

CHARACTER MANUAL



Advanced
Athala

1. INTRODUCTION

Advanced Athala is a role playing game conceived to be both realistic and simple to be played. This book was written with the idea that the reader is already familiar with role playing games. Advanced Athala doesn't pretend to be perfect and it may contain mistakes or omissions. Please contact me if you find any. In this way, we can make this a better game together. If you have difficulty with a chapter or rule; please contact the author. He will be happy to help you.

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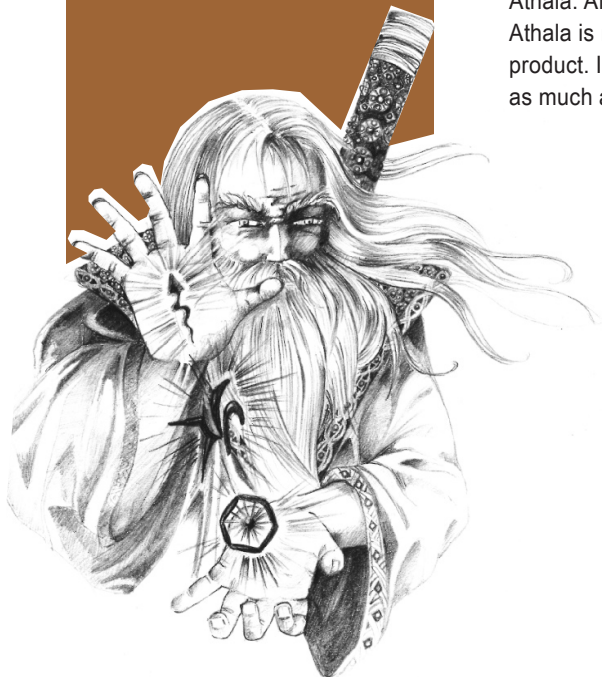
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1.1 Advanced

Advanced Athala is the logical coherence of Athala. After several add-ons and updates, Athala is now merged into one more finished product. I hope you will enjoy reading this book as much as I enjoyed writing it.



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2. OVERVIEW

2.1 Abbreviations and Definitions

Certain terms are used very frequently in this book, and as such will usually be abbreviated. You can find the abbreviations and their meaning here.

2.11 Usual terms

(ST)	Strength
(QU)	Quickness
(ME)	Memory
(CHA)	Charisma
(BE)	Beauty
(CO)	Constitution
(Wi)	Will
(AG)	Agility
(SC)	Self control
(PR)	Presence
(RAI)	Reasoning
(DEF)	Defense
(PER)	Perception
(HP)	Hit points
(AU)	Aura
(POW)	Power
(ATT)	Attack
(dx)	x sided dice (ie d6, 6 sided dice)
(CHA)	Characteristics
(OBJ)	Object
(GM)	Game Master
(PRO)	Profession
(ENC)	Encumbrance
(NPC)	Non player character
(PC)	Player character
(EXP)	Experience
(VAR)	Various
(IP)	Iron piece
(CP)	Copper piece
(BP)	Bronze piece
(SP)	Silver piece
(GP)	Gold piece
(AA)	Advanced Athala

For a much simpler use, the monetary system is 10 based.
1 GP = 10 SP = 100 BP = 1000 CP = 10000 IP

2.12 Skills related terms

DA	Dynamic action
SA	Static action
KR	Knowledge rank

When it is followed by a star, the skill is closed. Unless you have developed it, you can't use it. This is particular to high knowledge related skills where intuition doesn't work such as astronomy.

All the skills that aren't closed can be used undeveloped. However, if a character uses a skill undeveloped, that character will have a null experience bonus and the skill level will be calculated only on characteristics.

2.13 Primary & secondary skills

Primary skills are the skills where the PC has a professional bonus.

In example the primary skills of a fighter will be : Weapons, knocking out, riding, heraldry, aiming, military organization.

All the other skills are considered secondary skills.

2.14 Definitions

2.141 Characteristics

Strength : physical power, might...

Constitution : endurance, stamina, physical resistance...

Agility : dexterity, flexibility...

Quickness : velocity, reflexes...

Perception : include the five senses : sight, hearing, smell, touch, taste.

Will : mental resistance, perseverance, courage...

Self control : body control, auto-discipline...

Memory : ability to learn and remember informations.

Reasoning : intelligence, mental quickness, logic...

Presence : authority, influence on others...

Charisma : eloquence, voice, charm, oral composition..

Aura : empathy, mind feeling...

Power : magical ability, magical endurance...

Beauty : physical appearance.

Characteristics goes from 5 to 20 points and more. Roll two d10 per characteristic. Any result between 5 to 20 is accepted (reroll result under than 5). The higher a characteristic is, the stronger it is.

2.142 Quickness bonus

Use this bonus to calculate defense and initiative.

Defense : Bonus

Initiative : Bonus + 1d10 - armor penalty

Quickness	Bonus
5-7	-4
8-9	-2
10-13	0
14-16	+2
17-18	+4
19-20	+6
21	+8
22	+10

Each additional quickness point gives an extra bonus point.

Eg : a 25 quickness will give a +13 bonus

3 . R A C E S

3.1 Overview

The GM may allow players to choose their race or he may require them to roll on the race table. If the player chooses, the GM will have a close look on this choice. Some races such as Varlan, may throw the game off balance.

Races table

01-54	Mixed man
55-69	Kalanka man
70-84	Nelong man
85-90	Krim man
91-96	Dwarf
97	Half-Elf
98	Elf Varlan
99	Meharim Varlan
100	Seraphim Varlan

3.11 Elf Varlan

Size : 5'7" to 6'7"
 Weight : 150 to 220 lbs
 Life expectancy : 200 years
 Hairs : Grey, white or blonde
 Eyes : Blue, purple or green
 Skin : white to pale white
 Behavior : strong ego, various
 Special abilities : Night Vision up to 90 feet in clear weather (stars shining and/or moon), daily rest reduce to 4 hours.

Supplementary information

These are the most widespread Varlan on the planet. They learn to live as man, step by step. Their personalities are as varied as man. Some are good, some bad, some live in self-sufficient kingdoms, some walk the world... Elves are descendants of the fellowship who had lead north after the vessel crashed. They are less genetically pure than other Varlan ethnic groups. They have naturally evolved and mixed. Elves physical appearance and behavior are more varied than other Varlan. More agile than strong, Elves prefer to fight with weapons which are adapted to their stature. They generally use long sword and bows.

3.12 Meharim Varlan

Size : 6' to 6'7"
 Weight : 180 to 230 lbs
 Life expectancy : 400 years
 Hairs : Blonde, brown, dark
 Eyes : Dark color
 Skin : light brown
 Behavior : fierce and discreet
 Special abilities : Heat resistance (up to 50 °C without

bother), night vision up to 90 feet in clear weather (stars shining and/or moon), daily rest reduce to 4 hours.

Supplementary information

Some call them desert Varlan. They are the descendants of the fellowship who remained around the vessel crash site. They can tolerate very strong heat and live in the hottest place in Rayhana. They are fierce people who avoid any exterior contact.
 It is not advisable for the player to choose this race.

3.13 Seraphim Varlan

Size : 6' to 6'7"
 Weight : 180 to 230 lbs
 Life expectancy : 600 years
 Hairs : Grey or white
 Eyes : Blue or purple
 Skin : pale white
 Behavior : withdrawn and mysterious
 Special abilities : innate magic (for people with a PR score at least of 15), night vision up to 90 feet in clear weather (stars shining and/or moon), daily rest reduce to 4 hours.

Supplementary information

The Sepharim are the wardens of the lost technology. They are few and live mainly in huge temples, true fortress cities. However some few Seraphim live outdoors. Kingdoms which can afford their services use them for wide-ranging tasks from research to consulting. These take a vow of silence about Varlan technology. Even if they know quite less of it than the indoor Seraphim Varlan. Their shared goal is to gather information about the outside world and keep an eye on the progress of man. They communicate available information to the ones who are inside when they can.
 We strongly do not recommend this race to players.

3.14 Dwarf

Size : 4' to 4'7"
 Weight : 110 to 180 lbs
 Life expectancy : 200 years
 Hairs : Red or brown
 Eyes : Various
 Skin : White
 Behavior : Mistrustful, loyal
 Special abilities : Night vision up to 90 feet in clear weather (stars shining and/or moon), innate sens of orientation (+5)

Supplementary information

The Varlan created this race with the goal of supplying all the ore needed by their kingdom. So, Dwarves should meet several criteria : great robustness to endure the worst working conditions, a small size to easily edge in underearth tunnels, with as much strength as man. And so the Dwarf race started. Small and robust, as their creators wished them. They are also as wise as Man and their sense of honor is huge. At the end of their servitude to Varlan's people, they stayed underground as they were perfectly adapted to it. They were still hard workers but now working for themselves. Very few

Dwarves believe in any God nor do they use magic abilities. There are few female Dwarves (one for five). At this time, the Varlans had huge labor needs, so they genetically modified the female birthrate.

3.15 Krim Man

Size : 6'7" to 7'6"
 Weight : 220 to 330 lbs
 Life expectancy : 40 years
 Hairs : Various
 Eyes : Various
 Skin : White
 Behavior : Fickle, cruel, warlike, without feeling
 Special abilities : None

Supplementary information

Krim are the result of Varlan genetic manipulation. They were built to fight against Ghor's armies a long time ago. Their personalities remain very similar to when they first were created. They live a hard life, most of their time devoted to just surviving. This leaves little time for developing any sort of governments, though a few despots have gained enough power to subjugate their fellow Krim into what could be described as small kingdoms. Their natural fondness for violence force them to live far from civilized kingdoms, most often in deep forests. They sometimes make raids over isolated towns or travellers to procure themselves tools and metal weapons. Krim people are merciless and love is a feeling they have never been touched by.

3.16 Kalanka Man

Size : 5'7" to 6'7"
 Weight : 150 to 220 lbs
 Life expectancy : 50 years
 Hairs : Black
 Eyes : Black
 Skin : Brown to black
 Behavior : Various
 Special abilities : Heat resistance (40 °C)

Supplementary information

Kalanka people live in the most warm places of Rayhana. They slightly correspond to African people. Strong and quick, these men produce feared warriors.



3.17 Nelong Man

Size : 5' to 5'7"
 Weight : 130 to 200 lbs
 Life expectancy : 60 years
 Hairs : Dark of black
 Eyes : Various
 Skin : Brown
 Behavior : Various
 Special abilities : Cold resistance (-20 °C)

Supplementary information

Nelong people live in the most cold places of Rayhana. They slightly correspond to Inuit people.

3.18 Mixed Man

Size : 5'3" to 6'
 Weight : 130 to 200 lbs
 Life expectancy : 55 years
 Hairs : Various
 Eyes : Various
 Skin : White to light brown
 Behavior : Various
 Special abilities : -

Supplementary information

Mixed man is the result of various origins and crossbreeds. This is the most common race over Rayhana.

