

Chivalry and Sorcery™

Light



THE ORIGINAL MEDIEVAL ROLEPLAYING SYSTEM

By

Edward E. Simbalist, Will K. Backhaus & Steve C. Betney.

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FOREWORD

Chivalry & Sorcery Light™ marks an important turning point. The accumulated material from the long history of *Chivalry & Sorcery* has proved somewhat intimidating to even experienced role players not used to the detailed environments and treatments of C&S. So too, the existing C&S material has also proven to be an obstacle in the recruitment of new players. There was a need expressed for a version of C&S which was easy to own and easy to understand and to play. **C&S Light** was designed to meet this need.

C&S Light is designed as a complete stand-alone product which also functions as an introduction to more advanced *Chivalry & Sorcery* role playing. All existing *Chivalry & Sorcery 3rd Edition* material, especially the Gamemaster's Handbook and the Creature Bestiary, can therefore be used with **C&S Light**. It is our intention that all future C&S material based on the C&S 3rd Edition rules will be designed to be completely compatible with **C&S Light**.

Wilf Backhaus & Ed Simbalist

Well I can hardly believe that my off hand statement about doing some fast play rules for C&S would have led to all this, it's quite overwhelming. I've always had a soft spot for C&S and the chance to contribute to C&S was too good a chance to miss. I know this is probably too brief but it's hard to put into words about the pride I have about this work. Thanks to all my mates....

Steve Betney

As editors it has been a privilege to work on this product, with the assistance of so many people around the world who obviously care about C&S. It seems strange that a little over 12 months ago we began the journey with supplements for C&S 3rd Edition, but now with the approach of the millennium the next chapter in the history of *Chivalry & Sorcery* begins, with a change of continent for the publisher, but not a change of spirit for the writers. If all this can happen in just twelve short months, think what may happen in the future, with luck and a following wind.

Steve and Sue Turner

With many thanks to the following playtesters who in many ways have contributed to this edition of *Chivalry and Sorcery*. If we have missed anyone - apologies you may not be listed, but you are not forgotten.

Ratty, Dave Blewitt, Simon Baker, Mark Shakespeare, Alex Whyte and Colin Speirs (of course) in the UK. Paul Perano, Coral Laughton, John Howell and Robert Sutcliffe in New Zealand. Fabio Milito Pagliara and his group in Italy. Tom Ladegard and Brian Rogers, Allison and Kory Kaese, and Terry Austin in the USA. A special mention for Nigel Clarke in Bermuda who has along with Terry and Colin maintained a C&S presence when things may have seemed bleak, Colin Speirs (of course), and the ever-present shadowy Prickly who guards the internet for us at:

<http://locs.org>

<http://members.aol.com/~marakush>

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DEDICATED TO:

ED & WILF

**- WITHOUT WHOM THERE WOULD BE NO C&S
FROM THOSE WHO CARE**

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INTRODUCTION

In your hands you hold **Chivalry & Sorcery Light™**, the basic rules for the role playing game of the same name. *Chivalry & Sorcery* (C&S) has a pedigree many other games of the genre fail to possess. Originally released in 1976 as "*Chevalier*", it became C&S in 1977. A second edition followed in 1982 and the third edition was released in 1997. **C&S Light** is its latest incarnation, and in it we present to you an introduction to the experience that is *Chivalry & Sorcery*. This is a detailed set of rules allowing you to present a fantasy or historical role playing game with a touch of realism. The scope of this book is to provide an abbreviated version of the main rulebook, and in time it will be expanded upon by later supplements.

Chivalry & Sorcery was originally designed to provide a solid medieval background for the role play action. **C&S Light** uses the essence of this rich medieval background for the social status and vocations available for characters. By using a known social setting, that can be familiar to all users of the system, it is easier to describe the actions of characters and how they interact with the world around them.

What is a Role Playing Game?

If you are already a role player you may wish to skip this section. A role playing game is a game like many others, the idea being you get together with your friends and have fun. It differs from other games in that it takes place not on a board but in your imagination. This means there are no boundaries on the scope of the game other than your own imagination. A role playing game is an advanced form of make believe, cops and robbers, cowboys and Indians or whatever, with rules and guidelines to resolve the conflicts that arise.

In a role playing game one person must act as the **Gamemaster**, this is the person who acts as the storyteller and is the final umpire of the rules. The rest of the group are the players, who can be as few as one or as many as ten (we recommend groups of four to six players for optimal play). The players create the characters that will live within the imaginary world created or described by the Gamemaster. A player decides on the sort of character he wishes to portray in the same way an actor takes on a role. The rules provide the framework to describe the character's physical and mental capabilities, his social skills or his ability to interact with other characters and any other skills he may have. It is these attributes and stats which provide the basis for the player to act out his role.

In a role playing game the characters "live" within the "world" being described by the Gamemaster, playing out a story which may not necessarily have an end. There is no winning or losing, the object is just to have fun while taking part in a great storytelling experience.

Being a Player

If you are a novice role player some of these rules may appear daunting but do not worry, as already stated they are merely a framework to resolve situations of conflict, such as when you want your character to climb a wall you need to know if he is a good climber; if your character wants to hit something with a sword, is he a good sword fighter, what is his chance to hit an opponent? The rules are there to

answer such questions. As a player your job is to create an entire life and personality for your character (later referred to as the **Player Character or PC**).

By using the rules you determine the PC's basic physical, mental and social attributes, the base numbers from which the PC is fleshed out. Once the PC has been created, you the player assume the role of the PC, acting out his/her personality and actions to your audience, i.e. the Gamemaster and the other players. In turn you are their audience but in a role playing game audience participation is a must, as the others in the game play out their performance, they interact, heckle, argue, agree etc. but always in character, the game is meant to be fun for everyone. As your performance continues you will see the plots of stories told by the Gamemaster unfold before your very eyes and the evolving story-line will become enriched by your participation.

Being a Gamemaster

A Gamemaster is the sole individual of the group who elects to act as both storyteller and master of the rules. This role can be demanding, frustrating but also a far richer experience than being a player.

The Gamemaster acts as the screen-writer, gradually revealing the story-line to the players. He/she creates the scenes for the players with descriptions and explanations, develops the conflicts for the players to resolve whether these be puzzles to solve, fights to win or Non-Player Characters (NPCs) to interact with. The Gamemaster also role plays all of the NPCs, the bit parts and the cameo roles within the story. Most importantly though is that the Gamemaster's word is final on the interpretation of the rules, so he/she must be impartial, fair and above all consistent with their rule judgements. Finally the Gamemaster is the final book-keeper keeping track of all the important details moment by moment such as recording who hit whom in combat and how much damage was done, especially for NPCs.

Gamemastering is a great responsibility but an organised, prepared Gamemaster will be richly rewarded and it can be a "buzz" that is hard to give up.

Sample of Play

Gamemaster: You are travelling through the forest of Wychbold, towards the town of Newbury where you have entered an archery tournament. As the path narrows ahead you hear a crashing in the undergrowth. What are you doing, Griswold?

Player 1 - Griswold: I quickly nock an arrow to my bow and cautiously look ahead to see what approaches.

Gamemaster: Griselda, what are you doing?

Player 2 - Griselda: I ready my wand to help me to cast "Air Bolt", a spell I have committed to memory, just in case whatever approaches proves to be hostile.

Gamemaster: As you ready your actions, crashing through the bracken and ferns ahead of you is a large boar, it drops its head and charges towards you, its foot long tusks bearing down upon Griswold. OK, what are you doing ?

The action is over to you - have fun!



CORE GAME MECHANICS

Skillscape™ is the basic rules mechanism of *C&S 3rd Edition* and also forms the basic rules mechanism of **C&S Light**. The rules use percentile dice, otherwise known as a percentile pair (two 10-sided dice representing a random roll from 01 to 100 and usually of differing colours, sometimes referred to as a D100), and another 10-sided dice (D10) referred to as the Crit Die.

C&S is a skill-based system. Characters chose a social class, with the choice enabling you to reduce the cost of skills pertinent to that class. Each level in a skill gives you a +3% bonus; a good attribute and superior equipment can give you further bonuses. The total bonus for any skill your character has is called the **Personal Skill Factor** or **PSF**. This is added to the **Base Chance of Success (BCS)** of a skill to give the **Total Success Chance or TSC**.

Skills are tested using **Action Throws**. In an Action Throw you use the percentile pair (D100) together with the D10 Crit Die. The result of the percentile pair, giving a result between 01 and 100 (one dice is used to represent the "tens" and one the "units", i.e. a 4 on the first die rolled gives the "tens" and an 8 on the second die rolled gives the "units", so a result of 48% would be obtained), is compared to the character's modified Total Success Chance (TSC) in the relevant skill. Any result less than or equal to the modified TSC of a character is a success. It should be noted that if both dice show a "0" then this shows a "100" has been rolled. A "01" is always a success and a "100" is always a failure, no matter what the modifiers. The result of the Crit Die (01 to 10) may be very important depending on whether the percentile pair result was a success or a failure.

Normally an Action Throw consists of throwing all three dice together, reading the percentile pair to see the result of the action (i.e. whether the character succeeded or failed), and then reading the Crit Die to determine if the action was a Critical Success or a Critical Failure. In some situations the rules will stipulate that you roll for the success first, assessing target reaction and then roll the Crit Die. This situation happens in the magick rules (see *Chapter 5 - Magick*).

Critical Success and Failure

When an Action Throw is successful and the Crit Die result is 10 or better (after modifications) the result is declared to be a **Critical Success**. When an Action Throw is a failure and the Crit Die result is 1 or worse (again after modifications) the result is declared to be a **Critical Failure**. The result of a Critical Failure should always be very bad while the result of a Critical Success should always be very good.

When assessing the combat damage of a successful or critically successful action, the result of the Crit Die is added to the damage as determined by the weapon and other factors. If the result was a Critical Success, a further D10 die roll is made and the result of that is also added to the damage calculated.

If the result of the action is a failure or Critical Failure then obviously the action does not succeed. However, a Critical Failure would have a detrimental effect on the character. For example, a knight character who is riding a horse in combat attempts to hit his opponent with a sword. He rolls and suffers a Critical Failure which would result in him not only missing his opponent but also in falling off his horse.

RESISTED ACTIONS

Your character's TSC can be modified before you roll depending on circumstances. In combat, magick or exerting influence there may be resistance to your character's actions. Resistance takes place in two forms Passive Resistance and Active Resistance.

Passive Resistance

Whenever a situation calls for an Action Roll by your character and the object of the action is to impose damage, magick or a debt of favour on someone else who might be, or is, unwilling, the mere fact that they are alerted and determined to stop this attempt sets up a passive resistance and causes your character's TSC to be modified. Passive Resistance is always expressed in terms of the opponent's PSF in a relevant skill and so the extent of Passive Resistance will depend on your character's opponent. The more skilled and talented the opponent, the more Passive Resistance there will be to offensive actions and the less likely it will be that your character will succeed in affecting the opponent. In combat and magick there may be costs associated with engaging in Passive Resistance. The determination to stop an attack is an important aspect of all resistance passive or otherwise.

Example:

The target, who has a PSF of 30%, passively resists a character who has an attacking TSC of 65%. The attacker's TSC is reduced by the defender's PSF and the attacker must roll 35% or less on the percentile pair (D100) to succeed.

Active Resistance

When an attack is successful in the face of Passive Resistance it can be actively resisted or defended against. Active Resistance is an action and requires an Action Throw just like any other full exercise of a skill. In being an action Active Resistance is passively resisted by the attacker. Any form of Active Resistance to an attack must be declared before any attack roll is actually made but remember Active Resistance requires the resisting character to make an Action Throw.

Example:

The attacker declares a sword blow and the defender declares an Active Resistance by using his shield to block. The defender has an Active Resistance (or Defence) TSC of 70%. The attacker has a PSF of 30%, which reduces the defender's Active Resistance TSC to 40%. Therefore the defender can resist the attack by rolling 40% or less on the percentile pair.

If an attack was a Critical Success, it can only be resisted by the defender also rolling a Critical Success. If the defender makes a normal success roll against a critically successful attack, the attack will be reduced from a critical hit to a normal hit.

EXCESSIVE DICE ROLLING

Players and Gamemasters should remember that not all uses of a skill have to be tested. The rule of thumb is whether failure seems likely in the circumstances or whether there are serious consequences for failing. It is always a Gamemaster's call whether there should be a roll - the Gamemaster may know something about the situation which requires a roll.



CHARACTER CREATION

Character creation requires players to go through the following steps:

- 1 Choose social class
- 2 Choose attributes
- 3 Determine Body, Fatigue and Action Points
- 4 Choose vocation and select masteries.
- 5 Choose skills and determine skill scores
- 6 Choose weapons and armour, determine speed, damage and chance to hit with weapons

SOCIAL CLASS

As previously stated C&S is often played against a background of medieval Europe, this means the noble class is expected to be in charge of any situation. Status is everything in this world, who is the most important, has the most power, the most holy and the highest renown are important issues for even the most liberal of groups. Social class is the group of society to which your character belongs. Social mobility is difficult but not impossible.

Serfs: The poorest of the poor, these wretches are barely above slaves, they are tied to the land and must ask permission from their lord to travel or even marry. Generally they are not allowed to own weapons and may only carry them if they are directed to do so by their lord. Should a Serf leave their lord's land or carry arms without permission they will be deemed to be outlaws. Serfs gain +3 on their Strength characteristic and have an extra 10 Skill Points to spend on Physical Skills, Conditioning, and Endurance. Serfs also add +3 to their Action Points. Vocations available for Serfs are as follows Common Warrior, Archer, Forester, Witch and any Thief vocation.

Townsmen: This class do the non-skilled tasks in a town, they range from beggars to labourers, barmaids to peddlers. In many instances they are no better off than Serfs but they are all freemen. A Serf who evades discovery for a year and a day in a town becomes a Townsman. Townsmen gain +3 on their Agility characteristic plus an extra +5 Skill Points to acquire skills. Townsmen know how to deal with the urban scene. Vocations available for Townsmen are as follows Townsmen Militia, Witch, any Thief vocation and Physician.

Yeomen: These are the freemen of the countryside, in many cases they rent a plot of land from the local lord. They are expected to bear arms, ranging from archers to the sergeantry (armoured cavalry little different to knights). Yeomen have an extra +5 Skill Points to spend on skills and can add +2 to their Action Points. Vocations available for Yeomen are as follows Common Warrior, Archer, Forester, Witch, Ordained Clergy, Physician and any Thief vocation.

Guildsmen: These are the skilled craftsmen of the town, they are expected to maintain the good name and secrets of their respective guilds. Apart from the multitude of crafts and trades, wizards and priests are included in this social group. Guildsmen may bear arms if they so desire; some do not need to. Guildsmen have an extra +10 Skill Points to spend on skills as a result of their greater access to knowledge. Vocations available for Guildsmen are as follows Common Warrior, Witch, Magus, Ordained Clergy, Physician, Merchant and any Thief vocation.

Nobility. These form the warrior elite, with characters either being landowners who busily maintain the fief for their superior, or they may be landless knights whose job it is to fight, gain honour and renown. Nobles have +3 Action Points, have -1 to the cost of purchasing the skills Courtly Love and Renown and they are allowed to ride and bear any arms available. The nobility are considered to be superior to all other social classes. Most nobles would be Knights with some becoming Ordained Clergy, Clerical Warriors (church fighting orders such as the Knights Templars), Physicians (especially those connected to the church), Magus and Merchants (the historical merchant princes).

ATTRIBUTES

Attributes are the core characteristics which define the nature and capabilities of your character. The higher an attribute score, the more the character will enjoy the benefits of a bonus to all skills affected by that attribute. The attributes used are as follows:

Strength (STR): This is a measure of the raw power of a character's body. ^

Constitution (CON): This is a measure of how healthy and durable your character is, their resistance to illness etc.

Agility (AGIL): This is a measure of the character's grace and dexterity.

Intellect (INT): This is a measure of the character's ability to understand situations and their reasoning ability.

Wisdom (WIS): This is a measure of how well your character can figure out problems.

Discipline (DISC): This is a measure of your character's patience and ability to remain focused on a subject or goal.

Bardic Voice (BV): This is a measure of your character's ability to speak eloquently, sing etc.

Appearance (APP): This is a measure of your character's physical attractiveness.

Piety (PTY): This is a measure of your character's duty to his religious faith.

All attributes have a range between 02 and 18, the higher the value of the attribute score the better the character is in that attribute, with 10 being the average and the normal level for a standard human.



Attributes are divided into three main characteristics: Physical, Mental and Social. The nine attributes each character has are divided into these areas as follows:

Physical: Strength [STR], Constitution [CON] and Agility [AGIL]

Mental: Intellect [INT], Wisdom [WIS] and Discipline [DISC]

Social: Bardic Voice [BV], Appearance [APP] and Piety [PTY]

Thirty (30) points are distributed between these three characteristics, but no more than 15 may be assigned to any individual area and no fewer than 5 may be assigned to any area. Each main characteristic is itself divided into three attributes. Each of these attributes is initially set at the amount given to the main characteristic, e.g. 15 points are allocated to the Physical characteristics, therefore each attribute will be 15 before any modifications. The attributes can then be raised or lowered by up to 3 but the cumulative alteration within any characteristic area must be equal to zero and the range between the highest attribute and the lowest attribute within an area must not exceed 6.

Any bonuses to attributes which come from the social background of the character are added after all the other modifications have been made.

Example Character. *Griswold of the Glen*

Simon is creating the character Griswold, who he has already decided will be a Yeoman. He elects to split his 30 attribute points by allocating 15 points to the Physical characteristics, 5 points to the Mental characteristics and 10 points to the Social characteristics. He then decides he will modify the attributes in each area as follows:

Physical: Strength +3, Constitution -3, Agility 0

Mind: Intellect -3, Wisdom 0, Discipline +3

Social: Bardic Voice 0, Appearance +3, Piety -3

Therefore this gives Griswold the following Attribute Levels:

Strength	[STR]	15 + 3 =	+18
Constitution	[CON]	15 - 3 =	+12
Agility	[AGIL]	15 =	+15
Intellect	[INT]	5 - 3 =	+2
Wisdom	[WIS]	5 =	+5
Discipline	[DISC]	5 + 3 =	+8
Bardic Voice	[BV]	10 =	+10
Appearance	[APP]	10 + 3 =	+13
Piety	[PTY]	10 - 3 =	+7

If Simon had wished he could have raised Strength by +1, reduced his Constitution by -3 and increased his Agility by +2. The total modifications to his Physical characteristics would still be equal to zero (i.e. +1-3+2) and the range between the minimum and maximum within the characteristic area would be 5 which is within the range of 6 as stipulated.

