Ability of **33.** If, by the time he reaches **MEL4,** his **ML** has increased to **14,** his Casting Ability increases from **33** to **47.**

1.327) WILL

Will is used in the following ways:

1.3271) If the Player does not wish to be influenced, he may subtract his Will from the Influence Chance of the person trying. The minimum chance applies when NPC's do this. It does not apply when Players do.

1.3272) MANA REGENERATION

The speed with which a magic-user regenerates expended mana is determined by his **Will** and **MEL.** Consult the table below using these factors.

	Magic Experience Level					
Will	0-4	5-9	10-14	15-19	20-24	25-29
1-10	1	2	3	4	5	6
11-20	2	3	4	5	6	7
21-30	3	4	5	6	7	8
31-40	4	5	6	7	8	9
41-50	5	6	7	8	9	10
51-60	6	7	8	9	10	11
61-70	7	8	9	10	11	12
71-80	8	9	10	11	12	13
81-90	9	10	11	12	13	14
91-100	10	11	12	13	14	15

If the Character's **Will** exceeds **100,** or the **MEL** exceeds **29,** continue the progressions as established in the table.

1.32721) If a magic-user does not use any mana during a day that he is regenerating, or if he is a natural magic-user, add his **MEL** to the number of points that he normally regains for that day. If a natural magician rests, add **MEL** × **2** to the mana points that he regains instead of **MEL.**

EXAMPLE—An **MEL6** magic-user casts no magic while he is regenerating his normal 7 mana points. He will regain 13 instead.

1.32722) All mana is regained at the start of the day, based on the expenditures of the preceding twenty-four hours. Mana never regenerates to a point greater than the magic-user's current Casting Ability.

1.328) ELOQUENCE

Eloquence is used with Empathy to determine a Character's Base Influence Chance.

1.329) EMPATHY

Empathy is used with Eloquence to determine a Character's Base Influence Chance.

1.320) APPEARANCE

The Character's physical attractiveness to members of his own race. When dealing with other races, the Referee may modify a Character's appearance to fit the standards of beauty that apply in that race. Appearance will never apply except when dealing with Intelligent lifeforms. Non-Intelligent forms couldn't care less.

The table below gives factors that can be used. Factors for other races that can be encountered should be determined by the Referee based on these values.

	Perceiver's Race			
Character's Race	Human	Elf	Faerry	Dwarf
Human	0	−10	−15	−5
Elf	+10	0	+5	−10
Faerry	+20	+10	0	−5
Dwarf	−10	−15	−5	0

The Racial view, after modification, is found on the table below:

Appearance Modifier Table		
Modified Rating	Appearance	Effect
5 or less	Hideous	−10
6 to 15	Ugly	−5
16 to 35	Average	0
36 to 65	Handsome	+5
66 to 96	Gorgeous	+10
96 and Up	Stunning	+15

The effect listed is the amount that is added to the Influence Chance before any other modifiers are applied. If **IC** is 28, and the Character is viewed as Ugly, it is reduced to 23 before other modifiers are applied. This does not apply when dealing with Contacts.

EXAMPLE—A Dwarf, appearance 24, meets a Human, appearance 60. The Dwarf sees the Human as having an Appearance of 55. The Human sees the Dwarf as having an Appearance of 18. For this interaction, the Human is Handsome and the Dwarf is Average.

1.33) OTHER FACTORS

1.331) HIT POINT VALUE

The number of hit points that a Character can take before he reaches the point of unconsciousness is his Hit Point Value **(HPV).** The **HPV** is determined by the Character's current Strength, Stamina and Constitution. The formula that is used for this determination is:

(S + St + C)/4, round up

The table below may be used to arrive at the appropriate **HPV** quickly.

Total Value	Hit Points	Total Value	Hit Points	Total Value	Hit Points
4-36	*	81-84	21	129-132	33
37-40	10	85-88	22	133-136	34
41-44	11	89-92	23	137-140	35
45-48	12	93-96	24	141-144	36
49-52	13	97-100	25	145-148	37
53-56	14	101-104	26	149-152	38
57-60	15	105-108	27	153-156	39
61-64	16	109-112	28	157-160	40
65-68	17	113-116	29	161-164	41
69-72	18	117-120	30	165-168	42
73-76	19	121-124	31	169-172	43
77-80	20	125-128	32	173-176	44

If Total Value exceeds **176,** continue the progression established in the table.

*Characters that take less than ten hits are rare and have little chance of surviving in combat. At least one characteristic should be changed to give the Character a chance to survive and a **HPV** of at least ten.

1.332) COMBAT VALUE

All Characters determine Offensive Combat Value **(OCV)** and a Defensive Combat Value **(DCV).** These are the basic values that are used in combat in Book Two.

1.3321) OFFENSIVE COMBAT VALUE

The **OCV** of a Character equals **CEL + SB + StB.**

1.3322) DEFENSIVE COMBAT VALUE

A Character's **DCV** equals **CEL + AB + DB.**

1.333) HEIGHT AND WEIGHT

1.3331) HEIGHT

A Character's Height equals:

Native Strength + Native Stamina + the factor below

For Dwarfs and Faerries **ONLY,** the total of Native Strength and Native Stamina is divided by TWO and rounded up before adding it to the factor for their race. The factors that apply, depending on the Character's Race and Sex, are:

RACE	MALE	FEMALE	RACE	MALE	FEMALE
Human	46	42	Faerry	28	28
Elf*	45	42	Dwarf	35	32

*If an Elf is over 72" in height, he is a member of the Alfar instead of an Elf. See Alfar in Book Three and Alfar Characters in section **1.421** of this book.

1.3332) WEIGHT

A Character's Weight is derived from his Height, Race and Sex. Roll **1D10** on the appropriate table below. For non-humans, add THREE if the Character is taller than 71". Subtract ONE if he is shorter than 40". For humans, use the table appropriate for the Height and Sex without modification, unless it is required for some other reason, i.e. Supernatural Stamina, Physical Power, etc.

	HUMAN							
	Less than 60"		60" to 70"		71" to 80"		81" and Up	
ROLL	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE
1	1.6	1.4	2	1.6	2.2	1.7	2.4	1.8
2+3	1.7	1.5	2.2	1.7	2.4	1.8	2.7	1.9
4-7	1.8	1.6	2.4	1.8	2.6	1.9	3	2
8+9	2	1.7	2.6	2	2.9	2.1	3.3	2.2
10+Up	2.2	1.8	2.8	2.2	3.2	2.3	3.5	2.5

	ELF		FAERRY		DWARF	
ROLL	MALE	FEMALE	MALE	FEMALE	MALE	FEMALE
0	—	—	1.2	1	2.4	2.3
1	1.7	1.5	1.2	1.1	2.6	2.5
2+3	1.8	1.6	1.3	1.2	2.8	2.6
4-7	1.9	1.7	1.4	1.3	3	2.7
8+9	2	1.8	1.5	1.3	3.2	2.8
10	2.1	1.9	1.6	1.4	3.5	3
11+Up	2.2	2				

EXAMPLE—A Human male has Native Strength of 10 and Native Stamina of 9. He is 65" tall. He rolls a nine on the weight table. He weighs, 65×2.6, 169 pounds. A 74" human, with the same roll, weighs, 74×2.9, 215 pounds.

IMPORTANT—In ALL multiplications above, round up.

OPTIONAL—If you do not desire to have the full range of weight and height variation in your campaign, use the 4–7 line as the weight multiplier for all members of a given Race and Sex.

EXAMPLE—If this simplification is used, all Dwarf males have a weight multiplier of THREE. All Human females, height 60" to 70", have a weight multiplier of 1.8.

1.334) FOOD REQUIREMENTS

The Food that a Character requires each day is based on his weight. The requirements, in Food Points (a standard of nutritional value), are listed below:

WEIGHT	FOOD REQUIRED	WEIGHT	FOOD REQUIRED
Under 100 lbs.	1/2FP	161-210 lbs.	3FP
100-125 lbs.	1FP	211-250 lbs.	4FP
126-160 lbs.	2FP	Per additional 30 lbs.	+1FP

Humans use this table as listed. Faerries and Elves reduce the value listed by 50%, retaining fractions. Dwarfs increase the requirement by 1FP, i.e. a Dwarf weighing 130 pounds needs 3FP.

NOTE—The food requirement listed is a minimum number of points required to maintain the character. Less and he begins to starve. He could consume up to three times the amount needed if he chose to do so for some reason.

The standard weight of a Food Point is ¼ pound.

1.335) MOVEMENT

The Movement Rate determined for a Character is the number of inches that he is capable of moving in one tactical turn. The basic factors that apply are:

RACE	MR	RACE	MR
Human	9	Faerry	6(27)*
Elf	10	Dwarf	8

The value in parentheses is the MR when flying.

1.3351) MR MODIFIERS

All Characters will add their **AB** + **1** to their base **MR** for ground movement. Faerries will add their **DB** + **1** to their **MR** for flying speed.

Characters that weigh 251 to 300 pounds will subtract ONE from their base **MR** for ground movement. Per additional 50 pounds, over 300, an additional ONE movement point should be subtracted.

Regardless of negative modifiers for weight, the minimum **MR** for a Character that is unencumbered, is SIX.

EXAMPLE—Vlad and Drexel are together. Vlad has an **AB** of zero and weight of 273 pounds. His **MR** is 9. Drexel is a Faerry with a **DB** of +1 and an **AB** of +2. His **MR** is modified to 9(29).

1.336) INFLUENCE

A Character's Influence Chance equals **E** + **Em.** It reflects his ability to manipulate the actions of others through verbal persuasion. To use it, he must speak the language of the person or thing that he is attempting to influence. It may only be attempted with non-hostile, intelligent creatures.

1.3361) The Influence Chance is modified by the factors below:

	FACTOR	MODIFIER
A)	Initial Appearance reaction	As listed previously
B)	Influencer is a Stranger	−10%
C)	No Common Verbal Language or means of Communication	−100
D)	Poor fluency in the Listener's Language	−80 + Fluency
E)	Commercial Negotiation	0
F)	The Suggestion is CLEARLY to the Listener's advantage.	+40%
G)	The Suggestion is CLEARLY dangerous.	−40
H)	The Suggestion is CLEARLY NOT to the Listener's advantage.	−30
I)	Refusal will be physically dangerous to the Listener. (The Influencer is threatening him in some OBVIOUS way)	+20 − (W/5)
J)	The Listener is a Personal Contact of the Influencer	+40%
K)	The Listener is an Enemy of the Influencer	−80
L)	The Listener is under pressure from some other source to refuse the request.	−40 + W
M)	E + F above	+60%
N)	E + H above	−50
O)	F + G above	+10%
P)	G + H above	−90
Q)	Opposite Sex member of Humanoid race	Appearance Modifier

In all cases where a Characteristic is listed in the preceding table, it is the rating of the Listener not the Influencer.

1.33611) TABLE EXPLANATIONS

−X = The factor is subtracted after all percentage factors have been applied.

−X% = The factor is applied after all positive percentages have been applied.

+X = The factor is added before any other modification.

+X% = The factor is applied after any +X factors.

EXAMPLE—A Character has a Base Chance of 42%. He is Handsome. He is trying to influence a Duchess to perform a dangerous action that is to her advantage. The chance is, (42 + 10)x1.1), 58%.

In all modifications, round up fractions.

1.3362) MINIMUM CHANCE

The Minimum Chance that a Character will have to successfully influence a non-enemy is equal to 25% of his Influence Chance, rounded down. This applies only for Player Characters. It does not apply when they are attempting to influence other Player Characters.

EXAMPLE—A Character has an Influence Chance of 82. His Minimum Chance, when applicable, is 20%.

1.3363) SUCCESS

Each time that a Character influences someone he may increase either his Eloquence or his Empathy by **1.** If the Influence attempt succeeds when he is at or below his minimum chance he may increase both characteristics by **1.** (No characteristic may be increased past the Character's Maximum Ability in this way).

NOTE—In Influence, the Player must explicitly define what he is attempting to influence the Listener to do. The Referee will assign factors, as he feels appropriate, based on this description. If the description is insufficient, and the attempt succeeds, the Referee will determine what the Listener believes he has agreed to do.

1.34) HEALING AIDS

1.341) REST

If a Character does *nothing* for the 24 hours preceding a Healing Chance roll, his Stamina Bonus is increased by **1** for that roll. If he takes this rest in a formal settlement, i.e. village, city, etc., the Healing Chance is increased by **10.** Both factors apply only while resting and only to healing.

1.342) MEDICINES

The use of medicines and natural balms will increase the Healing Chance and/or the Stamina Bonus. All such benefits apply for the Healing Chance roll immediately following the application of the medicine. **They do not allow a separate or additional roll.**

1.343) MAGIC

When magic is used to heal, the effect will be as for **1.342.** However, with magic, a separate and additional Healing Chance roll is allowed immediately after the magic is successfully applied. Magic will always affect the Healing Chance AND the Stamina Bonus. In rolling, no chance of Infection will apply.

1.3431) When more than ONE Magical Healing power, regardless of type, is used on a given Character in the same 24 hour period, it can KILL.

The chance that the Character can withstand the treatment is:

Cx2 − (Hit Points Taken x (Magic Uses for Healing − 1))

EXAMPLE—A party desperately needs to heal their best fighter. His Constitution is 42. On the second application of Magical Healing in the same 24 hour period his chance of surviving is, 42x2 − (23x(2 − 1)), 61%. If he rolls 62 or higher on **D100**, he is dead.

1.3432) The die used for Magic Healing is **1D6** instead of **1D3.**

1.4) COMMON KNOWLEDGE

Every Character has certain skills and abilities, based on his Race and culture, before he allocates any starting expertise points. The sections that follow detail this common knowledge, by race.

1.41) HUMAN CHARACTERS

All human Characters speak their native tongue at an **EL** of 80. They also have the following skills, depending on whether they are civilized or barbarian in origin.

CIVILIZED CHARACTERS

A) The maximum **EL** currently possible in City Survival and **EL0** in Rhetoric **OR** the maximum **EL** currently possible for Survival in a terrain that is contained within the boundaries of the Character's home nation and **EL0** in Tracking.

NOTE—*Here you are deciding whether the Character is a city dweller or a person from some outlying region of the nation.*

B) Depending on the Character's Station, he has the following skills:

STATION	SKILLS
0	Carrying, Any non-combat skill with a Cost to Learn of TEN or less.
1	Husbandry, Forester or Miner **OR** any two skills with a Cost to Learn of FIFTEEN or less.
2	Locksmith, A Language at maximum **EL,** Sign Language at maximum **EL,** Seaman, Moneylender or Entertainer **OR** any two skills with a Cost to Learn of TWENTY or less.
3	Read and Write plus any two skills with a Cost to Learn of TWENTY-FIVE or less.
4	Read and Write plus any two skills with a Cost to Learn of THIRTY or less.
6	Read and Write plus any three skills with a Cost to Learn of THIRTY-FIVE or less.
10	Read and Write plus any five skills with a Cost to Learn of FORTY or less.

IMPORTANT—Where a skill is specifically named above, it is gained at the maximum **EL** currently possible. Any other skill selected as Common Knowledge is gained at a starting level only.

EXAMPLE—A Character is a city dweller with a Station of 2. Without cost, he speaks his native tongue at **EL80,** has his maximum **EL** in City Survival *(based on his current characteristics),* has **EL0** in Rhetoric and receives the skill or skills listed in the table. He will choose to have one of the skills that is explicitly listed at his maximum **EL** or two skills, with a Cost to Learn of 20 or less, at a starting level.

BARBARIAN CHARACTERS

A) The maximum **EL** currently possible in the terrain that the Character's tribe lives in.

B) A starting level in Sign Language.

C) (Station /3, rounded up) + 1 skills from the following list:

Any Combat Skill at **EL0**	Climbing
Swimming	Survival
Tracking	Carrying
Husbandry	Forester
Miner	Seaman*
Entertainer	A Language

*This skill may not be selected unless there is a large body of water, i.e. large lake, sea, etc, in or adjacent to the tribal area.

IMPORTANT—Except where specified otherwise, all skills above are gained at the maximum **EL** currently possible for the Character. If Survival is selected, the Character gains Survival skill in any one terrain type desired, other than his native terrain.

1.42) ELF

Elves have the following skills:

A) Mana Sensing **MEL2, EL** dependent on the Character.