3.19 Half Elf

Size : 5'7" to 6'4"
 Weight : 150 to 200 lbs
 Life expectancy : 100 years
 Hairs : Various
 Eyes : Various
 Skin : White
 Behavior : Various
 Special abilities : Night vision up to 90 feet in clear weather (stars shining and/or moon), sterile.

Supplementary information

Half Elf is the crossbreed between a Varlan and a human. The result is a creature with an overall frame as thin as a Varlan and with a human's strength. All the Half Elf are sterile. It's very difficult to know how much of these hybrids are in the world. Half Elf people can see while night as long as it is not pitch dark.

Table of race adjustment

	Elf	Mehar	Serap.	Dwarf	Krim	Kalanka	Nelong	Mixed	H-Elf
St	0	+1	0	0	+2	+1	0	0	+1
Co	0	+1	+1	+2	+2	0	+2	0	0
Ag	+1	+2	+2	0	0	0	0	0	+1
Qu	+1	0	0	-1	0	+1	-1	0	0
Pe	+1	+1	0	+1	0	0	+1	0	0
Wi	-1	0	0	+2	0	0	0	0	-1
Sc	-1	0	0	-1	-1	0	0	0	0
Me	+1	+1	+2	0	-1	0	0	0	0
Re	0	+1	+2	0	-2	0	0	0	0
Pr	0	0	+1	-1	-1	0	0	0	0
Ch	+1	0	0	-1	-2	0	0	0	0
Au	+1	+1	+1	0	0	0	0	0	0
Be	+2	+3	+4	0	0	0	0	0	0
Pois.	+5	+10	+10	+5	+5	0	0	0	+5
Dis.	+10	+20	+20	+5	+5	0	+5	0	+5
Mag.	0	0	0	+5	+5	0	0	0	-5
HP	0	+1	+1	+3	+2	0	0	0	0
PP	+5	+5	+5	-5	-5	0	0	0	+2

Legend : Pois. : poison resistance ; Dis. : disease resistance ; Mag. : magic resistance.



3.2 Extraordinary Characteristics

Because of his class, his race and his luck with the dice, a character can exceed 20 in a characteristic. These characteristics are called superhuman or extraordinary and bring benefit. The benefits of a characteristic are not cumulative.

3.2a Strength : bonus to damage

21 - 22	+1
23	+2
24	+3
25 and more	+4

3.2b Constitution : bonus to hit points

21 - 22	+10%
23	+20%
24	+30%
25 and more	+40%

3.2c Agility

21 - 22	Ambidextrous
23	Ambidextrous, +2 to hit
24	Two attacks per round (2nd at -5)
25 and more	Two attacks per round

3.2d Quickness : bonus to defense

21-22	+ 10%
23	+ 20%
24	+ 30%
25 and more	+ 40%

3.2e Perception

21-22	Night vision (with stars shining)
23	Infravision (complete dark)
24	6th sense : 30% forecasting danger
25 and more	6th sense : 50% forecasting danger

3.2f Will : magic resistance

21-22	10 % of spells cancelled
23	20 % of spells cancelled
24	30 % of spells cancelled
25 and more	50 % of spells cancelled

3.2g Memory : bonus to experience

21-22	+ 5%
23	+ 10%
24	+ 15%
25 and more	+ 20%

3.2h Reasoning

21-22	50% Lie detection
23	50% Lie and illusion detection
24	+ 10% Experience points
25 and more	+ 20% Experience points

3.2i Self control

21-22	50 % Immune to fear
23	Immune to fear
24	+ 10 % Hit points
25 and more	+ 20% Hit points

3.2j Presence

21-22	+5 to influence
23	+ 5% Power points
24	+ 10% Power points
25 and more	+ 15% Power points

3.2k Charisma

21-22	Beauty + 2, seduction +2
23	Beauty +5, seduction +5
24	Charm, +5 to any charisma skill
25 and more	Charm, +10 to any charisma skill

3.2l Aura

21-22	Telepathy 10 meters
23	Telepathy 100 meters
24	30 % Read minds (must touch)
25 et +	30 % Read minds (3 meters)

44.. 8 SKILLS 88

Here is the Athala skill list. Please note that this is not an exhaustive list. The game master should feel free to add any skills he wishes. The first column corresponds to skill name, the second and third columns to related characteristics.

Skill calculation :

$$\text{Bonus} = \text{CHAR} + \text{EXP} + \text{CLASS} +/- \text{VAR}$$

CHAR : related characteristics

EXP : experience points spent in this skill.

CLASS : Class bonus.

► **Example** : AG/ST/4, for a strength of 13 and an agility of 15 ;
(13+15)/4= 7

When a character fails using a skill, he may not immediately try again, and for some skills may not ever try again. (The amount of time appropriate, and whether it can be retried, are left to the GMs discretion).

► **Example** : If a character tries to cure someone with the skill first aid and fails, he may only try again on other wounds.

Combat skills	Type	Characteristics
Knocking out	DA	(St+Ag)/4
Crossbows	DA	Ag/2
Bows	DA	(Ag+Ag+St)/6
Throwing weapons	DA	(Ag+St)/4
Melee weapons	DA	(St+St+Ag)/6
Defensive martial art	DA	(Ag+Ag+St)/6
Offensive martial art	DA	(St+St+Ag)/6
Street fighting	DA	(St+Ag)/4
Aiming	SA	-
Magical skills	Type	Characteristics
Directed spell	SA*	(Ag+Wi)/12
Magical perception	SA*	Pr/4
Magical ritual	SA*	(Me+Re)/12
Runes	SA*	Me/8
Subterfuge skills	Type	Characteristics
Hiding	DA	(Re+Ag)/4
Contortions	DA	Sc/2
Pick locks	DA	(Sc+Ag+Re)/15
Trap detection	SA	(Per+Re)/8
Discretion	DA	(Sc+Ag)/6
Locate secret openings	SA	(Re+Per)/12
Pick pockets	DA	(Ag+Sc)/8
Outdoor skills	Type	Characteristics
Hunting	DA	(Sc+Ag)/4
Riding	DA	Ag/2
Orientation	SA	(Re+Me+Per)/9
Fishing	DA	Me/8
Set traps	DA	(Sc+Ag+Re)/15
Boat pilot	DA	(Ag+Re)/8
Tracking	DA	(Per+Re)/8

Knowledge skills	Type	Characteristics
Alchemy	KR*	Me/8
Animals	KR*	Me/8
Weapons & armor	KR*	Me/8
Astronomy	KR*	Me/8
Monsters	KR*	Me/8
Cults & deities	KR*	Me/8
Heraldry	KR*	Me/8
Language	KR*	Me/8
Minerals & metals	KR*	Me/8
Military organisation	KR*	Me/8
Plants	KR*	Me/8
Poisons	KR*	Me/8
Athletics skills	Type	Characteristics
Acrobatics	DA	(Ag+Sc)/4
Body development	DA	Co/2
Climbing	DA	Ag/2
Juggling	DA	Ag/6
Swimming	DA	Ag/2
Jumping	DA	(Qu+Ag)/4
Social skills	Type	Characteristics
Singing	DA	(Ch+Pr)/9
Dancing	DA	(Ag+Me)/6
Lie detection	SA	(Per+Re)/6
Duping	SA	(Pr+Re)/6
Influence	SA	Pr/3
Bargaining	SA	(Ch+Pr)/6
Seduction	SA	(Ch+Au+Pr)/6
Cheating	DA	(Sc+Ag)/6
Medical skills	Type	Characteristics
Poison perception	SA*	(Per+Me)/16
First aid	SA	(Sc+Me)/6
Second aid	SA*	(Sc+Me)/8
General skills	Type	Characteristics
Smithing	DA	(Ag+St)/12
Mimicry	DA	(Re+Sc)/12
Musical instrument	DA	(Ag+Me+Sc)/20

4.1 List of skills

4.11 Similar combat skills

Similar skills are skills which are close to each other. For example, handling a broad sword and a long sword. A character can use a skill he hasn't developed if this skill is similar to another he has spent experience on, with a penalty. The GM should choose a penalty, keeping in mind that the greater the difference in the skills the larger the penalty should be. The examples below should provide a good guideline.

Similar skills examples

One handed weapon / two handed weapon : not possible

Similar weapons, same category : -4

Dissimilar weapons, different category : -10

Categories : slashing, piercing, crush, bows, crossbows, throwing.

Similar weapons examples : long sword, broad sword.

Dissimilar weapons examples : long sword, dagger.

► **Example** : Clarn uses his long sword skill. Being without his favorite weapon, he manages to find a short sword. If he wants to handle it, he will use his long sword attack bonus minus a penalty. If he had found a dagger, the penalty would be greater.

4.2 Skills Definition

4.21 Combat skills

Knocking out : Used as an attack. Target must make a roll under constitution minus success margin of the action roll (any points above 20), minus stature object (if any) and plus armor protection (if any). If the roll fails, the failure margin multiplied per 10 corresponds to the knock out time in minutes.

Throwing weapons : Attack bonus used for throwing weapons (dagger, shuriken,...).

Melee weapons : Attack bonus used for melee weapons (sword, mace,...).

Long range weapons : Attack bonus used for long range weapons (bow, cross-bow, sling).

Martial art : Attack bonus used for martial art. There are two martial art styles, offensive and defensive. Offensive is used to harm and sometimes kill, defensive is used to immobilize a foe.

Street fighting : Attack bonus used for fighting without weapons. Similar to boxing and wrestling. The GM will use naked hands damage or it will depend on the object used.

Aiming : Allow character to aim at an area when fighting or using ranged weapons. For a skill bonus of +10, the character will have a +/- 1 modifier on the locate table.

► **Example** : If a fighter hits the area 14 and has a +10 Aim bonus skill, he will have the choice to hit areas 13, 14 or 15.

Round off the bonus the way less (5 and less do 0). Ranged weapons use this skill for point blank (-5) and short range (-10) shots. The penalties apply to the skill, not to the aiming bonus. This skill can only be used once by two rounds (aimed blow then reorientation round).

4.22 Magical skills

Directed spell : Attack bonus used for elemental spells (example : lightning bolt). Each spell must be developed separately.

Magic perception : Allows the character to know if some magic emanates from the place/area the skill is used. Can be used on a precise area at -5.

Magical Ritual : This skill allows magic to be done beyond normal. (example : cast a powerful spell, summoning a powerful entity...). Strange things can occur if the ritual fails (GM's choice). The ritual penalty is sized to the demand. Success in a magical ritual is usually difficult, shamans use several actions to make it easier (example : animal sacrifice).

Runes : Skill bonus used for understanding, learning and using runes.

4.23 Subterfuge skills

Hiding : Bonus to hide something or someone.

Contortions : Allows to move through small openings or escape from bonds by special body movements.