Simon decided to make Griswold a Yeoman so he gains no attribute bonuses. However, if he has decided to make Griswold a Townsman, the character would have received a +3 bonus to his Agility so giving him an Attribute Level of 18 (i.e. the base level of 15 + his Social Class bonus of 3).

Attribute levels improve the performance of a skill in the form of **Attribute Bonuses**. For example, Sword skill uses Strength (STR) as its Attribute Bonus so for Griswold he will have +18 bonus to his Sword skill TSC. The skill Archery uses Agility (AGIL) so giving a +15 bonus, and finally Stamina uses Constitution (CON) so giving an Attribute Bonus of +12 for that skill in this case.

Attribute Rolls

There are times when an action has to be performed for which there is no skill or the situation calls for a reaction from the character. In these circumstances the Gamemaster may ask the player to make an **Attribute Roll (AR)** using the D100 + Crit Die. If the modified roll is less than the AR of the relevant characteristic the action succeeds. Players assign each characteristic an **Attribute Roll Success Chance % (AR SC%)** based on Table 2.1 below.

Attribute	AR SC%	Attribute	AR SC%
2	20%	12	66%
3	25%	13	70%
4	30%	14	73%
5	35%	15	76%
6	40%	16	79%
7	45%	17	82%
8	50%	18	85%
9	54%	19	88%
10	58%	20	90%
11	62%	20+	+2%/Att Value

TABLE 2.1

Example Character: *Griswold*

This means that Griswold has the following AR SC%:

STR	+18 =	85%
CON	+12 =	66%
AGIL	+15 =	76%
INT	+2 =	20%
WIS	+5 =	35%
DISC	+8 =	50%
BV	+10 =	58%
APP	+13 =	70%
PTY	+7 =	45%



DETERMINE BODY AND FATIGUE

C&S uses two types of information to register a character's health, **Body** which is reduced when the character takes serious wounds and **Fatigue** which is reduced by intense physical activities, combat and practising magick. When a character undertakes any of these activities they tire (or suffer Fatigue).

Body

Male and females differ slightly in Body sizes, males tending to have a more muscular, heavier frame. Therefore the **Base Body** reflects this. An average male is assumed to be 5' 8" tall and 12 stone, whilst an average female is assumed to be 5' 5" tall and 9 stone in weight. This is represented by allowing a male character to have Base Body of 12 and a female character to have a Base Body of 9.

Body points are calculated as:

$$\text{Base Body} + \text{Constitution} + (\text{Strength} / 2 \text{ [rounded down]}) \\ + (3 \times \text{skill level in Conditioning to maximum equal to CON})$$

For details on the skill Conditioning see *Chapter 3 - Skills*.

Example Character: Griswold

Griswold is male so has a Base Body of 12, his CON=12 and STR=18, so Griswold's Body is calculated as $12 + 12 + 18/2 = 33$. Griswold does not have the skill Conditioning so gains no extra Body points from this.
The effect of being on zero Body is that the character is uncon-

scious on the floor, with the prospect of death, unless someone is particularly adept at healing. Once a character has reached this point he can lose a further number of Body points in blood loss. The maximum amount he can lose is equal to half of his maximum Body. I.e. if his maximum Body is 40, he can reduce his Body points to -20 before he is considered dead. After the zero Body point level is reached, the character needs to get to medical, clerical or magick treatment otherwise they will die of their wounds in a matter of hours or days.

After reaching zero Body as the result of wounds or excessive Fatigue, the character will start to fall unconscious. Body points will continue to be lost at 1 point per hour unless the loss is stopped by medical attention, a healing using the Healing Arts skill or magick.



Fatigue

Fatigue points are calculated as:

$$\text{Constitution} + \text{either Discipline or Strength (whichever is higher)} \\ + (3 \times \text{skill level in Endurance to a maximum equal to CON})$$

For details on the skill Endurance see *Chapter 3 - Skills*.

Example Character: Griswold

Griswold has CON=12, DISC=8 and STR=18, so Griswold's Fatigue is $12 + 18 = 30$, since he has a higher Strength than Discipline. He gains no benefit from Endurance since he does not possess this skill.

If a character is on zero Fatigue, there are two possible effects, the player chooses which option he will take at the start of the round. The player's character has the option to either succeed in a test against a **Constitution Attribute Roll (CON AR)** to act as normal for the remainder of the round, failure means that the character passes out, or the player can halve all the character's Personal Skill Factors (PSF) (rounding down) in all skills for all purposes. In all cases further loss of Fatigue is taken directly from the character's Body.

Healing

Fatigue and Body heal and recover at different rates and in different ways depending on the method of healing used. The two methods are as follows:

Natural Healing

Lost Body points are recovered at a rate of Constitution / 4 (rounded down) per day with a minimum of 1 point recovered per day. If the Body level is below zero, Body points are recovered as above but only with a successful Constitution Attribute Roll (CON AR). A Critical Success will restore Body points to zero. If the roll is a failure 1 Body point is lost, if a Critical Failure 2 Body points are lost.

Fatigue points are recovered as follows: if you rest for 10 minutes in any one hour you gain Constitution / 5, if you rest for a continuous 30 minutes in any one hour you recover Constitution / 2 (rounded up) points, and should you spend a full hour resting you recover all Fatigue points lost.

Note: all recovery calculations should be rounded up.

Medical Assistance

Characters possessing the Healing Arts skill can assist the wounded in their attempt to recover in two ways:

- 1 Damage with negative Body levels - the healer's Personal Skill Factor is added to the CON AR when making the roll, and if successful the patient recovers as per Natural Healing above. If the roll is a Critical Success (i.e. a 10 on the Crit Die) the patient will gain +5 Body points (as a result of a skillful healer).
- 2 Damage where the patient's remaining Body level is zero or higher - medical treatment doubles the natural rate of recovery of both Body and Fatigue.



ACTION POINTS (AP)

Action Points help determine what a character will be able to do in a C&S **Action Round**: Action Points determine the number of blows the character has during a round and how much movement can be engaged in. The Action Points base is $(AGIL + CON) / 2$ or $(AGIL + INT) / 2$ (rounded down) plus any Social Class bonuses. The higher of Constitution or Intelligence being used.

Example Character: Griswold

Yeomen add +2 to Action Points. Griswold has AGIL=15, INT=2 and CON=12. This means Griswold will use his Agility and Constitution to calculate his Action Points and gives the following result $27/2 + 2$ or $13 + 2 = 15$ Action Points.

VOCATION AND MASTERY SKILLS

The C&S **Light** character is deemed to have attained Level 1 in all of the Vocational Skills listed for their chosen vocation or occupation.

Vocational Skills

Each character has a vocation (being a warrior, a thief or a magus) which is a set of skills they have specialised in from early age. Characters will have all of the skills listed for a particular vocation at Level 1. All Vocational Skills cost 1 Skill Point less than the normal cost listed for that skill. In addition, you can also choose other skills not listed as part of the vocation from the list provided at the stated cost. These are known as non-Vocational Skills (refer to *Chapter 3 - Skills* for more details on skill costs and skill descriptions).

Mastered Skills

A character also has five Mastery Skills, which are normally selected from the skills in the vocation list. Mastered Vocational Skills are acquired at +1 level at no cost. Therefore Mastered Vocational Skills would be immediately acquired at Level 2 at no cost and Mastered non-Vocational Skills at Level 1 at no cost. The cost of a Mastered Skill is further reduced by 1 Skill Point. Mastered Vocational Skills would be -2 Skill Points, whilst a Mastered non-Vocational Skill would be at -1 Skill Point.

Example Character: Griswold

As a Yeoman, Griswold will have an extra +5 Skill Points to spend on skills. Simon decides to make Griswold a Common Warrior, so he will have the warrior skills: Sword, Brawl, Axes, Spears, Dodge, Knives, Shields and Wearing Light Armour, as well as Detection, Stamina and his chosen specialised weapon skill of Archery all at Level 1 before deciding on Mastery. Griswold decides to master in the use of the axe. This means that he acquires the Axe skill at Level 2 (Vocation and Mastery) and at a cost of -2 Skill Points.

Base Chance Determination

The actual cost of a skill to a character is used to determine the **Difficulty Factor (DF)** of a skill. The Difficulty Factor is calculated as the Skill Point cost less 2, i.e. the Axe skill costs 6 Skill Points, therefore its Difficulty Factor will be 6 Skill Points less 2 giving a DF of 4. This is then used as the basis for determining the Base Chance of Success in that skill. Players use the following table to make this determination:

Base Chance of Success (BCS)	
Difficulty Factor of skill (DF)	BCS
1	60%
2	50%
3	40%
4	30%
5	20%
6	10%
7	5%

TABLE 2.2

Example Character: Griswold

Griswold has decided to master in the use of the axe with a skill cost reduction of 2 Skill Points. The Axe skill normally costs 6 Skill Points with a Difficulty Factor (DF) of 4, so with the -2 Skill Point modification, Griswold's Axe skill costs 4 Skill Points. This in turn reduces the Difficulty Factor from DF4 to DF2 (the modified cost of 4 less 2) without Griswold spending any Skill Points at all. Should Griswold want to add another level to his 2 levels of Axe skill, it will cost him 4 Skill Points. However, no matter what Skill Level Griswold attains with the axe, the Base Chance of Success (BCS) will be determined by the initial cost of 4 Skill Points or DF2 (this is the benefit of mastering in a Vocational Skill) giving him a BCS of 50%.

VOCATIONAL CHOICES

The main vocational categories in C&S are Warrior, Magus (or Mage), Thief, Clergy and Adventurers. Vocational Skills as previously stated enjoy a Skill Point reduction of 1 Skill Point. There are some skills listed which have a -1 DF modifier. This is an additional modifier.

Warriors

All warriors have the following Vocational Skills at Level 1: Language (Own), Sword, Brawl, Axes, Spears, Dodge, Knives, Shields and Wear Light Armour. The following are more specialised warriors available to certain social groups:

Knights: They have all the skills of a warrior as well as: Great Swords, Animal Skills (Riding), Tactics, Leadership, Courtly Love, Wear Heavy Armour and Great Blow all at Level 1. They also have Level 1 in Conditioning and Endurance with a -1 DF modifier.

Archers: They have all the skills of a warrior as well as: Detection and Stamina at Level 1 and Archery at Level 1 but with a -1 DF modifier (i.e. the normal Difficulty Factor for Archery is DF6 but this is modified to DF5 before any Mastery modifications are added).



Foresters: They have all the skills of a warrior as well as: Archery, Detection, Animal Skills and the Forester set of sub-skills (consisting of Tracking Beasts, Foraging for Food and Water and Hiding in the Forest) at Level 1.

Townsmen Militia: They have all the skills of a warrior as well as: Detection, Bargaining and two Crafts (Occupation) at Level 1.

Warriors who do not have a particular skill that a player considers necessary in their vocational list can still acquire the missing skills by paying the Skill Point costs or by assigning a Mastery to that missing skill.

Example Character: Griswold

Griswold is a Yeoman Archer meaning that he has all of the warrior skills of Sword, Brawl, Axes, Spears, Dodge, Knives, Shields and Wear Light Armour at Level 1, as well as Detection, Stamina, and Archery. He could enhance these Vocational Skills with his masteries or he could devote the masteries to skills outside his vocation. He decides to spend his five Mastery slots as follows:

Archery (of course) which reduces the cost by one. Normally this would cost 8 Skill Points but Griswold can reduce this by -1 for being a Vocational Skill, -1 for an "extra" bonus Yeoman Archer and -1 for Mastery, so reducing the cost from 8 to 5 Skill Points. Note that because Archery is a Vocational Skill (Level 1) and Mastered Griswold has Level 2 in that skill at no cost.

He also chooses Axes, which is reduced from 6 to 4 Skill Points (i.e. -1 for Vocational Skill and -1 for Mastery), since this is also a Vocational Skill and Mastered it is assigned Level 2 for no cost. Dodge and Brawl are also chosen and also Mastered in the same way as Axes.

Griswold is somewhat religious and he spends his last Mastery on Faith, this skill is not a Vocational Skill (so he has it at Level 1) and it is also reduced in cost from 7 to 6 Skill Points. Since it is not a Vocational Skill it will cost him 6 Skill Points to add another level to the skill.

In passing when Griswold uses a bow because his skill costs 5, he has a DF of 3 giving a BCS of 40% to hit. When Jake the Woodcrafter uses a bow, unfortunately for him, his skill cost for a bow is the normal 8 so his DF is 6 giving a BCS of a rather pathetic 10%.

Thieves

Thieves have the following Vocational Skills at Level 1: Language (Own), Climbing, Dodge, Knives, Bargaining and the Thievery set of sub-skills (consisting of Pick Locks, Stealth, Set/Disarm Traps, Skulk in Shadows and Back Stabbing).

Beggars: They have all the skills of thieves as well as: Oratory, History, Lore and Read Character at Level 1.

Burglars: They have all the skills of thieves as well as: Sleight of Hand and Detection at Level 1 and the skill Thievery (Pick Locks) enjoys a -1 DF modifier.

Assassins: They have all the skills of thieves as well as: Swords, Dodge and Willpower at Level 1 and the skill Knives at Level 1 but with a -1 DF modifier.

Mages

C&S Light features the following two types of Mages from the large number available in C&S 3rd Edition. The Vocational Skills relating to them are detailed below. However for more information on creating Mages refer to *Chapter 5 - Magick* and *Chapter 6 - Spells*.

Magus: They have the following Vocational Skills at Level 1: Language (Own), Language (Magick Speech), Read/Write, Lore, History, Magus Mode, and three of the Magicks available as Vocational Skills. They also have Read Magick Speech as part of their Mode, whose BCS is the same as their Read/Write BCS.

Witches: They have the following Vocational Skills at Level 1: Language (Own), Witchcraft Mode, Healing Arts, Forester, Craft (Herbalism), Read Character, and three of the Magicks available as Vocational Skills.

Clerics

All Clergy have the following Vocational Skills at Level 1: Language (Own), Language (Religious e.g. Latin), Faith, Theology, Read/Write, Read Character, Detection and Oratory.

Ordained Clergy: In addition to the clerical skills listed, ordained clergy must select two additional Vocational Skills from the following list: Lore, Healing Arts, Crafts, Music and History. The two skills chosen will be at Level 1.

Clerical Warriors: In addition to the basic clerical skills, the Clerical Warrior gets the following additional Vocational Skill: Brawl, Dodge, Shields, Wear Light Armour and two weapon skills at Level 1.

Adventurers

Merchant: They gain the following Vocational Skills at Level 1: Language (Own), one Craft skill, Bargaining, one Animal skill, Charm, Geography, Read/Write, Oratory, Read Character, Renown and a choice of the combat skills Knife or Bludgeoning.

Physician: They gain the following Vocational Skills at Level 1: Language (Own), two Foreign Languages, Healing Arts (with a -1 DF modifier), Knives, two Lore skills, Read/Write, Geography and one Animal skill.

CHOOSE SKILLS AND DETERMINE SKILL SCORES

C&S is a skill-based system, where attributes may give bonuses but skills get the job done. Characters normally start off with 50 Skill Points (plus any class bonus Skill Points) to spend on skills. However, remember that Vocational Skills are already at Level 1 and are reduced by -1 in the cost. Paying this cost from the pool of Skill Points allows you to raise the character's skill level by +1.

In Table 3.1 (in *Chapter 3 - Skills*) each skill has a **Skill Point Cost** shown in []. The **Difficulty Factor (DF)** (as shown in Table 2.2 is the Skill Point cost -2, modified by any Vocational and Mastery Skill choices relating to the character

For further information on skills refer to *Chapter 3 - Skills*.



SKILLS

SKILL LEVEL MAXIMUMS

These **C&S Light** rules allow starting characters to acquire up to Level 3 in any skill provided the character has sufficient Skill Points to pay for the extra levels. There are a number of skills available to players' characters and these are grouped according to the relevant attribute as follows. The base cost of a skill is the number in []. The DF of a skill is the final modified skill cost -2.

Strength	Cost	Agility	Cost
Swords	[6]	Archery	[8]
Axes	[6]	Shields	[6]
Great Swords	[7]	Dodge	[5]
Bludgeoning	[6]	Knives / Daggers	[5]
Cavalry Flail	[7]	Crafts	[6]
Military Flail	[7]	Thievery	[6]
		Throwing Knives	[6]
		Slings	[6]
Constitution	Cost	Intelligence	Cost
Brawl	[5]	Lore	[7]
Stamina	[5]	Geography	[6]
Swimming	[5]	History	[6]
Climbing	[5]	Theology	[5]
		Read/Write	[5]
Wisdom	Cost	Discipline	Cost
Healing Arts	[6]	Willpower	[5]
Forester	[6]	Lance	[7]
Read Character	[7]	Spear	[6]
Detection	[5]	Animal Skill	[6]
Tactics	[7]	Sleight of Hand	[6]
Appearance	Cost	Bardic Voice	Cost
Charm	[6]	Bargaining	[5]
Courtly Love	[5]	Singing	[6]
Renown	[7]	Leadership	[6]
		Oratory	[6]
		Language	[4]
		Music	[5]
Piety	Cost		
Faith	[7]		
Skills with No Attributes	Cost		
Great Blow	[6]		
Endurance (Fatigue)	[6]		
Conditioning (Body)	[7]		
Skills needing only one level*	Cost		
Wear Light Armour	[5]		

Note:

* In the C&S 3rd Edition core rules these Armour skills are important for combat movement and levels in these skills are important. The Wear Heavy Armour skill includes the Wear Light Armour skill, so that if your character has Wear Heavy Armour, they also have the Wear Light Armour skill as well.

The effects of the skills Endurance and Conditioning are covered in Chapter 2 - Character Creation under the section *Determine Body and Fatigue*.

In C&S 3rd Edition each skill is supported by two Attributes which are factored together to determine the **Attribute Bonus**. Players wishing to add skills to C&S Light from C&S 3rd Edition can do so by paying the DF level +2 in Skill Points and assigning one of the supporting attributes as the Attribute Bonus.

CALCULATING THE TOTAL SUCCESS CHANCE (TSC)

After determining the cost of the skill use the following:

- 1 The Base Chance of Success (BCS) from Table 2.1 from the Skill Cost
- 2 The Attribute Bonus, which is equal to the attribute that supports a particular skill x 3
- 3 The skill level bonus which is 3% per level in a skill, i.e. how many skill levels you are purchasing? (Remember by acquiring the skill you are purchasing that skill to Level 1)
- 4 The Personal Skill Factor (PSF) which is the Attribute Bonus + the level bonus + any item bonus (i.e. a magical +5 Sword)
- 5 The Total Success Chance (TSC) which is BCS (from 1 above) plus PSF (from 4 above)
- 6 The Crit Die receives a bonus of +1 if TSC is equal to or higher than 100%, +2 if TSC is equal to or higher than 115% and +3 if TSC is equal to or higher than 130%



TABLE 3.1

**Example Character: Griswold**

Griswold is a Yeoman Archer who has 55 Skill Points to spend. This is calculated as follows: 50 Skill Points to begin with plus an additional 5 Skill Points for being a Yeoman. He has the following skills at Level 2 before he starts: Archery, Axes, Brawling and Dodge since they are all Mastered. He has reduced the cost of Faith from 7 Skill Points to 6 and spends 6 points to get the next level of Faith (*49 pts remaining*). He spends 5 points on Archery, 4 on Axes, 3 on Brawl, and 3 on Dodge to make them all Level 3, costing 15 points (*34 pts remaining*). All of these skills were 2 points cheaper because they were Mastered.

