

Chivalry and Sorcery™



Ed Simbalist
Wulf Backhaus



Tristan Scan

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Ed Simbalist
Wilf Backhaus

Contributors:

JOHN VRAPCENAK

RON GILLIES

WAYNE WITTAL

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1 Fantasy Role Playing

In your hands you are holding a fantasy role playing game. We expect that it will provide you with many enjoyable hours of gaming. But what is a fantasy role playing game? The answer to that question is contained in the very words which name the activity.

FANTASY: The term 'fantasy' conjures up worlds of high adventure and excitement, with swashbuckling heroes and despicable villains, brave deeds, danger, monsters, magick, treasure, and much more. Such worlds are very unlike our own. They offer us a chance to experience through our imaginations an 'alternate reality' we could never enter in fact.

ROLE PLAYING: In order to be a Player in a fantasy role playing game, one must play a part in much the same way as an actor would on a stage. The Player has to develop an 'alter ego' - another personality besides his twentieth century, everyday self. He must then operate that new personality in the fantasy world as if the Player were really the Character involved in the action.

This is the central idea of fantasy role play, and it is the most misunderstood. The subject of how to role play a character will be discussed in some detail in later sections. Beginners and veteran role players alike should devote some time thinking about and discussing what it is that they are trying to do with their Characters. In its fullest and most rewarding form, role playing is a lot more than 'rolling up' some characteristics with dice, assigning a name to the resulting 'character', and getting on with the fun.

GAME: The fantasy of the role playing has definite limits placed on it by rules and procedures. Thus the activity becomes, by definition, a 'game'. In a role playing game, Players and GameMaster alike are governed by rules that set out what can be done and how to do it. The rules also set out what cannot be done.

Rules deal with the physical abilities and mental abilities of the Characters run by the Players and by the GameMaster. Rules, also deal with things and what can be done with them - weapons, armor, tools, magick, etc. Rules also set out the environment in which the role playing takes place and tell how that environment operates.

1.01 CHIVALRY & SORCERY

Chivalry & Sorcery is a role playing game which is designed to provide a solid background for the role play action. The worlds of a **C & S** campaign are modelled upon a real culture - that of feudalism. We believe that it is necessary to provide a coherent world if fantasy role playing is to be a coherent activity. Feudalism stands as the basis of a great many legends and works of fantasy fiction. It has the signal virtue of being a **known** cultural pattern, easily researched by a trip to the nearest library. It also has the virtue of being a **real** way of life, existing for well over 1000 years in Europe. That means that the elements of life contained in feudalism all **worked**. They weren't simply made up in a more or less arbitrary fashion. The feudal system was a **working** culture, and thus it can be used to very good effect as a **model** on which to base a fantasy role playing culture that will also **work**, often to the finest detail.

Many role players, especially the referees who make up the fantasy world for the game, tend to misunderstand the importance of creating a logical, sensible world from the start. Because it's 'just a game', they assume they can pretty much do whatever they like. But without a firm concept of what the whole world is like, right down to its smallest parts, disaster threatens. The referees may introduce elements into their campaigns which seem imaginative and exciting at the time, but which later return to unbalance the game or introduce numerous 'exceptions' to the printed and customary rules by which the game is played. The players will also be affected by the lack of a consistent and largely predictable world. If they are going to pretend to be personalities who live in that world of fantasy, they have to know how their character-personalities would realistically act. It is simply impossible to do this well if the world is a jig-saw puzzle of bits and pieces that do not always fit together.

There are some who might object that they are being somehow limited from doing what they want with their fantasy world. Well, limits are needed. The question is whether you understand your own world and how it works. Few gamers have an intensive grounding in history, economics, politics, religion, sociology, psychology, or the many other fields required to make complete sense out of the numerous aspects of the real world, let alone a fantasy world created from the ground up.

A role-playing world is as good or as bad as the conceptions of the way things are that underlie its fantasy reality. We begin with a solid foundation. The price of goods, the manners of people, the laws

and customs, the occupations, the social system, everything is modelled upon elements of reality. In other words, **C & S** *simulates* the broad nature of a feudal culture. It does not, however, attempt to re-create actual history. One could do so with the rules, if one wanted, but that is not the intent of the designers.

Nor is **C & S** 'limited' to feudal societies. We have evolved supplements which outline the features of Nordic (Viking) cultures, Celtic cultures, and Mongol cultures. These provide a lot of room for lovers of the Barbarians to play with alternatives to a Chivalric society. In **Saurians** we present a totally alien culture for warm-blooded saurian beings. But even there, close attention is paid to the 'why' of things so that one **can** effectively pretend to be a creature whose every nature is starkly different from anything mankind has ever known. Other such supplements are planned.

The rules of **C & S** are designed as **sections** which fit together so that they mesh into a functioning whole. But that does not mean that they cannot be modified to individual taste. For example, the society rules can be changed. It is conceivable that a feudal society could evolve in which the Knights and Lords had a more 'democratic' relationship to the commons. The laws and customs can be modified, too. One does not have to use everything exactly as printed. There is always room for the personal touch of a campaign referee and his players. Some sections can be disconnected from the game simply because they were intended to be optional. Others are subject to considerable modification, if needful.

C & S is therefore a set of broad **guidelines**, a handbook to assist you in your role play. If you want to do something a bit different, study how we approached a given problem in fantasy role play. It is the approach, not the final set of charts, tables, and rules, which is the key to successful role gaming. In this sense, **C & S** will stand as what we intended our rules to be - **models** upon which individual fantasy campaigns can be built, not a kind of 'bible' which has to be followed to the last detail.

1.02 DICE ROLL CONVENTIONS

Routinely in the course of playing **Chivalry & Sorcery**, a die or set of dice must be rolled to make a random determination of the outcome of a course of action. Dice rolls may be made by Players for their Characters, or by the referee, whom we shall call the GameMaster, for Non-Player Characters and for the various effects of the environment.

The GameMaster may keep some of his rolls secret from the Players when the Player Characters would be unsure of the facts surrounding the situation in which they find themselves. To reveal the result of the dice rolls in such situations might give the Players vital information their Characters would not have in the circumstances. Other rolls may be made openly. Again, depending upon the situation, the Players could be told what the roll was for or might be left guessing for a time. As a general rule, all combat and spell-casting rolls, or any rolls which affect the current status of a Character or Non-Player Character, should be made openly. This gives the GameMaster the appearance of 'fairness' at all times, and also avoids disputes and hard feelings.

CRs: There will be a good number of characteristics and abilities which give rise to 'Characteristics Rolls'. Such determinations are random 'enabling' actions which decide whether a Character can perform some activity successfully. The CR will be stated at some numerical level which the Player must roll equal to or lower in order for his Character to perform the action.

SRs: Skills Rolls are equivalent to CRs, except that expertise in specialized areas of competence determined one's chance of success in a given activity.

DMs: A DM is a 'dice modifier' value, a number with a positive or negative sign attached which is added to or subtracted from the dice result.

D6: Roll six-sided dice. If the D6 is preceded by a number, roll the number of D6 indicated. For example, 3D6 means roll 3 x D6. If the number is separated from the D6 by a period, multiply that number by the result in a single D6 die. For example 3.D6 means 3x result on 1D6.

D10: Roll a ten-sided die, counting the numbers as running from 1 to 10 (with 0 = 10). If a number precedes the D10 notation, follow the conventions given for D6 dice. Such dice are sometimes called 'decimal dice'.

D20: Roll a twenty-sided die. The die should have ten of the numbers (from 1 to 0/10) painted or in some other way colored so that they differ from the second set of numbers (from 1 to 0/10) also on the die. The unpainted numbers run from 1 to 10, and the painted numbers

run from 11 to 20 (add +10 to the painted number showing). If a number preceeds the D20 notation, follow the conventions given for D6 dice.

D100: Roll two ten-sided dice. One die should be different in color from the other. One die represents numbers from 1 to 10. The other represents multiples of 10. For example, if a 6 results on the unit die and a 5 results on the multiples-of-ten die, the number generated is 56. A 0 result on the multiples-of-ten die means that only the unit die counts, with a number generated from 1 to 10. If a 00 result occurs on the dice, the number is 100. Finally, if a number preceeds the D100 notation, follow the conventions given for D6 dice. The D100 dice are commonly referred to as 'percentile' dice because they are used to generate percentages.

DICE NOTATION + DM: If you see a notation like 2D6 + 3, you are being given a shorthand direction to roll 2 D6 dice, adding a DM of +3 to the result. If the DM is a negative value, as in 3D10-4, you would subtract the DM value from the result.

1.03 REQUIRED MATERIALS

The complete **C & S** game includes more than the rules. While a large number of items will prove useful or provide 'color', the following list gives the basic materials needed:

NECESSARY MATERIALS & EQUIPMENT

Chivalry & Sorcery rules.

Character Profiles: These are record sheets used to preserve the data on a Player Character. A master copy is included with the rules, and permission is given for 'fair use' photocopying by Players and GameMasters, so long as they are not offered for sale or profit.

Dice: Gamers will need a number of six-sided dice, with multiple colors being useful. Several 20-sided dice for 1-10, 1-20, and 1-100 rolls are required as well. These dice can be obtained from hobby stores or mail order houses selling role playing games and war games.

Paper: Gamers will need note paper and graph paper for record-keeping, computations, maps, etc. A good looseleaf notebook is recommended to keep permanent records and important notes. Pens/pencils are mandatory.

OPTIONAL MATERIALS & EQUIPMENT

Hex Paper: Gamers will find hexagonal grid paper useful for mapping land areas. Hex paper is available from many simulation publishers, some hobby stores, and most mail order houses specializing in war games and role playing games.

Electronic Calculator: While not essential, a calculator will speed up any computations. We strongly recommend its use to reduce the time needed to handle some game mechanics.

Miniature Figures: A great deal of 'color' and the feeling of realism is provided by the use of well-painted miniature persons, monsters, beasts, etc. A vast number of figures are available for fantasy role gaming today, and we strongly recommend their use. Alternately, some cardboard counter sets are available for role playing.

Visual 'Dungeons': There are a number of visual presentation kits to simulate actual sections of corridors, rooms, etc. These are clearly 'luxury' items, but do add to the sense of a 'real' fantasy world.

Committed gamers are alerted to the fact that the hobby produces a wide range of playing aids, with the number of such aids growing steadily. The value and quality of such aids varies greatly, and a good number can easily be passed over. Whether or not to purchase such an item depends upon the perceived needs of the GameMaster who referees a role playing campaign. The price of such items should be carefully balanced against the likely usefulness they offer as aids to play with and as sources of good ideas for adventure scenarios. Many such items are now packaged in sealed wrappers. Do not buy blindly. If you have a strong interest in an item, but cannot examine its contents, ask if it might be opened for your inspection. Alternately, ask anyone you know to have such a gaming aid for his opinion, and also the chance to examine it for yourself. Anything we recommend for use with **Chivalry & Sorcery** has been checked and tested for its overall usefulness with the gaming systems. Anything else should be scrutinized carefully to see if it fits into the game.

1.04 RULES IN ROLE PLAYING GAMES

Many gamers do not quite understand the purpose and function of 'rules' in fantasy role playing games.

Rules exist to control and limit the action, so that arbitrary behavior and decisions are kept to a bare minimum. No game can be played successfully unless there are limits on the action.

Chivalry & Sorcery presents rules that fit a number of distinct categories.

Enabling Rules: Some rules clearly set out the procedures to follow when determining the effects of a chosen course of action. Such rules

are hard game systems, as in the case of combat and magick systems. They also will include situations in which the knowledge, skill, and experience of the Character are required to accomplish specialized tasks. Can the Thief unlock the door? Did the Hero catch the weapon thrown to him by a friend? Is the Mage able to enchant the materials needed to make a magical item? Both Player Characters and Non-Player Characters are generally bound and limited by such rules, and cannot accomplish an action if the rules say not.

Environmental Rules: A 'world' has its own Natural Laws governing what is possible in its environment. Some of these rules will be in the form of game systems. But a great many will be 'unwritten' - matters for plain common sense to sort out. Almost any kind of situation imaginable can occur during the course of a fantasy campaign. To try to write a rule to govern every situation is impossible - and also unwise. When there is no rule covering an event, the Natural Law of the real world is assumed to apply. Thus the Players and the GameMaster can assume that things not specifically covered in the rules will be governed by scientific laws as we know them.

Social Rules: Role playing itself implies that a Character lives in society with others. Role playing is interaction between personalities in a social environment. In short, no true 'world' can exist without societies and rules to govern the conduct of everyone living in that society. **Chivalry & Sorcery** assumes, initially, a feudal society, with laws, customs, traditions, and a social order that allows the Players to understand just what they can and can't do. Their Player Characters live in that world and would know quite a bit about the accepted standards of conduct. Getting ahead in the 'world' is not just a matter of being able to bash a potential opponent before he bashes you. It is also knowing how to talk your way to your goals, to use the 'way things are done around here' in order to get what you want without always having to fight someone for it. Some of the more obvious rules applying to most situations are provided in **Chivalry & Sorcery**: economics, including the price of things and how to buy and sell; basic laws of the typical feudal nation; the rank, privileges, and obligations of various classes of people living in the nation; etc. But many 'rules' of this type are not stated. Thus the standard rule is, where no specific rule is stated in **C & S** or has been made or modified by the GameMaster, historical sources may be consulted for an authoritative view on how things might be done.

Rules for Things: Closely tied to 'enabling' rules and 'environmental' rules are those which set out the nature, function, and uses to which specific objects can be put. The weight and characteristics of armor, weapons, magical items, and a host of other things comes under this category.

Rules for Personalities: Role playing means dealing with personalities with some regard for the way living beings behave. Only the inexperienced or uninformed would think for an instant that a person behaves in a random and arbitrary manner, governed solely by the whim of the moment. A fully drawn personality reveals that some attitudes and beliefs are consistent. Someone who is a friend one moment does not turn on others with utter treachery a moment later - not unless he was always an enemy and planned the treachery from the start. **C & S** sets out some guidelines for playing Characters and Non-Player Characters, Monsters, and Beasts, with an eye to their behaving 'in character' and according to some rational view of how living beings really act. Not all Goblins hate Elves, for instance, or vice versa. Or again, just because someone is basically given to evil ways doesn't mean that he cannot feel friendship, loyalty, and self-sacrifice as important and worthy goals. Only outright fanatics are incapable of acting in a reasonable manner toward those who do not share their views. Only total maniacs indulge in an orgy of blood and violence for their own sake. The vast majority act according to some code of behavior or according to their natures -- consistently and often predictably.

Rule of Common Sense: The Rule of Rules is that Players and GameMasters should exercise their own good judgement and common sense. This applies to the actual gaming and how to resolve a problem, and it applies to how they deal with each other as well. When in doubt, do what seems to be the best thing in the circumstances. Treat other gamers with respect as people and as friends. Handle difficulties arising in the game by discussing the problem quietly and without strong emotion; nobody likes being yelled at or ridiculed. If possible, consult some authoritative source to clarify a really thorny matter. Above all, remember that it's just a game which is being played for enjoyment. Fantasy role playing should never be used as a means to establishing what a 'great guy' a Player or GameMaster is, at everyone else's expense.

Gamers should understand that fantasy role playing is an activity that continuously evolves with the playing. New rules will be introduced, old ones modified, and the campaign will take on an atmosphere which the participants themselves establish. In the end, not all the rules in the world, whether written down or just understood to

apply, will do any good if someone insists on 'ego-tripping' and ignores the right of others in the game to fair and honest play.

Nor should rules intrude overmuch on the role playing itself. That is, common sense and fairness should often be used to decide situations that are not overly sensitive. GameMasters and Players who insist upon rolling dice at the drop of the hat, instead of letting things proceed more or less the way they probably would in the real world, risk wasting a lot of time flipping through rulebooks and notebooks to apply some game system or other. Dice and game systems enter the picture when a clear element of uncertainty about the outcome of some action or development is desirable.

Finally, remember that the probabilities in many game systems are generalized 'guesses' of the odds of a particular result occurring. The same odds will not always apply in all situations governed by the rule. The GameMaster may find he has to change the odds in favor or else against the person trying to perform some action or an event which is about to happen. There is never One True Answer, only better and worse ways of handling a situation. Only experience with role playing will teach the participants the difference.



2 On Being a Gamemaster

Every role playing game must have a GameMaster - also variously known as a Referee, Dungeon Master, World Master, or StarMaster, depending on the game under discussion.

In the final analysis, everything that happens in a fantasy role playing campaign is under the management of the GameMaster, and he more than any other person bears the responsibility for any successes or failures that are encountered during the course of play.

First of all, the GameMaster must be a **master of the rules** - both those contained in the rulebooks and the ones which he has designed himself or else modified to suit his gaming style. He has the task of acting as Referee. He must **impartially** and **fairly** apply the rules. When a dispute over the interpretation of any rule arises, he alone has the final decision as to what the rule means or how it will be applied.

Secondly, the GameMaster must be a **creator of worlds**. He must use the rules and a series of maps, charts, notes, and adventure scenarios, which he has either designed himself and/or purchased to go with the game, so that he can create a fantasy world fit for effective role play. World creation is a task that depends upon the imagination, expertise, intelligence, and plain common sense of the GameMaster. Done badly from the first, fatal flaws will be built into the very fabric of the fantasy world - flaws which will later return to haunt the GameMaster and the players.

Third, the GameMaster must be a **teacher and advisor**. His task is to instruct Players about his view of role playing so that they know how to conduct themselves. He must explain the broad outlines of the world in which the Player Characters 'live', so that the Players understand how to deal with it. He must present his decisions on the meaning of specific rules, clarify any rule changes or new rules he has made, and assist players whenever they have a difficulty in working with a specific rule.

Fourth, the GameMaster must be a **storyteller**. A fantasy role playing game is a kind of enactment of a heroic tale, and the GameMaster is the narrator who tells the story and keeps everything tied together. This begins with the design of specific adventure scenarios. Well-conceived scenarios will quickly excite the imaginations of the Players, who will add to the general outlines of the 'story' through role-playing their characters as the events unfold. It is the GameMaster's job to **respond** to the actions of the Players through their Characters, changing and modifying his general story line to match the effects the Players are having on the course of the action. In short, the GameMaster must be prepared to accept the fact that the Players are also 'storytellers' who can influence his own plans and ideas.

Fifth, the GameMaster must be a **role player**. He must take the part of Everyone Else in the game besides the Player Characters. All of the Non-Player Characters, Monsters, and Beasts the Player Characters meet are under the control of the GameMaster. He must quickly breathe **personalities** into his NPCs so that they acquire an identity all of their own. Role playing demands personal interactions between the personalities in the fantasy world. If the GameMaster does not allow his NPCs to evidence a 'life' of their own, complete with motivations and goals based upon their situation rather than his own 'plans', the whole activity is really a farce. Indeed, if the GameMaster really thinks about it, he will gain much enjoyment by truly role playing his NPCs and Monsters. It may be the only time he has a chance to run Characters.

Finally, the GameMaster must be a **bookkeeper and clean-up man**. It may sometimes seem a thankless job, but it is necessary for a successful

campaign. The GameMaster has to keep track of all the important details so that everyone else knows what is going on, moment by moment.

Put in dramatic terms, the GameMaster is a combination Playwright/Director/Stage Manager/ Producer/Actor. Put another, perhaps more frightening way, the GameMaster is Fate, God, and Everyone Else besides the Player Characters in the fantasy world. GameMastering is a great responsibility, but it is not as difficult a task as it appears if the GameMaster knows his material, is organized, and has prepared himself beforehand. Indeed, it is an immensely satisfying experience.

2.01 MASTERING THE RULES

Clearly, the first task facing any GameMaster is to come to terms with the rules. This is a task so obvious that many FRP referees actually overlook it in their eagerness to get on with planning a fantasy world and starting up that exciting role playing.

First, simply **skim** over the rules. Don't try to absorb everything at once! The purpose here is to acquire only a general impression of what is present in the rules and what they are trying to do. You cannot begin to put the whole picture together until you have an idea of what you have to work with and what you personally intend to do with your own campaign.

When you have a general overview, it is time to read the rules more carefully, this time with an eye to what will help you set up the kind of fantasy campaign you want. At the same time, you should have some idea of what you want to do.

Once you have settled upon the kind of fantasy world you wish to create, the rules will begin to fall into place for you. Consider the tasks you have as a GameMaster, and the **order** you will have to perform those tasks. If you take things in order, you will find that the problem of understanding the rules will largely resolve itself into a series of stages. In other words, you will learn and master the rules as you need them.

For example, the first stage in preparing for a fantasy role playing campaign is to design the world in broad terms - mapping it out, giving it a 'history' and social background, and deciding what will probably happen in it. The rules required here are primarily those concerning design of feudal baronies and nations, and these covering social organization and behavior. Once you have painted in the broad details, it will be time to decide on specifics, such as what Magick User types will be allowed in the campaign (if any), which Monsters will be used or set aside, etc. Only as your view of your world becomes clearer will your need to familiarize yourself with specific areas of the rules increase. When you have to make a definite decision about a given feature in the world, that is the time to look up the relevant rules, decide how much of them you are going to use, and perhaps even draft a few modifications or new rules to suit your own fantasy world.

Or, again, the time to pay careful attention to Character Generation comes at the moment that you have to decide which Races will be allowed for Player operation in the campaign. You will assess the capabilities and roles such Character Races will have in your world. If you happen to find Haeflings (Hobbits) silly, or think that Elves are too powerful and too difficult for Players to handle properly, relegate them to NPC (Non-Player Character) status or eliminate them from the game completely. A close look at the Non-Player Character statistics/profiles will be of considerable use at this time because they give a general impression of the relative capabilities of the various Races and these can

be compared to those of the Monsters and Beasts in the Monster profiles.

When making such assessments as outlined immediately above, a general review of the combat and magick systems might also be in order, but the intent will still be to check out one's impressions - not to absorb every detail of the systems.

By the time that you are populating your world with specific personalities, you are designing your first scenario. Some NPCs will be designed from the ground up, like Player Characters, because you will want very unique and memorable NPCs for certain situations. That provides practice with the Character Generation system and any others having to bear on that NPC. You will also be taking a look now and then at the combat systems, etc., as they apply to a particular Monster or Beast you are placing somewhere along the route of the adventure - this time with an eye to seeing that the encounter is reasonably 'balanced' and can be handled by the Players if they are skillful and careful. Again, you are reviewing the rules.

By the time you are meeting with your Players and introducing them to the game, your knowledge of the rules will be considerable. You will have thumbed through the rules enough to know where everything is, more or less, without fumbling through the table of contents each time you have to point out something.

Helping the Players to design their own Characters will once more reinforce your own understanding of the systems and assist you to make improvements in your own NPC designs. Hopefully, by this time, things have progressed to this point, you are very familiar with common actions covered by the rules - movement, fighting, acquiring and using skills, etc. - so that you can explain them to your Players. If a few of your Players also have acquired the rules, they can assist in helping everyone understand how things work in the game. Several practice sessions, in which combat or magick casting or enchanting are run through in order to establish standard procedures, are definitely in order before the first scenario begins. Your role has now shifted to 'teacher' and 'advisor', and how well you teach the rules to the Players will determine how quickly things get off on the right foot.

You will find that such preparation will acquaint you with so many of the commonly used rules that you will rarely need to look up such things as how one listens at a door to see if anyone is on the other side. In fact, you will often handle routine matters without bothering to look them up at all, trusting in your feel for many rules to lead you to the right decisions in non-threatening situations or situations in which the outcome of an action should be pretty obvious.

At the same time, exercise common sense. When a Player Character has the risk of losing out because of your judgement calls, do not hesitate to call a momentary halt in play to look up a particular rule you feel you are unsure of or cannot remember. Never forget that many Players regard the rules as a kind of 'Bible' - a form of protection against the arbitrary behavior of other Players and the GameMaster. Stopping play for a moment to look up a contentious rule might save a lot of time later when someone points out that you were 'wrong' 10 or 20 minutes ago.

In this regard, always inform Players beforehand if you have made any changes in some basic rule in the game or have added a rule of your own. This does not mean you have to tell them that some Monster or weapon or trap not documented in the rules is lurking around the next corner. That type of 'surprise' is legitimately part of your campaign, and Players learn about them through experience. But if you have devised, for example, an alternate method of combat or a new way of casting spells, or whatever, you must inform the Players so that they, too, know and can use the rules to their advantage.

This last point brings up the whole question of GameMaster fairness and will be discussed under a separate heading because of its importance.

2.02 MASTERING ONESELF: PLAYING FAIR

It should be clear by now that the GameMaster has a tremendous amount of power in a fantasy role playing game. The question is whether the GameMaster has come to terms with himself before he begins to exercise that power.

What are you trying to do in your campaign? Are you attempting to entertain your friends by presenting them with a fascinating new world to explore, with a genuinely fair chance of success and glory?

Let us speak bluntly, for it is time to assess your attitude toward fantasy role playing and your sense of duty to your players.

First of all, consider the sheer power exercised by the FRP referee. He shapes the very form of the fantasy world and decides what shall be in that world, and where. He decides what rules will be applied as written, modified, or replaced by others. He conducts most of his activities in secret in order to maintain suspense and catch Players by surprise, keeping them on the edges of their chairs by the almost constant

threat of disaster that can be averted only by quick, heroic, and skillful action. Consider also that he knows all of the secrets about the Player Characters - their characteristics, abilities, the weapons and money and magick carried - everything!

The Judge/Referee: The FRP Judge/Referee takes his role as an impartial referee quite seriously and tries to keep personal interference out of the game at all times. He regards fantasy role playing as a kind of contest, in which the Players and their Characters stand to 'earn' or 'win' something from the game. The Judge/Referee thus takes the rules very seriously and applies them equally to the Player Characters' actions and also to his own actions in the role of GameMaster or as player of NPCs and Monsters. He has the insight, skill, and common sense to know **when** and **how** to apply the game systems so that the result is generally **appropriate** to the situation developing out of the role play. He is also inventive and rarely hesitates to 'fine tune' rules and game systems by changing them slightly, or even by replacing them with others of his own design or else borrowed from other games.

Such an approach is particularly effective and appropriate for FRP campaigns that are episodic, concentrating on specific **adventure** scenarios run for the sake of solving specific problems. Emphasis is placed upon player skill with the gaming systems and the ability to gauge the odds in a calculated risk so that success is forthcoming. At the same time, mistakes are regarded with some disapproval. The purist Judge/Referee believes inherently in the game systems he is using, as modified to his personal view of what is fitting and right. He refuses to load the odds in favor of the Player Characters or in his own favor as operator of the fantasy world and the denizens that inhabit it. The dice are rolled, the probabilities consulted, and the event occurs as listed in the relevant chart or table.

There is something eminently fair about such an approach. The Judge/Referee often 'wings' it without consulting the rules or using the game systems to determine many things happening in the game. He knows that most routine events would likely take a certain course anyway, so he depends on his own judgement. But at all crucial points in the action, he still pulls out the rules and depends upon the dice to make the final decision. If a Player gambles and loses, and his Character is lost - so be it!

There is absolutely nothing wrong with this view of fantasy role play. It is fair, and it does lead to much enjoyable gaming. At the same time, there are some role gamers who regard FRP as something other than just a contest. They enter the activity with the genuine desire to simulate life in an imaginary world. Such an activity looks far beyond the solving of problems and the resolution of conflicts. In a campaign run as a simulation, the impartiality of a formal game tournament is not always desirable. This leads to another type of GameMaster:

The StoryTeller/Referee: The StoryTeller combines the general approach of the Judge/Referee with the desire to spin out a rather lengthy tale of heroic proportions. Such GameMasters are lovers of role play in the most complete sense of the term.

The Story Teller sees the rules as existing only to give some objective method to predict the outcomes of various actions chosen by the Players and by himself as GameMaster. He also regards all rules as being general **guides** to play, and accepts the possibility that a rule cannot always cover what anyone is trying to do in a specific situation. He therefore reserves to himself the right to change the odds (almost always in favor of the Players when he does so) to meet what he believes to be appropriate in the circumstances.

The StoryTeller values role playing for its own sake and delights in the Players who really 'get into' their Characters and act like the people they are pretending to be. Because he has a sense of 'story', the StoryTeller often allows the Players to 'get away' with things that would be counted as fatal errors by a Judge/Referee. If an outrageous move is carried off with panache and style, he will pause and consider its value in furthering the long-range goals he has set for the scenario. Often, he concedes that the idea is going to lead to something better than he himself had planned for, and allows the Character to succeed where the game systems themselves might hold out a high chance of failure. The idea is to promote fun and excitement for all. If the **role playing** is in character, and the effect of a Character's role play promises to be 'interesting', it may take precedence over the 'rules'.

The only 'rule' we recognize is in the form of a question: 'Did the decision further the enjoyment of the group or not? Everything else is subject to the ultimate ruling of the fair-minded GameMaster.'

Clearly, what is 'fair' in a role playing game depends upon the views the GameMaster himself takes toward the activity. The Judge/Referee applies the rules with some rigidity, but he at least understands **why**. 'Fair' to him means that everyone and everything is subject to the same chance under the rules. Finally, the StoryTeller agrees with the Judge;

but in addition to applying the rules evenly in most circumstances, he sees nothing wrong with 'giving the benefit of the doubt' to a Character when it furthers the story and does not bestow upon the Character a significant and lasting advantage over anyone.

Put simply, the StoryTeller believes in Fate. He therefore tempers the rules with mercy. This is not favoritism, just mercy that allows a Character to be 'shaved closely' while escaping to fight yet another day. The StoryTeller accepts his almost godlike powers for what they really are. He understands that his responsibility and first duty is to his friends sitting around the table, not to a set of rules and the idiot rolls of the dice. What will entertain? What will improve on the scenario? What will be best remembered and talked about later on?

Make no mistake, though. Characters are still going to die in the StoryTeller's world. They die because everything is cast at a heroic level, and true heroism demands the taking of great risks by facing dangerous adversaries. The High Art of such GameMastering is to bring Characters to the brink of extinction again and again without engineering their deaths for the slightest mistakes. That means he has to meddle with the probabilities at times because he may have gone too far himself and overmatched the Characters with too formidable opponents in order to provide the heroic atmosphere. At such times, he uses his not inconsiderable skills as a **role player** to extend to the Players a chance to 'talk their way out of trouble'. He may actually 'kill off an entire party in a fierce combat. Only the Characters awake next gaming session and find themselves alive, bandaged, and languishing in chains. Stripped to their loincloths, deprived of all their hard-won treasures, they face enslavement in the galleys. Not at all a bad price to pay in return for continued life! At the same time, there is the prospect of the escape and recovery of their property to look forward to. And when death comes, it is the death of a true Hero, hacked to pieces with the bodies of his enemies heaped about him.

That makes for a remembered life, and a remembered death--something a Player can look back on with some pride.

Fairness, then, is really giving the Players a run for their money, the very best in excitement and entertainment that the GameMaster can deliver. Anything less is simply not enough.

2.03 CREATING A C&S WORLD

As a GameMaster, you must create a 'world' for role play.

First, understand that all the 'rules' and 'systems' governing the creation of a feudal society in **C&S** are presented as general guides. A lot of changes can be made without doing real violence to the rules as a whole. Further, many of the 'rules' are in the form of background information and suggestions. These are intended to help the GameMaster understand how feudal societies operate, and the way in which people in feudal cultures think and act. The idea is to develop an **atmosphere** of life in the fantasy world which has a 'realistic' feel to it, not to simulate a literal feudal culture right out of history.

The Players cannot be expected to behave in **character** if the world of the fantasy campaign has no definite social and cultural elements to offer. Role playing requires atmosphere and customs, manners and traditions, and all the trappings of a society to work well.

If the GameMaster is really interested in developing this aspect of his fantasy world, he should consult a good reference on the subject of feudal life and manners. A mere history text will not do, as most tend to be sketchy on this subject and deal with broad political, economic, and military topics. We recommend William Sterns Davis' **Life on a Medieval Barony** (Harper & Row, New York: 1951). Other excellent references are also available.

The GameMaster may also have a specific work of legend or fiction in mind as the general setting for the campaign. If it is the world of Tolkien's **Lord of the Rings**, for instance, many very useful hints will be obtained by a close study of the **Rings** books and the **Hobbit**--not the least of which will be the maps and background history of Middle Earth. Alternately, the GameMaster might invent his own unique world. If he does, it is wise to make some notes to cover essential features of life in that world. These can be shown to the Players as a general introduction to the world their Characters were born in.

The world design systems in **C&S** are themselves a generalization of the basic features of most feudal societies. Indeed, no single nation in history is presented in the gaming systems. There is a strong element of historical accuracy present, but so are purely imaginative elements of such worlds as those of **King Arthur**, the **Charlemagne** epic, the **White Company**, **Ivanhoe**, and a host of others.

Whether a strongly historical or a romantic/legendary world is developed, the GameMaster must decide what period in which the campaign is set. This establishes many leads as to details of dress, weaponry, armor, equipment, and even skills might be available. Slavish concern for historical accuracy is not needed unless the GameMaster has a powerful personal interest in such matters. As a basic rule, however, DO

NOT FEEL THAT YOU MUST BE ABSOLUTELY FAITHFUL TO WHAT ACTUALLY WAS. Often, you will find that much more enjoyment will be gained by attempting to depict what should have been or might have been. Even in the traditional legends, this rule was followed. King Arthur's great epic, for instance, was told by much later generations as if Arthur and his warriors were 14th century knights devoted to the ideals of Chivalry, not Romanized British Celts clinging to the last vestiges of ancient civilization in the face of rising barbarism.

It might be asked at this point why **C&S** is played in a feudal setting.

First of all, the broad outlines of feudalism underlie a vast number of fantasy worlds of fiction and legend. Aquilonia of Howard's Hyborian epics bears a close resemblance to a feudal kingdom, for example--complete with massed Chivalry, restive barons chafing under the strong rule of a barbarian 'usurper' who seems to understand the need for strong central government better than his supposedly more 'civilized' vassals, loyal yeoman archers and pikemen, a frontier threatened by the barbarians who resemble stout Viking stock or wild Celtic warriors. Of course, there are a lot of elements drawn from other traditions as well, but the world of the Hyborian Kingdoms spans the equivalent of all of Europe, much of Asia, and Africa to the equator. One can expect diversity.

Also, to be truthful, the very first role playing game ever produced was built upon a set of medieval war gaming rules, and its popular successor still retains all of the elements of feudalism--complete to the armor and arms carried by the Characters.

Nor is a feudal model in any way limiting upon the imagination and creativity of the GameMaster and the Players.

Limited in what way? Howard and Tolkien, to name only two examples, built fantasy worlds in part on feudal models. So have numerous other authors. Why should an FRP game be different? Also, **C&S** has evolved many other model societies for FRP use--Nordic, Celtic, Mongol, even a totally imaginary society of intelligent Saurians whose culture is truly alien by almost any standards.

By beginning with known elements, a coherent and sensible world can be created for role playing. Earlier, it was pointed out that rules are necessary to govern any game. Rules prevent the action from getting out of hand and stop everyone--Players and GameMasters alike--from forgetting that it is a game and doing what they like simply because they want to. Without rules, there is no game.

What better set of rules for role playing imaginary people as if they were real can be found except in the rules that govern an entire society? The trouble is that role playing is not a simple activity. It is a lot more than rolling dice to summon up a monster or find out if a sword struck or a spell worked. Role playing means trying to become in one's imagination a totally different person. How better to do that than to pretend to be someone you can find out about? How Knights were expected to conduct themselves is a known quantity. The rules governing conduct of serfs, yeomen, townsmen, clerics--everyone in feudal society--are known and set down in plain English.

Role playing is Characters and Non-Player Characters talking with each other, doing business with each other, cooperating with each other, and sometimes fighting alongside or against each other. There have to be some rules to govern all of these activities. A lot of rules have to remain understood because there is simply no way to put them all down in gaming terms.

In many ill-conceived FRP campaigns, the referee makes up a few such rules, often as he goes along. That could be well and good, provided that the referee always knows exactly what he is doing and can predict the future consequences of his sometimes sudden pronouncements about the way things are or the way things are done in his world. But the fact is that a referee caught in this situation sometimes makes mistakes and the whole campaign suffers because he really has little more understanding of his world's nature than do his Players.

A lot of hard-won experience went into the designing of the basic **C&S** around a feudal setting. It is a **starting point** from which a purely unique fantasy world can be built. We learned at great cost that one cannot operate an entire world without a lot of background and rules to guide you. The rules we mean are the rules of society. Men, and quite a few other fantasy races as well, are social creatures who must live with others of their kind in order to be themselves and not something else so alien as not to be recognized as anything familiar. We are men. We live in a society of men. We are creatures of order and law.

All human knowledge and research, not to mention all good fiction, has demonstrated again and again that **NO SOCIETY HAS EVER EXISTED OR COULD CONCEIVABLY EXIST WITHOUT RULES OF CONDUCT.**

Question: What gives any value to the imaginary treasure a Character finds in an imaginary dragon horde?

Answer: There is a society somewhere out there back of this wilder-

ness. In that society, there is a **system** of economics which places value on gold, silver and jewels and has an **accepted procedure** by which such treasures can be exchanged for other goods and services. In a society, wealth is a form of power to be used to obtain what one wants. Without a society and an economic system that works and makes sense, without a set of **rules** to govern business transactions, all that treasure is only pretty decoration.

Question: What are we going to do about that Character who keeps bullying ours because he is bigger and stronger and feels he can do anything he likes because nobody can stand up to him?

Answer: We band together. In short, we perform a **social act** by uniting in common purpose to pull him off his high horse. If we don't kill him outright, we will lay down the law and tell him exactly what we expect of him if he wishes to continue breathing.

That last situation can occur even in the social vacuum of a Dungeon campaign that lacks an outer society. It is the beginning of human (and allied) government in the face of totally selfish wilfulness to impose law and order. No group of people, however small, can live without such rules. The alternative is utter mayhem, total lawlessness marked by brutish savagery and avarice - murder and theft in profusion. Only rabid animals act that way. Even the admittedly evil goblin races have a king, officers, and lots of rules to govern the conduct of practically everybody.

It is the task of the GameMaster to develop a world view that includes just enough of a social order that there is something to measure Player conduct by.

It should also be remembered that some of the greatest adventures in fantasy literature are often based upon the conflict of the Hero with society itself - the most formidable of 'monsters'. Returning to Conan the Conqueror, remember that the hero is continually running afoul of the local authorities and has to flee the country, with the minions of the law hot on his heels. Imagine how boring it would really be if Conan bashed a local noble because he had grabbed and made unwelcome advances toward the bargirl that Conan was wooing, and nobody appeared to bring the barbarian to justice. But in order for that to happen, and **make sense**, there has to be someone in authority. There has to be a social order that puts nobles in a protected, privileged class, complete with laws against commoners and barbarians bashing them around. Otherwise, the whole thing is an arbitrary contrivance engineered by the writer (or the GameMaster) and makes no sense when one really thinks about it.

An enterprising GameMaster with a lot of time on his hands can, of course, develop the entire background for a nation or a bunch of nations - complete with social structure, laws, customs, history, etc. That task, we assure you, is a monumental one because that is exactly what we did to develop **C&S** and all of its supplementary works. It is easier to start with something that already exists and modify it to personal tastes and needs.

2.04 DEVELOPING SENARIOS

Once the GameMaster has developed the background for his campaign - which can be as diverse and detailed or as limited as he wishes, provided he builds in the capacity for growth as the campaign proceeds - he must turn to the problem of designing an adventure senario.

A 'senario' is the outline of an adventure in which a group of Player Characters will attempt to accomplish some goal. This can be fairly open or it can be a very specific task.

Perhaps the classic senario in FRP is the raid on some Place of Mystery - a ruined tower or castle, usually haunted, is the stock setting for such adventures. The idea is, of course, to explore and penetrate the defences of the place in order to loot it of some treasure or to retrieve some important magical item without perishing at the hands of the guardians who invariably lurk in the shadows.

A second setting for the adventure senario is the trek through some wilderness, imitating such epic feats as the Fellowship in the **Rings** books or the questing of the Arthurian Knights. The adventure is far-ranging, offering unlimited opportunities for the Characters to meet a wide variety of NPCs and Monsters, both friend and foe.

A third kind of senario is what might be termed the mission approach. In such senarios, the action begins in a settled area, with the Characters all gathered together in the same place. They may be simply sitting in an inn, between adventures. Or they may be engaged in routine businesses and vocations. Suddenly, it happens! The Princess has been kidnapped and is being held for ransom. The castle is suddenly besieged by invaders, and someone has to go for help. The King has been captured by his enemies, but his evil brother wants the throne and is blocking the collection and transport of the ransom. A dragon is terrorizing the outlying villages and is reported to be moving toward the capital. A band of robbers is carrying out its depredations on the King's Highway. A friend has been arrested by the local authorities on

what appear to be trumped up charges, and he's heading for a certain hanging. We could go on and on, but the bottom line is that Someone Has to Do Something About This, and guess who has been selected for the job?

Of course, the situations will instantly be recognized as typical of a score of stories and more. The advantage to developing such senarios is that they all give the Players a definite goal to achieve. The StoryTeller GameMaster will especially love such senarios, because they give him an opportunity to write a somewhat more detailed script to guide the action. The disadvantage is that the senario cannot be tackled by the same Players twice.

Still, we do recommend the mission senario whenever possible, simply because they are far quicker to prepare than the often monumental designs needed to develop a comprehensive and long-lasting Place of Mystery senario. The classic Dungeon, for instance, can become a monster in its own right, with level after level of convoluted passageways and chambers, populated by hordes of monsters, and littered with treasure. Unfortunately, the action bogs down into a repetitious series of searches, combats, and lootings. The action can be kept going for years, but the GameMaster spends all of his time racking his brains for more and more clever and original traps, gimmicks, tricks, and monsters to keep the Players entertained and interested.

Somewhere in all that, the role playing is forgotten. The outer world pales into insignificance. Finally, the fantasy becomes only a deep, dark, damp, dangerous dungeon.

Consider how the great writers have handled such places. Tolkien presents the Mines of Moria as a place to pass through. It doesn't occupy all of the adventures' time and efforts. Le Guin presents the Tombs of Atuan as a place in which a valuable magical item is hidden - to be retrieved and carried back to the real world so that a kingdom can be saved. Their lesson is that the world is more than a labyrinth, and the action belongs out there too.

Places of Mystery have meaning when made a part of a mission senario. They can be made simple or fairly complex, the latter being a place to revisit later for some other purpose besides the one occupying the Players at present.

One thing that GameMasters might note is that the basic **C&S** has dispensed with random appearance tables. If general tables of this type are desired for use with **C&S**, they are available in the **SourceBooks** which expand the basic world of **C&S**.