B) The ability to hide invisibly in any forest. The **EL** equals **W + EM or 80,** whichever is less. The **EL** is used to determine the chance that they are not observed if the person that they are hiding from is aware that something is present. Success indicates that they remain hidden. Any other result means that their presence is discovered.

NOTE—*This skill is primarily useful against creatures whose primary sense, for observing their environment, is sight. Where this is not the case, or where magic is used to detect the Elf, the skill is relatively useless.*

C) EL80 in the tongue of the Elf Sidh. **EL60** in the tongue of the Faerry Sidh. If the Elf is a trained magician, **EL80** in the tongue of the Sidh.

D) Innate ability to enter the Upper and Lower World's. Determine **EL** based on the Elf's characteristics. **MEL** equals the Elf's **MEL** as a magic-user, or **2,** whichever is higher.

E) The maximum **EL** currently possible in Forest Survival.

F) The ability to read the intent of others, as for Empathic Power. Treat as an Innate Power. The **EL** equals **Em/10** rounded down.

G) Any ability or liability specified for the Elf in Book Three.

1.421) ALFAR CHARACTERS

These Characters have all of the abilities specified in **1.42** plus the following:

A) All abilities specified in Book Three for the Alfar.

B) The maximum **EL** currently possible in Upper World Survival.

1.43) FAERRY

All Faerries:

A) Learn new languages at **50%** of the normal cost to do so, rounded down.

B) Have Mana Sensing, **MEL and EL** dependent on the Character's characteristics.

C) Have Mana Reading, **MEL and EL** dependent on the Character's characteristics.

D) Speak the tongue of the Faerry Sidh and the tongue of the Elf Sidh at **EL80.** They speak one human tongue at **EL60.** If the Faerry is a trained magician, he speaks the tongue of the Sidh at **EL80.**

E) Are winged and capable of flying.

F) Can enter the Lower World, **MEL and EL** dependent on the Character.

G) Have the maximum **EL** currently possible in Forest or Swamp Survival.

H) Have Innate Power in ONE Sidh spell. The Player may choose any spell with a Base Mana Cost of TWO or less. Starting **MEL and EL** are dependent on the Character.

1.44) DWARFS

All Dwarfs:

A) Can communicate with other Dwarfs, wordlessly, as for a Communicate spell. **MEL and EL** are dependent on the Character's characteristics. If either Dwarf succeeds when the skill is used, communication occurs.

B) Are prone to Controllable Battle Fury when they encounter a hated enemy of their race.

NOTE—*Goblins are the primary enemy that applies here. The Referee, at his discretion, may expand this hatred to include all Chaos and Kotothi creatures that can be encountered underground.*

C) Speak Dwarf Elder at **EL80.**

D) Have a starting level as a Miner or an Armorer.

E) Have a maximum **EL** currently possible in Mountain Survival and both forms of Underground Survival.

F) Can enter the Lower World, **MEL and EL** dependent on the Character's characteristics.

G) Have all attributes of the Dwarf that are specified in Book Three.

NOTE—*All powers for non-human races should be treated as innate powers unless specified otherwise. To determine the starting MEL and EL, where it is not specified, see Book Two, Innate Magic. Characters, regardless of race, do not gain any equipment based on common knowledge.*



A mounted Elf in battle

2) CHARACTER SKILLS

2.1) STARTING SKILLS

All skills are purchased with EXPERTISE POINTS. The number of points that you will start the game with is determined in section **1.14.**

2.11) Expertise is expended either to gain new skills OR to improve skills that the Character already has.

2.12) All skills are increased in Expertise Levels, termed **EL** throughout these rules.

2.13) The Maximum **EL** that a Character can achieve in a skill is based on the characteristics that apply to that skill. The Current Maximum is determined using the Character's Current Ability ratings in the characteristics that apply.

2.2) INCREASE OF SKILLS

2.21) EDUCATION

Characters may use Education to learn skills. Per day allocated to a skill, **ONE** Expertise Point is earned. If any other actions are taken during that day, the gain is reduced 50% rounded down, retaining fractions.

2.211) INSTRUCTORS

If the Character engages an Instructor in a skill, he will DOUBLE the Expertise gain per day of study. An Instructor can never increase your **EL** beyond his. If he is not another Player, or a Contact, he must be paid **1CC per EL** per week (for skills with a Maximum **EL** of 80) or **1SC per EL** per week (other skills).

2.22) EXPERIENTIAL TRAINING

Expertise may be gained through the successful use of skills that are already known. Per encounter, in which a specific skill is used successfully, the Character gains:

Skill Type	Point Gain
Combat Skill	CDF*x2
Other Skill	1D10
Magic Skill	See 3.411.
**See 3.5.*	

EXAMPLE—A Character with **EL3** in the Dagger uses it to score a hit in a battle. He will gain **CDFx2** Expertise Points for using it in that battle. If a Jeweler succeeds in determining the value of a gem he gains **1D10** points towards increasing his skill as a Jeweler.

2.221) The points above are gained for Success. For Combat Skills, success is scoring damage. For other skills, success if getting the desired result.

EXCEPTION—Shield-users succeed when they block a Shield Hit in battle. If their shield is not hit, Partial Success will apply.

2.23) PARTIAL SUCCESS

For all skills, points can be gained for Partial Success. For Combat Skills, Partial Success is using a skill but not scoring any damage with it. For other skills, Partial Success occurs when your roll is 1 to 25, inclusive, higher than your chance of success.

Each time that Partial Success is achieved, the Character will receive **ONE** Expertise Point in the skill used.

2.24) FAILURE

If a Combat Skill is not used, or another skill fails, failure is the result. No Expertise is gained for Failure. For Magic, see Book Two for the result of Failure.

2.25) CONTINUED ATTEMPTS

For Other Skills **ONLY**, the Character can make continued attempts to succeed. If a continued attempt follows Partial Success, the chance of success is not reduced. If it follows Failure, the chance is reduced 50% rounded down. The reduction applies only for the thing that the Player is having his Character re-attempt. The effect is cumulative.

2.3) SKILL TYPES

2.31) COMBAT SKILLS

Skills that have a direct influence on Combat.

All Combat Skills start at EL 0.

2.32) OTHER SKILLS

Other skills are physical skills that give a Character an increased chance of success in performing certain actions and skills that allow the Character to use special skills in play.

The starting **EL** in these skills is determined as specified below:

MAXIMUM EL	STARTING EL
X or 80	The starting **EL** equals the highest Current Ability that the Character has in a characteristic that applies to that skill.
Other*	Other skills that are not increased to **80,** i.e. those that *"or 80"* is not listed for. The starting **EL** equals the highest characteristic that applies, divided by TEN, the divisor that is used in the Maximum **EL** formula, rounded up, or TEN—whichever, is higher.
Language	The starting **EL** for a new, non-native, language equals the Empathy of the Character. For a language of another race, it equals the **Empathy divided by 2,** rounded up.
Carrying	The starting **EL** equals **Strength divided by 2,** rounded up.
Where a bonus is used to determine the maximum **EL in one of these skills, that characteristic does not apply in determining a Character's starting **EL** in that skill.*	
EXAMPLE—A Character learns Climbing. His starting **EL** is derived from Strength or Agility, divided by ten and rounded up. Stamina does not apply in determining the starting **EL.** A Character becomes an Assassin. His starting **EL** equals his highest applicable Current Ability divided by 20, rounded up.	

2.33) MAGIC SKILLS

See Book Two. All skills start at **EL 0.** Completion of the basic training for the Magic Path gives the Character Spell Knowledge, Experience, and Expertise as specified in section **8** of Book Two.



A Scimitar

2.4) THE SKILL TABLES

COMBAT SKILLS

Skill	Cost To Learn	Per EL Increase	Maximum Level
Axe	18	NEL x 6	(S + St)/10
Bow	27	NEL x 9	(D + A)/10
Crossbow	35	NEL x 8	(S + D)/10
Dagger—Fight	16	NEL x 5	(St + D)/10
Throw	24	NEL x 7	(D + A)/10
Hand-to-Hand	25	NEL squared	(S + St + A + D)/20
Heavy Lance	35	NEL x 8	(S + A)/10
Heavy Sword	25	NEL x 7	(S + St)/10
Horse Archery	10	NEL x 3	(D + A)/10
Horsemanship	40	NEL squared	(D + A)/10 + SB
Light Lance	25	NEL x 6	(D + A)/10
Mace	20	NEL x 6	(S + St)/10
Miscellaneous Throwing Weapons	15	NEL x 10	(D + A)/10
Polearms	30	NEL x 7	(S + St + D)/15
Repeating Crossbow	50	NEL x 9	(St + D)/10
Scimitar	20	NEL x 6	(St + A)/10
Shield	20	NEL x 6	(S + D + A)/15
Spear—Fight	15	NEL x 5	(S + D)/10
Throw	22	NEL x 6	(D + A)/10
Sling	30	NEL x 8	(D + A)/10
Sword	15	NEL x 5	(St + A)/10
Throwing Axe	25	NEL x 7	(D + A)/10
War Staff	15	NEL squared	(S + St + A + D)/20

*See Section **2.51** to determine the precise weapon skills that are gained when the courses above are completed. See section **2.5** and Book Two for the rules that govern weapon use in play.

OTHER SKILLS

Skill	Cost To Learn	Per EL Increase	Maximum Level
Armorer	100	9	I + W + (StB x 5) or 80
Artist	60	5	(W + D + Em)/2 or 80
Assassin	200	NEL x 15	(I + W + D + A)/20
Carrying	10	2	(S + St)/2, round up
Climbing	25	NEL squared	(S + A)/10 + StB
Deftness	15	3	(W + D) or 80
Disguise Artist	30	5	(I + Em + D)/2 or 80
Entertainer:			
Actor	40	NEL squared	(I + E + Em)/15
Dancer	40	NEL squared	(A + Em + Ap)/15
Musician	40	NEL squared	(D + Em)/10
Singer	40	NEL squared	(W + E + Em)/15
Executioner	30	NEL squared	(S + W + E)/15
Forester	35	8	(S + A) + (StB x 5) or 80
Healer	120	20	(I + Em)/10
Herbalist	80	7	(I + Em) or 80
Husbandry	30	8	(W + Em) or 80
Jeweler	100	10	(W + D) or 80
Language of Another Race	30	3	EL60
Language of Your Own Race	20	2	EL80
Locksmith	25	7	(W + D) or 80
Miner	30	6	(S + St) or 80
Moneylender	60	5	(I + W + E)/2 or 80
Navigation	80	12	((I + W)/2) + Em or 80
Read and Write	45	3	(I + Em) or 80
Rhetoric	30	NEL squared	(W + E + Em)/15
Seaman	25	5	(S + St + A)/2 or 80
Sign Language	15	2	(I + Em) or 80
Supernatural Language	60	5	(I + W + Em)/3 or 60
Survival	20	15	((I + Em)/10 + StB
Swimming	15	NEL x 5	((S + St)/10) + AB
Thief	75(100)	10	(I + D + A)/2 or 80
Tracking	20	NEL squared	(W + Em)/10
Trailing	15	4	(I + Em + A)/2 or 80

2.41) SKILL TABLE EXPLANATIONS

SKILL—The actual skill learned.

COST FOR STARTING LEVEL TO LEARN The Expertise Cost to gain the Starting Level for the skill learned.

COST PER EL INCREASE The cost to increase your **EL**, in Expertise Points. The factors listed are:

NEL = New Expertise Level, the **NEL** times the factor listed is the cost in Expertise Points.

EXAMPLE—If the New Level is 4 and **NEL x 5** is listed 20 points are required to advance. If **NEL Squared** is listed, 16 points are required, i.e. 4x4.

The cost required is always per additional level.

EXAMPLE—A Character wishes to increase his skill with the Bastard Sword from El 3 to EL 5. The cost to do so is (4x7) + (5x7), 63 Expertise Points.

XX = The number specified is the number of Expertise Points required per **EL.**

MAXIMUM LEVEL = The Maximum Level that can be attained. The limit depends on the Character's Current values in the characteristics indicated. If "or 80" is specified, the maximum limit, regardless of characteristics, for that skill is **EL80.**

Where an **EL** is specified, no characteristics apply. The specified **EL** is the maximum limit. In all divisions, **round up.**

2.411) CHARACTERISTIC CODES

S = Strength
D = Dexterity
A = Agility
W = Will
St = Stamina
I = Intelligence
W = Will
E = Eloquence
Em = Empathy
Ap = Appearance
SB = Strength Bonus
StB = Stamina Bonus
DB = Dexterity Bonus
AB = Agility Bonus
CB = Constitution Bonus

2.412) MATH TABLES

The following tables are included to aid Players in determining their maximum **EL's** using the formulas in the skill table. If you choose to use them, find the total value of the characteristics that apply on the table. This is the maximum **EL,** given those characteristic values. Where a bonus is added into a divided value, add the bonus to the result yielded on the table used.

MAXIMUM EL TABLE

Two Numbers Divided By Ten	Three Numbers Divided By Fifteen	Four Numbers Divided By Twenty	EL
2-10	3-15	4-20	1
11-20	16-30	21-40	2
21-30	31-45	41-60	3
31-40	46-60	61-80	4
41-50	61-75	81-100	5
51-60	76-90	101-120	6
61-70	71-105	121-140	7
71-80	106-120	141-160	8
81-90	121-135	161-180	9
91-100	136-150	191-200	10
101-110	151-165	201-220	11
111-120	166-180	221-240	12
121-130	181-195	241-260	13
131-140	196-210	261-280	14
141-150	211-225	281-300	15
151-160	226-240	301-320	16
161-170	241-255	231-340	17
171-180	256-270	341-360	18
181-190	271-285	361-380	19
191-200	286-300	381-400	20

If the total values exceed the maximums listed in the table, add the **EL20** listing to another listing to determine the correct **EL.**

EXAMPLE—The total of two characteristics is 263. Using the 191-200 line and the 61-70 line the correct maximum **EL** can be determined. It is 27.

The table below can be used to find the expertise point cost to increase skills where the term **NEL** is used. Find the **NEL** that you wish to reach, and the multiplier listed, cross-index and the table will yield the cost to reach that **EL** from the **EL** immediately beneath it.

NEL INCREASES TABLE

		Multiplier							
NEL	**Squared**	**3**	**5**	**6**	**7**	**8**	**9**	**10**	**15**
1	1	3	5	6	7	8	9	10	15
2	4	6	10	12	14	16	18	20	30
3	9	9	15	18	21	24	27	30	45
4	16	12	20	24	28	32	36	40	60
5	25	15	25	30	35	40	45	50	75
6	36	18	30	36	42	48	54	60	90
7	49	21	35	42	49	56	63	70	105
8	64	24	40	48	56	64	72	80	120
9	81	27	45	54	63	72	81	90	135
10	100	30	50	60	70	80	90	100	150
11	121	33	55	66	77	88	99	110	165
12	144	36	60	72	84	96	108	120	180
13	169	39	65	78	91	104	117	130	195
14	196	42	70	84	98	112	126	140	210
15	225	45	75	90	105	120	135	150	225
16	256	48	80	96	112	128	144	160	240
17	289	51	85	102	119	136	153	170	255
18	324	54	90	108	126	144	162	180	270
19	361	57	95	114	133	152	171	190	285
20	400	60	100	120	140	160	180	200	300

EXAMPLE—A Character increases, in an **NEL x 7** skill, from **EL9** to **EL10** when he gains **70** additional expertise points. To go from **EL10** to **EL11** he needs **77** more.

2.5) COMBAT SKILLS

2.51) WEAPON SKILLS

Weapon skill is initially gained in a specific Weapon Type. The starting **EL**, unless a Special event specifies otherwise, is ZERO. The basic courses that can be learned are:

Course Name	Weapons Included
Axe	Throwing Axe*, Hand Axe, Axe and Battle Axe
Bow	Bow, Composite Bow, Longbow
Crossbow	Light and Heavy Crossbow, Arbalest
Dagger	Throwing Dagger, Fighting Dagger
Heavy Lance	Heavy Lance
Heavy Sword	Broadsword, Bastard Sword, Great Sword
Light Lance	Lance**
Mace	Club, Mace, Flail, Hammer
Miscellaneous Throwing Weapons	Rocks, Bottles, Chairs, Shuriken, etc
Polearms	Halberd, Poleaxe, Boar Spear
Repeating Crossbow	Repeating Crossbow
Scimitar	Scimitar, Tulwar
Spear	Spear, Javelin
Sling	Sling, Handle Sling
Sword	Sword, Short Sword***
Throwing Axe	Throwing Axe
War Staff	War Staff, any pole of usable dimensions

*Skill applies for fighting with the weapon only. You must learn Throwing Axe to throw it effectively.