From his Vocational Skills (which are 1 point cheaper) he puts Swords to Level 2 (which costs him 5 points) (*29 pts remaining*), he acquires Bludgeoning to Level 1 (6 points) (*23 points remaining*).

Griswold spends the remaining points by pumping up his Faith to Level 3 (which costs another 6 points because the cost was reduced by a Mastery slot) (*17 points remaining*). He has Forester to Level 1 which costs 6 points (*11 points remaining*). With the remaining points he buys Renown to Level 1 for 7 Skill Points (*4 points remaining*) and another Language to Level 1 for 4 Skill Points.

This gives Griswold the following skills which he spent his Skill Points on. See *Appendix 4 - Example Character* for full details:

Skill	Total Cost	BCS	Att	Level	PSF	TSC	Crit Mod
Archery	5	40%	+15	3[+9]	+24	64%	0
Axes	4	50%	+18	3[+9]	+27	77%	0
Brawling	3	60%	+12	3[+9]	+21	81%	0
Dodge	3	60%	+15	3[+9]	+24	84%	0
Swords	5	40%	+18	2[+6]	+24	64%	0
Bludgeoning	6	30%	+18	1[+3]	+21	51%	0
Forester	6	30%	+5	1[+3]	+8	38%	0
Faith	12	30%	+7	3[+9]	+16	46%	0
2nd Language	4	50%	+2	1[+3]	+5	55%	0
Renown	7	20%	+13	1[+3]	+16	36%	0

SKILL EXPLANATIONS

Many of the skills available relate to the ability to use the various types of weapons, for example the Swords skill covers the use of any sword and the Archery skill covers the use of any bow. However, there are a number of skills which require a little further explanation as to their use.

Animal Skill

This skill covers the multitude of skills involved in dealing with animals, whether this be riding them, training them, breeding herds of cattle or simply herding sheep. A player can choose this skill more than once, but he must stipulate what the skill is for, e.g. Animal Skill (Riding Horse), Animal Skill (Breeding Cattle).

Bargaining

When the character haggles this skill helps negotiate better deals.

Charm

This skill uses the character's innate charisma to befriend a new acquaintance.

Climbing

The use of this skill is required when climbing difficult surfaces. A check is made every 10 feet climbed. A Critical Failure may result in a fall. If the Crit Die is 4 or higher the climber simply cannot find any more hand holds. On a 2 or 3 the climber falls suffering 2 points of damage per 10 feet fallen. On a 1 the climber falls and lands awkwardly suffering 4 points of damage per 10 feet fallen. Damage is halved if the climber falls on to a soft surface such as grass. If the damage is more than 50% of the total Body of the character, a Critical Damage result must be generated (refer to *Chapter 4 - Combat*).

Conditioning

This skill represents regular training to toughen the body of the character with the result that increased Body points are gained.

Courtly Love

The character knows the complex rules which relate to courtly love. This involves the winning of a lady's favour and being an ardent suitor without resorting to actual physical contact.

Crafts

This skill embodies all the individual skills of the craftsman whether he/she is a woodcarver, jeweller or some other craftsman. A player must stipulate what particular craft has been chosen. This skill can be chosen more than once, for each Craft the character knows.

Detection

This skill allows the character to hear whispered voices or spot hidden objects.

Endurance

This skill reflects the character's training in stamina and results in increased Fatigue points, i.e. training to run a marathon.

Faith

Having this skill enables a character to call upon the aid of his deity to lend help and assistance. The Gamemaster should make modifiers to this skill roll depending on the type of aid requested. Clergy who pray for another character receive a +1 to their Crit Die for every level they possess in this skill. For example, the Gamemaster may grant a -5% modifier to the TSC roll if a prayer of healing is made for another character. However, if the prayer is for the character himself, then no modifier would be allowed. A successful roll will result in the subject of the prayer recovering from his wounds as if they had been medically assisted. (Refer to the section on *Medical Assistance* in *Chapter 2 - Character Creation* for more details.) Other prayers for assistance may result in bonuses being applied to skill rolls during combat or some other crisis situation.

Forester

This skill includes the following sub-skills which need to be improved separately beyond Level 1:

Tracking Beasts: A skill roll is made to find and follow tracks.

Foraging for Food and Water: A skill roll is made and the Crit Die indicates how many man days of food and water is found, a Critical Success will give 20 days worth of supplies.

Hiding in the Forest: A skill roll is made and a successful roll results in the detector's Detection skill to be reduced by half of the hider's PSF in this skill. (Full PSF if a Critical Success is rolled).



Geography

This skill enables the character to have knowledge of the locations of rivers, hills, forests etc. within a given area. The character must stipulate the name of the region when selecting this skill.

Great Blow

This skill is only available to Knights. It reflects the training given to Knights when exerting great blows. For the expense of 2 Fatigue points a Knight will gain +1 to the Crit Die when using Sword, Axe or Mace and for every three levels in this skill he will gain +1 point of damage. No Great Blow skill roll is required when using this skill but blows must be declared before the attack is rolled and Fatigue expended.

Healing Arts

Knowledge of the healing arts allows a character to heal wounds, and to diagnose and treat diseases. Refer to the section on *Medical Assistance* in *Chapter 2 - Character Creation* for more details.

History

The character will need to stipulate what region he knows about, and this will cover the history, folklore and legends of that region.

Language

The knowledge and ability to speak a particular language. This skill can be selected more than once but the language must be stipulated each time. Characters have their native language without cost.

Leadership

The ability to command others by force of will and personal character. Using this skill will get followers to obey out of personal loyalty and commitment.

Lore

The Lore skill can be selected more than once and reflects a character's expert knowledge about a specific subject. For example, Herb Lore would reflect knowledge about herbs and their uses with skill rolls being needed to identify a herb or to what use a herb can be put.

Music

The ability to play any musical instrument. This skill can be selected more than once for each musical instrument played.

Oratory

The ability to give resounding public speeches which may sway a crowd. Willpower checks are needed to resist the persuasive nature of a well delivered speech. The Crit Die result acts as a negative modifier when making the Willpower check.

Read Character

The ability to read the intentions of an individual simply by observing their movements and facial expressions. The Gamemaster should add modifiers if the individual is known to the character.

Renown

This skill represents the fame that a character has acquired. It need only be purchased to Level 1. Within the progress of a character's lifetime he will gain +1 level for every 1,000 experience points gained from the point that the Renown skill is purchased. A character may impress others by adding half his Renown PSF to Bargaining, Charm, Courtly Love and Leadership TSCs with a successful Renown skill roll, or full PSF if a Critical Success.

Sleight of Hand

This skill covers the use of dextrous tricks such as making coins disappear and reappear. It can be used to disguise actual magical spells.

Stamina

Once a character has expended all of their Fatigue they have literally burned all of their reserves and must rest. A successful Stamina check allows a character to continue on expending Body points instead of Fatigue. A check is needed each round and a failed roll will result in the character collapsing from exhaustion.

Swimming

This skill allows the character to move on or just below the surface of water. When a character first encounters water deeper than his height he will automatically open swimming at Level 0. He will have a chance of saving himself but this still requires the expenditure of points to gain Level 1. If a skill check is failed the character goes under and suffers 1 Fatigue point in damage. The character also incurs a cumulative 5% chance of drowning for every successive round spent under water. A successful check will result in the character managing to reach the surface again.

Tactics

This skill covers the knowledge of battlefield tactics. A successful check allows troops under the command of the character to make the first attack in any combat round regardless of Action Points against armies commanded by NPCs.

Theology

A character possessing this skill is learned in the sacred teachings of his chosen religion. When making Faith checks, the character can add half of his Theology PSF as a bonus.

Thievery

As stated previously in *Chapter Two - Character Creation*, this skill consists of the following sub-skills which must be improved separately beyond Level 1:

Picking Locks: Skill rolls are required to pick locks. A successful roll will mean the lock has taken 4 rounds to open. A Critical Success will enable the lock to be opened in 2 rounds.

Stealth: A skill roll is made with a success resulting in the detector's Detection skill being reduced by half of the hider's PSF in the Stealth skill (full PSF if a Critical Success) when trying to hear the thief.

Set/Disarm Traps: A skill roll is required to set or disarm traps. A Critical Failure sets the trap off while a Critical Success enables the thief to rearm the trap at any time (a successful roll simply sets or disables the trap).

Skulk in Shadows: A skill roll is made. A success resulting in the detector's Detection skill being reduced by half of the hider's PSF in this skill (full PSF if a Critical Success) when trying to see the thief.

Back Stabbing: This allows the character to position himself to make a sneak attack with a light or medium piercing weapon. If successful, the character adds half the Back Stabbing PSF to his weapon skill roll (full PSF if a Critical Success) gaining +2 to the Crit Die result (+4 if using a Light weapon).

Willpower

A character's sheer stubbornness is indicated by his Willpower. This skill is used to resist any form of mental attack, e.g. the use of such skills as Charm, Oratory or magical attacks by another character.

COMBAT

The **C&S Light** rules focus on simple **foot combat** as this will be the style of combat most players will be familiar with from other role playing games. The rules for the use of weapon systems using mounts are part of the *C&S 3rd Edition* core rules and will be part of a more detailed supplement later. However, some basic rules in the respect of knightly weapons are included - since knights do not always walk!

ACTION IN FOOT COMBAT

In C&S, combat usually involves **resisted action** and **opposing rolls**, the attacker rolls a D100 and a D10. The character needs to roll under his modified Total Skill Chance, i.e. his TSC in the skill or less to hit. If the character hits, the Crit Die is adjusted for the weapon used.

Damage

Each weapon inflicts damage equal to its Base Damage + Attribute / 2 (Light weapons add Attribute / 4) + Attacker's Bonus (see Table 4.2) + the adjusted Crit Die result. Shields and armour will absorb damage but any damage which is not absorbed will be taken by the character. Firstly it will be taken off the character's Fatigue and then off the character's Body. A hit which is a Critical Success has all of the damage which is not absorbed by the shield or armour taken off the character's Body.

Example Character. Griswold

Griswold's weapon skills include the following:

Skill	Cost	BCS	Att	Level	PSF	TSC	Crit Mod
Archery	5	40%	+15	3[+9]	+24	64%	0
Axes	4	50%	+18	3[+9]	+27	77%	0
Brawling	3	60%	+12	3[+9]	+21	81%	0
Dodge	3	60%	+15	3[+9]	+24	84%	0
Swords	5	40%	+18	2[+6]	+24	64%	0
Bludgeoning	6	30%	+18	1[+3]	+21	51%	0

When assessing the amount of damage Griswold does with a weapon such as an Axe, we note the **Base Damage** of the weapon from the weapon profile:

Weapon	Length	Weight	Damage	Crit Mod	Skill
War Axe	Small	Medium	4 Slash	+1	Axes

Griswold's War Axe does 4 points of slash damage. To this is added +3 damage due to Griswold's 27% PSF (refer to Table 4.2) in the Axes skill plus half of his Attribute Bonus ($18/2 = 9$) and the result of the modified Crit Die. Axes add +1 to the Crit Die, so on a Crit Die roll of 5, the total damage Griswold will be able to do in one blow is $4 + 3 + 9 + 6$ or 22 points.

An unarmoured character like Griswold with 30 Fatigue points (FP) and a Body of 30 would be able to withstand about three of these blows. The first would reduce his FP to 8. The next would eliminate all of his remaining FP, and reduce his Body by $30 - 14 = 16$. The third hit would render Griswold at death's door with 6 negative Body points.

Critical Success and Failure

If the TSC roll is successful and the adjusted Crit Die is a 10 or higher, a Critical Success is obtained requiring a further D10 roll. The result of this roll is directly removed from the target's Body in addition to the regular damage taken from the character's Fatigue points.

If the TSC roll is a failure and the adjusted Crit Die is a 1 or less, a Critical Failure is obtained. An Agility check is required by the attacking character in order for him to maintain a grip on the weapon. His opponent receives a free blow due to the opening created by the attacker's miss.

Expenditure of Action Points

A character will have a number of **Action Points (AP)** to spend in a round (Griswold has 15 AP). These points can be spent on movement, blows or other actions.

MOVEMENT

The three kinds of movement for a character are Normal Movement, Closing Movement and Engaged Movement

The idea is to close to the optimal range for your weapon while at the same time avoiding the optimal range of your opponent's weapon. Prior to determining how many blows your character has, you have to adjust your Action Points for any other expenditure you may have made. If you do any unexpected action, e.g. dropping to the floor, drawing a weapon, you will normally subtract 1 AP from the current level of Action Points for that round.

Normal Movement: This neither begins nor ends in hand to hand combat. An ordinary unencumbered person can walk at the rate of 3 mph which gives around 5 feet per AP spent. They can run at about 10 feet per AP and charge at about 15 feet per AP for a number of rounds. AP costs associated with Normal Movement are relevant only in the case of archers who are moving and shooting. The time movement takes will reduce the number of shots that they could get off if they were not moving. Normal Movement will also include evasive actions such as dropping down to avoid missiles, crawling or climbing.

Closing Movement: This ends in combat. Closing Movement will be at the same rate as Normal Movement until the character is about 15 feet from the target. At this point the conversion of AP to distances decreases to 3 feet per AP when walking, 6 feet per AP when running and 8 feet per AP when charging. The movement and expenditure of AP to move into contact with an opponent reduces the number of blows your character has available once within the optimal weapon range. The time taken for movement by an attacker to get into contact also reduces the number of blows the defender has available to meet the attack. The reduced movement rates for closing assume the moving character is facing the front of the target. If the target has his back to you or is in a prone position the Normal Movement rates apply.



Engaged Movement: This begins in combat or within an engagement zone of 10 feet from the front of an opponent who is armed with a sword, axe or pole arm. It can be closer, say 5 feet, if the opponent merely has a dagger or club. In these **C&S Light** rules the expenditure of AP for movement while engaged in combat will not be considered. To get out of an engagement simply requires a successful Dodge.

TOE-TO-TOE FOOT COMBAT

Weapons are rated as **L** for **light weapons** such as daggers, **M** for **medium weapons** such as swords and **H** for **heavy weapons** such as great axes. Every weapon has an adjustment on the Crit Die and Damage Base. Damage is also rated as slash, crush and pierce. Some armour is better at absorbing specific damage such as slash rather than pierce or crush damage.

Engaged Action

Characters who begin a combat round within an engagement zone are basically in toe-to-toe combat and automatically translate all of their AP into blows. The number of blows will depend on the weight of the weapon they are using.

Light weapons (L) divide AP by 3 (rounded down)
 Medium weapons (M) divide AP by 4 (rounded down)
 Heavy weapons (H) divide AP by 5 (rounded down)
 2-handed heavy weapons divide AP by 6 (rounded down)

A character with 12 AP could have 4 blows with a light weapon, 3 blows with a medium weapon but 2 blows with a heavy weapon in any one round. A character with 8 AP could have 2 blows with a light weapon, 2 blows with a medium weapon but only 1 blow with a heavy weapon in any one round.

Example Character. Griswold

Griswold's favourite weapon is his trusty War Axe known as "Face Smasher",

Weapon	Length	Weight	Damage	Crit Mod	Skill
War Axe	S	M	4 Slash	+1	Axes

It is a short (S), medium (M) weight weapon. Griswold has 15 AP, so he will be able to deliver 3 blows with "Face Smasher" in a round of toe-to-toe combat ($15 / 4 = 3$ [rounded down]). An opponent having only 2 blows will allow Griswold to expend an entire axe blow in defence.

Closing Combat

A character rushing into combat will not be able to determine the number of blows they have in the round until after their AP total has been reduced by the number of AP used whilst moving into combat. Characters who charge into combat and discover that they do not have sufficient AP left to have a blow can attempt to **Body Bash** the opponent (refer to *Appendix 1 - Bash Rules*). If the opponent of a character remains stationary during the character's closing movement, the opponent is required to reduce their AP total by the same amount of AP used by the character to close the distance. However, the opponent will have the benefit of at least one blow if he has a

longer weapon. Combatants who are moving toward each other will have their AP totals reduced only by their own movement and not that of their opponent's.

Who gets the first blow?

Anyone who when they first meet another opponent in an engagement zone and who has a longer weapon may spend 1 FP to gain a free initial blow. This blow is an attempt to immediately counter-attack the opponent's initial attack rush and will hit with less force than normal so do not add the Crit Die result to damage (unless a Critical Success was rolled).

Example Character. Griswold

A thief armed with a dagger (S) is rushing towards Griswold who is using his axe "Face Smasher", as Griswold has a weapon of the same length as the thief, he will not have an advantage of length of weapon on the thief. If Griswold was using a sword (M) he would be able to spend 1 FP if he wished in order to make a counter-attack to meet the thief's challenge.

When weapons are of equal length or after any initial bonus attacks, count down from the highest number of blows, ties are decided by the following order:

- 1 Lightest weapons go first, followed by those in lightest armour, and then those with the best Agility.
- 2 If there is still a tie then roll a Crit Die to resolve who goes first.

If there is no real advantage to either combatant and the combat is an exchange of blows - damage is treated as simultaneous.

The Flow of Combat

Foot combat has a certain pattern within a combat round that might be described as an exchange of blows. The character going first can strike the first blow. This attack, if successful, may or may not be actively defended against, the defence being declared and rolled for before the attack is rolled. The opponent then gets a chance to counter-strike. This will continue until the combatant with the most blows has expended them all and no combatant has any more blows to expend within that combat round.

Spending Blows

Blows are spent on delivering attacks and in any **Active Defence** that the character undertakes. You have to roll to determine the success of each attack. The TSC you roll against will probably be modified by any **Passive Defence** measures that you encounter. A successful attack may also be stopped by a successful Active Defence.

Passive Defence

Passive Defence consists of small bodily movements, which place the defender's weapon or shield in the way of the attack so making the attack more difficult to begin with. A Passive Defence must be announced before the attack roll is made. The most important factor in sword and shield hand-to-hand combat is the fact that the shield constitutes a major obstacle if the defender has any skill in using a shield at all. A passive shield defence reduces the attacker's



TSC by half the defender's PSF in his Shield skill. A defender carrying a shield and facing the attacker will always have a Passive Defence without expending Fatigue as long as the defender has any blows left. A defender who has run out of blows can use his shield in Passive Defence by spending 1 FP.