The reason for this lack of random appearance tables is that we feel that such gaming aids become an obsession with some GameMasters. We cannot possibly predict what you intend to do with your gaming senarios, so anything we design will automatically take control of your adventure. That is, our tables have NPCs, monsters, and probabilities built in which might conflict with your view of your world and the specific aims of your senario. If you feel you need such gaming aids, we recommend strongly that you develop your own limited tables of random appearance of specific creatures which are appropriate to the senario, or even the specific place in the senario, which you have designed. Better still, learn to trust and use your own good judgement and have NPCs and monsters appear where and when the action calls logically for their appearance.

2.05 RUNNING A GAMING SESSION: PREPARATION

In a way, there are no recipes or any hard and fast rules for running a successful role playing session. Each GameMaster is faced with the problem of developing a personal style of presentation with which he feels comfortable. Also, the Players themselves have a considerable effect on the gaming because the entire activity depends upon their interactions with the GameMaster and with each other.

After the world of the fantasy campaign has been designed, and an adventure senario is ready, the Players must choose their Characters for the adventure. Initially, a Character Development session will be needed, in which the GameMaster assists the Players to generate one or several Characters for the campaign. Once each Player has a Character or two, launching into the action is much more direct.

Often, the Characters available for adventuring might be restricted to those who are 'in town' or within easy call at the point in the campaign's time line (calendar) at which the adventure begins. It is likely that past history will play a part in determining which Characters would be going on the adventure. For example, Characters who had adventured together before and parted 'friends' would be most likely to band together again. 'Enemies', however, would likely not risk the chance of treachery at the hands of the other unless the stakes were very high.

At this stage of the senario, the GameMaster will provide any advance information that is forthcoming, and the selected Characters will outfit themselves according to need and the resources of their wallets. Usually, the nature of the mission is known in general terms, and some plans and informed decisions as to what equipment to take can be made.

2.06 RUNNING A GAMING SESSION: INTERACTION

Once the initial preparations are completed, the adventure begins in earnest. The adventure progresses by the GameMaster and the Players telling each other what is happening. Physical actions, maps, diagrams, and miniature figures may all be used to supplement the descriptions and make them clearer.

The GameMaster informs the Players as to what is happening around their Characters. He should **always** keep in mind what the Characters could sense and know. All too often, inexperienced and secretive referees forget that a person can take in an entire room at little more than a glance. In a time of possible danger, one's senses are heightened, and a person will be alert for anything suspicious - which catches his attention if he could recognize it upon seeing/hearing it, etc. Thus, not everything need be described, but if something significant could be sensed and recognized as important, a Character would likely perceive it. Following this simple rule will prevent a lot of those situations in which a Character falls victim to something obvious simply because the Player had not asked a question about it. He doesn't have to; his Character, being in the imaginary world, might notice it instantly. If there is a chance of missing it, the GameMaster might consider a test-roll at some odds or other to determine whether or not the Character did perceive the creature or object.

The Players respond to the GameMaster (and to each other) by telling what their Characters are doing and saying in the situation at hand. Sometimes, it is advisable to have one Player designated as the Caller for the group, speaking for everyone unless there is a need for any Player to specify what his Character is up to. In a large playing group, a Caller is often essential, as no GameMaster can cope with eight or ten voices all speaking at once.

The Players are free to ask questions to obtain information about their surroundings or the events and personages confronting them. The GameMaster can answer with additional details, clues, and even irrelevant facts that are perceived by the Characters but which have no real bearing on anything important (this can confuse the issue without anything really being held back). Players should not be allowed to ask for information beyond the reach of their Characters' senses or beyond the Characters' understanding. The last is especially important in true role play: Characters are not their Players, and thus they may be ignorant of things the Players would know to ask about.

A fairly classic example of 'calling' in an FRP game is provided by the following situation. The adventure has taken a group of four Characters to the third floor of a ruined tower, in which a number of brigands are suspected to be hiding:

GAMEMASTER: 'As you reach the top of the stairs, you find a closed door. It is wooden, with iron bracings, and appears stout and strongly secured'.

CALLER: 'Is there anything on the other side?'

Clearly, the Players must do something through their Characters to get any kind of answer to that question. The now traditional 'Listen at the Door' procedure will succeed or fail, depending upon several possibilities. First, the Character will have to have fairly good hearing because the door is thick. Second, someone/something behind the door will have to be making some noise to be heard at all. Let us suppose that there are eight brigands in the chamber on the other side of the door. A fair bit of noise will be only logical - some kind of conversation, arguing, gambling, cursing, or whatever.

CALLER: 'The Thief listens at the door and also examines it to see how it is secured'.

GAMEMASTER (making a 'listening' determination): 'He hears some voices from the other side. He doesn't know how many - several at least. The lock is a simple key mechanism - easy for him to pick'.

CALLER: 'He's picking it. Can he make out the conversation?'

GAMEMASTER (making another determination to see if the Thief picks the lock): 'He'll have it open next turn. He can only make out a few words. Something about the loot they'll get when the caravan of merchants comes along the high road tomorrow'.

Confirmation of the identity of the men on the other side of the door has been gained. Obviously brigands! The party readies for a frontal assault to take the brigands by surprise.

CALLER: 'As soon as the Thief has the lock opened, he'll step aside and kick the door in. The others have their favorite weapons out. Sir Cederic and Squire Jiles are going in first, shields advanced. Yeoman Mark has an arrow ready and will shoot his longbow at the first target he sees once into the room. The Thief will bring up the rear, his throwing knives ready'.

GAMEMASTER: 'So it's a regular charge, then? With all the usual yelling and what have you?'

CALLER & PLAYERS: 'You bet! And they'd better be surprised'.

Play continues in this fashion throughout the session. Basically, nothing that is not stated verbally or in writing is assumed to have happened. This requires that the GameMaster and Players all have a strong sense of honesty and fairly good memories. For example, a Character who has a knife in each hand cannot draw his sword unless he does something with one of the knives - either drop it or throw it. Or again, the GameMaster must watch out for the things that the Characters are doing which alter their perspective on the action. For example, if a Character turns to follow the movements of an enemy, he might not see another foe lunging at his back. In action sequences, the use of miniature figures greatly aids everyone in seeing instantly what is happening all around the Characters and others in the situation, and avoids long disputes about who could or could not see what.

Another element of role play sadly neglected by some Players and GameMasters is dialogue - what the Characters and NPCs/Monsters actually say. If role play ever meant anything, it is here. The purists among us argue that anything a Character says must be in character and will have an effect on those overhearing his words. If one is asking some directions of another, for instance, the manner of address and the tone of voice are very important. A smart-alecky Commoner responding to the question of where the nearest inn is located might find his ears being boxed by the outraged Knight so rudely addressed, or even worse. Inexperienced Players often do not understand that ideas about equality and individual freedom are alien to most cultures besides our own. A few such lessons might teach them manners.

Some very expert groups go so far as to forbid discussion of game systems and which one should be applied, or what the odds are, etc., during the course of role playing. This form of gaming emphasizes role play to the extreme. The Players are pretending literally to be their Characters at all times. If they discuss strategy, it is in terms of what they, as imaginary personages, are going to do; never do they step out of character to plan as Players. Only when a game system is being applied will the person(s) involved speak of the odds, etc., in order to carry out the action.

Some GameMasters also forbid reference to many sections of the rules before an action is carried out by the Characters. That is, no Player is allowed to look up something to refresh his memory about a spell or monster or whatever. This approach is best used when a playing group is familiar with the rules, and it again tries to emphasize role playing in character. After all, since when does a fighter look in a rule book just before deciding which weapon to draw? Only when combat is joined will the appropriate tables and charts will be consulted.

Many GameMasters also go to real time when decisive action is required. In short, the Players have to make up their minds right now, not step out of character and discuss what they are going to do about an unsettling and rapidly developing situation.

GAMEMASTER: 'The Black Knight is lowering his lance.'

PLAYER 1: 'Geez, guys, I think we'd better figure out what to do about this.'

PLAYER 2: 'Only one of him. I'll cut loose with my heavy crossbow. That should -'

PLAYER 3: 'No - wait a minute. He might be bluffing. Besides, we can get into a lot of trouble if we shoot down a Knight. We're only Commoners, you know, and this is foreign territory.'

GAMEMASTER: 'He's charging across the bridge.'

PLAYER 2: 'Come on, guys. We gotta do something fast!'

PLAYER 1: 'Maybe if I cast a sleep spell. . . ?'

PLAYER 3: 'What if you fail? It's only thirty yards. I can drop him at this range. . .'

GAMEMASTER: 'I doubt it.'

ALL: 'Why?'

GAMEMASTER: 'Because you clowns have wasted so much time, he's here already. Lance at Number One.'

The fact is that the charging Warhorse has already made it over the bridge in real time and the indecisive adventures have a mounted Knight in amongst them. This sort of thing stops the game playing and brings on the excitement and frustration of real action. Think fast, or die!

2.07 RUNNING A GAMING SESSION: ROLE PLAYING THE OTHERS

One of the most important tasks a GameMaster has is bringing the Non-Player Characters (NPCs) and the monsters 'to life'. The GameMaster plays the part of all the creatures in the campaign not under direct Player control. If he is expert, he will speak and act in character for at least the major members of the cast under his control.

Non-Player Characters fall into several categories of complexity and depth of role play, with importance and personality development which are equivalent to actors/personae on a stage.

Extras: Some NPCs have little more than walk-on parts to play. They are typically the non-combatants who populate the world and serve to deal with the Characters in small ways - the peasant standing by the road who points the way to the castle; the wine merchant who tries to cheat the group by selling poor grade wine at vintage prices; etc. When one of these gets in harm's way, he is usually doomed.

Rabble: The Rabble are a bit more able to put up a fight and often represent the assorted cannon fodder of the men in ranks. Their main purpose is to get killed, either valiantly joining the Adventures or else fighting against them in some desperate combat. Like the Extras, they are relatively faceless personages, with limited character development except in so far as a specific trait is important to advance the action.

Minor NPCs: Such personalities function like the Player Characters and have a background and character which suits the part they must play in developing the action. Generally, the more important the part to be played, the more the GameMaster will put into designing such an NPC to help both himself and the Players understand the place the NPC has in the unfolding scenario.

Personality NPCs: The major figures in the fantasy world may be developed in considerable detail and evidence qualities and talents which rival or even surpass those of the Characters. Personalities are NPCs who have achieved importance in the campaign - great heroes, villains, lords, mages, etc., with whom the Player Characters must cope. Personalities may be allied or opposed to the Characters.

Monsters: In addition to members of the central races, the GameMaster will have to operate a wide variety of monsters. Many will have personalities, and they can be rated in much the same fashion as standard NPCs - particularly if they are intelligent creatures. GameMasters are advised to recall their readings in fantasy fiction and legend. The Blatant Beast in *The Incomplete Enchanter*, for example, is forestalled from making a meal of De Shea by a rather uncouth and ribald poem. Again, the Orcs capturing two of the Hobbits in the *Lord of the Rings* prove to have their own worries about the Knights of Rhorrim and their own employer. GameMasters who allow motivations other than 'Kill! Kill! Kill!' to the Monsters will discover that they offer excellent and enjoyable advantages and opportunities for superb role play. Orcs, Goblins, Trolls, and related types are, for instance, potentially corruptible with gold and silver. And they get scared when the heroes are thrashing them in a stand up fight!

Beasts: The GameMaster must run all of the animals in the game. If he has some understanding of animal behavior, he should use his knowledge to direct the actions of the beasts. Not all wolves, for example, are ravening killers who attack to the last pack member. They are wily creatures who are well able to assess the odds and can count casualties well enough to know when to break off an attack. Lions, tigers, panthers, and leopards attack from ambush with a sudden rush. Faced down, they tend to withdraw, especially if they are confronted by several yelling, aggressive opponents and have a bolt hole.

In general, the same remarks directed to Players about how to play their Characters are equally applicable to the GameMaster. The one truly unforgivable sin here is playing NPCs, Monsters, and Beasts like mindless robots who have no feeling and natures of their own except to kill the Characters. The real skill and imagination of the GameMaster is revealed in his role playing of the Others in the campaign.

2.08 RUNNING A GAMING SESSION:

LONG RANGE PERSPECTIVE

Unlike most other games, role playing rarely ends after a single session. Rather, it is an ongoing activity which can span years or decades in gaming time. The main thrust of FRP gaming is to develop a biographical/autobiographical story which presents the lives of the Characters. If played with skill and luck, a Character may enjoy a long life in the campaign.

This means, plain and simple, that the GameMaster has to gauge the long-term effects of the developments of a moment. Allow a Character to acquire a superb magical weapon or magnificent magical armor, and you may have rendered him all but invincible. The Character begins to mow down his opponents with an ease that soon causes everyone to lose a bit of anxiety about his fate. What was before a fairly reasonable gamble in the face of death - a genuinely heroic situation - now becomes a sure thing. The duel between matched opponents degenerates into little more than a series of mindless murders.

Some role playing games have specialized in this gadgeteering to sensationalize the action. Unfortunately, once begun, the GameMaster is forced to introduce some impossibly fearsome opponent equal to the challenge of the super-armed hero.

At the same time, it should be recognized that Characters will tend to start out initially with relatively limited fighting/magical abilities and equipment. With time, they grow in skill and available resources, becoming more and more formidable opponents. Their challenges should



be increased proportionately, so that there is always a sense of danger and uncertainty in their minds.

In some instances, Characters will fall into situations which are clearly beyond their current ability to handle. In such instances, it is the duty of the GameMaster to exert all of his skill to make sure that a scenario can be resolved through skillful play, brave and decisive action, and perhaps even a few (carefully disguised) interventions by Fate (the GameMaster). Never should a scenario be devised as an almost certain deathtrap - particularly if there is a possibility that a Character or group of Characters could fall into an impossible situation by an accidental bad roll of the dice. If such an occurrence happens, and the group does meet up with the Demon who can blot them out in a trice, a bolt hole should be built in so that they can run like hell and get away.

The sole exception to the foregoing is the scenario which is very definitely **known** to be very lethal, and which is presented as a line of play which the players can **freely choose** to follow if they wish. In such instances, everyone knew more or less what he was getting into, and once accepted the challenge is then fair.

Super weapons and armor can be introduced with a condition on their use. The idea behind the magical weapon or magical device lies in the mission concept in many stories of legend and fantasy fiction. That is, some weapons exist for specific purposes, and they may be temporarily delivered into the hands of a hero in order to see him through a challenge. In the Anglo Saxon epic, *Beowulf*, the hero sees a magical sword on the wall of the undersea cavern in which the dread Sea Hag is fighting him. He slays the troll wife with the weapon, then cuts off the head of her son, Grendel. When the deeds are done, the blade of the weapon melts away with the blood of the trolls. It is a banesword - designed to kill such terrible creatures, but destined to be destroyed even as it destroys the evil it was created to vanquish. Such magical items are the talismans of power, placed in the earth to provide aid when mere human powers are not enough. A good scenario may plant a number of such items along the way, each perhaps to be won through some encounter and to be used in an **inevitable** later encounter.

Such devices, coupled with a careful eye for balanced play, can avoid the worst evils of overmatched Characters or NPCs.

2.09 RUNNING A GAMING SESSION: THE WIDER WORLD OUT THERE

Many GameMasters make the mistake of concentrating on adventure scenarios or on developing involved dungeon complexes, forgetting that there is an entire world somewhere out there. That world goes on from day to day, often oblivious of the existence of the Player Characters except when their actions intrude upon the daily routine.

Put another way, as your campaign grows in scope, and your conception of the fantasy world becomes more clear and detailed, the broader events and movements in the world's history will assume a life and purpose of their own. Many of these events will seem far removed from the lives of the adventurers. There will be wars, barbarian raids, depredations of bandits or monsters, revolutions, religious movements, plagues, famines, and a host of other events, either by accident or deliberate choice on their part.

The GameMaster can provide news of new regions and facets of his world just prepared for adventuring by announcing such events. This is a dramatic method of inviting the Players to become caught up in a new adventure, with fresh opportunities for glory, loot, and whatever else they might be seeking. The more your campaign comes to encompass, the greater will be your need to develop the sense of a living, sensible world with its own stream of events happening from day to day. This is why *C&S* concentrates upon the simulation of an actual, documented segment of history and fantasy fiction - the feudal ages. Alternative worlds are provided in supplements, as well. By having a coherent social order to build on, a believable fantasy gaming world that really works can be created.

The value such a world has for long and enjoyable FRP gaming cannot be overstated.

3 On Being a Role Player

If you are a beginner, fantasy role playing may seem a bit baffling at first. With time and experience, you will come to understand what it is that you are expected to do, and also how to do it successfully. If you are already an experienced role player, you may have acquired a view of what fantasy role playing is about which differs from the one on which **Chivalry & Sorcery** is based. Every fantasy role playing game has its own approach to role gaming, and some are radically different from the approach and philosophy embodied in these rules. The following sections set out our ideas about role playing. Beginners and veterans alike are urged to read them carefully.

3.01 THE PLAYER

The term **Player** is used exclusively to refer to the flesh-and-blood person whose task it is to pretend to be and to direct the actions of a totally imaginary person (the Player Character) who lives in the totally imaginary world of the fantasy campaign. The Player himself should master those parts of the rules which apply to his Character and the development of a personality for that Character.

3.02 THE PLAYER CHARACTER

The term **Player Character** (abbreviated PC) is used exclusively to refer to the imaginary person who lives in the imaginary world of the fantasy campaign.

We stress the imaginary aspect of the Player Character. The PC is not the Player. Rather, the PC is a role the Player assumes in the game, like an actor plays a role on the stage. The PC has his own physical and intellectual capacities, a range of specialized skills, and a personal history and social background often very different from that of the Player. In short, the PC has his own life to live, and he exists quite separate and apart from the life and personality of the Player.

3.03 POWER GAMING

There is a certain kind of Player who, because of inexperience is unable to see the solid line that separates him from his Player Character. Such a Player undergoes an almost complete identification of himself with his Character, and loses in the process the whole idea of playing a genuine role. Everything that happens to his PC he will regard as being done to him personally. Everything his PC does he regards as being his own personal feat. This is a lot more than taking simple pride in accomplishment as a gamer. It is becoming in an almost literal fashion the Player Character.

This type of Player cannot see that others may be playing their roles completely in character. He will quickly take offense at any other Player whose Character logically and naturally does anything unpleasant to his Character. He just will not see that his PC is not himself. The result is a twentieth century person, with twentieth century ideas and attitudes, playing a purely farcical and quite superficial role as a personality in another time and place. He never really gets inside the head of his Character. He never has his Character thinking, feeling, and acting like a native of the fantasy world. It's as if he put on a Halloween mask, but didn't change otherwise.

The whole purpose of fantasy role playing at its finest is to pretend that you are not there in the imaginary world. Your Player Character is there, and you must understand him and his world, sometimes forgetting your own personality and world entirely.

The Player who cannot do this will almost invariably turn into a **Power Gamer**. He has something to prove about his own superiority as a person and as a gamer, and he uses the role playing game to score points - often at the expense of other Players. The characteristics and abilities of his PC exist in his mind only as a bunch of factors to be applied to the game systems. He is a rules fanatic, and assiduously searches the rules for every loophole. Weapons are chosen for their 'minimax' (minimum - maximum) capabilities, not for any other reason. He often discusses courses of action during an adventure solely in terms of the probabilities offered by the game systems, is constantly calculating hit points of one adversary or another, and spends all of his time trying to load the game systems in his favor. Give him a weapon or magical item of power, and he goes amok - pushing around the Characters of other Players and annihilating just about everything in sight to build up his body count and experience levels.

Power Gaming is the natural result of a campaign that lacks any real semblance to a functioning world. The action is conducted almost exclusively in some totally lawless, often nightmarish place called a 'dungeon'. With no society, no laws, to restrain anyone, just about anything goes - and does! Emphasis is placed exclusively on success in killing, finding, and looting treasure so that Power-tripping Players can see

their Characters/Themselves rise in power through obtaining experience points. Then their more powerful Characters/Themselves can go back into the dungeon to do more killing, finding, and looting to rise still farther.

The Power Game campaign is conceived as a kind of contest between the Players to see who can become the greatest in the playing group. Bullying and treachery are the norms of behavior. After all, if one can get away with it, who is to stop them? There are no real laws, no police, etc., to prevent such behavior. Furthermore, because there is no fantasy society out there, the genuine Role Player is at a distinct advantage in a Power Game because playing firmly in character sometimes means doing things that are not the best in cold-blooded gaming terms. Thus the Referee is often responsible for Players' conduct.

Consider the following situation. A group of adventurers have come upon a vale of flowers in the middle of an enchanted forest. They are greeted by a pretty maiden who invites them to supper at her cabin nearby. Very hospitable. Also very dangerous, because anyone who knows legend also understands that a vale of flowers likely is run by a powerful Fey with great magical powers. The role-playing adventures accept the invitation, and discover that the wine they drink to the maiden's health is really laced with a Potion of Change. They are largely unaffected, except for one who is a talking frog and another who is only two inches high.

Role Players accept the situation as to be expected. Manners dictate that they accept such a gracious invitation to dinner (especially since it is late). Manners also dictate the drinking of a health to their hostess, who has cooked them a fine dinner. All this is part of the whole Chivalric tradition. Because the GameMaster plays the game too, he has his own plan in mind - and the plan requires a talking frog and a two-inch human. Because the Players know that the GameMaster also plays the game, they trust that being fully in character will lead ultimately to the highest of adventure, not abject disaster.

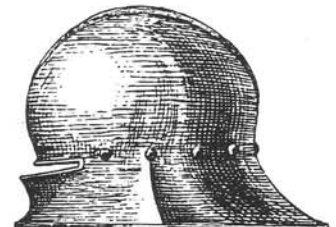
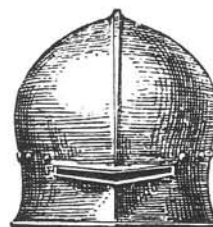
Power Gamers, on the other hand, would either decline the invitation or, upon accepting, view everything with the deepest suspicion. If the worst happened, and two of their number were altered in the manner described, swords and wands would be out and a certain young lady would end up vanquished, dishonored, and dead. Thus is, after all, the naturally paranoid reaction of a group of eternally hinted Players in a nightmare world with no laws except 'Kill the Characters' if they goof up. There is never any safe ground in a fantasy world designed for Power Gaming. This means there is little, if any, room for real role playing.

3.04 ROLE PLAYING

As a Player, your job is to create an entire life and personality for your Character. Stand back from the action a bit and attend to the mechanics of the game, but allow your Character to do his thing as well.

The Player's task is to design his PC by generating random numbers on dice to determine the PC's basic physical and mental traits, and also the basic facts about the PC's social background. Using those bits of information, it is then possible to flesh out the PC as a living personality. One can choose a career for him - Fighter, Mage, Cleric, Thief, etc. Specific skills, fighting abilities, etc., can be determined from the basic data once the choice of career is made. Optional systems exist to provide information on the moral nature, psychological health, and physical appearance of the character. The Character generation system requires a bit of time initially. But if it is a full-bodied person you want for role playing you will indeed be able to develop a complete alternate personality with a viewpoint and goals all of his own.

The better that total Character development is done from the start, the more the PC will take on a life and style uniquely his own. As his



life in the campaign unfolds, his experiences will begin to modify his viewpoint and his aims in life. He becomes a person.

There will be Character identification in any kind of role playing. The Player will find himself saying 'I' and 'me' when speaking of what his PC said and did, or had done to him. But the Role Player will never forget for long that he is separate from his Character. This minimizes any bad feelings that might develop otherwise, when another Character does a dirty trick to a PC while staying in character. As a person, one perhaps has the right to be a bit irritated when his Character is victimized. But as a Player, one has to recognize that another PC acting in character could be expected to act that way in the game. There is nothing personal intended in any action committed by a Player Character who is acting naturally. Only if the Player operating that PC had stepped out of character and used his PC for his own ego satisfaction will one have a right to be truly angry.

Many fantasy role playing games encourage a very rapid generation of a Character. Often, this consists of rolling dice a few times, noting down the results, and then getting on with the gaming scenario. Such an approach is perhaps fine for a Power Game approach. If genuine Role Playing is intended, this kind of Character 'development' is very simplistic and hardly useful to creating an alternate personality.

Many difficulties arising in role playing campaigns can be traced to friction between Players over the conduct of their Characters--who are really the power-tripping Players themselves, only thinly disguised by a heroic name and a role label like 'Fighter' or 'Thief'. The idea started off as having fun with a game, not to turn the activity into a means of settling personal differences between Players or to work out personal frustrations and aggressions by victimizing the Characters of others. Bullies and traitors are never liked, particularly when others feel that the behavior is really directed at them. Just because its only a game does not excuse plain bad manners and bad sportsmanship. We invite such Players to straighten out right now or depart from the playing group. It's a good rule. The playing group should be composed of friends who enjoy each other's company and imagination as they work out the legitimate escapades of their Characters. We don't have time or interest in troublemakers who interfere in our enjoyment of the game.

The need for Characters to remain in character as much as possible is perhaps the chief reason why *Chivalry & Sorcery* is cast in a feudal setting. It could easily be a Barbarian society (Viking, etc.), a classical one, or one drawn from a work of fantasy fiction or even developed entirely by the GameMaster. But we do need a society to tell everyone, Characters and Players and GameMaster alike, how things are done and why.

This keeps a lot of Player feelings out of the game, encouraging everyone to concentrate on dealing with the real issues at hand. In a society, there are traditions, customs, laws, and manners to guide Players as they direct the actions of their Characters. If someone decides to do a bit of Power Gaming, there is always Someone Bigger that victimized Characters (and Non-Player Characters for that matter) can turn to to bring the offender to justice. Even the toughest superhero cannot stand up for long against the massed might of an outraged populace and its leaders. If a Player insists upon playing his Character as a villain, a perfectly legitimate activity for role play, he should have to face the same consequences as any real villain does. Setting oneself against society is to take on the entire world, and a Player shouldn't complain if the roof falls in on a villain who does not cover his tracks and act in a manner designed to conceal his wrongdoings.

Who are you? Your answer to that question could take many forms. You might give a physical description of yourself, listing weight; height; eye, hair, and skin color; distinguishing marks; and a number of prominent physical abilities or deficiencies. You could make a general assessment of your intelligence; the areas you know quite a bit about; the specific interests, hobbies, and skills you have; things you know a bit about but cannot be called an expert in; the things you simply cannot do or else do badly; etc. You could outline your value system--how you decide what is right or wrong, good or bad, worthwhile or worthless. We could toss in religion and philosophic outlook here as well. Then you could give your view on proper manners and general conduct in public, and what should be done with people who break the rules. You could mention the different places you've been and the people you've met, drawing lessons from such experience which have changed your views and opinions and lifestyle. In short, you could assess your whole life, considering whether or not you have met your goals and describing your hopes and plans for the future in the light of your present knowledge, skills, abilities, and personal habits.

It is no different for a Player Character in a fantasy role playing game.

Some elements that make up the personality of a Character will be present from the beginning, arising from the Character generation systems. Others will arise as the Character acquires a gaming history and

certain traits and tendencies emerge as the style of that personality's way of doing things.

3.06 WHO WINS IN A ROLE PLAYING GAME?

Some role playing games emphasize the competitive aspects of play, with the amassing of high totals in the body count and experience points area being the sole aim of the gaming. This is decidedly not the case in *Chivalry & Sorcery*. One could advance in experience levels--which represent proficiency in certain areas--but there are many ways to do it besides an eternal round of seeking, slaying, and looting.

The idea in a full-fledged role playing game is to play a role and see what happens. In short, we offer an entire world out there in which almost anything can be tried. Be a Lord. Attain Knighthood. Slay enemies, rescue fair maidens, and be a Hero. Be a villain. Do good. Do evil. Escape from the fields and become a freeman. Seek knowledge and enlightenment through the pursuit of the Arcane Arts. Save souls. Damn them. Anything you set as a personal goal for a Character becomes the most important measure of success or failure in the campaign. If your Character attains his dreams, he wins. If not, well--he died trying.

This introduces the heart and soul of fantasy role playing. One thing about such games that can confuse the new player, and which experienced Players should remember but forget, is that the games never end. There is no real way to lose except by dying. There is no real winner either, except those who survive. Indeed, to really complicate the picture, a Character's death can itself be a colossal victory if it is heroic and accomplished with style.

It is necessary for Players to understand that the essence of fantasy role playing is autobiographical. Players and GameMasters combine to tell the life stories of the Characters. We presume that the Characters are Heroic in stature. The adventures are the high points in the careers of the Characters, and months or even years in gaming time may be assumed to pass between some of them. An adventure may end, but the story never does until the Hero is slain or the campaign itself is ended. In a complete campaign, where Players have several Characters operating at the same time, the loss of one Character ends only his story. There are always many others remaining to unfold in yet another chapter of an ongoing saga of derring-do.

Being a Hero demands a campaign on an epic scale. The region in which the action occurs need not be a huge territory or need not involve a conflict of cosmic proportions. However, the challenges confronting the Heroes must be sufficient to produce high excitement and suspense on the part of everyone.

Players and GameMasters alike are urged to read some heroic--literature--either the traditional legends or modern fantasy fiction--to acquire the necessary insight into what makes a true Hero. To be blunt, a Hero doesn't always weigh the odds--unlike some hyper-competitive gamers who mistake winning with rising in experience points. A Hero faces his doom bravely, defiant to the end, secure in the all-important realization that death hurts only for a moment, but Glory lives on forever.

Heroic role play demands that Players meet the high challenges, and that the GameMasters offer the opportunity for genuinely heroic deeds to be accomplished. The GameMaster has the task of matching up the opposition fairly to the skill of the Players and the general abilities of their Characters. Apply courage, cunning, and honor in equal parts, and no Character can ever really lose anything. The Player has stepped outside himself to don another personality, facing dangers and opponents unthinkable in his mundane, everyday life, until death finally takes him too--surrounded by the heaped bodies of his enemies.

Heroic Players must be the equals of Heroic Characters. A Heroic Player knows when to let go of a favorite Character. The die is cast, a death is demanded, and his Character goes down--swinging all the way! There is nothing so pitiful as a Player who cannot accept the glorious fate of a Hero. It demeans the example that Hero has set in his life.

True Role Players will discover that the Heroic Attitude will pervade their gaming. Stories of great adventures and magnificent deeds will be told and retold, establishing a tradition of excellence both in the campaign world and in the gaming group. This is the real pay-off in fantasy role playing. That alone is how to really win in role playing.

Thus the models for Character play should be taken right from the literature of fantasy and legend--King Arthur and his Knights; the heroes of the Greek epics; Conan the Conqueror; the Fellowship of the Ring; and scores of dozens of others who would risk all on a very slim bet to gain glory. Even the villains should be of Heroic Stature, as should those in the grey area between--Characters like Fafhrd and the Grey Mouser or their ilk, who often tread in the shadows between Heroic Champions and equally Heroic Villains.

The marvellous thing about fantasy role playing games is that one never really dies. Death of a Character always is succeeded by the birth of yet another Hero to take his place. The game never ends.

4 The Creation of Player Characters

We recommend that the GameMaster hold a Character Design session with his Players before the first adventure is begun in the campaign. After all, it is necessary to acquaint Players with the basic rules, clarify their questions on standard procedure, and allow Players to design at least one Character each. The nature of the world of the fantasy should be discussed at this time; for Players need to know how things work in the fantasy environment. It is impossible to get into a fantasy Character and have him behave realistically in his world if the GameMaster keeps everything about that world a secret from the Players.

The first decision to make concerns the number of Player Characters or PCs that each Player should be running at any given moment in the campaign. Such a decision is the GameMaster's to make. We do recommend at least two PCs, as casualties invariably result during the course of the play. It is a bit unfair to leave a Player out of the action because his only Character has been extinguished.

Beginners can rarely handle more than one Character at a time in the actual role play, but they can manage the limited paperwork in maintaining one or two others in the wings, waiting for their turns on stage. Experienced role players can often handle two or three Characters at a time in actual role play.

We suggest that no more than two Characters should be allowed in play during an adventure session. This is a simple management rule which prevents a huge party of adventures avalanching down upon the hard-pressed GameMaster. Consider trying to oversee seven or eight Players, with 4 or 5 Characters each. That's at least 28 PCs to worry about, in addition to everything else! Even a superb GameMaster will overload under such conditions.

Once the general outlines of the campaign and the most relevant rules have been laid down and discussed, it is time to create the Player Characters:

4.01 DETERMINING THE OMENS AT BIRTH

In all pre-scientific societies, there is a firm belief that one's life is influenced by the favor or disfavor of powerful supernatural forces. The omens that surround one's birth would likely be found by the casting of a horoscope. Divination by observing the planets and stars is an old tradition. It was practiced by the earliest civilizations more than 6000 years ago, along the Tigris-Euphrates Rivers. That tradition spread throughout the ancient world and continued in the nations of medieval Europe and the Islamic Middle East. It is therefore a most fitting method of determining the aspects influencing the birth of a role-play character in a feudal FRP game like **C&S**.

Of course, there are other methods of divination-- the reading of flights of birds or the entrails of sacrificial animals, the casting of lots (as in the Nordic casting of the sacred Runes), and many others. The net effect is that the omens will be found and then interpreted to prophesy the future of the new-born child. That we have chosen astrology as the main vehicle for divination should not be seen as excluding other possibilities. Rather, astrology is so central to the tradition, so central to many cultures, and quite familiar to many players that it appeared to be the best one to use to provide background color while modifying the initial gaming probabilities which produce the player-character.

To determine the birth omens for a player character, roll 1d100. The result determines the Aspects of Birth:

4.02 COMPUTING CHARACTER PRIME REQUISITE POINTS (CPR)

There are 9 Character Prime Requisites-- physical and mental traits which influence many of the abilities and skills which a Character depends upon in the course of the game:

Dexterity	Intelligence	Piety
Constitution	Wisdom	Appearance
Strength	Bardic Voice	Ferocity

All Players begin with 50 CPR points plus $10 \times 2d6$ CPR points. Thus from 70 to 170 Character Prime Requisite points are available to purchase the Prime Requisites of the Character. Also, if a Character had a well aspected Birth Omen, an additional 10% of his total CPR points becomes available (giving a range of 77 to 187 CPR points).

Each Prime Requisite must be at minimum 04 level and cannot exceed CPRS/40 in any instance. In some cases, a particular Prime Requisite may also set minimum and/or maximum limits on certain Character Races. Other than that, Players have complete freedom in allocating CPR points to create their Characters. We suggest that Characters be designed with an eye to balance between the various Prime Requisites. Massive strengths in some areas may also lead to glaring deficiencies in others if one is not careful.

Each Prime Requisite is purchased by expending CPR points. The cost per Prime Requisite level is 1 CPR point until the CPRS is at 16. Thereafter, the cost is 2 CPR points per level above CPRS/16. Also, some Races will have specific costs assigned for exceeding limits other than the CPRS/16 limit.

For example, a Player desires that his PC have superhuman strength (STR/20+). The first 16 STR levels cost 16 CPR points. The next 4 cost 8 CPR points (double cost), for a total expenditure of 24 CPR points for STR/20.

This example will show that even a maximum 187 CPR reserve can quickly be exhausted, with 20.7 CPR points average for each Prime Requisite. Lower CPR point totals mean that a few discerning decisions will have to be made. Many Characters will average around 120 CPR points, enough to bring the Prime Requisites to an average of CPRS/13 or so. For every Prime Requisite over that average, others will be lowered.

4.03 CHOOSING A RACE & A VOCATION

Now that Players know just how much material they have to work with, in the form of CPR points with which to purchase Prime Requisites for their Characters, they can begin to consider the Race to which they wish to belong and also the vocation they want their PCs to follow.



A **Life Horoscope** may be drawn up for the player character. This divination affects the possible success or failure of the PC in various callings. It is recommended that the player choose the calling which will serve him best.

The following table is a representation of the broad effects of the **Life Horoscope**. The numbers indicate the percentage bonus or penalties assessed against experience points earned in a given field of endeavor, and are termed **Astrological Bonuses**. The sign under which the character was born, the **Aspects of Birth**, and the **Astrological Bonus** to be applied once a vocation is finally chosen, should all be recorded for future reference.

1d100
Result
01-25

Aspects of Birth

Highly Auspicious: The planets are well placed, and the child will enjoy a favorable life.

26-75

Neutral: The planets are so placed that the child does not enjoy any special advantage or disadvantage.

76-00

Inauspicious: The planets are badly placed at the moment of birth, and there are some dark forces acting against the child's interests.

			Law								Merchant		
	SIGN			Ftr.	Mag.	Cler.	Thief	Govt.	Craft	Guild	Farm.	Money Ch.	Other
Roll 1d100:	1-10	ARIES	W	+10	+5	+5	+25	+5	+5	+5	+5	+25	+15
			N	0	0	0	+10	0	0	0	+10	+10	
			P	-5	-5	-5	+5	-5	-5	-5	+5	+5	
	11-18	TAURUS	W	+5	+5	+5	+5	+5	+5	+15	+25	+5	+5
			N	0	0	0	0	0	0	+10	+15	0	0
			P	-5	-5	-5	-5	-5	-5	+5	+5	-5	-5
	19-25	GEMINI	W	+5	+25	+5	+5	+5	+5	+5	+5	+15	+5
			N	0	+10	0	0	0	0	0	0	+10	0
			P	-5	+5	-5	-5	-5	-5	-5	-5	+5	-5
	26-32	CANCER	W	+5	+5	+15	+5	+5	+25	+5	+15	+5	+5
			N	0	0	+10	0	0	+10	0	+10	0	0
			P	-5	-5	+5	-5	-5	+5	-5	+5	-5	-5
33-40	LEO	W	+25	+5	+5	+5	+5	+5	+5	+5	+5	+5	
		N	+10	0	0	0	0	0	0	0	0	0	
		P	+5	-5	-5	-5	-5	-5	-5	-5	-5	-5	
41-48	VIRGO	W	+5	+25	+5	+5	+15	+5	+15	+5	+5	+25	
		N	0	+10	0	0	+10	+10	+10	0	0	+10	
		P	-5	+5	-5	-5	+5	+5	+5	-5	-5	+5	
49-56	LIBRA	W	+5	+5	+15	+5	+25	+15	+5	+5	+5	+5	
		N	0	0	+10	0	+10	+10	0	0	0	0	
		P	-5	-5	+5	-5	+5	-5	-5	-5	-5	-5	
57-64	SCORPIO	W	+5	+25	+5	+5	+5	+5	+5	+5	+5	+5	
		N	0	+10	0	0	0	0	0	0	0	0	
		P	-5	+5	-5	-5	-5	-5	-5	-5	-5	-5	
65-72	SAG.	W	+15	+5	+5	+5	+15	+5	+5	+5	+5	+5	
		N	+10	0	0	0	+10	0	0	0	0	0	
		P	+5	-5	-5	-5	+5	-5	-5	-5	-5	-5	
73-80	CAPRI.	W	+5	+5	+5	+15	+5	+5	+5	+15	+5	+25	
		N	0	0	0	+10	0	0	0	+10	0	+10	
		P	-5	-5	-5	+5	-5	-5	-5	+5	-5	+5	
81-88	AQUAR.	W	+5	+5	+25	+5	+5	+5	+5	+5	+5	+5	
		N	0	0	+15	0	0	0	0	0	0	0	
		P	-5	-5	+5	-5	-5	-5	-5	-5	-5	-5	
89-100	PISCES	W	+15	+5	+5	+15	+5	+15	+25	+5	+5	+15	
		N	+10	0	0	+10	0	+10	+10	0	0	+10	
		P	+5	-5	-5	+5	-5	+5	+5	-5	-5	+5	
W = Well Aspected													

Players have a high degree of freedom in designing their PCs from the ground up. Almost every aspect is open to the Player's own preferences and assessment of what might be the most successful combination of Prime Requisites. But good Character design requires that the Players pay close attention to the vocation they choose.

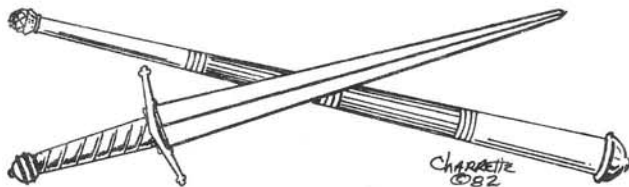
First, consider the Birth Omens for the Character. These will bring significant bonuses or penalties to experience point awards. Note that each vocation has a series of percentages indicating that bonus/penalty. In part, the vocation chosen should reflect the best possible opportunity for success and advancement. One's fate is written in the stars, after all.

Second, determine the Social Class for the Character, once a firm decision on the Race has been made. The social status the PC enjoys will be a definite advantage (or sometimes a detriment) in certain fields.

Also, perusing the incomes profiles for the numerous occupations/vocations itself will give Players a clearer idea of which vocation to choose for their own Characters.

Third, determine the PC's Size. This, in itself, will have a very major effect on such things as fighting potential, especially in Humans and Elves. Size and Mass are very essential in C&S combat, unless one has some other advantage like the solidity of the Dwarf or the agility of the Haeftling.

Fourth, consider the Prime Requisites of greatest importance to the Character in his chosen vocation. These will receive the larger proportion of the CPR points available. Hopefully, less important Prime Requisites will not be left too low in filling the needs of the major ones. Again, some balance is cautioned in developing the Character.



4.04 C&S CHARACTER VOCATIONS

FIGHTERS

The Fighters are the warrior class in society, the professional soldiers, so to speak. They enjoy considerable advantages over most other Character classes in combat. They should be fairly big (small Characters have disadvantages in combat). Dexterity, Constitution, Strength, and Ferocity are of particular importance, though some stress can also be laid on Intelligence, Wisdom, and Bardic Voice if the Player desires to be a real leader.

SQUIRES/KNIGHTS

To qualify as a Squire (candidate for Knighthood) a PC must be of noble birth and should have DEX/12, STR/12, CON/12, and FER/12. Nor should he be too small in stature. PCs with lower scores can qualify for Knighthood, but they are asking for trouble. Better to choose some other calling suitable for nobles.

SERGEANTS-AT-ARMS

To qualify for Sergeantry (armored cavalry), a PC must be a freeman and must have DEX/12, CON/12, STR/12, and FER/12. Serfs can qualify if they obtain freed man status.

MAN-AT-ARMS

To be a common footsoldier (no training in horse combat), a PC must be a freeman and must have DEX/10, CON/10, STR/10, and FER/09. Barbarian Warriors also have equivalent requirements.

YEOMAN-AT-ARMS

To qualify for the Yeomanry (country militia), a PC must be born a Yeoman. He should have the minimum requirements for a Man-at-Arms but does not have to meet them. He will always be expert with a bow, quarterstaff, and boar spear.

PETIT SERGEANT

The offspring of Petit Sergeants can qualify for the country militia cavalry. He is expert with horses and knows horse combat. In effect, he is a Sergeant-at-Arms but does not have to satisfy all of the requirements for the professional at the castle or in a mercenary company. The PC must have his own horse and arms, however.

FORESTER

If using the **C&S SourceBook I**, the Forester class is available for role play. See the **SourceBook** for details.