Light spears intended to be thrown, and used as thrusting weapons, from horseback. Lance skill trains the user in both. If a Character has Lance skill, he may use light spears and javelins from horseback at ½ his **EL, rounded up, in the weapon used.

***The Short Sword is a weapon with a short, wide blade that is intended for thrusting and is best used with a shield. The standard sword used by Roman legions is a fine example of this type of weapon.

2.511) ADVANCED EXPERTISE

After a skill is learned, each weapon within the class is advanced individually.

EXAMPLE—A Character with Heavy Sword skill can have EL4 in Broadsword, EL1 in Bastard Sword and EL0 in Great Sword.

ALL Weapon Skills are advanced beyond EL 0 on an individual basis.

2.512) USE OF EXPERTISE

Weapon **ELs** are used in combat to subtract from your attack roll OR add to the roll of a single attacker that is attacking you. You may not do both during the same phase. Missile Weapon **ELs** may only be used OFFENSIVELY, i.e. on your attack roll. They have no defensive value.

Weapon Expertise will increase the amount of damage that the Character will score on Deadly and Severe hits. The **EL/2,** round up, applies on Severe Hits. The **EL** is added for Deadly Hits.

EXAMPLE—If the **EL** is 7, +4 damage is scored on Severe hits and +7 on Deadly hits.

When examining a weapon that you are skilled in, the **EL times 5** is your chance of determining whether it is a good weapon. The Referee will inform the Player that it is excellent, good or bad.

2.513) UNTRAINED USE

When a Character uses a weapon that he is not trained in he will ADD the **COST TO LEARN** for the weapon type to his attack roll.

EXAMPLE—If a Character picks up a Scimitar without training, he adds 20 to his roll, i.e. a 24 becomes a 44.

Per Expertise Point gained with the weapon, either educationally or in combat, this inexperience factor is reduced ONE. When it reaches zero, you have achieved **EL 0** with that weapon.

Points are gained as specified for Combat Skills in the preceding portions of this section.

2.5131) While untrained status applies, the Character may not use any **WSB** that applies for the weapon. He has yet to discover how to employ it efficiently. If the weapon has a **WSB** of 0 or −1, 1 is subtracted from the **WSB** while the Character is untrained.

A Character is untrained as long as he is required to add **any** amount to his attack roll due to his skill level.

2.52) SHIELDS

This skill allows the use of shields in combat. The **EL** with the shield is added to the **AV** of the shield being used.

AV + EL is the total damage that a shield can block in combat without being broken itself.

Characters may add their shield **EL** to opponent's attack rolls. The factor added may **not** exceed the **AV** of the shield used.

IMPORTANT—At no time may a Character, using his **EL,** more than DOUBLE the **AV** of any shield that he is using. If the **AV** of a shield is 8, it may not be increased, by the **EL,** beyond 16.

2.521) UNTRAINED USE

When unskilled persons use a shield, the **AV** is reduced by 2. Per 10 Expertise Points gained, the reduction is reduced 1. When it reaches zero, **EL 0** in the Shield has been attained.

2.522) NON-COMBAT USE

As for Weapons.

2.53) HORSEMANSHIP

The ability to ride a horse. Where mounts other than horses are available, the skill is gained individually for their creature. If the person learning is already a trained horseman, reduce the cost to gain the knowledge at **EL 0** by **20** expertise points.

2.531) EXPERTISE EFFECT

A When fighting from horseback, on a war-trained mount, add the Horsemanship **EL** to the **EL** of the weapon used to determine the applicable roll and damage modifiers for expertise.

B) The **EL** required to ride and control each type of mount, for which Horsemanship is applicable, is:

Mount Type	EL	Mount Type	EL
Draft horse	0	War horse I	2
Riding horse I	0	War horse II	3
Riding horse II	1	War horse III	5
Riding horse III	2	War horse IV	8
Riding horse IV	4	Donkey*	0
Mule*	0	Ox*	0

*May never be used in combat. The rider must dismount to fight.

C) In combat, while charging only, the rating of a war-trained mount is added to the horsemanship **EL** of the rider IF that **EL** is sufficient to control the mount. The same factor is added to the damage scored by a charge, if the mount is controlled.

D) The **EL** of a horseman that cares for his wounded mount is subtracted from its healing chance roll, in addition to any healing skills that he may have. The **EL times 5** is his chance of determining how good the animal is without husbandry skill in horses.

2.54) HORSE ARCHERY

The ability to use Bows from horseback. The Maximum **EL** that a Character can use when firing from a mount is equal to his Horse Archery **EL or** his **EL** with the weapon, whichever is less.

EXAMPLE—An archer has EL9 in Horse Archery and EL5 with the Composite Bow. With a Composite Bow, he will fire using an EL of 5 when mounted.

2.541) The Character's Horse Archery skill is subtracted from the modifier listed in the Combat section of Book Two for firing from a Moving Mount.

EXAMPLE—The Archer above will subtract 9 from the modifier listed for the Composite Bow.

2.55) MISCELLANEOUS THROWING WEAPONS

The weapons included here are Rocks, Bottles and whatever else the Referee chooses to add or allow. The rules are as for other weapons, see **2.51.**

2.56) HAND-TO-HAND

The Character is skilled in unarmed combat. The **EL** is used, as specified in **2.51,** when the Character is fighting with his bare hands.

The Hand-to-Hand fighter may not score additional damage against an armored, including natural armor, opponent unless his **EL** is greater than the **AV** or **NAV** of the target's armor.

EXAMPLE—To gain a damage increase against a person in Plate Mail your EL must be 4 or higher. To gain it against a Dragon, NAV 6, the EL must be 6 or higher.

2.561) The damage scored using this skill is detailed in Book Two.

2.6) OTHER SKILLS

The following skills are listed in alphabetical order. They will have various effects on the success and survival of your Character.

ARMORER

The Character is skilled in the manufacture of weapons and armors. The effects are:

A) The Armorer may make a metal item on the Weapon or Armor table, or any item that is used as a weapon or armor that does not require magic to produce.

B) If the **AV** or **WSB** of the item is greater than or equal to the Armorer's **EL divided by 10,** rounded up, he may not make the item. For shields, the **AV** is **divided by 3** and rounded down.

C) The time required to make an item is equal to the **AV** or **WSB,** plus 2, squared in days. For Shields, the value is not squared.

D) The Armorer can evaluate a weapon or piece of armor as for the Artist.

ARTIST

The Character is skilled in various media of artistic expression. The skill may be used to:

A) Analyze the quality of Artwork—Success will yield the value of the piece. Partial Success will give the value within 20% in either direction. Failure will give a value within 100% in either direction. The Character will believe any value determined to be correct.

B) Create Art—The Artist can produce valuable artwork. The cost of the materials will be determined by the Referee based on what the artist wants to make. The value of the finished piece will equal the cost of the materials times ((EL/20, rounded up) + 1) The time required to create the item is at the Referee's discretion.

ASSASSIN

Entry into the Assassin's Guild is restricted to the children of Assassins, persons sponsored by Assassins and individuals that influence the Assassins AND have promising characteristics.

The chance of a Character being accepted is equal to his maximum **EL,** using Maximum Ability ratings, **times 6.** If the attempt is made, and fails, the Character starts the game with the ill favor of the Guild.

The Assassin skill gives the following benefits:

A) Subtract the **EL** from all Combat rolls.

B) Subtract the **ELx2** when he tries to ambush someone.

C) Subtract the **ELx3** when he Trails someone or tries to hide.

D) The **EL/3,** rounded down, is added to the Character's **OCV.**

E) All Assassins have the following training in addition to their Assassin skills:

Skill	El	Skill	El
Trailing	Max.*	City Survival	Max.*
Hand to Hand Fighting	Max.*	Climbing	1
Swimming	1	Rhetoric	1

***Max.**= At the Maximum **EL** that he is currently capable of.

F) When an Assassin attacks from a successful ambush, the following damage results:

DEADLY HIT = (SB + 1)D10 + (EL as Assassin x 2) + all normal Modifiers.

SEVERE HIT = 2D10 + EL as Assassin + all normal modifiers.

NORMAL HIT = 1D10 + EL as Assassin/2 + normal modifiers

SHIELD HIT = As for Normal Hit above.

MISS = As for a normal Shield Hit.

G) The Assassin will always add his **EL, divided by 3,** rounded down, to his **EL** with any weapon that he is trained to use.

RESTRICTIONS

The Assassin's Guild is strict. No Player Assassin may impart the secret knowledge and techniques of the Guild to any non-member. If they do so, EVERY member of the Guild is obligated to kill him.

The Assassin should remain available to his Guild, so that he may be assigned "projects". The maximum station of the target assigned will equal the Assassin's **EL + 1.** The price paid to him, by the Guild, equals the **Station of the victim + 1** squared in Silver Coins. (To take out a contract on someone, ½ this amount in Gold Coins must be paid).

Assassins may contract on their own as long as the Guild receives 50%, is appraised of the target and gives it's permission. Failure to insure any of these will result in heavy Guild penalties, as determined by the Referee.

CARRYING

The Character has learned economical ways of packing and efficient methods of lifting and carrying. The **EL** is added to the Portage Ability of the Character. It may never more than double that value.

EXAMPLE—A Character has an **EL** of 34. His portage ability is 23 pounds. With this skill, the Portage Ability is increased to 46 pounds.

No Success Roll is taken with this skill. The Character will gain **1** Expertise Point per day that he uses the skill.

CLIMBING

The Character is trained in climbing steep obstructions, i.e. walls, cliffs, mountains, etc. His Climbing Factor equals:

EL + AB + ((SB + StB)/2 rounded down)

In climbing situations, the Referee will assign a difficulty level to the object being climbed. The level will range from zero (easy) to five (very difficult). The climbing factor is indexed against this difficulty level in the table below to determine the chance that the object is climbed successfully. If the Character that is climbing is not a trained climber, use an **EL** of **−2** in determining the climbing factor above *(Per* **10** *expertise points gained, the negative* **EL** *is increased by* **1** *until a starting* **EL** *of zero is reached).*

CLIMBING TABLE

Climbing Factor	Difficulty Level 0	1	2	3	4	5
−2 to 0	40%	30%	20%	10%	F	F
1 + 2	50%	40%	30%	20%	10%	F
3 + 4	60%	50%	40%	30%	20%	10%
5 + 6	70%	60%	50%	40%	30%	20%
7 + 8	80%	70%	60%	50%	40%	30%
9 + 10	90%	80%	70%	60%	50%	40%
11-13	S	90%	80%	70%	60%	50%
14-16	S	S	90%	80%	70%	60%
17-19	S	S	S	90%	80%	70%
20 + Up	S	S	S	S	90%	80%

S = Success F = Failure

Partial Success with this skill indicates that the climber loses his grip BUT has a chance to regain it. Re-roll subtracting the climber's **EL** from the roll. If he succeeds, he does not fall. If he does not succeed, he falls.

NOTE—*The Referee must verbally describe the area that the climber wishes to climb. This description should give the Player some indication of the difficulty of the slope that he is considering climbing. If the climber has equipment, increase his success chance by as much as* **EL x 10,** *depending on the quality of his equipment.*

FALLS

When a climber fails, or fails to catch himself after Partial Success, he will fall to the ground. If he catches himself after Partial Success, he will fall **1D10 – 2** feet before he catches himself.

In all cases, the damage scored from a fall is determined using the following formula:

(1D6 x (Feet fallen/10, round up)) – EL

In all cases, the minimum damage that can be suffered from a fall equals the number of feet fallen, divided by 10, rounded down.

EXAMPLE—Two Characters, **EL3** and **EL –2,** fall 17 feet off a wall. The damage roll for the first is a 3, the roll for the second is a 2. The first Character takes, (3x(17/10) – 3, 3 hits. The second Character takes, (2x(17/10) – (–2), 6 hits.

OPTIONAL—The Referee can modify the damage suffered in a fall, if positive damage results, using the following table:

	DIFFICULTY RATING					
	0	1	2	3	4	5
Fluid	x.1	x.2	x.4	x.6	x.8	x1
Soft	x.2	x.4	x.6	x.8	x1	x2
Resistant	x.3	x.6	x.8	x1	x2	x3
Hard	x.5	x.8	x1	x2	x3	x4

In all cases where the faller strikes a sharp or jagged object in falling, double the multiplier listed above. In using the multipliers, all fractions are dropped.

EXAMPLE—In the case above, the climbers fell onto a cobblestone alley, i.e. hard if the Referee is mean. The first climber takes, 3 x 2, 6 hits. The other takes 6 x 2, 12 hits.

DEFTNESS

The Character is a skilled Cutpurse and Pickpocket. Success with this skill indicates that the purse is cut, or the pocket picked, without the victim's knowledge. Partial Success means that the Pickpocket pulled away before failing. Failure indicates that the Character is caught in the act. The result of Failure can vary from a loud scream to an incandescent pickpocket, depending on the victim. (The Referee can also apply Deftness in sleight of hand maneuvers, etc).

DISGUISE ARTIST

The Character is skilled at disguising his appearance. Success indicates that the Character cannot be recognized through his disguise. Partial Success indicates that his appearance is obscured. Close friends, relatives and enemies will be able to recognize him for who he is. Strangers will not be able to. Failure indicates that the disguise is obvious to any perceiver. It will fool no one.

The Referee will take this roll. In all cases, unless the Character rolls less than his Intelligence, he will believe that his Disguise is perfect.

(If the Character is trying to appear to be someone specific, Partial Success is failure for the close friends and relatives of the person that he appears to be.)

ENTERTAINER

Training in one of four crafts. The attributes are:

ACTOR

All Actors gain **EL 0** in Rhetoric and a starting level as a Disguise Artist as part of their training. Their **EL** as Actor's may be used as an additional factor when they use either of these skills.

EXAMPLE—An Actor, EL6, has EL4 in Rhetoric. When he uses Rhetoric, he may apply an EL of 10 instead of 4.

If the actor gives performances to earn money, he will roll on the Entertainment Table.

DANCER

The Dancer is skilled in the lithe, agile movements of the dance. Beyond the ability to perform for his bread, the training of the Dancer will have the following benefits:

A) Per increase in **EL,** beginning with **EL 0,** increase Current Agility by one. If Agility reaches its Maximum Ability it may not be increased further.

B) The **EL/2,** round down, may be subtracted from any problem solving roll in which Agility is used as one of the prime factors.

MUSICIAN

The Musician is trained to play ONE musical instrument. After his initial training, he may learn the basics of one other at a starting level cost of **15** Expertise Points.

If the Musician is also trained in Singing and Rhetoric, he is a Troubadour, not just a Musician.

In these rules, Musicians may only use their talent to perform.

SINGER

A Singer is trained in the use of his voice and in the poetic ballads of his culture. To learn the ballads of another culture, he must speak the language and expend **20** Expertise Points. This will gain him a starting level in that culture's music.

In these rules, Singers may only perform.

THE ENTERTAINMENT TABLE

To determine success, roll **2D10,** subtract your **EL** and add any Crowd Type modifier that applies on the table below:

Skill	4 or less	5-7	8-11	12-16	17 and Up
Singer	2D6	1D6	1D3	1D2	*
Musician	1D10+2	1D3	1D2	1D2*	*
Troubadour	2D10	1D10	1D6	1D3	*
Actor	2D6+2	1D6+1	1D3	1D2	*
Dancer	3D6	2D6	1D6	1D2	*

CROWD TYPE

Roll	Coin Type	Mod.
1-4	BB	–2
5-7	CC	0
8+9	SC	4
10	GC	8



The crowd type, rolled randomly or determined by the events of the adventure, refers to the average station of the perceivers. On a **1-4** they are Peasants and Serfs, on a **5-7** they are Commoners, on a **8+9** they are wealthy tradesmen or low nobility and on a **10** they are high nobles. The MOD., or Modifier, is added to the roll of **2D10** when the success roll is taken. If the result is * a roll must be taken on the Punishment Table below.

EXAMPLE—A Troubadour has an EL of 7. He is entertaining, roll 8, a Gentle audience. He rolls a 14. 14 – 7 + 4 is 11. He gains **1D6**SC for his efforts.