Picking lock : Bonus to lock or unlock locks without the appropriate key.

Traps detection : Bonus to detect traps on an object or in a place.

Discretion : Allows character to move silently, using shadows to remain concealed. If the character use this skill wearing an armor, use the following penalty :

Leather : 0

Rigid leather : -2

Chain : -7

Plate : -10

Locate secret openings :

Allows detection and opening secret doors.

Pick pockets : Allows to steal object(s) from someone without making him suspicious.

4.24 Outdoors skills

Hunting : Bonus to catch or kill non intelligent animals.

Riding : Bonus to ride and control an animal (usually a horse). Character who wants to fight while riding must have at least a +15 skill, +20 to charge.

Charge multiplies damage by two.

The table below shows attack bonus to fight while riding. Bonuses are cumulative.

Riding bonus	Combat bonus	Charge bonus
10 and less	-10	-20
11	-8	-16
12	-6	-12
13	-4	-8
14	-2	-4
15	0	-2
16	+1	-1
17-20	+2	0
21-25	+3	+1
26-31	+4	+2
31 and more	+5	+4

Orientation : Allows the character to know the direction he must take to get where he wants to go. He may help himself with clues (tree moss, laying plants...). Also indicates the

capacity to find one's bearing in a complex place (example : forest, city...).

Fishing : Allows character to catch fish with the help of equipment.

Set traps : Allows character to deactivate or set traps. Does not allow the character to find them.

Boat pilot : This skill includes all the skills needed to make a boat travel safely.

Tracking : Bonus to find and follow trails left by someone (example : foot prints, piece of clothes...). This skill also allows understanding the tracks (examples : how many people, when they past...) with a penalty of -5 per day past.

4.25 Knowledge skills

Alchemy : Allows understanding and use the several alchemy forms. Includes all that is considered extraordinary in object crafting (example : special alloy). Alchemy is used with specific Runes to create magic items.

Animals : Knowledge of animals, in particular weak points, lifestyle...

Weapons & armors : Allows character to guess a weapon/armor characteristics. Does not work on enchanted items.

Astronomy : Analysis, observation, use of stars, planets... Can be used to orientate.

Monsters : As animals except for the monsters.

Cults & deities : General knowledge of a cult and it's appropriate deities. This include usual practices to complex rituals. Each cult must be developed separately.

Heraldry : Allows recognition and understanding of heraldic crests.

Language : Allows speaking, reading and writing in another language. Each language must be developed separately.

Skill Bonus

0-5	Understand few words, language is recognized.
6-10	Understand some words groups.
11-15	May discuss with simple words.
16-20	Language is spoken and written.
21-25	Language is mastered with accent.
25 and more	Language is mastered as native's.

Minerals & metals : Allows knowing mineral or metal characteristics and their value.

Military organization : Allows to organize military forces to complete successfully in battle. Include all similar skills (tactics, siege management...).

Poisons : Knowledge of poisons in whatever form it can take. Allows knowing how to use poison.

Plants : Botany, silviculture. Allows finding, knowing and cultivating plants of any type.

4.26 Athletics skills

Acrobatics : Can be used for any aerial maneuver. Character can also use this skill to fall safely, at least trying. (bonus = canceled feet).

Body development : Allows the character to make his body stronger with specific training. Give a HP more for 5 skill points.

Climbing : Allows the character to climb over walls, rock faces...

Juggling : Allows the character to juggle with any object. The more the object weights or is dangerous (slashing, piercing...), the more difficult the maneuver becomes.

Swimming : Allows character to move over and into water.

Jumping : Allows character to control a jump. This skill may also be used to evade a blow. If so, each point over 20 is a bonus point to defense (with a maximum of 10 points). A character who's jumping to evade a blow can't attack in the same round.

4.27 Social skills

Singing : Ability to interpret songs. Also gives knowledge of songs.

Dance : Ability to dance. Also gives knowledge of dances.

Lie detection : Allows the character to know if someone is lying. Character must see and hear the person he detects.

Duping : Ability to lie, to dupe people without make them suspicious.

Influence : Allows the character to make his opinion the best.

Bargaining : Ability to get the best price for something whether bying or selling it.



Seduction : There is a specific technique to get what you want...

Cheating : This skill is used to influence game results in the way you want it. May necessitate preparation and/or specific equipment.

4.28 Medical skills

Poison perception : Allows character to detect poison (example : in food, drinks).

First aid : Used to heal minor and medium wounds.

Minor wound

Skill penalty : -3

Without healing services target suffers a -1 penalty for any action
With healing services, no penalty

Medium wound

Skill penalty : -6

Without healing services target suffers a -3 penalty for any action
With healing services target suffers a -1 penalty for any action

Second aid : Used to heal severe wounds and destroyed limbs. This skill is similar to surgery and character using it must have some medical tools to operate. First aid skill must be developed before second aid. A character can't have a higher score in second aid than in first aid.

Severe wound

Skill penalty : -10

Without healing services target suffers a -7 penalty for any action
With healing services target suffers a -3 penalty for any action

Destroyed limb

Skill penalty : -15

Without healing services target will die in 1d20 rounds
With healing services target suffers a -10 penalty for any action

4.29 General skills

Smithing : Allows character to smith or repair metallic items.

Mimicry : Allows character to do sounds, movements, gestures similar to someone else.

Musical instrument (playing a) : Allows playing a musical instrument. Instruments must be developed separately.

from a region to another.

Cleric : Clerics use magic power to help others. They always help people in need. They are usually under the supervision of a cult and preach for their beliefs.

Druid : Druids are almost like animists except they use magic.

Explorer : Explorers are nomadic people. They are especially trained to live outdoors.

Healer : Healers are the doctors of this far period, sometime healing with strange methods. Healers accede to magic when they reach the third rank.

Warrior : Warriors are mostly trained in fighting skills, whatever forms it takes.

Warrior monk : Warrior monk are religious warriors. They usually prefer martial arts than weapons.

Magician : Magicians use magic in many ways. They have a general knowledge of magic and their spells are usually related to elements.

Trader : All traders have the same goal, profit. They buy the cheapest here to sell it expensive there. As a consequence they travel a lot.

Minstrel : Minstrels are usually employed by lords for entertainment. They live in large cities and use a weapon called the word.

Monk : Monk are masters of concentration and self control. Usually related to a cult, they live out of the way. Monks who travel are very few and when they do, it's for a specific reason. Monks accede to magic when they reach the third rank.

Sorcerer : Sorcerers use magic for their own personal interest. They are usually evil and master the art of mind control.

Scholar : Scholars make the world progress. They are very few, only the most important kingdoms can afford them. Scholars accede to magic when they reach the third rank.

Thief : Thieves are greedy people that will use any way to get richer. They are also gifted for infiltration and assassination.

5.2 Related bonuses

Each class brings some benefits related to the training done.

Animist

Perception +2
Self control +1
Aura +1
Presence +1
Knowledge of animals +5
Knowledge of plants +5
Riding +3
Orientation +4
Tracking +3

5. CHARACTER CLASS

5.1 Definitions

Animist : Animists live far away from large cities. They have a very strong link with nature, spending most of their time studying it, especially fauna and flora.

Knight : Knight usually serve a lord. They represent the elite troop. Knights have particular code of honor which may differ

Knight

Strength +1
 Constitution +1
 Self control +1
 Will +1
 Charisma +1
 Weapons 5 points to share out
 Riding +5
 Heraldry +4
 Influence +2
 First aid +2
 Lie detection +2

Cleric

Will +2
 Aura +1
 2D10 Power points at rank 1
 Influence +3
 Runes +3
 Magical ritual +4
 Lie detection +3
 First aid +2

Druid

Presence +2
 Aura +1
 2D10 Power points at rank 1
 Knowledge 5 points to share out
 Tracking +3
 Magical ritual +4
 Runes +3

Explorer

Constitution +2
 Perception +2
 Strength +1
 Weapons 4 points to share out
 Tracking +4
 Discretion +3
 Orientation +3
 Hunting +3
 Knowledge 3 points to share out

Healer

Constitution +1
 Self control +1
 Memory +1
 Reasoning +1
 First aid +5
 Second aid +5
 Knowledge of plants +5
 Knowledge of poisons +3
 1D10 Power points at rank 3

Warrior

Strength +2
 Constitution +2
 Quickness +1
 Weapons 5 points to share out
 Knocking out +5
 Riding +3
 Heraldry +2
 Aiming +3
 Military organization +2

Warrior monk

Agility +2
 Strength +1
 Self control +1
 Quickness +1
 Offensive martial art +5
 Defensive martial art +5
 Weapons 3 points to share out
 Discretion +3
 Aiming +3
 Riding +1

Magician

Reasoning +2
 Presence +1
 2D10 Power points at rank 1
 Magic perception +5
 Magical ritual +3
 Runes + 5
 Knowledge 2 points to share out

Trader

Charisma +2
 Will +1
 Reasoning +1
 Memory +1
 Riding +5
 Bargaining +5
 Influence +3
 Lie detection +3
 Knowledge 2 points to share out
 Weapons 2 points to share out

Minstrel

Charisma +2
 Presence +1
 Aura +2
 Seduction +2
 Influence +2
 Musical instrument +5
 Mimicry +3
 Juggling +3
 Cheating +1
 Singing +2

Dance +2

Monk

Self control +2
Will +1
Aura +1
Knowledge 5 points to share out
First aid +3
Lie detection +2
Offensive martial art +2
Defensive martial art +3
Singing +3
1D10 Power points at rank 3

Sorcerer

Presence +2
Will +1
2D10 Power points at rank 1
Magic perception +3
Influence +3
Runes +5
Magical ritual +4

Scholar

Reasoning +2
Memory +2
Smithing +5
Knowledge 13 points to share out (5 pts max. per skill)
1D10 Power points at rank 3

Thief

Agility +2
Perception +1
Self control +1
Quickness +1
Pick pocket +5
Picking lock +5
Locate secret openings +3
Discretion +3
Weapons 3 points to share out
Set traps +1

5.3 Ranks

Advanced Athala does not use levels. We will use rank notion associated to a title. When a character meets enough criteria he obtains a rank and a title which goes with.

Each rank is definite like this :

If a character has at least a primary skill up to +18, two primary skills up to +16 and three secondary skills up to +13 or if he has from 1 to 25 power points ; then his rank is 1.

Obviously, each skills must be different.

► **Note :** It's normal for a new character to don't reach the first rank. The character will still be in the training period.

► **Note to the GM :** When a character isn't rank 1 yet and you need a rank number to apply a rule, use 1.