TOWN MILITIAMAN

To qualify for the town militia, a PC must be born into a Professional Guild family (excluding Beggars and Thieves) or a Craft Guild family, with father being of Master rank in the Guild. He must have the minimum Prime Requisites of a Man-at-Arms as well and provide his own arms and armor.

MERCHANT-ADVENTURER

To qualify as a Merchant-Adventurer, a PC must be born into or else take service with one of the following vocations: Entertainer, Sailor, Merchant. Members of these classes should allocate a good number of CPR points to Dexterity, Intelligence, and Bardic Voice (Wisdom, too, if possible), as they live by their wits first, and then the sword if all else fails. They are a mixed class of Fighters.

MAGES

There are a wide range of Mages available for role play in **C&S**. What types are available is left to the GameMaster to decide. For not all types will fit into his conception of the fantasy world. Nor may he necessarily be ready to deal with all of them, as each has a degree of complexity he must master before he can deal with them effectively in the game.

All Mages should allocate a goodly number of CPR points to Intelligence, as this Prime Requisite determines how high a level of Magick they can learn, the languages they can come to know, etc. Similarly, Wisdom is a quality that should not be ignored, considering the largely intellectual nature of Magick in practice.

Mages also have a Second Requisite associated with the specific class of Magick they are practicing. The Second Requisite often spells the difference between rapid and mediocre advancement in the chosen field of Magick:

MODE OF MAGICK

MODE OF MAGICK	SECOND REQUISITE
Primitive Talent:	Dexterity
Drug Trance:	Constitution
Dance/Chant:	Bardic Voice
Shaman:	Charisma
Medium:	Wisdom
Alchemist:	Dexterity
Artificer:	Dexterity
Diviner:	Wisdom
Hex Master:	Charisma
Evil Priest:	Low Piety, Charisma
Enchanter:	Bardic Voice
Conjuror:	Dexterity
Thaumaturgist:	Charisma
Necromancer:	Wisdom
Power Word:	Bardic Voice
Cabbala/Symbolist:	Intelligence
Sacred Square:	Wisdom

Except for Primitive Talents, who are made by pure blind luck rather than by choice, Mages are the most difficult Characters to play in **C&S**. Any Player contemplating running a Mage should look through the Magick rules carefully before making a decision.

ASSASSINS & THIEVES

Any Character can elect for a life of thievery and mayhem, although it is probably a member of the lower classes (the social dregs, so to speak) who would likely volunteer for such duty. Dexterity is the most important Prime Requisite for a Thief, followed by Bardic Voice, Intelligence, and Wisdom, in that order. If it is an Assassin one wants, the Character should meet at least the minimum requirements for a Man-at-Arms.

CLERICS

We have taken as a model for the Clerics of **C&S** the medieval Church, with Priests, Monks, and Friars as the main Character types. A fourth class, the Chivalric Fighting Orders, is actually a specialized branch of the Fighters which makes war on the enemies of the Faith. Strictly speaking, it is not a group of true Clerics, although Priests may be found in its ranks as Fighting Clerics (Knights with Clerical Powers). Priests must have high Piety levels, the higher the better so that they may perform their good works. Intelligence and Wisdom are also of use, while Bardic Voice is essential to good preaching and converting of the unbelievers.

GENERAL CHARACTER CLASSES

Characters may opt for a definite vocation in business, farming, etc., rather than one of the foregoing classes. Characters can then become innkeepers, farmers, cooks, scholars, etc., as a primary occupation. They will be classed as non-combatants and do not enjoy the best of advantages in battle. But they do have an opportunity to make an honest living and can serve many useful functions in a campaign not strictly devoted to monster bashing and dungeon looting adventures. They also provide a happy niche for Characters who are otherwise limited in their overall Prime Requisite levels.

ELVES

Elves effectively constitute their own class of Characters. All Elves are combination Characters: Fighter/Natural Magick Users or Fighter/Clerics are available to Wood Elves; and Fighter/Mage/Clerics are available to High Elves.

The Elves must meet the following minimum requirements: Height 5'0" ' to 6' 0" ' ; DEX/12+; CON/12+; STR/11- 19; WIS/13+; IQ/12+; BV/13+; PIETY/10+; APP/13+; FER/13+. This requires at least 109 CPR points for utterly minimal qualifications.

DWARVES

Dwarves also constitute their own class of Characters. All Dwarves are Fighters, but they can also practice Magick as Artificer Weaponsmiths or Goldsmiths. If using the **C&S Swords & Sorcerers** supplement, one can also give them the opportunity to practice the full range of Nordic Rune Magick.

Dwarves must meet the following minimum requirements: CON/15+; STR/13- 19. It is also recommended that they have at least DEX/11 and FER/12.

HAEFLINGS

Haeflings (which include both the Hobbits and the Gnomes) must have DEX/12+, CON/12+, and cannot exceed STR/19. Gnomes can practice Magick like Dwarves. Hobbits have no Magick but can qualify as Clerics for their own faith (which might be that of humans). Typically, Hobbit types become specialists in Thievery.

MONSTER CHARACTERS

Provided that the GameMaster agrees, Players may run Monsters as Characters. To qualify, a Player must roll Poor Omens at birth for his PC. The GameMaster has the right to designate which of the following Monster types will be eligible as Player Character types in his campaign.

WERECREATURES: A Player may have a Werecreature PC. The nature of the beast dominates the Character's behavior and outlook once the change takes place. But in his everyday life, the Character evidences little or nothing of his Were nature. No Werecreature will practice Magick or Clerical vocations. Nor will the human form of the PC possess any Prime Requisite exceeding CPRS/19. Further, the CPR point cost for each type of Werecreature is deducted before purchasing human PC Prime Requisites: Werewolf = 10 CPR; Wereboar = 15 CPR; Werelion = 20 CPR; Werebear or Weretiger = 25 CPR. For a Shape-shifter able to transform more or less at will, CON/19 and an additional 10 CPR points are needed.

VAMPIRES: A Player may have a Vampire PC if he has at least 158 CPR points to expend. Minimum requirements are: DEX/16+; CON/21+; STR/21+; WIS/12+; IQ/12+; BV/17+; IMPIETY/ - 10; APP/14+; and FER/20+. Nor should the PC be especially small or tall: males = 5'6" to 6'3" ; females = 5'0" to 5'10" . Vampires do not practice Magick or Clerical vocations, but they may possess 2d6 Magical spells of Level I and II (GameMaster's choice), which they can cast at the equivalent level of a practicing Mage. Such spells should tend to be in the Command category. Vampires are rated as Chivalrics (Knights) for fighting purposes and advance only through slaying others.

KOBOLDS: Like all of the Goblin Race, Kobolds are a minimal group in some respects. A Player may have a Kobold PC if he has 98 CPR points or less to expend. A Kobold must have STR/04- 15, WIS/04- 16, and APP/04- 16 (halved for non-Goblins). Minimum cost = 32 CPR points for CPRS/04 in all Prime Requisites except for PIETY/0, leaving up to 66 CPR for raising of Prime Requisites. Kobolds are Fighters, but it is also possible for a PC to be a Mage instead (Shaman or Conjuror) able to practice Magick up to Level IV.

GOBLINS: A Player may have a Goblin PC if he has 98 CPR points or less to expend. A Goblin costs 3 CPR points for the Race and must have STR/04-15, WIS/04-16, and APP/04-16 (halved for non-Goblins). Minimum cost = 35 CPR points for CPRS/04 in all Prime Requisites except for PIETY/0, leaving up to 63 CPR for raising of Prime Requisites. Goblins are Warriors, but a PC could also practice Magick like Kobolds.

ORCS: Orcs are a superior Goblin Race. A Player may have an Orc PC if he has 62 to 98 CPR points. An Orc costs 5 CPR points for the Race and must have STR/04-15, WIS/04-16, and APP/04-16 (halved for all non-Goblins). Minimum cost = 37 CPR points for CPRS/04 in all Prime Requisites except for PIETY/0, leaving up to 61 CPR for raising of Prime Requisites. Orcs are Warriors, but a PC could also practice Magick like Kobolds.

URUK HAI: A Player may have a Uruk Hai PC if he has 62 to 110 CPR points. A Uruk Hai costs 8 CPR points for the Race and must have CON/13+, STR/07- 15, WIS/04- 16, and APP/04- 16 (halved for all non-Goblins). Minimum cost = 52 CPR points for minimum requirements, the Race, and PIETY/0, leaving up to 58 CPR points for raising Prime Requisites. All Uruk Hai are Warriors.

HOBGOBLINS: A Player may have a Hobgoblin PC if he has 62 to 110 CPR points. A Hobgoblin costs 10 CPR points for the Race and must have CON/13+, STR/08- 17, WIS/04- 16, APP/04- 12 (halved for all non-Goblins), and IMPIETY/- 1 or worse. Minimum cost = 56 CPR points for minimum requirements and Race, leaving up to 54 CPR points for raising Prime Requisites. All Hobgoblins are Warriors.

GNOLLS: A Player may have a Groll PC if he has 83 to 122 CPR points. A Groll costs 15 CPR points for the Race and must have CON/19+, STR/12-19, WIS/04-16, APP/04-16 (halved for all non-Trolls), and FER/14+. Minimum cost = 83 CPR points for minimum requirements, the Race, and PIETY/0, leaving up to 39 CPR points for raising Prime Requisites. All Gnolls are Warriors.

CAVE TROLLS: A Player may have a Cave Troll PC if he has 102 to 134 CPR points. A Cave Troll costs 20 CPR points for the Race and must have CON/19+, STR/20-25, WIS/04-16, APP/04-16 (halved for non-Trolls), IMPIETY/- 1 or worse, and FER/15+. Minimum cost = 102 CPR points for minimum requirements and the Race, leaving up to 32 CPR points for raising Prime Requisites. All Cave Trolls are Warriors.

MOUNTAIN TROLLS: A Player may have a Mountain Troll PC if he has from 113 to 134 CPR points. A Mountain Troll costs 20 CPR points for the Race and must have CON/19+, STR/25-30, WIS/04-16, APP/04-16 (halved for non-Trolls), IMPIETY/- 1 or worse, and FER/16+. Minimum cost = 113 CPR points for minimum requirements and Race, leaving up to 21 CPR points for raising Prime Requisites. Mountain Trolls are Warriors.

WOOD TROLLS: A Player may have a Wood Troll PC if he has from 127 to 146 CPR points. A Wood Troll costs 20 CPR points for the Race and must have CON/19+, STR/31-35, WIS/04-16, APP/04-16 (halved for non-Trolls), IMPIETY/- 1 or worse, and FER/17+. Minimum cost = 127 CPR points for minimum requirements and Race, leaving up to 19 CPR points for raising Prime Requisites. Wood Trolls are Warriors.

WATER TROLLS: A Player may have a Water Troll PC if he has 139 CPR points or more. A Water Troll costs 20 CPR points for the Race and must have CON/19+, STR/36-40, WIS/04-16, APP/04-16 (halved for non-Trolls), IMPIETY/- 1 or worse, and FER/18+. Minimum cost = 139 CPR points for minimum requirements and Race. Water Trolls are Warriors.

OGRES: A Player may have an Ogre PC if he has 114 CPR points or more. An Ogre costs 15 CPR points for the Race and must have CON/19+, STR/25-30, WIS/04-16, APP/04-10 (halved for non-Ogres), IMPIETY/- 2 or worse, and FER/18+. Minimum cost = 114 CPR points for minimum requirements and Race. Ogres are Warriors.

GIANTS: A Player may have a Giant PC if he has 110 CPR points or more. A Giant costs 30 CPR points for the Race (45 CPR points if acting as a Mage), and must have STR/12-19, WIS/04-16, and FER/09+. Minimum cost = 79 CPR points (94 for Mages) for minimum requirements and Race. Most Giants are Warriors, but Mage types can be Artificers, Conjurors, or Nordic Mage types (if using **C&S Swords & Sorcerers** supplement).

4.05 DETERMINING SOCIAL CLASS

Why have a social class structure in a fantasy role playing game?

First of all, the very fact that a society exists in the game acts as a check on the excesses of Players and Game Masters alike. There is nothing worse than the Little Tin God complex which infects some Players who have superior Characters. They use their PCs to push around weaker PCs and NPCs, not fearing that any outside force such as the law or government will step in to limit their lawless behavior. Similarly, the GameMaster himself is forced to accept that there are some things beyond his powers to change at the slightest whim. He has to accept some rules, too.

Second, the idea that anyone ever starts out evenly with others in a role playing game is a myth in itself. Even the most open-ended, free-wheeling FRP games build in a tremendous inequality: the initial dice rolls used to establish a Character's Prime Requisites are a matter of pure, statistical luck. So why should one object to starting out at different levels in social rank and privilege?

For it is disturbing to some Players to find their Characters do not have a democratic chance at equal opportunity and treatment. But what makes anyone think that there ever was a time before the present where even a pretense at social equality was made? In both history and fantasy fiction, people were born unequal and lived unequal. There were few, if any, societies in which a pure accident of birth has not meant special privilege and advantage for the most fortunate.

C&S thus presents the ultimate challenge to Players: Can you rise to the pinnacle of success in spite of an unfair social system that does not give everyone an equal break? Such a success is far more praiseworthy than the mere accumulation of experience points and levels because it represents one's ability to overcome the inertia and the snobbishness of the greatest leveler of all - society itself! It is hard to keep a good man down.

Initially in **C&S**, one's position in society will be decided by the rank and position of one's family. In **C&S**, mankind is the dominant race, but there can be provision for playing members of other races as well. The following sections can be applied to Humans, Elves, Dwarves, and Haeflings living in a human society. Some of the social Monsters, like Goblins (Kobolds, Goblins, Orcs, Uruk Hai, Hobgoblins), Trolls, and Giants have their own social organization.

4.06 HUMAN FEUDAL SOCIETIES

Human characters find their social backgrounds by rolling 1D100 to determine (1) Father's social class; (2) Character's sibling rank in the family; (3) Character's personal status in the family; and (4) Father's vocation. Roll 1D100 for each determination. Consult each of the following sections for details.

4.07 HUMAN FATHER'S SOCIAL CLASS

Most pre-democratic societies accorded the social class of the father to his legitimate and recognized offspring. A human PC is born into his father's social class. If born illegitimate and unacknowledged, a Character assumes the social class of his mother, represented by the first 1D100 social roll which establishes the class of the maternal grandfather (Mother's Father). In the last case, a second 1D100 roll can be made to find the class of the father. If he is of lower status than Mother, the Character automatically becomes a Black Sheep; if of equal or higher status, the Character rolls as usual later on for his personal status in the family.

The 1D100 rolls are modified by +10 for auspicious births and by -10 for inauspicious births.

1D100 RESULT	FATHER'S SOCIAL CLASS
01-10	Serf
11-40	Yeoman
41-60	Townsmen
61-80	Guildsman
81-95	Landed Knight/Bannerette
96-99	Titled Noble/Baron
00	Royal Blood

4.08 HUMAN CHARACTER'S SIBLING CLASS

From 1 to 6 children are assumed to exist in an average family. The eldest son stands to inherit all of the family titles, properties, businesses, and wealth if the father dies (10% chance + 5% per year the PC is in the game). Daughters inherit in order of sibling rank if there are no sons. The inheritor receives about 90% of the total estate, while the others divide the remaining 10% equally between them. If a PC is an acknowledged bastard, he stands in line of inheritance after the legitimate children. If unacknowledged, he has no legal claim upon his father's titles and wealth.

The 1D100 roll is modified by +15 for auspicious births, +05 for neutral births, and -10 for inauspicious births.

1D100 RESULT	SIBLING RANK IN FAMILY
01-10	Illegitimate and Unacknowledged
11-20	Illegitimate but Acknowledged
21-35	6th Son/Daughter
36-50	5th Son/Daughter
51-65	4th Son/Daughter
66-80	3rd Son/Daughter
81-95	2nd Son/Daughter
96-00	1st Son/Daughter

A Character is considered to be the youngest in his family if he has siblings preceeding him. For instance, a 4th Son is the 4th and youngest child. The sex of the others can be found by rolling 1D6, with evens = male and odds = female. Thus it is possible for a younger child to be the eldest male and hence the heir. As an option, one can also use the 10% Death Rule for each of the older male siblings (10% chance of dying each year).

4.09 HUMAN CHARACTER'S FAMILY STATUS

There is a possibility that a son or daughter does something to bring disgrace to the family. Since honor is paramount in all levels of feudal society, Father will take steps to conceal the tarnish on the family's reputation. An heir can survive such wrath if he mends his ways, for he is the rightful inheritor and Father doesn't give up on him easily. All others may find themselves banished from the family.

Roll 1D100. The 1D100 roll is modified by +25 for auspicious births, +10 for neutrally aspected births, and by -05 for inauspicious births.

1D100 RESULT	FAMILY STATUS
01-33	Black Sheep: Character has disgraced the family name and is banished from the household until he/she redeems the family honor. Illegitimate Black Sheep are regarded as a disgrace to Mother's family and are driven from the maternal home as well.

34-66

Credit to the Family: Character has fulfilled all expectations but must, for some reason, seek his/her fortunes in the world. Parents will assist such offspring by finding a suitable position or marriage for them. Noble children may remain in the household, if they are good fighters. All are welcome at home and will receive family support.

67-00

Good Son/Daughter: Character is the apple of the parents' eye and is welcome to stay in the household as long as desired. The PC enjoys the full and active support of his family's position and wealth, as well as a modest monthly allowance equal to 1% of Father's total income. A good position in the family business or, if noble, estates and political preference may be forthcoming as well.

4.10 FATHER'S VOCATION/RANK

In the final analysis, it is Father's vocation (maternal Grandfather's if the PC is illegitimate and unacknowledged) which really determines the prospects and social status with which a Character starts out in C&S. Depending upon the Social Class of the Father, consult the relevant section below.

Also given in each section are the basic monthly incomes for persons in the vocation, based in most cases upon a 25-day working month (300 work-days per year). These values will be modified by the various economic rules presented later. Incomes for all Apprentices are a flat 5 CP per day or 5 SP per month. All journeymen and Employees are denoted (E). Masters and Guild Officers are denoted (M).

4.11 SERFS

A Serf is not a slave, exactly, but he is bound to the land and is not free to leave the manor except by permission of his Lord. Any PC born into serfdom may be accepted into a higher form of vassalage by his Lord 50% of the time. Failing that, he has a 50% chance of escaping to a town where he will have spent a year and a day to acquire freed man status prior to entering the game. (We suggest playing out either an escape to a Chartered Town or else staging some situation in which the PC has a chance to win freed man status and a position in the Lord's retinue).

Roll 1D100. Players with auspicious birth omens may modify their PC's roll by 01 to 05:

1D100 RESULT	SERF VOCATION	INCOME (SP/MO) ¹	SOCIAL STATUS ³
01-65	Farmer	.10	1
66-75	Horse Handler	.07	1
76-80	Cowherd	.06	1
81-85	Swineherd	.06	1
86-90	Shepherd	.06	1
91-95	Castle Servant	.05	1
96	Cook's Assistant	.06	0
97	Blacksmith's Assistant	.08	0
98	Armorer's Assistant	.10	0
99	Hired Servant	.03 ²	0
(1)00	Hired Laborer	.03 ²	0

- (1) Head of Serf household receives enough to provide for the livings of 5 persons in his family (each at 5 SP/month) and has the indicated amount in surplus.
- (2) Monthly pay to single Serfs hired on by the manor household or by a local Yeoman or Businessman. They receive a living as well equal to 5 SP/month—enough to keep themselves only.
- (3) Social Status points allocated for determination of influence in society.





4.12 YEOMAN OF THE COUNTRYSIDE

Yeoman are freemen of the countryside. While many own their lands in freehold, some have taken service with a local nobleman or knight and wear his livery. They traditionally look to the nobility for leadership and are intensely loyal to their Lords, if justly treated. (Freed Serfs remaining on the manor are considered to attain liveried status).

Roll 1D100. Players with auspicious birth omens may modify their PC's roll by 01 to 05:

1D100 RESULT	YEOMAN VOCATION	INCOME (M) ¹	(SP/MO) (J/E) ²	SOCIAL (M) ³	STATUS (J/E) ⁴
01-05	Liveried Man-at-Arms. .30	30	5	4	
06-10	Liveried Archer50	50	6	5	
11-15	Liveried Sergeant . . .125	125	8	6	
16-17	Liveried Cook50	15	5	4	
18-19	Liveried Blacksmith. .100	15	5	4	
20-21	Liveried Armorer . . .175	25	6	4	
22	Liveried Falconer . . .75	20	5	4	
23-24	Liveried Trainer . . .75	20	5	4	
25-35	Liveried Forester . . .60	20	5	4	
36-40	Rural Innkeeper. . . .275	10	6	4	
41-45	Carpenter150	25	5	4	
46-50	Mason200	30	5	4	
51-55	Forester100	20	5	4	
56-58	Fisherman60	10	5	4	
59-60	Freehold Miller250	10	7	5	
61-85	Freehold Farmer . . .175	10	7	5	
86-95	Freehold Stockman. . .200	10	7	5	
96-00	Petit Sergeant250	10	9	5	

- (1) Master of Yeoman household, with enough to provide for the livings of himself and 1D6 dependents (at 10 SP each) plus a surplus as indicated for the month. Such a position must generally be inherited (land is very hard to acquire) or else granted by a beneficent Lord.
- (2) Journeyman/employee who receives enough to provide for his own living plus 1 dependent (at 10 SP each), with the amount indicated as surplus for the month. This is the situation in which mosts PCs and all hired NPCs tend to find themselves (pay plus 10 SP) until they receive land by inheritance or grant.
- (3) Status points accorded a head of a Yeoman household, plus 1 Status point per experience level gained after level/6.
- (4) Status points accorded Journeymen/employees, plus 1 Status point per experience level gained after level/6 up to level/10.

Incomes of Yeomen vary according to luck, experience, and prevailing conditions:

LUCK: Roll D100 twice, with one roll for good luck and the other for bad luck in a given year. Subtract the bad from the good. If a positive (+) percentage results, add it to the basic income. If a negative (-) percentage results, subtract it from the basic income. The Omens at Birth also have percentage bonuses and penalties which can be applied to further modify the Luck rolls.

EXPERIENCE: Masters of households add +3% of basic income per experience level possessed, to a maximum of +24%. Journeymen/employees add +2% of basic income per experience level possessed, to a maximum of +24%.

PREVAILING CONDITIONS: PCs in agriculture have a 25% chance of holding superior lands or having superior herds. If so, increase basic income by 3D6%. PCs with auspicious births have a 35% chance of success here. The chance exists whenever they come into property as well as applying to the family holding.

4.13 TOWNSMEN

The Townsmen are the less important members of the town populations. They are largely small businessmen or employees/laborers. If the PC's father is a Townsman, he will be a Master with his own shop, inn, stall, barrow, etc.

Roll 1D100. No DMs are applied for auspicious birth omens.

1D100 RESULT	TOWNSMAN VOCATION	INCOME (M) ¹	(IN SP) (E) ²	STATUS (M) ³	(E) ⁴
01-05	Barrow Wight60	10	3	2	
06-10	Tinker60	10	3	2	
11-15	Peddler65	10	3	2	
16-20	Beer Peddler65	10	3	2	
21-25	Miner—	40	—	3	
26-30	Mine Owner50D10	—	8	—	
31-35	Brothelkeeper200	25	2	1	
36-40	Ostler (Stablekeeper) .100	10	3	1	
41-45	Cobbler.50	10	2	1	
46-50	Greengrocer75	10	4	2	
51-55	Money Lender. . . .200	15	4	2	
56-60	Cartwright100	15	4	2	
61-65	Harnessmaker100	15	4	2	
66-70	Barber75	15	3	2	
71-75	Butcher.125	15	4	2	
76-80	Blacksmith.150	15	4	2	
81-85	Baker125	15	4	2	
86-90	Wine Merchant . . .200	15	5	2	
91-00	Innkeeper350	10	5	2	

- (1) Head of a household and owner of a small business, with enough to provide for the living of himself and 1D6 dependents (at 10 SP each) plus a surplus as indicated for the month.
- (2) Employee of a Town small businessman, with enough to provide for his own living at 5 SP value, plus a surplus as indicated for the month: 1/2D6 years' basic income of a Master sets up a business.
- (3) Status points of a Master, plus 1 Status point per experience level gained after level/6 until level/12 is reached.
- (4) Status points of an Employee. Add +1 Status point after level/6. Apprentices (under 16) have 1 Status point.

Incomes of Townsmen vary according to luck and experience as given for Yeomen. See 4.12 for details.

4.14 GUILDSMEN

The Guilds dominate the life of large towns. The Guilds represent the small but important and influential class beginning to rise in feudal society. First roll 1D100 for Father's rank in his Guild:

1D100 RESULT	FATHER'S GUILD RANK
01-60	Guild member, Journeyman
61-76	Master Guildsman
77-79	Syndic of the Town Guild Council (5 per Guild)
80	Guild Master in the Town Guild (1 per Guild)
81-00	Roll again

Once the rank of the father is known, roll 1D100 to find the Guild to which he belongs. Positions marked with an asterisk (*) mean that a Guild Master must come from that type of vocation, and the others signify only employee (Journeyman) positions which a PC or NPC might fill at some time in his career or else a minor craft/profession is indicated. No DMs are applied for auspicious births.

1D100 RESULT	GUILD VOCATION	INCOME (M) ¹	(IN SP) (J) ²	SOCIAL (GM) ³	(GS) ⁴	STATUS (M) ⁵	(J) ⁶
	ENTERTAINERS' GUILD	—	—	+7	+5	—	—
01-03	*Musician	.100	20	—	—	4	2
04-06	*Dancer	.100	20	—	—	4	2
07-10	*Jongleur	.100	20	—	—	4	2
11-15	*Troubadour	.120	20	—	—	5	2
16-17	*Actor	.100	20	—	—	4	2
	ARTISTS' GUILD	—	—	+7	+5	—	—
18	*Sculptor	.175	25	—	—	5	2
19	*Painter	.150	25	—	—	5	2
20	*Poet/Bard.	.150	25	—	—	5	2
21	CABINETMAKERS' GUILD	.150	40	—	—	6	2
22-23	GUILD DE CHEFS	.150	35	+7	+5	5	2
24	FOUNDRYMANS' GUILD	.300	35	+7	+5	5	2
	ARMORERS' GUILD	—	—	+8	+5	—	—
25	*Weaponsmith Mage	.750	60	—	—	7	3
26	*Armorer	.375	50	—	—	6	3
	SHIPBUILDERS' GUILD	—	—	+7	+5	—	—
27	*Shipbuilder	.500	45	—	—	7	3
28	Cordage Maker	.125	25	—	—	5	2
29	Sailmaker	.125	25	—	—	5	2
	SHIPMEN'S GUILD	—	—	+8	+5	—	—
30	*Captain-Owner	.750	—	—	—	7	—
31	*Captain	.125	125	—	—	5	—
32	*Pilot-Navigator	.100	75	—	—	5	3
33	Mate	—	65	—	—	—	4
34	Ship's Carpenter	—	50	—	—	—	2
35	Ship's Cook	—	50	—	—	—	2
36	Sailor	—	40	—	—	—	2
	BUILDERS' GUILD	—	—	+8	+6	—	—
37	*Builder-Architect	.750	50	—	—	7	3
38-39	*Stonemason	.300	50	—	—	6	3
40-41	*Brickmason	.250	50	—	—	5	2
42-43	*Carpenter	.225	50	—	—	5	2
	CLOTH GUILD	—	—	+10	+8	—	—
44	*Wool/Cloth Merchant	.3000	50	—	—	7	3
45-46	*Weaver	.500	40	—	—	6	3
47	*Dyer	.500	40	—	—	6	2
48	*Tailor	.200	25	—	—	5	2
49	*Tanner	.200	25	—	—	5	2
50	PERFUMERS' GUILD	—	—	+8	+6	6	3
	GLASSBLOWERS' GUILD	—	—	+7	+6	—	—
51	*Glassblower	.300	50	—	—	6	2
52	*Glazier	.300	50	—	—	6	2
	JEWELSMITHS' GUILD	—	—	—	—	—	—
53	*Jewelsmith-Mage	.750	60	—	—	7	3
54	*Goldsmith	.500	50	—	—	6	3
55	*Silversmith	.400	50	—	—	6	3
56	*Jewelcutter/Appraiser	.400	65	—	—	6	3
	BANKERS' GUILD	—	—	+12	+10	—	—
57	*Banker	.5000	50	—	—	8	4
58	*Moneylender	.1000	50	—	—	6	3
59	Moneychanger	.250	40	—	—	5	2
60	POTTERS' GUILD	.200	40	+6	+5	4	2
	MERCHANTS' GUILD	—	—	+10	+8	—	—
61	*Merchant	.2000	50	—	—	6	3
62-64	Merchant-Adventurer	.500	50	—	—	5	2
65	BEGGARS' GUILD	.100	20	+4	+3	3	1
66	THIEVES' GUILD	.225	40	+10	+7	4	1

	GUILD OF MERCENARIES	—	+10	+7	—	—	
67	*Military Engineer	.500	90	—	+3	+1	
68	*Captain (Kt.-Errant).	.400	—	—	15	—	
69	*Knight-Errant	—	225	—	10	—	
—	Squire-at-Arms	—	60	—	—	6	
70	Sergeant-at-Arms	—	125	—	—	5	
71	Longbowman	—	70	—	—	4	
72	Heavy Crossbowman	—	70	—	—	4	
73	Light Crossbowman.	—	60	—	—	4	
74	Man-at-Arms.	—	50	—	—	4	
	GUILD OF PHYSICIANS	—	+10	+8	—	—	
75	*Physician	.400	50	—	8	3	
76	Surgeon-Barber	.250	40	—	6	2	
77	Apocathary	.325	40	—	7	2	
	GUILD OF ARCANES LORE	—	+12	+10	—	—	
78	Drug-Trance Mage.	.200	25	—	6	3	
79	Dance-Chant Mage	.200	25	—	6	3	
80	Shaman.	.275	25	—	6	3	
81	*Alchemist.	.1000	25	—	7	3	
82	Medium	.300	25	—	9	3	
83	Mechanician-Artificer.	.650	25	—	7	3	
84	*Astrologer	.1000	25	—	12	3	
85	Diviner	.275	25	—	6	3	
86	*Hex-Master	.500	25	—	8	3	
87	*Conjuror	.500	25	—	8	3	
88	*Enchanter	.1000	25	—	11	3	
89	Necromancer	.650	25	—	9	3	
90	*Thaumaturgist	.750	25	—	10	3	
91	*Cabbalist	.1000	25	—	12	3	
92	*Power Word Mage	.850	25	—	12	3	
93	*Magick Square Mystic.	.850	25	—	12	3	
	GUILD OF SCRIBES/SCHOLARS.	—	+12	+10	—	—	
94	*Philosopher-Sage.	.500	75	—	9	4	
95	*Scholar	.425	75	—	8	3	
96	*Sage	.350	75	—	7	3	
97-98	*Scribe	.300	75	—	6	3	
99	*Paper & Ink Maker	.275	60	—	6	3	
00	GUILD OF BARRISTERS.	.350	60	+9	+7	6	3

- (1) Master Guildsman who owns his own establishment. He earns enough to provide for the living of himself and 1D6 dependents (at 15 SP each) plus a surplus as indicated for the month. To become a Master, a Journeyman must have 1+ 1/2D6 years' his basic income on hand to rent and equip a shop, and to pay Guild fees and license requirements for Master's papers to operate in the realm. The specific town also requires him to pay annual fees equal to 4% + 1D6% of his basic annual income as a Master Guildsman.
- (2) Journeyman accredited to do Guild work at Guild rates of pay. A Journeyman earns enough to provide for the living of himself and 1/2D6 dependents (at 10 SP each) plus a surplus as indicated for the month. To become a Journeyman, an Apprentice must have experience level/4 or else be 16 years old, whichever comes first. He will either be employed by a Master Guildsman or else may seek employment with some feudal Lord (at liveried rates, which are generally 75% of Guild rates). Journeyman Mages must have experience level/6 before they are promoted from Apprentice rank.
- (3) Guild Master, who earns four times the income of a Master. Add the Status points for the office to the Status points for a Master in the Guild, plus 1 Status point for each experience level gained after level/6.
- (4) Guild Syndic, who earns twice the income of a Master. Add the Status points for the office to the Status points for a Master in the Guild, plus 1 Status point for each experience level gained after level/6.
- (5) Master, who has the Status points indicated, plus 1 Status point per experience level gained after level/6.
- (6) Journeyman, who has the Status points indicated, plus 1 Status point per experience level gained after level/6 until he reaches level/10. Apprentices have 1 Status point.

Incomes of Guildsmen vary according to luck and experience as given for Yeomen. See 4.12. Also, the size of the town can affect income:

POPULATION	BONUS
1500	—
2000	+1%
2500	+2%
3000	+3%
4000	+4%
5000	+5%
6000	+6%
7000	+7%
8000	+8%
9000	+9%
10,000	+10%
12,500	+12%
15,000	+15%
17,500	+17%
20,000	+20%
25,000	+25%
30,000	+27%
40,000	+30%

GUILD OFFICER

A PC can try to obtain election to a Guild Office if he has been a Master for more than two years. A Guild Syndic (member of the governing council of his Guild) earns double the income of a Master in his Guild because of his ability to use his position to personal advantage.

GUILD MASTER

A PC can try to become GuildMaster for his Guild if he has held office as a Guild Syndic for 3 terms (not necessarily consecutively). A GuildMaster earns quadruple the income of a Master in his Guild.

ELECTION TO GUILD OFFICES

Election to the governing council of one's Guild is an exercise in pure bribery, plain and simple. Elections are annual, and a candidate must risk 10% + 3D10% of his gross income as a Master on election-

earing (Guild Hall dinners, bribes, etc.) to build popular support amongst his Guild Brothers. We assume that 5 positions are open for election, with 6 + 1D6 candidates. Roll 1D100 for each candidate. If the PC is in the top 5, he is elected. He may attempt to exert his Charisma to the full, paying +1% of his annual income per CHA point he has up to his full CHA score, gaining +1 DM on the 1D100 roll per CHA point he has paid for. Election to Grand Mastership of the Guild is conducted in the same fashion, with 6 candidates assumed - and only one winner. This time, the base income considered is that of a Guild Syndic who are the only ones considered for this high office.

ELECTION TO TOWN COUNCIL OFFICES

Guildsmen of Master rank and Guild Officer rank are also entitled to run for offices in the town government. Offices are held for 3 years, and a procedure identical to that for Guild Office elections is used, except that the number of positions available (in brackets) varies. Elections are held only in towns with Royal Charters giving them independence from direct feudal control. The offices of Lord Mayor and Lord Justice of the town are confirmed by the King and bring a Baronetcy and a seat in the Most Loyal Order of Grand Sergeants of the Throne Room:

OFFICE	RANK REQUIRED	STATUS	TERM	NO.	MONTHLY INCOME ³	CANDIDATES
Lord Mayor . . .	GuildMaster	+8 pts ¹	3 yr.	(1)	150 SP	6 + 1D6
Lord Justice . . .	Guild Syndic	+8 pts ¹	3 yr.	(1)	100 SP	6 + 1D6
Town Councillor .	Guild Syndic	+7 pts ¹	3 yr.	(5)	100 SP	5 + 1D6
Chief Clerk . . .	Master Guildsman	+5 pts ¹	3 yr.	(1)	50 SP	3 + 1/2D6
Chief Scribe . . .	Master Guildsman	+2 pts ¹	3 yr.	(1)	50 SP	1 + 1/2D6
Tax Collector . .	Master Guildsman	+2 pts ¹	3 yr.	(2)	50 SP	2 + 1/2D6
Militia Captain. .	Guild Syndic	+5 pts ²	3 yr.	(1)	75 SP	5 + 1D6

- (1) Add +1 status pt. per 2500 population over 5000 people.
- (2) Add +1 status pt. per 250 men in Militia forces.
- (3) Per 1000 population.

4.15 THE CHIVALRIC CLASS

The Chivalrics are the Knights, Knights-Bannerette, and lesser Barons of the land. They all have the signal advantage of having their livings and those of their immediate family, armed retainers, and servants taken care of by the production and rents of the manor. The incomes listed below represent the monthly surplus available. In the case of the Lord's family, 2 + 1D6 persons are assumed to be present (at 25 SP each per month). If a PC has fewer in his family than 8, he adds +1 GP per person less.

1D100 ROLL	CHIVALRIC	HOLDING ¹	STATUS LORD ¹	LADY ²	HEIR ³	CHILD ⁴
01-06	Knight	Interior SFMH 1	15	10	8	5
07-12	Knight	Interior SFMH 2	16	10	8	5
13-18	Knight	Interior SFMH 3	17	11	9	5
19-24	Knight	Interior LFMH 4	18	12	9	5
25-30	Knight	Interior LFMH 5	20	13	10	6
31-36	Knight	Interior Cas. 1	23	15	12	7
37-42	Knight	Frontier SFMH 1	17	11	9	5
43-48	Knight	Frontier SFMH 2	17	11	9	5
49-54	Knight	Frontier LFMH 3	19	12	10	6
55-60	Knight	Frontier SK 4	22	14	11	7
61-66	Knight	Frontier SK 5	24	16	12	8
67-72	Knight	Frontier Cas. 1A	26	17	13	8
73-78	Bannerette	Frontier Cas. 1A	31	21	15	10
79-84	Bannerette	Frontier Cas. 1B	34	23	17	11
85-89	Baron	Frontier Cas. 1C	40	27	20	13
90-94	Baron	Frontier Cas. 1D	42	28	21	14
95-98	Baron	Frontier Cas. 1E	44	29	22	15
99-00	Baron	Frontier Cas. 1F	46	31	23	15

CHIVALRIC CLASS	CLASS OF HOLDING	FIEF*	VASSALS*	TOTAL*
Knight . . .	Interior SFMH 1	30 GP	—	30 GP
Knight . . .	Interior SFMH 2	40 GP	—	40 GP
Knight . . .	Interior SFMH 3	50 GP	10 GP	60 GP
Knight . . .	Interior SFMH 4	60 GP	25 GP	85 GP
Knight . . .	Interior LFMH 5	125 GP	40 GP	165 GP
Knight . . .	Interior Cas. 1	150 GP	50 GP	200 GP
Knight . . .	Frontier SFMH 1	35 GP	—	35 GP
Knight . . .	Frontier SFMH 2	40 GP	—	40 GP
Knight . . .	Frontier LFMH 3	60 GP	10 GP	70 GP
Knight . . .	Frontier SK 4	70 GP	20 GP	90 GP
Knight . . .	Frontier SK 5	125 GP	40 GP	165 GP
Knight . . .	Frontier Cas. 1A	150 GP	50 GP	200 GP
Bannerette .	Frontier Cas. 1A	150 GP	50 GP	200 GP
Bannerette .	Frontier Cas. 1B	150 GP	80 GP	230 GP
Baron . . .	Frontier Cas. 1C	150 GP	130 GP	280 GP
Baron . . .	Frontier Cas. 1D	150 GP	160 GP	310 GP
Baron . . .	Frontier Cas. 1E	150 GP	175 GP	325 GP
Baron . . .	Frontier Cas. 1F	150 GP	190 GP	340 GP

* Monthly surplus income.



- (1) Holdings are rated for interior or frontier manor military and economic status. The Lord's Status points are for Knighthood (10) plus the status of his manor. Add +1 Status point per experience level possessed by the Lord.
- (2) The Lady of the manor is either the Lord's wife or else his widow or female heir if he is dead. Add +1 Status point per experience level possessed by the Lady. She has her husband's status if he is alive.
- (3) Heirs have 1/2 the Status of the manor. Knighthood (+10) and experience (+1 per level) are additional.
- (4) Children other than the Heir have 1/3 the Status of the manor. Knighthood (+10) and experience (+1 per level) are additional.



4.16 ROYAL BLOOD

The Royal Family is the most powerful and prestigious line of nobles in the land. Whether related by blood or marriage, a PC born in close relationship to the King has a decided advantage. Members of the Blood Royal may always have an escort of Knights and troops of the Household Guard. They also have fairly free access to the King so long as they are not entirely out of favor. All other relations of the King tend to enjoy some Royal Favor if they are not outright political rivals or have not done some dishonorable or disgraceful act earning the Royal displeasure.

If a Character is rated as of Noble Birth but is not related to the Royal Family, the same table is used. A Landed Knight/Bannerette result = Baron of the Realm as if 41-60 were rolled on 1D100. A result of 00 = Duke with Royal Holdings!

Wife had 85% of husband's status, as do offspring of a Lord.

1D100 RESULT	CHIVALRIC OR BARONIAL RANK	BASIC STATUS	FEUDAL HOLDING	FIEF***	VASSALS***	TOTAL***	ROYAL BLOOD RELATION TO KING	STATUS BONUS
01-20	Landed Knight	26	Frontier Cas. 1A	150 GP	50 GP	200 GP	Cousin	+5
21-40	Bannerette	34	Frontier Cas. 1B	150 GP	80 GP	230 GP	Cousin	+5
41-60	Baron	46	Frontier Cas. 1F	150 GP	190 GP	340 GP	Cousin	+5
61-64	Baron	50	Interior Cas. 2	250 GP	440 GP	590 GP	Bro-in-Law	+10
65-69	Baron	58	Frontier Cas. 2	250 GP	310 GP	560 GP	Uncle	+12
70-74	Baron	58	Interior Cas. 3	300 GP	565 GP	865 GP	Fthr-in-Law	+18
75-79	Count/Earl	65	Interior Cas. 3	300 GP	565 GP	865 GP	Cousin	+5
80-84	Count/Earl	78	Frontier Cas. 3	300 GP	465 GP	765 GP	Bro-in-Law	+10
85-89	Count/Earl	90	Interior Cas. 4	400 GP	835 GP	1235 GP	Uncle	+12
90	Count/Earl	115	Frontier Cas. 4	400 GP	910 GP	1310 GP	Fthr-in-Law	+18
91	Marquis/Duke	95	Interior Cas. 4	400 GP	835 GP	1235 GP	Cousin	+5
92	Marquis/Duke	120	Frontier Cas. 4	400 GP	910 GP	1310 GP	Bro-in-Law	+10
93	Marquis/Duke	126	Interior Cas. 5	550 GP	1450 GP	2000 GP	Uncle	+12
94	Marquis/Duke	155	Frontier Cas. 5	550 GP	1320 GP	1870 GP	Fthr-in-Law	+18
95	Count/Earl*	33	Interior Cas. 1A**	150 GP	50 GP	200 GP	5th Brother	+15
96	Count/Earl*	47	Interior Cas. 1C**	150 GP	130 GP	280 GP	4th Brother	+16
97	Count/Earl*	51	Interior Cas. 1E**	150 GP	175 GP	325 GP	3rd Brother	+17
98	Count/Earl*	58	Interior Cas. 3**	300 GP	565 GP	865 GP	2nd Brother	+18
99	Duke*	126	Interior Cas. 5**	550 GP	1450 GP	2000 GP	1st Brother	+20
00	King*	150	Interior Cas. 6 & Frontier Cas. 6	800 GP 800 GP	2565 GP 2150 GP	3365 GP 2950 GP	King	+25

* If a member of the Royal Family; Nobles are Marquis/Duke with Frontier Cas. 5, as in 94.