THE PUNISHMENT TABLE

Roll	BB	CC	SC	GC
1-4	Gain 1D6FP	1D3 Hits	None	None
5-7	1D3 Hits	1D6 Hits	Evicted	Lashed
8+9	1D6 Hits	Evicted	Lashed	Prison
10	Evicted	Lashed	Tar and Feathers	Death

EXPLANATION

1D6FP = You are pelted with this food. It is barely edible.
xDx hits = You are pelted with bricks, bottles, etc. and suffer damage as a result. Gain **1D6**FP if it is a BB or CC audience.
None = The audience holds you in disdain but are too cultured to throw bricks or tomatoes.

Evicted = You are bodily removed from the stage, the building and, if it is a noble audience, the City.
Lashed = As for Evicted. You suffer **1D10** hits from a thorough flogging.
Tar and Feathers = Hot Tar is spread on your body and feathers are ground into it. You are ridden out of town on a rail. All equipment is lost if you roll a 40 or less on **D100.** If not, it is put next to you when you are released. Take **2D6** hits in burns from the tar.
Prison = The Noble is not pleased. You are locked in his dungeon for **2D10** days. When this period ends, if you fail to influence him, severe punishment will be meted out to you.
Death = The Noble is insulted by your performance. You are incarcerated for **1D6** days. At the end of this time, if you fail to influence the Noble, you will be executed. If you influence him, you are lashed.

EXECUTIONER

An Executioner is skilled in killing bound or helpless targets AND in the effective use of torture.

The skill applies when the target is unaware of the Executioner or unable to defend itself. The effect is:

Type of Hit Scored	Damage Plus
Normal or Shield Hit*	EL/2, Round up
Severe Hit	EL
Deadly Hit	EL x 2

**In this circumstance, any Shield Hit is a Normal Hit.*

When the skill is used against a defenseless or immobile target, the **EL x 2** is subtracted from the attack roll.

Torture allows the Executioner to question prisoners. The Prisoner will answer the question, with at least partial truth, if the Executioner rolls:

(EL x 6)—(Victim's Stamina/2) or less

The time to torture and ask one question is **1D6** tactical turns. The damage inflicted in doing so is **1D3** hit points. No Combat Experience is gained for damage scored in this way.

The Executioner is capable of telling when he is bringing his subject close to death. He may stop at any time. The chance that the victim passes out is a percentage of his total hit points.

EXAMPLE—The torturer has inflicted 13 hits on a person that takes 20. There is a 65% chance that that person passes out. The person will be unconscious 1/2 hour per hit point inflicted.

IMPORTANT—The chance that the victim will pass out is calculated from the damage inflicted per session. It is not cumulative.

FORESTER

The Character is skilled in forestry. He is able to judge the value of a stand of trees, as for the artist, and knows efficient methods of harvesting them.

The Forester is skilled in Tracking, maximum **EL** currently possible, and has knowledge of the creatures that can be encountered in the forest. The creature skill allows him to recognize any creature that can be encountered in the forest. He will also know any legends or rumors about the forest nearest to his home city or village.

There are chances that the Forester will have other special benefits. Roll **D100** for each entry on the table below:

Chance	Benefit
20%	EL Em* in the Tongue of the Elf Sidh.
60%	EL Em* in the Tongue of the Faerry Sidh.
80%	EL2 in the Axe.
40%	Longbow skill is EL Maximum Currently possible.
100%	Maximum Current EL in Forest Survival.

The* **EL *equals the Current Ability of the Character in this characteristic. If he speaks the tongue, he is considered to be a friend by that race.*

All knowledge is gained without cost, it is part of the art of Forestry.

HERBALIST

Skill in recognizing medicinal plants and other natural material and preparing medicines from them. Success with the skill will indicate recognition OR proper preparation of the item. Partial Success indicates that the Herbalist is unsure of his analysis and will require further study. In the other case, it indicates that the preparation is 20% too weak or too strong. The Referee will modify it's effects by **2D10%** in either direction. If it is too strong, the **Percentage Chance – (C/5),** round up, is the chance that it will kill the imbiber.

If the Herbalist fails, he analyzes the item incorrectly or produces a potion with the opposite effect of that desired. In either case, he will be sure that he has succeeded. (The Referee must take this roll to insure the suspense of the Player.)

EXAMPLE—The Player finds Belladonna. He analyzes it as Angelina. He will use it as such if circumstances call for the benefits gainable from Angelina. In making a healing potion, the Herbalist fails. The potion could be a virulent poison that will kill the imbiber if he takes it.

HEALER

Skill in healing a specific race or species. The Healer must learn to care for his own race before any other intelligent race. He may learn to care for animals at 1/2 the cost specified, rounded up. He need not learn to care for Intelligent creatures first. Healing that has value for one species or race will only have 1/2 value when used on another related species. (It has no value when the forms of the two species are totally distinct).

EXAMPLE—A healer is skilled in healing horses. He can apply his skill at 1/2 value on Donkeys and Mules. It has no value on Humans, Dogs, etc.

The effect of Healing Skill increases the Healing Chance by the **EL** × **2** AND increases the Stamina Bonus by the **EL/3,** rounded up. To gain this benefit the Healer must have access to the Healing materials in a Healing Kit. (See Equipment List). If he does not, his skill is used at 1/2 value, rounded down. The increase applies only in Healing and only for one Healing Chance roll. If the Healer wants to continue treatment, he must stay and service the patient each day until he is healed.

EXAMPLE—A Character has StB + 1 and HC 33. The Healer is EL7. When he uses his skill, in addition to the benefit of any medicines that he uses, the HC is increased by 14 to 47 and the StB is increased 3 to +4. If he has no materials the increases are 7 to HC and 2 to StB.

The Healer receives Expertise Points based on whether the creature treated heals. If he heals, the Healer succeeds. If he is not healed, the Healer fails.

HUSBANDRY

Skill in the care and training of a specific species of animal. Success yields a correct evaluation of the animal's worth or one command correctly taught. Partial Success yields an evaluation that is in error by 20% in either direction or the incomplete teaching of a command. **(50% chance that the animal will respond. If the command is re-taught, the Husbandman can subtract 10 from his roll. The time to attempt to teach a command is 2 days).** Failure indicates that the value is off by 100% in either direction or the animal fails to understand the command AND has a **50%—(EL/2, round down)** chance of attacking the Husbandman.

Only animals listed in the Equipment List, or that the Referee specifically allows, may be trained. The number of commands that they can be trained to obey is **1D6 + Intellect,** for Carnivores and Omnivores, and **1D2* + Intellect** for other animals.

The cost for a Husbandman to gain a new specialty, once he has the basic skill, is 20 Expertise Points for a Starting Level. To gain these points, he must have continual access to a sample of the species throughout his training.

Without separate training as a Healer, the Husbandman can use healing arts on species that he is trained for. The Healing **EL** equals his **EL** in Husbandry **divided by 20,** rounded up.

JEWELER

Skill in the cutting, setting and evaluation of Gems, Jewels and Jewelry. The basic attributes are as for the Artist, except applying to these items.

LANGUAGE OF ANOTHER RACE

The maximum **EL** that can ever be attained in a Language of another race is 60. All rules are as for those specified in the following section.

LANGUAGE OF YOUR OWN RACE

The ability to speak a tongue of the Player's choice. All Character's start with a specified core of Language skill. These are the tongues that he was raised speaking or educated in. The maximum **EL** that can be attained in a Native or Related Language is **80.** If it is an unrelated tongue, or the tongue of another race, the maximum is **60.** For tongues that are dead, i.e. for which no speakers can be found to teach it, the maximum is **40.**

EXAMPLE—On Earth, two Language groups are Germanic and Swahili. All Germanic tongues are related to each other. A German speaker can much more easily understand a person speaking Dutch than he can a person speaking Swahili. The same is true in the reverse.

To simulate the rules shown in the example, the following rules can be used:

A) The Referee should establish Language families. Within each family, the member tongues are Related. Outside the family, they are Unrelated. (See section **6** for tongues that can be used).

B) A person without knowledge of a Language will have a chance of Partial Success if that Language is related to his own, or one that he speaks. The chance equals the Character's Empathy. He gains no such benefit for unrelated tongues.

C) The chance of success in understanding a Language that has been learned is equal to the **EL** of the Listener. Partial Success indicates **10 + EL%** understanding of what is said. Failure indicates that nothing is understood.

D) Extra time can be taken to insure understanding. If three times the normal time is taken by the Listener AND the Speaker, the chance of success is doubled.

E) KEY WORDS—*(OPTIONAL)* The Referee may allow Character's to learn key words in the various tongues. The cost to do so is 1/2 Expertise Point per word or 1 per short phrase. He will understand these items with an **EL** equal to his Empathy. It is always the Player's responsibility to keep track of the words and phrases that he is familiar with if this option is used.

F) A Language may only be learned, beyond the key word level, if the Player gains access to a person that has Native Fluency in it, i.e. an **EL** of **80.**

LOCKSMITH

Skill in making and opening non-magical locks. The chance to open a lock made by another Locksmith is equal to the Opener's **EL.** Success opens it, Partial Success allows another try, Failure means that the Locksmith does not have the skill to open it.

A Locksmith may always open a lock of his own construction. *(A craftsman has his own trade secrets, he will always know the secret to opening his own locks).*

A Locksmith can construct locks, including locks that have triggers to spring traps if they are tampered with. A Trap Lock is triggered whenever a person fails in his attempt to open it. The chance that it will be triggered is equal to 20 plus the **EL** of the Locksmith that made it minus the **EL** of the opener. If the result of this formula is zero or less, the opener is too skilled to fall for that simple a trap.

MINER

Skill in extracting metals and other wealth from mines. The Miner can recognize raw ores and gems when he sees them and determine a rough value for them, within 20% of their actual value. *(This only applies when they are in the Ore form or uncut).*

All Miners will have the maximum **EL** *currently possible* in both forms of Underground Survival. They will have a 40% chance of speaking the Dwarf tongue. If they do, the **EL** equals their Empathy and they are considered a friend by the Dwarfs.

MONEYLENDER

In most civilized societies, the lending of money for profit is considered to be an immoral and dishonorable profession. If your station is 6 or higher, or if you are not human, you may not gain this skill. It is beneath you. Characters that violate this rule, and that are found out, are generally disowned.

CAMPAIGN MONEYLENDING

A) The interest rate that a Moneylender will charge is based on the station of the person in the society. Traditional practice is that the Higher the status of the Debtor, the Lower the rate of interest. All interest rates charged are MONTHLY RATES. Moneylenders are not required to abide by the traditional rates.

A standard chart of traditional rates is:

Station	Monthly Rate	Maximum Loan (Unsecured)
0+1	22 - 40%	10GC
2-4	11 - 20%	30GC
6	1 - 5%	60GC
10	1 - 3%	100GC

B) All loans must be repaid within 12 months. If not, the lender and his minions may take action to collect either Money or Vengeance.

C) The **EL** of the Moneylender is his chance of convincing the person to accept his terms. Per point that the rate exceeds tradition, add 2 to his roll. Per point that it is less, subtract 3. Both modifiers are based on the maximum rate that is traditionally charged.

EXAMPLE—Vobal the Dancer, station 6, wants a 40GC loan. Galtan the Pelaran, EL76, convinces him to pay 10% per month. His chance was 76 – ((10 – 5)x2), 66%.

NOTE—Moneylenders can have an underground society for exchanging information with each other. They may also have a strong connection to the Assassin's Guilds in their areas. They are noted for hiring Thugs and Assassins to exact payment or vengeance for past due debts.

NAVIGATION

Skill in plotting the course of seagoing vessels. The **EL** is the chance, rolled per week, of success in following the intended course. Partial Success indicates that the vessel goes off course but the Navigator discovers the error after **1D2** days of sailing in a random direction. Failure indicates that the vessel is off course in a random direction until the next time that the Navigator has Success, i.e. at least one week.

The Navigator will know the layout of the major waterways and ports within **20 miles times his EL** of his home port.

Navigation skill is used to fight off Storms. (See Storms in the Encounter section).

READ AND WRITE

The ability to read and write the written form of a language that you can speak. If you do not have an instructor for this, once the game has started, double the cost to gain the skill.

The skill is used, in all particulars, as for Language.

RHETORIC

Skill in the persuasive use of Language. The **EL** is added to the Influence Chance of a Character. It is also added to his minimum Influence Chance.

EXAMPLE—The Influence Chance is 40%. The Minimum Chance is 10%. If the Rhetoric EL is 7, the Influence Chance is 47% and the Minimum Chance is 17%.

SEAMAN

A trained seaman is skilled in the various crew tasks common on a seagoing vessel. In addition, he may fight on the deck of a ship without reduction in Combat Value. Any person that is not a Seaman will reduce his **OCV, DCV** and all weapon **ELs**, by 50% rounded up when fighting on the deck of a moving ship.

SIGN LANGUAGE

The ability to communicate general concepts non-verbally. The **EL** is the chance of success, as for Language. If the person that you are trying to communicate with does not know Sign Language, the best possible result when the skill is used will be Partial Success.

Sign Language will only have value when used with Intelligent, Humanoid races. (Key signs can be learned, as for key words).

SURVIVAL

Experience in surviving the various environments that exist in the game. Survival skill is gained in the following specific environments separately. Each has its own special rules and valuable knowledge to be learned.

Underground I	City	Mountain	Swamp Lower World
Underground II	Forest	Hill	Upper World
Plains	Jungle	Badlands	Desert

Underground I is survival learned in natural caves and caverns. Underground II applies for manufactured mines, dungeons, mazes, etc.

The survival **EL** is used in Hunting, Ambushing, avoiding ambushes and avoiding encounters. Per day of surviving in a given terrain **1** Expertise Point is gained. This is assigned to the terrain in which it is earned only.

SWIMMING

The Character has learned to swim for distance on the surface and survive for short periods under the water. The table below lists the factors that apply:

SWIMMING TABLE

EL	Turns* Swimming	Phases Underwater*	Drowning Chance	MR
0	25	2	15%	3
1	30	4	14%	3
2	40	7	13%	3
3	60	10	12%	4
4	90	13	11%	4
5	130	16	10%	4
6	180	20	9%	5
7	240	24	8%	5
8	320	28	7%	5
9	400	32	6%	6
10	500	36	5%	6
11	620	40	4%	6
12	750	43	3%	7
13	900	45	2%	7
14	1100	46	1%	8
15	1300	47	1%	8
16	1500	48	1%	9

*Add the Character's **StB x 2** to these factors.

DROWNING—When the number of turns swimming, or phases underwater, is exceeded the Character has a chance to drown. Per turn swimming or phase underwater, the Character will roll his drowning chance. Per additional increment of time, the listed drowning chance is added to the accumulated drowning chance, i.e. after three turns on the surface, after becoming fatigued, a Character with **EL9** will have an 18% chance of drowning.

UNTRAINED SWIMMERS—Persons that do not know how to swim will be fatigued from the first turn of swimming. Their drowning chance is 20% per turn, or phase underwater. They will have a swimming speed of 1.

ARMOR AND SWIMMING—No Character may swim in any armor whose AV exceeds the Character's **SB/3**, rounded down. Any Character that attempts to do so will be fatigued immediately and will have FOUR times his normal drowning chance while the armor is worn or carried.

While swimming in armor, the **MR** is divided by the **AV + 3** and rounded down. If the adjusted **MR** is zero, the Character sinks. He does not have sufficient expertise to fight the increased weight.

NOTE—*This rule is optional. The Referee may specify that any armor wearer sinks automatically.*

SWIMMING UNDERWATER—On the first two phases underwater, if the Character dives in, his swimming speed will equal his **MR**. At all other times, the speed swimming underwater will equal **50%** of the **MR**, rounded up.

TURNING—When a swimming Character turns more than 45 degrees his speed is reduced to zero for one phase. In that phase, he may not move.

NOTE—*All rules and restrictions above apply to humanoid form creatures that are swimming unless they are fully adapted to an aquatic existence. The Referee may create other rules as he believes they are necessary.*

THIEF

In the Skill Table, the unparenthesized value is the cost to learn the skill from the Guild. The other value is the cost for free lance thieves.

A Thief will have the following skills:

A) The Ability to memorize maps. The chance equals the **EL**. Success is indelible, 100% accuracy, Partial Success is 20% inaccuracy and Failure is 50% inaccuracy.