Rank 2

1 Primary skill up to +21
2 Primary skills up to +18
3 Skills up to +14
or from 26 to 40 Power points

Rank 3

1: +24
2: +21
3: +18
or from 41 to 55 Power points

Rank 4

1: +27
2: +24
3: +21
or from 56 to 75 Power points

Rank 5

1: +30
2: +27
3: +24
4: +20
or from 76 to 100 Power points

Rank 6

1: +33
2: +30
3: +27
4: +23
or from 101 to 150 Power points

Rank 7

1: +35
2: +32
3: +29
4: +25



5.4 Titles

Each rank is related to a social title under which the character will be known. This title represents the general abilities of the character and his professional manner. Ranks may bring professional related benefits to the character. All these benefits are cumulative unless specified.

Classes which use magic don't obtain rank benefit as they can afford more rune each rank added.

Animist

Rank 1: Initiate

Rank 2: Animist apprentice

The animist will never be attacked by an animal.

Rank 3: Herbalist

The animist can choose a familiar (see saga points).

Rank 4: Animist

Enhanced perception, +3 to all senses (only for rolls under perception, do not take it in consideration to calculate skills).

Rank 5 : Grand animist

The animist can choose another familiar.

Rank 6: Grand animist

May communicate with animals (simple feeling exchange : angry, afraid,...).

Rank 7: Master animist

Plants effects are doubled.

Knight

Rank 1: Rider

Rank 2: Duelist

Riding skill will never fumble.

Rank 3: Cavalier

His horse becomes a familiar (see saga points)

Rank 4: Knight

+3 to defense when the fight is "just" in relation to honor code.

Rank 5: Champion

+1d6 supplementary hit point(s).

Rank 6: Paladin

+6 to defense when the fight is "just" (not cumulative).

Rank 7: Hero

+1d6 supplementary hit point(s), roll under mental health at +5, attack bonus doubled while a charging.

Cleric

Rank 1: Initiate

Rank 2: Cleric apprentice

Rank 3: Cleric apprentice

Rank 4: Cleric

Rank 5: Priest

Rank 6: Grand priest

Rank 7: Saint

Druid

Rank 1: Initiate

Rank 2: Druid apprentice

Rank 3: Druid apprentice

Rank 4: Druid

Rank 5: Grand druid

Rank 6: Archdruid

Rank 7: Master druid

Explorer

Rank 1: Pioneer

Rank 2: Hunter

20% path finding.

Rank 3: Ranger

The explorer may now wear chain armor.

Rank 4: Scout

50 % path finding (not cumulative).

Rank 5: Explorer

Doubled stamina for a period of 3 days (example : half sleep needed, run twice as long...). After that period, he must rest for an entire day.

Rank 6: Explorer

Feel danger up to 30 feet around him.

Rank 7: Grand explorer

100 % path finding (not cumulative).



Healer**Rank 1:** Initiate**Rank 2:** Healer apprentice**Rank 3:** Bonesetter

1d10 Power points.

Rank 4: Nurse**Rank 5:** Healer

Cures 1d6 hit point(s) with first or second aid skill. Usable only once per day on the same target.

Rank 6: Doctor**Rank 7:** Grand doctor

Cures 1d12 hit point(s) with first or second aid skill. Usable only once per day on the same target. (not cumulative).

Warrior**Rank 1:** Recruit**Rank 2:** Soldier

+ 5 to initiative.

Rank 3: Guard

No penalty on similar weapons.

Rank 4: Warrior

1d6 supplementary hit point(s).

Rank 5: Captain

Ignore stun and stun & no parry become stun.

Rank 6: Weapon master

1d10 supplementary hit point(s).

Rank 7: Grand weapon master

May use aiming skill each round. Ignore stun and stun & no parry.

Warrior monk**Rank 1:** Initiate**Rank 2:** Infantry monk

+5 to initiative.

Rank 3: Infantry monk

May parry ranged attacks (sling, bows...). For 3 defensive points, 1 defensive point is available to parry ranged attacks.

Rank 4: Warrior monk

Initiative bonus is doubled.

Rank 5: Ninja

May parry ranged attacks (sling, bows...). For 2 defensive points, 1 defensive point is available to parry ranged attacks.

Rank 6: Samourai

Ignore stun, stun & no parry become stun.

Rank 7: Grand samourai

Can attack twice a round, one martial art attack and one weapon attack with a penalty of -10.

Magician**Rank 1:** Initiate**Rank 2:** Mage apprentice**Rank 3:** Cabalist**Rank 4:** Magician**Rank 5:** Grand mage**Rank 6:** Archmage**Rank 7:** Grand archmage**Trader****Rank 1:** Itinerant**Rank 2:** Merchant apprentice

20 % find/know place where is needed item/merchandise.

Rank 3: Merchant apprentice

Social skills won't fumble anymore.

Rank 4: Merchant

May develop one more weapon skill.

Rank 5: Trader

50 % find/know place where is needed item/merchandise.

(not cumulative).

Rank 6: Trader

May wear chain armor.

Rank 7: Grand trader

100 % find/know place where is needed item/merchandise.

(not cumulative).

Minstrel**Rank 1:** Courtier**Rank 2:** Troubadour

May change his beauty by +/-3 points using make up .

Rank 3: Agitator

Enhanced hearing, 3 bonus points for hearing perception.

Rank 4: Poet

+5 to seduction.

Rank 5: Minstrel

+10 seduction (not cumulative).

Rank 6: Bard

Social and musical skills won't fumble anymore.

Rank 7: Grand Bard

Friendly, except when caught in the act, the Grand bard will never be implicated.

Monk**Rank 1:** Initiate**Rank 2:** Monk apprentice**Rank 3:** Monk apprentice

1d10 Power points.

Rank 4: Monk**Rank 5:** Priest monk

+5 to an action after spending two rounds of concentration.

Rank 6: Priest**Rank 7:** Grand priest

+10 to an action after spending two rounds of concentration (not cumulative).



Scholar**Rank 1:** Student**Rank 2:** Scientist**Rank 3:** Engineer

1d10 Power point(s).

Rank 4: Engineer**Rank 5:** Scholar

Knowledge skills won't fumble.

Rank 6: Grand scholar**Rank 7:** Sage

Ignore all fumbles except with rolls under characteristics.

Sorcerer**Rank 1:** initiate**Rank 2:** Sorcerer apprentice**Rank 3:** Witch**Rank 4:** Sorcerer**Rank 5:** Grand Sorcerer**Rank 6:** Master sorcerer**Rank 7:** Grand master sorcerer**Thief****Rank 1:** Villain**Rank 2:** Robber

Enhanced view, 3 bonus points to view perception.

Rank 3: Brigand

Detect magical illusions with detect traps skill.

Rank 4: Thief

Thief may wear rigid leather armor.

Rank 5: Assassin

May develop one more weapon skill.

Rank 6: Spy

Subterfuge skills won't fumble.

Rank 7: Grand thief

+1 on the locate table, silently kill 70%.

**5.5 Professional Adjustments**

The character class is related to a specific skill development. The numbers written on the professional adjustment table correspond to the threshold until when the development cost is doubled. At this threshold, character must spend 2 experience points to get 1 point bonus.

► **Example :** *Clarn is a warrior and so his first aid threshold is 5. He had already spend 5 experience points in this skill. If Clarn wants to develop this skill further, he will have to spend 2 experience points for each supplementary point wanted.*

► **Note :** *Threshold correspond to experience points only, not to the total skill bonus.*

	Animist	Knight	Cleric	Druid	Explorer	Healer	Warrior	Warrior monk	Magician	Trader	Minstrel	Monk	Sorcerer	Scholar	Thief
SKILLS :															
Combat	5	15	5	5	10	5	20	20	0	10	10	5	0	5	15
Magical	-	-	5	10	-	0	-	-	20	-	-	0	20	0	-
Subterfuge	10	5	5	5	10	5	10	15	0	10	15	5	5	5	20
Outdoor	15	5	0	10	20	5	5	0	0	10	0	0	0	5	5
Knowledge	15	5	5	10	5	15	5	5	10	10	5	10	10	20	5
Athletic	5	15	5	5	10	5	15	20	0	5	5	5	0	5	10
Social	0	5	5	0	0	5	5	0	10	20	20	0	5	15	10
Medical	10	5	15	5	5	20	5	5	5	5	5	5	5	10	5
General	10	5	5	10	5	5	5	5	5	10	20	5	5	15	5
WEAPONS & ARMORS :															
Max. weapon(s)	1	4	2	1	3	1	5	2	1	2	2	0	1	1	2
Max. armor	L	P	RL	L	RL	L	P	N	N	RL	L	N	N	L	L

The number correspond to the threshold until when the development cost is doubled.
 "-" indicate that the character can't develop this skill.

6. SOCIAL ORIGIN

In medieval times, the social origin was of major importance. This is what will decide whether your character starts well equipped or not. Roll a d100 on this table to determine the social origin of the character.

D100 Roll	Social title	Possessions
01-10	Slave	Nothing
11-20	Serf	5 IP
21-60	Farmer	5 CP
61-80	City dweller	1D6 BP
81-85	Modest burgher	1D10 SP
86-90	Burgher	1D6 GP
91-96	Noble (low title)	1D20 GP
97-98	Noble	1D100 GP
99	Far lordly family	2D100 GP
100	Close lordly family	5D100 GP

Certain classes are forbidden to the lowest origins. Look here to see the classes which are authorized for your character.

Slave

Explorer
Warrior (gladiator)
Warrior-monk
Minstrel
Monk
Thief

Serf

Animiste
Explorer
Healer
Minstrel
Monk
Warrior-monk
Thief

Farmer

Animiste
Explorer
Druid
Healer
Warrior (mercenary)
Warrior-monk
Minstrel
Monk
Thief

City dweller

Cleric
Explorer
Healer
Warrior (militiaman)
Warrior-monk
Magician
Trader

Minstrel
Monk
Sorcerer
Thief

Modest burgher

Cleric
Healer
Warrior (militiaman)
Warrior-monk
Magician
Trader
Minstrel
Monk
Scholar
Sorcerer
Thief

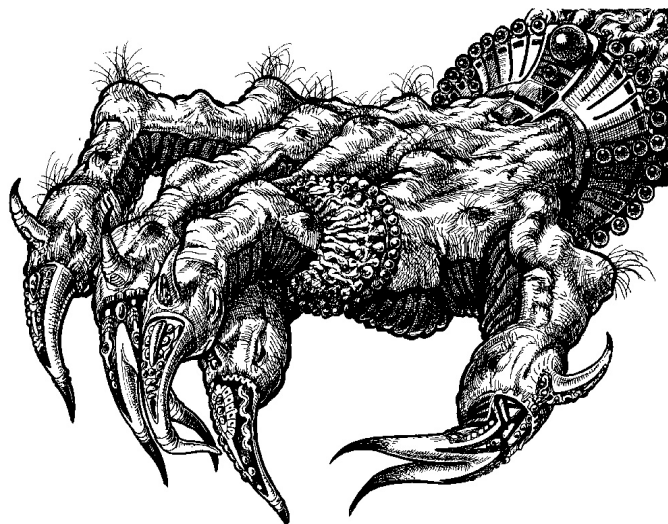
Burgher

Knight
Cleric
Magician
Trader
Minstrel
Monk
Scholar
Sorcerer

Noble (*)

Knight
Cleric
Druid (low title only)
Explorer
Warrior (low title only)
Magician
Trader
Minstrel (low title only)
Monk
Scholar
Sorcerer

(*) Include the four categories.