** Held directly from the King for life. These are Royal Castles. The personal holdings of the brothers are equivalent to those of a lesser

Baron. To be blunt, the King assures himself that revolt is not going to succeed easily: the Royal Castles are still held by Royal Constables, even if the Princess of the Blood enjoy the revenues.

*** Revenues in surplus per month.

4.17 ELVISH SOCIETY

The Elves have a social order in which the Wood Elves correspond to Yeoman Foresters. All High Elves are of titled rank and are treated as such in their own lands and abroad. Wood Elves enjoy the status of Landed Knights in human lands.

4.18 DWARVISH SOCIETY

The Dwarves are very tribal and clannish. All Dwarves of a particular Fold are vassals of their King. Dwarvish commoners are invariably craftsmen (Guild Equivalents), while all nobles are Mages of the Artificer Class (Goldsmith, Weaponsmith, Mechanician):

1D100 RESULT	DWARVISH RANK	HOLDING	STATUS FATHER	CHILD
01-90	Guildsman: Roll for Guild	Guild Rank	Guildsman	Guildsman
91-95	Earl Commander of the Host	Host of 1000	50	25
96	Earl: Cousin of the King	Host of 1000	60	30
97	Earl: Brother-in-Law	Host of 1000	65	33
98	Earl: Uncle of the King	Host of 1000	75	38
99	Earl: Brother of the King	Host of 1000	100	50
00	His Royal Highness	Folk of 25,000	200	100

Incomes are fairly standard. Earls all have a monthly income of 1000 GP, while the King has an income of 25,000 GP per month.

Status increases +1 per experience level.

4.19 GNOME SOCIETY

The Gnome social order is similar to that of the Dwarves, except that the King commands a Folk of only 5000 (Status 125) and has an income of 5000 GP per month.

4.20 HAEFLING SOCIETY

The Haeplings (Hobbits) are all commoners with a remarkable tendency toward democratic life styles:

1D100 RESULT	HAEFLING RANK
01-75	Human Yeoman equivalent
76-85	Human Townsman equivalent
86-00	Human Professional/Craft Guild equivalent

4.21 GOBLIN SOCIETY

Goblin society is structural along the lines of a military raiding party, with ranks and racial type determining status:

1D100 ROLL	GOBLIN RANK	HOLDING	STATUS ¹	INCOME (IN SP)
01-50	Warrior	none	1	6
51-70	Commander-of-10	unit of 10	3	25
71-85	Commander-of-20	unit of 20	6	50
81-95	Commander-of-100	unit of 100	10	250
96-99	Warband Leader	unit of 500	25	1250
100	Warlord (King)	unit of 5000	60	6250



- (1) Increase status in Goblin society by +1 every experience level gained. Also add the following values for Goblin racial type:

Kobold: +0
 Goblin: +2
 Orc: +4
 Uruk-Hai: +15
 Hobgoblin: +20

Advancement in the Goblin society is strictly on merit-- that is, a PC has to eliminate his superior without appearing to be indulging in open mutiny. This means assassination or duels of honor are in order.

4.22 TROLL SOCIETY

Strictly speaking, Trolls do not have a society as such. However, when associated with Goblins, they tend to assume command.

1D100				INCOME	(IN SP) ²		
ROLL	TROLL RANK	HOLDING	STATUS ¹	CAVE	MTN.	WOOD	WATER
01-75	Family Group	1D6 Trolls	10	10	15	15	50
76-90	Warband	500 Goblins	25	(3)	(3)	(3)	(3)
91-00	Warlord	5000 Goblins	60	(4)	(4)	(4)	(4)

- (1) Increase status by +2 every experience level gained. Also add the following values for Troll racial type:
- Cave Troll: +25
 Mtn. Troll: +30
 Wood Troll: +35
 Water Troll: +40
- (2) The Family Group income is in SP per month x experience level. Cave, Mountain, and Wood Trolls are essentially raiders/bandits. Water Trolls may run bridges, which carry a toll to cross.
- (3) As for Goblin Warband each month.
- (4) As for Goblin Warlord each month.

4.23 GIANT SOCIETY

Giants in the basic C&S campaign are regarded as wandering types. However, if using the C&S Supplement, *Swords & Sorcerers*, they may be treated as equivalent to Nordics. Giants of the wandering variety earn about 15-25 SP per month x experience level through the usual robbing and raiding.

4.24 FEUDAL HOLDINGS

Details on feudal holdings will be provided later in section 11.13. Players are also referred to the C&S Sourcebook and to the C&S playing aid, *Life on the Manor* for detailed treatments of feudal holdings and economics.

4.25 DETERMINING THE PRIME REQUISITES

Now that the PC's Birth Omens and Social Class have been established, and the Player has a fairly good idea of which vocation he wishes to follow--of which Race itself may well play a part--the time has arrived to flesh out the PC.

Before starting off on the Character generation procedure. Players can decide whether their Characters will be male or female. We do not discriminate over-much with regard to the sex of a PC: females have been granted about the same degree of freedom and opportunity that a male would have had in a feudal society. This is to facilitate comfortable Character play by female Players, who might well prefer to run members of their sex rather than males. Also, there is a bit of a Warrior Maid tradition in fantasy fiction and some legends.

At the same time, we note that there was considerable repression of women in feudal society--where females were generally viewed as a form of chattel or property to be managed and controlled first by their fathers, then by their husbands. All NPCs could be put more or less in that category-- male-- dominated and not so fortunate as the emancipated female Player Characters.

Amongst the Trolls, there seems to have been something of a tradition that the females were worse than the males-- witness the dread Sea Hag of the *Beowulf* saga. Dwarvish and Haefling/Hobbit women will be relatively rare, the Dwarves because there are few women, and the Haeflings because the women are stay-at-homes.

4.26 CHARACTER SIZE

All beings in C&S possess height and weight. The following tables are used to create the basic physical body of the Characters.

FRAME

The Frame of the Character influences his weight. Roll 1D20 and consult the following table:



01-02	=	Very Light Frame: reduce Body weight by 1D10% + 20%.
03-07	=	Light Frame: reduce Body weight by 1D10% + 10%.
08-15	=	Average Frame: Body Weight as indicated for height.
16-19	=	Large Frame: increase Body weight by +1D10% + 10%.
20+	=	Massive Frame: increase Body weight by +1D10% + 20%.

Frame DMs modifying the 1D20 roll are:

Female =	- 2
Human =	+0
Elf =	- 1
Dwarf =	+2
Haefling =	+1
Kobold =	+0
Goblin =	+1
Orc =	+2
Uruk Hai =	+2
Hobgoblin =	+3
Gnoll =	+3
Ogre =	+3
Cave Troll =	+2
Mtn. Troll =	+3
Wood Troll =	+1
Water Troll =	+2

Giants are all rated at +3 DM to Frame rolls, irregardless of the type.

SIZE

Once the Frame has been found, ROLL 1D100 and consult the table following which applies to the PC/NPC. Basic body weight is given in dr. (pound-equivalent), and will be modified by the Frame. The height is given in standard feet and inches. The Body Level initially enjoyed by the Character is based upon the weight of the Character, as modified by his Frame. Characters who have weights below or above the 01 or 00 rolls have the Body Level indicated for the weights at either extremes of the scale.

HUMAN	MALE		
1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	—	57	5
(-)	—	60	6
(-)	—	70	7
01	4'6"	82	8
02	4'7"	86	8
03	4'8"	90	9
04	4'9"	94	9
05	4'10"	98	9
06-07	4'11"	102	10
08-10	5'0"	106	10
11-14	5'1"	110	11
15-19	5'2"	115	11
20-24	5'3"	120	12
25-29	5'4"	125	12
30-34	5'5"	130	13
35-39	5'6"	135	13
40-44	5'7"	140	14
45-49	5'8"	145	14
50-59	5'9"	150	15
60-69	5'10"	156	15
70-78	5'11"	163	16
79-84	6'0"	170	17
85-88	6'1"	177	17
89-91	6'2"	185	18
92-94	6'3"	194	19
95-96	6'4"	204	20
97	6'5"	215	21
98	6'6"	230	23
99	6'7"	245	24
00	6'8"	260	26
(+)	—	270	27
(+)	—	280	28
(+)	—	290	29
(+)	—	300	30
(+)	—	310	31
(+)	—	320	32
(+)	—	330	33

HUMAN	FEMALE		
1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	—	54	5
(-)	—	60	6
(-)	—	70	7
01	4'5"	78	7
02	4'6"	82	8
03	4'7"	86	8
04	4'8"	90	9
05-06	4'9"	94	9
07-09	4'10"	98	9
10-13	4'11"	102	10
14-18	5'0"	106	10
19-24	5'1"	110	11
25-31	5'2"	113	11
32-39	5'3"	116	11
40-47	5'4"	120	12
48-55	5'5"	124	12
56-65	5'6"	128	12
66-72	5'7"	132	13
73-78	5'8"	136	13
79-83	5'9"	140	14
84-87	5'10"	144	14
88-90	5'11"	148	14
91-92	6'0"	153	15
93-94	6'1"	158	15
95	6'2"	164	16
96	6'3"	170	17
97	6'4"	180	18
98	6'5"	190	19
99	6'6"	200	20
00	6'7"	210	21
(+)	—	220	22
(+)	—	230	23
(+)	—	240	24
(+)	—	250	25
(+)	—	260	26
(+)	—	270	27

ELVES are found on the Human tables, except that +2 is added to a male Elf's Body Level, and +1 to a female Elf's Body Level. No Female Elf will have a Large or Massive Frame.



DWARF			
1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	—	58	7
(-)	—	60	8
(-)	—	70	9
01-15	3'6"	82	10
16-30	3'7"	85	11
31-40	3'8"	88	11
41-50	3'9"	91	11
51-60	3'10"	94	12
61-70	3'11"	97	12
71-80	4'0"	100	13
81-85	4'1"	105	13
86-90	4'2"	110	14
91-94	4'3"	115	15
95-97	4'4"	120	16
98-99	4'5"	125	17
00	4'6"	130	18
(+)	—	140	19
(+)	—	150	20
(+)	—	160+	21

KOBOLD			
1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	—	28	3
(-)	—	30	4
01-10	3'0"	40	5
11-20	3'1"	43	5
21-30	3'2"	46	5
31-40	3'3"	49	6
41-50	3'4"	52	6
51-60	3'5"	55	6
61-70	3'6"	58	6
71-80	3'7"	62	7
81-85	3'8"	66	7
86-90	3'9"	70	8
91-95	3'10"	75	8
96-00	3'11"	80	9
(+)	—	90	10
(+)	—	100	11
(+)	—	101+	12

HAEFLING/GNOME

1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	—	41	5
(-)	—	45	6
(-)	—	50	6
01-10	3'6"	59	7
11-20	3'7"	62	7
21-30	3'8"	65	7
31-40	3'9"	68	7
41-50	3'10"	72	8
51-60	3'11"	76	8
61-70	4'0"	80	9
71-80	4'1"	84	9
81-85	4'2"	88	9
86-90	4'3"	92	10
91-95	4'4"	96	10
96-98	4'5"	100	11
00	4'6"	105	12
(+)	—	110	13
(+)	—	120	14
(+)	—	130+	15

GNOLL

1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	—	152	16
(-)	—	170	18
01-10	5'10"	190	20
11-20	5'11"	200	21
21-30	6'0"	210	22
31-40	6'1"	220	23
41-50	6'2"	235	24
51-60	6'3"	250	26
61-70	6'4"	265	27
71-80	6'5"	280	29
81-90	6'6"	300	31
91-95	6'7"	320	33
96-97	6'8"	340	35
98-99	6'9"	360	37
00	6'10"	380	39
(+)	—	400	41
(+)	—	420	43
(+)	—	440	45
(+)	—	460	47
(+)	—	480	49
(+)	—	494	50

GOBLIN/ORC

1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	—	63	7
(-)	—	70	8
(-)	—	80	9
01-10	4'0"	90	10
11-20	4'1"	94	10
21-30	4'2"	98	10
31-40	4'3"	102	11
41-50	4'4"	106	11
51-60	4'5"	110	12
61-70	4'6"	114	12
71-80	4'7"	118	12
81-90	4'8"	122	13
91-95	4'9"	126	13
96-98	4'10"	130	14
99-00	4'11"	135	14
(+)	—	140	15
(+)	—	150	16
(+)	—	160	17
(+)	—	170+	18

OGRE

1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	—	200	25
(-)	—	225	27
01-10	6'4"	250	30
11-20	6'5"	270	32
21-30	6'6"	290	34
31-45	6'7"	310	36
46-60	6'8"	335	38
61-70	6'9"	360	41
71-80	6'10"	390	44
81-90	6'11"	420	47
91-95	7'0"	450	50
96-97	7'1"	480	53
98	7'2"	510	56
99	7'3"	540	59
00	7'4"	570	62
(+)	—	600	65
(+)	—	650	70
(+)	—	700+	75

URUK HAI/HOBGOBLIN

1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	—	112	12
(-)	—	120	13
(-)	—	130	14
01-10	5'6"	140	15
11-20	5'7"	145	15
21-30	5'8"	150	16
31-40	5'9"	156	16
41-50	5'10"	163	17
51-60	5'11"	171	18
61-70	6'0"	180	19
71-80	6'1"	190	20
81-90	6'2"	201	21
91-95	6'3"	212	22
96-97	6'4"	225	23
98-99	6'5"	240	25
00	6'6"	255	26
(-)	—	270	27
(-)	—	285	28
(-)	—	300	29
(-)	—	315	30
(-)	—	330+	31

MTN. TROLL

1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	—	260	36
(-)	—	275	38
(-)	—	300	40
01-10	6'0"	320	42
11-25	6'2"	360	46
26-40	6'4"	400	50
41-55	6'6"	440	54
56-65	6'8"	480	58
66-75	6'10"	530	63
76-80	7'0"	580	68
81-85	7'2"	640	74
86-90	7'4"	680	78
91-95	7'5"	730	83
96-00	7'6"	780	88
(+)	—	850	95
(+)	—	900	100
(+)	—	1000+	110

WATER TROLL

1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	-	240	36
(-)	-	280	42
(-)	-	300	45
01-10	6'0"	320	48
11-20	6'2"	360	54
21-35	6'4"	400	60
36-50	6'6"	450	68
51-65	6'8"	500	75
66-80	6'10"	550	83
81-85	7'0"	600	90
86-90	7'2"	650	98
91-92	7'4"	700	105
93-94	7'6"	750	113
95-97	7'8"	800	120
98-99	7'10"	850	128
00	8'0"	900	135
(+)	-	1000	150
(+)	-	1050	158
(+)	-	1100	165
(+)	-	1150+	175

GIANT

1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	-	770	46
(-)	-	900	54
(-)	-	1000	60
01-10	10'0"	1100	66
11-20	10'4"	1200	72
21-30	10'8"	1300	78
31-40	11'0"	1400	84
41-50	11'4"	1500	90
51-60	11'8"	1600	96
61-70	12'0"	1700	102
71-75	12'4"	1800	108
76-80	12'8"	1900	114
85-90	13'0"	2000	120
91-92	13'4"	2125	128
93-94	13'8"	2250	135
95-96	14'0"	2375	143
97-98	14'4"	2500	150
99	14'8"	2650	159
00	15'0"	2800	168
(+)	-	3000+	175

CAVE TROLL

1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	-	240	34
(-)	-	270	37
01-10	6'0"	300	40
11-20	6'1"	325	43
21-35	6'2"	350	45
36-50	6'3"	375	48
51-65	6'4"	400	50
66-80	6'5"	425	53
81-90	6'6"	450	55
91-95	6'7"	475	58
96	6'8"	500	60
97	6'9"	525	63
98	6'10"	550	65
99	6'11"	575	68
00	7'0"	600	70
(+)	-	650	75
(+)	-	700	80
(+)	-	750+	85

WOOD TROLL

1D100 RESULT	HEIGHT	WEIGHT	BODY
(-)	-	210	36
(-)	-	225	38
(-)	-	250	40
01-10	6'0"	280	43
11-20	6'2"	320	47
21-35	6'4"	360	51
36-50	6'6"	400	55
51-65	6'8"	450	60
66-75	6'10"	500	65
76-80	7'0"	550	70
81-90	7'2"	600	75
91-92	7'4"	650	80
93-94	7'6"	700	85
95-96	7'8"	750	90
97-98	7'10"	800	95
(+)	-	900	110
(+)	-	1000+	125

**4.27 ALLOCATING CPR POINTS FOR PRIME REQUISITES**

The Player is now fully committed to the Race he selected. Where there are definite requirements for a Race, these must be met first before any other Prime Requisites can be designed.

Deduct the CPR points from the total which are needed to product minimum Prime Requisite scores for the Race. Enter those minimums on the Character Profile sheet in pencil, as they might be raised later if any surplus CPR are left. Now allocate the remaining CPR points to purchase Prime Requisites as desired.

4.28 DEXTERITY CPRS

Dexterity is the measure of a Character's ability to perform acts of agility and coordination. It also gives rise to certain skills and enabling factors:

DEX SCORE	DESCRIPTION	DEX CR	MOVE SILENT	HIDE	PICK POCKET	DISARM TRAP	PICK LOCK
04	All Thumbs	04	-30%	-20%	-30%	-20%	-05%
05	Uncoordinated	05	-27%	-15%	-25%	-17%	-05%
06	Clumsy	06	-25%	-10%	-20%	-15%	-
07	Awkward	07	-20%	-05%	-15%	-12%	-
08	Unhandy	08	-15%	-	-10%	-10%	-
09	Average	09	-10%	-	-05%	-07%	-
10	Average	10	-05%	-	-	-05%	-
11	Average	11	-	-	-	-	-
12	Average	12	-	-	-	-	-
13	Skillful	13	+05%	+05%	+03%	+03%	+05%
14	Deft	14	+07%	+07%	+05%	+05%	+05%
15	Dexterous	15	+10%	+10%	+07%	+07%	+10%
16	Nimble	16	+12%	+15%	+10%	+10%	+10%
17	Adroit	17	+15%	+20%	+12%	+12%	+15%
18	Agile	18	+17%	+25%	+15%	+15%	+15%
19	Quick	19	+20%	+30%	+17%	+17%	+20%
20	Masterful	19	+21%	+31%	+20%	+20%	+25%
21	Masterful	19	+22%	+32%	+21%	+21%	+25%
22	Masterful	19	+23%	+33%	+22%	+22%	+25%
23	Masterful	19	+24%	+34%	+23%	+23%	+25%
24	Masterful	19	+25%	+35%	+24%	+24%	+25%
25+	Masterful	19	+25%*	+36%*	+25%*	+25%*	+25%*

Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their Dexterity CPRS:

* +01% per DEX level above DEX/25

ELVES must have at least DEX/12.

HAEFLINGS must have at least DEX/12.

MONSTERS have DEX/04 -16 and pay triple cost thereafter.

4.29 CONSTITUTION CPRS

Constitution is the measure of a Character's health and life force--the capacity of the body to endure hardship and suffering. It also gives rise to a number of enabling factors and affects the Character's Carrying Capacity and Fatigue Levels.

CON SCORE	DESCRIPTION	CON CR	RECOVERY RATE BODY	FATIGUE	RESIST DISEASE	CHANCE TO RESURRECT	CON FACTOR
04	Scrawny	04	01%	05%	-15%	20%	0.0
05	Puny	05	01%	05%	-12%	25%	0.0
06	Feeble	06	01%	06%	-10%	30%	0.0
07	Weak	07	02%	07%	-07%	35%	0.0
08	Average	08	02%	08%	-05%	40%	0.0
09	Average	09	02%	09%	-	45%	0.0
10	Average	10	02%	10%	-	50%	0.0
11	Average	11	03%	11%	-	55%	0.1
12	Average	12	03%	12%	+01%	60%	0.2
13	Fit	13	03%	13%	+02%	65%	0.3
14	Healthy	14	03%	14%	+03%	70%	0.4
15	Sturdy	15	03%	15%	+04%	75%	0.5
16	Hardy	16	04%	16%	+06%	80%	0.6
17	Robust	17	04%	17%	+08%	85%	0.7
18	Vigorous	18	04%	18%	+10%	90%	0.8
19	Vital	19	05%	19%	+12%	91%	0.9
20+	Weatherproof	19	05%	20%	+15%*	92%*	1.0**

Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their CON CPRS:

* Increase by +01% per CON level over CON/20.

** Increase by +0.1 per CON level over CON/20.

ELVES must have CON/12+.

DWARVES must have CON/15+.

HAEFLINGS must have CON/12+.

URUK HAI/HOBGOBLINS must have CON/13+.

GNOLLS/OGRES/TROLLS must have CON/19+.

Further, any Character desiring Strength over STR/17 must have CON/18.

4.30 STRENGTH CPRS

Strength is that quality which affects all feats involving physical prowess or personal combat.

STR SCORE	DESCRIPTION	STR CR	STRENGTH FACTOR ACCORDING TO CHARACTER RACE						
			MAN	ELF	DWARF	HAEFLING	GOBLIN	TROLL	GIANT
04	Disabled	02	0.2	—	—	0.3	0.2	—	—
05	Puny	03	0.3	—	—	0.4	0.3	—	—
06	Feeble	04	0.4	—	—	0.5	0.4	—	—
07	Weak	05	0.5	—	—	0.6	0.5	—	—
08	Unfit	06	0.6	—	—	0.7	0.6	—	—
09	Average	07	0.7	—	—	0.8	0.7	—	—
10	Average	08	0.8	—	—	0.9	0.8	—	—
11	Average	09	0.9	1.0	—	1.0	0.9	—	—
12	Average	10	1.0	1.1	—	1.1	1.0	—	1.0
13	Muscular	11	1.1	1.2	2.5	1.2	1.1	—	1.1
14	Strong	12	1.2	1.3	2.6	1.3	1.2	—	1.2
15	Powerful	13	1.3	1.4	2.7	1.4	1.3	—	1.3
16	Mighty	14	1.4	1.5	2.8	1.5	1.4	—	1.4
17	Puissant	15	1.5	1.6	2.9	1.6	1.5	—	1.5
18	Lordly	16	1.6	1.7	3.0	1.7	1.6	—	1.6
19	Herculean	17	1.7	1.8	3.1	1.8	1.7	—	1.7
20+	Superhuman	18	2.0*	—	—	—	—	1.0*	—

Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their CON CPRS:

* Increase by +0.1 per STR level over STR/20.

ELVES must fall between STR/11 and STR/19.

HIGH ELVES must have STR/19.

DWARVES must fall between STR/13 and STR/19.

HAEFLINGS (including **GNOMES**) cannot exceed STR/19.

KOBOLDS (Goblins) must fall between STR/04 and STR/15.

GOBLINS must fall between STR/06 and STR/15.

ORCS (Goblins) must fall between STR/07 and STR/16.

URUK HAI (Goblins) must fall between STR/08 and STR/17.

HOBGOBLINS (Goblins) must fall between STR/09 and STR/18.

GNOLLS (Trolls) must fall between STR/12 and STR/19.

CAVE TROLLS must fall between STR/20 and STR/25.

MOUNTAIN TROLLS must fall between STR/25 and STR/30.

WOOD TROLLS must fall between STR/30 and STR/35.

WATER TROLLS must fall between STR/35 and STR/40.

OGRES (use 'Troll' column) must fall between STR/25 and STR/30.

GIANTS must fall between STR/12 and STR/19.

Remember also that any Character with STR/18+ must have CON/18 or better.

4.31 WISDOM CPRS

Wisdom is that quality of mind and experience which enables a Character to make wise decisions, in accordance with his beliefs and practical knowledge. It has applications particularly in pointing a direction to the nature of the Character's personality in role playing situations.

WIS SCORE	DESCRIPTION	WIS CR	SAVING THROW VS SPELLS OF COMMAND										
			I	II	III	IV	V	VI	VII	VIII	IX	X	XI
04	Witless	01	01	—	—	—	—	—	—	—	—	—	—
05	Foolish	02	02	01	—	—	—	—	—	—	—	—	—
06	Foolish	03	03	02	01	—	—	—	—	—	—	—	—
07	Simple	04	04	03	02	01	—	—	—	—	—	—	—
08	Unwise	05	05	04	03	02	01	—	—	—	—	—	—
09	Naive	06	06	05	04	03	02	01	—	—	—	—	—
10	Average	07	07	06	05	04	03	02	01	—	—	—	—
11	Average	08	08	07	06	05	04	03	02	01	—	—	—
12	Average	09	09	08	07	06	05	04	03	02	01	—	—
13	Discerning	10	10	09	08	07	06	05	04	03	02	01	—
14	Discerning	11	11	10	09	08	07	06	05	04	03	02	01
15	Penetrating	12	12	12	11	10	09	08	07	06	05	04	03
16	Astute	13	13	13	12	11	10	09	08	07	06	05	04
17	Wise	14	14	14	13	12	11	10	09	08	07	06	05
18	Inspired	15	15	15	14	14	13	12	11	10	09	08	07
19	Profound	16	16	16	15	15	14	14	13	12	11	10	09
20-24	Visionary	17	17	17	16	16	15	15	14	14	13	12	11
25-29	Visionary	17	17	17	17	16	16	16	15	15	14	13	12
30-34	Visionary	18	18	18	18	17	17	17	16	16	15	14	13
35-39	Visionary	19	19	19	19	18	18	18	17	17	16	15	14
40	Visionary	19	19	19	19	19	18	18	18	17	17	16	15

Mages with WIS/21+ have a bonus of WIS CPRS — 20 × 1% when learning spells or casting enchantments upon objects, and half that bonus when casting spells against opponents (targeting bonus).

Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their WIS CPRS:

ELVES must have WIS/13+.

HIGH ELVES must have WIS/17+.

MONSTERS must fall between WIS/04 and WIS/16, with double costs after WIS/10 in all cases.

4.32 INTELLIGENCE CPRS

Intelligence is that quality of mind which allows him to reason in a logical manner. It is also the index of his ability to engage in scholarly pursuits, to acquire and use new languages, to read correctly, to remember an important matter or a spell, and to engage in scholarly pursuits. It has a bearing upon his general resistance to Spells of Illusion as well.

IQ SCORE	DESCRIPTION	IQ CR	SAVING THROW VS SPELLS OF ILLUSION										
			I	II	III	IV	V	VI	VII	VIII	IX	X	XI
04	Idiot	01	01	—	—	—	—	—	—	—	—	—	—
05	Cretin	02	02	01	—	—	—	—	—	—	—	—	—
06	Lack-Wit	03	03	02	01	—	—	—	—	—	—	—	—
07	Dim-Wit	04	04	03	02	01	—	—	—	—	—	—	—
08	Half-Wit	05	05	04	03	02	01	—	—	—	—	—	—
09	Average	06	06	05	04	03	02	01	—	—	—	—	—
10	Average	07	07	06	05	04	03	02	01	—	—	—	—
11	Average	08	08	07	06	05	04	03	02	01	—	—	—
12	Average	09	09	08	07	06	05	04	03	02	01	—	—
13	Bright	10	10	09	08	07	06	05	04	03	02	01	—
14	Very Bright	11	11	10	09	08	07	06	05	04	03	02	01
15	Smart	12	12	11	10	09	08	07	06	05	04	03	02
16	Ingenuous	13	13	12	11	10	09	08	07	06	05	04	03
17	Scholarly	14	14	14	13	13	12	12	11	11	10	09	08
18	Brilliant	15	15	15	14	14	13	13	12	12	11	10	09
19	Genius	16	16	16	15	15	14	14	13	13	12	12	11
20-24	Visionary	17	17	17	16	16	15	15	14	14	13	13	12
25-29	Visionary	18	18	18	18	17	17	17	16	16	15	14	13
30-34	Visionary	19	19	19	18	18	18	17	17	17	16	15	14
35-39	Visionary	19	19	19	19	18	18	18	17	17	17	16	15
40	Visionary	19	19	19	19	19	18	18	18	17	17	17	16

IQ SCORE	MAGICK LIMITS	FIND DOOR	THE TRAP	HIDDEN OBJECT	READ WELL	REMEMBER SPELL	LANGUAGE FACILITY
04	0	-20%	-25%	-20%	No	10%	1 spoken language
05	0	-15%	-20%	-18%	No	15%	1 spoken language
06	0	-10%	-18%	-15%	No	20%	1 spoken language
07	I	-05%	-15%	-12%	No	25%	1 spoken language
08	I	—	-10%	-10%	40%	30%	1 written = 1 pt/lvl
09	I	—	-05%	-05%	50%	35%	1 written = 1 pt/lvl
10	II	—	—	—	55%	50%	2 written = 1 pt/lvl
11	III	—	—	—	60%	55%	3 written = 1 pt/lvl
12	IV	+05%	—	—	65%	60%	4 written = 2 pt/lvl
13	V	+07%	—	+05%	70%	65%	unlimited = 3 pt/lvl
14	VI	+10%	+05%	+07%	75%	70%	unlimited = 3 pt/lvl
15	VII	+17%	+07%	+10%	80%	75%	unlimited = 4 pt/lvl
16	VIII	+20%	+10%	+12%	85%	80%	unlimited = 5 pt/lvl
17	IX	+22%	+12%	+15%	90%	85%	unlimited = 6 pt/lvl
18	X	+25%	+15%	+20%	95%	90%	unlimited = 7 pt/lvl
19	XI	+27%	+17%	+25%	96%	95%	unlimited = 8 pt/lvl
20	XI	+30%	+20%	+27%	97%	100%	unlimited = 9 pt/lvl
21-22	XI	+30%	+22%	+30%	98%	105%	unlimited = 10 pt/lvl
23-25	XII	+30%	+25%	+30%	99%	110%	unlimited = 12 pt/lvl
26-30	XII	+30%	+27%	+30%	99%	115%	unlimited = 14 pt/lvl
31+	XII	+30%	+30%	+30%	100%	120%	unlimited = 15 pt/lvl

Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their IQ CPRS:

ELVES must have IQ/12+.

HIGH ELVES must have IQ/17+.

MONSTERS must pay double for each IQ level over IQ/12.

4.33 BARDIC VOICE CPRS

Bardic Voice represents general artistic ability and also the Character's command of the spoken/sung word.

BV SCORE	DESCRIPTION	BV CR
04	Inarticulate	01
05	Halting	03
06	Halting	04
07	Colorless	05
08	Average	06
09	Average	07
10	Average	08
11	Average	09
12	Average	10
13	Fluent	11
14	Fluent	12
15	Eloquent	13
16	Eloquent	14
17	Elegant	15
18	Poetic	16
19	Poetic	17
20	Bardic	18
21+	Orphic	19



Player freedom to design Characters notwithstanding, certain types of Characters have limitations placed on their Bardic CPRS:

ELVES must have BV/13+.

MONSTERS must pay double for each BV level over BV/10.

4.34 PIETY CPRS

Piety is the measure of a Character's faith in his chosen religion. It is not to be understood as a gauge of the Character's goodness or badness. Nor should Piety be seen as a simplistic method of determining who the enemy is.

Piety replaces the concept of Alignment previously used in C&S. Alignment was (and still is) much misunderstood in many role playing games and by most role players. In point of fact, the moral character of a PC or NPC (including monsters and beasts) is not necessarily tied to his religious beliefs. People are really colored in shades of grey, not pure black or pure white. Devout people can have their bad moments, while rogues and villains can worry about the state of their souls and do good deeds to salve their consciences. Most important, law-abiding people and lawless rogues can be good friends loyal to each other unto death.

We therefore leave the fine details of the moral conduct of Characters to the Players.

Piety affects the chance of a Character's receiving the benefits of a Clerical Act of Faith or an outright Miracle. The higher both his and the presiding Cleric's Piety CPRS, the greater the chance that the benefit will be forthcoming. Piety is thus of special importance to Clerics, who depend on it to perform their function as instruments of the Deity. But it is also important to any other Character, who must match his own faith with that of the Cleric if he wants help.

Only Evil Priests (Hex Masters who commit to the Dark One) are aided by low Piety scores. They are effectively Anti-Clerics who serve supernatural forces directly opposed against the Deity/Deities of all legitimate religions. In that Evil Priests and their followers serve the forces of Evil in an absolute sense, they are servants of true Chaos which seeks the overthrow of all order and good in the world. Thus all pious men, irrespective of their religion, are the enemies of the Evil Priests.

PIETY SCORE	CPR COST*	DESCRIPTION	ACT OF CLERIC	FAITH NON-CLERIC	MIRACULOUS INTERVENTION
20	40	Pious	+60%	+24%	30%
19	38	Pious	+57%	+22%	28%
18	36	Pious	+54%	+20%	27%
17	34	Pious	+51%	+18%	25%
16	30	Devout	+46%	+16%	23%
15	28	Devout	+43%	+15%	21%
14	26	Devout	+40%	+14%	20%
13	24	Devout	+37%	+13%	18%
12	22	Devout	+34%	+12%	17%
11	18	Believer	+29%	+11%	14%
10	16	Believer	+26%	+10%	13%
09	14	Believer	+23%	+09%	11%
08	12	Believer	+20%	+08%	10%
07	11	Believer	+18%	+07%	09%
06	08	Nominal	+14%	+06%	07%
05	06	Nominal	+11%	+05%	05%
04	04	Nominal	+08%	+04%	04%
03	03	Nominal	+06%	+03%	03%
02	02	Nominal	+04%	+02%	02%
01	01	Nominal	+02%	+01%	01%
00	—	Unbeliever	—	—	—
-01	01	Unbeliever	-02%	-01%	-02%
-02	02	Unbeliever	-04%	-02%	-04%
-03	03	Unbeliever	-06%	-03%	-06%
-04	04	Unbeliever	-08%	-04%	-08%
-05	05	Unbeliever	-10%	-05%	-10%
-06	06	Unbeliever	-12%	-06%	-12%
-07	08	Unbeliever	-15%	-07%	-14%
-08	11	Unbeliever	-19%	-08%	-16%
-09	14	Unbeliever	-23%	-09%	-18%
-10	20	Impious	-30%	-10%	-20%

* CPR Cost is only for Clerics and Anti-Clerics. Non-Clerics pay 1 CPR point per Piety level to Piety/20 or Impiety/-10. Piety of NPCs can be determined on a dice roll: roll 1D6, with 1 - 4 = Pious and 5 - 6 = Impious. Then roll 1D20 or 1D10 for the Piety/Impiety CPRS.

4.35 PERSONAL APPEARANCE CPRS

Appearance is the degree of comeliness or repulsiveness possessed by a Character. One's looks have a distinct effect on others—especially NPCs. Thus at least an average Appearance is to be desired if one hopes to make a favorable first impression on others. Exceptional Appearance itself functions almost like a magical spell when directed towards members of the opposite sex.

APP SCORE	APP CR	DESCRIPTION
04	01	Positively Hideous! The PC/NPC is so ugly that others tend to look away in disgust, or else they are startled at first meeting.
05	02	Ugly: The PC/NPC is extremely unattractive, and others are usually uncomfortable in his presence.
06	03	Plain: The PC/NPC is not attractive nor unattractive, just lacking in any interesting features. Such a person is the classic homely male or female.
07	04	
08	05	
09	06	Average: The PC/NPC does not possess looks of any particular note. At the same time, he/she is not entirely unattractive and at least looks fairly much 'normal' and acceptable.
10	07	
11	08	
12	09	
13	10	Fair: The PC/NPC is good looking and attracts his/her share of attention from admirers. Such a person is definitely above the average and will be noticed even in a crowd.
14	11	
15	12	
16-19	13	
20-22	14	Attractive: The PC/NPC is very good looking and can cause a member of the opposite sex to fall in love with him/her. Such a person really stands out and finds it difficult to be easily forgotten by others. Also, unless one possesses a lot of Charisma, a bit of resentment from members of one's own sex might be forthcoming if such good looks are flaunted.
23	15	
24	16	
25	17	
26	18	
27	19	
28-29	20	
30	21	Irresistible: The PC/NPC has the looks of an Adonis or a Helen of Troy. Members of the opposite sex are almost doomed to fall hopelessly in love with the Character—and just might try to do something about it if their love is unrequited.



4.36 FEROCITY CPRS

Ferocity is far more than a simple blood lust that might be observed in battle. Rather, it is a peculiar kind of determination to win through, no matter what the activity might be.

Ferocity is the morale level of the Character, a driving force behind his entire personality which prevents him from despairing and giving up in difficult situations. Ferocity is simply the refusal to give in to defeat. Such a quality is vital to ambition, and any Character desiring to better himself needs it in abundance if he is to overcome his ingrained tendency to accept things as they are.

FER SCORE	FER CR	DESCRIPTION
04	04	Mild Temperament: Inwardly, the PC/NPC doubts his real abilities and can easily be pushed around by others if he is not careful. When faced by truly serious opposition, he could back down to avoid unpleasantness. In a battle, such people require the example of their leaders to steady them and give them heart in adversity. If let down by the leader, they can easily desert or rout in droves. Also, since the FER CR of the leader is used to check the morale of a group, those of Mild Temperament should not be used as commanders if at all possible.
05	05	
06	06	
07	07	
08	08	
09	09	
10	10	
11	11	Determined: The PC is capable of putting up fair resistance to adversity, but he has his limits. In extreme situations, he may find the courage to go on within himself, but will look to his leaders if they are present.
12	12	
13	13	
14	14	
15	15	
16	16	
17	17	Heroic: The PC has the stuff from which true Heroes are made. He can summon the reserves of courage needed to attempt dangerous and desperate deeds, inspiring others as he does so. Surrender? Never!
18	18	
19	19	
20+	20	

5 Attributes and Body Levels

Character attributes are characteristics derived from the Prime Requisites.

5.01 CHARISMA ATTRIBUTES

Charisma is an attribute found by comparing the relationship of a number of Prime Requisites. Charisma is the ability of a PC/NPC to arouse popular loyalty and enthusiasm for himself and his ideas. It is, in short, the measure of the all-around leader and 'popular guy'.

To find the Charisma Score, add the CPRs scores for Dexterity, Wisdom, Intelligence, Bardic Voice, Appearance, and Ferocity. Divide the total by 6, rounding to the nearest number. The result is the Base Charisma Score.

Then modify the Base Charisma Score by adding/subtracting the following factors, where applicable:

DEXTERITY	WISDOM
DEX/04-07 -2	WIS/04-07 -2
DEX/19-20 +1	WIS/08-09 -1
DEX/21-24 +2	WIS/17-19 +1
DEX/25+ +3	WIS/20+ +2

INTELLIGENCE

IQ/04-06 -3
IQ/07-08 -2
IQ/17-19 +1
IQ/20+ +2

APPEARANCE

APP/04 -4
APP/05 -3
APP/06-08 -1
APP/22+ +1

BARDIC VOICE

BV/04 -4
BV/05-06 -3
BV/07 -2
BV/17-19 +1
BV/20-24 +2
BV/25+ +3

FEROCITY

FER/04-06 -2
FER/07-08 -1
FER/17-19 +1
FER/20+ +2

SOCIAL RANK

Knightly +1
Noble +2
Royal +3

A negative Charisma Score is possible. This means that a -DM is subtracted from any CR determination in which the Character is attempting to persuade others to his point of view (through Bardic Voice or Appearance), or morale determinations (Ferocity CR) in which the Character is trying to rally others.

The highest possible Charisma Score is CHA/36! Only the most exceptional Characters will approach such a Charisma level, as it would require at least 168 CPR points to purchase the Prime Requisite levels needed to produce it, plus social rank to boot.

CHA SCORE	CHA CR	DESCRIPTION
(-)	- CHA	Insignificant: The PC/NPC should look out. He has no ability to influence others at all and, indeed, suffers a penalty DM when dealing with people.
01-04	02	Unimpressive: The PC/NPC has little ability to impress others. With some luck, he may occasionally obtain an advantage—but not through the force of his personality.
05	03	
06	04	
07	06	Average: The PC/NPC has the minimum requirements for leadership and getting along with others. Persons of equal rank may prove difficult to handle, although he tends to deal effectively with subordinates. Still, he takes some risks when he depends upon the force of his personality to sway others.
08	07	
09	08	
10	09	
11	10	
12	11	
13	12	Influential: The PC/NPC has the capability of leading others through the force of his personality. His men follow with some enthusiasm, but he still does best when delegated authority by a more charismatic leader.
14	13	
15	14	
16	15	
17-19	16	Commanding: The PC/NPC is a true leader of men, and his followers and friends tend to be steadfast and loyal.
20-22	17	
23-25	18	
26+	19	Charismatic: The PC/NPC has a noble bearing, the 'Look of Eagles' which one expects of a mighty leader. His followers are utterly loyal and would not think of treachery or betrayal. All who meet him are deeply impressed by his strength of will and find it hard not to like him—including his enemies.

5.02 THE CHARACTER'S BODY LEVELS

The amount of damage a Character can sustain before dying is his **Body Level**. Body points correspond to the damage points dealt out by various weapons and other dangerous effects.

The Body Level is computed by adding bonus points for the PC's Constitution, Strength, and Intelligence to the basic Body Level obtained in 4.27 Character Size. This result is then multiplied by the Character Class factor to represent the general effects of his calling and life style on his ability to absorb damage.

SCORE	BODY BONUS
Con/11-12	.+1 point
Con/13-14	.+2 points
Con/15	.+3 points
Con/16	.+4 points
Con/17	.+5 points
Con/18	.+6 points
Con/19	.+7 points
IQ/14-16	.+1 point
IQ/17-19	.+2 points
IQ/20+	.+3 points
Str/12-13	.+1 point
Str/14-15	.+2 points
Str/16-17	.+3 points
Str/18-19	.+4 points
Str/20-25	.+5 points
Str/26-30	.+6 points
Str/31-35	.+7 points
Str/36-40	.+8 points

When the bonuses have been added to the basic Body Level, multiply the result by the Character Class Factor, rounding to the nearest whole number:

CLASS	CLASS FACTOR
Squire/Knight	.1.2
Other Fighter	.1.0
Mage	.0.7
Thief/Assassin	.1.0
Frolicked Cleric	.0.9
High Elf	.1.2
Wood Elf	.1.1
Dwarf	.1.0
Halfing	.0.9
General PC	.0.9
Monsters	.1.0

5.03 THE CHARACTER'S FATIGUE LEVELS

A Character's Fatigue Level represents his stamina and endurance. The Stamina Points comprising the Fatigue Level are expended when a PC is engaged in combat and will determine the length of time he can keep up the activity before fatigue sets in and impairs his performance. Stamina Points are also expended by Mages and Clerics as they perform Magic or Miracles. Any strenuous activity may also cause reduction in Fatigue Levels.