B) Maximum **EL** currently possible in City Survival and Climbing.

C) Gain Trailing, Deftness and Locksmith at a starting level as part of training.

D) With a roll as for (A) above, the Thief can memorize passages that he passes through.

RESTRICTIONS

If the Character is a Free Lance Thief, all Guild Thieves are his enemies. Guild Thieves have access to Guild Halls, safe houses and fences through their guild. They must pay the Guild 40% of the profit from any theft.

To be a Guild thief, the Character must be accepted. The chance equals his maximum **EL** as a thief. If he is refused, he will never be accepted.

Thieves that fail to give the Guild their cut lose all privileges and are expelled, at best. Free lancers are subject to death, the Guild will pay **1SC per EL** of any free lance thief taken down by a member.

TRACKING

The ability to follow, or obscure, a trail in a non-city environment that the Character has survival skill in. The **ELx2** is added to the chance to follow a trail or subtracted from the chance that a pursuer can follow it.

TRAILING

The ability to follow someone in a City environment. The chance of maintaining contact equals the **EL.** Success indicates that contact is maintained and the target is unaware that he is being followed. Partial Success allows another roll. Failure indicates either that contact is lost OR that the person becomes aware of the follower. In failure, the follower is not aware that he blew it until he can't find his victim or is ambushed by him.

If a victim is followed successfully, the skill may be used to set an ambush for him. A separate roll, as above, is required for this. The person ambushed must be a person that the Character has trailed successfully or that he knows passes a certain place at a certain time dependably.

2.7) THE ECONOMIC SYSTEM

The basic economic system used is a gold standard. The ratios are:

1 Gold Coin = 10 Silver Coins
1 Silver Coin = 10 Copper Coins
1 Copper Coin = 10 Brass Bits

The weight of Coins is 1/8th of an ounce. The weight of the Brass Bit is 1/16th of an ounce.

Money is also available in bar form, i.e. ingots. The standard weight of a bar is 5 pounds, i.e. 80 ounces or 640 coins of the type. (For the BB, a bar is 1280 Brass Bits).

2.71) ECONOMIC VARIATION (OPTIONAL)

In a world with widely spread and sometimes isolated cultures, there is no guarantee that the items that have value in one culture have the same value in another.

EXAMPLE—With a bar of Gold, you are extremely wealthy in a land where Gold is prized. Where Iron is the valued metal, you could be a near pauper.

2.711) RARITY AND VALUE

The prime indicators of value are:

A) Rarity.

B) The importance of the material in the culture.

C) The Cultural value of the items that it is used to produce.

EXAMPLE—In a culture with little Native Iron, a dedication to Warfare and a disdain for personal ornamentation, Iron would far exceed Gold in value. Brass could easily be the second most valuable metal.

2.712) EXCHANGE VALUE

The material that is the primary means of exchange in a culture must be one that is sufficiently common to provide an adequate supply for all its people. Thus, in the standard culture, Copper and Brass are the medium of Common exchange, i.e. most prevalently used in day to day society.

2.713) VARIATION

For Variation, the Referee must determine **1)** The Rarest Valued Material, **2)** The most common material. The Rare Material is placed at the top of the exchange, the common material is placed at the bottom. Other items fluctuate in value between these points.

EXAMPLE—The City state of Dirllar.*

1 Silver Coin = 1 Gold Coin
1 Gold Coin = 10 Brass Bits
1 Brass Bit = 5 Copper Coins
1 Copper Coin = 1 ounce of Salt

**Silver and Gold are Rare, Salt is the Common medium of exchange.*

2.8) EQUIPMENT

The following tables delineate the common items that may be purchased. Should you desire to include others, base their value on the values set for these other items.

IMPORTANT—All weapons that are purchased include any quiver, sheath or other covering that is commonly used with that weapon. Where the Referee considers that a holder or covering that a Player desires is not standard, he may charge more for the weapon to reflect the cost of that item.

xX—In some tables a factor is listed in Cost and/or Weight. The listed factor is multiplied times the cost listed for the general or normal form of the item desired. The result is the base for that item.

EXAMPLE—The player has a chance to have his Character buy a magic Scimitar. The cost is 8SC x 100, 800SC.

NOTE

The Equipment tables represent an effort to produce an organized, extensive and comprehensive table of equipment. If these tables do not contain items that you desire to include, they should be added based on the values listed for related items.

ARMOR TABLE

Armor Type	Cost	Avail.	Weight	Armor Value	Description.
LEATHER HELMET	4CC	100%	2	+1	Metal banded skull cap.
METAL HELMET	2SC	100%	4	+2	All metal skull cap with flaps.
FULL HELM	1GC	75%	8	+2*	All metal helmet with visor.
BUCKLER	6CC	100%	4	5	Small leather and wood shield.
BANDED SHIELD	4SC	100%	10	8	Wood Banded with metal.
METAL SHIELD	6GC	80%	12	13	All metal.
LEATHER ARMOR	1SC	100%	6	1	Leather, studded with metal.
QUILTED ARMOR	8CC	100%	4	1	Thick padded cloth.
RING MAIL@	1GC	80%	8	1	Metal rings interlocked.
BANDED RING	2GC	75%	12	2	Metal rings interlocked & banded w/leather strips.
SCALE MAIL	3GC	90%	15	2	Metal/bone, etc. sewn on leather.
BRIGANDINE	4GC	60%	16	2	Scale, covered with cloth.
CHAINMAIL	16GC	60%	50	3	Small rings interlocked as mesh.
PLATE MAIL	45GC	40%	70	4	Chain with plates in strategic positions.
PLATE ARMOR	150GC	20%	90	5	Plate sections covering chainmail.
ORNATE PLATE ARMOR	250GC	10%	80	4	Plate sections covering chainmail finely crafted, ornate.

**This Helm is worn exclusively with Plate Mail and Plate Armor. Reduce its value to +1 if worn with other armors.*

@Ring Mail may be worn over Leather or Quilted armor. This is the only case where more than one suit of armor may be worn at the same time.

THE WEAPON TABLE

Weapon	Cost	Avail.	Weight	Strength	Fatigue	Course Required To Use The Weapon
THROWING DAGGER	6CC	100%	½	−1	5	Dagger
FIGHTING DAGGER	2SC	100%	1	0	6	Dagger
SHORT SWORD	3SC	100%	1½	0	7	Sword
SWORD	5SC	100%	2	0	9	Sword
SCIMITAR	8SC	70%	2	0	9	Scimitar
TULWAR	10SC	60%	3	+1	10	Scimitar
BROADSWORD	13SC	80%	4	+1	10	Heavy Sword
BASTARD SWORD	16SC	70%	5½	+1	12	Heavy Sword
GREAT SWORD†	4GC	60%	7	+2	13	Heavy Sword
THROWING AXE***	4SC	75%	1½	−1	7	Axe
HAND AXE	2SC	100%	2	0	8	Axe
AXE	7SC	100%	4	+1	9	Axe
BATTLE AXE†	12SC	80%	6	+2	11	Axe
HALBERD (POLEAXE)†	22SC	70%	12	+1(+3)	14	Polearms
PIKE†	18SC	80%	9	0(+2)	12	Polearms
BOAR SPEAR†	12SC	100%	8	0(+1)	10	Polearms
SPEAR	7SC	100%	4	0	9	Spear
JAVELIN	2SC	100%	1½	−1	6	Spear
LANCE	15CC	100%	1½	−1(+1)	7	Lance
HEAVY LANCE**	8SC	80%	6	NA(+2)	10	Heavy Lance
WAR STAFF†	1SC	100%	3	+1	8	Staff
CLUB	12CC	100%	4	0	10	Mace
MACE	7SC	80%	5	+1	11	Mace
FLAIL	2GC	70%	7	+1	9	Mace
HAMMER†	12SC	60%	8	+2	10	Mace
SLING	4CC	100%	½	0	NA	Sling
HANDLE SLING*	1SC	50%	1½	+1	NA	Sling
SLING PROJECTILE	8BB	75%	½	+1	NA	Used with Slings.
BOW*	10SC	100%	1½	0	NA	Bow
LONGBOW*	27SC	75%	2½	+1	NA	Bow
COMPOSITE BOW*	40SC	50%	2	0	NA	Bow
ARROWS (each)	2BB	100%	1/8	0	6	Used with Bow
LIGHT CROSSBOW*	18SC	90%	2½	+1	NA	Crossbow
HEAVY CROSSBOW*	25SC	70%	4	+2	NA	Crossbow
ARBALEST*	48SC	40%	6	+4	NA	Crossbow
REPEATING CROSSBOW*	15GC	10%	4	0	NA	Repeating Crossbow
QUARREL (each)	3BB	100%	1/8	0	8	Used with Crossbow
DARTS (per 5)	3BB	@	¼/5	0	4	Used with Repeating Crossbow
LEAD PELLETS (per 5)	4BB	@	¼/5	0	NA	Used with Repeating Crossbow
CALTROP (per 3)	1CC	60%	½/3	0	5	Nuisance Weapon, no course applies.

†Two Hands required.
** Two hands required to load, may be fired with one hand.*
@If the Repeating Crossbow is available, so are these items.
***Only usable from Horseback.*
****To throw the weapon effectively the Throwing Axe course must also be taken.*

COURSE REQUIRED TO USE THE WEAPON—The general family of weapons that the Character must be skilled in to use the weapon at **EL 0.**

ARMOR VALUE:

ARMOR—A factor that is subtracted from damage scored against the armor wearer.

HELMETS—The +X factor, as for Armor above, is only applied when a Severe or Deadly hit is scored against the wearer.

SHIELDS—The value is the number of hit points that the shield will block if it is hit.

2.811) ARMOR ENCUMBERANCE (OPTIONAL)

If a Character is knocked off his feet while in Armor there is a chance that he will be unable to get up. If his Strength, times two, is not greater than the weight listed for the Armor it will take him a full turn to rise without assistance. If it is equal or greater, it will take him one phase to rise, spent doing **nothing** else.

EXAMPLE—To regain your feet in one phase while you are wearing Chainmail, a Strength of at least 13 is required.

ANIMAL TABLE

Item	Cost	Avail.	Cost of Upkeep	Normal Usage
DRAFT HORSE	2GC	100%	4FP/day	Carry and Pull loads.
RIDING HORSE I	4GC	100%	3FP/day	Non-Combat Mount (Poor Quality).
RIDING HORSE II	8GC	90%	3FP/day	Non-Combat Mount (Average Quality).
RIDING HORSE III	16GC	70%	3FP/day	Non-Combat Mount (Good Quality).
RIDING HORSE IV	30GC	40%	3FP/day	Non-Combat Mount (Superior Quality).
WARHORSE I	5GC	100%	3FP/day	Combat Mount (Poor Quality).
WARHORSE II	10GC	80%	4FP/day	Combat Mount (Average Quality).
WARHORSE III	25GC	50%	4FP/day	Combat Mount (Good Quality).
WARHORSE IV	50GC	10%	5FP/day	Combat Mount (Superior Quality). **1D3** Verbal Commands allowed.
DOG I	3SC	100%	2FP/day	Tracking, Guard Dog. **1D3** Verbal Commands.
DOG II	7SC	80%	2FP/day	Guard Dog, War trained. **1D6** Verbal Commands.
DOG III	4GC	40%	2FP/day	Highly trained War Dog. **1D6+4** Verbal Commands.
DONKEY/BURRO	4SC	100%	None	Used for carrying loads, riding.
MULE	9SC	80%	3FP/day	Used for carrying loads, riding.
OX	3GC	60%	6FP/day	Used for carrying loads, pulling and riding.
GOAT	3SC	100%	None	Food Animal. Produces 2FP per day or 40FP is slaughtered.
COW	12SC	80%	2FP/day	Food Animal. Produces 5FP per day or 250FP is slaughtered.
CAT	2CC	70%	1FP/day	Companionship, detection of some creatures.
SMALL BIRD	6BB	80%	½FP/day	Companionship, detection of some dangers.
FALCON	3GC	90%	1FP/day	Hunting. Per Strategic turn used, 80% chance of gaining **1D6** FP.
HAWK	5GC	60%	2FP/day	Hunting. Per Strategic turn used gain **1D10**FP on 80% chance.
EAGLE	8GC	50%	3FP/day	Hunting. Per Strategic turn used, 80% chance of gaining **2D6**FP.
WAR EAGLE	10GC	20%	3FP/day	Combat. May not be used to hunt.

ANIMAL EQUIPMENT TABLE

Item	Cost	Avail.	Weight	Normal Usage
LEATHER BARDING	5GC	100%	15	Light Armor for War or Riding Horse.
CHAIN BARDING	30GC	60%	50	Chainmail Armor for Warhorse.
FULL BARDING	100GC	20%	100	Plate Mail Armor for Warhorse II and up.
WAR LEATHER	2GC	80%	5	Leather Armor for Dogs II and III.
WAR MAIL	9GC	50%	10	Chainmail Armor for Dog III.
FALCON HOOD	4BB	100%	None	Control Hood.
FALCONER'S GAUNTLETS	1SC	100%	½	Protect arm from landing birds.
HAWK HOOD	1CC	100%	None	Control Hood.
EAGLE HOOD	12BB	100%	None	Control Hood for Eagle and War Eagle.
DOG HARNESS	7CC	60%	2	Allows dog to pull small sledge or carry weight on its back. Not used by Dogs II or III.
HORSE HARNESS	3SC	100%	6	Allows horse to pull wagon or sledge. Used with Draft Horse, Mule, Riding Horses I and II only.
DONKEY/BURRO HARNESS	1SC	100%	3	Allows Donkey or Burro to pull Small wagon or carry loads.
OX YOKE	2SC	100%	12	Allows Ox to pull Wagon or Sledge.
BRIDLE	5CC	100%	1½	Used to control Mount.
SADDLE	5SC	100%	6	Allows Mount to carry a rider and small loads.
GOAD	1CC	100%	1-	Used to handle large animals.
SPURS	3CC	80%	¼	Used to influence recalcitrant mounts.
WHIP	6CC	100%	1	Used on Stubborn animals and as instrument of punishment. At Referee's option may be trained in, and used, as a weapon.
BOLAS	1SC	40%	2	Used to capture run away creatures. Specific training required.
BLINDERS	3BB	100%	½	Restricts animal's vision to what is directly in front of him.
WHISTLE	2BB	100%	None	Recall trained bird.
JESSES	3BB	100%		Leather straps for control and location of trained bird.

NOTE—*At the referee's option, other creatures may be trained. Skill in Husbandry is required to train any creature.*

CARRYING CAPACITY

The table gives the Portage factors for animals that can be saddled or harnessed. The amount listed is the amount that they can carry or pull, in pounds, without a speed reduction.

ANIMAL PORTAGE TABLE

ANIMAL	SADDLED	HARNESSED
DRAFT HORSE	225(60)	350
RIDING HORSE I	140(30)	250
RIDING HORSE II	160(40)	275
RIDING HORSE III	180(45)	NA
RIDING HORSE IV	170(45)	NA
WARHORSE I	160(40)	NA
WARHORSE II	200(50)	NA
WARHORSE III	225(60)	NA
WARHORSE IV	250(60)	NA
MULE	180(50)	300
OX	NA	450
DONKEY	120(30)	150
BURRO	100(35)	140
DOG I	NA	50

These values apply for the Average representative of the species or type. Larger or smaller members of the various types will increase or decrease these values based on the parenthesized value, if any.

EXAMPLE—In rolling for the quality of a Warhorse I purchased, a 99 is rolled. It is double value. When saddled, it can carry 240 (80) without speed reduction, 40x2 is the parenthesized value and is added to the unparenthesized value.

TABLE EXPLANATION

Values listed that are not in parentheses in the Saddled column represent the weight of the rider AND all items that he has on his person. The value in parentheses is the maximum weight that can be carried in saddle bags, or other containers, behind the rider. If no such weight is carried, add this value to the rider weight.

In the Harnessed column, this is the total weight in a Wagon or Sledge, including the weight of the Wagon or Sledge, that the animal can pull. Beyond this value, additional animals will be required or speed reduction will occur. **NA** indicates that the animal is never used in this way.

SPEED REDUCTION

Per 10% over the limit above, reduce the animals speed by 10% rounded down. If an animal is pulling a Wagon or Sledge, it's speed is 80% of that listed for it in Book Three, ROUNDED DOWN.