7. ENCUMBRANCE

A character may carry twice his strength in pounds without difficulty. The weight of all things that are weared (armor, clothes) count for half the amount.

The penalty is applied to dynamic actions including attack.

► **Example :** *Clarn is wearing a chain armor (36 lbs) plus his equipment (22 lbs). His armor only weights for half (18 lbs). So, the total carried weight is 40 lbs. Clarn has a strength of 16, so he's at -1 for any dynamic actions.*

Weared weight	Penalty	Movement max.
AW or less	0	All
AW +1 to +10	-1	All
AW +11 to +20	-2	Sprint
AW +21 to +30	-3	Run
AW +31 to +50	-5	Fast walk
AW more than 51	-8	Walk
AW : authorized weight (twice strength pounds)		

7.1 Movement

Use the rule following too know the maximum pace of a character.

Distance per round (yards) = movement max. X stride factor

7.2 Movement rate

The movement rate is calculated with the character quickness score.

Type	QU Modifier
Walk	X1
Fast walk	X2
Run	X3
Sprint	X4
Fast sprint	X5

► **Example :** *Clarn has a quickness of 10 and isn't encumbered. So his maximum movement rate is 50 yards (quickness x10) in fast sprint mode.*

7.3 Stride modification

Size	Factor	Defense bonus	Discretion bonus
Less than 2'8"	0.6	+4	+5
2'8" to 3'6"	0.7	+3	+4
3'6" to 4'	0.8	+2	+3
4' to 5'4"	0.9	+1	+2
5'4" to 6'	1	0	0
6' to 6'4"	1.1	0	-1
6'4" to 6'7"	1.2	-1	-2
6'7" to 7'	1.3	-1	-3
More than 7'	1.4	-2	-5

8. MENTAL HEALTH

Mental health correspond to the strength of mind of the character. When a character is confronted to something horrible, he may keep himself in control or panic. He can even sink in insanity, definitely or not. (see Rule manual).

Use the following rule to calculate the character's mental health :

Mental health = (PR+SC+WI)/3 + 1d10

9. SAGA POINTS

In old Icelander, Saga means the "say", what you tell about a hero, his story. We work on the principle that players will play extraordinary characters, worthy a saga. Like anyone of us, the characters have a past story. They even already have it when they are first played by the player. These points contribute to make the characters different between them. The Game Master may decide to not use these points or to give less of them.

9.1 Race points

Elf	3
Meharim	2
Seraphim	2
Dwarf	3
Krim	3
Kalanka	4
Nelong	4
Mixed Man	4
Half Elf	3

9.2 Use possibilities

Each option cost one point.

1. Bonus to skill

A +3 bonus to an already known skill.

This option can be taken at will but only one time for each skill and not for weapons.

2. Language

A written and spoken language as a native.

This may be his country language if the character is a slave or a serf (if the character shouldn't know writing).

Social restriction :

Slave : 1 point

Serf ou farmer : 2 points

Others : 3 points max.

If the language is a foreign one, it also gives a good knowledge of customs which are in use in this foreign country.

3. Characteristics

Characteristics raising : one raised by 2 points or three raised by 1 point.

This option can be choose only once.

► **Note** : This may be too powerful ; the GM may choose to not allow this option or only for characteristics which are not over 20.

4. Skill

A new skill with 5 experience points.

We recommend a maximum of 2 points in this option.

5. Special abilities

1 point spent = 1 roll on one of the two tables, non-magic or magic ;

2 points spent = 3 rolls on one table OR 1 roll one each table OR 1 chosen special ability on one of the two tables (excluding from 95 to 100 on the non-magic table and from 92 to 100 on the magic table) ;

3 points spent = 3 rolls on one table and another roll on the other table OR 2 rolls on each table OR 1 chosen special ability on each table (excluding from 95 to 100 on the non-magic table and from 92 to 100 on the magic table) and 1 roll on any table ;

4 points spent = two chosen special abilities (excluding from 95 to 100 on the non-magic table and from 92 to 100 on the magic table) on the two tables OR one choice on one table which include from 95 to 100 on the non-magic table and from 92 to 100 on the magic table.

► **Note** : This may be too powerful ; we recommend the GM to refuse the fourth possibility or even the third one.
The GM may refuse options that do not correspond to his way of playing, especially the characteristics raising.

6. Special items

Three maximum points spent ; 1 roll = 1 point.

7. Particular status

This roll may either replace the social origin roll, or either complete it.

Here again the GM choose. Two rolls granted for two points, player choose the one he prefer.

8. Wealth

Two rolls maximum.

► **Note** : This is not an exhaustive list, each GM will feel free to adapt it and to add his own ideas !

Non-magic special abilities table.

- 1-4 :** Player may choose on the table, excluding 95-100 or player has 5 tries to choose what he wants.
- 5-7 :** Natural Bowman : bow range is increased by 25%.
- 8-10 :** Subtle : +4 discretion.
- 11-13 :** Natural rider : +4 riding.
- 14-15 :** Ennoblement : PC is ennobled because of a bravery act.
- 16-17 :** Killer training : +5 aiming (cumulative) or +/-1 on the locate table (not cumulative).
- 18-19 :** Natural robustness : +5 HP. +1 to CO.
- 20-21 :** Stronger mental health : +2d6 mental health. +1 WI and SC.
- 22-23 :** Hammer-hand : character fists does 1d6 damage points.
- 24-25 :** Luck : Player can modify 3 rolls related to his character three times a day by +1/-1.
- 26-27 :** Weapon master : +4 to a weapon skill (player choose).
- 28-29 :** Disarming skill : [ATT attacker - ATT Defender] +1d20. If more than 20, successful.
- 30-31 :** Fast healing : wounds heal twice faster.
- 32-33 :** Magic resistance : non-believer : 5 + rank bonus to resist magic ; character can't cast any spell or use items that use spells.
- 34-35 :** Animals friend : with concentration (AU +1d20 ; successful if over 20) character can link himself to an animal (but can't control it). Player can develop a specific skill.
- 36-37 :** Subconscious preparation : character stands his weapons one round earlier.
- 38-39 :** Danger sens : [AU +1d20 = if over 20, successful]. The GM choose if player completely feel the danger or just sense it.
- 40-41 :** Light sleep : (PER roll without penalty) character can wake up and act without penalty in the same round.
- 42-43 :** Natural carrier : Character can carry 3 times his strength without difficulty.
- 44-45 :** Outdoor man : +3 to all rolls including find food, find a shelter, start a fire... ; +2 to discretion, tracking, set traps. All these skills must be use outdoor. Gm choose other skills possible.
- 46-47 :** Armor : Character can wear an armor one rank higher than the one his class authorize.
- 48-49 :** Favorite : Character is a local high rank noble favorite.

50-51 : Blessed : Character has a Power that is watchful with him (a god ?). This power is linked to something particular (element, art,...).

► **Note:** For 48-49 and 50-51, GM and player must decide the exact way this can help the character. For example, the character may be lucky [n°24-25], or may ignore a roll once a day to make the result he choose, or, if the Power is linked to an element, have special benefits (he can't drown himself, start a fire with nothing,...). Anyway, the Power will expect something from the character. If the character refuse or fail, the Power can cancel the character benefits or even curse him. A noble benefits would be more material (horse, soldiers, gold,...).

52-53 : Weapon judge : The character can guess the characteristics of weapons, armors and shields whatever they're magic or not.

54-55 : Survival instinct : when the character use at least third of his attack to parry, he receive a supplementary +5 bonus.

56-57 : Empathy with an animal race : character has a familiar as well as animal friendly as for 34-35 on this table.

58-59 : Infravision. Alternative : enhanced one of the other sense, with GM agreement.

60-61 : Sharp eyed : +1 to perception et +2 to view related skills : traps detection, locate secret opening, tracking, aiming...

62-63 : Flash reflexes : +5 initiative.

64-65 : Combat sense : +1 Attack and defense.

66-67 : Charismatic voice : +2 related skills : singing, seduction, acting...

68-69 : Hypnotic eyes : +2 to skills which are related to influence someone (example : seduction, acting, duping...); +1 beauty.

70-71 : Neutral odor. Can't be spotted by smell. +3 to smell perception.

71-72 : Sharp vision: +3 detect traps, locate secret openings.

73-74 : Athletic: +2 climbing, jumping, acrobatics...

75-76 : Flexible joints: +3 jumping, +2 picking lock and contorsions.

77-78 : Lung capacity at 5mn; stamina is doubled. +3 swimming. +1 Constitution.

79-80 : Flexible wrists : +2 throwing weapons, martial arts and hand to hand fighting.

81-82 : Cat walk : +3 discretion, +2 balance maneuvers.

83-84 : Vengeful : doubled damage on a specific race.

85-86 : Herborist : +3 bonus to find plants, plants knowledge.

87-88 : One skill will never fumble and has a open-ended with 19-20 (no weapon skill).

89 : Killer : +2 damage.

90 : Shape changer : The character may transform himself into a specific animal with GM agreement. We suggest the character to develop a skill SC based to control shape changing in stress situations (example : combat, afraid...).

91-92 : Friend : A friend who is twin to the character.

93-94 : Empathy : Pain comprehension : +3 medical skills.

95 : +2 St

96 : +2 Co

97 : +2 Qu

98 : +2 Ag

99 : +2 Per

100 : +3 to one of the mentioned characteristics above.



Magic abilities table :

- 1-3 :** Aggression : +4 Bonus to directed spells.
- 4-7 :** Resistance : +5 resistance bonus to attack spells.
- 8-11 :** Protection : The character has a +7 resistance bonus to a rune class.
- 12-15 :** Eloquence : The character needs a round less to cast spells.
- 16-19 :** Thoughtful : Power points gained back in 4 hours.
- 20-23 :** Runes knowledge : +4 Runes.
- 24-26 :** Aura : The character gets 5 power points at each rank.
- 27-29 :** Archtype : The character can double his power points amount once a week.
- 30-33 :** Subconscious discipline : Concentration based spells continue to work, when character stops concentrate, as long as the amount of time he spend concentrate.
- 34-36 :** Hybrid ability : The character may choose another magical class he'll can learn runes from. He can memorize a supplementary Rune each rank.
If the character isn't a spell caster, he may choose a magical class and will learn runes as if he was of this class. He will gain power points by spending experience points with the rule of one power point for two experience points spent.
- 37-39 :** Visions : The character see things that happened or will happened, related to a person or a place.
- 40-43 :** Mentor : The character has a good friend who is a high rank magician.
- 44-47 :** Alchemist : As "mentor" except that the friend is an alchemist who can sell cheaper magic items to the character (up to 50% off).
- 48-50 :** Magic reading : The character, if concentrate, can feel magic around him (up to 3 feet). He may develop this skill to know more details. This skill will be same as magic perception except that character can feel items, single areas without penalty.
- 51-54 :** Spatial skill : spells range is doubled, self become touch, touch become 5 feet.
- 55-58 :** Spread skill : spells radius or targets are doubled.
- 59-62 :** Time skill : spell duration is doubled, concentrate spells aren't affected.
- 63-65 :** Shape changer : The character may transform himself into a specific animal with GM agreement. We suggest the character to develop a skill SC based to control shape changing in stress situations (example : combat, afraid...).
- 66-68 :** Vengeful : doubled damage on a specific race.
- 69-71 :** Exorcist : The character may deliver curses or evil spirits

from someone mind. He spend power points which will act for the target as resistance bonus points. If the character doesn't have any power point he may use his presence score as power point, for this skill only. These points are gained back at one per hour.