Most important, Stamina Points can be expended in combat whenever a non-critical hit is scored against a Character, instead of a loss in Body Points, until Fatigue Levels are exhausted.

Fatigue Levels are computed by adding the Constitution Score to the result from rolling 1D6. Thus a maximum initial Fatigue Level of 26 is possible. The minimum level is always 6, even if it computes out lower.

5.04 INCREASING BODY AND FATIGUE LEVELS

Each time a Character advances in an experience level, he has a chance of increasing his Body Level and his Fatigue Level by one point. That chance is equal to his Constitution CR. A maximum of 15 Body Points and 15 Stamina Points can be added to the initial Levels in this way.

If Players wish, they may roll the 1D6 every time they advance an experience level. This provides the chance of raising the initial random level a bit for Fatigue Levels if the first roll was low. Fatigue Levels are therefore computed as being the sum of the Constitution Score + experience bonuses + 1D6.

5.05 RECOVERING BODY LEVELS

A PC's Constitution determines the rate he recovers lost Body points.

Body points are recovered at a daily rate, expressed as a percentage of the PC's Body Level. It is assumed that the PC engages in only mild activity during the day. Trolls recover at an hourly rate.

If the PC engages in strenuous activity, he recovers Body Points at half the normal rate.

If the PC remains inactive—the equivalent of sick bed rest and recuperation—the recovery rate is doubled.

Recovery of Body points assumes that the PC obtains adequate sleep each day (see below).

5.06 RECOVERING FATIGUE LEVELS

A PC's Constitution determines the rate he recovers lost Stamina points.

Stamina points are recovered at an hourly rate, expressed as a percentage of the PC's Fatigue Level. It is assumed that the PC engages in only mild activity and rests for about 10 minutes in the hour.

If the PC engages in strenuous activity during the hour, he will recover at half the normal rate if he rests 10 minutes, and at the normal rate if he rests 15 minutes.

Sleep effectively doubles the normal recovery rate, to a maximum of 30% recovery of the Fatigue Level per hour slept.

A PC must sleep every 16 hours plus 1 hour x Constitution. This means a Con/04 requires sleep after 20 hours, while a Con/20 can go 36 hours between sleeping periods. The sleeping period must be sufficient to restore the PC's total Fatigue Level, even if he goes to sleep with his Fatigue Level intact. Elves do not sleep, but they have to spend an equivalent time in quiet meditation.

Sleeplessness is a serious matter. The moment a PC exceeds his standard waking limits, he cannot recover Fatigue Levels or Body Levels until he has slept. Further, for every hour he remains awake, his Fatigue Level drops by 10%. If it falls to negative levels, these Stamina points must be made up in sleep as well as the normal Fatigue Level.

A PC must make a Constitution CR each hour he stays awake beyond his standard waking limits. Roll 1D20. The result must be equal to or lower than his Con CR level or he falls asleep. Each hour he remains awake beyond his limit reduces the Con CR level by -1.

5.07 FATIGUE

The moment a PC loses all of his Stamina points, he is considered to be fatigued. All of his capabilities are halved in probability and effect until he regains some of his Stamina points to bring the Fatigue Level above zero. This can prove a very serious development in battle situations.

A PC can improve his situation in an emergency and enjoy normal capacities if he rolls a Constitution CR for the turn. However, if he rolls equal to or higher than his Con CR level, he loses 1 Body point to maintain his maximum performance levels. Each time he does this until he has restored some of his Fatigue Level, the PC's Con CR level drops by -1.

5.08 MAGICK, MIRACLES, FATIGUE, & BODY

It is possible to restore Body and Fatigue Levels through the use of Magical or Clerical procedures-- potions, miracles, etc. However, the effects are not permanent. Indeed, they are equivalent to using pep pills and the like. A cost must be paid for such aids.

No more than 100% of the Body Level can be restored by Clerical or Magical means. That is, once this limit has been reached, all further recovery must be by natural processes. In addition, the Body points which were restored by Magical or Clerical means must be restored naturally as well if further aid of this type is to be successful in the future. Bluntly put, one has to undergo a natural recuperative process sooner or later.

The same rule applies to Fatigue Levels when Magical or Clerical means have been used to restore Stamina points.

5.09 CARRYING CAPACITY (CC)

The Carrying Capacity (CC) is the ability of the PC to carry a burden. More specifically, the CC is a measure of the PC's true strength. $CC = (\text{Strength Factor} + \text{Constitution Factor}) \times \text{PC weight}$.

For example, a Human PC has Strength/14 (Strf 1.4) and Constitution/12 (Conf 0.1). His weight is 200 Dr. (1 Dragon = 1 pound), so he has a CC of $1.5 \times 200 = 300$ Dr.

The burden born by a PC has an effect upon his performance and his Fatigue Levels:

WEIGHT CARRIED	EFFECT
Light Load	
0% to 25% CC	None
Moderate Load	1 Fatigue point per 10 minutes running, climbing.
25% to 40% CC	
Partial Encumbrance	2 Fatigue points per 10 minutes running, climbing, or per turn of combat. All movement is cut to 2/3. All combat probabilities and effects cut to 90% normal.
41% to 50% CC	
Full Encumbrance	4 Fatigue points per 10 minutes running, climbing, or per turn of combat. All movement is cut to 1/2. All combat probabilities and effects cut to 75% normal.
51% to 100% CC	
Maximum Load	6 Fatigue points per 10 minutes running, climbing, or per turn of combat. All movement is cut to 1/4. All combat probabilities and effects cut to 50% normal.
101% to 150% CC	
Immobilizing Load	Character is unable to move or fight until the burden is reduced.
151% CC and up	

Wounds to the Body (optional rule) may have an effect upon a PC equivalent to carrying a burden. For each full 10% of the Body Level lost, the equivalent weight carried is 05% CC. For example, a PC has 26 Body points and loses 11 in combat or 42% of his body level. This produces a burden increase of 20% CC.

Exhaustion can have a grievous effect upon a PC. Suppose the PC was carrying 45% CC. Exhaustion would half his current capacities in all areas. His speed would be cut to 1/3 normal, and all of his combat probabilities and effects would be at 45% of normal. To bring his capabilities back up to those enjoyed at partial encumbrance with some Stamina points left, he would have to roll a Constitution CR (see 5.07 Fatigue).

Immobilization can also be assumed to occur when a wound appears logically to have eliminated all reasonable chance of moving, such as in the case of a critical hit to the leg which breaks the bone or amputates part of the limb. In such cases, some form of crawl might be allowed.

5.10 MILITARY ABILITY (MA)

Military Ability is the ability of a PC to be a successful fighter and field commander, for it reflects his innate capacity to develop wise and effective strategies and tactics on both a personal and a command level. It is also a measure of his training and general experience-- a function of his Character Class. Clearly, Fighter types will enjoy an advantage over non-Fighter Character Classes in this regard.

$MA = 1/12 (\text{Dex} + \text{Str} + \text{Wis} + \text{IQ} + \text{Cha} + \text{Fer})$.

Multiply the result, including the decimal fraction, by the Character Class Factor and round the final result to the nearest whole number.

CHARACTER CLASS	CLASS FACTOR
Knight/Squire	1.6
Sergeant-at-Arms	1.4
Petit Sergeant	1.3
Man-at-Arms	1.2
Yeoman-at-Arms	1.2
Town Militiaman	1.0
Yeoman Forester	1.0
Merchant/Adventurer	1.0
Barbarian Warrior	1.2
Thief	1.0
Assassin	1.1
Frosted Cleric	0.6
Human Vampire	1.6
Human Natural Mage	1.0
Other Human Mage	0.5
Weaponsmith Mage	1.4
Mechanician Mage	1.4
General PC	0.8
High Elf	1.5
Wood Elf	1.3
Haefling/Hobbit	0.8
Dwarf/Gnome	1.5
Goblins	1.0
Trolls	1.0
Giants	1.0

Military Ability reflects Dexterity for quickness of action and decision; Strength for brute power in combat; Wisdom for effective choice of tactics and strategy in battle; Intelligence for perceptive observation and analysis of developing situations; Charisma for command presence which steadies one's comrades and overawes the enemy; and Ferocity for personal morale and persevering boldness in the face of the enemy.

5.11 COMMAND LEVEL (CL)

Command level is a quality which affects the C&S mass combat systems in the Sourcebook. It is found by dividing the MA (Military Ability) score by 2.



5.12 PERSONAL COMBAT FACTOR (PCF)

The Personal Combat Factor is the tangible expression of the Military Ability of a Character in gaming terms-- the sum total of the PC's fighting qualities and knowledge which affect his combat efficiency.

The PCF is equal to the MA score of the Character, as found in 5.10, above.

The following tables set out the bonuses for the action points

(Blows), weapon damage, hit probabilities, parry probabilities, and dodge probabilities arising from the PCF score. Two tables are presented. The first is the Fast Combat PCF table, which bases all combat rolls on 1D20. The second is the Advanced Combat PCF table, which bases all combat rolls on 1D100 for greater variety of probability and fine tunes the action for realism.

FAST COMBAT PCF TABLE											
PCF SCORE	LIGHT BLOWS	WEAPON HITS/ PARRIES	BONUSES 'L' DAMAGE	MEDIUM BLOWS	WEAPON HITS/ PARRIES	BONUSES 'M' DAMAGE	HEAVY BLOWS	WEAPON HITS/ PARRIES	BONUSES 'H' DAMAGE	SHIELD PARRY	DODGE
01-02	-1	—	1 x WDF	-1	—	1 x WDF	—	—	1 x WDF	—	—
03-04	—	—	2 x WDF	—	—	2 x WDF	—	—	2 x WDF	—	—
05-06	—	01	2 x WDF	—	—	2 x WDF	—	—	2 x WDF	—	—
07-08	—	01	3 x WDF	—	01	3 x WDF	—	—	3 x WDF	01	01
09-10	+1	02	3 x WDF	+1	01	3 x WDF	—	01	3 x WDF	01	01
11-12	+1	02	3 x WDF	+1	02	3 x WDF	+1	01	4 x WDF	02	01
13-14	+2	03	3 x WDF	+1	02	4 x WDF	+1	02	4 x WDF	02	02
15-16	+2	03	3 x WDF	+1	03	4 x WDF	+1	02	4 x WDF	03	02
17-18	+2	04	3 x WDF	+2	03	4 x WDF	+1	03	4 x WDF	03	02
19-20	+3	04	4 x WDF	+2	04	4 x WDF	+1	03	5 x WDF	04	03
21-22	+3	05	4 x WDF	+3	04	4 x WDF	+2	04	5 x WDF	04	03
23-24	+4	05	4 x WDF	+3	05	4 x WDF	+2	04	5 x WDF	05	04
25-26	+4	06	4 x WDF	+3	05	5 x WDF	+2	05	5 x WDF	05	04
27-28	+4	06	4 x WDF	+3	06	5 x WDF	+2	05	5 x WDF	06	04
29-30	+4	07	4 x WDF	+3	06	5 x WDF	+2	06	5 x WDF	06	05
31-32	+4	07	5 x WDF	+4	07	5 x WDF	+3	06	5 x WDF	07	05
33-34	+4	08	5 x WDF	+4	07	5 x WDF	+3	07	5 x WDF	07	06
35-36	+5	08	5 x WDF	+4	08	5 x WDF	+3	07	6 x WDF	08	06
37-38	+5	09	5 x WDF	+4	08	6 x WDF	+3	08	6 x WDF	08	06
39-40	+6	09	5 x WDF	+5	09	6 x WDF	+4	08	6 x WDF	09	07
41-42	+6	10	6 x WDF	+5	09	6 x WDF	+4	09	6 x WDF	09	08
43-44	+7	10	6 x WDF	+6	10	6 x WDF	+5	09	6 x WDF	10	08
45-46	+7	11	6 x WDF	+6	10	6 x WDF	+5	10	6 x WDF	10	08
47-48	+7	11	6 x WDF	+6	11	6 x WDF	+5	10	6 x WDF	11	09
49-50	+8	12	6 x WDF	+7	12	6 x WDF	+6	11	7 x WDF	12	10

ADVANCED COMBAT PCF TABLE											
PCF SCORE	LIGHT BLOWS	WEAPON HITS/ PARRIES	BONUSES 'L' DAMAGE	MEDIUM BLOWS	WEAPON HITS/ PARRIES	BONUSES WDF DAMAGE	HEAVY BLOWS	WEAPON HITS/ PARRIES	BONUSES WDF DAMAGE	SHIELD PARRY	DODGE
1-2	-1	—	1 x WDF	-1	—	1 x WDF	-1	—	1 x WDF	—	—
3-4	—	—	2 x WDF	—	—	2 x WDF	—	—	2 x WDF	—	—
5-6	—	05	2 x WDF	—	—	2 x WDF	—	—	2 x WDF	03	—
7-8	—	08	3 x WDF	—	05	3 x WDF	—	—	3 x WDF	05	04
9-10	+1	10	3 x WDF	+1	08	3 x WDF	—	05	3 x WDF	08	06
11-12	+1	12	3 x WDF	+1	10	3 x WDF	+1	07	4 x WDF	10	08
13-14	+2	15	3 x WDF	+1	12	4 x WDF	+1	10	4 x WDF	12	10
15-16	+2	17	3 x WDF	+1	15	4 x WDF	+1	12	4 x WDF	15	12
17-18	+2	20	3 x WDF	+2	17	4 x WDF	+1	15	4 x WDF	17	14
19-20	+3	22	4 x WDF	+2	20	4 x WDF	+1	17	5 x WDF	20	16
21-22	+3	25	4 x WDF	+3	22	4 x WDF	+2	20	5 x WDF	22	18
23-24	+4	27	4 x WDF	+3	25	4 x WDF	+2	22	5 x WDF	25	20
25-26	+4	30	4 x WDF	+3	27	5 x WDF	+2	25	5 x WDF	27	22
27-28	+4	32	4 x WDF	+3	30	5 x WDF	+2	27	5 x WDF	30	24
29-30	+4	34	4 x WDF	+3	32	5 x WDF	—	29	5 x WDF	32	26
31-32	+4	37	5 x WDF	+4	35	5 x WDF	+3	32	5 x WDF	35	28
33-34	+4	40	5 x WDF	+4	37	5 x WDF	+3	35	5 x WDF	37	30
35-36	+5	42	5 x WDF	+4	40	5 x WDF	+3	37	6 x WDF	40	32
37-38	+5	45	5 x WDF	+4	42	6 x WDF	+3	40	6 x WDF	42	34
39-40	+6	47	5 x WDF	+5	45	6 x WDF	+4	42	6 x WDF	45	36
41-42	+6	50	6 x WDF	+5	47	6 x WDF	+4	45	6 x WDF	47	40
43-44	+7	52	6 x WDF	+6	50	6 x WDF	+5	47	6 x WDF	50	42
45-46	+7	55	6 x WDF	+6	52	6 x WDF	+5	50	6 x WDF	52	44
47-48	+7	57	6 x WDF	+6	55	6 x WDF	+5	52	6 x WDF	55	46
49-50	+8	60	6 x WDF	+7	60	6 x WDF	+6	55	7 x WDF	60	50

NO. BLOWS: A blow is an action point used to count off certain operations which a combatant might attempt in battle. Each weapon has a specific tempo or rate such that combatants are limited as to the number of blows that can be attempted or shield parries, etc., in a given combat turn. Only so much can be done, and an inexperienced beginner with a low PCF will find that an experienced fighter can rain a veritable flurry of blows against him while using parries to block his significantly fewer attacks in the same time period. The Blows bonus is added to the basic number allowed the heaviest weapon being used by the combatant.

HITS/PARRIES: A value is given for hit and parry bonuses. In the Fast Combat system these represent DMs modifying the 1D20 Hit Probability. In the Advanced Combat system these represent percentage DMs modifying the 1D100 Hit Probability. Hit Bonuses are positive values (+) added to one's chance of hitting an enemy. Parry Bonuses are negative values (—) subtracted to an enemy's chance of hitting, the parry being performed with one's weapon.

WDF DAMAGE: In C&S combat, the WDF is used by reading under the appropriate column of the weapon chart for each combatant. Weapon damage is therefore quite constant and often lethal when it is delivered in full measure. However, armor has a variable resistance factor which is rolled on a hit and subtracted from the listed WDF damage.

SHIELD PARRY: A value is given for an active shield defense, which requires expending 1 blow. The parry is a negative value (—) used to reduce the Hit Probability of an enemy.

DODGE: A value is given for outright dodging away from the enemy's blow. A dodge can be performed at full value by expending 1 blow,

which permits a free counterblow if the enemy misses. It can also be performed without cost, but at the expense of a counterblow—effectively giving the enemy a second shot at hitting before a blow can be struck back. The Dodge is a negative value (—) used to reduce the Hit Probability of an enemy. To it is added the Dexterity of the defender, if a Player Character. The Advanced Combat system adds the full DEX score as a negative value (—); the Fast system adds 1/5 of the DEX score, rounded to the nearest number, also as a negative value (—).

In addition, the **Weapon Damage** is modified by certain Prime Requisites or Racial Characteristics:

DAMAGE MODIFIER	DAMAGE BONUS
Belted Knight	+2 Damage Points
Dwarf/Elf	+1 Damage Point
Lycanthrope	+2 Damage Points
Troll/Vampire	+3 Damage Points
Giant	+5 Damage Points
STR/20-25	+1 Damage Point
STR/26-30	+2 Damage Points
STR/31-35	+3 Damage Points
STR/36-40	+4 Damage Points

Further, Haeflings/Hobbits receive - 01/- 05% extra Dodge because of their small size and agility, while Elves also Have - 01/- 05% Dodge because they are a naturally agile people.

5.13 INCREASING IN PCF LEVEL

All Fighters increase their PCF scores by 1.5 for every Experience Level they advance. Non-Fighters increase their scores by 1.0 for every Level advanced.

6 Special Character Traits (optional)

Characters could have special physical and mental traits. These will help to define the 'look' of the Character and bring him/her alive in role play. Some traits may also affect Character performance.

6.01 EYE COLOR: Roll 1D10

01-02	=	Dark Brown
03-06	=	Brown
07	=	Hazel
08	=	Green
09	=	Blue
10	=	Blue-Grey

6.02 COMPLEXION: Roll 1D10

01	=	Very Dark
02-03	=	Dark: tans easily.
04-08	=	Average
09	=	Fair
10	=	Very Fair: sunburns easily.

6.03 HAIR COLOR: Roll 1D10

01-03	=	Black
04-07	=	Brown
08	=	Auburn
09	=	Redhead
10	=	Blonde

6.04 HAIR TEXTURE: Roll 1D10

01-07	=	Straight
08-09	=	Wavey
10	=	Curly

Fair Complexion adds +3
Dark Complexion subtracts —2

6.05 EYESIGHT: Roll 1D100

01-10	=	Farsighted: +5% in Archery and Throwing Missiles.
11-85	=	Perfect Eyesight: 20/20 vision.
86-90	=	Nearsighted: —5% in Archery and Throwing Missiles.
91-92	=	Very Nearsighted: —10% in Archery and Throwing Missiles.
93	=	Myopic: —25% in Archery and Throwing Missiles; objects over 100 yards away are very blurred.
94-95	=	Colorblind to blue and yellow.
96-97	=	Colorblind to red and green.
98	=	Totally Colorblind.
99-00	=	Nightvision: able to see in almost total darkness.

Elves subtract —15 from 1D100 roll.

Dwarves have Nightvision. If 99-00, roll again.

Haeflings subtract —10 from 1D100 roll.

6.06 HEARING: Roll 1D100

01-03	=	Very Poor Hearing: —10% to DETECT OTHERS SRs.
04-10	=	Poor Hearing: —05% to DETECT OTHERS SRs.
11-90	=	Normal Hearing Range.
91-97	=	Acute Hearing: +05% to DETECT OTHERS SRs.
98-00	=	Perfect Hearing: +10% to DETECT OTHERS SRs.

Elves add +10 to the 1D100 roll.

6.07 Roll 1D100 SPECIAL TRAITS

01	Good Memory: Regardless of IQ, Remember % is increased +3D6%.
02-03	Poor Memory: Regardless of IQ, Remember % is reduced —3D6%.
04-05	Natural Sense of Direction: Character has a 90% chance of knowing the right direction, irregardless of his surroundings.
06-07	Natural Sense of Time: Character can judge the passing of time to within 99% accuracy.
08-09	Natural Sense of Distance: Character can judge the distance travelled or the range to some object within 99% accuracy.
10-11	Natural Sense of Numbers: Irregardless of IQ, Character can accurately compute arithmetic problems with 100% accuracy.
12-13	High Resistance to Disease: Irregardless of Constitution, Character has a +20% Disease Resistance bonus.
14-15	High Resistance to Poisons & Drugs: Character adds +2 to Constitution CRs made when he is exposed to poisons or drugs.
16-20	Low Resistance to Alcohol: Character has half the normal capacity when drinking, and Constitution CRs against intoxication are made with a —2 penalty.
21-25	High Resistance to Alcohol: Character has double the normal capacity when drinking, and Constitution CRs are at 19 when determining intoxication.
26-30	High Metabolic Rate: Character requires double the normal daily food intake to maintain Fatigue Levels, and he often appears as a veritable glutton at table.
31-35	Low Metabolic Rate: Character requires half the normal daily food intake to maintain Fatigue Levels, and he seems to pick at his food and 'eat like a bird'.
36-00	No special trait.

To assist Players in developing a genuine personality for their Characters, this section presents a number of attitudes which the PC's might evidence in their behavior. One or several 1D100 rolls might be made on the following table, if the surprise of a purely random result is desired. Alternately, Players might simply choose several of the attitudes as belonging to their Characters.

If 1D100 rolls are used, there is a possibility that some attitudes may conflict with others already acquired. In such an instance, the next attitude in line might be taken instead. Alternately, if it is appropriate, the opposing viewpoint could be directed towards the behavior of others— which might be slightly hypocritical at times, as in the case of a heavy drinker who disapproves of drunken behavior in others. Having such attitudes can lead to many interesting role play situations as Players allow their Characters' views to emerge during the action.

CHARACTER ATTITUDES: Roll 1D100

01-03	Character has a true passion for alcoholic beverages.
04-06	Character disapproves of drunken ways.
07-09	Character has a true passion for gambling.
10-12	Character disapproves of gambling.
13-15	Character enjoys a good fight and is not loathe to join in one or to start one in a public place if he has a good reason.
16-18	Character disapproves of public brawling.
19-21	Character has a true passion for members of the opposite sex.
22-24	Character disapproves of lewd and flirtatious behavior.
25-27	Character is a braggart and exaggerates his deeds.
28-30	Character is modest and disapproves of bragging.
31-33	Character is a gourmet and cannot tolerate poor cuisine.
34-36	Character is indifferent to fine cooking.
37-39	Character is a veritable glutton when it comes to food.
40-42	Character is rather crude and rough in his manners.
43-45	Character is exceedingly courtly and cannot tolerate bad manners.
46-48	Character is an unrepentant liar when it suits him.
49-51	Character is truthful and cannot tolerate falsehood.
52-54	Character is grasping and greedy.
55-57	Character is miserly and begrudges spending money.
58-60	Character is generous.
61-63	Character is especially loyal to his liege lord, friends, and comrades-in-arms, and would not think of deserting them. He disapproves of disloyalty and desertion in times of need.
64-66	Character is self-interested and can prove disloyal if it is seen to be in his best interests (and if he can get away with it without being disgraced or dishonored).
67-69	Character is scrupulously honest. If a Thief, he never steals from friends or the poor.

7 Phobias (optional)

As the saying goes, 'no one is perfect'. All humans have irrational fears acquired in their early years or through a traumatic experience. Some fears may even be basic to the human psyche. Introduction of the dimension of irrational fear to a role gaming campaign can produce some interesting effects on the role play— especially if the Player Characters and also the NPCs and Monsters are subject to them.

A phobia is, strictly speaking, a pathological and often incapacitating condition. However, phobia here should be understood as a range of fear experienced by a person— from nervousness to outright panic— depending upon the nature of the fear and the situation.

If a Character has an irrational fear, he must take a Ferocity CR, rolling equal to or lower than his CR level on 1D20 to successfully confront that fear and deal with it. Failure produces a whole range of possible reactions. The virtually panicked Character could attempt to flee, faint or freeze, or even attack the object of his fear (if appropriate). No table of probable reactions can easily be evolved here, as each fear differs from others. For instance, xenophobia or fear of strangers could elicit an avoidance response, sullen hostility, or open aggressiveness, depending on how threatened the victim feels. Hydrophobia, on the other hand, might lead to outright refusal to get into a boat, cross a bridge, or wade the stream— and anyone trying to make the victim do it could receive a panicked attack from the person crazed with fear of open water.

70-72	Character is scrupulously honest and disapproves of thievery in all its forms.
73-75	Character not above a bit of larceny when he can get away with it, and if the goods are really worth the stealing.
76-78	Character is an unrepentant thief and would rob anybody.
79-81	Character tends to forgive personal insults and injuries so long as his honor is not compromised.
82-84	Character is outraged by real or imagined insults and injuries and is likely to turn them into matters of honor to be settled in a manly way.
85-87	Character is a social snob and demands due respect from his social inferiors.
88-90	Character is a social egalitarian and places little store on class differences when a person has shown his worth. He may take offense at social snobbery and bullying directed at him or at others.
91-93	Character has an ascetic nature and disapproves of luxuries or pampering oneself (a good trait for a Monk).
94-96	Character has a hedonistic nature and loves luxury.
97-00	Character hates injustice and champions the oppressed (the mark of the True Knight, but also a Robin Hood quality).

The attitudes represent only general guidelines for role play, and should not be regarded as absolutely binding on a Character all of the time. The Player is ultimately in charge of his Character and can always override an attitude if he feels it is in his best interests.

At the same time, Players should establish the Tolerance Level of their Characters to see just how strongly the Character regards the matter. The Tolerance CR Level should be on a scale of 03 to 18 (roll 3D6). Tolerance CRs will be rolled with 2D10. If the roll falls above the Tolerance Level, the Character should be regarded as very likely to give into his views on the matter. Such CRs can be rolled by the Players when they, themselves, are undecided as to what to do. They might also be rolled on very special occasions by the GameMaster, when he is trying to draw the party into some situation and they are resisting.

An example of the last use of the Tolerance CR is provided by a party of adventurers at an inn. The GameMaster wishes to initiate a tavern brawl. The Players are behaving themselves. One of the Characters has an eye for the ladies. So the serving wench is made to be very pretty, and a Tolerance CR is required of our swain to see if he makes a pass or not. At the next table is a burly Sergeant-at-Arms and his three comrades. The Sergeant is the serving wench's beau. The Character has a CR Level of 08, rolls 14 on 2D10, and makes the pass. The fight is clearly on! The fight is required to advance the action. On the other hand, the GameMaster should refrain from CRs when it would set Players (through their Characters) against each other— as in the case of arranging a theft from one Character when the Player of the thief is opposed to the action. Player rights are absolute in such instances.

Avoidance of the fear (failure of the Ferocity CR) not only means temporary loss of control; it also reduces the CR level by -1 each time avoidance occurs. The phobic neurosis is reinforced each time the person refuses to face his fears squarely and deal with them. Repeated failure will eventually reduce the Phobia CR to zero—a total panic in the face of the object of the fear—even though the Character otherwise has a normal Ferocity CR when faced with a morale check.

On the other hand, one can always conquer one's fears. Each time the Phobia CR succeeds, the Character has a 50% chance of raising his Ferocity CR level +1 when faced by the same fear in the future. Once the Phobia CR reaches 20, the fear is extinguished.

There is a base 10% probability that a Character has a phobia in the offing. Roll 1D100, making the following adjustments according to the Social Class of the Character:

Peasant	-05%
Yeoman	-02%
Townsmen	+03%
Guildsman	+05%
Knight	+07%
Noble	+10%
Woman	+10%

1D100 RESULT	EFFECT
01-90	No phobias
91-99	One phobia; roll 1D100 once on the Phobia Matrix.
00+	Two phobias; roll 1D100 twice on the Phobia Matrix.

1D100 RESULT	PHOBIA
01-10	Acrophobia or fear/nervousness of heights
11-30	Xenophobia or fear/mistrust of strangers/foreigners
31-35	Nyctophobia or fear/nervousness of night/darkness
36-40	Neophobia or fear/nervousness of new things and ideas
41-45	Mysophobia or fear/nervousness of contamination by filth
46-50	Hydrophobia or fear/nervousness of bodies of water/streams
51-55	Astrophobia or fear/nervousness of thunder and lightning
56-60	Pyrophobia or fear/nervousness of fire
61-63	Zoophobia or fear/nervousness of (large) animals in general
64-65	Ophidophobia or fear/nervousness of snakes and reptiles
66-67	Musophobia or fear/nervousness of mice or small rodents

68-69	Ailurophobia or fear/nervousness of cats
70-71	Cynophobia or fear/nervousness of dogs
72	Acniphobia or fear/nervousness of spiders
73	Florophobia or fear/nervousness of certain type of plants
74-76	Agoraphobia or fear/nervousness of wide open spaces
77-80	Claustrophobia or fear/nervousness of closed spaces
81-82	Bathophobia or fear of depths (chasms, etc.)
83	Autophobia or fear/nervousness of being alone
84	Demophobia or fear/nervousness of large crowds
85	Dromophobia or fear/nervousness of crossing a road
86	Thanophobia or fear of personal death
87	Toxicophobia or fear/nervousness of being poisoned
88-90	Algophobia or fear of pain
91	Kronophobia or fear of growing old
92	Hypnophobia or fear of sleeping and dreaming
93	Hemophobia or fear/nervousness of blood
94	Photophobia or fear/nervousness of bright light
95	Heliophobia or fear of the sun
96	Sitophobia or fear of eating (see 87 Toxicophobia)
97	Heptephobia or fear/nervousness of being touched by others
98	Gynophobia or fear/nervousness of women
99	Androphobia or fear/nervousness of men
00	Genophobia or fear of having sex

8 Characteristics Rolls (CRs)

The various Prime Requisites are often ignored in actual gaming, except as they incidentally give rise to fighting abilities, spell casting abilities, etc. This is unfortunate, as they do help to define a Character's nature and capabilities in a wide range of areas.

The Characteristics Roll or CR is intended to reduce often complex situations and actions to a mathematical probability, so that some decision can be reached fairly and objectively by using a game system instead of arguing and discussing the point. The CR represents the operation of the laws of Nature as the Character performs some action in the fantasy world.

Some CRs are enabling determinations concerned with whether or not a Character can succeed in some chosen course of action. These may be saving throws to find out if a Character has avoided some form of unpleasantness. Others may gauge the effect produced on others by some quality possessed by the Character—enabling mechanisms involving the personal sphere.

The CRs should not be regarded as replacing the responsibilities on the Players and the GameMaster for good role playing. As much of the action as possible should be decided by good role play, to avoid the incessant dice rolling and rule thumbing that results when every situation is always made subject to the dice. After all, the random dice are idiots whose mindless dictates are a matter of mathematical probability, and nothing more. Dice cannot match plain common sense and a fair assessment of a situation. They should not be used as an excuse to impose a course of action on a player when he strongly disagrees and can offer a legitimate and reasonable alternative available to his Character. The CRs do apply, however, when it is necessary to determine the effect of purely natural events on a Character.

The Prime Requisites also have an effect upon specific skills associated with some or all of the Character Classes. Often, these skills are assigned a percentage chance, and the Prime Requisites (and/or the Character Class experience levels) carry a bonus or penalty applied to the 1D100 roll. Such operations might be termed Characteristics Rolls, but we prefer to call them Abilities Rolls. These will all be dealt with in the appropriate sections of the rules.

8.01 DEXTERITY CRs

Dexterity represents the ability of a Character to manipulate things with his hands or to move in an agile way. The Dexterity CR thus becomes a measure of the possibility of performing actions which are not covered in other rules, and which need to be reduced to a probability because the action is important.

The DEX CR level is given for each Dexterity score in 4.29. The DEX CR is the number, rolled on 2D10, which the Character must roll equal to or lower to perform a dexterous task.

In the case of very difficult tasks, a negative penalty might be assigned by the GameMaster, or by the rules, reducing the CR level. Similarly, easy tasks might be assigned a positive bonus, increasing the CR level. Indeed, many easy tasks might be performed automatically by

most Characters. When the GameMaster is assigning his own penalties or bonuses, he should give careful thought to what is appropriate to the situation, what is fair, etc.

8.02 CONSTITUTION CRs

Constitution measures the resiliency and resistance of the Character.

The CON CR level is given for each Constitution score in 4.30. The CON CR is the number, rolled on 2D10, which the Character must roll equal to or lower to save from injurious effects of falls, poisons, critical hits, etc. It can also be used to temporarily draw upon deep body reserves of energy when Fatigue Levels have been totally drained (see Fatigue, 5.07).

8.03 STRENGTH CRs

Strength is a measure of a Character's physical power.

The STR CR level is given for each Strength score in 4.30. The STR CR is the number, rolled on 2D10, which the Character must roll equal to or lower to succeed at certain feats of strength.

For example, a PC might be attempting to lift an especially heavy weight. A successful STR CR permits him to raise a weight up to **double** his Carrying Capacity over his head and hold it there for a few seconds. Of course, this and other feats of Strength will be likely to produce a loss of Stamina points if one persists in the strenuous activity for any length of time, or if one attempts several feats of strength in a short time period. The Fatigue Levels lost (usually 1 or 2 points) should be determined by the GameMaster so that the loss is appropriate to the situation and the nature of the Character's Strength and Constitution.

8.04 WISDOM CRs

Wisdom is a measure of a Character's ability to make wise decisions, especially in moments of extreme stress or confusion.

The WIS CR level is given for each Wisdom score in 4.31. The WIS CR is the number, rolled on 2D10, which the Character must roll equal to or lower to act wisely.

One type of WIS CR is a form of save and might be applied in those moments when a Character is faced with resisting some temptation to give into weakness— as in the case of a PC who enjoys his drink but should not imbibe at that time. Another type of WIS CR is used to save from Command spells.

8.05 INTELLIGENCE CRs

Intelligence is supposed to represent the capacity of a Character to think clearly, especially under stress, but no gaming system can save a smart Character from the mistakes of a foolish Player. Similarly, a clever Player should not be required to sacrifice a stupid Character simply because the PC has a low IQ score. Put bluntly, no game system can ever replace Player cunning and discretion.

The IQ CR is given for each Intelligence score in 4.32. The IQ CR is the number, rolled on 2D10, which the Character must roll equal to or lower to succeed.

IQ CRs are used in situations when a Character is faced with some puzzle or problem requiring the exercise of Intelligence to solve it. If a party of Characters is involved, the Character who is the expert in the situation should logically make the CR.

An example of an IQ CR might be to determine whether the Character(s) can figure out an interaction situation which clearly has the Players baffled. Success means that the GameMaster will provide a few more clues as to what is really going on, and what is likely meant by it all. Suppose that a Character is being cheated in some way. The IQ CR can reveal the fact to him. But the problem of what to do about it is left to the Player to decide. The IQ CR merely gives the Character a mathematical chance to detect the cheating.

IQ CRs are also used to save a Character from the influence of spells of illusion.

8.06 BARDIC VOICE CRs

Bardic Voice represents the ability of a Character to use his powers of speech to good effect. It is also a measure of musical and poetic talent.

The BARD CR level is given for each Bardic Voice score in 4.33. The BARD CR is the number, rolled on 2D10, which the Character must roll equal to or lower to perform a task requiring a melodious voice and/or a persuasive manner.

In small matters, in which the Character is attempting to sway NPCs in some way, one can employ BARD CRs alone. For example, a Character may be a Troubadour singing for his supper at the castle. His BARD CR can be used to see whether he has pleased his audience. Success in such a case might mean something extra besides food and a straw pallet for the night. Failure requires a second BARD CR roll. A success here means a ho-hum performance— not spectacular but at least minimally adequate. Failure means that the performance was displeasing, and the Lord of the castle and his family and guests could react accordingly.

8.07 PERSUASION CRs

When the situation is fairly serious and involves the gaining of some significant advantage or else an attempt to sway an NPC into a course of action which he might not normally follow, the Charisma CR is averaged with the Bardic CR. The result is the Persuasion CR, perhaps the most powerful single talent possessed by a Character.

One form of Persuasion CR is used in business transactions. See 12.2 **Haggling Over the Price**. In this case, it is referred to as the Haggling CR, because the PC and the NPC do just that— argue over price. Whether one wins or loses this CR will determine to a remarkable degree one's success or failure in managing his money well.

A second form of Persuasion CR is used to rally failing troops. If a leader has managed to keep his own morale up (passes FER CR), he can turn broken followers around and perhaps bring victory out of a rout if he succeeds in a Persuasion CR. In such a case, a 1-6 DM penalty might be subtracted from his CR level to reflect the seriousness of the existing situation.

Persuasion CRs can also be used to Charm NPCs— perhaps right out of their socks! Persuasive Charm is closely related to the Magical Spell of the same name. In this case, reduce the Persuasion CR to 1/2 (rounding fractions down). Success means that the PC has virtually enthralled his 'victim' unless the NPC can roll a successful WIS CR. The WIS CR level can be found quickly by rolling 3D6 for NPCs, unless the NPC already has an assigned Wisdom/WIS CR. Charmed NPCs will go along with almost anything that does not seriously damage them (financially or safety-wise) or that does not go violently against their basic natures and beliefs. The NPC regards the PC as a nice guy who treats him so well that he deserves a special deal or a little favor. However, for his part, the Player must have his PC say and do things in a genuinely charming and considerate manner if he expects the charm to last. Poor role playing here will totally wipe out all effects of his force of personality. If he has really been doing a 'dirty' on the NPC, the NPC Rolls a WIS CR at CR/15. If successful, the NPC begins to regard the PC as an enemy or, at least, not a real friend, and he becomes immune to further charming by the PC or his associates until their good will is solidly demonstrated over a period of time.

8.08 APPEARANCE CRs

Appearance measures the attractiveness/unattractiveness of a Character or NPC.

The APP CR level is given for each Appearance score in 4.35. The APP CR is the number, rolled on 2D10, which the Character must roll equal to or lower to have an effect upon an NPC which requires good looks.

For example, if one wished to catch the eye of a barmaid to obtain quicker service, an APP CR could be rolled. After all, a high rating in the good looks department does attract attention from the opposite sex.

8.09 CHARISMA CRs

Charisma measures the sheer impact of personality one has on others, especially the effects a Character has on NPCs.

The CHA CR level is given for each Charisma score in 5.01. The CHA CR is the number, rolled on 2D10, which the Character must roll equal to or lower to have an effect upon an NPC.

A CHA CR can be used to determine the first impression an NPC (or even a Player Character) has of the individual making the CR. A success means that the individuals influenced have been won over to the belief that the Character is someone who might be a friend. They are predisposed to see questionable behavior in a tolerant or more favorable light than they might otherwise.

CHA CRs can be combined with Bardic Voice CRs (see 8.06, above), in matters involving persuasiveness during interactions with NPCs.

The concept of Charisma involves the idea that force of personality operates as a tangible force in the affairs of men. Even a villain can win and hold the loyalty of his followers and servants— provided he does not give them personal reasons to doubt his good will and concern for their welfare. This requires that the Character, in his role play, reinforce the initial impression so that an NPC would reasonably believe that the Character *really* is a friend.

If the Character does something which would reasonably give the NPC cause to doubt that the Character is a friend, the NPC rolls a WIS CR. A success here means that doubt is established, and the NPC will now require tangible proof that the Character means well.

This bond of trust is especially important in the feudal relationship between Lord and vassal. The vassal must believe that his best interests are matters for concern for his Lord, or his loyalty and willingness to make sacrifices for his Lord will begin to falter. Charisma as a measure of the strength of one's image as a friend helps to explain why 'good' men have often supported leaders or friends who are often demonstrably 'evil' inclination can very easily follow a 'good' lord or friend into the very jaws of death and spurn the richest bribes out of his sense of personal loyalty.

8.10 FEROCITY CRs

Ferocity largely determines the morale of a Character or NPC.

The FER CR level is given for each Ferocity score in 4.36. The FER CR is the number, rolled on 2D10, which the Character must roll equal to or lower to maintain morale, etc.

Morale is checked by a FER CR when the Player Characters encounter a monster of fearsome aspect, when the party is greatly outnumbered, or when half the members of the party have been slain or put hors de combat by capture or wounds.

The FER CR of the leader can be used to determine the morale of the group, or each Player Character and NPC in the party can make an individual FER CR. Success means that morale is maintained. A failure, on the other hand, requires a fighting withdrawal. This is especially true if NPCs are with the adventurers, for they have a desire to go home to friends and family and are now doubtful that they will if a retreat is not forthcoming immediately.

If the leader/adventurers wish to continue a combat in the face of failed morale, the leader must make a CHA CR by rolling 2D10 + 1D6 to rally the demoralized NPCs. Failure means that the NPCs will break in the following turn of combat if a retreat is not begun immediately. Success means that the NPCs will hold fast for 1/2D6 turns before another FER CR is made.

Player Characters failing a FER CR have the option of remaining anyway, unless faced by an adversary with the quality of magical or supernatural Fear emanating from it. In that case, failure means panicked flight.

Monsters and NPCs (including beasts) will also make FER CRs under the conditions noted for Characters on adventures. Monsters are 'people,' too, and have little interest in dying simply to satisfy their lord (the GameMaster), if there is a better alternative. This prevents the GameMaster from using hordes of monsters as cannon fodder to exhaust and overwhelm the intrepid adventurers. Role play combat is a direct development from war gaming, and in any battle situation the morale of troops is a major factor and cannot be ignored if a realistic simulation is desired.

Monster morale has to be handled with a degree of sensitivity by the GameMaster. Some will clearly be more ferocious than others. But even a great Troll will reach a point when he must decide if it is wise to continue the combat or beat a retreat— that is, if he hopes to survive at all. With 60% or 70% wounds suffered, it would be time to question the sanity of remaining.

The FER CR can be employed by Superhumans and by truly superior Knights and warriors (like Viking Berserks) to enter a berserker rage— which increases their capability to inflict damage and to withstand injury during battle. The effects of this are dealt with in the Combat sections.

The FER CR can also be used to check morale when a Character or NPC is faced with an especially dangerous (non-combat) action. For instance, a Character with a low Dexterity might have to ease his way along a narrow ledge, with a deep chasm below. A FER CR might be

in order to prevent him from freezing or refusing to continue. Failure might necessitate extraordinary methods on the part of his comrades to get him past the obstacle. Role play is crucial in such instances.

9 Character Experience Skills

Chivalry & Sorcery presents Characters as capable of learning Skills which may be very different from those normally associated with their chosen callings, not just specialized Skills which mark one as an accomplished Fighter, Thief, Cleric, etc. In short, a Character can become a fairly well-rounded fellow.