A defender not carrying a shield but armed with a medium or heavy weapon can also create a Passive Defence by spending 1 FP for medium weapons, 2 FP for heavy weapons and 3 FP for a 2-handed weapon. Passive Defence is simply a form of passive resistance and will reduce the attacker's TSC by half the PSF the defender has in that skill.

Example of Passive Shield Defence

Shield	% Bonus	Absorb	Notes
Target Reinforced	+10%	13	+3 Pierce, +2 Slash, +2 Crush

A fighter using a shield can passively resist attacks using half his Shield skill PSF plus half the % bonus from the Shield Type. The Reinforced Target Shield will add +5% to the defender's Shield PSF for Passive Defence purposes. An attack which fails due to a successful Passive Defence glances off the opponent's shield, armour, or weapon doing no damage.

Active Defence

All Active Defences (Shield Block, Weapon Parry and Dodge) are announced before a successful hit has been thrown and require the expenditure of a blow or the FP cost of the Passive Defence (for a Weapon Parry or Shield Block) if the character has exhausted all blows. An Active Defence consists of either using your shield to **Shield Block**, your weapon to **Weapon Parry**, or your body to **Dodge** out of the way of the attack. A successful attack needs to be met with a successful Active Defence. If the attack was a Critical Success, the defender must also roll a Critical Success to defend the attack. In all cases the attacker's PSF reduces the defender's TSC.

Shield Block

Shield Block either requires the expenditure of a blow (the type of blow depending on the weapon being used by the defender with the shield - the reason being is there is a lot of cross training between weapon and shield) or it will cost 1 FP. The Shield Block TSC is reduced by the attacker's PSF. A successful Active Defence with a shield deflects the attack totally. A failure stills means the shield was interposed but damage is taken and absorbed by the shield before any armour absorption.

Example of Active Shield Defence

Shield	% Bonus	Absorb	Notes
Target Reinforced	+10%	13	+3 Pierce, +2 Slash, +2 Crush

A fighter using a shield can actively resist attacks and add the Shield % Bonus to their Shield skill PSF for the purpose of determining their final TSC. As in the case of any other Active Resistance, a Shield Block costs a blow and is modified by the attacker's PSF.

Weapon Parry

A Weapon Parry either requires the expenditure of a blow or **double** the Passive Defence FP cost for the weapon (i.e. 2 x 1 FP for a medium weapon etc). The Weapon Parry's TSC is the same **as the** TSC of the defender's weapon. It is reduced by the PSF of the attacker. A weapon can only defend against weapons of its own **weight** category or weapons of a lower weight category. A successful Weapon Parry stops the attack cold providing the defending **weapon** is of the same weight or greater than the attacking weapon.

Example Character. Griswold

Griswold's axe "Face Smasher" can be used to parry incoming blows at an expenditure of a blow or 2 FP (i.e. since it is a medium weight weapon it cost 2 x 1 FP).

A Weapon Parry requires an Action Throw.

Weight Differences in Defence and Damage Absorption by the Parrying Weapon

Sometimes impact damage will get through a Weapon Parry because of weight differences between weapons. A successful parry in such a case cancels both Attribute Bonuses and any extra damage from the Crit Die. A successful L parry against M will absorb 1/2 of the damage from the attacking weapon into the defending weapon and 1/2 of the damage into the defender as Fatigue unless absorbed by armour etc. A successful L parry against H will absorb 1/3 of the damage from the attacking weapon into the defending weapon and 2/3 of the damage into the defender as Fatigue unless absorbed by armour etc. A successful M parry against H will absorb 1/2 of the damage from the attacking weapon and 1/2 of the damage into the defender as Fatigue unless absorbed by armour etc. A parry that has a Critical Success will always stop any attack cold without any damage. This rule explains why for most of the time periods covered by C&S people liked to use shields.

Example Character. Griswold

Griswold uses "Face Smasher" to Weapon Parry a heavier weapon, a Maul, which delivers 20 damage points. A successful parry by Griswold will reduce the damage that gets through to 10 points but and armour Griswold might be wearing will further absorb this reduced damage. If he has no shield or armour, then his FP will be reduced by 10.

Dodge

A Dodge always requires the expenditure of a blow. A successful Dodge puts the defender out of the path of the attacker's blow but may also make it extremely difficult to deliver a counter-attack. A successful Dodge against a heavier weapon will end the combat round, unless the Dodge was a Critical Success, in which case the defender can elect to continue the round. A successful Dodge against the same or a lighter weapon will enable the defender to end the combat round or to counter-attack with a blow but at a penalty of 2 x the opponent's PSF in the weapon used. If the defender elects to counter-attack, the round continues as normal and it is now the opponent who has to choose a defence.

**Example Character: Griswold**

Griswold dodges out of the way of an M weapon attack and decides to counter-attack. The opponent has a PSF of 15 in using his weapon, this is doubled to 30 and then subtracted from Griswold's 77% TSC to give an adjusted TSC of 47%. If Griswold had decided not to counter-attack, the round would have ended.

Changing Weapons

A character may change a weapon during a round at the expenditure of one blow of the character's current weapon or 1 FP. If the new weapon is in the same weight category as the old weapon, the character can complete the round as normal. If the new weapon is lighter, the character can re-calculate to see if there would be any extra blows in the remainder of the round or simply add an extra blow for the expenditure of a further 1 FP. If the new weapon is heavier the lost blow remains lost.

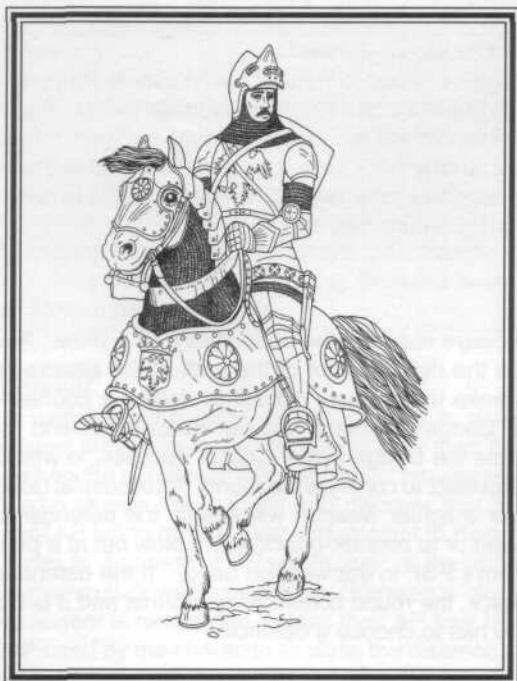
MISSILE COMBAT

Missile combat is intended to be combat at a distance. Archers and other missile troops usually have extensive experience often from childhood with their missile weapon system. It takes about seven years of regular practice to produce an expert with a long bow or sling. The time can be shorter with mechanical devices like cross-bows.

Loading and Firing

Missile weapons rate of fire depends on the weapon:

Bows (all)	Load & Fire = AP / 5 (rounding up)
Cross Bows	Load & Fire = 1 round to load (Fire for free at start of next round)
Slings	Load & Fire = AP / 6 (rounding up)
Thrown Knife	Ready Weapon & Fire = AP / 7 (rounding up)

**Missile Weapons**

Bow	SR	MR	LR	ER	MaxR
TSC Mod:	-5%	0%	-10%	-20%	-30%
Crit+1					
Range in feet:	10'	30'	90'	150'	500'
Base Damage:	7	6	3	0	-2
Cross Bow	SR	MR	LR	ER	MaxR
TSC Mod:	-5%	0%	-10%	-20%	-30%
Crit+1					
Range in feet:	20'	50'	100'	200'	600'
Base Damage:	6	6	6	2	-2
Sling	SR	MR	LR	ER	MaxR
TSC Mod:	-5%	0%	-10%	-20%	-30%
Crit+1					
Range in feet:	10'	20'	40'	80'	300'
Base Damage:	4	3	1	-2	-5
Thrown Knife	SR	MR	LR	ER	MaxR
TSC Mod:	-5%	0%	-10%	-20%	-30%
Crit +2					
Range in feet:	5'	10'	20'	30'	40'
Base Damage:	1	1	0	-2	-4

TABLE 4.1

Note:

SR = Short Range
MR = Medium Range
LR = Long Range
ER = Extreme Range
MaxR = Maximum Range.

Range and Damage

The modifications for range listed for each weapon are applied whether or not the target is aware of being shot at. If the target is aware of being shot at they can attempt to use Dodge against the shot as an Active Defence. Targets carrying a shield have their Shield PSF reduce the archer's TSC as well. Damage from a bow or cross-bow is all piercing damage and again the extra damage from the Crit Die is added to the damage listed for the various ranges.

Refer to Table 4.1 for further details.

Example Character: Griswold

Griswold is a Yeoman Archer who uses a Bow at PSF 24

Skill	Cost	BCS	Att	Level	PSF	TSC	Crit Mod
Archery	5	40%	+15	3[+9]	+24	64%	0



Weapons

Weapons are grouped according to weight (Light, Medium or Heavy) and the damage type (crush, slash and pierce). The weight determines the attack rate and damage, while the damage type effects the armour protection.

Weapon Damage is the result of:

Base Weapon Damage + Attribute / 2 (Light weapons add Attribute / 4) + Bonus Damage due to skill + Crit Die.

Bonus Damage

Bonus damage for weapons is as follows:

PSF	Weapon Weight			
	Light	Medium	Heavy	Two-handed
1-5	+1	+1	+2	+2
6-10	+1	+2	+2	+3
11-15	+1	+2	+3	+3
16-20	+1	+2	+3	+4
21-25	+1	+3	+3	+4
26-30	+2	+3	+4	+4
31-35	+2	+3	+4	+5
36-40	+2	+3	+5	+5
41-45	+2	+4	+5	+6

TABLE 4.2

See Table 4.6 for Base Damage for weapons.

Armour

In C&S, armour reduces damage by absorbing the blows received during combat. Some armour is less effective against certain attacks, for instance, chain mail is not as effective against piercing blows as it is against slashing or crushing blows. Armour has a defensive value and adjustments against different attacks. There is a chance that a piece of armour will fail if it fails to absorb all of the damage. Certain skills suffer penalties if a character wears armour. Thief skills suffer a -25% penalty if light armour is worn and -50% if heavy armour is worn. Likewise mages suffer a -50% penalty to all magical skills if any metal armour is worn (due to the content of iron and its inherent effects on magick). Refer to Table 4.3 for details on armour and amount of damage absorbed.

Armour and Shield Failures

When the attacker has a Critical Success or whenever damage exceeds the armour capacity or shield capacity there is a chance that the armour or shield will fail. If a hit is not critical the character has a choice between absorbing the excess damage themselves or letting the armour or shield take the excess. If the armour or shield takes the excess, roll 1d100 with any result over 50% meaning that the armour or shield has failed at the point the blow contacted. Failed armour will no longer absorb damage and a failed shield will neither absorb damage nor aid in defence (i.e. there are no more additions to Shield skill from the Shield % Bonus). Gamemasters can use the **Hit Location** rules on page 18 to determine where on the body this failed armour is located.

Armour	Absorbs	Notes
Cloth	0	+1 Slash
Hide	1	-1 Crush
Quilt	2	+1 Crush, -1 Pierce
Leather/fur	2	+1 Slash, -1 Pierce
Ringmail*	4	+2 Slash, -1 Pierce
Cuirbolli*	5	+2 Crush, -1 Pierce
Scalemail*	5	+2 Slash, -1 Pierce
Chainmail###	6	+1 Slash, +1 Crush
PlatemailP	7	+3 Slash
Fieldplate##	8	+2 Slash, +2 Crush

TABLE 4.3

Notes:

* Requires the Wear Light Armour skill. This armour is worn over padded material. 10% negative modifier to *Thievery skills*.

Requires the Wear Heavy Armour skill, includes chainmail in certain places and padding. 20% negative modifier to *Thievery skills*.

Shields	%bonus	Defence	Notes Pts**
Any Object at Hand	+1%	1d6#	+1 Crush
Target Shield:			
Wicker	+5%	10	+1 Crit, +2 Crush, -2 Pierce
Wood	+5%	10	+1 Crit, +2 Pierce, -1 Crush
Reinforced	+10%	13	+3 Pierce, +2 Slash, +2 Crush
Large Shield:			
Wicker	+ 10%	10	+1 Crit, +2 Crush, -2 Pierce
Wood	+ 10%	10	+2 Pierce, +2 Crush
Reinforced	+ 15%	18	

TABLE 4.4

Notes:

Shields are built to block, this is represented by a TSC bonus on the chance to block an attack. Objects at hand used for active shield blocks can include a weapon.

** Objects or shields which successfully block an attacker directly absorb the damage which would have been inflicted on the defender. The defender will absorb any hit that exceeds the damage absorption of the shield. Every time the shield or object takes damage in excess of its absorption capacity there is a 30% chance that the blow will destroy the shield.

* This value is set at the beginning of the fight.



Hit Locations, Crit Die and Critical Effects

If a successful hit occurs then the adjusted Crit Die is added to the weapon damage and the Attribute Bonus to obtain the amount of Fatigue the opponent will lose. Armour and successful shield parries act to reduce this amount further. However, if the adjusted Crit Die comes up with a 10 or higher then as well as the normal Fatigue damage, the character will also lose Body equal to an additional D10. If this occurs the character will need to check if he has suffered a Critical Effect. To do this check the total damage the character has taken (including Fatigue) with the single attack and compare it to the character's healthy Body rating. If the damage sustained by the character is more than 2/5 of the maximum Body of the character, then a Critical Effect has occurred, greater Critical Effects will be sustained if the damage is more than 3/5 or more than 4/5 of the maximum Body.

Refer to Table 4.5 for details.

MOUNTED COMBAT

As stated previously, it is not the scope of these rules to fully detail mounted combat. However, it is fairly obvious that the Knight character will wish to attack from horseback. For the purposes of C&S *Light*, when mounted the weapon PSF of a character is halved. The exception is a Charging Lance when the full PSF applies. To charge the character must ride his horse at full gallop and connect with an opponent. The lance receives +3 to the Crit Die, does an extra D10 damage and delivers a Body Bash based on the size of the horse being ridden. The opponent deducts the full Dodge PSF of the horse to any defence.

Roll	Location	Amount of Body		
		2/5	3/5	4/5
1	Head/Neck	Agony	Blind	Dead
2,3	Arms	Agony	Destroyed	Severed
4,5	Legs	Agony	Destroyed	Severed
6,7,8	Chest	Pain	Pain	Agony
9	Abdomen	Agony	Agony	Dead
10	Vitals	Agony	Dead	Dead

TABLE 4.5

Blind	The character loses an eye and suffers from agony.
Pain	The character must make a CON AR -25% roll or fall to the floor in pain.
Agony	The character must make a CON AR -50% roll or pass out due to the pain.
Destroyed	The character has lost the use of a limb and suffers from pain.
Severed	The character has a limb removed and suffers from agony.
Dead	The character is killed.

TABLE 4.6

Weapon	Length	Weight	Base Damage	Crit Mod	Skill	Bash%
Punch	[S]	L	1 Crush	0	Brawl	15%
Knife / Dagger	[S]	L	2 Pierce	0	Knives	5%
Small Club	[S]	L	2 Crush	0	Bludgeon	20%
Sword	[M]	M	4 Slash	+1	Swords	25%
War Axe (Hand)	[S]	M	4 Slash	+1	Axes	28%
Heavy War Axe	[M]	H	7 Slash	+1	Axes	35%
Cavalry Flail	[M]	M	6 Crush	+1	Bludgeon	35%
War Hammer	[M]	M	4 Crush	+1	Bludgeon	28%
Morningstar	[M]	M	4 Pierce	+1	Bludgeon	25%
Spear	[L]	M	4 Pierce	0	Spear	15%
Cavalry Lance	[L]	H	8 Pierce	+2	Lance	35%
Quarterstaff	[L]	M	4 Crush	0	Bludgeon	20%
Medium Club	[S]	M	4 Crush	0	Bludgeon	20%
Kick	[S]	M	4 Crush	0	Brawl	20%
Greatsword	[L]	H	8 Slash	0	Greatsword	28%
Greatsword	[L]	2H	8 Slash	+1	Greatsword	35%
Battleaxe	[M]	2H	8 Slash	+1	Axes	30%
Maul, Sledge	[M]	2H	8 Crush	+2	Bludgeon	35%
Military Flail	[L]	2H	8 Crush	+2	Bludgeon	40%

Notes

The letter in [] is relative Length, if an opponent enters into combat, if he has the longer weapon he may have a free initial attack at the cost of 1 Fatigue point.

L = a light, one handed weapon. M = a medium, one handed weapon. H = a heavy, one handed weapon. 2H = heavy weapon held with two hands.

The Crit Modification bonus is added to the Crit Die as damage die, if 10+ is obtained a critical result occurs and a second D10 roll is made to determine extra damage. The Crit bonus is also added to this second roll. Skill is the skill used in determining the chance to hit.

The knightly version of the Sword always inflicts an additional +1 damage when used by Knights.

The Bash percentage is the value needed to roll under to achieve a bash with a particular weapon.



MAGICK

There are many different Modes of magick in the full *C&S 3rd Edition* rules: Druid, Enchanter, Magus, Necromancer, Power Word, Thaumaturge and Witch. We feature only two kinds in these rules, the Magus and the Witch. The first, Magus, is like the fabled mages from traditional legends or medieval literature such as Merlin or Atlantes who practice magick by reciting a spell from a scroll, the pages of a book or from committing it to memory. Witches, on the other hand, practice magick from memory or from potions.

CREATING C&S LIGHT MAGES

Players should have used the **C&S Light** character creation rules to create the Mage character. The mage character will have his choice of Mode of magick decided at the point the vocation was chosen whether this be the Magus Mode or the Witchcraft Mode.

MODES AND MAGICKS

Magick is like any other skill. There is an initial skill cost which can be modified by Vocation and Mastery. These skill costs are as follows:

Magus Mode	[9]	DF7	(based on INT)
Witchcraft Mode	[8]	DF6	(based on PTY)
Magicks	[6]	DF4	

There are 13 Magicks currently available in *C&S 3rd Edition*, but only the following are available in **C&S Light**: Air Magick, Fire Magick, Water Magick, Earth Magick, Arcane Magick, Command Magick, Divination Magick, Illusion Magick, Plant Magick and Ward Magick. The spells of the first four ranks of these magicks are listed in *Chapter 6 - Spells*.

Mage characters are also able to purchase with Skill Points a magical focus which can be used to enhance the casting of spells as well as storing spells in readiness for immediate casting.