- 72-74 :** Herborist: +3 bonus to find plants and plants knowledge.
- 75-77 :** Fate sense: The character alwas know the direction which lead to his wishes.
- 78-80 :** Blessed : Character has a Power that is watchful with him (a god ?). This power is linked to something particular (element, art,...).
- 81-84 :** Spell : The character begin with 3 Runes more.
- 85-87 :** Ethereal eyes : Ability to see invisible things.
- 88-90 :** Friend : A friend who is twin to the character
- 91 :** Professional affinity : Character receive a +5 resistance bonus versus spells from his class and a +3 bonus to cast them.
- 92 :** +2 Re
- 94 :** +2 Me
- 95 :** +2 Wi
- 96 :** +2 Pr
- 97 :** +2 Sc
- 98 :** +2 Ch
- 99 :** +2 Au
- 100 :** +3 to one of the mentioned characteristics above.



Wealth table

01-05 :	2 Gp
06-10 :	3 Gp
11-15 :	4 Gp
16-20 :	5 Go
21-30 :	6 Gp
31-40 :	7 Gp
41-60 :	8 Gp
61-65 :	9 Gp
66 :	income 5 Sp/month
67-80 :	10 Gp
81-85 :	15 Gp
86-90 :	20 Gp
91-93 :	25 Gp
94-95 :	30 Gp
96-97 :	50 Gp
98 :	income 1 Gp/month
99 :	income 15 Sp/month
100 :	income de 25 Sp/month

► **Note :** *Incomes may come from family property such as land renting, buildings... The character can't sell it.*

Social status table

01-20 :	Criminal environment : Your family is associated to a brigand guild/network. You wear an item or know a sentence which can make you be recognize by the others. You also have a rank status : 01-50 : initiate, first rank ; 51-70 : member, second rank ; 71-85 : legislator member (who participate to décisions), third rank ; 86-95 : Unit chief, fourth rank ; 96-100 : Head officer, fifth rank. GM control details with player for all that can ensue from this status.
21-40 :	Your family belongs to a trader or a crafter corporation. Votre famille appartient à une corporation de traders ou d'artisans. You wear an item or know a sentence which can make you be recognize by the others. Roll your inside status as above.
41-50 :	Multi-cultural, multi-linguist : You know two or three language as a native and all the cultural knowledge that ensue.
51-60 :	Animal friend : You deeply understand an animal specie, how it react/think; the habits, signs/language... You have a familiar from this specie who keep an eye on you.
61-70 :	Race friend : You deeply understand a different race from yours, their language, way of thinking, habits, religious rituals...
71-80 :	Your family is from royal blood and you are noble.
81-90 :	Conspirator environment : Yourself or your family are linked to a powerful cult or terrorist organization which wants to take power where you're living. Roll your inside status as for Criminal environment above.
91-96 :	Your family is rich : make a roll with a +20 bonus on the wealth table.

97-99 : Your family has a lucky star. Anything which is related to hazard is inclined to your favor for 10%. For example when people have a fifty-fifty chance to find something or not, you have a sixty-fourty one. You also have the special ability "luck" (see 24-25 on non-magical table).

100 : Same as above, but you get 20% more chance. You also get a free roll on the wealth table, lucky boy.

Magic items table

01-10 :	A bread, a plant or a poison chosen with GM agreement. (example : a plant which cures 1d10 Hit points).
11-20 :	A magic item which have a +1 bonus. Player's choice. (Example : a +1 to hit sword)
21-30 :	A magic item which have a +2 bonus max. Player's choice. (Example : a +1 to hit and +1 to damage sword or a +2 to hit sword)
31-45 :	A spell adder +1. This item allow the character to cast a spell for free each day (5 power points max).
46-65 :	A daily magic item 1 : This item has a spell in it which can be used once a day (5 power points max).
66 :	A familiar who belong to a fairy race, with GM agreement.
67-75 :	A magic item which have a +3 bonus max.
76-80 :	A spell adder +2. This item allow the character to cast up to 2 spells for free each day (10 power points and 2 spells max).
81-85 :	A daily magic item 2 : this item has a spell in it which can be used twice a day or two spells once a day. (10 power points max).
86-90 :	A magic item which have a +4 bonus max.
91-95 :	A spell adder +3 (15 power points and 3 spells maximum).
96-97 :	A x2 power points multiplier (example : Clarn has 20 power points. With this item he now gets 40).
98 :	A spell adder +4 (20 power points and 4 spells maximum).
99 :	A daily magic item 3 (15 power points).
100 :	A daily magic item 4 (20 power points) OR a spell adder +5 (25 power points and 5 spells maximum) OR a x3 power point multiplier OR a magic item which have a +5 bonus max.

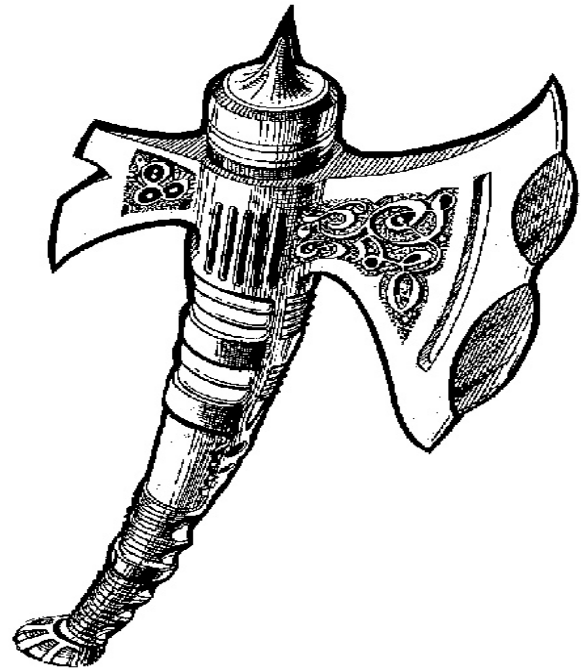
► **Note :** *If the player prefer he may choose a lower result than his roll. Only available on this table.*

Flaws**Rule and explications :**

Flaws permit the player to assert his character personality. To help the courageous players who decide to attribute some flaws to their character, each roll on the flaw table gives a free Saga point (max 3).

Following is the, if not exhaustive still well furnished, list of flaws and other qualities feared by players.

- 01-05 :** Racist : The charact hate a race.
- 06-10 :** Xenophobic : as above but for all race that aren't his.
- 11-15 :** Obsession : The character is more or less obsessed by something.
- 16-20 :** Mania : The character has an old habits or tic. This can be a refusal to do something : to have a wash, salute a foe...
- 21-25 :** Bad faith : The character isn't in good faith. Quite irritating.
- 26-30 :** Phobia : The character is hugely afraid by something (void, insects, people with long hair, crowd, kids, horses...). Variant : The character is superstitious : he has several own stupid rules that he can't fight. (" Are you insane to put the bread upside down ! You had irritate spirits ! You MUST yell three times LIUZFGELZUIFGAEFG with a garlic sausage in each hand ! ").
- 31-35 :** Rude : The character is a rude one.
- 36-40 :** Greedy or avaricious.
- 41 :** Depressive and suicidal (sorry).
- 42-43 :** Paranoiac.
- 44-45 :** Wimp : Until he gets wounded, the character suffer a -2 penalty for dynamic actions. Wounded, the character as a +1 bonus.
- 46-47 :** Alcoholic or addicted to any substance.
- 48-49 :** Excentric (hard to be discreet).
- 50-51 :** Scared, -2 beauty.
- 52-53 :** Skin disease which make him repulsive, -4 beauty.
- 54-55 :** Sex maniac.
- 56-57 :** Curse which make a lot of persons, of the same sex, wanting to sleep with the character.
- 58-59 :** Ardent : The character can't resist to combat call.
- 60-61 :** Weakness : The character has a weak point that will make him live the worst stories (defend his mother honor, wants to be loved, loving somebody he can't have...). Variant : Very touchy, spend most of his time dueling until he meet a 7th rank magician.
- 62-63 :** Indecisive : When a choice must be down the character can't do it.
- 64-65 :** Contradicted mind : Very annoying.
- 66-67 :** Dyslexic.
- 68-69 :** Allergic to an usual substance.
- 70-71 :** Vegetarian.



- 72-73 :** Character is convinced to be right and try to convert as much people around him as possible.
- 74-75 :** Character plays bagpipes (1h/day) or any other unbearable instrument.
- 76 :** Character smells a particular odor which attract wild animals.
- 77-78 :** Timid.
- 79-80 :** Mythomaniac.
- 81-82 :** Boring : People don't like the character to speak.
- 83 :** Outlaw (wo)man.
- 84-85 :** Talkative.
- 86 :** Shape-changer without any control.
- 87-88 :** Honor code : The character must respect a strict honor code.
- 89 :** Heedless : Character is confusing left and right.
- 90-91 :** Very sensitive to sharp or deep noises which incapacitate the character.
- 92-93 :** Always has a cold : no smell and strange accent.
- 94-95 :** Capricious : The character can't tolerate that someone says no to him.
- 96-97 :** Naïve and not mistrustful at all (All Gm's dream).
- 98-99 :** Provocative.
- 100 :** Bloodthirsty.

10. FATE POINTS

10.1 Definition

This is an optional rule that we strongly recommend to apply. Advanced Athala wants to be realistic and so the combats are deadly. Fate points permit the characters to not die at the first blow. Each character has an amount of fate points equal to $Au/5$ plus 1d4.

10.2 Use

Fate points are automatically used (actually the GM use them) when the character should have died. The deadly roll is canceled. Fate points can't be gained back and can't be used while a PC combat.

► **Example :** *Clarn fights a brigand. The brigand strike and hit him at the head, he inflict 10 damage points. The adventure should stops here for Clarn ! So the GM "spend" a fate point and consider that the brigand has failed to hit. At the end of the adventure, the GM will say to the player that he has lost a fate point.*

11. EXPERIENCE

Experience is quite simple in Advanced Athala. At the end of the adventure the GM give some experience points to each player. These points can be used to raise skills or power points. They can't be used to raise defense and hit points. If possible, the GM will recommend the player to spend some points in skills he used during the adventure.