GENERAL SKILLS or CHARACTER EXPERIENCE SKILLS are areas of basic proficiency which any Character will have because of his Experience Level and/or some Prime Requisite. Advancement in the Skills is essentially automatic.

VOCATIONAL EXPERIENCE SKILLS are areas of proficiency acquired because of one's involvement with a particular calling, and advancement in them is automatic as one rises to the next Experience Level.

ACQUIRED EXPERIENCE SKILLS are areas outside the General and Vocational Skills which a Character may wish to learn voluntarily, at added cost in experience points (e.p.) above the amount needed to rise an Experience Level.

An Acquired Experience Skill is learned in the following manner:

- (1) Accumulated experience points in excess of those needed to maintain the current Experience Level may be 'spent' to acquire a new Skill. One Skill Level (corresponding to an Experience Level) may be gained each month and the e.p. cost for the Skill is deducted from the total accumulated experience points.
- (2) The Character may practice the Skill at the Skill Level purchased at the end of the month in which the learning took place.

Note that the Character's Experience Level acts as a limit on the Skill Levels. No Skill may exceed the general Experience Level.

To give an example, a PC is at Experience/6 and has accumulated a total of 57,235 e.p. He requires 50,000 e.p. to maintain his Experience Level/6 status, giving him 7,235 e.p. in excess with which he can purchase Acquired Experience Skills. He is a Fighter, but he desires some expertise in Thievish Skills, notably DETECT HIDDEN DOOR, DETECT HIDDEN TRAP, DETECT HIDDEN OBJECT, and DISARM TRAP. The costs for level/1 Skill in these 4 areas totals 500 e.p. The cost is then deducted from the 57,235 e.p., leaving 56,735 e.p. in the accumulated totals. In one month's time, the PC has Expertise/1 with the 4 new Skills. In the following month, he may commit to another month's training, with Expertise/2 in the 4 skills costing 800 e.p. And so on, until the Expertise in the 4 Skills reaches the PC's general Experience Level.

Many of the Skills thus acquired could be made subject to having a teacher or mentor to instruct and guide the PC in his studies. (A few can be learned by oneself). If a teacher is ruled as needed, study is at the rate of 1 month per Expertise Level. If a teacher is lacking, the study time is tripled, and the PC must make at least one attempt at practicing the new Skill each month during the course of an adventure.

9.01 CHARACTER GENERAL EXPERIENCE SKILLS (GES)

All PCs will have the opportunity (in some cases, it is denied by inadequate Prime Requisite scores) of having Skill in:

DETECTING OTHERS	REMEMBER SPELL (Mages)
EVADING	ESTIMATING DISTANCES
LEARNING LANGUAGES	COUNTING
CLIMBING	UNDERSTANDING SIMPLE MECHANISMS
READING WELL	HAGGLING OVER THE PRICE

9.02 DETECTING OTHERS/EVADING DETECTION (GES)

All PCs/NPCs have the ability to Listen for unusual noises or to Look for others who may be lurking in concealment nearby. Add +01% to Detection probabilities and -01% to Evasion probabilities per Experience Level gained.

STANDING means that the PC/NPC lurking nearby is standing silently and watching or else is an animal with padded feet moving over uncluttered ground in a stealthy manner (stalking).

QUIET means that the PC/NPC lurking nearby is moving quietly over uncluttered ground or else is an animal with padded feet moving over cluttered ground in a stealthy manner (stalking).

MOVING means that the PC/NPC is moving quietly over cluttered ground or is in normal marching mode. Any animal with padded feet making a rush/charge is also in this category.

NOISY means that the PC/NPC who is listening or lurking is not taking care to maintain silence— is talking, moving quickly, fighting, etc., with little attempt at stealth.

IN SHADOWS means that the PC/NPC lurking nearby is using darkness to conceal his presence. Dwarves, Gnomes, and Demons have Night Vision, which is unaffected by darkness. Felines represent creatures with nocturnal vision (-30% DM from observation), and this could be applied to owls and others with similar abilities.

LEAFY COVER means forested conditions but can be extended to tall grass, looking from around a building or through a window, etc.

The DMs for In Shadows and Leafy Cover assume that the lurking PC/NPC is exposed in some way to possible view. If heavily concealed or camouflaged (wearing black in darkness or green in forest, etc.) additional -DMs could be applied (up to -20%). Similarly, **Listening** assumes no serious obstacles exist which could block sounds, and additional -DMs could be applied for sound-absorbing conditions.

+10' AWAY: Observation range is assumed to be 10' for Listening and 20' for Watching. The penalty -DM is applied for each 10' beyond such ranges.

Detection through **Listening** only gives the general direction of the sounds. Detection through **Watching** reveals the actual position of the PC/NPC lurking nearby.

It should also be noted that it is not possible to see anyone using **Watching** if they do not show themselves; the Skill requires that the lurker be at least slightly in view himself.

If a number of PCs/NPCs are present in a group, the **Detection** Skill Roll (SR) is made on 1D100 by the person with the best chances of hearing or seeing anything.

9.03 CLIMBING

The ability to climb is not a Skill restricted to any particular class of Character, although some might be more proficient than others:

Forester:	80%/10 feet climbed + 2% per DEX pt. over DEX/12.
Thieves:	75%/10 feet climbed + 2% per DEX pt. over DEX/12.
Elves:	85%/10 feet climbed + 2% per DEX pt. over DEX/12.
Others:	70%/10 feet climbed + 2% per DEX pt. over DEX/14.
Forester:	10% + 5% per DEX pt. above DEX/12 + Exper. Bonus.
Thief/Elf:	10% + 4% per DEX pt. above DEX/12 + Exper. Bonus.
Others:	10% + 2% per DEX pt. above DEX/14 + Exper. Bonus.

If a PC fails in a climbing attempt, he has a chance of saving himself equal to:

DMs:

New Handholds	—1D20%
In Full Armor	—15%
Using Rope	+1D20%
Carrying Pack	—5%
Partial Encumbrance	—10%
Full Encumbrance	—25%
Maximum Load	—40%
DEX under DEX/12	—3% per DEX pt under DEX/12
Fear of Heights	—50%
Experience Bonus	+2% per Exper. Lvl.
Thieves Experience	+3% per Exper. Lvl.

PC/NPC TYPE	OTHER PERSON/BEAST/MONSTER IS				LISTENER IS	
LISTENING	STANDING	QUIET	MOVING	NOISY	NOISY	+10' AWAY
Human	.15%	25%	40%	75%	-15%	-02%
Elf	.20%	30%	50%	90%	-15%	-02%
Dwarf	.15%	25%	40%	75%	-15%	-02%
Gnome	.15%	25%	40%	75%	-15%	-02%
Haefling	.20%	30%	45%	80%	-15%	-02%
Felines	.30%	45%	60%	90%	-10%	-01%
Canines	.25%	40%	55%	85%	-10%	-01%
Animals	.20%	35%	50%	80%	-10%	-01%
Demons	.30%	45%	60%	90%	-15%	-02%
Lower Undead . .	.10%	20%	30%	60%	-15%	-02%
High Undead . .	.30%	40%	50%	80%	-15%	-02%
Leg. Beasts . . .	.25%	40%	55%	85%	-10%	-01%

PC/NPC TYPE	PERSON/BEAST LURKING NEARBY					
WATCHING	STANDING	QUIET	MOVING	IN SHADOWS	IN LEAFY COVER	+10' AWAY
Human	.50%	65%	90%	-60%	-50%	-05%
Elf	.65%	75%	95%	-60%	-30%	-02%
Dwarf/Gnome . .	.50%	65%	90%	-	-50%	-05%
Haefling	.60%	70%	90%	-60%	-50%	-05%
Felines	.50%	65%	100%	-30%	-40%	-02%
Canines	.50%	65%	90%	-60%	-40%	-05%
Animals	.50%	65%	90%	-60%	-50%	-05%
Demons	.50%	65%	90%	-	-50%	-05%
Lower Undead . .	.40%	50%	75%	-60%	-50%	-05%
High Undead . .	.50%	65%	90%	-50%	-50%	-05%
Leg. Beasts . . .	.50%	65%	90%	-50%	-50%	-05%

FALL	DMs
+10%	per 10' fallen
+01%	per foot fallen to rocky ground
+01%	per 3' fallen to hard ground
-20%	if falling to soft cover
+10%	if wearing pack
+10%	if wearing more than a cuirass

If a PC fails to save from a fall, he runs the risk of injury:

1D100	EFFECT
RESULT	
01-50	No effect.
51-80	Stunned 1-6 turns.
81-90	Sprained limb.
91-00	Broken bone.

A sprain signifies injury to the arm on 1D100 roll of 01-20; causing it to be useless for 1D6 days; 21-00 is a sprained ankle, reducing movement, dodge, and bash probabilities to 1/2. Also roll 1D6 per 10 feet fallen, with damage to Fatigue Levels, then Body Levels if Fatigue Levels are exhausted. Falls over 50' exhaust Fatigue Levels and 1D6 damage is done to Body Levels per 10' over 20' fallen.

9.04 LEARN LANGUAGES GES

Learning a language is a function of Intelligence. See 4.32 for the **Language Facility** points allotted and the number of written/spoken languages allowed to a PC.

Language Points are expended to learn a language. One language point may be expended according to the following time scale:

AVERAGE OF IQ + BARD	TIME LEARNING SPOKEN LANGUAGE ¹	AVERAGE OF IQ + WIS	TIME LEARNING WRITTEN LANGUAGE ²
04-07	18 weeks	04-11	24 weeks
08-11	16 weeks	12-14	18 weeks
12-16	12 weeks	15-16	15 weeks
17-18	09 weeks	17-18	12 weeks
19	06 weeks	19	09 weeks
20+	03 weeks	20	06 weeks
		21-23	04 weeks
		24	03 weeks
		25	01 week

(1) = Minimal Fluency; x 4 for Fluency; x 9 for Speaking Like a Native.

(2) = In addition to time taken to Speak the Language. Spoken Languages require expending Language Points on the following scale:

LANGUAGE TYPE SPOKEN	MINIMAL FLUENCY ¹	FLUENCY ²	SPEAK LIKE A NATIVE ³	WRITTEN FLUENCY ⁴	WRITTEN LIKE A NATIVE ⁵
Human Tongues . . .	.1	+3	+5	+3	+2
Elven Tongues . . .	.3	+5	+8	+3	+2
Dwarvish Tongue . .	.3	+5	+8	+3	+2
Goblin Tongues . . .	.2	+3	+5	NA	NA
Feline Tongues . . .	.4	+7	+9	NA	NA
Canine Tongues . . .	.4	+7	+9	NA	NA
Hooven Tongues . . .	.4	+7	+9	NA	NA
Rodent Tongues . . .	.4	+7	+9	NA	NA
Avian Tongues	.6	+9	+12	NA	NA
Saurian Tongues . . .	.6	+9	+12	NA	NA
Intelligent Saurian .	.9	+15	+25	+5	+5
Ancient Tongues . . .	.1	+3	+5	+6	+6

(1) = To be understood, BARD CR -1D6. Failure = misunderstanding on the part of the listener.

(2) = Sufficient skill and knowledge to be understood except on the most difficult topics (90% there). But one is clearly a foreigner.

(3) = Accents are almost perfect: x 4 BARD CPRS score chance (1D100) of passing oneself off as a 'native' and being 'accepted' by the locals. Each success adds +1% to the Native Fluency level until one reaches 100%.

(4) = Ability to understand what one reads at the Read Well CR -1D6. Written messages in the language are intelligible, but with spelling and grammatical mistakes. See 4.32 for **Read Well** CR.

(5) = Ability to understand at the **Read Well** CR. Written messages in the language are indistinguishable from those of a native.

HUMAN TONGUES: Languages spoken by Humans and Haeplings (Hobbits).

ELVEN TONGUES: Languages spoken by the Elvish races.

DWARVISH TONGUE: Language generally kept secret by the Dwarves, as it is often used to preserve their greatest secrets.

GOBLIN TONGUES: Languages spoken by all Kobolds, Goblins, Orcs, Hobgoblins, Trolls, etc. (Note: Trolls and Giants may have Nordic as a native language, and Dwarves may use it as well).

ANIMAL TONGUES: Languages of the Beasts of Field, Forest, and Air, usually accessible only to Forester/Mages (see **C&S Sourcebook**), Enchanters, and Mages specializing in 'nature' Magick, like the Shaman who has a Totem Animal Spirit as mentor and protector.

INTELLIGENT SAURIAN: Language of the Hss'Taathi of **C&S Saurians!** supplement. Also Auld Wormish (Dragonish) language fits here.

ANCIENT TONGUES: Dead Languages of civilization long past. All high level spells and most Ancient Lore and Black Magick spells will likely be written in an Ancient Tongue, and must be incanted in them to be cast properly. It should be noted that Latin—used by medieval Scholars and Churchmen—is a Dead Language.

DIALECTS: There may be local variants of a language. If so, the cost of learning one is 1/3 of the cost of Like a Native, rounded off. Otherwise, treat as equal to Fluency if one Speaks Like a Native or as Minimal Fluency if one is Fluent. PCs with Minimal Fluency to begin with will be able to speak/understand only a few words of a dialect.

The costs for learning to speak/write and read a language are cumulative, as are the times. For instance, a Human Tongue costs 1 pt. for minimal Fluency, +3 for Fluency, +5 for Like a Native = 9 pts for maximum spoken proficiency. Written Fluency costs +3 in addition to the 4 pts to attain Spoken Fluency. Written Like a Native costs +3 in addition to +3 for Written Fluency and +9 for Spoken Like a Native or 15 pts.

The times are also cumulative for each level of proficiency gained in both spoken and written/read forms.

Further, one must have a teacher to bring one to at least Minimal Fluency. After that, an intelligent man can use a primer and other written works, as well as listen to natives, to put a polish on his skill.

All Characters are assumed to have learned how to speak their own languages fluently by the time they enter the game, without cost. The most significant thing about languages is that a PC cannot read something or understand a spoken tongue until he has learned it. Depending upon the type of feudal society one has in the fantasy campaign, some Characters will not be inclined to read at all. Some Knights and Fighting Men, for instance, would likely regard a member of their class who reads as being unchivalric or sissy. But that is for the GameMaster to work out.

Since scrolls and books are written in one language or another, it is in the interest of Characters working with such items to acquire a wide knowledge of different languages. Ancient Tongues are an essential to almost all Mages, while a Cleric must learn at least one (Latin or its equivalent). So important are languages to Mages that each language point expended should be treated, for purposes of computing experience, as equal to learning a Level/1 magical spell! Also, languages can be learned simultaneously with other magical activities like learning a spell, enchanting objects, etc.

9.05 READ WELL GES

Read Well is a Skills Roll (SR) which determines success/failure at reading and understanding a book or scroll. A failed SR means that understanding is not complete. If using a magical scroll or book to cast a spell, a failed SR brings an automatic backfire—the Mage got it wrong from the start! See 4.32 **Intelligence** for SRs.

For first readings, a Fluent Reader can read a page/scroll in 60 minutes minus his IQ CPRS score. One who Reads Like a Native requires 1/2 that time. If this seems rather slow, consider that St. Augustine once wrote of an amazing scholar who could actually read without moving his lips or using his finger to keep his place! Historically, over 95% of the population was illiterate, and the few readers counted only a few amongst them who were at all good. Speed readers were virtually non-existent.

9.06 REMEMBER SPELL GES

Remember Spell is linked to IQ, so see 4.32 **Intelligence** for SRs. In order for a Mage to cast any spell from memory, he must **Remember** his

Spell Skills Roll (SR). Failure means the spell automatically backfires. Of course, if he is literate and has a scroll or book with the spell in it, he may substitute his **Read Well** SR.

To reflect the difficulty of remembering high level spells, a -DM is imposed: But reflecting on the spell brings bonuses:

SPELL LEVEL	-DM	SPELL LEVEL	-DM	REFLECTION	+DM
II	-5%	VII	-30%	05 Minutes	+05%
III	-10%	VIII	-35%	10 Minutes	+10%
IV	-15%	IX	-40%	15 Minutes	+15%
V	-20%	X	-45%	20 Minutes	+20%
VI	-25%	XI+	-50%	25 Minutes	+25%

If desired, reflection can be taken at 1-minute intervals, but at a cost of 1 Stamina point from Fatigue Levels per minute spent furiously trying to remember the spell. A maximum of +25% DM can be gained in this way.

9.07 COUNTING GES

Believe it or not, counting was a major task in feudal times. The average cloddy could manage fairly well, using the Mk. I calculator—his fingers. But big numbers tended to blur into big, even bigger, and a whole lot. Learning how to count properly—do arithmetic and mathematics—requires expenditure of language points:

COUNTING

SKILL LEVEL	SR	SR REQUIRED FOR	LANGUAGE PT. COST	TIME STUDYING
Cloddy	20%	Numbers over 20	0	0
Minimal	40%	Numbers over 100	1	10 weeks
Proficient	55%	Numbers over 1000	+2	20 weeks
Expert	65%	Numbers over 1000	+3	20 weeks
With Abacus	+30%	As required	+1	20 weeks

Proficient and Expert Mathematicians may learn to use the abacus.

A failed **Counting** SR means that an error occurred somewhere in the computations. The magnitude of the error should depend upon the circumstances and the measure taken. An Expert using an abacus, for instance, can re-check his figures twice (once per language point expended); a Proficient Counter can check once. This will reflect these PCs' ability to spot what seems to be an error. If there is an error, it could mean being short-changed by a pedlar or merchant, agreeing to a price a bit too high or low (depending on whether one is buying or selling), etc.

Shipbuilders, Military and Civil Architects, Astrologers, Alchemists, Ship's Pilots, Bankers, Merchants, and Mapmakers must have at least Proficient status and be able to use an abacus. GameMasters are invited to acquaint PCs in such fields with the consequence of poor arithmetic if they do not have such skill. It takes a fair bit of mathematical ability to make sure that cathedral or castle wall is as solid as it looks, or to get a ship from Constantinople to London by a reasonably direct route. Proficient Counters make only relatively small errors here; poor ones really blow it!

Note that Characters with IQ/04-07 are unable to learn how to count past 25 without having problems.

9.08 ESTIMATE DISTANCE GES

All PCs/NPCs can attempt to **Estimate Distance**, with an SR equal to $\times 3$ IQ CPRS score. If the Skills Roll is unsuccessful, the distance is approximated; if successful, the distance is gauged to within a few feet or inches (in 100s of yards or perhaps a few miles for truly long ranges or travel distances).

Estimating Distance is useful in mapping and also in archery at long range, where success adds +10%/+02 (1D100/1D20 systems) to Hit Probabilities.

9.09 UNDERSTAND SIMPLE MECHANISMS GES

All PCs/NPCs have the ability to work out the likely uses and method of operation for simple mechanisms that are unfamiliar to them. The **Understand Simple Mechanisms** Skill Roll (SR) is equal to $\times 2$ (IQ + WIS CPRS). Failure with the SR means that one is unable to operate the mechanism or else makes some mistake with it; success means that the PC/NPC works the mechanism more or less correctly. A number of practice sessions with the simple device (equal to $1 + (25 - \text{IQ CPRS})$) will make the PC/NPC proficient with such a mechanism, or ones like it, whenever he meets up with another in the future.

9.10 CHARACTER FIGHTING EXPERIENCE SKILLS (FES)

The Fighting Experience Skills are associated with the Fighting Classes, but most are available to other Character Classes if the Players are willing to pay the sometimes considerable costs in e.p. to acquire the expertise.

9.11 FAVORED WEAPONS FES

Rarely will a man become proficient with all of the weapons available. To reflect this, the Favored Weapon Skill was evolved. Characters must choose a number of weapons appropriate to their Character Class/Vocation for regular practice and use as Favored Weapons. Such weapons can be used with the full Hit and Parry Bonuses for PCF. Weapons not included as Favored Weapons are rated at 1/2 the Hit and Parry Bonuses, and have -1 WDF for damage done. (See 5.12 and 5.13).

The following table gives the Character Classes, the number (NO.) of Favored Weapons that may be acquired without e.p. cost, and the experience points which must be expended to add 1 weapon to the Favored Weapons list (COST):

CHARACTER CLASS	NO.	COST ¹
Squire/Knight	7	1000
Sergeant-at-Arms	6	1100
Petit Sergeant	5	1200
Man-at-Arms	5	1200
Yeoman-at-Arms	5	1200
Town Militiaman	4	1300
Yeoman Forester	4	1300
Merchant-Adventurer	4	1400
Barbarian Warrior	5	1200
Brigand	4	1400
Thief	4	1500
Assassin	5	1000
Frolicked Cleric	3	2500
Human Natural Mage	4	1500
Other Human Mage	3	2500
Weaponsmith Mage	7	1000
Mechanician Mage	5	1200
General PC	3	1800
High Elf	7	1000
Wood Elf	5	1000
Haefling/Hobbit	3	1700
Dwarf/Gnome	5	1100
Goblin	3	1500
Troll	4	1700
Giant	4	2000
Human Vampire	4	2500

(1) Cost to rise 1 Expertise Level.

At the end of the first month of training, the PC acquires the same skill with the new weapon that he has for his other Favored Weapons. However, he must commit to practice for a total of 3 experience levels and cannot advance to the next level until he has paid the Favored Weapon cost for his new weapon. He must also use the new weapon at least 3 times in any training level and vanquish/kill an enemy in the process.

In addition to the basic cost, 100 e.p. x experience level at which training in the weapon started will be due in the first training level to bring the weapon up to current PCF levels.

For example, a Squire chooses 7 Favored Weapons when he starts out at Experience/1. He wishes to add an 8th weapon at that time. This commits him to expend 1000 e.p. for each of the next 3 Experience Levels. To attain Experience/2, he would need 1000 + 100 + 2500 e.p. for the level. Experience/3 carries the 1000 e.p. cost + 2500 e.p. for the level. Experience/4 carries the 1000 e.p. cost + 5000 e.p. In each Experience Level, the PC must vanquish/kill 3 enemies, using the new weapon sometime during the combat. At Experience/4 the new weapon has been confirmed as a Favored Weapon.

A PC may learn the use of a new Favored Weapon every second Experience Level. In our example, the Squire can begin training on a 9th weapon at the moment he attains Experience/3, a 10th at the moment he attains Experience/5, and so on. In effect, he can be training with up to two new weapons at any time.

9.12 ARCHERY FES

Archery Skills break down into three basic groups: BOWS; SLINGS; and CROSSBOWS. Human Men-at-Arms may elect for CrossBow Skill as a Favorite Weapon without cost. Human Yeomen and Elves may elect the Bow. Haeflings/Hobbits may elect the Sling. In addition, these classes enjoy the following HIT probability bonuses:

Yeomen	+05%/+01 with the Long Bow
Elves	+10%/+02 with the Elvish Long Bow
Hobbits	+15%/+02 with the Sling

All other PC classes must purchase Skill with a given type of missile firing weapon as if for an additional Favored Weapon, as detailed in 9.11.

Unskilled men fire bows with 1/3 HIT probability and 1/2 RANGE and WDF. Skill with any one weapon in a missile weapon group confers 1/2 HIT probability and full RANGE and WDF with related weapons.

If firearms (matchlocks and wheellocks) are included in the campaign, they are classed as a 4th type of 'archery' and must be learned by everyone as an extra Favored Weapon.

9.13 SEIGE WEAPONS FES

The mass battle and siege warfare rules are in the **C&S Sourcebook I**. However, heavy siege weapons (catapults, springnals, mangronels, trebuchets, etc.) are possible weapons for Character use. Such weapons may be learned as a Favored Weapon Skill (all types are included in the Skill) or as an extra Skill by Fighters— which includes only Knights, Sergeants, Men-at-Arms, Military Artificers, Elves, and Dwarves. All other types must pay triple costs to learn Siege Warfare Skills. (See 9.11).

9.14 FIGHTING AMBIDEXTROUSLY FES

All PCs may learn to wield a weapon with the left as well as the right hand, at current PCF HIT and PARRY bonuses and full WDF. The cost is 2000/DEX CPRS score x Experience Level, and it is added at each Experience Level from the moment it is selected as a Favored Weapon. Also, all previous Experience Level costs must be satisfied before the PC can rise from the level in which he selected AMBIDEXTROUS FIGHTING.

The Skill confers the ability to fight with a weapon in each hand. The PC must have DEX/16+ and STR/16+, however, if using an M or H class weapon in the left hand; otherwise, he is restricted to using L weapons. The number of BLOWS available with the weapons is the average of the total blows for the two weapons, rounded up to the nearest whole number.

FIGHTING AMBIDEXTROUSLY should be seriously considered by all Fighters. Fighting can bring damage to one's accustomed weapon hand/arm. With this Skill, the PCF HIT/PARRY Bonuses can be shifted immediately to the other hand/arm. Otherwise, 'cripples' have to acquire the Skill in order to bring their PCF HIT/PARRY Bonuses and WDF up to current PCF levels, as suddenly having to fight with the untrained arms halves these factors.

Once committed to this Skill, the PC must continue it for the duration of his career, paying the e.p. cost before he can rise to the next Experience Level. (See 9.11).

9.15 HURLED WEAPONS FES

Any PC/NPC can learn to hurl weapons. Treat the Skill as a Favored Weapon Skill (see 9.11). In addition to the use of the particular weapon in close combat, the PC must learn to hurl it as well— which effectively doubles the e.p. cost for the weapon. Hurlled weapons are daggers, hunting spears, hatchet/woodaxe/waraxe/broadaxe (all of which are treated as one axe for hurling purposes), and the javelin, which is actually a heavier version of the hunting spear modified for military use and which can be included in hurling hunting spears or vice versa.

9.16 WRESTLING & FISTICUFFS FES

Any PC/NPC can learn to use his fists, feet, and grappling holds. Treat the Skill as a Favored Weapon Skill (see 9.11). Without this Skill, striking with the fists or feet, or any grappling is at 1/2 PCF HIT and PARRY Bonuses. The Skill also confers -05%/01 DODGE bonus in addition to the PCF Bonus.

9.17 RIDING A HORSE FES

Riding a horse in a feudal society was reserved for the privileged classes and their staunchest retainers. All PCs who are of Noble/Chivalric birth and the offspring of Sergeants, Petit Sergeants, Yeoman Stockmen, and Animal Trainers, as well as High Elves, have RIDING as a fundamental skill associated with their origins. So do Nordics (Vikings were good riders), Saracens, and Mongols. All other PCs must acquire the RIDING skill as outlined for an extra Favored Weapon (see 9.11), paying double the costs.

RIDING confers an 85% chance of controlling a horse + 01% per Experience Level. Such control is necessary whenever a mount is frightened and shies away from whatever scares it, stumbles, has to take an obstacle with a jump, etc. Loss of control can result in the horse running away with the man on his back, falling, or whatever is appropriate in the circumstances.

Untrained riders have only a 40% chance of controlling a horse in an emergency. If control is lost, check next turn to see if it is regained.

What is worse, Untrained riders have only 1/2 their DEX CRs whenever there is a chance of falling off the horse during an emergency, while Riders have their full DEX CRs. Falling off can occur whenever there is loss of control and circumstances warrant the possibility.

RIDING must be mastered before a PC can aspire to learn MOUNTED COMBAT. The classes of Character mentioned at the beginning of this section are assumed to have mastered RIDING before entering the game.

9.18 MOUNTED COMBAT FES

Destriers (warhorses) are spirited animals and will resent riders who do not have RIDING mastery. Indeed, attempting to ride a warhorse in battle without RIDING invites a 20% chance of controlling the animal in an emergency.

All Squires/Knights and Sergeants have MOUNTED COMBAT as a fundamental skill associated with their vocation. So do other Fighters whose culture places emphasis on mounted combat (Mongol, Saracen, etc.). All PCs not born to these groups must learn MOUNTED COMBAT as an extra Favored Weapon Skill once they have mastered RIDING. Again, costs are doubled. (See 9.11).

The Skill confers the ability to control a mount in combat. RIDERS without the Skill have only a 75% chance for control; NON-RIDERS have a 20% chance for control. Control will be checked every time these types are involved in close combat on horseback when an emergency arises.

The Skill enables one to employ full HIT and PARRY Bonuses when fighting from Horseback with Favored Weapons, +05%/+01 HIT and -05%/-01 PARRY when fighting foot troops or horsemen untrained in MOUNTED COMBAT. RIDERS have their normal HIT and PARRY Bonuses unless fighting against men trained in MOUNTED COMBAT, at which point their bonuses are halved. Untrained Riders have 1/2 their Bonuses at all times — being occupied with staying on the horse.

The Skill also confers an SR (Skill Roll on 1D20) of 01-18 that a trained COMBAT RIDER can gain the saddle on his first attempt (leap to mount in armor), and an SR of 01-18 that he will retain his seat if critically hit. The SR is 12 for RIDERS and 06 for Untrained Rider.

9.19 WEARING ARMOR FES

The wearing of armor is not just a matter of being able to bear the weight. It is a learned Skill, and those untrained to its use will suffer from excessive fatigue:

ARMOR TYPE	TRAINED	UNTRAINED	COST for 3 levels
Metal Cuirass	-1/4 Stamina pt. ¹	-1 Stamina pt.	1000 e.p.
Hauberk	-1/2 Stamina pt.	-2 Stamina pts.	2500 e.p.
Full Armor	-1/2 Stamina pt.	-2 Stamina pts.	5000 e.p.

(1) Includes 1/2 Armor.

The Stamina losses from the Fatigue Levels are assessed for every hour the PC is in the armor. Also, for each turn of close combat, the PC loses the Stamina points indicated, provided he is closely engaged with the enemy and is not merely leaning on his spear.

Squires alone (offspring of Nobles/Chivalrics) are trained in the wearing of all armor types. Offspring of Sergeants and Men-at-Arms are trained in the wearing of a metal cuirass. All other PCs must learn each of the armor types in order to wear it properly. The WEARING OF ARMOR is treated as if it is a Favored Weapon Skill (See 9.11) for the first armor learned, and as an extra Favored Weapon Skill otherwise. (Sons of Sergeants thus begin on Hauberks; sons of Nobles/Chivalrics know all 3 types because of their upbringing if they elect for Knight-hood).

9.20 THIEVISH EXPERIENCE SKILLS

The following Skills represent proficiency in areas which would be most commonly associated with Thieves, Assassins, Brigands, Beggars, and Adventurers in the Entertainment Guilds. It is possible for Non-Thievish PCs to acquire expertise in these areas.

Some of the Character Classes automatically advance in proficiency with certain Skills as they rise an Experience Level.

TES Skills are acquired by paying the experience points cost needed for each level of skill. One cannot acquire a higher level of skill than one's current Experience Level.

Extra Thievish Skills are purchased by paying for their e.p. costs from surplus e.p. after paying for a rise to the next experience level.

For example, a PC has risen to Experience/2, which costs 2500 e.p., and has 2950 e.p., a surplus of 450 e.p. This is applied to purchase Expertise/1 in PICK LOCK (200 e.p.) and DETECT TRAP (100 e.p.), leaving 150 e.p. in hand and a reduced accumulated total of 2650 e.p.

Thievish Characters may purchase up to two Expertise Levels of extra Thievish Skills in as many areas as they can afford each time they have risen an Experience Level, or anytime during an Experience Level. That is, a Thief could have risen from Experience/4 to Experience/5. He has enough e.p. in surplus to be able to purchase Expertise/2 in PICK LOCK and DETECT TRAP. These skills come on line immediately upon their purchase. Later on in Experience/5, he also purchased

DISARM TRAP/2 and CON OTHERS/2. Once he reaches Experience/6 he can again purchase up to 2 Expertise Levels in these extra skills, the moment he has the experience points to expend on them. Thus he can, in time, catch up his extra skills to his current Experience Level.

Non-Thievish Characters may purchase only one Expertise Level of extra Thievish Skills in up to 6 areas each time they have risen an Experience Level, or anytime during an Experience Level when they have surplus e.p. to expend.

The Skills will have to be recorded separately at their current Expertise Levels, as in PICK LOCK/3 = +07% + DEX Bonus = + X% to unlock. Space is provided on the Character Profile sheet for this.

9.21 THIEVISH SKILLS POSSESSED BY THIEVES

Thieves are individuals largely concerned with making money through such activities as picking pockets, cutting purses, breaking and entering, and the occasional mugging. They tend to avoid outright violence where possible, but are not entirely loath to use a dagger when the occasion calls for it. The Thievish Skills fundamental to the class are raised automatically with every rise in Experience Level and do not have to be purchased as extras:

DISARM TRAP	PICK POCKET
PICK LOCK	THIEF DETECTING THIEVERY
DETECT HIDDEN DOOR	EVADE DISCOVERY
DETECT HIDDEN TRAP	MUGGING & BACKSTABBING
DETECT HIDDEN OBJECT	EVALUATE LOOT
HIDE OBJECT	FENCING LOOT
HIDE OBJECT ON SELF	

9.22 THIEVISH SKILLS POSSESSED BY ASSASSINS

Assassins are the 'muscle' of the feudal underworld and make their livings by the removal of individuals who have managed to cross the Mighty in both the ruling classes and the governing councils of the Thieves' Guild. The Thievish Skills fundamental to the class are raised automatically with every rise in Experience Level and do not have to be purchased as extras:

DISARM TRAP	THIEF DETECTING THIEVERY
PICK LOCK	EVADE DISCOVERY
DETECT HIDDEN DOOR	MUGGING & BACKSTABBING
DETECT HIDDEN TRAP	MAKE/USE POISONS
HIDE OBJECT ON SELF	MAKE/USE ANTIDOTES
DISGUISE SELF	
DISGUISE OTHER	

9.23 THIEVISH SKILLS POSSESSED BY BEGGARS

Beggars are not quite what they seem. They are more than just poor panhandlers; rather, they are a highly skillful group of professionals expert in parting money from the 'bleeding hearts' in society. Considered by respectable folk to be low class types to be ignored more than anything else, they often overhear otherwise private conversations and see a lot of what is happening behind the scenes. The result is that they are the eyes and ears of the Thieves' Guild, and there is little that they do not find out. The Thievish Skills fundamental to the class are raised automatically with every rise in Experience Level and do not have to be purchased as extras:

DETECT HIDDEN DOOR	EVADE DISCOVERY*
DETECT HIDDEN OBJECT	EVALUATE LOOT
HIDE OBJECT ON SELF*	FENCE LOOT
CON OTHERS*	STREETWISE*
DISGUISE SELF*	RUMOR
DISGUISE OTHERS	READ LIPS*
THIEF DETECTING THIEVERY*	

*+05 to SRs/SRMs

9.24 THIEVISH SKILLS POSSESSED BY ENTERTAINER-ADVENTURERS

The members of the Entertainment Guilds are often accomplished performers, but they are also quite capable of a bit of thievery when pickings are thin. A very well-travelled and worldly group, their range of Skills is large. The Thievish Skills fundamental to the class are raised automatically with every rise in Experience Level and do not have to be purchased as extras:

DETECT HIDDEN OBJECT	EVADE DISCOVERY
HIDE OBJECT ON SELF*	EVALUATE LOOT
PICK POCKET	FENCE LOOT
CON OTHERS*	RUMOR*
DISGUISE SELF*	SLEIGHT OF HAND*
DISGUISE OTHERS*	READ LIPS
THIEF DETECTING THIEVERY	

*+05 to SRs/SRMs

In addition, the Entertainers have specific Skills associated with their vocations (see 9.51):

MUSICIAN PLAY MUSICAL INSTRUMENT (at least 3)
 DANCER DANCE, COURTLY DANCE, MIMIC GESTURE
 JONGLEUR JUGGLE, ACROBATICS
 TROUBADOUR SING/RECITE, PLAY MUSICAL INSTRUMENT
 ACTOR RECITE (no singing), MIMIC VOICE/ACCENT, MIMIC
 GESTURE, DISGUISE TES.

Entertainers have an advantage that the hard-core Thieves do not: they can gain entry to the halls of the Mighty. Thus they make good spies. They also can gain a firm place in a great Lord's retinue as valued members of the household.

9.25 THE THIEVISH SKILLS TABLES

The following tables present the various Thievish Skills, setting out the Expertise Levels, the SR (Skills Rolls, made on 1D100), and the SRMs (Skill Roll Modifiers subtracted from the chances of others to Detect, etc.), and the experience point costs for the Skills:



EXPER. LEVEL	DETECT THIEVERY			EVADE DISCOVERY		MUGGING & BACKSTABBING		MAKE/USE POISONS		MAKE/USE ANTIDOTES		STREETWISE & EVALUATE LOOT	
	THIEF SRM	OTHERS SRM	COST	% TO EVADE SR	COST	% TO MUG/STAB SR	COST	% TO POISON SR	COST	% TO COUNTER SR	COST	% TO VALUATE SR	COST
01	-02	-02	100	25	100	10	200	15	300	20	500	50%	100
02	-04	-04	100	27	200	12	200	17	400	22	500	45%	200
03	-06	-06	100	30	300	15	300	20	500	25	500	40%	300
04	-08	-08	100	32	400	17	400	22	1000	27	500	35%	400
05	-10	-10	100	35	500	20	500	25	2000	30	500	32%	500
06	-12	-12	200	37	1000	22	1000	27	3000	33	1000	30%	600
07	-14	-14	200	40	2000	25	2000	30	4000	35	1000	27%	700
08	-16	-16	200	42	3000	27	3000	32	5000	37	1000	25%	800
09	-18	-18	200	45	4000	30	4000	35	6000	40	1000	22%	900
10	-20	-20	200	47	5000	32	5000	37	7000	42	1000	20%	1000
11	-22	—	300	50	6000	35	6000	40	8000	45	1500	17%	2000
12	-24	—	300	55	7000	37	7000	42	9000	47	1500	15%	3000
13	-26	—	300	60	8000	40	8000	45	10000	50	1500	12%	4000
14	-28	—	300	65	9000	42	9000	47	11000	55	1500	10%	5000
15	-30	—	300	70	10000	45	10000	50	12000	60	1500	07%	6000
16	-32	—	400	75	11000	47	11000	55	13000	65	2000	05%	7000
17	-34	—	400	80	12000	50	12000	60	14000	70	2000	04%	8000
18	-36	—	400	85	13000	52	13000	65	15000	75	2000	03%	9000
19	-38	—	400	90	14000	55	14000	75	16000	80	2000	02%	10000
20	-40	—	400	95	15000	60	15000	85	17000	85	2000	01%	11000

—IQ Bonus for Finding

+WIS CR Level

+PCF Level

+DEX CR Level +IQ CR Level

EXPER. LEVEL	DISARM TRAP & PICK LOCK		DETECT HIDDEN		RUMOR & OBJECT		HIDE OBJECT		ON SELF		SLEIGHT-OF-HAND & PICK POCKET		CON OTHERS	
	% TO OPEN SR	COST	DOOR SR	TRAP SR	% TO OPEN SR	COST	DOOR SRM	TRAP SRM	OBJECT SRM	COST	SR	COST	SR	COST
01	05%	200	03	05	05	100	-01	-02	-10	100	05	200	05	200
02	05%	200	05	07	07	100	-02	-04	-12	100	07	200	07	200
03	07%	200	07	10	10	200	-03	-06	-14	100	10	200	10	200
04	10%	300	10	15	12	200	-04	-08	-16	100	12	300	12	200
05	12%	400	12	20	15	300	-06	-10	-18	100	15	400	15	200
06	12%	500	15	25	18	400	-08	-12	-20	100	20	500	17	200
07	15%	600	18	30	20	500	-10	-14	-22	100	25	600	20	300
08	20%	700	20	35	25	600	-12	-16	-24	100	30	700	22	400
09	22%	800	22	40	30	700	-14	-18	-26	100	35	800	25	500
10	25%	900	25	45	35	800	-16	-20	-28	100	40	900	27	600
11	35%	1000	30	50	40	900	-20	-22	-30	200	45	1000	30	700
12	40%	2000	35	55	45	1000	-20	-24	-32	300	50	1000	32	800
13	45%	3000	40	60	50	2000	-22	-26	-34	400	55	2000	35	900
14	50%	4000	45	65	55	3000	-24	-28	-36	500	60	3000	37	1000
15	60%	5000	50	70	60	4000	-26	-30	-38	600	65	4000	40	2000
16	65%	5000	55	75	65	5000	-28	-32	-40	700	70	5000	45	3000
17	75%	7000	60	80	70	7000	-30	-34	-42	800	75	7000	50	4000
18	85%	9000	65	85	75	9000	-32	-36	-44	900	80	9000	55	5000
19	90%	12000	70	90	80	12000	-34	-38	-46	1000	90	12000	60	6000
20	100%	15000	75	95	85	15000	-36	-40	-50	1000	100	15000	65	7000

+DEX Bonus for Picking

+IQ Bonus for Finding

—IQ Bonus for Finding

+DEX Bonus for Picking

+BARD CPRS score

EXPER. LEVEL	FENCE LOOT		DISGUISE		
	% TO FENCE		SELF	OTHER	
	SR	COST	SR	SR	COST
01	20%	200	05	00	200
02	22%	300	07	00	200
03	24%	400	10	03	200
04	26%	500	12	05	200
05	28%	600	15	07	200
06	30%	700	20	10	200
07	32%	800	25	12	300
08	34%	900	30	15	400
09	36%	1000	35	17	500
10	38%	1200	40	20	600
11	40%	1400	45	22	700
12	42%	1600	50	25	800
13	44%	1800	55	27	900
14	46%	2000	60	30	1000
15	48%	2500	65	35	2000
16	50%	3000	70	40	3000
17	55%	4000	75	45	4000
18	60%	5000	80	50	5000
19	65%	6000	85	55	6000
20	70%	7000	90	60	7000

+WIS CR Level +IQ CPRS score

9.26 DISARM TRAP TES

The ability of a Thief to disarm a trap set by someone to guard a hiding place for valuables, protect a sensitive area of the hall/castle/etc., is an SR (Skill Roll) on 1D100 as a percentage chance of success, plus the IQ Bonus for Disarming Traps (see 4.28). Non-Thieves cannot go past Exper./10 except for Armors and Mechanician Artificer Mages. Traps may also be made by persons with DISARM TRAPS, with an SRM equal to 1/2 their DISARM TRAP SR level, expressed as a negative percentage. This TRAP SRM is subtracted from the Thief's chance of disarming it. A Trap can be a snare (like a pit under a trapdoor) or a lethal instrument. If lethally inclined, the Trap will do 1D6 pts. of damage for every 4 Exper. Levels (or part thereof) possessed by the maker.

If a Thief fails to disarm a trap, the trap has a chance of going off equal to 130% minus his SR level. If it does, and the situation offers some chance of escape from the consequences (by a dodge or pulling away a hand in time), the Thief has a chance equal to his DEX CR -1D6, rolled on 1D20.

Experience points for disarming traps are 5 e.p. x sum of TRAP SRM plus Lethal Damage possible.

Complex traps can be designed which require an Understand Simple Mechanism SR roll before they can be disarmed. Failure here adds -5D6% to the TRAP SRM, and adds 150 e.p. to the trap value.