Special Acquisition: Magical Focus - Ring [3]
Wand [5]

Modes are organised into **Mode Levels (ML)** (also known as Magick Levels) and Magicks are organized into **Ranks**. A Mode can only be learnt to one level above the current experience level of the character in **C&S Light** - starting characters are at Level 1 (see *Appendix 2 - Level Advancement* for more details on experience levels above Level 1).

MAGICAL VOCATIONS

These rules feature two different Modes of magick which operate in different ways. The Magus Mode magus operates primarily through reading spells from previously written material or by reciting a spell from memory. The Witchcraft Mode operates by casting spells primarily from memory and from casting magick by ingesting vials of potion which contain ingredients such as special herbs.

For the Vocational Skills for both Mage types refer to *Chapter 2 • Character Creation*,

Your character should decide which one of these magicks will be part of your vocation and which ones to enhance with Mastery after having enhanced the Mode. Remember by being part of the Vocational Skills the appropriate Mode is automatically at Mode Level 1 and reduces in cost by 1 Skill Point. By being made a Mastery, the Mode gains another Mode Level (ML) and reduces in cost by a further 1 Skill Point. In these **C&S Light** rules a Magus can enhance a Mode up to ML3 at Level 1 and no higher than 2 above the current level of the Mage.

Magicks are acquired like skills and your character's expertise in a Magick is measured in **Rank Levels**. A Rank Level is exactly the same as a Skill Level in its effect on your character's PSF. Each Rank your character has in a Magick will give your character +3% toward his PSF in that Magick. The three Magicks your character possess as Vocational Skills are all at Rank 1 with a cost reduction of -1 Skill Point. If your character enhances these three Magicks using Mastery then there is a further increase to Rank 2 and a further cost reduction of -1 Skill Point. Your character can purchase Magicks beyond the three Vocational Magicks and can purchase extra Ranks in any Magick acquired whether this is a Vocational Skill or a non-Vocational Skill. Ranks purchased in Vocational and Mastered Magick benefit from the cost reductions. In any Magick your character can enhance the Rank to one level greater than that of your ML, i.e. an ML of 2 enables you to enhance your Magick Ranks to a maximum of Rank 3.

MAGUS MODE OF MAGICK

The way of doing magick laid down here for a Magus character generally also applies to characters who use the Witchcraft Mode with some exceptions which will be discussed later.

Learning Spells

Each of the Magicks has a number of spells arranged in levels called Ranks. Your character may acquire spells in a Magick up to the Rank that is equal to the ML that they possess in that Magick.

Example Character: Griselda

Griselda, Griswold's wife, is a mage who has the Magus Mode of Magick at ML2 and Air Magick at Level 3. She can only acquire Air Magick spells up to Rank 2 even though her Air Magick is at Rank 3.

Recording Spells for the Magus Mode

For each Magick the Magus has knowledge of, he will have a number of **Magick Factors (MF)** which enable the Magus to acquire spells. The Magick Factor for each magick is determined by multiplying the ML by the Rank Level in the particular Magick. Any spell a Magus decides to write onto a scroll or in a book will cost 1 Magick Factors per Rank of the spell whilst any spell a Magus chooses to memorize will cost 2 Magick Factor per Rank of the spell.



A Magus could both record in writing and memorize the same spell by paying 1 Magick Factor plus the cost of both writing and memorizing the spell less the Magus's ML. This would allow a Magus with an ML of 2 to acquire Rank 1 spells as both memorized and written for 2 Magick Factors each.

Example Character: Griselda

Griselda decides to learn the Rank 2 Air Magick spell "Air Bolt". To write this spell down will cost her 2 Magick Factors (1 x spell rank) and to memorize it will cost her 4 Magick Factors (2 x spell rank). To both write the spell down and memorize it will cost her $1 + (2 + 4 - 2 \text{ ML}) = 5$ Magick Factors. As Griselda only has 6 Magick Factors (Air Magick at Rank 3 x her ML at 2) to spend on Air Magick she will have to plan wisely to optimize her Air Magick.

Magus Mode Focus

The Magus Mode likes to use rings or wands as items of magical focus. The **focus** is acquired as a Special Skill which has no levels attached to it. They are personally keyed to the Magus who can only have one focus in existence at any one time. The existing focus must be destroyed before the Magus can activate another one. The focus does three things for the Magus:

- 1 It increases the Magus's PSF for any Magick cast through the focus: Rings +7%, Wands +12%
- 2 The focus allows the Magus to "store" written or memorized spells in the focus in a continuous readied state for 10 days x ML. A Ring will allow the Magus to "store" one offensive spell plus one ward at the ready. A Wand will allow one spell per ML of the Magus's choice at the ready. When a spell is at the ready, it does not need preparation time to trigger and can be triggered off as many times as the Magus likes (limited by the casting time that spell has within a combat round) provided they pay the FP costs associated with the spell.
- 3 A focus helps reduce the FP costs of all Magick cast through it, whether that spell is stored at the ready in the focus or not: Rings reduce FP by 25% and Wands reduce FP by 50%. These reductions are rounded up to the nearest whole number, e.g. a 50% reduction of a 9 FP spell is 4.5 rounded up to 5 FP.



Rings Versus Wands

The difference between using a Ring or a Wand as a focus to practice magick is as follows. Wands are very powerful magick tools which are subject to **Traversing Magick** (magick that is directed at a target). This is magick which always appears to be coming from the tip of the Wand. A Ring does not require the showiness of Traversing Magick but it can be used as an option. Spells cast through a Ring that uses Traversing Magick will appear to come out of the hand of the Magus. The advantage to using a Ring is that it is more easily concealed thus disguising subtle spell casting. Normally, without resorting to Traversing Magick, a Ring can make an effect appear anywhere within the Casting Range of the Magus.

The other difference is that a Ring has a more beneficial effect in the event of a failure compared to a Wand. If a Magus makes a Critical Failure when casting using a focus, it results in a "blow back" of magical energy if he/she is using a Wand. If this occurs the casting mage loses half of his maximum healthy Fatigue (this may well result in a Magus suffering Body damage). If the focus used is a Ring the result of the Critical Failure is that the Ring will simply drop from the casting Magus's hand with a percentage chance of being lost (this is up to the Gamemaster's discretion).

Magus Mode Preparation Time

Mages need to concentrate on getting the pattern of the words just right when they are going to cast spells. The oral reciting of magick requires the Magus to have a clear mind and concentrate on the pattern of control imposed on the **mana forces** (the magical force collected by the Magus to cast the spell) by the words being recited. Spells are graded according to their pattern complexity as: Cantrip, Hex, Sorcery, and Ritual. They are also graded in Ranks according to the level of mana force used by the spell.

The speed with which Mages can prepare spells depends on the complexity, Rank, and source of recitation (reading or memory) of the spell. Magus Mode Mages need to prepare their spells by reading them or reciting them from memory and the amount of time required depends on the method of preparation, the complexity, and the Rank of the spell. Mages determine the preparation time of a particular spell in terms of rounds as follows:

Method of Recitation: Memory = +1 round
Reading = +2 rounds
In focus = 0 rounds

Complexity of Pattern: Cantrip = +1 round
Hex = +2 rounds
Sorcery = +3 rounds
In focus = 0 rounds

The character adds the time taken for the method of preparation and complexity together and multiplies the result by the Rank Level of the spell to get the number of rounds it will take to prepare the spell. The character rolls for the success of the spell after the end of the last round needed to prepare the spell or the point at which the Magus decides to "hold over" the spell. The Magus can choose to "hold over" a prepared spell - see section below *Casting and Holding Spells*.



INTRODUCTORY SCENARIO

BY STEVE TURNER

Location

This adventure is set in the realm of Urtind, the heartland of the Dragon Reaches of Marakush, the campaign setting for *Chivalry & Sorcery* published by **Brittannia Game Designs Ltd.**

Background

A band of adventurers (either the pre-generated characters included in this scenario, or ones you have created yourself) are travelling south from Cadanbyrig, the capital of Urtind. (This adventure can be tied into the Introductory Adventure in "*The Dragon Reaches of Marakush*" campaign source book.) The group should ideally be led by a Knight or other character of Noble birth.

As the party traverse along the trail, they spy a group of peasants approaching. The villagers seek help against a monster that keeps taking their livestock.

Scene One

As the group approaches, one of the peasants comes up to you. Read or paraphrase the following:

From the group of peasants ahead of you, one of them separates from the group and walks towards you and in a quavering voice begs, "Milord, your arrival here is timely indeed. I, no, we beseech you to give us assistance in our time of trouble, for our own Lord is away on King's business."

This is Ifor, the village Reeve or head of the village. If questioned by the party, he will inform them of the number of livestock which have either disappeared or been found half eaten. Currently they have lost almost half of all the livestock they possessed.



The village of Drysdale is about half a mile from the trail, on the edge of the foothills of the Carlegg Mountain range. The village consists of no more than a dozen wattle and daub buildings, thatched and clustered around a communal well. The village is surrounded by a ditch and earth rampart topped by a wooden palisade, a single set of gates allows entrance and exit. Ifor will guide the group to his own home, the largest of the buildings. Inside the building is a single room, curtains cordoning off the sleeping areas. A central hearth is used both for warmth and cooking, a small hole in the thatch allows some smoke to escape but most lingers in the room.

The first task falling to the characters is to identify what monster is raiding the livestock. The villagers have begun building a stockade to hold the remaining cattle and sheep and will welcome any assistance from characters.

If a nightly watch is undertaken the characters will glimpse a large, shadowy creature lurking around outside the palisade. Some tracks can be found next morning leading towards the foothills of the mountain range.

If the characters do nothing the beast will continue to return each night, but will avoid any contact. If the characters give chase move onto Scene Two.

Scene Two

Read or paraphrase the following:

As you follow the tracks left by the beast you are amazed at their size. Although humanoid, they appear to be as long as your forearm. Ahead of you the tracks lead upwards into the foothills and disappear amongst the pine trees.

The tracks lead further into the forest, which is mainly pine trees, towards the lair of the creature. The creature is an Ogre who has been preying on the village. Also within the forest are the following which may or may not be encountered whilst the party are following the tracks. This section is intended to allow the Gamemaster to modify this adventure to his/her own personal tastes.

Encounter 1 - A Band of Goblins (4)

These four Goblins are a foraging group for a larger warband who are further up in the mountains. They are not looking for trouble but would welcome a bite to eat as they are starving and not very successful in their hunt for prey.

GOBLINS (4)						EXP AWARD 25 EACH			
SIZE	S	BODY	19	FATIGUE	18	AP	10	Mov	4'
BMR	0	DODGE	+19	STAMINA	+0	WILLPOWER	+8		
ARMOUR		As ARMOUR TYPE WORN, USUALLY LIGHT ARMOUR							
ATTACK METHODS									
Melee Weapon +13 PSF									

Goblins are small humanoids that resides in cavern systems. They are carrying swords and wicker target shields (They have Shield skill at PSF 15% and TSC 45%).



Encounter 2 - A Lone Bear

A lone bear, on the lookout for any opportune bits of food, will follow the party for any chance to scavenge.

BEAR						EXP AWARD 500
SIZE	L	BODY	55	FATIGUE	39	AP 13 Mov 5'
BMR	10	DODGE	+0	STAMINA	+40	WILLPOWER +21
ARMOUR	RESISTS A BASE OF 9 POINTS. +5 CRUSH, -1 PIERCE					
ATTACK METHODS						
Medium Bite +24 PSF plus 5 damage						
Medium Claw +32 PSF plus 8 damage						

A large omnivorous mammal that resides in temperate forests, the standard European brown bear.

Encounter 3 -A Pack of Wolves (8)

A pack of wolves driven down from the mountains, they will track the party making the odd foray to unnerve the group, so possibly forcing an error. They will attack any PC found on their own.

WOLF (8)						EXP AWARD 20 EACH	
SIZE	S	BODY	22	FATIGUE	24	AP 15	Mov 6'
BMR	10	DODGE	+14	STAMINA	+18	WILLPOWER	+15
ARMOUR	RESISTS A BASE OF 2 POINTS, +1 CRUSH						
ATTACK METHODS							
Medium Bite +24 PSF plus 2 damage							

Scene Three

Allow the group to follow the tracks for two days, add atmospheric titbits such as strange noises at nights, bird-song suddenly stopping followed by sighting of fleeting shadows etc.

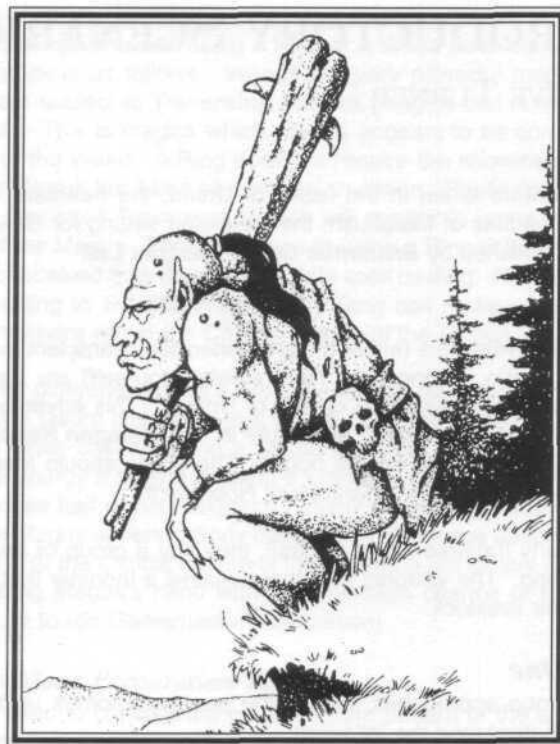
On the third morning, read or paraphrase the following:

You are beginning to grow weary of this task and are just about ready to give up when ahead of you, amongst the trees, you can just see an outcrop of rock with what appears to be a cave.

This is the lair of the Ogre. He will already be aware of the approach of the PC's and will begin pelting them with small rocks as they approach.

OGRE						EXP AWARD 500			
SIZE	L	BODY	65	FATIGUE	47	AP	16	Mov	6'
BMR	0	DODGE	+0	STAMINA	+56	WILLPOWER	+15		
ARMOUR	RESISTS A BASE OF 5 POINTS, +2 CRUSH, -1 PIERCE								
ATTACK METHODS									
Medium Claws +41 PSF plus 10 damage									

A large smelly humanoid, often found accompanying or leading a Goblin or Orc warband. This Ogre has skill in Throwing Objects (Rocks), a DF3 skill based on the attribute Agility. The Ogre has Level 4 in the skill with a BCS of 40%, Attribute Bonus of 12 and Level Bonus of 12, giving a PSF of 24% and a TSC of 64%.



Damage from Rocks

The crushing damage from the rocks hurled by the Ogre (rocks weighing 5lbs) is as follows:

Hurled Rock	SR	MR	LR	ER	MaxR
TSC Mod:	-5%	0%	-10%	-20%	-30%
Crit+1					
Range in feet:	10'	20'	60'	150'	600'
Damage:	10	8	5	2	1

Note:

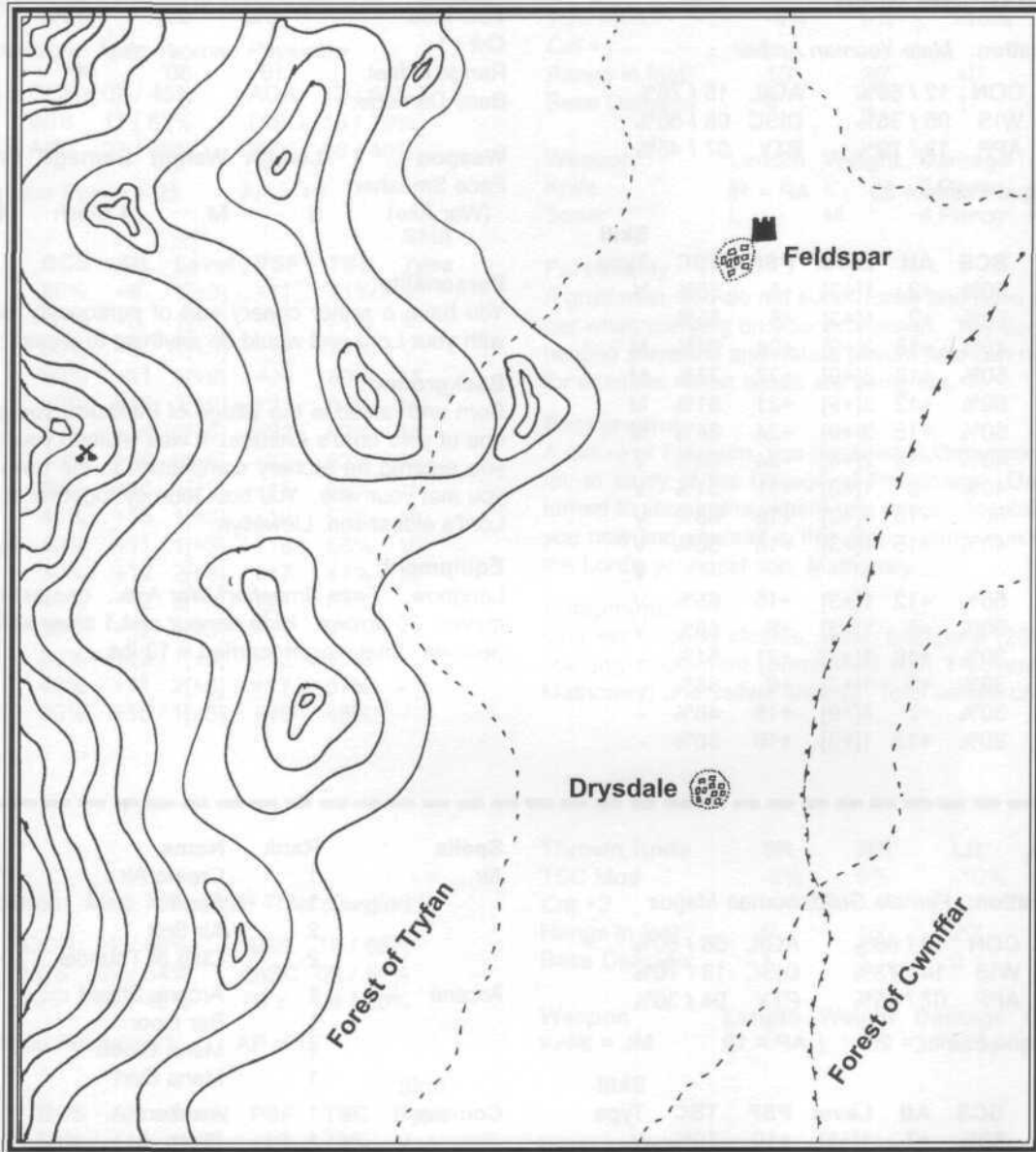
SR = Short Range
MR = Medium Range
LR = Long Range

ER = Extreme Range
MaxR = Maximum Range

As they get nearer he will rush down the slope attempting to Body Bash the first opponent, before laying into the characters with his natural weapon, i.e. his claws rather than melee weapons like others of his race.