Attribution examples

Adventure failed : 0-5 points
Adventure half successful : 6-12 points
Adventure successful : 13-19 points
Adventure without any mistake : 20+ points

Characters can use their experience point as they wish to following this limit :

Actual bonus	Maximum raising
0-5	3
6-10	2
11-25	1
26-30	0.5
>30	0.25

11.1 Advanced development

A character can decide to develop a skill twice. He can do it only once per adventure. First development cost one point, second cost three points.

11.2 Characteristics

A character may use experience points to raise his characteristics. He can raise one characteristic by one point for 5 experience points spent. Each characteristic can only be raised once and cannot exceed 20.

12. CHARACTER CREATION GUIDELINE

Here is the guideline to create a character.

- 1) Determine general character appearance (name, race, age, size, weight, hairs, eyes, class, sex, social origin).
- 2) Determine character characteristics. Roll 14 times 2d10. Roll again when result does not exceed 4. You will obtain 14 numbers between 5 and 20. Ignore the two worst rolls. Share out the numbers between characteristics adding race and class modifiers.
- 3) Roll 2d10 for beauty.
- 4) If character had some and is rank 1, roll the power points and choose the Runes (see 6.).
- 5) Calculate hit points following this rule :

HP = Constitution + 5

- 6) Share out 60 experience points between chosen skills and/or Runes with 5 points max per skill. You can't spend any point in defense. Each experience point spent gives one skill bonus point.

► **Example :** *If you want your character to ride as well as possible, spend 5 points in the riding skill. You will have 55 points left.*

- 7) Calculate skills sums (experience points + class + characteristic(s) + various) and attack bonus sum (experience points + class + characteristic(s) + weapon + various - encumbrance) and then defense bonus sum (shield + quickness bonus (see 2.142) + weapon + various).

► **Example 1 :** *The created character has spent 5 points in riding skill. The chosen class, Knight, bring 5 more points. The characteristics bonus of the character for the riding skill is 7 (agility/2). So, the riding skill sum is $5+5+7 = 17$.*

► **Example 2 :** *Do the same for attack bonus sum. Don't forget to add the weapon bonus and the encumbrance penalty. (see Rule manual).*

- 8) Write the character rank and title.
- 9) Choose the character Saga.
- 10) Choose character equipment if he's rich enough.
- 11) Calculate the weight weared (remember armor and clothes weights half). Calculate encumbrance.
- 12) Calculate maximum movement rate.
- 13) Write for each area the armor weared and the protection it gives.
- 14) Roll the Fate points ($Au/5 + 1d4$).
- 15) Calculate defense :

Defense = Quickness bonus* + Shield bonus

*: see 2.142

13. EQUIPMENT

You will find following all the needed equipment pieces an adventurer may ask.

13.1 Armors

Designation	Slashing	Piercing	Crushing	Weight	Strength	Initiative	Covered areas	Price
Light cloth	0	0	0	-	-	-	-	-
Thick cloth	0	1	1	-	-	-	-	-
Leather	1	1	2	6.0	11	3	3, 4, 10, 11, 12, 13, 14, 15	5sp
Leather PROT	1	1	2	2.0	10	3	5, 6, 7, 8, 16, 17, 18, 19	4sp
Studded leather	2	2	2	8.0	13	4	3, 4, 10, 11, 12, 13, 14, 15	7sp
Studded leather PROT	2	2	2	3.0	12	4	5, 6, 7, 8, 16, 17, 18, 19	7sp
Rigid leather	4	5	3	15.0	14	5	3, 4, 10, 11, 12, 13, 14, 15	1gp
Rigid leather PROT	4	5	3	11.0	13	3	5, 6, 7, 8, 16, 17, 18, 19	1gp
Chain	5	4	6	22.0	15	7	1, 2, 3, 4, 10, 11, 12, 13, 14, 15	2gp
Chain PROT	5	4	6	3.0	13	7	5, 6, 7, 8, 9	7sp
Chain PROT	5	4	6	4.0	13	7	16, 17, 18, 19, 20	1gp
Double chain	7	5	8	43.0	17	9	1, 2, 3, 4, 10, 11, 12, 13, 14, 15	5gp
Double chain PROT	7	5	8	6.0	15	9	5, 6, 7, 8, 9	14sp
Double chain PROT	7	5	8	8.0	15	9	16, 17, 18, 19, 20	2gp
Plate	9	10	8	43.0	20	15	1, 2, 3, 4, 10, 11, 12, 13, 14, 15	10gp
Plate PROT	9	10	8	6.0	18	13	5, 6, 7, 8, 9	3gp
Plate PROT	9	10	8	8.0	18	13	16, 17, 18, 19, 20	4gp
Helmet	4	4	4	2.0	5	1	1	7sp
Rigid leather helmet	4	5	3	1.5	5	1	1	3sp
Helm	9	10	8	4.0	5	3	1, 2	13sp
Small shield	-	-	-	6.0	10	-	+4 defense	5sp
Shield	-	-	-	12.0	14	-	+5 defense	14sp
Wall shield	-	-	-	21.0	19	-	+7 defense	2gp
Main gauche	-	-	-	2.0	6	-	+3 defense	7sp
Leather gloves	1	1	2	1.0	-	-	9	1bp
Leather boots	1	1	2	2.5	-	-	20, 19, 18	5bp

Legend :

PROT : Correspond to armor part, arm and leg greaves.

Strength : Minimum strength needed to wear the armor without penalty. If the strength is lowest than it, each point between the character strength and this number is a penalty point to dynamic actions, initiative, movement and attack.

Initiative : Penalty to initiative while armor is worn.

In case of mixed armor (example : plate hauberk and arm chain greaves) use the worst penalty.

Covered areas : Correspond to body areas which are protected by the armor (see locate table).

Slashing, piercing, crushing : Correspond to the point(s) the armor absorb. Helmet gives a 5 perception penalty, helm 10.

13.2 Services

Designation	Duration	Price	Notes
Communal room	one night	1bp	10/20 beds
Separate room	one night	3bp	With lock, 1 to 2 person(s)
Suite	one night	1sp	With lock, bathroom, 2 rooms, large city only
Stable	one night / day	6cp	Oats, hay and straw
Modest meal	-	5cp	Soup, vegetables, bread
Complete meal	-	8cp	Vegetables, meat, bread
Luxurious meal	-	14cp	Complete with cake
Wine, modest	-	5ip	1 pint
Wine, great vineyard	-	2cp	1 pint
Beer	-	4ip	1 pint
Brandy	-	8ip	half pint
Hair cut	-	5cp	City only
Beard cut	-	3cp	City only
Theatre / Show	various	1bp	Large city only
Prostitute	various	1sp	One chance on 20 to catch a shameful disease
Luxurious prostitute	various	1gp	One chance on 100 to catch a shameful disease
Care, light	various	1sp	Consultation, 1d8 hit point(s) healed, city only
Care, heavy	various	1gp	Hospital, room and care until cured, large city only
Bank	various	Spécial	Cost : 1% of the amount per month, large city only

13.3 Various

Designation	Price	Weight	Notes
Amadou / silex	2cp	0.6	Start 10 fires
Bandages	5cp	1	Clean cloth, needed for first aid
Bucket	4bp	6.0	Copper, 3 gallons capacity
Balls	7cp	6.0	20 iron sling balls
Box	1bp	1.0	Iron, 4"x3"x3"
Candle	1cp	0.2	Lights 15' radius, duration 2 hours
Purse	1bp	0.2	Leather
Boots	5bp	2.5	Leather, feet protection (20) and calves (19,18)
Bridle and reins	1bp	1.0	
Padelock	23cp	0.5	Iron, Picking lock penalty : -5
Cloak	3bp	2.0	Wool
Luxurious cloak	3sp	1.6	Thick cloth, waterproof, embroidery, color
Hood	15cp	1.0	Wool
Luxurious hood	15bp	0.8	Thick cloth, waterproof, embroidery, color
Quiver	4bp	1.0	Holds 20 arrows or bolts
Bolts	5bp	2.0	20 crossbow bolts
Belt	3bp	1.0	Leather
Chain	3bp	8.0	Iron, 10 feet
Hat	1bp	0.4	Felt
Shirt	7cp	0.6	Cotton
Luxurious shirt	1sp	0.4	Silk, embroidery, color
Nails	5ip	0.8	20, 2"
Rope	3bp	8.0	45 feet, hemp
Blanket	7cp	2.0	Wool
Ladder	2cp	12.0	10 feet, wood
Ink	1sp	0.2	0.5 pint, black
Phial	1bp	0.2	Glass, 0.5 pint
Arrows	2bp	3.0	20
Oil flask	8bp	1.0	5 hours refill lantern
Belt scabbard	15cp	1.0	for one handed weapons
Shoulder scabbard	2bp	1.6	for two handed weapons
Gloves	1bp	1.0	Leather, hand protection (9)
Luxurious gloves	3bp	0.2	Felt, embroidery, color
Flask	2cp	1.0	Rigid leather, one pint
Grappling hook	6bp	4.0	Iron, 3 teeth
Harness	5bp	4.0	
Lantern	6bp	1.8	To be used with oil, lights 45' radius
Book	1gp	2.0	100 blank sheets
Hammer	2bp	2.0	Iron and wood
Mirror	1sp	1.8	Glass, 8"x6"
Lock pick tools	1sp	2.0	+5 to picking lock skill
Water skin	9cp	1.0	Leather, 1 gallon
Pants	7cp	1.0	Wool
Luxurious pants	1sp	0.8	Velvet, embroidery, color
Paper	1sp	0.2	10 sheets, 14"x8"
Parchment	2sp	0.4	10 sheets, 14"x8"
Shovel	9bp	3.0	Iron and wood
Claw	2bp	4.0	Iron
Sharpen stone	3cp	0.2	Needed for some weapon maintenance
Pickaxe	7bp	5.0	Iron and wood
Geese feather	1ip	0.2	Prepared to write
Dress	2bp	2.0	Wool
Luxurious dress	3sp	3.0	Silk, velvet, cloth, lace, embroidery, color
Rucksack	1bp	2.0	5 gallons
Rucksack (big)	2bp	4.0	13 gallons
Sleeping bag	3bp	6.0	For one person
Saddlebag	25cp	1.0	3 gallons each
Saddle	2sp	10.0	
Saw	1bp	1.6	Iron and wood
Whistle	1sp	0.2	Range : 1,5 mile, metal
Shoes	2sp	0.8	Leather
Tente	1sp	10.0	For two persons
Torch	2ip	1.0	Lights 30' radius for a hour
Suitcase	1sp	3.0	Waterproof, 20"x15"X7"
Coat	5bp	4.0	Wool
Luxurious coat	5sp	4.0	Velvet, cloth, color