IMPORTANT—When animals pull as a team, their pulling weights, Harnessed, are totalled. If the individual animals are not trained to work together, reduce this total value by 30%, rounded down.

For movement, the **MR** of a team of animals is based on the **MR** of its slowest member, as specified above.

EXAMPLE—An animal with a speed of 24 is pulling a Wagon. Its maximum rate will be 18. Reductions are based on this figure if the wagon is overloaded.

VERBAL COMMANDS

Where it is specified that an animal can be given verbal commands, the commands are general actions to be done by the animal. The master learns key words and symbols that have been taught to the animal. When a specific signal is given, the animal performs the action that **it** associates with that signal.

EXCEPTION—Animals that are classed as Highly trained or Superior will only obey a command if it is given by their master. They will ignore any other person's orders. For this exception to apply, the master must train with the animal when it is taught the commands. Otherwise, regardless of ownership, he will **NOT** be considered to be the master by the animal.

THE COMMANDS

The Referee can vary the meaning of commands as he desires. Samples of commands that fit within the narrow range that must apply are:

SIT*	STAY	COME
GO	KILL*	HOLD*
PROTECT*	HEEL	PLAY DEAD*
FREEZE	RELEASE	FETCH*

**These commands cannot be learned by Warhorses or other Herbivores unless the Referee specifically allows it.*

COMMAND EFFECT

SIT—The animal will sit on its haunches until it is released from the command.

STAY—The animal will stay where it is until it is released.

COME—The animal goes to its master by the fastest route possible.

GO—The animal leaves its master by the fastest route possible, but stays in earshot.

KILL—The command is accompanied by a gesture. The animal will attack the target indicated by the gesture until it is released or the target is dead.

HOLD—As for KILL except the animal will grab the indicated victim and hang on until released. If a fetch command is given as well the animal will attempt to bring the victim to its master.

PROTECT—The animal will guard the area, specifically to protect its Master. It will threaten anything that enters a 10″ area, with the master at the center except for persons and animals excluded by the master. It will always attack if its threats are not heeded.

HEEL—The animal will follow the master on his right side until released or given other orders.

PLAY DEAD—The animal will lie motionless until released.

FREEZE—The animal immediately ceases all movement and activity. It will remain motionless until released.

RELEASE—A general command that releases the animal from other orders. The animal will stop doing whatever it was doing as a result of the original command.

FETCH—The animal will bring the master the item indicated. The item to be brought must be in plain sight or, as the Referee determines, clearly known to the animal.

TRAVEL EQUIPMENT AND SUPPLIES

Item	Cost	Weight	Description
TRAVEL RATION	1BB	¼	1FP of non-perishable, dried meat.
GRAIN (10 lbs)	2CC	10	TEN Food points of grain, bagged. Usable by Characters or Herbivores.
FRESH MEAT	3BB	1	5FP of perishable meat. Usable for Character or Carnivore needs. Edible for five days after purchase.
CHEESE (1 lb)	4BB	1	8FP of Cheap Cheese.
OTHER FOODS	1D6BB	VARIES	Sugars, Fruits, Dried Fruits, etc. The Referee will decide if the item desired is available and how much is received for the amount demanded.
WATER	1BB	1½	One Quart of potable water, container extra.
BEER	2BB	1½	One quart of Beer, container extra. 1FP.
ALE	3BB	1½	One quart of Ale, container extra. 1FP.
CHEAP WINE	4BB	1½	One quart, 1FP, container extra.
GOOD WINE	1CC	1½	One quart, 2FP, container extra.
FINE WINE	3SC	1½	One quart, 2FP, sold in bottle.
SUPERIOR WINE	2GC	1½	One quart, 2FP, sold in bottle.
GOIDELI WINE	2SC	1¼	One quart, sold in bottle. A distilled beverage with 4x the potency of the strongest wines. No food value.
PESKA	20SC	2	Healing and Addictive beverage. The quality equals the cost paid divided by 2, rounded down. See the Natural Magic section in Book Four.
SALT	2SC	¼	Four ounces, container extra. Used as a preservative. In some areas, used as money. Triples the time that Fresh Meat remains edible.
GLASS FLASK	8BB	¼	Four ounce container with cork.
METAL FLASK	2CC	½	Eight ounce conntainer with cap.
SKIN I	3BB	¼	Sixteen ounce container with cap.
SKIN II	5BB	¼	One quart container with cap.
SKIN III	1CC	½	Five quart container with cap.
SKIN IV	2CC	1	Fifteen quart container with cap.
KEG I	x12	x15	Ten quart keg. Multiply factors times the cost and weight of the beverage within in.
KEG II	x25	x30	Twenty quart keg, multiply as specified above.
KEG III	x50	x50	Forty quart keg, multiply as specified above.
STRAP	1BB	None	Carrying thong for all containers except kegs.
OIL	1CC	¼	Four ounces, container extra, used for Lighting.
NAPTHA	2SC	¼	Four ounces, container extra, used in Warfare.
FUSE	1BB	None	1″ of oil soaked material, used in bombs. Approximate burn rate is 1 second per inch.
CANDLE	1BB	¼/10	One Candle.
TAR	1CC	3	One quart. Used in lighting and as protective.
TORCH	1CC	½	Tar coated stick for lighting.
CANDLE LANTERN	2CC	½	Holds one candle.
OIL LANTERN	3CC	½	Holds four ounces of oil, contains wick.
WICK	1BB	None	Replacement wick for oil lantern.
FLINT AND STEEL	5BB	¼	Used to light combustible material.
FLINTS	1BB	¼/5	Replacement flints for Flint and Steel.
BEDROLL	4BB	1	Blankets and bedding for sleeping.
BLANKET	2BB	¼	Blanket.
ONE MAN TENT	6BB	3	Canvas shelter, 2′ by 6′ in area.
TWO MAN TENT	1CC	4	Canvas shelter, 3′ by 6½′ in area.
FOUR MAN TENT	4CC	8	Canvas shelter, 8′ diameter circle.
PAVILION	5GC	30	Large shelter at least 20′ by 20′ in area for up to 25 people. Can be multi-room construction.
TENT POLES	1BB		Poles for 1 and 2 man tents. Two required.
	2BB		Poles for 4 man tent. One required.
	3BB		Poles for Pavilion. At least Six required.
HIDE CONSTRUCTION	−20%	+10%	Any tent can be purchased in Hide. Round up when cost and weight modifications are made.
SILK CONSTRUCTION	x4	−10%	Pavilions can be made in fine cloth.
STAKES (per 5)	1BB	¼	Used for putting up tents.
BELT POUCH/PURSE	1BB	None	Small container. Carrying capacity 2(5) (2 lbs when held, 5 when attached to belt).
SACK	2BB	None	Carrying Capacity 10(20). (10 lbs when held, 20 when in Back rack).
BAG	3BB	None	Carrying Capacity 20(50). As for Sack.
LARGE BAG	5BB	¼	Carrying Capacity 30(75). As for Sack.
BAG STRAP	1BB	None	Attaches to ONE Bag or sack for carrying over the shoulder.
BACK RACK	1SC	½	Will hold 2 Large Bags, 3 Bags or 5 Sacks. The cost includes the straps necessary for its use.

CLIMBING SUPPLIES

Item	Cost	Weight	Description
5′ of ROPE	3BB	¼/5′	Used to bind and climb.
2′ of CORD	1BB	¼/12′	Light rope used in binding and tying only.
1′ of FINE ROPE	1BB	¼/10′	A Climber's rope, thin and strong.
GRAPPLING HOOK	3CC	1	Attached to rope to grab protuberances.
CLIMBER'S HAMMER	1SC	1½	Used to pound spikes.
IRON SPIKE (each)	2BB	¼	Various uses.

COMMON MEDICAL AIDS

Item	Cost	Weight	Description
ROLL BANDAGE	1BB	¼/25	Cost per foot. Wounds that are bandaged will have +5 Healing Chance. **1D6** feet of bandage is required each time that bandaging is necessary.
SOOTHING HERBS	3BB	1/16	One ounce of herbs. Calms pain. While effected movement allowed at two levels above your actual damage level, i.e. for reductions. ½ ounce required per time employed.
HEALING HERBS	6BB	1/16	An ounce of healing balm for any wounds except burns. Per time used, ¼ ounce is required. Increases Healing Chance by 10%, rounded up.
BURN OINTMENT	1CC	1/16	One ounce of ointment. Used for burns. On burns only it will have effect of Soothing Herb and Healing Herb. ¼ ounce used per time.
HEALER'S KNIFE	2CC	¼	General cutting tool. Used for Poison extraction. If used in time, increase Poison Resistance by the Healer's ELx2 or 2, whichever is higher.
HEALING KIT	1SC	1	Bag with 25′ of Bandage, 3 ounces of Soothing Herb, 3 ounces of Healing Herb, 1 ounce of Burn ointment and a Healer's Knife. Healers must have this kit to use their full skill.

NOTE—The items above are the only common knowledge medical items. Other items can be used. All require the services of a Healer and/or Magic User to be used safely. Non-Healers will receive only the basic benefits listed above.

TRANSPORT TABLE

Vehicle	Cost	Weight	Description
SLEDGE	1CC	12	Wooden Platform that is dragged along the ground. Surface area 3′ by 6′.
CART	8CC	10	Light wagon, pulled by one animal. Surface area 2′ by 3′. Height 2½′.
SMALL WAGON	2SC	35	Pulled by One or Two animals. Surface area 4′ by 6′. Height 3½′.
WAGON	1GC	100	Pulled by up to Four animals. Surface area 4′ by 8′. Height 4′.
LARGE WAGON	4GC	200	Pulled by up to Eight animals. Surface area 5′ by 10′. Height 5½′.
GREAT WAGON	12GC	300	Pulled by up to Twelve animals. Used as dwelling by some Nomadic barbarians. Surface area 6′ by 12′, minimum. Height 10′.
SMALL TRAVOIS	3BB	3	Travois pulled by dog, donkey or burro. Surface area 1′ by 2′.
TRAVOIS	4CC	10	Travois for Horse. Surface area 2′ by 6′.
NOTE—*To draw any of the above vehicles, the animal pulling it must be harnessed.*			
LITTER	2BB	2	A device for carrying a wounded person. Requires two people carrying. Person carried in this way gets the benefit of rest if he does nothing else.
PALANQUIN	6GC	50	Noble vehicle carried by four to six bearers. Surface area 3′ by 5′. Height 4′.

BUILDINGS/PROPERTY

Average Property Type	Cost	Descriptions
FARMLAND	1SC	One acre of Farmland.
FOREST	2SC	One acre with good timber.
CITY LAND	3GC	Per 50 square feet.
OTHER LAND	2CC	One acre of marginal or poor land.
HOVEL	1SC	15x15 foot, one story, poorly constructed building. Land is extra.
PEASANT HOUSE	2GC	20x15 foot, 1½ story with cellar, land included.
SMALL MANOR	50GC	2 story with full basement, land included.
NOBLE HOUSE	100GC	3 story with full basement, land included.
CITY ESTATE	250GC	3 story with full basement, size at least 100 x 50 feet. Land included.
CITY PALACE	1000GC	Minimum cost, size at least 120 x 80 feet. Land included.
COUNTRY ESTATE	5000GC	Large estate with a minimum of 500 acres of mixed land types and multiple buildings. Manor House at least 120 x 80 feet.
INN OR HOTEL	x300	Multiply factor times the cost of a night's lodging. The result is the minimum amount that the owner will accept or the minimum cost to build.

NOTE—If the Player wishes to purchase other buildings the referee will determine the cost based on the values given above.

CLOTHING TABLE

Item Type	Cost	Weight	Description
TUNIC	1CC	¼	Mid thigh length cloth shirt.
JERKIN	3CC	½	Waist length leather shirt.
CLOAK	4CC	½	Knee length cloth. Weighted if desired.
ROBE	2CC	¼	Ankle length cloth garment.
COWL I	3CC	½	Robe with Hood.
COWL II	5CC	½	Cloak with Hood.
PANTS	6CC	½	Waist to ankle cloth covering. Increase cost by 2CC for Leather.
BELT	1CC	—	Leather Strap for binding clothing around the waist.
SANDALS	6BB	¼	Leather covering for bottom of feet.
BOOTS	1SC	1	Covers from Mid-calf to bottom of feet. Leather.
ORNATE FOOTWEAR	2GC	½	Finely crafted covering for feet.
DRESS	5CC	¼	Mid-calf to Ankle length sheath. Common garment for women.
SLAVE SILKS	1SC	—	Revealing light garments worn by pleasure slaves, in the main.
RIDING TUNIC	5CC	¼	Abbreviated Dress used when mounted.
GLOVES	3CC	—	Hand Covering in cloth. Double cost for leather. Triple for thick leather.
CAP	2BB	—	Cloth cap for head. Double cost for leather.
HAT	2CC	—	Full hat for head. Double cost for leather. Quadruple cost for fine materials.
NORMAL CLOTH	1BB	1/10	Cost per yard of common fabric.
FINE CLOTH	8BB	1/10	Cost per yard of fine fabric.
SILK	1CC	1/10	Cost per yard of Silk.
CANVAS	2BB	¼	Cost per yard of Canvas.

NOTE—The Clothing types above are general classes. The referee can vary all prices listed by a factor of 20 in either direction to reflect material and quality of workmanship. (Round up).

EXAMPLE—A pair of cloth gloves can range from 2BB to 6SC in price.

LODGING AND ENTERTAINMENT TABLE

Location/Item	Lodging Cost	Meal Cost	Descriptions
FARMSTEAD	*	*	Common dwelling outside of city. *If owner influenced to take you in, no charge. If not, no staying without conflict.
ROADSIDE HOSTEL	1CC	3BB	One night's lodging in Common Room, 2FP meal. Hostel's outside of cities on roads.
CHEAP INN	2CC	3BB	City inn, poor district. Common Room lodging and 2FP meal.
GOOD INN	4CC	5BB	City inn, poor or market district. Common Room lodging and 2FP meal.
FINE INN	2SC	2CC	City inn, market or noble area. Common room lodging, 3FP meal.
PRIVATE ROOM	x2	—	Lodging in Private room in above places, i.e. Private room in Cheap Inn is 4CC.
FINE HOTEL	2GC	0	Meal cost is included with lodging. All lodging is in Private rooms.
SHIP MEAL'S		1CC	2FP meal from ship's stores. Not paid if you provide your own food.
BEER		1BB	8 ounce mug.
ALE		1BB	8 ounce mug.
CHEAP WINE		2BB	4 ounce Glass.
GOOD WINE		5BB	4 ounce Glass.
FINE WINE		1SC	4 ounce Glass.
GOIDELI WINE		2CC	2 ounce Glass.
PESKA		(Q)CC	4 ounce Glass. (Q) = the quality of the Peska imbibed, i.e. 1-10.
QUARTS		x5	Beer and Ale.
		x15	Wine.
		x10	Peska. All come in container.

TRAVEL CHARGES

Travel In/Past	Cost	Descriptions
ROAD STATION	1CC	Tariff levied per person or animal.
CARAVAN	1CC	Paid per 10 miles travelled with the Caravan. All payment is in advance.
MERCHANT SHIP	2CC	Paid per 10 miles, food extra. Payment in advance.
OTHER SHIP	*	As negotiated with the Captain.
SHIPPING CARGO	3SC	Per animal transported.
	1BB	Per 10 lbs of inanimate cargo transported.

NOTE—All travel charges are per individual. Animals larger than Horse sized will cost at least twice the amount listed.

HIRELINGS

Profession	Cost Minimum	Avail.	Description
SOLDIER	2SC/month	80%	Trained Soldier with random equipment.
BEARER	1SC/month	100%	Person for general service, no combat training. Includes teamsters, etc.
MAGICIAN	4GC/month	40%	Trained in Wizardry, no combat training.
SPECIALIST	2GC/month	75%	Person trained in one of the Educational specialties. No other training.
CRIER	1BB/day	100%	Person to spread message in city.
HORSEMAN	5SC/month	60%	Trained soldier with random equipment and mount.
MESSENGER	1SC/10 miles	100-(Miles/10)	Message carrier. Paid in advance.

NOTE—Per **OCV – 2** add 5CC to the cost above. For Magician, add 5SC per **MEL.** If the hireling is to be taken out of the area in which he is hired, the cost is doubled and 2 months pay must be paid in advance. Cost figures listed are a minimum. The actual pay must be negotiated. Use the appropriate section of Book Three to determine full values for the hireling.