9.27 PICK LOCK TES

The ability to unlock a padlock, chest, door, etc., using burglar tools is an SR (Skill Roll) on 1D100 as a percentage chance of success, plus the IQ Bonus for Finding the Hidden (see 4.32). Non-Thieves cannot go beyond Exper./10, unless they are Locksmiths (Blacksmiths or Armors of IQ and DEX 13+). Detailed rules for unlocking a variety of items are given in *C&S Sourcebook II*, a recommended playing aid if extensive thieving is planned for the campaign. Locks are classed as Door Locks (DL), Padlocks (PL), and Chest Locks (CL), with the following resistances to picking:

LOCK CLASS	RES.	THIEF EXPER.	LOCK CLASS	RES.	THIEF EXPER.
DL-1	—	20	PL-1	—	20
DL-2	-05%	30	PL-2	-05%	30
DL-3	-07%	40	PL-3	-07%	40
DL-4	-10%	50	PL-4	-10%	50
DL-5	-12%	60	PL-5	-15%	75
DL-6	-14%	70	PL-6	-18%	90
DL-7	-16%	80	PL-7	-20%	100
DL-8	-18%	90	PL-8	-22%	110
DL-9	-20%	100	PL-9	-25%	120
DL-10	-22%	110	PL-10	-30%	150
DL-11	-25%	120	PL-11	-35%	175
DL-12	-27%	135	PL-12	-40%	200
DL-13	-30%	150			
DL-14	-35%	175			
DL-15	-40%	200			

LOCK CLASS	RES.	THIEF EXPER.
CL-1	-05%	30
CL-2	-07%	40
CL-3	-10%	50
CL-4	-15%	75
CL-5	-18%	90
CL-6	-20%	100
CL-7	-25%	120
CL-8	-27%	135
CL-9	-30%	150
CL-10	-35%	175
CL-11	-40%	200
CL-12	-45%	250

Locks may have several mechanism actions, as in a DL/5/7/9 (max. x4 actions), requiring a separate unlocking procedure for each, with an Understand Mechanism (see 9.09) after the first success in order to continue. The time required is:

EFFORT	TIME REQUIRED	FATIGUE	RESISTANCE PENALTY
Studied	3 min. x lock class	0	0
Hurried	2 min. x lock class	-1 x lock class/4	-1D6%
Rushed	1 min. x lock class	-1 x lock class/3	-2D6%
Frantic	1/2 min. x lock class	-1 x lock class/2	-3D6%
Desperate	1/2 min. x lock class	-1 x lock class	-4D6%

If a lock is higher in class than the Thief's Skill level, there is a 20% chance of jamming the works if picking fails. If the Thief is equal or superior to the lock class, failure brings a 10% chance of jamming. Jammed locks have Resistance doubled or -50%, whichever is higher.

9.28 DETECT HIDDEN DOOR TES

The ability to detect a secret portal, panel, trapdoor, etc. is an SR (Skill Roll) on 1D100 with a percentage chance of success equal to the IQ Bonus for Finding (see 4.32) plus the Thievish Skill Bonus. A search of a 10' x 7' section of wall may be made every 5 minutes, plus an additional section per 4 Expertise Levels attained with the Skill. If searching a floor, the area covered is 100 sq. ft. per 5 minutes, plus an additional section per 4 Expertise Levels.

9.29 DETECT HIDDEN TRAP TES

The ability to detect/recognize a trap mechanism for what it really is, with an SR (Skill Roll) on 1D100 with a percentage chance of success equal to the IQ Bonus for Finding (see 4.32) plus the Thievish Skill Bonus. The search is automatic whenever a Thief is on guard for Traps. Non-Thieves cannot progress beyond Exper./10.

9.30 DETECT HIDDEN OBJECT TES

The ability to make a systematic search of a room, piece of furniture, or a person in order to find a deliberately concealed object of small size and/or which is readily concealable because of its nature. The SR (Skill Roll) on 1D100 is a percentage chance of success equal to the IQ Bonus for Finding (see 4.32) plus the Thievish Skill Bonus. The time needed for the search could vary from a few minutes to half an hour or more, depending on the size and nature of the area in which the search has to be conducted.

9.31 DETECT/SPREAD RUMOR TES

The ability to get wind of any rumors currently circulating about people and events, and also the ability to spread such rumors (no matter whether they are entirely true or not) by finding willing listeners. The SR (Skill Roll) on 1D100 is a percentage chance of success equal to the IQ Bonus for Finding (see 4.32) for DETECTING RUMORS and the BARD CPRS score for SPREADING RUMORS, plus the Thievish Skill Bonus. The DETECTING Skill permits a Character to make discreet inquiries or to overhear others so as to acquire information on specific subjects. The SPREAD Skill permits a Character to find willing listeners to hear rumors he is formulating or simply passing along. Failure in either chase could raise the suspicions of others as to the motives of the Character.

9.32 HIDE DOOR TES

The ability to camouflage a secret portal, panel, trapdoor, etc. is an SRM (Skill Roll Modifier) equal to the Concealer's IQ Bonus for Finding (see 4.32) plus the Thievish Skill Bonus. The HIDE DOOR SRM is subtracted from a Searcher's DETECT DOOR chances. Non-Thieves able to HIDE DOORS are limited to Dwarves, Carpenters, Cabinet-makers, Masons, and others with building skills that might be applied to such a task.

9.33 HIDE TRAP TES

The ability to camouflage a trap is an SRM (Skill Roll Modifier) equal to the Concealer's IQ Bonus for Finding (see 4.32) plus the Thievish Skill Bonus. The HIDE TRAP SRM is subtracted from a Searcher's DETECT TRAP chances. All Thievish types may learn the Skill, as it is vital to the setting of a proper trapping device. Non-Thieves cannot learn it unless they also learn DISARM TRAP.

9.34 HIDE OBJECT TES

The ability to conceal an object somewhere in a room, piece of furniture, etc., so that others will not easily find it. The SRM (Skill Roll Modifier) is equal to the Concealer's IQ Bonus for Finding (see 4.32) plus the Thievish Skill Bonus. The HIDE OBJECT SRM is subtracted from a Searcher's DETECT OBJECT chances. If the Searcher fails in his first search, he must spend twice as long on a second search—racking his brains to find the spot where the object might be hidden—and cannot have more than a 25% chance the second time. Subsequent searches double the previous time and reduce the chance by -5% each time. In short, the Concealer has been too clever for the Searcher.

9.35 HIDE OBJECT ON SELF TES

The personalized version of HIDE OBJECT which enables a person to conceal a readily concealable object on himself or another person. The Skill produces an SRM which is applied as for HIDE OBJECT.

9.36 PICK POCKET TES

The ability to pick a pocket or cut a purse away from a belt without detection. The SR (Skill Roll) on 1D100 is the DEX Bonus for Picking Pockets (see 4.28) plus the Bonus for the Thievish Skill. Non-Thieves pay double costs and cannot rise above Exper./10. Failure with the Skill brings a DETECT THIEVERY check by the intended victim. Note also that the Thief must have an idea as to where a valuable object, purse, etc., is concealed on a person, which might necessitate a DETECT OBJECT form of surreptitious search of the victim (again accompanied by a DETECT THIEVERY if the DETECT OBJECT search fails). Because such a covert search is very difficult to perform (one is bumping against the intended victim, feeling for bulging pockets in the process, etc.), the chance of success is reduced by 1D20%.

9.37 SLEIGHT-OF-HAND TES

The ability to perform acts of great agility and dexterity with the fingers. SLEIGHT-OF-HAND is a multi-level Skill. The Thievish Skill includes the ability to shoplift and to manipulate games of chance, such as those involving dice. It is also a more General Skill, in this case involving tricks of prestidigitation (parlor magic) and juggling to amaze and delight audiences. Both groups of skills can be had at double cost. The SR (Skill Roll) on 1D100 is the DEX Bonus for Picking Pockets (see 4.28) plus the Bonus for the Thievish/General Skill.

Failure with the Thievish SLEIGHT-OF-HAND brings a DETECT THIEVERY on the part of the victim and/or onlookers. (Roll the Skill again, modified).

The General SLEIGHT-OF-HAND skill is a measure of competence in one's performance. Success means that the audience is delighted with the tricks/act performed, and may be suitably demonstrative of its appreciation in the form of applause and, for professionals, monetary reward. Failure is a ho-hum performance, hardly spectacular or worthy of note. In the first case, the return would be 10-50 CP x Exper. Level of the performer; in the second case, 5 CP x Exper. Level—if performing before Noble audiences. In front of commoners, the return is 10% to 50% of the Noble returns, depending on the size and quality of the audience.

9.39 CON OTHERS TES

The ability to talk oneself out of a tight situation with an NPC or else to convince an NPC that one has a real deal for him, etc. The Skill can be used in addition to HAGGLING (see 12.02) to reduce the cost of an item being purchased or else to talk up the price of an item being sold. The SR (Skill Roll) on 1D100 is the BARD CPRS score plus the CON Skill Bonus. Use of the Skill is always subject to a DETECT THIEVISH SRM, and failure brings active resistance to the CON attempt.

9.39 DISGUISE SELF TES

The ability to create and wear some disguise so that people who know the wearer will not recognize him. The SR (Skill Roll) on 1D100 is the IQ CPRS score of the wearer plus the Thievish Skill Bonus. The Skill is always subject to a DETECT THIEVERY SRM when dealing with persons who know the wearer of the disguise quite well, but not by relative strangers or those who had seen him only briefly (as in a mugging).

9.40 DISGUISE OTHERS TES

An ability closely related to DISGUISE SELF, except that the Skill is now a form of make-up expertise used on comrades. Consider it an extra Skill, though it is in fact closely related to DISGUISE SELF and functions exactly the same way. The SR (Skill Roll) on 1D100 is the IQ CPRS of the wearer (not the disguiser) plus the Thievish Skill Bonus for making up the disguise.

9.41 THIEF DETECTING THIEVERY TES

The ability of a Thief to spot Thievish activity in others. The SRM (Skill Roll Modifier) is applied against another's chances to PICK POCKET, SLEIGHT-OF-HAND, CON OTHERS, DISGUISE SELF/OTHERS, EVADE DISCOVERY, USE POISONS.

9.42 OTHER DETECTING THIEVERY TES

The ability of a Non-Thief to spot Thievish activity—used as THIEF DETECTING THIEVERY, but at lower Skill Bonuses and only to Exper./10.

9.43 EVADE DISCOVERY TES

The ability of a Thief to pick his moment—when there will be no witnesses to his act of Thievery. The SR (Skill Roll) on 1D100 is the WIS CR level plus the Thievish Skill Bonus. This is the chance of not being seen in the act when in a reasonably crowded area. Decrease the chance by -10% in dense crowds (except for PICKING POCKETS) and increase the chance by +20% when out at night in relatively deserted areas (alleys, etc.).

9.44 MUGGING TES

The ability to strike a disabling/crippling blow with a cosh after one has slipped behind an unsuspecting victim. The SR (Skill Roll) on 1D100 is the PCF Level plus the Thievish Skill Bonus. The SR replaces normal HIT probabilities. Success brings the roll of 3D6 plus 1 point per Expertise Level of the Mugger. Two options are open:

SAPPING

The Mugger attempts merely to knock the victim unconscious for 1 + 1D6 turns (10-35 minutes). The damage must exceed the Fatigue Level plus the CON CR of the victim. (Random rolls of the CON CR for NPCs is made on 3D6 + 2). Armor absorption deducts from damage. Failure brings a CON CR by the victim, on 1D20 to see if he is staggered and stunned. If so, a second blow can be attempted or the Thief can flee with a good chance of getting away if the victim is alone.

GAROTTING

The Mugger uses a strangling cord to effect unconsciousness. The damage is halved, but the Thief can hold the choke so long as the victim does not succeed with a STR CR at half values. If he can hold the victim long enough, the cord will result in unconsciousness in several turns (melee turns of 10 seconds).

9.45 BACKSTABBING TES

The ability to strike a critical blow from behind with a dagger to use a garotte with killing efficiency. This Skill is separate from MUGGING, as the emphasis is on lethality rather than deliberate incapacitation. The SR (Skill Roll) on 1D100 is the PCF Level plus the Thievish Skill Bonus. The SR replaces normal HIT probabilities. Success brings the roll of 5D6 plus 1 point per Expertise Level of the victim, death is instantaneous and silent. If the damage does not exceed the body level of the victim, the damage is 1/4 of that rolled—probably critical but still bungled. Armor absorption rates are applied to the damage and the target is the back.



9.46 MAKE & USE POISONS

The ability to make one poison per Skill Expertise Level and also the ability to administer it covertly to an unsuspecting victim.

The poisons available for manufacture are:

EXPER. LEVEL	POISON	CON CR TO 'SAVE'	DAMAGE PER TURN	TURNS OF DAMAGE	COST 'DOSE'	AVAILABILITY OF INGREDIENTS
01	P/1	CR -2	2D6	1-3	20 CP	80%
02	P/2	CR -2	2D6	1-3	1 SP	75%
03	P/3	CR -3	2D6+1	1-3	1 SP	70%
04	P/4	CR -3	2D6+2	1-3	2 SP	65%
05	P/5	CR -3	2D6+3	1-3	3 SP	60%
06	P/6	CR -4	2D6+3	1-4	4 SP	55%
07	P/7	CR -4	2D6+3	1-4	5 SP	50%
08	P/8	CR -5	2D6+3	1-5	6 SP	45%
09	P/9	CR -5	2D6+3	1-6	7 SP	40%
10	P/10	CR -6	2D6+3	1-6	8 SP	35%
11	P/11	CR -7	2D6+4	1-6	9 SP	30%
12	P/12	CR -8	2D6+4	1-6	10 SP	25%
13	P/13	CR -9	2D6+5	1-7	13 SP	10%

After the poison is administered, the victim attempts a CON CR to save from the effects of the poison. A save permits the victim to move relatively freely, without cramps, excessive pain, etc., and also halves all damage to the Body Levels. A failure to save results in full damage rolled, and the victim must roll his CR again to avoid incapacitation. The CR level is reduced by the negative value indicated for the poison.

The cost of poisons per dose (20 to the pint) is for Thieves, and the availability of the ingredients is based upon a visit to an Apocathary who will ask no questions (halved for honest Apocatharies, and a CON OTHERS required to make the purchases). The ingredients may also be found in nature without cost, but at only 1/5 the availability chance.

Sleeping Potions corresponding to the poison types may also be produced. These act against Fatigue Levels only, upon failure of a CON CR, and a victim is incapacitated only when his Fatigue Level plus CON CPRS score is exceeded. The potions will produce 10 minutes of unconsciousness plus 5 minutes per level of the potion over SP/1 (SP = Sleeping Potion). Note that a save here means no effect to Fatigue Levels.

To administer a poison or sleeping potion covertly (without the knowledge of the victim) requires an SR (Skill Roll) on 1d100 equal to the DEX CR level plus the Thievish Skill Bonus. In some cases, a CON OTHERS SR might have to be rolled to get an intended victim to drink a potion.

The skill is also learned by Alchemists, Apocatharies, and Physicians as part of their normal vocations. It might be noted that an unscrupulous Apocathary or Physician could learn administer a poison/sleeping potion with little difficulty, as patients tend to take their medicine, however bad the taste. Fortunately, they tend to take their healing oaths seriously for the most part.

Variants on liquid potions can be in the form of powders to be blown in the face or dusted on food, or gases to be released by breaking glass spheres, etc. Such items tend to be most difficult to produce and are limited to those with Exper/13+, except for powders which could be put onto food. Powders for inhaling cost three times normal, as do gases.

9.47 MAKE/USE ANTIDOTES TES

The ability to make antidotes for poisons and sleeping potions, and also the ability to recognize which poison/sleeping potion was used on a victim. The correct antidote will reduce damage to 1/4 if administered before the poison has had a chance to kill a victim outright. It can also be administered up to 2 turns after the kill level has been reached, and will reduce the damage to 1/2. After that point, a poison has worked. If a victim is not dead, the antidote will reduce the damage to 1/2, and except for incapacity as if seriously wounded for the next day, the victim is able to function. Antidotes for sleeping potions will revive the victim like smelling salts.

The antidotes and their costs correspond exactly to the poisons and sleeping potions, and are denoted AP/1, ASP/1, etc. To administer an antidote correctly requires an SR (Skill Roll) on 1D100 equal to the DEX CR level plus the Thievish Skill Bonus minus the level of the sleeping potion or double the level of the poison. If a sample of the drug/poison is still present, however, anyone able to make it will instantly diagnose the type and prescribe the correct antidote.

9.48 STREETWISE TES

The ability to get to know one's way around a town or village, and also to know who's who in the community. STREETWISE also enables the possessor of the Skill to make contacts with the local Underworld and the Street People because he knows how to speak their language and avoid unnecessary suspicion. Once accepted, he can obtain infor-

mation as to where to find a Fence for stolen loot, a safe bed for the night, etc. The Skill, if successful, permits the possessor to pick the right person to ask, too. (Failures can result in one's being denounced if the Player does not exercise some caution in phrasing his questions).

The SR (Skill Roll) on 1D100 is the percentage chance of success. Strangers deduct -10%, while foreigners from out of the country deduct -20% until they gain local acceptance by the Thieves' Guild. However, STREETWISE is needed just to find out who to talk to about contacting the Guild.

Only Thieves may possess this Skill.

9.49 EVALUATING LOOT TES

The ability to appraise the market value of any object coming into one's hands. The SR (Skill Roll) represents the chance of making an error, rolled on 1d100. If an error occurs, the SR represents the amount by which the Thief underhalves the item in his possession.

Dwarves, Goldsmiths/Silversmiths, Appraisers, and Jewelsmiths have this skill when evaluating items of gold, silver, or with gems. Merchants all have this skill when dealing with goods they sell/produce. Fighters and Armorers/Weaponsmiths have this skill when dealing with arms and armor. In these instances, EVALUATE LOOT is a skill which advances automatically with the Experience Level of the Character/NPC.

9.50 FENCING LOOT TES

The ability to find a buyer for stolen property, which may be checked each day for a particular item or small group of items. The SR (Skill Roll) on 1D100 is the WIS CR plus the Thievish Skill Bonus.

The agreed base price of the loot offered for sale is 25% of the EVALUATION made by the Thief (see EVALUATING LOOT), plus 1% per Experience Level at FENCING. It should be noted that a Thief does his own EVALUATION and does not ask a Thief with a 'higher' level of expertise for his opinion. The other might lie and try to get a piece of the action himself for a bargain basement price. Without EVALUATION, the price offered is a flat 10% of base market value, take it or leave it!

Of course, if one wants to get an honest price for one's loot, it is necessary to travel to another town, where the goods are hopefully not 'hot'. There one can get a price from 25% to 50% of the actual value if one FENCES the loot to an appropriate Merchant. But failure to FENCE will bring suspicion that all is not right, and the Merchant has a 25% chance of calling in the authorities if the Thief cannot then CON him into believing that everything is on the up and up.

9.51 ENTERTAINMENT & SOCIAL SKILLS (SOC)

The following Skills cost 150 e.p x Expertise Level. One Skill level will be advanced when an Experience Level is attained. Entertainer-Adventurers will possess automatic advancement in those skills given for their type (see 9.24).

Success with SRs (Skill Rolls) on 1D100 is a measure of competence in one's performance. Success means that one's audience, partner (in dance), etc., is delighted. Failure is a ho-hum performance, hardly worthy of note. Professionals who are successful receive 10-50 CP x Exper. Level of the performer if performing before Noble audiences—5 CP x Exper. Level is unsuccessful. In front of commoners, the return is 10% to 50% of the Noble returns, depending on the size and quality of the audience.

The Skills available are:

PLAY MUSICAL INSTRUMENT: SR = DEX CPRS score + Expertise Level x 3%.

SING/RECITE: SR = BARD CPRS score + Expertise Level x 3%.

FOLK DANCE: SR = DEX CPRS score + Expertise Level x 3%.

COURTLY DANCE: SR = DEX CPRS score + Expertise Level x 3% (Nobles and Entertainers add +10%; Elves +15%).

MIMIC GESTURE (MIME): SR = DEX CPRS + IQ CPRS + Expertise Level x 3% (limited to Entertainers). The skill adds +1% to Disguise SRs per 2 Expertise Levels of MIMIC GESTURE attained.

MIMIC VOICE/ACCENT: SR = IQ CPRS + BARD CPRS + Expertise Level x 3% (limited to Entertainers past Exper. Level/10). The Skill adds +1% to DISGUISE SRs, per 2 Expertise Levels of MIMIC VOICE/ACCENT attained.

JUGGLE: SR = DEX CPRS + Expertise Level x 3%.

ACROBATICS: SR = DEX CPRS + Expertise Level x 3%. The skill adds -10%/-02 to DODGES in combat if DEX/18+. It also adds +1% to CLIMB Skills per Expertise Level attained. (Only Entertainers gain the DODGE bonus).

9.52 FORESTER EXPERIENCE SKILLS (FOR)

The Forester Character Class is one suited for extensive wilderness adventuring and is detailed in the **C&S Sourcebook I**, along with the Forester Experience Skills and the numerous animal encounter tables needed to adequately play such a character type. Players who are eager to develop such PCs should consult **Sourcebook I**.

Forester Experience Skills may be acquired by other PCs of the countryside at a cost of 100 e.p. x Expertise Level gained, and at double the cost to townsmen. Note that only PCs born in the countryside (Nobles, Yeomen, Serfs) can become Foresters, as can Elves and Black Sheep Haefling/Hobbit Yeomen. Non-Foresters will advance 1 Expertise Level in a Forestry Skill for each Experience Level gained, provided e.p. costs are paid as well.

9.53 AGRICULTURAL EXPERIENCE SKILLS (AGRIC)

Any PC born in the countryside can acquire expertise in Agricultural Experience Skills automatically if they remain on the land and only occasionally go adventuring. Townsmen can learn Agricultural Skills at a cost of 200 e.p. x Expertise Level gained. PCs of the countryside can learn an Agricultural Skill outside their personal experience range (their farming vocation) at 100 e.p. x Expertise Level gained. Once 10 levels of Expertise are gained, advancement is automatic from that point on. Advancement is at a rate of 1 Expertise Level in Agricultural Skill each time an Experience Level is gained, provided e.p. costs (if any) are paid.

The Agricultural Experience Skills are:

PETIT SERGEANT OR LANDED KNIGHT

CATTLE	GRAIN FARMING
DAIRY CATTLE	FEED GRAINS
SHEEP	FRUIT TREES
PIGS	VINES (GRAPES)
POULTRY	TRUCK GARDENING
HORSES	CHEESE MAKING
VETERINARY*	WINE MAKING*
TRAIN ANIMAL*	MILLING

Either 4 from column 1 and
2 from column 2, or vice versa.

YEOMAN

GRAIN FARMING
FEED GRAINS
FRUIT TREES
TRUCK GARDENING

PIGS

SHEEP

POULTRY

MILLING

Any 4, plus 1
from Petit Sergeant.

SERF

Any 3 Agricultural Experience Skills listed for Petit Sergeant

The Skills largely enable a PC to find his way around a farm without being lost in it all. All unstarred Skills bring a +01%/-01% advantage per Expertise Level when HAGGLING OVER THE PRICE of agricultural products they are buying/selling. This represents the PCs knowledge of the quality of animals or produce above and beyond the norm, which he can use to good effect in the marketplace in an area he understands. It also confers a 0.5% increase in income per Expertise Level possessed for each Skill possessed, if the PC is actively engaged as a farmer on the land.

Knights can have Agricultural Skills because they depend upon the land for their incomes and will often actively supervise much of the operation.

The starred Skills (*) represent areas in which special competences are gained.

VETERINARY

The PC becomes a specialist in animal ailments and injuries. He gains +03% Bonus per Expertise Level, added to his IQ CR, for an SR (Skill Roll) on 1D100. The SR is applied to his being able to diagnose/treat animals. Success reduces the recovery time by 1/2—useful when dealing with injured Warhorses and other animals. In addition to increasing his income as a proprietary farmer by 0.5% x Expertise Level, the Veterinary PC also has a chance of a windfall at the end of the year. Landed Knights, Petit Sergeants, and Yeomen Stockmen specialize in the raising of livestock. At the end of the year, they can attempt to roll their VETERINARY SRs. Success brings 01% x Expertise Level x gross annual income in additional profits because of the care they take of their stock. If the PC is only an employed Veterinarian, he receives an additional 1 SP per month x Expertise Level to his income.

TRAIN ANIMAL

The PC becomes a specialist in one of four areas of Animal Training: Warhorses; Horses and other Draft Animals; Dogs (hunting and War Dogs); or Falcons. The Skill is thus four different skills, each which must be learned separately. The PC has a TRAINING SR equal to 1/3 x (DEX CR + WIS CR + IQ CR) plus his Expertise Level x 03%, rolled on 1D100 to train an animal in the training period:

WARHORSE: 365 days x SR/100

No. Trainable = SR/10 in time period.

PALFREY: 180 days x SR/100 No. Trainable = SR/10 in time period.

DRAFT: 90 days x SR/100 No. Trainable = SR/8 in time period.

DOG: 90 days x SR/100 No. Trainable = SR/8 in time period.

WAR DOG: 90 days x SR/100 No. Trainable = SR/10 in time period.

FALCON: 180 days x SR/100 No. Trainable = SR/12 in time period.

The Skill also confers the ability, rolled on an SR, to judge the true quality of an animal, so that the PC is not fooled by 'CONS' when buying an animal from another. A +1/-1 DM is enjoyed when HAGGLING OVER THE PRICE.

WINE MAKING

The PC is a specialist in evaluating the quality of wines and also in making wines. The skill requires an investment of 60 SP per acre of vines, in addition to e.p. costs, if the PC wishes to go into the vint ing business (this covers wine press, barrels, etc.) The SR is 1/4 x (DEX CR + WIS CR + IQ CR) plus 3% x Expertise Level when gauging the right quality of a wine and brings a +1/-1 DM when HAGGLING OVER THE PRICE of wines bought and sold.

Wine making is not conducted on a large scale. Yeomen have 1-2 acres of vines; Petit Sergeants 5-7 acres; and Landed Knights 10-15 acres. Based on an average crop year, an acre produces 7 bu. of grapes (350 lbs.). A bu. of grapes produces 4 gal. of wine. When making wines, the PC vint er adds 1/4 x (DEX CR + WIS CR + IQ CR) plus his Expertise Bonus as a DM for a 1D100 roll on the wine quality table:

1D100

RESULT WINE QUALITY

01-20	Poor Vintage: 75% Sour Wine; 25% Poor Wine.
21-40	Poor Vintage: 25% Sour Wine; 50% Poor Wine; 25% Average Wine.
41-80	Average Vintage: 25% Poor Wine; 50% Average Wine; 25% Good Wine.
81-90	Good Vintage: 50% Average Wine. 50% Good Wine.
91-100	Fine Vintage: 50% Good Wine; 50% Fine Wine.
101-110	Vintage Year: 75% Good Wine; 25% Vintage Wine.
111+	Grand Cru: 25% Good Wine; 50% Vintage Wine; 25% Grand Cru Wine.

It should be noted that the grapes ripen in the fall, the winemaking season. The vintage can be checked in the spring.

9.54 PHYSICIAN/CHIRURGEON SKILLS (DR)

The Physician and Chirurgion Classes are desirable if one wishes to downplay the role of the Clerics as healers, substituting hard realism for miracles. The Physician and Chirurgion rules are presented in the **C&S Sourcebook I**, and include a wide range of procedures:

STAUNCH WOUNDS*	DIAGNOSE/TREAT COLDS
TREAT SHOCK	DIAGNOSE/TREAT DYSENTERY
SEW WOUNDS	DIAGNOSE/TREAT RASHES
TREAT BURNS	DIAGNOSE/TREAT PNEUMONIA
BASIC ANATOMY	DIAGNOSE/TREAT FEVER
RELIEVE PAIN	DIAGNOSE/TREAT POX
PROBE WOUNDS	DIAGNOSE/TREAT T. B.
SET BONES*	DIAGNOSE/TREAT LEPROSY
EXTRACT TEETH	DIAGNOSE/TREAT SMALL POX
CAUTERIZE WOUNDS*	DIAGNOSE/TREAT TYPHOID
CHIRURGERY	DIAGNOSE/TREAT CHOLERA
SALVES & OINTMENTS	DIAGNOSE/TREAT PLAGUE
CORDIALS & ELIXIRS	DIAGNOSE/TREAT PARALYSIS
POISONS & ANTIDOTES	

The starred (*) medical procedures are available to PCs not in a medical field at a cost of 100 e.p. x Expertise Level attained. One Expertise Level may be advanced with each Experience Level:

STAUNCH WOUNDS

The prevention of loss of blood by applying bandages and packings to the damaged tissues. STAUNCHING is effective against minor and moderate bleeding, but chances are reduced -10% in the case of uncontrolled bleeding. The SR is 20% + 3% per Expertise Level.

SET BONES

Diagnosing the nature of the break and setting the bones properly for splinting. The SR is 20% + 3% per Expertise Level. The check is made after the bone has healed, and failure results in 5D6% impairment of the affected limb, which is assessed against fighting abilities/bonuses, movement, and carrying capacities. The bone may be rebroken and reset if it heals poorly, but a Physician or Chirurgion should do it.

CAUTERIZING WOUNDS

Searing a wound with heated irons or fire or hot pitch to prevent uncontrolled bleeding. The procedure is used when sewing is inconvenient (as in the case of an amputation during a melee) and/or when time is at a premium. The SR is 40% + 3% x Expertise Level of preventing uncontrolled bleeding. Chance of Shock = 25% - 1% x Ex Expertise Level. Chance of scarring = 50%, with 1D6 Appearance Pts. lost if on an exposed feature (face, etc.) considered attractive.

9.55 CRAFT EXPERIENCE SKILLS (CRAFT)

There are a great many crafts areas contained in the Guild vocations. To cover them all would take a considerable amount of space. Thus only a few are detailed here-- ones which a PC might be most likely to develop an interest in or even choose as a primary vocation.

A PC who has chosen a particular Craft vocation as his primary activity will advance automatically at a rate of 1 Expertise Level each time he rises an Experience Level. All other PCs acquiring a Craft Skill as an extra will be able to purchase 1 Expertise Level upon rising an Experience Level and paying the cost indicated for the Craft x Expertise Level gained.

9.56 ARMORER CRAFT

COST = 750 e.p. x Expertise Level.

Armorers are very skilled in the working of iron, steel, and other materials used to fashion arms and armor. They are also able to perform most if not all Blacksmith skills.

An Armorer may repair armor damaged in battle at the following rates of restoration of armor damage absorption points per day:

ARMORER TYPE	IN FIELD	AT FORGE	COST/DAY
Armorer	.3 ADP	6 ADP	05% of monthly income
Dwarvish Armorer	.6 ADP	12 ADP	10% of monthly income
Weaponsmith Mage	.9 ADP	18 ADP	15% of monthly income
Dwarvish Weaponsmith. . .	12 ADP	24 ADP	15% of monthly income

The rate of repair increases by +2 ADP x Expertise Level of the Armorer. Costs are minimal and may be up to 50% higher; costs cover materials.

Weapons can be repaired at 30% to 50% of cost, in 1/2 the time required to produce them.

Weapons and armor are available at the costs given in the price Lists, and will be produced in the time indicated by an Armorer/10. Add

+05% per Expertise Level below that and subtract -02% per Level above that.

Armorer's SR = 1/2 (DEX CPRS + STR CPRS) + 03% x Expertise Level. The SR can be used to determine the quality of magical arms and armor. Armorers of Expertise/10+ can repair magical arms, but at double the cost plus 25% per +1 magick increment over +1, upon gaining a successful SR. The SR can also be used as a measure of whether a desired weapon or piece of armor is available.

9.57 BLACKSMITH CRAFT

COST = 250 e.p. x Expertise Level.

Blacksmiths are skilled in the working of iron (and likely steel). They also know how to work many base metals-- lead, etc. Most activities involve the fashioning/repairing of metal items-- everything from horseshoes to ploughs, tools, and even metal pots. Repairs cost 10% to 25% of purchase price.

Blacksmith's SR = 1/2 (DEX CPRS + STR CPRS) + 02% x Expertise Level. The SR can be used to determine whether a Blacksmith can make/repair armor or weapons. If successful, he can do so at 1/3 the rate of an Armorer of equivalent Expertise. But good armor and weapons will carry a -10% penalty to the SR. Magical arms are beyond his capacities. He is more at home shoeing horses, fitting metal hoops around casks, or fashioning a shovel or scythe.

9.58 JEWELLER CRAFT

COST = 500 e.p. x Expertise Level.

Jewellers are able to fashion rings, brooches, bracelets, necklaces, amulets, tableware, and other items from precious metals. Silversmiths (DEX/12-15) specialize in items fashioned from silver, bronze, copper, and pewter. Goldsmiths (DEX/16-19) also specialize in items fashioned from very precious metals like gold, platinum, mithril, etc. The Jeweller-cutter (DEX/20+) can cut/set gemstones.

All Jewellers have the Thievish Skill EVALUATE LOOT. They also have the ability to recognize the ores of precious metals/gems and can smelt precious metals.

The ability of a Jeweller to produce a desired item is an SR equal to 1/2 (DEX CPRS + IQ CPRS) + 3% x Expertise Level. Items not in the Price Lists are non-standard and must be commissioned at a cost equal to 150% of the value of materials used plus 25% x Expertise Level of the Jeweller. Such items have that value once completed. The time required to produce each item will vary from as little as a day to a month or more, depending on its elaborateness. The SR is rolled at the end of the time to see if the work is finished. A failure means 'check back in another week'.

Jewellers also act as purchasers of bullion and will buy up to 1000 SP of precious metals per month plus 250 SP x population of the town x 1/1000. Gems will be bought by Jewellers, again at the rates given for precious metals each month. Bullion will be from 90% to 99% pure, with value in coin paid accordingly.

9.59 MONEYLENDERS & MONEYCHANGERS CRAFT

COST = 250 e.p. x Expertise Level plus ability to READ/WRITE and COUNT.

Moneylenders are the feudal equivalent of pawnbrokers. They will loan money at about 20% +5D6% of the value of the goods offered as collateral. Interest rates are about 2% per month for goods held up to 90 days before being put up for sale to liquidate the debt. If goods are to be pawned for longer periods, the rate goes up to 3% per month after 90 days. The amount of money that can be raised depends upon the population of the town and the Expertise Level of the Moneylender: Maximum Loan = 25 SP x (population/1000 + Expertise Level).

Used goods can be purchased in the Moneylender's shop at 70% + 3D6% of usual market value. Such goods may or may not be in the best of condition (Caveat Emptor), and the price is not up for Haggling. Moneylenders also have the Thievish Skill EVALUATE LOOT and may FENCE stolen goods once they know and trust the Thief offering them.

Moneychangers will change foreign coinage into the coin of the realm at a fee of 5%-10% of the value of the coins. The amount they can change is equal to the Maximum Loan level of a Moneylender (see above). They also have the Thievish Skill EVALUATE LOOT as a basic skill and use it to determine the value of any foreign coinage. (Foreign or old coins could be debased in value and worth a fraction of the face value). Whenever the value of coins is in question, local merchants will consult the Moneychanger for a definitive ruling.

9.60 SCRIBE CRAFT

COST = 250 e.p. plus ability to READ/WRITE and COUNT.

Scribes act as Copyists and Letter Writers for the illiterate in society-- which is just about everybody. Rates vary according to the service performed:

- Writing a Personal Letter: 1 SP per page
- Reading a Personal Letter: 7 CP per page
- Writing a Commercial Letter: 2 SP per page
- Keeping Business Accounts: 1 SP per 100 SP accounted
- Writing a Commercial Contract: 5 SP per page
- Writing a Will or other standard Legal Paper: 3 SP per page
- Notarizing a Commercial or Legal document: 5 CP to 2 SP.

The accuracy of the scribe depends upon his READ/WRITE and COUNT abilities. Each Expertise Level adds +1% to these abilities.

Characters who become Bankers, Interpreters, Master Merchants, Architects, Physicians, Scholar/Sages, Apocatharies, Astrologers, Alchemists, and any Mages specifically required to have a Book of Magick must study Scribe Craft.

9.61 FOOD PREPARATION

Food can always be a source of amusement and action in an FRP campaign. There is nothing to get a flagging gaming session going then the announcement that the party's cook has burned the venison stew again. Good food could also distract a hungry band of Orcs about to descend on the group. Most important, it adds color to the game and encourages interest in something besides fighting all the time.

Everyone has a chance of knowing something about food preparation. All PCs roll 1D100, with females adding +15 DM. If 'yes', roll on the Proficiency Areas— HC (Haut Cuisine) first. If one has Haut Cuisine, he has all the others too:

SOCIAL CLASS OF THE COOK	COOKING KNOWLEDGE	* PROFICIENCY AREAS IN FOOD PREPARATION									
		B	D	RH	VSS	SB	PFM	CFM	PPM	CS	HC
Royalty	.05%	05%	05%	05%	05%	05%	05%	05%	05%	05%	10%
High Noble.	.15%	05%	05%	05%	05%	05%	05%	05%	05%	05%	25%
Lower Noble.	.20%	10%	10%	10%	20%	20%	20%	30%	05%	15%	25%
Military.	.50%	30%	01%	30%	60%	45%	45%	45%	20%	05%	01%
Guildsman	.40%	20%	20%	20%	70%	30%	30%	65%	20%	30%	20%
Townsmen	.60%	20%	20%	20%	70%	40%	50%	65%	30%	10%	05%
Yeoman	.70%	20%	15%	60%	70%	80%	65%	65%	20%	05%	02%
Serf	.80%	10%	02%	60%	70%	80%	60%	60%	10%	01%	01%
Monk	.90%	35%	05%	90%	50%	10%	10%	20%	10%	05%	02%
Father = Cook.	.90%	75%	75%	75%	75%	75%	75%	75%	75%	75%	50%
Father = Chef	.95%	90%	90%	90%	90%	90%	90%	90%	90%	90%	75%
Goblin	.20%	05%	01%	01%	10%	45%	45%	45%	01%	—	—
Troll	.10%	—	—	—	10%	75%	75%	75%	01%	—	—
Giant	.20%	20%	01%	05%	30%	50%	50%	50%	05%	—	—
Vampire	.50%	75%	75%	75%	75%	75%	75%	75%	75%	75%	75%

- B** = **Baking Bread:** Ability to bake fresh bread, rolls, hard-tack.
- D** = **Making Desserts:** Ability to prepare cakes, pastries, pies, confections.
- RH** = **Knowledge of Roots & Herbs:** Ability to recognize many common roots and herbs, and also to use them in cooking.
- VSS** = **Cooking Vegetables:** Ability to prepare vegetable dishes, soups, and stews.
- SB** = **Skinning & Boning:** Ability to remove the skin from game, clean it, and remove bones, etc. This is applied to domestic and game animals. The skill includes PFM (preparing Fresh Meat) if rolled initially.
- PFM** = **Preparing Fresh Meats:** The ability to cut up meat into proper and attractive 'cuts'—steaks, chops, roasts, etc., for cooking.
- CFM** = **Cooking Fresh Meat:** Ability to cook roasts, fry, broil, etc.
- PPM** = **Preparing Preserved Meats:** The ability to prepare hams, bacon, sausages, salted pork, beef, or fish, so that it will not spoil readily.
- CS** = **Cooking with Spices:** The ability to use spices, herbs, etc., to good effect. This includes RH (Roots & Herbs) if rolled initially.
- HC** = **Haut Cuisine:** Wide knowledge of all areas of cooking, with a +10% to success chances.

The base chance of success at any cooking task is 10% plus the following DMs:

Per Experience Level in Cooking	+02%
Skill with Spices & Seasonings.	+10%
Haut Cuisine Quality	+10%
Professional Cook/Chef	+10%

Food skills can be learned at 100 e.p. per experience level per skill. A PC with Haut Cuisine learns all 10 skill areas at 500 e.p. or 50 e.p. per area. Note: Haut Cuisine is not a 'skill' in itself but rather expresses



a broad knowledge. Characters without HC at first can develop it once they have mastered all 10 skill areas to experience level/10.

Food skills must be practised as well as purchased with e.p. PCs with food skills must actively cook on expeditions, adventures, etc.

SUCCESSFUL COOKING TASK: ROLL 1D100

- 01-20 = Food is passable, but hardly anything to comment favorably on.
- 21-60 = Food is average, not outstanding but adequate and satisfying.
- 61-80 = Food is good— the kind one wants for seconds.
- 81-90 = Food is great— fit for a proper feast.
- 91-100 = Food is excellent— true Haut Cuisine fit for a Royal table.

The same DMs are applied as given for the basic success roll.

FAILED COOKING TASK: ROLL 1D100

- 01-30 = Food is virtually inedible. A CON CR-9 is required to get it down.
- 31-60 = Food is burned, scorched, too salty, flat, doesn't look/smell quite right, etc. Complaints are clearly in order. CON CR-4 is required.
- 61-80 = Food is not what one expected— not really poor, but far from good. A passing complaint is in order, and the food is eaten without enthusiasm. Seconds are not requested.
- 81-100 = Food is all right, considering that it isn't up to scratch. Some grumbling is heard, and serious thought is given about turning down seconds.

The same DMs are applied as given for the basic success roll.

In addition, Food at 01-30 has a chance of causing stomach complaints 3-6 hours later on a failed CON CR-6, as does Food at 31-60 on a failed CON CR-2. Other 'improvisation' in this area is clearly open to the Game Master.

10 Character Experience and Advancement

The success of a Character in meeting the problems and challenges of life is measured in terms of experience points (e.p.) won for the accomplishment of specific tasks or engaging in specific activities. As the experience points accumulate, the Character rises in Experience Level and becomes more able than before.

The following tables give the experience levels attained as experience points accumulate:

EXPER LEVEL	EXPERIENCE ACCUMULATED	EXPER FACTOR	MAGICK LEVEL	SPELL CASTING LEVEL
1	0	0	1	1
2	2500	0.25	1	1
3	5000	0.5	1	1
4	10,000	1	1	1
5	25,000	2.5	1	1
6	50,000	5	2	1
7	75,000	7.5	2	2
8	100,000	10	3	2
9	150,000	15	4	2
10	200,000	20	5	3
11	250,000	25	6	3
12	300,000	30	7	4
13	350,000	35	8	4
14	400,000	40	9	5
15	450,000	45	10	5
16	500,000	50	11	6
17	575,000	57.5	12	6
18	650,000	65	13	7
19	725,000	72.5	14	7
20	800,000	80	15	8
21	900,000	90	16	8
22	1,000,000	100	17	9
23	1,100,000	110	18	9
24	1,200,000	120	19	10
25	1,300,000	130	20	10
26	1,400,000	140	21	10+
27	1,500,000	150	22	10+

Experience Level/27 is the maximum level to which any Character can advance. However, each additional 100,000 e.p. brings PCF and PMF bonuses of +1:

PCF BONUSES: The Personal Combat Factors of Fighters rise by 1.5 per Exper. Lvl., and those of Non-Fighters by +1.