It is expected that the PCs will succeed in defeating the Ogre. If they search the cave they will find amongst the many bones of cattle and sheep, the Ogre's treasure hoard. This consists of an exquisite Golden Goblet, worth about 3 sovereigns, which contains 1 sovereign and 17 silver shillings.

If proof is presented to the village (the body is a good idea) then the village will give them 20 copper pennies, most of their hoard but worth the cost. (Honourable characters should refuse, as they have helped someone.)



Contour Lines
(100' intervals)
Forest edges



Trails or roads



Forts/Castles



Ogres Lair

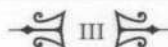


Scale (in miles)



The map of the area has been given in order for Gamemaster's to add details of their own and use as a basis for their own campaigns. We will be providing further information on this area as free downloads on our website at <http://members.aol.com/~marakush> to enable Gamemasters to expand their own games. Alternatively if you do not have internet access, please contact **Brittannia Game Designs Ltd** at the address on the cover of this product, sending a stamped addressed envelope (measuring at least 8.5" x 11.5") to receive a printed copy of this material.

Have fun!



PRE-GENERATED CHARACTERS C.1



Skill Type: V = Vocational Skill
M = Mastered Skill

NAME: GRISWOLD OF THE GLEN

Social Class & Vocation: Male Yeoman Archer

STR 18/85% CON 12/66% AGIL 15/76%
INT 02/20% WIS 05/35% DISC 08/50%
BV 10/58% APP 13/70% PTY 07/45%

Body = 30 Fatigue Points = 30 AP=15

Skill	BCS	Att	Level	PSF	TSC	Skill Type
Language (Urtish)	50%	+2	1[+3]	+5	55%	V
Lang: Pedrandir	50%	+2	1[+3]	+5	55%	-
Archery	40%	+15	3[+9]	+24	64%	M
Axes	50%	+18	3[+9]	+27	77%	M
Brawl	60%	+12	3[+9]	+21	81%	M
Dodge	60%	+15	3[+9]	+24	84%	M
Sword	40%	+18	2[+6]	+24	64%	V
Spears	40%	+8	1[+3]	+11	51%	V
Knives	50%	+15	1[+3]	+18	68%	V
Shields	40%	+15	1[+3]	+18	58%	V
Wear Light Armour	-	-	1	-	-	V
Stamina	50%	+12	1[+3]	+15	65%	V
Detection	50%	+5	1[+3]	+8	58%	V
Bludgeoning	30%	+18	1[+3]	+21	51%	-
Forester	30%	+5	1[+3]	+8	38%	-
Faith	30%	+7	3[+9]	+16	46%	-
Renown	20%	+13	1[+3]	+16	36%	-

Bow	SR	MR	LR	ER	MaxR
TSC Mod:	-5%	0%	-10%	-20%	-30%
Crit+1					
Range in feet:	10'	30'	90'	150'	500'
Base Damage:	7	6	3	0	-2

Weapon	Length	Weight	Damage	Crit Mod	Skill
Face Smasher					
(War Axe)	S	M	4 Slash	+1	Axes

Personality:

You have a rather cheery sort of personality, who enjoys hunting with your Lord and would do anything to please your wife Griselda.

Background:

Born and raised in the village of Flaxburn, you grew up to become one of your Lord's Archers. It was while in your Lord's service, that you entered an archery competition in the town of Cadanix where you met your wife. You both journey together in the service of your Lord's eldest son, Llewellyn.

Equipment:

Longbow, "Face Smasher" War Axe, one set of average clothes, quiver, 20 arrows, Hide armour and 1 silver shilling and 20 copper pennies. Total weight carried = 13 lbs

NAME: GRISELDA

Social Class & Vocation: Female Guildswoman Magus

STR 07/45% CON 12/66% AGIL 08/50%
INT 18/85% WIS 14/73% DISC 13/70%
BV 07/45% APP 07/45% PTY 04/30%

Body = 27 Fatigue Points = 25 AP = 13 ML = 3

Skill	BCS	Att	Level	PSF	TSC	Skill Type
Language (Urtish)	60%	+7	1[+3]	+10	70%	V
Lang: Mage Speak	60%	+7	1[+3]	+10	70%	V
Read/Write	50%	+18	1[+3]	+21	71%	V
Lore (Herbs)	20%	+18	1[+3]	+21	41%	V
History	40%	+18	1[+3]	+21	61%	V
Magus Mode	20%	+18	3[+9]	+18	38%	M
Magicks: Air	50%	+18	3[+9]	+27	77%	M
Arcane	50%	+18	2[+6]	+24	74%	M
Command	50%	+7	2[+6]	+13	63%	M
Read Magick Speech	50%	+18	2[+6]	+24	74%	M
Dodge	40%	+8	3[+9]	+17	57%	-
Knives	40%	+8	2[+6]	+14	54%	-
Willpower	40%	+13	2[+6]	+19	59%	-
Detection	40%	+14	2[+6]	+17	57%	-
Conditioning	-	-	1	-	-	-

Weapon	Length	Weight	Damage	Crit Mod	Skill
Knife	S	L	2 Pierce	+0	Knives

Spells	Rank	Name	Format
Air	1	Create Air	Written
	1	Snuff	Written
	2	Air Bolt	Written
	2	Clap of Thunder	Written
Arcane	1	Arcane Shield	Written
	1	Bar Door	Written
	1	Mana Globe	Written
	1	Mana Dart	Written
Command	1	Awaken	Written
	1	Sleep	Written
	2	Clumsiness	Written

Focus: Wand (costing 5 points)

Personality:

You have a bright and sunny disposition that belies a cunning and intelligent mind. You know that to achieve power and knowledge you must travel and so persuaded Griswold to join the band.

Background:

Born in Cadanix, you showed early promise and was apprenticed to one of town's mages. Shortly after learning your arts you met Griswold and you were married within a few months. You greatly respect Griswold and seek to assist him in his endeavours.

Equipment:

One set of good clothes, a focus (Wand), a spell book (16" x 11" x 2"), backpack (25 lbs capacity), knife and 5 silver shillings. Total weight carried = 4 lbs



NAME: MATTHIAS

Social Class & Vocation: Male Yeoman Physician

STR 08/50% CON 07/45% AGIL 12/66%
INT 16/79% WIS 11/62% DISC 15/76%
BV 08/50% APP 07/45% PTY 06/40%

Body = 20 Fatigue Points = 22 AP = 16

Skill	BCS	Att	Level	PSF	TSC	Skill Type
Language (Urtish)	60%	+8	1[+3]	+11	71%	V
Lang: Pedrandir	60%	+8	1[+3]	+11	71%	V
Lang: Anderian	60%	+8	1[+3]	+11	71%	V
Healing Arts	60%	+11	3[+9]	+20	80%	M
Knives	60%	+12	3[+9]	+21	81%	M
Lore (Herb)	40%	+16	2[+6]	+22	62%	M
Lore (Anatomy)	40%	+16	2[+6]	+22	62%	M
Read/Write	50%	+16	1[+3]	+19	69%	V
Geography	40%	+15	1[+3]	+19	59%	V
Animal Skill (Riding)	40%	+11	1[+3]	+18	58%	V
Read Character	30%	+12	2[+6]	+17	47%	M
Dodge	40%	+12	3[+9]	+21	61%	-
Craft (Cooking)	30%	+12	1[+3]	+15	45%	-
Slings	30%	+12	1[+3]	+15	45%	-
Detection	40%	+11	2[+6]	+17	57%	-
Spear	30%	+15	1[+3]	+18	48%	-

Sling	SR	MR	LR	ER	MaxR
TSC Mod:	-5%	0%	-10%	-20%	-30%
Crit+1					
Range in feet:	10'	20'	40'	80'	300'
Base Damage:	4	3	1	-2	-5

Weapon	Length	Weight	Damage	Crit Mod	Skill
Knife	S	L	2 Pierce	+0	Knives
Spear	L	M	4 Pierce	+0	Spear

Personality:

A gruff man, you do not suffer fools, and have a workmanlike manner when carrying on your profession. You constantly mutter when healing someone and hate a patient who can not suffer a little pain, for example, when bones are being set.

Background:

A native of Flaxburn, you travelled to Daranmax, the southern capital, to study at the College of Physicians. Once you left, you returned to your home, where you intended to settle down. However, you now find yourself in this group, partly due to the debt you owe the Lord's youngest son, Mathonwy.

Equipment:

One set of good clothes, knife, backpack (25lbs capacity), set of cooking equipment (purchased with 1 sovereign borrowed from Mathonwy) and 1 silver shilling. Total weight carried = 13 lbs

NAME: CULWCH

Social Class & Vocation: Male Townsman Thief (Burglar)

STR 11/62% CON 12/66% AGIL 19/88%
INT 12/66% WIS 09/54% DISC 09/54%
BV 10/58% APP 07/45% PTY 04/30%

Body = 29 Fatigue Points = 23 AP = 15

Skill	BCS	Att	Level	PSF	TSC	Skill Type
Language (Urtish)	60%	+10	1[+3]	+13	73%	V
Climbing	60%	+12	2[+6]	+18	78%	M
Dodge	50%	+19	1[+3]	+22	72%	V
Knives	60%	+19	2[+6]	+25	85%	M
Throwing Knives	30%	+19	3[+9]	+28	58%	-
Bargaining	50%	+10	3[+9]	+19	69%	V
Detection	50%	+9	1[+3]	+12	62%	V
Slight of Hand	40%	+9	2[+6]	+15	55%	V
Brawl	40%	+12	1[+3]	+15	55%	-
Read Character	20%	+9	1[+3]	+12	32%	-
Thievery:						
Stealth	50%	+19	2[+6]	+25	75%	M
Set/Disarm Traps	40%	+19	2[+6]	+25	65%	V
Skulk in Shadows	50%	+19	2[+6]	+25	75%	M
Back Stabbing	40%	+19	1[+3]	+22	62%	V
Pick Locks	50%	+19	3[+9]	+28	78%	M

Thrown Knife	SR	MR	LR	ER	MaxR
TSC Mod:	-5%	0%	-10%	-20%	-30%
Crit +2					
Range in feet:	5'	10'	20'	30'	40'
Base Damage:	1	1	0	-2	-4

Weapon	Length	Weight	Damage	Crit Mod	Skill
Knife	S	L	2 Pierce	+0	Knives

Personality:

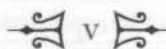
A rather downtrodden exterior hides a cunning personality that looks at every situation as one where a deal can be made or some item obtained for "resale".

Background:

Born in Cadanbyrig, you had to flee as a child due to some jumped up charge of picking pockets. You fled to Cadanix where, after some months, you befriended Griselda (on the pretext of getting into the Guildhall of the Mages). You have ended up following her and her new husband and have joined this band for two reasons, first it gets you out of the area, and second it gives you the opportunity to try pastures new. You have agreed to become Sir Llewellyn's scout within the group.

Equipment:

One set of average clothes, knife (stolen) and 20 copper pennies. Total weight carried = 1 lb



**NAME: MATHONWY****Social Class & Vocation:** *Male Noble Clerical Warrior*

STR 11/62% CON 13/70% AGIL 12/66%
INT 10/58% WIS 07/45% DISC 10/58%
BV 08/50% APP 07/45% PTY 12/66%

Body = 33 Fatigue Points = 27 AP = 15

Skill	BCS	Att	Level	PSF	TSC	Skill Type
Language (Urtish)	60%	+8	1[+3]	+11	71%	V
Lang: Old Urtish	60%	+8	1[+3]	+11	71%	V
Faith	40%	+12	3[+9]	+21	61%	M
Theology	60%	+10	3[+9]	+19	79%	M
Read/Write	50%	+10	1[+3]	+13	63%	V
Read Character	30%	+7	1[+3]	+10	40%	V
Brawl	50%	+13	1[+3]	+16	66%	V
Dodge	50%	+12	1[+3]	+15	65%	V
Shields	40%	+12	1[+3]	+15	55%	V
Wear Light Armour	-	-	1	-	-	V
Sword	50%	+11	2[+6]	+17	67%	M
Lance	40%	+10	3[+9]	+19	59%	M
Detection	50%	+7	1[+3]	+10	60%	V
Oratory	50%	+8	2[+6]	+14	64%	M
Animal Skill (Riding)	50%	+10	3[+9]	+19	49%	-
Wear Heavy Armour	-	-	1	-	-	-
Conditioning	-	-	1	-	-	-
Endurance	-	-	1	-	-	-

Weapon	Length	Weight	Damage	Crit Mod	Skill
Knight's Sword	M	M	5 Slash	+1	Swords
Cavalry Lance	L	H	8 Pierce	+2	Lance

Personality:

You have rather a gentle nature for a clerical warrior and this was one of the reasons for you joining the priesthood. However, you have come to realise that simply being a priest is not enough which is why you joined a fighting order to better use the skills you learnt in your childhood, even if they were learnt reluctantly.

Background:

The youngest son of Sir Ifor of Flaxburn, you have always known you would never inherit the fief. This has never bothered you and following the calling you joined the priesthood. With your fighting skills, however, you decided to join the Order of the Bear, a fighting order of the Church of Urto. You found yourself back in Flaxburn at the request of your father. Your brother, Llewellyn, had decided to go adventuring to make a name for himself and your father wants you to try to keep his heir on the straight and narrow (and hopefully alive especially as you do not want the trouble that inheriting the fief would bring).

Equipment:

One set of good clothes, Knight's sword, riding horse, tack and harness, riding saddle, ringmail armour, reinforced large shield but no money (1 sovereign loaned to Matthias). Total weight carried = 36 lbs

NAME: LLEWELYN OF FLAXBURN**Social Class & Vocation:** *Male Noble Knight*

STR 16/79% CON 16/79% AGIL 13/70%
INT 09/54% WIS 05/35% DISC 04/30%
BV 10/58% APP 08/50% PTY 10/58%

Body = 45 Fatigue Points = 41 AP = 17

Skill	BCS	Att	Level	PSF	TSC	Skill Type
Language (Urtish)	60%	+8	1[+3]	+11	71%	V
Sword	50%	+16	3[+9]	+25	75%	M
Brawl	50%	+16	1[+3]	+19	69%	V
Axes	40%	+16	1[+3]	+19	59%	V
Spears	40%	+4	1[+3]	+7	47%	V
Dodge	60%	+13	3[+9]	+22	82%	M
Knives	50%	+13	1[+3]	+16	66%	V
Shields	50%	+13	2[+6]	+19	69%	M
Wear Light Armour	-	-	1	-	-	V
Great Swords	40%	+16	1[+3]	+19	59%	M
Animal Skill (Riding)	50%	+4	1[+3]	+10	63%	M
Tactics	30%	+5	1[+3]	+8	38%	V
Leadership	40%	+8	1[+3]	+11	51%	V
Courtly Love	60%	+10	1[+3]	+13	73%	V
Great Blow	10%	-	3	-	-	V
Renown	30%	+10	1[+3]	+13	43%	-
Lance	20%	+4	1[+3]	+7	27%	-
Wear Heavy Armour	-	-	1	-	-	V
Conditioning	-	-	3	-	-	V
Endurance	-	-	3	-	-	V

Weapon	Length	Weight	Damage	Crit Mod	Skill
Knife	S	L	2 Pierce	+0	Knives
Knight's Sword	M	M	5 Slash	+1	Swords
Great Sword:					
One-handed	L	H	8 Slash	+0	Gt Sword
Two-handed	L	2H	8 Slash	+1	Gt Sword
Cavalry Lance	L	H	8 Pierce	+2	Lance

Personality:

You have a brash, loud and exuberant personality. Wishing to be liked you try to be everyone's friend but woe betide anybody who crosses you.

Background:

Born and raised in the small fief of Flaxburn, you have been trained to the task of ruler of a fief. Before this happens you decided to seek fame and fortune in order to make a name for yourself amongst the other nobles of the Kingdom, with the vain hope that you might come to the notice of the King himself. You persuaded one of your father's archers to join you (with a little help from his wife) and a couple of others have now joined the group. However, to keep your father happy, you have had to agree to your youngest brother joining the venture. Why you do not know - you are perfectly able to look after yourself. You now lead your merry little band southwards to adventure.

Equipment:

One set of good clothes, riding horse, tack and harness, riding saddle, Knight's sword, Great sword, reinforced target shield, scalemail armour and no money. Total weight carried = 49 lbs



CHARACTER SHEET

CHARACTER NAME: _____ SOCIAL CLASS: _____

VOCATION: _____ LEVEL: _____

ATTRIBUTES:

PHYSICAL	ATT	AR	SC%	MENTAL	ATT	AR	SC%	SOCIAL	ATT	AR	SC%	BODY
STR			%	INT			%	APP			%	FATIGUE
CON			%	WIS			%	BV			%	AP
AGIL			%	DISC			%	PTY			%	ML

SKILLS:

SKILL	LEVEL	BCS	BONUS		PSF	TSC	SKILL TYPE
			ATT	LEVEL			
LANGUAGE (OWN)							

WEAPON	
LENGTH	
WEIGHT	
DAMAGE	
CRIT MOD	
SKILL USED	

WEAPON	
LENGTH	
WEIGHT	
DAMAGE	
CRIT MOD	
SKILL USED	

USE ADDITIONAL SHEETS AS NECESSARY TO GIVE YOUR CHARACTER ANY
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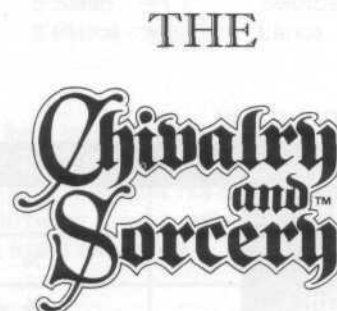
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Spells which are cast through a focus are subject to the same preparation times as if the focus was not used. Such spells benefit from the increased PSF and reduced FP costs made possible by a focus, as are spells which are stored in a focus.

Note: Rituals require special preparations, the reading of the material being recited and several minutes if not hours of concentrated activity.

Example Character: Griselda

The party Griselda is with is about to be attacked by Goblins. She decides to prepare her "Air Bolt" spell which is Rank 2 Air Magick from her memory. It will take 1 round for the method of preparation (memory) plus 2 rounds because it is a Hex multiplied by her Air Magick Rank of 2. Therefore it will take $(1+2) \times 2 = 6$ rounds (90 seconds) for her to have the spell up and running. If the "Air Bolt" was cast through her Wand it would still take 6 rounds to prepare the spell, however, if it was carried in a prepared state within her Wand she could trigger it without having to prepare it.