SLAVE CHART

Slave Type	Cost Formula	Descriptions
FIGHTING	((OCVxDCV) + EL) in SC	A trained soldier who is trusted not to turn on his master.
FIELD	(S + St) in CC	General Labor. Either unskilled or untrustworthy slave.
HOUSE	(I + Ap) in CC plus 1SC per skill.	If this is a Female slave, double the value determined. House slaves are personal servants or in the House staff.
BONDSLAVE	Varies	A person that sells himself to pay debts owed. Cost = the amount of the debt. Cost is repaid at salary rate of person or 25GC per year, whichever is less.
CHILDREN	x½	Slaves aged 1 to 16 years. Cost ½ of area. Training must be provided by purchaser.

EXAMPLE—A fighting slave with an OCV of 7, DCV of 6 and EL of 4 will cost 46SC. A Pleasure slave, Agility 60 and Appearance 41, would cost 303SC.

NOTE—As for hirelings, the referee must determine the actual characteristics. These are not known in detail to the purchaser, unless obvious. The honesty of the Slaver will determine how close they are to the values that the person pays for. Roll **1D10x1D6** for each characteristic.

MISCELLANEOUS ITEMS

Item	Cost	Weight	Descriptions
NAILS	3BB	¼	20 small iron spikes.
WORK HAMMER	3CC	2	Tool, –1 WSB as Weapon.
HATCHET	1SC	1	Tool. Can be used as Throwing Axe with –1 WSB.
PITCHFORK	4CC	1½	Tool. Can be used as Spear with –1 WSB.
HOE	5CC	1½	Tool. Used as Axe with –1 WSB.
PICK	2SC	8	Tool. Used as Axe with 0 WSB.
SHOVEL	4CC	3	Tool. Used as Club with –1 WSB.
OTHER TOOLS	V	V	As determined by the Referee.
PARCHMENT	3BB	—	10x12 inch sheet for writing.
PARCHMENT SCROLL	1SC	¼	10' scroll with winding bar used for writing and documents.
MUSICAL INSTRUMENT	V	V	Instruments of all types. Referee will vary price charged by type of instrument.
QUILL	1BB	—	Writing implement.
INK	1CC	—	One ounce in bottle. Used in writing.
RELIGIOUS SYMBOLS	1SC	Varies	Symbols of various aligned deities. Price can vary by a factor of 100 in either direction, i.e. 1BB to 100SC.

MAGIC AND SPECIAL GOODS

Item Type	Cost	Weight	Avail.*	Description
MAGIC WEAPON	x100	x1	5%	Magic form of Common weapon.
ELVEN WEAPON	x40	x½	10%	Elven, non-iron, weapon, common type.
DWARF WEAPON	x80	x1	10%	Sword, Axe, Mace and Dagger forms only. High quality iron.
MAGIC ARMOR	x150	x1	5%	Magic form of any Armor type.
ELVEN ARMOR	x50	x½	10%	Non-iron, scale and chainmail only.
DWARF ARMOR	x100	x1¼	5%	High quality iron, any armor type.
PARAPHENALIA	1GC	Varies	20%(80%)	Items of varying type, i.e. Staffs, wands, rings, goblets, maps. Price can vary by a factor of 100.
POTIONS/ELIXIRS	2GC	1	30%	Sixteen ounces. Various types of magical and non-human beverages and powders. All attributes determined by the Referee. Factor of 10 cost variation.
BOOK/SCROLL	3GC	1	5%(40%)	Contents of book up to referee. Can vary by a factor of 10 in cost.
JEWELRY, GEMS AND JEWELS			25%(100%)	The Referee will determine the value using the Treasure section. The item's true value is unknown to the player unless he has the appropriate skills.

*Chance is that of finding someone who says he has the item desired and will sell it. The chance that it is actually magical is 50%. If not, the Character is being conned.

The Value in parentheses is for non-magical items with no special value in play.

2.81) GENERAL EXPLANATIONS

COST—The base price of an item. As for money, this value can be varied for rarity. It may be increased or decreased by up to a factor of 5.

EXAMPLE—A suit of Plate Mail can range in cost from 9GC to 225GC. It would be 9GC in a great Armor center and 225GC in a place where it is not made and seldom seen.

EXAMPLE—Factor variation is an amount that the base price can be reduced or increased. In example, a book can range from 3SC to 30GC in cost.

WEIGHT—The weight of the item in pounds. If **x/x** is the listing, the first number is the weight, the second is the number of items that total to that weight.

EXAMPLE—¼/12′ indicates that 12 feet of the material weights ¼ pound.

AVAIL.—The chance that the item is available. This roll is not taken in the Set-up of a Character. It should be taken once play begins.

AVAIL.*—As Avail. except the roll should be taken in the Set-up also.

STRENGTH—A factor that is added to damage scored in combat. To use it, the Character's **SB** must be at least equal to that listed for the weapon.

EXCEPTION—The **SB** of the player does not matter for use of parenthesized Strength values. They are received as part of the weapon's use in particular situations.

FATIGUE—If the optional Weapon Breakage system is used, Fatigue is the basic resistance of a weapon.

3) EXPERIENCE

There are two types of Experience:

A) Combat Experience.

B) Magic Experience.

3.1) Combat Experience is only gained in Combat.

3.2) Magic Experience is only gained through the successful use of Magic.

3.3) COMBAT EXPERIENCE GAIN

Per Hit Point scored on an opponent, excluding any damage scored with a spell, the Character scoring the damage will receive the target's **CDF** in Combat Experience Points.

EXAMPLE—If the **CDF** of a target is 2, 7 hits are worth 14 Experience Points. If the **CDF** is 7, 7 hits are worth 49 Experience Points.

3.31) OTHER GAINS: COMBAT

3.311) EXPERTISE—For each skill used in combat, except magic, the Character will receive the **CDF times TWO** in Expertise points. If the skill is used against targets with varying **CDF** values, the **HIGHEST CDF** value is used to determine the Expertise gain.

EXAMPLE—A Character fights a person with a **CDF** of 1. He receives 2 Expertise Points in each skill used. If he fights a **CDF** of 1 and a **CDF** of 3 he will receive 6 Expertise Points per skill used on both.

3.312) CHARACTERISTIC POINTS—Per 50 Combat Experience Points that a Character gains in Combat, he may increase any modifiable characteristic by 1. In determining the number of points earned, round up.

EXAMPLE—A Character earns 124 Combat Experience Points. He gains, 124/50, 3 characteristic points.

EXCEPTION—To earn any characteristic points the Character must earn at least 10 Combat Experience Points in the encounter. If the experience gained is less, no characteristic points are gained unless the opponent is defeated successfully, see **3.6**, in gaining them.

3.4) MAGIC EXPERIENCE GAIN

The number of magic experience points that are gained when a spell succeeds depend on the type of spell that is used. The following rules apply:

A) Any spell used to inflict physical damage or that is used offensively to cause something to happen to another creature:

Victims's MDV x (EL + 2)

B) Any other type of spell:

Base Mana Cost x (EL + 2)

IMPORTANT—In all cases where multiple targets are affected by a single spell, the magic-user gains experience points for the highest **MDV** that is affected **ONLY.**

EXAMPLE—A fireball torches four men, **MDV1, MDV2, MDV2** and **MDV4.** It is an **EL4** spell. The caster receives points for affecting a **MDV** of 4, i.e. 24 magic experience points.

NOTE—*Where the mathematics above is considered difficult, the table below can be used to determine the amount of magic experience that is gained.*

MAGIC EXPERIENCE TABLE

	Base Mana Cost or MDV											
EL + 2	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**15**	**20**
2	2	4	6	8	10	12	14	16	18	20	30	40
3	3	6	9	12	15	18	21	24	27	30	45	60
4	4	8	12	16	20	24	28	32	36	40	60	80
5	5	10	15	20	25	30	35	40	45	50	75	100
6	6	12	18	24	30	36	42	48	54	60	90	120
7	7	14	21	28	35	42	49	56	63	70	105	140
8	8	16	24	32	40	48	56	64	72	80	120	160
9	9	18	27	36	45	54	63	72	81	90	135	180
10	10	20	30	40	50	60	70	80	90	100	150	200

Where the **MDV** value affected is not listed in this table, determine the experience gain by adding combinations that equal that value on the **EL + 2** line that is appropriate.

3.41) OTHER GAINS: MAGIC

3.411) EXPERTISE

Using the cases specified in **3.4,** the expertise point gain in the spell used is:

A) Target's MDV x 2

B) Base Mana Cost x 2

3.4111) FAILURE

When a spell is attempted, and fails, the magic-user receives ONE expertise point in that spell. He does not receive magic experience or characteristic points from failure.

When abysmal failure occurs, the magic-user receives nothing for the spell. His failure is total and he learns nothing from it.

3.412) CHARACTERISTIC POINTS

Per **25** magic experience points gained, rounded up, the magic-user receives ONE characteristic point. Points that are gained through the use of magic may NOT be used to increase Strength, Agility or any unmodifiable characteristic. No characteristic points are gained due to failure or abysmal failure.

3.5) CREATURE DIFFICULTY FACTOR

The **CDF** of an opponent equals **(HPV/10) + (MEL/2).** Round up before adding the resulting values.

EXAMPLE—A Troll, **HPV 40,** has a **CDF** of 4. A Wizard, **HPV 28, MEL 11,** has a **CDF** of 9. The total value of the Troll is 160 points. The total value of the Wizard is 252.

3.6) ENCOUNTER RESOLUTION

Full points are gained by a Character only if the encounter is resolved successfully, from his viewpoint. For an encounter to be successful, the opponent faced must be:

A) Killed.
B) Driven Away.
C) Captured.

3.61) Encounters that end with the Character being driven away yield 25% of the Experience determined, rounded down. If he is captured he will receive 50% of the Experience determined, rounded down. A Character receives no points if he is killed.

All Experience gains are per encounter or conflict. They are awarded at the end of the encounter AND before the next encounter commences.

3.62) No points of any kind are gained when the target affected is not free to resist, i.e. he is bound, unconscious, etc. If magic is used, points are gained ignoring this restriction.

EXCEPTION—If the Character is an Executioner he may gain Expertise in this skill by attacking helpless targets.

3.63) DEATH WOUNDS

When the wound that is struck is sufficient to drive the victim into unconsciousness, or kill him, the person that scored the hit will receive his normal experience for the hit points scored OR experience based on:

Target's remaining HPV + (Target's DTV x (−1))

Where the values differ, the points received will be the smaller of the two values.

EXAMPLE—Vlad scores a 37 point deadly hit on a wolf that has 5 hits remaining and a **DTV** of −3. Its **CDF** is 2. Vlad receives 16 experience for this blow.

3.631) When more than one person hits a creature in a phase where it becomes unconscious or is killed, all will receive experience points as specified above.

EXAMPLE—Vlad, Jaxom and Carroak all hit the same wolf on the phase of its death. They each receive 16 experience points, if the hit points that they inflicted warrant at least that much.

3.632) Where the creature being fought is operating on a berserk **DTV,** and it is into its **DTV** on the phase that it is killed, only the **remaining DTV x (−1)** is considered to determine the points that are gained from the killing blow.

EXAMPLE—Saryan fight a creature with a **−6* DTV.** On the phase that he strikes the death blow, it is at −2. He will, given a **CDF** of 3, receive, −4 x (−1) x 3, 12 experience points.

3.7) COMBAT EXPERIENCE LEVELS

The table below shows the **TOTAL** COMBAT EXPERIENCE POINTS required to reach each level.

Level	Point Total	Level	Point Total	Level	Point Total
0	0	8	3000	15	22000
1	40	9	4200	16	30000
2	100	10	5500	17	40000
3	250	11	7000	18	52000
4	450	12	9000	19	66000
5	750	13	12000	20	82000
6	1200	14	16000	21 + UP	+20000/ level
7	2000				

EXAMPLE—If a Character has 40 to 99 CEP his CEL is 1. To reach CEL22 122000 CEP are required.

3.8) MAGIC EXPERIENCE LEVELS

The table below shows the TOTAL magic experience points that are required to reach each level:

MEL	Point Total	MEL	Point Total	MEL	Point Total
0	0	**8**	2400	**15**	32000
1	20	**9**	4000	**16**	42000
2	40	**10**	6000	**17**	54000
3	80	**11**	9000	**18**	68000
4	150	**12**	13000	**19**	84000
5	300	**13**	18000	**20**	100000
6	600	**14**	24000	**21 + Up**	16000/level
7	1200				

EXAMPLE—A Character with 80 to 149 magic experience points is **MEL3.** To reach **MEL22,** 132000 magic experience points are needed.

3.9) RESTRICTIONS

A) Magic Experience Points may only be gained by trained magic-users, Natural Magicians and Character's with a castable Innate Power of some kind.

B) No Magic Experience Points are gained when using an item or artifact that itself produces the spell without any mana expenditure on the part of the user.

C) The Level increase as a result of a given encounter is unlimited.

EXAMPLE—A Character has 47 Combat Experience Points. He kills a Creature and gains 250 CEP. He will advance from CEL1 to CEL3 as a result of this victory.

D) No characteristic may be increased more than 10% of its Current Ability rating as a result of a single encounter. Round up in determining the Maximum Limit that applies.

EXAMPLE—If the Current Ability is 8, the characteristic can be increased by 1. If it is 34, it can be increased by 4.

E) No more than 50% of the characteristic points earned in a single encounter may be assigned to any one characteristic. Round up in determining the Maximum Limit that applies.

EXAMPLE—If a Character earns 3 characteristic points, the most that he may assign to one characteristic is 2. The other point must be assigned to one of his other characteristics. If it cannot be, it is lost.

F) Expertise Points gained that exceed a Character's current maximum **EL,** are taken as either Combat or Magic Experience, whichever is applicable.

NOTE—Sections (D) and (E) above are entirely optional. Ignore them if you so choose.

4) APPLIED TRAINING

Beyond the methods specified previously, Characters can increase any modifiable characteristics through training. Training is the allocation of time specifically to the increase of a selected characteristic. Per FOUR days allocated, the selected characteristic may be increased by 1. With an Instructor, THREE days must be allocated to this process.

4.1) The maximum number of points that can be gained through training equals the Character's **Native Ability PLUS (his assigned Multiplier times 2).**

EXAMPLE—A Character has a Native Ability of 16 in Strength. His Multiplier is 3. He may gain, 16 + (3x2), 22 points through training his Strength. The time to do so without an instructor, for the maximum increase possible, is 88 days.

4.2) For days of training to have the desired effect, all days required to raise the characteristic by 1 point must be allocated within 2 weeks, i.e. within 14 days of the expenditure of the first day to gain the point increase.

EXAMPLE—On Day 1 a half day is allocated to Stamina training. Unless the remaining 3½ days are allocated by the end of day 15, the half day allocated is wasted.

NOTE—Training requires dedicated effort to succeed. Failure to maintain the regimen selected is the same as not doing it at all. In setting-up a Character, Players may train at ½ the cost specified above, i.e. receive one characteristic point per two Expertise Points allocated. No time is expended when players train at this time.

5) PROBLEM SOLVING (OPTIONAL)

Problem solving is, specifically, the use of characteristics and/or skills in the game environment to successfully perform desired actions and eliminate potentially serious difficulties.

If this rule is used, the Referee will, based on the situation, determine chances of success that employ the characteristics and/or skills of the Character. The sections that follow detail a method for doing this.

5.1) CHARACTERISTIC USE

Where characteristics are used to define the chance of solving a problem, the Referee will determine:

A) Which characteristics apply to the problem.

B) The difficulty of the problem.

5.11) Based on the difficulty of the problem and the number of characteristics that are involved, the Referee will assign an appropriate multiplier or divisor. The table below should be used for this purpose:

Difficulty Of The Problem	Number of Characteristics One	Two	Three
Easy	x3	x2	x1
Moderate	x2	x1	/2
Difficult	x1	/2	/3
Very Difficult	/2	/3	/4
Impossible	/3	/4	/5

x = times / = divided by

IMPORTANT—In all divisions above, round down. All rolls are taken with **D100.** If the chance is 100 or higher, success is automatic for that Character. Where the Referee considers the task to be impossible, the divisor listed is the MINIMUM divisor that he must apply. A divisor up to twice that listed may be applied if he chooses to do so. In all cases, the Referee will determine whether Partial Success is appropriate for the action attempted. Unless he specifies that it is, the action either succeeds or fails. No Partial Success applies.