PMF BONUS: The Personal Magick Factor of Magicians rise by +2 per Experience Level.

BODY BONUS: The Body Level of Characters rises by +1 per Exper. Level to Exper./17 (see 5.04, page 31).

FATIGUE BONUS: The Fatigue Level of Characters rises by +1 per Exper. Lvl. to Exper./17 (see 5.04, page 31).

10.01 SPECIAL EXPERIENCE POINT AWARDS

GameMasters should encourage good role playing. Players who operate their PCs in character and attempt to create a true personality for their PCs separate from their own should receive bonus awards during adventures. Such awards should be based upon their performance and can range up to several hundred experience points (100 to 500, depending on the quality of performance). The standards used to make such awards should include:

1. Does the Character have a personality recognized different from that of the Player?
2. Does the Character act according to what we would know and understand, rather than what the Player knows and understands?
3. Does the Character have a developed background and set of goals which he actively pursues in the campaign?
4. Do the Character's exploits reflect his personality, knowledge, background, and goals as a personality existing in the fantasy world? Specifically, are his deeds, foibles, mistakes, etc., what Conan or Sir Gawain or Anachronus Archimage would be expected to do under the circumstances?
5. Do other Players recognize and enjoy the quality of the role play and respond in kind or else applaud the performance?

10.02 EXPERIENCE POINT AWARDS

Experience points are awarded for a large number of accomplishments. This section presents the awards for defeating enemies and acquiring treasure.

All combats bring an e.p. award based upon the participation of the Character in the actual battle—exposing himself to enemy attacks while striking blows against the foe:

- (1) If in single combat, all e.p. are awarded to the victor according to his Character class.
 - (2) If in multiple combat, e.p. are shared equally among the active participants in each combat victory. For instance, if two PCs defeated a monster worth 2500 e.p., each could win up to half the e.p., depending upon the effect of his Character class on the award.
- Combat awards are divided into several categories:

SLAYING

The killing of an enemy in pitched battle—fair fight.

VANQUISHING

Incapacitating or otherwise bringing about the surrender of an enemy, who is spared. Ransom is often the object.

MURDERING

The killing of a captured enemy—effectively dispatching him to avoid inconvenience or else later treachery.

BACKSTABBING

The killing of an enemy through stealthy and unheroic tactics like garroting, throat-cutting while sleeping, sneaking up from behind to stab with a knife, etc. Only Thieves, Assassins, and Foresters on penetration missions will gain significantly from such conduct. Muggings are also included in this category.

Awards are also available for the acquisition of treasure by **direct action** (as opposed to routine earnings):

BATTLE LOOT

Wealth acquired through defeating an enemy and acquiring his possessions as booty. Wealth brings up to 1 e.p. per Silver Pennyworth (SP) acquired. Material goods are valued at 25% of their list value in the Price Lists, unless they bear directly upon the vocation of the Character—in which case they are worth 50%. Armor, for instance, is worth 50% to a Fighter, but 25% to non-combatant types. Money is always rated at 100% of value, as are gems.

RANSOM

Money acquired through capturing an enemy and holding him to ransom is always rated at 100% of SP value.

STOLEN LOOT

Money or goods acquired through theft or robbery. Goods are rated as for **Battle Loot**.

EARNED WEALTH

Money earned by the practice of one's trade by **direct action** (as opposed to routine earnings). For example, a Troubadour literally sings for his supper in an actual situation arising in an adventure. This category is restricted to only a few Character classes.

The following table represents the percentages of the full e.p. award possible for defeating enemies or acquiring treasure. The amount of the awards depends upon the appropriateness to the Character class and the situation:



CLASS	SLAY FOE	VANQ FOE	MURDER FOE	BKSTB FOE	BATTLE LOOT	RANSOM	STOLEN LOOT	EARNED WEALTH
KNIGHT/SQUIRE	100%	100%	10%	10%	50%	100%	00%	00%
SERGEANT-AT-ARMS	100%	50%	10%	10%	50%	50%	00%	00%
MAN-AT-ARMS	100%	50%	20%	20%	50%	50%	00%	00%
YEOMAN-AT-ARMS	100%	50%	20%	20%	25%	25%	00%	00%
PETIT SERGEANT	100%	75%	10%	10%	50%	50%	00%	00%
FORESTER	100%	50%	20%	50%	25%	25%	00%	00%
MILITIAMAN	75%	50%	20%	20%	25%	25%	00%	10%
BARBARIAN WARRIOR	100%	100%	10%	10%	50%	50%	00%	00%
MERCHANT-ADVENTURER	75%	50%	20%	20%	50%	25%	10%	10%
MAGICIAN	25%	25%	25%	25%	25% ¹	00%	00%	10%
CLERIC	50% ²	50% ²	00%	00%	50% ³	00%	00%	10% ³
MONASTIC	50% ²	50% ²	00%	00%	50% ³	00%	00%	10% ³
ASSASSIN	100%	100%	20%	100%	50%	50%	50%	00%
BRIGAND	100%	50%	20%	50%	100%	50%	50%	00%
THIEF	50%	50%	20%	50%	50%	50%	100%	00%
GENERAL CHARACTER	50%	25%	25%	20%	50%	50%	00%	10%
ELF	100%	100%	00%	00%	00%	00%	00%	00%
DWARF	100%	50%	20%	20%	100%	100%	00%	10%
WERECREATURE ⁴	100%	00%	100%	100%	00%	00%	00%	00%
VAMPIRE	100%	100%	100%	100%	00%	00%	00%	00%
GOBLINS	100%	50%	25%	25%	50%	50%	25%	00%
TROLL/GNOLL	100%	50%	25%	50%	100%	100%	25%	10%
OGRE	100%	50%	50%	50%	100%	50%	00%	00%
GIANT	100%	50%	25%	00%	50%	50%	25%	00%

- (1) Awarded if items are of use in magical enchantments, etc.
- (2) Awarded only when fighting enemies of Mankind or the Church.
- (3) Awarded only if the major portion is donated to the Church or the poor (a small sum may be retained for personal maintenance).
- (4) Awarded when the Character is in his werecreature form; otherwise as for his usual Character class.

Haeflings receive awards according to the Character class selected. Combination Characters, like Elves (usually Fighter-Mages or Fighter-Clerics) receive awards which are most advantageous to them.

Magicians double their experience awards for defeating enemies if they use Magick alone (no physical action). In such instances, **vanquishing** will include successfully gaining control of another so that he is unable to avoid doing the Magician's bidding for a significant period of time (Geas, etc.).

10.03 SPECIALIZED EXPERIENCE AWARDS

In addition to the general experience awards for defeating enemies and obtaining treasure, each Character class enjoys specialized awards for performing certain types of actions. These are detailed below, according to the Character class.

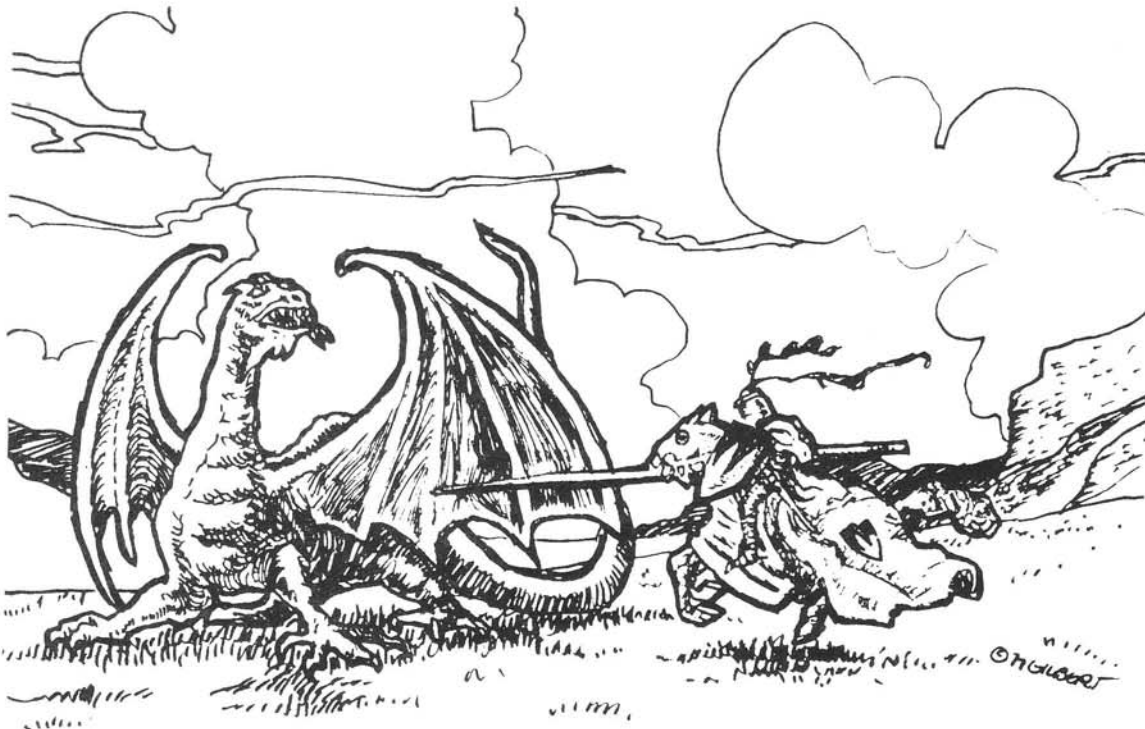
10.04 KNIGHTS & FIGHTING MEN

The following Character classes may benefit from awards made under the provisions of this section:

KNIGHTS	MILITIAMEN	VAMPIRES
SQUIRES	WARRIORS	GOBLINS
SERGEANTS-AT-ARMS	ADVENTURERS	TROLLS
MEN-AT-ARMS	ELVES	GNOLLS
YEOMAN-AT-ARMS	DWARVES	OGRES
FORESTER	WERECREATURES	GIANTS

Experience point awards are multiplied by the Experience Level of the Character, unless otherwise indicated.

Honors are also awarded to Fighters in time of war or for deeds of great valor or chivalry. Each 100 Honor Points = +1 Status Point to be added to one's social ranking index.



DEED OF VALOR HONOR

BEING A WARRIOR0
 ON AN ADVENTURE0
 GOING TO WAR10
 GOING ON CRUSADES100

LEADING A FORCE^a10
 LEADING A 'BATTLE'^a50
 LEADING AN ARMY^a100

WIN A BATTLE^b25
 WIN A SKIRMISH^c0
 CAPTURE SFMH25
 CAPTURE LFMH50
 CAPTURE SHELL KEEP75
 CAPTURE CASTLE/I100
 CAPTURE CASTLE/II125
 CAPTURE CASTLE/III150
 CAPTURE CASTLE/IV175
 CAPTURE CASTLE/V200
 CAPTURE CASTLE/VI250
 CAPTURE TOWN/2505
 CAPTURE TOWN/50010
 CAPTURE TOWN/100020
 CAPTURE TOWN/150030
 CAPTURE TOWN/200040
 CAPTURE TOWN/250050
 CAPTURE TOWN/3000100
 CAPTURE TOWN/4000120
 CAPTURE TOWN/5000140
 CAPTURE TOWN/6000170
 CAPTURE TOWN/7000190
 CAPTURE TOWN/8000210
 CAPTURE TOWN/9000230
 CAPTURE TOWN/10,000300
 CAPTURE TOWN/12,500350
 CAPTURE TOWN/15,000450
 CAPTURE TOWN/17,500500
 CAPTURE TOWN/20,000550
 CAPTURE TOWN/25,000650
 CAPTURE TOWN/30,000750
 CAPTURE TOWN/40,0001000

HONORABLE WOUNDS1

CHAMPIONING A LADY^d HONOR

DEED OF VALORx3
 RESCUE DAMSEL50+5D10
 RESCUE DAMSEL20

DEEDS IN TOURNAMENT^e HONOR

PER JOUSTING CONTEST1
 PER MELEE1
 PER PAS DES ARMES1
 PER LANCE BROKEN2
 PER CORONEL2
 PER CREST10
 PER INFERIOR OPPONENT
 UNHORSED IN JOUSTS5
 PER EQUAL OPPONENT
 UNHORSED IN JOUSTS10
 PER SUPERIOR OPPONENT
 UNHORSED IN JOUSTS15
 PER VICTORY IN PAS
 DES ARMES OR MELEE10
 PER CAPTURE IN THE
 MELEE10
 CAPTURE OF OPPOSITION
 BANNER IN MELEE25
 CAPTURE OF OPPOSITION
 LEADER IN MELEE50
 WINNING THE JOUST50

EXPERIENCE AWARD

Exper. Lvl x 1/day, OR
 Exper. Lvl x 2/day, OR
 Exper. Lvl x 3/day, OR
 Exper. Lvl x 4/day

Exper. Lvl x 5/day (min. 20 men), OR
 Exper. Lvl x 10/day (min. 200 men), OR
 Exper. Lvl x 15/day (min. 1000 men)

Exper. Lvl x 50 (triple for Commander), OR
 Exper. Lvl x 20 (double for Commander), OR
 Exper. Lvl x 25 (double for Commander), OR
 Exper. Lvl x 50 (double for Commander), OR
 Exper. Lvl x 75 (double for Commander), OR
 Exper. Lvl x 100 (double for Commander), OR
 Exper. Lvl x 125 (double for Commander), OR
 Exper. Lvl x 150 (double for Commander), OR
 Exper. Lvl x 175 (double for Commander), OR
 Exper. Lvl x 200 (double for Commander), OR
 Exper. Lvl x 250 (double for Commander), OR
 Exper. Lvl x 5 (double for Commander), OR
 Exper. Lvl x 10 (double for Commander), OR
 Exper. Lvl x 20 (double for Commander), OR
 Exper. Lvl x 30 (double for Commander), OR
 Exper. Lvl x 40 (double for Commander), OR
 Exper. Lvl x 50 (double for Commander), OR
 Exper. Lvl x 65 (double for Commander), OR
 Exper. Lvl x 80 (double for Commander), OR
 Exper. Lvl x 100 (double for Commander), OR
 Exper. Lvl x 130 (double for Commander), OR
 Exper. Lvl x 150 (double for Commander), OR
 Exper. Lvl x 170 (double for Commander), OR
 Exper. Lvl x 190 (double for Commander), OR
 Exper. Lvl x 225 (double for Commander), OR
 Exper. Lvl x 250 (double for Commander), OR
 Exper. Lvl x 300 (double for Commander), OR
 Exper. Lvl x 325 (double for Commander), OR
 Exper. Lvl x 350 (double for Commander), OR
 Exper. Lvl x 400 (double for Commander), OR
 Exper. Lvl x 450 (double for Commander), OR
 Exper. Lvl x 500 (double for Commander)

10 e.p. per wound point suffered

EXPERIENCE AWARD

As for Deed of Valor
 Exper. Lvl x 100 (Damsel of noble rank)
 Exper. Lvl x 25 (Damsel not of noble rank)

EXPERIENCE AWARD

50 e.p. per contest
 100 e.p. per melee
 100 e.p. per pas des armes
 20 e.p. per spear hit ('L')
 20 e.p. per coronel
 Exper. Lvl x 50 (victory in contest)

Exper. Lvl of Opponent x 20

Exper. Lvl of Opponent x 25

Exper. Lvl of Opponent x 30

Exper. Lvl of Opponent x 20

Exper. Lvl of Opponent x 20

100 + 6.D100 e.p.

Exper. Lvl of Opponent x 50

—

- (a) Command involves actively leading troops in the field. Nominal Commanders do not share in Honors, only leaders who fight alongside their men or who are active in determining mass battle outcomes. Note: a 'battle' is a 'battalion' or moderately large unit of men from 200 to almost 1000 men. Army command is always restricted to the Supreme Commander and Commanders with over 1000 men.
- (b) A battle is defined as a major action involving at least 200 men on a side in pitched battle, or else a serious siege repulsed by the defenders. Victories in sieges are rated according to the fortification or town captured. Note that Commanders triple or double both Honors and experience awards for victories.
- (c) A skirmish is defined as a small action involving less than 400 men.
- (d) Championing a Lady is restricted to Knights.
- (e) Deeds in a Tournament are restricted to Knights and Squires.

Non-chivalric Characters receive only 1/2 the Honors indicated, except for Going to War or a Crusade. These exceptions are also restricted to one award for fighting season (once per year).

Two deeds of valor deserve special attention. The first man in the breach of a wall (both attacker and defender) or the first attacker onto a wall during an assault is placed in a position of extreme peril. The enemy will attempt to dislodge such individuals with savage attacks/counterattacks. Thus an award of Honors and experience is given equal to Winning a Battle as if one is a Commander.

10.5 MAGICIANS

Any Character who performs magical tasks (enchantments, learning of spells, spell casting, etc.) may benefit from awards made under the provisions of this section.



MAGICAL TASK

BEING A MAGICIAN	Exper. Lvl x 1/day, OR
ENCHANTMENT OF MATERIALS	Exper. Lvl x 3/day, OR
ENCHANTMENT OF MAGICAL DEVICE	Exper. Lvl x 4/day, OR
ENCHANTMENT OF MAGICAL WRITINGS	Exper. Lvl x 4/day, OR
LEARNING A MAGICAL SPELL	Exper. Lvl x 5/day

MEDITATION	MKL x 1/day (when Enhancing Spell)
FASTING	MKL x 1/day (when Enhancing Spell)

LEARN BMR/1 SPELL TO BMR/E	Exper. Bonus = 100
LEARN BMR/2 SPELL TO BMR/E	Exper. Bonus = 200
LEARN BMR/3 SPELL TO BMR/E	Exper. Bonus = 400
LEARN BMR/4 SPELL TO BMR/E	Exper. Bonus = 700
LEARN BMR/5 SPELL TO BMR/E	Exper. Bonus = 1000
LEARN BMR/6 SPELL TO BMR/E	Exper. Bonus = 1400
LEARN BMR/7 SPELL TO BMR/E	Exper. Bonus = 1800
LEARN BMR/8 SPELL TO BMR/E	Exper. Bonus = 2200
LEARN BMR/9 SPELL TO BMR/E	Exper. Bonus = 2600
LEARN BMR/10 SPELL TO BMR/E	Exper. Bonus = 3000

ENCHANT BMR/0 MATERIAL TO BMR/E	Exper. Bonus = 100 (Cum. to BMR/E = 100)
ENCHANT BMR/1 MATERIAL TO BMR/0	Exper. Bonus = 100 (Cum. to BMR/E = 200)
ENCHANT BMR/2 MATERIAL TO BMR/1	Exper. Bonus = 100 (Cum. to BMR/E = 300)
ENCHANT BMR/3 MATERIAL TO BMR/2	Exper. Bonus = 100 (Cum. to BMR/E = 400)
ENCHANT BMR/4 MATERIAL TO BMR/3	Exper. Bonus = 100 (Cum. to BMR/E = 500)
ENCHANT BMR/5 MATERIAL TO BMR/4	Exper. Bonus = 150 (Cum. to BMR/E = 650)
ENCHANT BMR/6 MATERIAL TO BMR/5	Exper. Bonus = 150 (Cum. to BMR/E = 800)
ENCHANT BMR/7 MATERIAL TO BMR/6	Exper. Bonus = 150 (Cum. to BMR/E = 950)
ENCHANT BMR/8 MATERIAL TO BMR/7	Exper. Bonus = 150 (Cum. to BMR/E = 1100)
ENCHANT BMR/9 MATERIAL TO BMR/8	Exper. Bonus = 200 (Cum. to BMR/E = 1300)
ENCHANT BMR/10 MATERIAL TO BMR/9	Exper. Bonus = 200 (Cum. to BMR/E = 1500)

Materials Enchantment Bonuses are awarded per 0.5 dr. of materials under enchantment.

CAST SUCCESSFUL SPELL	Exper. Lvl x Casting Lvl.
RAISE DEMON	Stamina Expended x Demon Lvl. x 5

ALCHEMETICAL PROCESSES

Alchemists receive a set experience bonus when they successfully perform alchemical operations for the first time (see 17.10). After-

ward, they receive 10% of that bonus for each subsequent operation of the same type. Since Alchemists can learn spells and put them into alchemical compounds, they receive experience as for other Magicians when performing such tasks.

CONJURATION

Conjurors make a brew for their Magick. The Cauldron can enchant materials at the same rate as indicated for the Conjuror's Magick Level (MKL), and experience is given to the Conjuror for such an operation.

10.06 CLERICS

Priests and Monks always compute experience according to the following guidelines, and any other Character who has a quasi-religious or religious status (as, for instance, an Elf Cleric or a Shaman-Medicine Man of a tribal society) also benefits from the awards made under the provisions of this section.

CLERICAL TASK	EXPERIENCE AWARD
BEING A CLERIC	Exper. Lvl x 2/day, PLUS
PIETY/19-20	+5/day
PIETY/17-18	+3/day
PIETY/15-16	+1/day

ACT OF FAITH.	10D10 e.p. per 'miracle'
SANCTIFY OBJECT	As for Magical Enchantment
WRITE HOLY MANUSCRIPTS.	5 x Daily Experience
PREPARE 'WATER OF LIFE'	3 x Daily Experience
PREPARE 'WATER OF HEALING'	7 x Daily Experience
PREPARE 'WATER OF GREAT HEALING'	10 x Daily Experience
CURE WOUNDS	Exper. Lvl x Hit Points Cured x 2
CURE DISEASE	Exper. Lvl x 50
REMOVE CURSE	Exper. Lvl x 10D10
EXORCISM	Exper. Lvl x Demon Lvl x 20D10
FASTING & PRAYING	2 x Daily Experience (no other activity)
VISIONS.	20 x Daily Experience (max. once per month)

10.07 THIEVES & ASSASSINS

Any Character who is a Thief or Assassin may benefit from the provisions of this section, including Adventurers in the Entertainers class who acquire Thievish Skills. (Other Characters with Thievish Skills do not benefit experience-wise, only in terms of what they accomplish in the gaming situation itself to gain the desired advantage).

THIEVISH TASK	EXPERIENCE AWARD
BEING A COMMON THIEF.	Exper. Lvl x 1/day, OR
BEING A BRIGAND/ASSASSIN.	Exper. Lvl x 2/day, OR
THIEF/BRIGAND/ASSASSIN ON A RAID.	Exper. Lvl x 3/day (This does not include casual pickpocketing, muggings, etc., only extended operations).

In addition, specialized awards are given for specific tasks:

PICKING POCKETS: Thieves add +20% to awards for Stolen Loot.

BURGLARY: Thieves add +20% to awards for Stolen Loot.

ROBBERY: Brigands in a gang/robber band add +20% to awards for Stolen Loot when mugging or engaged in armed robbery (on the highway, etc.). If mugging, no award is given for slaying or vanquishing a foe if the victim is accidentally killed—the idea being to avoid serious violence.

PICKING LOCKS: Thieves receive the full awards (see **Pick Lock TES, 9.27**) for picking locks. Brigands receive 1/4 award. Assassins receive the full award.

DISARM TRAPS: All Thievish classes receive 5 e.p. x sum of Trap SRM plus Lethal Damage possible.

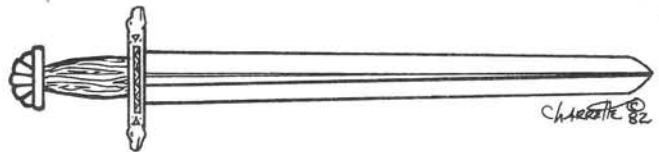
DETECT TRAPS: All Thievish classes receive 10% of the value of a Trap e.p. award if a trap is detected. If the Thief disarms it as well, award only the disarm award if successful (or the 10% if unsuccessful).

DETECTED CRIMES OF STEALTH: Picking Pockets, Muggings, Burglaries, and Backstabbings are supposed to be crimes performed without the victim's being aware they are happening, or without witnesses seeing the illegal act. If the Thief, Brigand, or Assassin is detected/witnessed performing the act, no experience will be awarded. Also, if forced to flee, the Thief must 'lie low' until the 'heat' is off. Detected Brigands who have managed to disguise their true craft up to the time of detection will be declared Outlaw if they are recognized. Assassins gain full experience for their mission only if they can evade capture and questioning under torture for information about their employees.

10.08 EXPERIENCE BONUSES FOR FORTUNE'S FAVOR

If a Character is in a vocation which is favored by the stars, he can gain additional experience bonuses. Similarly, when engaged in a profession that is unfavored, he may receive less than the normal experience awards.

The Astrological Table in 4.01 determines the Omens at Birth, and the percentages in the table are the bonuses to be added to the basic experience award whenever a Character is in the right field of endeavor.



10.09 PRO-RATING A C&S CHARACTER ENTERING THE GAME

Many FRP games assume that all Player Characters must enter the action at a level of total inexperience. There is simply no valid reason for this, other than a notion that it is somehow fair for everyone to start from the same point. Now, if the game is seen as only a contest between competitors in a tournament-style game in which prizes are at stake, starting even might make sense.

Chivalry & Sorcery differs from most FRP games in that we begin with a complete world, in which a vast range of adventures are possible. It is possible that a Character has lived up to 35 years before he actively enters the campaign. In that time, he would have acquired considerable experience and proficiency in his chosen vocation. He might even be a person of considerable power and wealth.

The following table presents the experience that a moderately successful Character might have had by the time he reaches a given age. Roll 1D100 and consult the table to find the PC Age and the Accumulated Experience Points. Note that provision is made for poor, neutral, and well-aspected Birth Omens. Also, Well-Aspected Births add +15 DM; Neutral Aspects add +05 DM. Roll 1D100:

		EXPERIENCE POINTS ACCUMULATED DURING NON-PLAY						
1D100 RESULT	PC AGE	POOR ASPECT (-05%)	NEUTRAL ASPECT (+00%)	GOOD ASPECT (+05%)	GOOD ASPECT (+10%)	GOOD ASPECT (+15%)	GOOD ASPECT (+25%)	TOTAL DAYS
01-04	13	1400	1500	1600	1700	1800	1900	365
05-08	14	3200	3500	3900	4300	4700	5400	730
09-12	15	7000	7800	8700	9500	10,600	12,500	1095
13-17	16	12,500	11,700	13,400	17,000	18,600	21,200	1460
18-23	17	19,100	18,600	20,700	24,600	27,000	31,200	1825
24-30	18	25,800	25,700	28,800	34,100	37,100	42,200	2190
31-38	19	34,100	34,500	38,000	43,700	47,200	53,800	2555
39-47	20	42,400	43,300	47,200	54,000	58,800	67,000	2920
48-57	21	50,900	52,500	57,700	65,600	71,000	81,200	3285
58-66	22	60,900	63,100	68,800	77,700	84,600	96,700	3650
67-74	23	71,000	73,700	80,800	91,400	98,900	114,000	4015
75-81	24	78,100	84,600	93,800	105,800	115,100	132,000	4380
82-87	25	89,900	97,000	108,000	121,500	131,500	150,000	4745
88-92	26	100,800	110,800	123,000	137,200	147,900	170,000	5110
93-96	27	114,300	125,000	138,000	153,200	166,100	190,000	5475
97-98	28	127,800	139,200	153,300	170,900	184,600	211,400	5840
99	29	141,300	153,900	170,200	188,600	203,500	234,200	6205
00	30	155,500	170,000	187,100	207,200	225,000	260,000	6570

The Player may allocate the experience points in any manner he wishes in order to purchase Experience Levels and Experience Skills expertise. The Player should decide on the balance he wishes to strike between the Experience Level the Character has attained upon entrance into the game and the Skills proficiency he might desire for his PC in specialized areas.

10.10 EXAMPLE PRO-RATING: FIGHTING MAN

Suppose that a Character is a Yeoman with good aspects at birth for a combat vocation (Birth Omens = Leo with +25% to experience in a combat vocation). He rolls 52 on 1D100, which is raised +15 by the good aspects DM to 67. The Character is thus 23 and has accumulated 114,000 e.p. in the 4015 days in which he has received active training and life experiences of value to him.

The Player has quite a few options open. Experience/8 costs 100,000 e.p., leaving 14,000 e.p. for expenditure on various extra Skills. However, suppose the Player wishes to round out the Experience Skills more fully. He expends only 75,000 e.p. to purchase Experience/7 (see 10.01 for the Experience Levels requirements). This leaves a very substantial 39,000 e.p. for the purchase of Skill Levels.

At this point, let us take stock of the Experience Skills which the Character will automatically acquire. In our example, the PC is the son of a Petit Sergeant. He is regarded as having spent a good part of his time on the land, so he will have his choice of 6 Agricultural Experience Skills (see 9.53) confirmed to Experience/7. Because his father is a militia Sergeant-at-Arms (a Petit Sergeant is virtually a petty Knight in his equipment and has lands sufficient to support him in the role of armored cavalryman), the Character will have RIDING SKILL confirmed (see 9.17). Indeed, his father likely raises horses, so the skill is a natural one to possess.

A good portion of the 39,000 e.p. is earmarked for development of Fighting Skills (see 9.10 - 9.19), as the Character is 4th in line of inheritance in his family and has taken service with the local Lord as a Sergeant-at-Arms.

FAVORED WEAPONS

The PC has 5 favored Weapons as the son of a Petit Sergeant and as a Sergeant himself. He chooses the Longbow (Petit Sergeants are a kind of high-grade Yeoman), Light Sword, Norman War Axe, Dagger/Poignard, and Spear (which includes the Hunting Spear, Boar Spear, and Thrusting Spear, as all are little different). To augment his Favored Weapons, he adds the Chivalric Lance, Mace/Martel, Greatsword, and Battleaxe. Each additional weapon costs $3 \times 1100 = 3300$ e.p., for a total of 13,200 e.p. We assume that he has confirmed his skill with victories over enemies. Also, since he is a Fighting Man by class, he automatically knows the use of the Shield as an active offensive/defensive weapon.

WEARING METAL CUIRASS

$3 \times 1100 = 3300$ e.p. for confirmed skill.

WEARING HAUBERK

$3 \times 1100 = 3300$ e.p. for confirmed skill.

FIGHTING AMBIDEXTROUSLY

$2000/\text{DEX } 18 \times \text{Experience Level } (1 + 2 + 3 + 4 + 5 + 6 + 7) = 3110$ e.p. He is committed to expend $111.1 \times \text{Exper. Lvl}$ hereafter to maintain the skill.

HURLING WEAPONS

$3 \times 1100 = 3300$ e.p. for confirmed skill with each of the following weapons: Hunting Spear; War Axe = 6600 e.p. total.

WRESTLING & FISTICUFFS

3×1100 e.p. = 3300 e.p. for confirmed skill.

MOUNTED COMBAT

$3 \times 1100 = 3300$ e.p. for confirmed skill.

Some 2890 e.p. remain for expenditure elsewhere. These are devoted to several useful Thievish Skills:

DETECT HIDDEN OBJECT

Experience/7 = 1700 e.p.

DETECT THIEF

Experience/7 = 700 e.p.

There remain 290 e.p., which are returned to the Accumulated Total, for 75,290 e.p.

The PC can thus be rated for Experience/7 in his various Skills. His other qualities (PCF, Body, and Fatigue Levels, for instance) are also rated for Experience/7.

10.11 EXAMPLE PRO-RATING: MAGICIAN

A Magician is somewhat more complex a person to pro-rate. The main problem lies in deciding what to spend a good portion of one's time on-- learning and mastering spells or enchanting one's Magick Focus.

Suppose that a Character is a Magician with Birth Omens = well aspected Sagittarius with +15% to experience. He is an Enchanter. He rolls 71 on 1D100, which is raised +15 by the good aspects DM to 86. The PC is thus 25 and has accumulated the rather staggering total of 150,000 e.p. in 4745 days.

The time (4745 days) is the significant factor in determining what the Magician has accomplished in his field. Our Character decides to focus all of his attention on the Arcane Arts, bringing his magical prowess up to the maximum levels possible for Experience/9, which can be purchased with the 150,000 e.p.

His Magick Level is thus MKL/4, Spell Casting Level/2, and Experience Factor/15.

Let us consider his IQ/20, BARD/22, and FER/17, and the effect these three Prime Requisites have on his Personal Magick Factor (PMF). With IQ/20, there is no effective upper limit on his Spell Learning capacities, and his ability to READ and to REMEMBER will be very high. With BARD/22, his Second Requisite Factor is a healthy 10. $\text{PMF} = 0.1$ (Astrological Factor + Ferocity CPRS) + Second Requisite Factor. Substituting, we have $\text{PCF} = 0.1 (15 + 17) + 10 = 13.2 = 14$ (rounding up). Correcting to Experience/9, we find that there is a PMF Bonus of +18, so the Character has $\text{PMF}/28$. (Players should see 16.0 - 16.18 for the details). This is a powerful magical proficiency. With MKL/2, the Character can extend the duration of many spells 8 times their usual minimums. His casting range is 110 feet, and he has a considerable ability in manipulating matter through magical enchantments. (See 16.05).

Most significant, he has a considerable amount of time to spend on learning spells and enchanting his magical devices.

To enchant his Focus (see 16.15), the Enchanter requires:

MATERIAL	BMR	WT.	COST ^a
MERCURY	.2	0.1	25
ONYX	.4	1ct ^b	10
WILLOW	.5	1.0	0.08
ORCHID	.2	0.05	25
SPRING WATER	.2	0.1	—
APE SKIN	.6	0.1	0.6
IBIS BONE	.4	1.0	1
COPPER	.4	0.1	0.4
TOPAZ	.3	1ct ^b	12
PINE	.5	1.0	0.08
SANDLEWOOD	.3	0.05	3
LAKE WATER	.6	0.1	—
DOVE SKIN	.6	0.1	0.6
SWAN BONE	.4	1	0.04
SILVER	.3	0.1	10
EMERALD	.4	1ct ^b	20
LOTUS	.3	0.1	25
FRANKINCENSE	.1	0.05	50
RAIN WATER	.6	0.1	—
DOG SKIN	.6	0.1	0.6
DOG BONE	.4	1.0	0.04
SAPPHIRE	.4	1ct ^b	20

(a) Cost is in SP.

(b) 1 caret = 0.05 dr. equivalent.

Players should see 12.19 - 12.27 in the Price Lists for the Magical Materials listed here. The Focus costs 203.44 SP, quite a modest price for a Magical Device of Power.

A Magician can Enchant 0.5 dr. of materials for each Magick Level he attains. (See 16.14). He may also Enchant several materials at a time, provided they are all at the same BMR or Basic Magick Resistance and do not exceed his Enchantment weight limits.

Since our Enchanter will be at Magick Level/1 (MKL/1) until he attains Experience/6 with 50,000 e.p., his first 2555 days will have an Enchantment limit of 0.5 dr. of materials at a time.

The best way to approach Enchantment is to group the materials by BMR:

BMR/6 Materials: 0.5 dr.	BMR/3 Materials: 0.3 dr.
BMR/5 Materials: 2.0 dr.	BMR/2 Materials: 0.25 dr.
BMR/4 Materials: 3.25 dr.	BMR/1 Materials: 0.05 dr.

At this point, it should be noted that being a Magician involves the use of brains and a clear plan that gets the maximum distance. If Players examine the Enchantment table in 16.07, they will see that the lower the Magick Level and the higher the Basic Magick Resistance, the longer the time required to perform an Enchantment. Thus it would be foolish to attempt to Enchant high BMR materials when one is at his worst. It is also inefficient to Enchant less than the amount of material one can Enchant at a given time.

Players are urged to think out what they are going to do. If one has only 0.05 dr. of BMR/1 materials, for example, why not add in 0.45 dr. of other materials not needed at the moment, but which could be of use later on? That way, 0.5 dr. worth of Enchanted material is obtained in the same time period, not fractional amounts, and a later Enchantment of the other materials is avoided. This saves valuable time.

Again, don't start with high BMR materials when one's Enchantment capacities are lowest. Consider the time required to enchant 0.5 dr. of BMR/6 materials at Magick Level/1 (MKL/1), as given in the table in 16.07. It is a horrendously long 439 days! Our Enchanter would reduce this to 0.9 because of his +15% Astrological Bonus or 395 days. Still, the time is too great. Note that if he waited until he attained MKL/2, the time would be $0.9 \times 204 \text{ days} = 184 \text{ days}$ to Enchant double that amount or 1.0 dr.

Running a Magician in *Chivalry & Sorcery* is a thinking activity!

A wise Magician would Enchant the BMR/1-3 materials during the MKL/1 period. He could complete this work relatively quickly, adding other materials to bring each group to the 0.05 dr. limit for added efficiency of effort. The time used up would then be:

BMR/1 Materials: 0.5 dr. to BMR/E in $0.9 \times 193 = 174 \text{ days}$
BMR/2 Materials: 0.5 dr. to BMR/E in $0.9 \times 233 = 210 \text{ days}$
BMR/3 Materials: 0.5 dr. to BMR/E in $0.9 \times 275 = 248 \text{ days}$

Thus, in 632 days, the Enchanter has accomplished quite a bit of work toward Enchanting the materials for his Focus (a harp).

The major portion of the 1923 days remaining in his MKL/1 period should be spent acquiring Spells. Spells are rated for their BMR and Casting Levels. When pro-rating Magicians, the spells they can learn are limited with regard to the Casting Level. For instance, spells cannot be learned above Casting Level/1 until Experience/7 with 75,000 e.p. is attained.

Our Enchanter has 1923 days to spend on learning spells before he should think of continuing the Enchantments on his remaining materials. The Player should examine the available spells in 18.10 and in 18.20-18.86, making careful selections which are appropriate to his class of Magician and also which will be most useful when he emerges to join in the action.

For instance, if he chose only BMR/1 spells, he would require 174 days per spell to learn them. This means he could acquire $1923/174 = 11$ spells, with 9 days left over.

At this point, he would be in his MKL/2 phase. This period lasts $4745 - 2555 = 2190 \text{ days}$. Add on the 9 days (a small bonus), for a total of 2199 days to spend on learning spells and further Enchantments of materials. The Casting Level remains at Level/1, but the time required to learn spells is dramatically reduced to $0.9 \times 75 = 68 \text{ days}$ for BMR/1 spells. If he did nothing else, he could learn $2199/68 = 32$ more BMR/1 spells and have 23 days left over. With 43 spells under his belt, the Enchanter would have quite an arsenal of Level/1 Magick with which to face the world.

However, he wants to proceed as far as possible with his Magick Focus, so he will split the time accordingly. The remaining materials require:

BMR/4 Materials: 4.0 dr. to BMR/E in $4 \times 0.9 \times 154 = 555 \text{ days}$
BMR/5 Materials: 2.0 dr. to BMR/E in $2 \times 0.9 \times 179 = 323 \text{ days}$
BMR/6 Materials: 1.0 dr. to BMR/E in $1 \times 0.9 \times 204 = 184 \text{ days}$

In 1062 days, he could have all of the materials Enchanted for his Magick Focus, plus a fair bit of surplus materials which could be used for other enchantments. He still has $2199 - 1062 = 1137 \text{ days}$ for the learning of spells. That would give him $1137/68 = 16$ more BMR/1 spells, for a total of 27 to use when he enters the active campaign.

Pro-rating a Magician takes some time, especially if the Player is lucky and obtains a good deal of build time to devote to spell learning and Enchantments. However, the Player has a chance to review a good portion of the entire Magick System in the process, acquiring much of the understanding needed to do his job right. Also, if he has a high 1D100 roll for PC Age, he ends up with a fairly powerful Mage right at the start.

Primitive Talent Magicians (see 17.02) simply roll on the table given in their description section for every full 10,000 e.p. they have to see if they acquire a spell. Failure means that no spell is gained. **Elves** also have the power to enchant Magical Devices, unlike other Primitive Talents. **High Elves** can also learn spells. (see 17.03 and 17.04).

Should a Player wish his Magician to learn Experience Skills, he must devote at least 1 year's experience to the tasks. In our example, the Enchanter would have to suffer a reduction to 132,000 e.p., and would have 4380 days for learning of spells and Enchantments (lose 365 days or 1 year). The 18,000 e.p. thus gained would be used for the purchase of Skills in 9.00ff. If more experience points were needed for Skills, a second year's experience would be converted, dropping the accumulated e.p. to 114,000, with 4015 days now available for learning spells and doing Enchantments, and 36,000 e.p. available for Skills purchases. No partial allocation of e.p. is possible; it's a whole year at a time or nothing!

10.12 PRO-RATED SAVINGS

What will a Character start off with as he enters the campaign?

All Characters are assumed to have saved 5% of their best year's income $\times (\text{Age} - 12) \times 0.5 \times (\text{IQ} + \text{WIS})$. Their incomes are based upon the monthly values given in sections 4.11-4.23.

For example, using the young Sergeant-at-Arms in 10.10 we find a saving of $0.05 \times 12 \text{ months} \times 125 \text{ SP} \times (23 - 12) \times 0.5 \times (\text{IQ}/16 + \text{WIS}/14) = 12,375 \text{ SP}$. Income is based on monthly wage for a Mercenary Sergeant, which he is in a sense-- although he is in liveried service to a feudal Lord on a regular basis.

If the Character is freeborn (not born a Serf) and is Heir to the family fortune, he also adds 5% of his father's yearly income to his savings. If a Good/Son Daughter, add 2% of Father's yearly income. If a Credit to the Family, add 1% of Father's yearly income. Multiply the savings by the Age of the Character.

For example, a Petit Sergeant has a yearly income (basic) of $12 \times 250 \text{ SP} = 3000 \text{ SP}$. An Heir would add +90 SP/year. A Good Son/Daughter would add +60 SP/year. A Credit to the Family would add +30 SP/year. In our example, the Sergeant-at-Arms was a Good Son and would thus add $+60 \text{ SP} \times 23 = 1380 \text{ SP}$.

Nobles treat the eldest (Heir) with special favor. Upon one's being Knighted, an amount equal to half Father's monthly income is obtained, in addition to all other benefits. Noble Characters are Knighted when they reach 50,000 e.p. at Experience/6. Thus a Noble Character could enter the game as a belted Knight.

Savings represent the amount of money and also arms, armor, or other equipment and materials which the Character has acquired to further his vocation and provide for his comfort.

10.13 INHERITANCE

If a Character stands to inherit a portion of an estate because his parent or an elder sibling has died (see 4.08), the value of the estate is equal to $10 \times \text{gross annual income}$ if it involves land (fief, farm, etc.), and $1D10 \times \text{gross annual income}$ otherwise.

The Heir receives 90% of the estate, the remaining 10% to be divided equally between Good Sons/Daughters and Credits to the Family. Mother, if living, is considered to have been provided for sufficiently to maintain her if of Guild or Noble Rank.

Nobles will also maintain a Warchest equal to $5 + 1D6 \text{ months' income}$, which goes to the Heir. Minors may become Wards of some Lord and will have to pay Relief to gain control of their lands (see 11.06).

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