Casting and Holding Spells

After having prepared a spell the Magus Mode Mage can hold it in abeyance for up to 1 hour (240 rounds) per ML after which time it must trigger in the next round. Mages can hold a number of spells whose total Ranks are less than or equal to their Intellect attribute.

For every 10 minutes (40 rounds) that a spell is being "held over", it will cost the Magus 1 FP per spell being held. For every 10 minutes the Magus rolls a Discipline Attribute Roll (DISC AR). A failure means that the spell triggers in the next round but at -10% TSC and at double the normal FP costs. If a Critical Failure is rolled, then the spell triggers immediately at -20% and a -2 Crit Mod. A success means that the Magus can freely cast the spell or hold it for a further 10 minutes unless it has already reached the one hour x ML limit. A Critical Success means the spell need not be checked (but the usual 1 FP per 10 minutes needs to be paid) and the spell will trigger at +10% with a +1 Crit Mod when the Magus elects to fire it. Spells being "stored" in a focus are constantly in a state of being prepared.

The Casting of Spells

Whether a spell is read from a scroll, a book or recited from memory there is a Fatigue cost that needs to be paid with the practice of magick. This Fatigue cost is detailed below. Normally spells which are prepared for immediate casting occur at the start of the round immediately following their final round of preparation. Those Mages who have "held over" prepared spells can cast them within each combat round as if they were "blows". The complexity of each spell corresponds as follows, in all cases the calculation is rounded down:

Cantrip = Light Weapon (AP / 3 for the number of spells cast)
 Hex = Medium Weapon (AP / 4 for the number of spells cast)
 Sorcery = Heavy Weapon (AP / 5 for the number of spells cast)
 Ritual = One full combat round

Note that if a Mage wishes to re-cast a spell, he will need to prepare the spell again as the preparation of a spell gathers in the mana to power that spell.

Also depending on the type of Magick, it will have a specific Attribute Bonus added to the PSF of that Magick skill. These are as follows:

Attribute Bonus for Magicks

Magick	Attribute
Air Magick	Intelligence (INT)
Fire Magick	Wisdom (WIS)
Water Magick	Agility (AGIL)
Earth Magick	Constitution (CON)
Arcane Magick	Intelligence (INT)
Command Magick	Bardic Voice (BV)
Divination Magick	Piety (PTY)
Illusion Magick	Discipline (DISC)
Plant Magick	Wisdom (WIS)
Ward Magick	Discipline (DISC)

TABLE 5.1

The Fatigue Cost of Casting Magus Mode Magick

- The Total FP costs of any spell depends on the following factors: Complexity, Rank, Method of Casting, with or without a focus,
 - Complexity: Cantrip = +1
 Hex = +2
 Sorcery = +3
 Ritual = +4 x 1d6 (set when spell is first learnt)
 - Method: Read = +2
 Memorized = +3
 - Rank: +1 FP per Rank of spell
 - Focus: Depends on type (Ring = -25%, Wand = -50%) (rounded down)

Example Character: Griselda

Griselda has the Rank 2 Air Magick spell "Air Bolt", a Hex which she will cast by reading from her book. It will cost her a total of $2 + 2 + 2 = 6$ FP to cast without the assistance of a focus (If cast using a focus it would cost 3 FP with a Wand (FP reduced by 50%) or 4 FP with a Ring (FP reduced by 25%). If she cast the same spell from memory it would cost $2 + 3 + 2 = 7$ FP without a focus (3 FP with a Wand or 5 FP with a Ring).

- If a read spell fails, then the Fatigue cost to the caster is 50% of the character's original Fatigue level. If a memorized spell fails, the Fatigue cost to the caster amounts to 100% of the character's original Fatigue level. A Ring will reduce the cost of failure by 25% and a Wand by 50% (rounding up any reductions).

The C&S Warning

If the character's current Fatigue has been reduced because of wounds or practising magick, then the Fatigue cost for a failed spell could exceed the current Fatigue level, in which case the excess is taken away from Body points.



WITCHCRAFT MODE OF MAGICK

The Witchcraft Mode of magick reflects ancient religious beliefs in local powers which have been driven underground and have become family secrets passed on by an oral tradition. They are, however, limited in the Magicks they can learn being unable to learn Arcane Magick.

Learning Spells

Witches operate from memory and from potions. For each spell the Witch learns a choice is made as to whether it should be memorized or incorporated into a **Master Potion**. Witches can do both but must pay the extra Magick Factor costs involved.

A spell which is incorporated into a Master Potion can be cast by drinking a vial of the potion. A Master Potion will provide 1 + ML vials of the potion which Witches can carry on their person. Once these vials are expended the Witch must return to where the Master Potion is stored to replenish the supply. A Witch can use a Master Potion once a week per ML to replenish her supply. The Master Potion is kept within a cauldron and requires stirring with a focus once a week whilst being heated over hot coals along with the addition of fresh herbs and liquid.

Any spell that a Witch decides to place into a Master Potion will cost 1 Magick Factor per Rank of the spell. Any spell a Witch chooses to memorize will cost 2 Magick Factors per Rank. There is no limit to the number of vials a Witch can carry provided they are prepared to spend the weeks necessary in stirring and heating the Master Potions in their cauldrons to obtain them.

Witchcraft Focus

The Witchcraft focus is traditionally a Stick or Wand made of Witch Hazel. It operates the same as the Magus Mode Wand with the same powers and problems. The Witchcraft Mode uses Traversing Magic whether from memory, through a focus or from a potion.



Witchcraft Preparation Time (Memory)

When casting a spell from memory the Witch needs to concentrate on getting the pattern of the words just right. The method is the same as when using the memory method for the Magus Mode of magick. There is no preparation time for potions, once the Witch drinks from the vial the spell is ready to go. Witch characters can incorporate rituals into Master Potions.

Casting Spells

After having prepared a spell, the Witch can hold the spell in abeyance for 1 minute (4 rounds) per ML after which time it must trigger in the next round. Witches can hold one spell per highest ML (in the case of more than one Mode of Magick). Witches also use the "blow" system used in combat (refer to the section on *Magus Mode of Magick*).

The Fatigue Cost of Witchcraft Magick

Regardless of whether a spell is recited from memory or drunk from a vial there is a Fatigue cost which needs to be paid with the practice of Witchcraft magick.

- 1 The Total FP costs of any spell depends on the following factors: Complexity, Rank, Method of Casting, with or without a focus.
 - (i) Complexity: Cantrip = +1
Hex = +2
Sorcery = +3
Ritual = +4 x 1d6 (set when Spell is first learnt)
 - (ii) Method: Potion = +2
Memorized = +3
 - (iii) Rank: +1 FP per Rank of spell
 - (iv) Focus: Witch Hazel Wand = -50% FP
- 2 If a potion spell fails, then the Fatigue costs for the character are 50% of the character's original Fatigue level. If a memorized spell fails, the Fatigue costs amount to 100% of the character's original Fatigue level. A Witch Hazel Wand will further reduce the cost of failure by 25%.



MANIFESTING MAGICK

Players should think of magick as having a personality of its own which is some what like a petulant child. Magick likes to show off, to surprise, panic and generally excite those witnessing its effects (this is the reason behind the concept of Traversing Magick). Mages are used to this dimension of magical practice so are not impressed by their own magick, although they may be impressed by someone else. Once cast magick can manifest itself anywhere within the **casting range** of the casting magus for the duration of the effect.

Range:

Initial Ranges: Touch to 25' per ML (no extra FP costs)
Extended Range: 15' per ML (+1 FP per Rank of spell)

Duration of Effect:

Initial Times: Instantaneous to 1 round per ML (no extra FP costs)
Extended Time: Up to 10 minutes per ML (+1 FP per Rank of spell)

Damage of Effect:

Initial magical damage is more variable than real damage. Not all magical effects can cause damage, nor can the Magus Mode necessarily cause damage with the same Magick that Witchcraft Mode uses. Each sort of effect will have a level of damage resulting from the kind of Magick effect it is. In all cases the Base Damage is increased by the Crit Die result.

Refer to Table 5.2 for Base Damage for Magick Effects

The general formula for both Modes for magical damage is as follows: Base Damage + 1/5 PSF + Crit Die.

Base Damage for Magick Effects

Magus Mode:

Elemental Effects (Air 1, Fire 2, Water 3, Earth 4)
Arcane Effects (1 + FP)
Illusionary Effects (FP)

Witchcraft Mode:

Elemental Effects (Air 1, Fire 1, Water 2, Earth 3)
Plant Effects (1 + FP)
Illusionary Effects (2 + FP)

TABLE 5.2



TARGETING MAGICK

Without Wards Being Interposed

Any effect intended to harm another creature or character can be passively and actively resisted in the same way as with combat.

Passive Resistance

Passive Resistance to magick implies some sort of magick protection such as a Ward spell, or being naturally resistant to Magick or being a practising Magus or Witch. Targeting a damage causing Traversing Magick effect can be passively resisted by a Dodge PSF. Targeting a damage causing non-Traversing Magick effect can be passively resisted by a Willpower PSF.

Active Resistance

Traversing Magick has two active resists operating against it in sequence. First an Agility Attribute Roll (AGIL AR) and this is followed by a Discipline Attribute Roll (DISC AR). Both are reduced by the casting Magus's PSF. Non-Traversing Magick only has to deal with a DISC AR which is reduced by the casting Magus's PSF.

With Wards Being Interposed

Wards have the effect of dispersing magical effects before they can reach their intended targets. They are an extra layer of resistance that the magick must penetrate as both a Passive and Active Resistance. Wards operate against both Traversing and Non-Traversing Magick in the same way.

Passive Resistance

As a Passive Resistance any Ward will impose the defensive Magus's casting PSF on the casting Magus's TSC. The mere presence of a Ward has this effect.

Active Resistance

If the casting Magus was successful against the Passive Resistance, the Ward can be used as Active Resistance directly against the magick if it is specific against the magick effect coming in. It works just like any Active Resistance by reducing the TSC of the Magus who cast the Ward by the PSF of the Magus attacking the Ward. Wards which are not specific against the magick being cast cannot be used as Active Resistance. An unsuccessful Ward still allows any affected target to further actively resist the effect by using DISC AR without it being reduced by the caster's PSF.



SPELLS

The brief write up of the following spells is taken from the C&S rules and these are the spells available in **C&S Light**. They contain information regarding the complexity of the spell, whether it can be resisted and what the resisting PSF would be. The description includes the range at which the effect of the spell can take place if this differs from that stated on *page 23 - Manifesting Magick*, and its duration if not an instant effect. However, the duration should be regarded as the base duration which can be extended as per *page 23 - Manifesting Magick*. Where the spell states **regular damage**, this is Base Damage + 1/5 PSF + Crit Die.

Air Magick		
Rank 1 <i>Create Air</i>	Cantrip	Duration: 4 rounds x ML. Creates a pocket of air sufficient to sustain a human sized creature for each ML possessed.
<i>Breeze</i>	Cantrip	Duration: 4 rounds x ML. Creates a breeze blowing at 2 mph per ML which can fill the sails of a small boat.
<i>Snuff</i>	Cantrip	Will extinguish a source of fire within the spell range: ML1 = Candle, ML2 = Torch, ML3 = Campfire, ML4 = 5' radius fire, ML5+ = a fire with an extra 5' radius per ML above ML4
<i>Still Light Winds</i>	Hex	Reduces wind speed by -2 mph per ML (opposite of "Breeze"). The spell can be used to resist any type of Wind Magick
Rank 2 <i>Air Bolt</i>	Hex	Spell works like a weapon with regular damage +1 crush per ML
<i>Clap of Thunder</i>	Cantrip	Being distracted by this spell will reduce the TSC of next task by 1% x Crit Die + 1% x ML of caster
<i>Fog & Mist</i>	Cantrip	[Prereq: Water Magick] The radius of the effect is 50' x ML for Dense Fog, 100' for Fog, 200' for Mist and 300' for Light Mist
<i>Ghostly Touch</i>	Cantrip	Being touched causes fear. Roll Crit Die + Discipline Level and compare to the following: Results: 01 = Panic and flight, 02-04 = Fear: minus 10% TSC to all actions for 1 round x ML, 05+ = Startled: pause for 1 minute (4 rounds) to consider things
<i>Whispers on the Wind</i>	Cantrip	Whispers cause irrational fear. Roll Crit Die -1 and compare to the following: Results: 01 or less = Panic and flight, 02-04 = Fear: minus 10% TSC to all actions for 2 rounds x ML, 05+ = Startled: pause for 2 minutes (8 rounds) to consider things
Rank 3 <i>Air Ball</i>	Hex	Spell works like a weapon with +1 crush per ML + Crit Die to anyone within in a targeted area of range 10' + (2' x ML). In an enclosed space damage is further increased by +1 per ML. Successfully resisting will reduce all damage by 50%. Unsuccessful resisting will further stun target for 1 round + D10. A stunned character is rendered unconscious
<i>Lightning Darts</i>	Hex	Creates ML darts. Each dart causes target to be hit by an electric shock doing regular damage which is doubled if the target is wet or standing in water
<i>Still the Winds</i>	Cantrip	Cancels Wind Spells
<i>Winds</i>	Cantrip	Duration: 5 Min x ML. Causes a directional air flow strong enough to propel a sailing ship or deflect arrows.
Rank 4 <i>Air Cone</i>	Hex	Like the Rank 2 spell "Air Bolt" except it affects anyone in a 90 degree cone out from Magus
<i>Air Wall</i>	Hex	Creates an shield of air which impedes missiles and Traversing Magick by -25% to TSC
<i>Calm the Gale</i>	Sorcery	Cancels magical weather effects and natural effects
<i>Gale Force Winds</i>	Sorcery	Duration: 10 Min x ML. Induces gusts up to 10 mph x ML which can fill the sails of a large ship. When the gusts reach 50 mph they can uproot trees and characters will need to make an AGIL AR each round to maintain their footing.

**Arcane Magick**

Rank 1		
<i>Arcane Shield</i>	Cantrip	Duration: 3 rounds + ML. Creates a temporary magick shield with the caster's PSF as a bonus and damage absorption of 15. The magus can cast this spell on themselves or others.
<i>Bar Door</i>	Cantrip	Duration: 10 Min x ML. Welds any door or hinged opening shut for the duration. It can only be over come with magick or by destroying the door.
<i>Dazzle</i>	Cantrip	Duration: 1 round x ML. A dazzling display of lights and flashes which appears where the Magus wants within range. Requires all who look at it to make a DISC AR - caster's PSF. If failed they are required to pause for a further 1 round x ML after the spell expires.
<i>Mana Dart</i>	Cantrip	Duration: Instant. One magick energy dart per 2 ML which causes 2 x ML + Crit Die damage per dart.
<i>Mana Globe</i>	Cantrip	Duration: 30 Min x ML. Creates a globe of magick light which can be placed on an object and carried or it comes from the Magus's hand. Radius: 5' + 5' per ML
<i>Shadowcast</i>	Cantrip	Duration: 2 Min x ML. Creates an area (up to Magus's range) of absolute shadow for those looking at it. For those inside it has no effect on their sight. It should be blended into existing shadows to be really effective. Radius: 5' + 5' per ML
Rank 2		
<i>Mana Bolt</i>	Hex	Duration: Instant. Single blast of magical energy causing regular damage plus 2 x ML + 1d10 extra damage
<i>Astral Lock</i>	Hex	Duration: Until dispelled. Creates a permanent barrier using a door. It doubles the strength of the door.
<i>Darkness of the Pit</i>	Hex	Duration: 1 Min x ML. Creates a zone of absolute darkness which eliminates all sources of light within it including "Mana Globe". It reduces all skill performance by 1/2 PSF. Radius: 10'xML
<i>Dispel the Darkness</i>	Hex	Duration: 10 Min x ML. Causes an area of light which will cancel "Shadowcast" and "Darkness of the Pit" (which passively resists). It illuminates natural darkness uniformly. Radius: 15'xML
<i>Open</i>	Hex	Duration: Instant. Cancels "Bar Door" and "Astral Lock" (which passively resists). It will also unlock any mechanically locked door.
Rank 3		
<i>Mana Ball</i>	Hex	Duration: Instant. Single blast of magical energy causing regular damage plus 3 x ML + 1d10 extra damage to the targeted creature and will inflict the regular damage on all creatures within 10' + ML of the target.
<i>Mana Coat</i>	Hex	Duration: 3 rounds + ML. Completely neutralizes the Elemental Coat spells such as "Wet Coat" and "Fire Coat" by touch. It effectively absorbs 2 x ML magical damage or it will absorb 20 points of physical damage. Someone touching the "Mana Coat" from the outside will receive 2 x ML + 1d10 damage.
Rank 4		
<i>Mana Flower</i>	Cantrip	Duration: 1 round x ML. Creates a dazzling shielded area which absorbs energy of all types (magick, fire, lightning etc.). The energy can be redirected by the casting Magus into a "Mana Ball" and cast in the round immediately following the spell expiry.
<i>Mana Wall</i>	Hex	Duration: 3 rounds + ML. Creates a dazzling barrier of length 5' x ML and height 10' + 1' per ML which deflects magick and objects. It causes 1d10 damage to anyone touching the outside of the wall.