5.12) CHARACTERISTIC APPLICABILITY

Based on his impression of what attributes are tested by a given problem, the Referee chooses the characteristics that are used to solve a problem. The basic descriptions below, in record sheet order, may be used to guide this choice.

A) STRENGTH—Strength is a rating of the Character's physical power. All problems that must be overpowered, physically moved or that entail vigorous, powerful action should use Strength as a factor.

B) STAMINA—Stamina is the physical toughness and staying power of the individual. Any action that requires that the Character maintain a level of activity over a period of time, resist fatigue associated with the performance of action or otherwise respond with a physically stubborn tenacity should require Stamina as a factor.

C) DEXTERITY—Dexterity is the Character's ability to rapidly maneuver his limbs and perform precise actions with his hands and/or feet. Any action that requires quick, or precise, arm or leg movements in its resolution should use Dexterity as a factor. Those that require precise manipulation of an object should also apply Dexterity.

D) AGILITY—Agility reflects the Character's body sense and ability to maneuver his body as a whole. Problems that require quick body movement, precise positioning of the body or otherwise deft awareness of bodily position should require Agility as a factor.

E) INTELLIGENCE—Intelligence is the mental power of the Character. Problems that require logical analysis, rational judgement or a calculated response should require Intelligence as a factor in their solution.

F) WILL—The Character's mental toughness. Problems that require tenacious, stubborn or resolute response should require Will as a factor in their solution. Also, those problems that require that the Character resist intimidation, on either a physical or mental level, should use Will as a factor.

G) ELOQUENCE—Eloquence rates the Character's mental dexterity. Essentially, it can be viewed as his ability to think quickly. Problems that require a Character to be convincing in interpersonal relations, think quickly in any situation or otherwise respond with mental rapidity should require Eloquence as a factor in their solution.

H) EMPATHY—Empathy reflects the Character's ability to understand the persons or things that he encounters, with or without precise knowledge, on an intuitive basis. It should be applied in cases where the Character is dealing with an unknown, trying to deal with a surprise of some kind, attempting to relate to other creatures or in any other situation where a quick intuitive understanding of a problem is beneficial.

I) CONSTITUTION—Constitution rates the physical health of the Character. In situations where the Character's health can influence his chance of survival, Constitution may be applied.

J) APPEARANCE—The physical beauty of the Character. In interpersonal relations where a Character's beauty is a beneficial factor, Appearance may be used.

EXAMPLE—A Character is being tortured. He does not want to respond to the Executioner's questions in any way. Will is used to determine his chance. At the Referee's discretion Stamina may be used as well.

In another situation, a Character decides that he wants to jump from his Charging horse and tackle someone. The jump will require Agility. The tackle will require Strength and Dexterity. The Referee may also require Empathy or Intelligence to determine if the Character picks the right time to start his leap and/or guesses where his target will be correctly. If he misses, Dexterity will determine his chance of flipping around and landing on his feet.

5.2) SKILL USE

Where a given skill that has been learned applies to an action that a Character attempts, it may be used in Problem Solving. The chance of success, based on the Referee's estimation of the difficulty of the problem, is determined as follows:

	SKILL TYPE	
DIFFICULTY OF THE PROBLEM	"or 80"	Other*
Easy	x2	x20
Moderate	x1	x10
Difficult	/2	x5
Very Difficult	/3	x3
Impossible	/4	x1

EXAMPLE—A barbarian wants to track an unskilled man that is trekking through the barbarian's lands. This is easy. The Tracking **EL x 20** is his chance of success.

A thief wants to trail an experienced assassin through the streets of a city that the thief has just entered. This is very difficult. The Trailing **EL divided by 3** is his chance of success.

5.3) CHARACTERISTIC AND SKILL COMBINATIONS

In certain situations, the Referee will determine that both characteristics and a skill apply to a given problem. When this is the case, the value of the skill, after multiplication or division for difficulty in section **5.2**, is used as a characteristic in section **5.1**.

EXAMPLE—In the case above, where a thief attempts to trail an assassin, the Referee can specify that Empathy and Trailing skill apply in this very difficult problem. The thief has an Empathy of 42 and Trailing of 75. (42 + (75/3))/2 yields a **33%** chance of success.

IMPORTANT—No characteristic that is one of those used in the maximum **EL** formula for the skill being used should be added into the problem as an influencing factor *(Its weight is already part of the skill training).*

5.4) RESTRICTIONS

The following restrictions should be used in using the Problem Solving system:

A) No more than THREE characteristics should be used for any one problem.

B) No more than one skill should be applied to any one problem.

C) Where both characteristics and a skill are applied, no more than three factors should be applied, i.e. the skill applies as a characteristic towards the limit of three specified in (A) above.

D) Any success chance, for solving any problem, of 100 or higher indicates automatic success. Any result of zero or less is automatic failure.

E) Where skills are used to solve a problem that involves another entity, and that entity has the skill that the Referee chooses to apply, the entities skill may be used to reduce the chance that the Character succeeds in the action. Use of non-player skill in this way is not mandatory.

5.5) CHARACTERISTIC AND SKILL GAINS

Each time that a problem is solved successfully, the Character is enhanced by his success. For characteristics, success yields ONE characteristic point in one of the characteristics that was used. For skills, success yields the normal expertise gain that is specified in section **2.22** of this book. If the skill that the Referee chooses to apply is a Combat Skill, the **CDF** that is used is:

DIFFICULTY OF THE PROBLEM	CDF
Easy	1
Moderate	2
Difficult	4
Very Difficult	6
Impossible	10

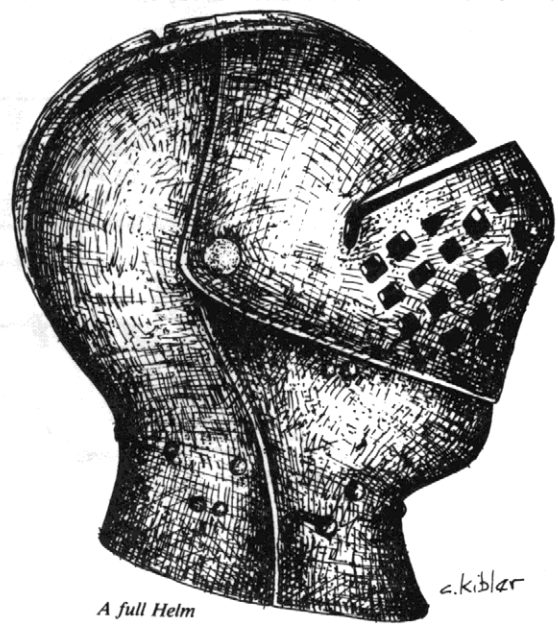
OPTIONAL—Instead of using the basic gain of one characteristic point, the gain can be based on the following table:

DIFFICULTY OF THE PROBLEM	GAIN
Easy	0
Moderate	1
Difficult	2
Very Difficult	3
Impossible	4

IMPORTANT—The gain listed in the table above is the total number of characteristic points that are earned by the Character. Points are only earned for success. They are applied to any characteristic that was used in solving the problem. They may not increase any characteristic above its Maximum Ability.

EXAMPLE—A very difficult problem uses Agility and Empathy. The Character's Current and Maximum Empathy is 36. His Current Agility is 27 while his Maximum Agility is 44. In this case, no points can be applied to Empathy as it is at its Maximum. All three points that are gained are applied to Agility, which now has a Current Ability of 30.

NOTE—*This Problem Solving system provides a framework for the Referee. It is* **not** *an exact system. The active ingredient that will make it work, or fail, in your campaign is the rational, logical deliberations of your Referee when he chooses to apply it. This is its driving force.*



A full Helm

6) LANGUAGE

In this book, a detailed Language skill is provided. For this skill to operate, their must be Languages that can be used. The Referee may create his own or use those listed in the sections that follow. The Human languages listed in **6.2** are an example of the linguistic groups that could exist in an area of about 600 square miles. You may place them on your map as you see fit.

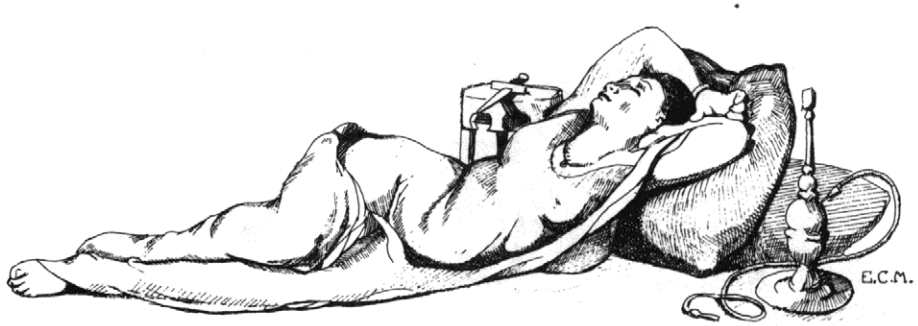
6.1) SUPERNATURAL LANGUAGES

The languages listed below are spoken by supernatural forces and non-human races. See Book Two for optional rules that may apply if these languages are used.

SUPERNATURAL LANGUAGE TABLE

LANGUAGE	ALIGNMENT	SPEAKERS
Tongue of the Abyss	Chaos	Lalassu, (Beasts of Chaos), (Endukuggu and Nindukuggu)
Animal Tongues	None	A single animal species, Tonah, Vily
Tongue of the Blasted Soul	Chaos	Soul Daivas
Tongue of Darkness	Chaos	Scorpion Women, Heliophobic Demons, (Kekoni), (Dark's Serpent)
Tongue of the Dead	Chaos	The Dead
Tongue of Death	Chaos	Alal, Disease Demons, Lammashta, Harab Serapel, Heliophobic Demons, Lalassu
Tongue of the Desert	Chaos	Scorpion People, (Desert Lions), (Scorpion Beasts)
Tongue of Dvalinn	Elder	Dwarfs, Norggen
Dwarf Elder	Elder	Dwarfs
Tongue of the Earth	Elder	(Barguest), Earth Elementals, Jinn, Peri
The Elder Tongue	Elder	Dryad, Hamadryad, Centaurs, Satyrs, Jinn, Peri
Tongue of Elder Fire	Elder	(Barguest), Fire Elementals, Elder Dragons, Jinn, Peri, (Mushrussu)
Elder Water Tongue	Elder	Water Elementals, Asrai, (Water animals)
Elf Sidh	Elder	(Barguest), (Cu Sith), (Fay Horse), Elf, Searbhani, Faerry
Faerry Sidh	Elder	(Cu Sith), Faerry, Elf, Cait Sith, Baobhan Sith, Sprite, Searbhani
Tongue of Fiery Chaos	Chaos	Fiery Spirit, Subterranean Demon, Chaos Dragon
Giant Tongue	Elder	(Barguest), Intelligent Giants
Goblin	Elder	(Barguest), Goblins
Great Ape	Elder	Great Apes
Tongue of Hecate	Chaos	Edimmu, Ghosts, (Hellhounds), (Barguest)
Tongue of the Jinn	Elder	Ifreet, Jinn, Peri
Kotothi Tongue	Elder	(Barguest), (Chimeara), (Cu Sidhe), (Great Ape), Chimana, Daoine Sidhe, Great Serpent, Baobhan Sith, Athach, Forest and Hill Giants, Intelligent Giants, Minotaur, Sprite, Elite Troll
Tongue of Lawful Fire	Law	(Angels of Fury), Amaliel, Mushrussu, Hafaza, Kerubim, (Vereghina), (Flaming Steed), Law Dragon
Lilith's Command	Chaos	Immortal Akhkharu, Vampire, (Lamia)
The Primal Tongue	Balance	Zehani Wolf, Asaghi, (Bouba), Chimana, Balance Dragon, Merkabah, (Molani), Zehani
Tongue of the Sidh	Elder	(Barguest), (Cu Sith), Daoine Sidhe, Elf, Faerry, Afanc, Asrai, Peist, (Fay Horse), Searbhani, (Sidh Boar)
Tonah Tongue	Elder	(Barguest), Tonahs, Shamanic Dragon, (All wild animals)
Troll Tongue	Elder	Elite Goblin, Elite Troll, Rock Troll, Wood Troll, Trold Folk, Grundwergen, (Common Troll)
Tongue of the Wind	Elder	Air Elemental, Jinn, Peri
Tongue of Young Chaos	Chaos	Decay Demon, Disease Demon, Heliophobic Demon, Nergali, Storm Demon, Wyrm, Subterranean Demon, Terrestrial Demon, Chaos Dragon

IMPORTANT—In the preceding table unparenthesized speakers are those races that actually SPEAK the tongue. Any speaker that is in parentheses is capable of understanding the tongue if it is spoken to him. They do not, as a rule, speak the tongue themselves.



A lounging noblewoman

6.2) HUMAN TONGUES

The table below gives a list of some human tongues. The Referee may use them in any way that he desires.

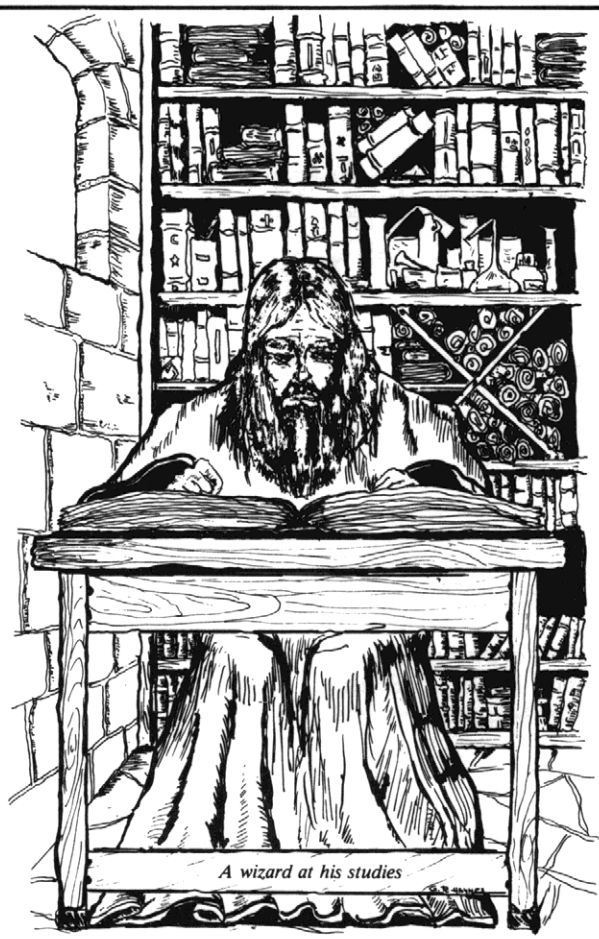
HUMAN LANGUAGE TABLE

LANGUAGE	RELATED TO:	CIVILIZED	BARBARIAN
Ba'Raul	Bhamotin, Marentian	X	—
Bhamotin	Ba'Rual	X	—
Caldan	Kazi	X	—
Cerulean	None	X	—
Climan	None	X	—
Djan	Nor'tes	X	—
Tungali	Marentian, Zen'dali	—	X
Jaapazda	Mardana	—	X
Kazi	Caldan	—	X
Lacedi	Zarunese, Salaqi	X	—
L'p'nth	None	X	—
Nor'tes	Djan, So'reas	—	X
Marentian	Ba'Rual, Tungali	X	—
Novasi	Eschita	X	—
Salaqi	Donaran, Lacedi	X	—
Donaran	Zen'dali, Salaqi	X	—
So'reas	Nor'tes	—	X
Thaliban	Bar'thalib, Zarunese	X	—
Bar'thalib	Thaliban	—	X
Eschita	Novasi	—	X
Valazi	Mardana	X	—
Mardana	Jaapazda, Mardana	—	X
Zarunese	Lacedi, Thaliban	X	—
Zen'Dali	Donaran, Tungali	—	X

GENERAL RULES

A) All civilized tongues have a written form that can be learned. It is generally used in conducting commerce, recording events and for official purposes. *(Usually only 5 to 30% of a population will be literate).*

B) Barbarian tongues will only have a spoken form to be learned. Any writing that the people may have will be magically significant to them. As such, it is not taught to the general public for any reason.



A wizard at his studies



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