13.4 Weapons

Designation	Type	Damage	AB	DB	AI	F	S	St	Size	Weight	Price
Light crossbow	2hp	1d6+1	2	-	6	0	-	10	3'	6.0	25sp
Heavy crossbow	2hp	1d8	3	-	8	0	-	15	4'	10.0	4gp
Short bow	2hp	1d6	1	-	3	0	-	7	3'8"	2.0	12sp
Long bow	2hp	1D6+1	2	-	4	0	-	10	5'4"	3.0	19sp
Composite bow	2hp	1d6+1	1	-	4	0	-	9	4'4"	3.0	21sp
Sling	1hc	1d6	1	-	0	0	-	6	2'	0.5	5bp
Javelin	1hp	1d6+1	1	-	0	0	-	9	5'	4.0	7sp
Staff	2hc	1d10	1	1	2	0	1	8	5'4"	4.0	3cp
Hawk beak	1hc/p	1d8	2	0	1	1	5	12	3'	5.0	2gp
Scimitar	1hs	1d6+2	2	0	0	0	2	15	3'	5.0	2gp
Claymore	2hs	1d12+1	2	2	-3	0	1	14	5'6"	8.0	32sp
Knife	1hs/p	1d2	0	0	8	-4	-6	5	6"	0.5	2sp
Dagger	1hs/p	1d4	0	0	6	-2	-5	5	1'	1.0	5sp
Two handed sword	2hs	1d12+2	2	1	-1	0	2	16	5'	8.0	3gp
Bastard sword	1hs	1d8	0	1	1	0	1	15	4'	6.0	3gp
Two handed bastard sword	2hs	1d12	1	1	0	0	1	15	4'	6.0	3gp
Short qword	1hs	1d6	1	2	4	0	-3	8	2'4"	2.5	15sp
Broad sword	1hs	1d8	2	0	2	0	0	12	3'6"	3.8	2gp
Long sword	1hs	1d8	1	1	2	0	-1	11	4'	3.5	25sp
Spear	1hp	1d6+1	2	0	1	0	1	9	6'7"	6.0	4sp
Flail	2hc	2d6+2	3	-1	-4	3	4	15	3'4"	9.5	27sp
Club	1hc	1d4+1	1	0	2	0	0	7	2'	2.0	2cp
Battle Axe	1hs	1d6+1	2	0	2	0	4	12	3'	5.0	2gp
Two handed battle axe	2hs	1d12+1	3	0	0	0	6	15	3'4"	8.0	26sp
Halberd	2hs/p	1d12	0	0	-4	1	0	15	8'4"	8.0	27sp
Mounted lance	2hp	1d12+4	4	0	0	0	3	15	10'	10.0	1gp
War hammer	1hc	1d6+1	1	0	2	0	4	14	3'	5.0	2gp
Two handed war hammer	2hc	1d12	3	0	0	0	6	15	3'4"	8.0	25sp
Mace	1hc	1d6+1	0	0	2	-1	5	13	3'	6.0	24sp
Sabre	1hs	1d6+1	1	1	3	0	-3	10	3'	3.5	18sp

Legend :

Type : 1 : on handed, 2 : two handed, c : crushing, p : piercing, s : slashing.

AB : Attack bonus.

DB : defense bonus.

AI : Aiming bonus.

F : Fumble penalty.

S : Stature.

St : Correspond to minimum strength required to handle the weapon without penalty. If the character strength does not, at least, match this number, each point less is a penalty point.

13.5 Residences

Désignation	Prix	Notes
Castle	5000gp	Walls, keep, stable, towers, dungeon, kitchen...
Manor	1000gp	Walls, keep
House, little	75gp	Stone and wood
House, medium	100gp	Stone and wood
House, big	200gp	Stone and wood
Land	2gp	2,5 acres
Tower	150gp	Stone
Luxurious house	500gp	Stone and marble

13.6 Metals

Designation	Normal	Magic	Price	Notes
Iron	0	0	X1	Normal
Steel	+1	0	X2	Tempered
Superior steel	+2	0	X4	Pure, tempered several times
Enchanted steel	+2	+1	X10	Superior steel
Titane	+3	0	X20	Natural mineral, rare
Enchanted titane	+3	+2	X50	Enchanted titane, rare
Meteor	+4	+3	X100	From meteorite, extremely hard, very rare
Daëlin (true silver)	+4	+4	X500	Cuts iron and steel, lightly glows, extremely rare
Laen (true glass)	+5	+5	X750	Stone, more hard than metal, several colors, usually black
Eog (true steel)	+6	+6	X1000	Lightly glows, steel colored.

Normal column correspond to weapon bonus. Magic column correspond to bonus used when hit magic creature (creature immunized to normal weapons). Armor bonus is only added to defense score. Weapon bonus is to hit only (no damage).

13.7 Animals

Designation	Price	Carried weight	Speed mph	Notes
Ox	5gp	700	15	
Camel	3gp	375	19	Desert places only
Horse	2gp	240	35	
Draft horse	3gp	400	22	
War horse	20gp	350	31	Rare, special specie, combat trained, +4 AB
Thoroughbred horse	15gp	240	38	Rare
Sledge dog	9sp	45	25	Cold places only
Elephant	50gp	1000	22	Warm places only
Hawk	1gp	1	55	Trained, with glove and blinders
Mule / donkey	15sp	250	25	
Pony	1gp	200	28	

13.8 Transports

Designation	Price	Notes
Small boat	3gp	Holds 4 persons, with 2 oars
Boat	10gp	Holds 8 persons, with 4 oars, one mast and sails
Vessel, small	50gp	Holds 12 persons, with one mast, sails, small hold
Vessel, medium	150gp	Holds 20 persons, with 2 masts, 2 levels, one cabin and a small boat
Vessel, big	500gp	Holds 40 persons, avec 3 masts, 3 levels, 2 cabins and 3 small boats
Canoe	2gp	Holds 2 persons, with oar
Coach	20gp	Precious wood, holds 4 persons
Chart	2gp	Holds 2 persons
War chariot	10gp	Hard wood and iron
Cab	5gp	Precious wood, hood, for 2 persons
Sledge	15sp	Big sledge, need at least 10 dogs



13.9 Plants

Designation	Price	Place	Difficulty	Effects and notes
Red nettle	4sp	10	5	Plant, +1d4 HP, poultice on wound
Crepustule Fongia	3sp	4	6	Mushroom, +1d4 HP, ingest
Decidefolius	1gp	4	8	Flower, +1d6 HP, poultice on wound
Regulo Capidus	1gp	3	7	Fruit, +1d6 HP, ingest
Vorguillieme	3gp	8	12	Plant, +1d8 HP, decoction
Silver lichen	7gp	5	15	Lichen, +1d12 HP, decoction
Orchimédiane	10gp	5	15	Flower, heals minor fractures, ointment
Fianoline	50gp	3	20	Leaf, heals severed/teared muscles, ointment
Bulba Bulba	1sp	10	5	Bulb, heals fever, ointment
Efferitini	20gp	2	20	Bulb, +1d20 HP, ingest
Aarguillus Marine	1sp	9	3	Seaweed, cures seasickness / nausea, decoction
Belliflora	500gp	10	30	Root, resurrection if used within 6 hours, decoction
Algoterrapolia	300gp	9	25	Plant, universal poison antidote, decoction
Herriborium leaf	100gp	3	15	Leaf, poison antidote (second résistance roll), ingest
Rocaille	5gp	7	7	Lichen, cold resistance +10, to chew
Vaargolis	5gp	1	8	Root, heat resistance +10, to chew
Lipipilia	1sp	4	5	Fruit, equal one day food, ingest, sweet
Crimeralia	9sp	2	10	Berry, ignore pain for 2 hours, ingest, AF : 5
Ortemi Valva	5sp	6	10	Mushroom, doubled stamina for 12 hours, ingest, AF : 3
Yellow ephemeral	4sp	3	5	Herb, perception doubled for one hour, ingest, AF : 10
Myiobil	1gp	1	3	Cactus, nausea and vomit, target at -10 for 6 hours, decoction, bitter
Pyrrhipore	5gp	9	8	Shell, comatose state for 2 days, decoction, salty
Taberryl	1gp	2	5	Fruit, 1d4 damage point(s), application
Ergrisante	10gp	3	10	Plant, 2d4 damage points, application
Viumescalium	1gp	5	6	Herb, hallucinogen for 2 hours, ingest, sweet
Horned slug	500gp	10	30	Animal, kills instantaneously, decoction, very bitter
Deus Ricana	50gp	4	10	Sap, paralysis for 1 hour, application

Prix : Herborist's prices.
Lieu : 1 : desert, 2 : arid, 3 : plain, 4 : forest, 5 : mountain, 6 : underground, 7 : arctic, 8 : fresh water, 9 : salt water, 10 : jungle / tropical
Difficulty : penalty to find the plant
AF : Addiction factor. The character must succeed a roll, under constitution minus the AF penalty, or be addicted (minimum one dose per week)
 GM feels free to add some other plants.



14. CHARACTER SHEET

Let's see here in details the Advanced Athala character sheet.

Class : Write here the class of the character.

Example : Clarn is a warrior.

Name : Write here the name of the character.

Rank : Write here the rank of the character (see 5.3).

Example : Clarn is rank 1.

Title : write here the title of the character which correspond to his rank (see 5.4).

Example : Clarn is a recruit.

General description (hairs, eyes...) : write here the different things that describe the character.

Characteristics : Write here the rolled characteristics (see 2.141).

Mental health, hit points, beauty, power points : Write here the mental health, hit points, beauty and power points (if applicable) of the character.

Skills : Calculate the sums taking in consideration the characteristics (see 4.1).

Weapons : Write the attack type (martial art, weapon...) in the designation column. Write the experience point(s) spent in the experience column. Write the professional bonus points in the class column if applicable. Write the weapon bonus in the weapon column if applicable. Write the characteristics bonus in the characteristic column. Write in the various column all bonus that can't be shared out on the other columns. Make the sum.

Write then the defense that correspond to this attack (shield, quickness, weapon...).

Title _____

Size _____

RELIGION(8) _____



Beauty

Advanced
Athala

Astronomy (Me/8) _____

[illegible]

Movement

Type _____

Displacement _____

Armor _____	Protection _ / _ / _	③	①	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑩	②	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑤	③	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑫	④	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑦	⑤	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑨	⑥	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑪	⑦	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑬	⑧	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑨	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑩	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑪	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑫	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑬	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑭	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑮	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑯	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑰	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑱	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑲	Armor _____	Protection _ / _ / _
Armor _____	Protection _ / _ / _	⑮	⑳	Armor _____	Protection _ / _ / _

Gold

Silver

Bronze

Copper

Iron

Bank

Weapons & armors equipment

Various equipment

Potions & medical equipment

Various / Notes / special abilities