Command Magick

Rank 1		
<i>Awaken</i>	Hex	Duration: Instant. Allows Magus to wake up 1 sentient being per ML. This can be passively resisted by "Sleep"
<i>Charm Small Animals</i>	Cantrip	Duration: 1 hour x ML. Causes 1 x ML small animals to be friendly to the Magus, i.e. following him around, etc.
<i>Lesser Charm</i>	Cantrip	Duration: Until resisted. Creates the impression in the mind of a target who is not an enemy of the Magus that the Magus is a worthy person. The target of the charm can resist it once a day by succeeding in a DISC AR - caster's PSF
<i>Lesser Fright</i>	Hex	Duration: 3 rounds + ML. Causes a target to flee in panic for duration unless resisted by succeeding in a DISC AR - caster's PSF
<i>Sleep</i>	Hex	Duration: 1 hour x ML. Caster can cause 1 x ML persons or creatures who are not agitated to fall asleep for duration. Agitated targets can still be put to sleep if they fail a DISC AR.
<i>Trance</i>	Sorcery	Duration: Until released. Caster looks at subject and triggers off spell. If not resisted by a DISC AR then the caster can keep the subject entranced (held in position) as long as the caster is looking at the subject and the subject sees the eyes of the caster.
Rank 2		
<i>Clumsiness</i>	Cantrip	Duration: 3 rounds + ML. Caster affects the target's ability to perform physical activity of all sorts by reducing the target's TSC by the caster's PSF for the duration. Can be resisted by a DISC AR - caster's PSF
<i>Greater Fright</i>	Hex	Duration: 3 rounds + 2 x ML. Enhances "Lesser Fright" causing 1 x ML targets to flee in panic for duration.
<i>Entrance Small Animals</i>	Cantrip	Duration: 3 rounds + ML. Caster can hold 2 x ML small animals in a Trance without having to look at them.
<i>Muscle Spasm</i>	Cantrip	Duration: Instant. Causes 50% reduction in TSC for any physical activity for 1 x ML targets.
<i>Suggestion</i>	Hex	Duration: 3 rounds + ML. Requires target to be in a "Trance" and allows Magus to place a post-trance suggestion which should be within the target's ability and natural action. Self-damaging suggestions will be resisted by the target regardless, i.e. a Magus cannot force another character to harm themselves in any circumstances.
Rank 3		
<i>Command Small Animals</i>	Cantrip	Duration: 3 rounds + ML. Caster has complete control over one small animal for duration.
<i>Greater Charm Person</i>	Hex	Duration: 1 hour x ML. Charmed person will feel that the caster is their best friend for duration. If caster does nothing to harm target during spell the effect will last indefinitely until dispelled. Can be resisted with a DISC AR.
<i>Hold Animal</i>	Cantrip	Duration: 3 rounds x ML. Allows caster to hold motionless 1 x ML large animals for duration.
<i>Hold Person</i>	Cantrip	Duration: 3 rounds x ML. Allows caster to hold motionless 1 x ML humans or sentient humanoids for duration.
Rank 4		
<i>Bravery</i>	Hex	Duration: 3 Min + 1 Min x ML. Allows caster to enhance the resists to fear and magick of 1 x ML persons by the caster's PSF for the duration.
<i>Command Animal</i>	Hex	Duration: 3 rounds + ML. Caster has complete control over one large animal for duration.
<i>Command Person</i>	Hex	Duration: 3 rounds + ML. Caster has complete control over one person for duration.
<i>Fear</i>	Hex	Duration: 3 Min + 1 Min x ML. Allows caster to induce fear and panic by reducing all resisted actions by the caster's PSF.



Divination Magick

Rank 1 <i>Detect Hidden Door</i> <i>Detect Life</i> <i>Detect Magick</i> <i>Detect Metal</i> <i>Detect Tracks</i>	Cantrip Cantrip Cantrip Cantrip Cantrip	Duration: 1 round x ML. Reveals any hidden door to caster during duration. Duration: 1 round x ML. Reveals presence of living things within the spell range by causing them to glow, this can only be seen by the caster. Duration: 1 round x ML. Reveals any item to be magick by strength of glow during duration. Duration: 1 round x ML. Reveals any metal present where caster points hand during duration. Duration: 1 round x ML. Reveals any tracks to caster in range during duration.
Rank 2 <i>Detect Evil</i> <i>Detect Illusions</i> <i>Detect Invisible Beings & Forces</i> <i>Detect Observation</i> <i>Detect with the Sight of the Unicorn</i> <i>Detect Traps</i>	Hex Hex Hex Hex Hex Hex	Duration: 3 rounds x ML. Reveals presence of evil intent during duration. Duration: 3 rounds x ML. Reveals all illusions to caster in range. Duration: 3 rounds x ML. Reveals any invisible creature or object to caster during duration. Duration: 3 rounds x ML. Reveals to caster whether being watched by those hidden for the duration. Duration: 3 rounds x ML. Reveals to caster the presence of poison in food or drink for the duration. Duration: 3 rounds x ML. Reveals any traps to the caster by causing them to glow for the duration.
Rank 3 <i>Area Magick</i> <i>Detection</i> <i>Detect Enemies</i> <i>Find the Path</i>	Cantrip Cantrip Hex	Duration: 3 rounds x ML. Will cause all magick in an area to reveal itself by glowing Duration: 3 rounds x ML. Will reveal to the caster those who intend harm within range. Duration: 3 Min x ML. Will cause the path out of a given situation to glow for the spell duration.
Rank 4 <i>See the Invisible</i>	Hex	Duration: 3 rounds x ML. Will allow caster to actually see any invisible creature or object within range.





Earth Magick

Rank 1 <i>Create Dust Cloud</i>	Cantrip	Duration: 4 rounds x ML. Inflicts +1 crush damage and can operate as the Air Spell "Snuff". Will deflect magick. Radius: 5' + 5' per ML
<i>Dust Beam</i>	Cantrip	Duration: Instant. Inflicts regular damage +1 per ML pierce. Targets can attempt to Dodge.
Rank 2 <i>Sandblast</i>	Cantrip	Duration: Instant. Inflicts regular damage +3 per ML crush. Targets can attempt to Dodge.
<i>Sand Storm</i>	Hex	Duration: 4 rounds x ML. Inflicts +5 per ML slashing damage within a radius of 5' + 5' per ML
<i>Rocky Path</i>	Hex	Duration: 4 rounds x ML. Requires AGIL AR - caster's PSF each round that the target is on the path. A failure will mean +3 per ML slash damage to feet. The path is 5' wide per ML and is as long as the spell range
<i>Shower of Stones</i>	Cantrip	Duration: Instant. Causes stones up to 1" in diameter to drop out of the sky in an area of 5' radius + 5' radius per ML. Inflicts +5 crush damage per ML to anyone caught in the area.
Rank 3 <i>Boulder</i>	Hex	Duration: Instant. Inflicts regular damage +3 per ML crush. Traversing Magick which appears to create and shoot a 3' wide boulder from the Magus's hand or focus.
<i>Earth Grasp</i>	Hex	Duration: Until escape/dispelled. Victim must roll DISC AR - caster's PSF each turn to avoid taking +5 per ML crush damage as the ground tries to grab the target.
<i>Pass Rock</i>	Hex	Range: 1' x ML. Duration: 1 Min x ML. Allows passage for a person through solid rock up to the spell range. Neutralizes "Earth Grasp" as well.
Rank 4 <i>Earthen Wall</i>	Hex	Amount: 10' x 5' x 5' section per ML. Duration: Permanent. Deflects magick
<i>Rock Wall</i>	Hex	Amount: 10' x 5' x 3' section per ML. Range: 5' x ML. Duration: Permanent. Deflects magick

Fire Magick

Rank 1 <i>Calm the Fires</i>	Cantrip	Duration: Instant effect. Like the Air Spell "Snuff" with identical effects.
<i>Create Fire</i>	Cantrip	Duration: Fuel supply (1 round per lb of material). Ignites flammable material (can be used to light a target's clothes or equipment) Radius: 1' per ML
<i>Fire Darts</i>	Cantrip	Duration: Instant. Creates ML darts which cause regular damage +1 per ML pierce damage
Rank 2 <i>Fire Bolt</i>	Hex	Duration: Instant. Causes regular damage +2 per ML pierce. Resisted using a AGIL AR
<i>Flare</i>	Cantrip	Duration: Instant. +1 per ML slash plus causes blindness lasting 1 round x ML if a Critical Success for anyone looking at the effect and not resisting.
<i>Pass Through Flames</i>	Hex	Range: 1' x ML. Duration: 3 rounds x ML
<i>Smoke Bomb</i>	Cantrip	Duration: 1 Min x ML. Causes a wall of smoke to be created where the Magus wishes within range. Requires a CON AR - caster's PSF for all caught in smoke, failure causes convulsive coughing which results in -10% to all TSC. Radius: 10' x ML
Rank 3 <i>Fire Ball</i>	Hex	Duration: Instant. Once it arrives at its target it explodes to a radius of 10' + 2' x ML. Anyone in the explosion radius will suffer regular damage + 3 x ML slash damage.
<i>Fire Coat</i>	Hex	Duration: 3 rounds + ML. Coats the Magus or any person or object touched in a coat of flame which will do +5 per ML pierce damage to anyone touched by the person in the firecoat or to anyone touching an object protected by a fire coat
Rank 4 <i>Bolt of Steam</i>	Hex	[Prereq: Water Magick] Duration: Instant. Causes regular damage +6 per ML crush
<i>Wall of Flames</i>	Hex	Duration: 3 rounds + ML. Fire Barrier will deflect all missiles and cause +3 pierce damage to any creature touching it.



Illusion Magick		
Rank 1		
<i>Blurred Image</i>	Hex	Duration: 3 rounds x ML. Causes attackers to have distorted image of whatever is blurred. Will reduce attacking TSC by caster's PSF
<i>Sleight of Hand</i>	Cantrip	Duration: 1 round x ML. Allows caster to add his PSF to his AGIL when attempting to hide or remove a small object from sight
<i>Wall of Smoke</i>	Hex	Duration: 3 rounds x ML. Creates the illusion of a huge amount of smoke 1,000 cubic feet per ML. Vision is restricted to 5' within the smoke.
Rank 2		
<i>Delusion</i>	Hex	Duration: 3 rounds x ML. Causes target to think they are much more capable than they really are in performing a dangerous activity.
<i>Disguise</i>	Hex	Duration: 10 Min x ML. Allows caster to change the appearance of self or another sufficiently so as not to be recognised as their former selves.
<i>Fairy Gold</i>	Hex	Duration: 1 day x ML. Allows caster to transform material into gold coins for the duration. Gold is dispelled by touching with iron.
<i>Illusory Deafness</i>	Hex	Duration: 3 rounds x ML. Causes target to believe they are deaf until successfully resisted. After the first duration the time for checking will increase to 1 Min x ML, then 1 hour x ML and finally 1 day x ML. If the spell cannot be overcome after the last duration, it is permanent until magically dispelled.
<i>Lesser Illusion</i>	Hex	Duration: 3 rounds + ML. Allows the caster to create the presence of any object or person they have seen in the past. The spell can be enhanced by having its duration increased to 1 Min x ML by expending 2 FP.
<i>Obscure Writing</i>	10 Min Ritual	Duration: Until dispelled. It enables the caster to disguise the language and content of writing from all but the intended recipients of the message. Without the key to reading, "Obscure Writing" causes confusion which reduces all PSFs of the reader by 50% for 1 Min x ML of the caster. This can be resisted by a successful INT AR.
Rank 3		
<i>Diminish</i>	Hex	Duration: 3 rounds x ML. Allows caster to appear to shrink an object or person up to 1/20 normal. If not resisted by a successful DISC AR the object or person will appear to behave as though shrunken.
<i>Dispel Illusion</i>	Hex	Duration: Instant. Caster can dispel illusions cast by Mages of equal or lesser rank. A Critical Success when casting this spell will dispel all illusions in the range regardless of who has cast them, i.e. even the caster's own illusions are dispelled.
<i>Growth</i>	Hex	Duration: 3 rounds x ML. Allows caster to appear to grow an object or person up to 20 times normal. If not resisted with a successful DISC AR the object or person will appear to behave as though grown large.
<i>Mirror Self</i>	Hex	Duration: 3 rounds x ML. Caster can create 1 x ML mirror images of themselves or any other object or person. The chance of spotting the real object or person will be 100% / number of mirror images present.
<i>Shadow Darts</i>	Hex	Duration: Instant. Caster gets one dart per ML and can make them appear as though they were elemental or arcane in nature. Each dart will cause regular damage but without the Crit Die unless a Critically Success.
Rank 4		
<i>Greater Illusion</i>	Sorcery	Duration: 1 day x ML. Caster can create the presence of any object or person seen in the past. It will only vanish when the spell expires.
<i>Image Projection</i>	Hex	Duration: 1 Min x ML. Caster can project an image of himself 100' x ML, this will be able to act and speak as if the caster, i.e. if the caster speaks so will the projected image. At ML5 even spells can be cast via the projected image but the range of the spells will be calculated from the caster's actual location. Can be maintained at cost of 1 Min x ML per FP
<i>Shadow Bolt</i>	Sorcery	Duration: Instant. Similar to "Shadow Dart" except that damage is full regular damage x 2. If the target makes a successful INT AR they will realise that it is in fact a "Shadow Bolt" and not an elemental bolt but they will still suffer regular damage.



Plant Magick

Rank 1 <i>Elder Berries</i> <i>Thorn Dart</i>	10 Min Ritual Cantrip	Duration: Instant. When cast over a basket of elderberries it causes them to enable Fatigue to be replaced at the rate of 2 FP per cup of berries eaten. The number of cups of berries in a basket will be ML x the Crit Die of the spell casting roll. The maximum Fatigue that can be replaced by eating the berries is the caster's ML x 4. Duration: Instant. Caster has 2 darts per ML which do regular damage (pierce) each.
Rank 2 <i>Salve of Lesser Healing</i> <i>Elixir of Renewed Vigour</i> <i>The Overgrown Path Tangle Weeds</i>	10 Min Ritual 10 Min Ritual Hex Cantrip	Duration: Instant. Caster can improve the medicinal properties of a herbal mixture by 1 Body point plus 2 FP per application. The results of the Crit Die are applied to FP first and then to restore Body. The maximum number of applications created is ML x Crit Die of the spell casting roll, with the maximum number of applications which can be applied to an individual being ML per day. Duration: Instant. Caster can improve the medicinal properties of a herbal mixture by 4 FP per application. The results of the Crit Die are applied to FP first and then to restore Body. The maximum number of doses of the elxir which can be created is ML x Crit Die of the spell casting roll, with the maximum number of doses that can be given to any individual being ML per day. Duration: Instant. Allows the caster to cover a trail with plant life so as to hide passage. Duration: 10 Min x ML. Allows caster to use plant life near the ground as obstacles to forward movement by enemies in a radius of 20' x ML. All movement rates through the affected area are 1/2 normal.
Rank 3 <i>Speak With Plants</i> <i>Tangle Vines</i> <i>Warp Wood</i>	Hex Cantrip Hex	Duration: 1 question per 2 ML. Allows caster to ask a plant a simple question which the plant will attempt to answer. Duration: Instant. Allows caster to use vines and plants to trap enemies. The number of targets is 1 per ML. The target can try to escape during the duration of the spell using a successful STR AR less the caster's PSF to resist. Duration: Instant. Allows caster to misshape 3 lbs x ML of wood such as spear shafts or arrows.
Rank 4 <i>Hedge of Thorns</i> <i>Open the Way</i> <i>Salve of Greater Healing</i>	Hex Hex Hex	Duration: Instant. Allows the caster to set up a wall of plant life 300 cubic feet per ML which will inflict 1d10 damage on any one trying to cross it without magick Duration: Instant. Allows caster to cut a path through plant barriers Duration: Instant. This doubles the curative powers of the "Lesser Salve" but is again limited to a maximum number of applications of ML per day. In addition, with a Critical Success any application will give an extra ML Body in recovery.





WardMagick

Rank 1 <i>Circle of Protection vs Evil</i> <i>Circle of Protection vs Good</i> <i>Lesser Circle of Protection vs Magick Type</i> <i>Lesser Ward vs Evil</i>	Sorcery Sorcery Sorcery Cantrip	Duration: 1 hour x ML. The circle will protect those within from the evil intentions of those without. Reduces the TSC of evil acts by the caster's PSF Duration: 1 hour x ML. The circle will protect those within from the good intentions of those without. Reduces the TSC of good acts by the caster's PSF Duration: 1 hour x ML. Allows the caster to erect a protective circle against a specific type of magick. It reduces the attacking magick by the caster's PSF. It also allows for an Active Resistance at the edge of the circle in addition to any other resists the magick would have to overcome. Duration: 3 rounds x ML. Similar to " <i>Circle of Protection</i> " but increases the resisting PSF by 13%
Rank 2 <i>Circle of Protection vs Undead</i> <i>Lesser Ward vs Undead</i>	Sorcery Cantrip	Duration: 1 hour x ML. The circle will protect those within from any Undead without. Reduces <i>Undead</i> the TSC of Undead by the caster's PSF Duration: 3 rounds x ML. Similar to " <i>Circle of Protection</i> " but increases the resisting PSF by 13%
Rank 3 <i>Circle of Protection vs Supernatural</i> <i>Lesser Ward vs Supernatural Password</i>	Sorcery Cantrip Hex	Duration: 1 hour x ML. Creates a barrier to keep supernatural beings at bay. They must make a DISC AR - caster's PSF to enter the circle. Duration: 3 rounds x ML. Increases resisting PSF by 13% Duration: Until dispelled. Allows caster to guard the access to any portal or Magick item with a password. It can be dispelled only when the caster speaks the password in Mage Speech.

WaterMagick

Rank 1 <i>Create Water</i> <i>Evaporate Water</i>	Cantrip 5 Min Ritual	Amount: ML1 = 1 gallon, ML2 = 10 gallons, ML3 = 100 gallons etc. Duration: Instant. Amount: same as for " <i>Create Water</i> ". Duration: Instant.
Rank 2 <i>Create Mud</i> <i>Ice</i> <i>Pass through Water</i> <i>Showers</i> <i>Water Bolt</i> <i>Water Bomb</i>	Sorcery Hex Hex Hex Hex Hex	Duration: 1 hour x ML. Will turn an area of dirt 10 sq feet per ML into mud halving movement rates. Duration: 3 rounds + ML. Inflicts regular damage +2 per ML crush Duration: 3 rounds x ML. Enables Magus to breathe underwater as though breathing air Duration: 10 Min x ML. Will drench an area equal to spell range in radius Duration: Instant. Inflicts regular damage +2 per ML slash Duration: Instant. Drenches an area to cool it or wet it. It has the same effect as the Air Spell " <i>Snuff</i> " but for the entire spell range of the Magus.
Rank 3 <i>Acid Bomb</i> <i>Quicksand</i> <i>Steam Bolt</i> <i>Wall of Water</i> <i>Wet Coat</i>	Sorcery Hex Hex Hex Hex	Duration: Instant. Inflicts +5 per ML pierce damage. This will leave scars Amount = 3' radius. Duration: 3 rounds + ML. Inflicts +1 per ML crush damage and pins the target to the spot (STR AR required to break free). [Prereq: <i>Fire Magick</i>] Duration: Instant. Inflicts regular damage +2 per ML pierce Duration: 3 rounds + ML. The wall will deflect missiles and Magick within an area of 250 cubic feet per ML. Duration: 3 rounds + ML. Completely neutralizes the Fire Spell " <i>Fire Coat</i> " by touch and completely protects the wearer from normal fire.
Rank 4 <i>Surging Streams</i> <i>Wall of Ice</i>	Cantrip Hex	Duration: 3 Min + ML. Raises water flow by +1' per ML for a distance of 100' per ML. Duration: 1 hour x ML. Creates a complete barrier to all missiles or other passage by creatures and deflects magick within an area of 250 cubic feet per ML.



BESTIARY

Adventuring characters invariably come across various beasts that they wish to pit their skills against. It is not the scope of this volume to detail every opponent possible, however, it is felt that a small proportion of appropriate creatures should be listed.

A number of terms are used in the details that follow and these are:

Size: Used if the optional Body Bash rules in *Appendix 1 - Bash Rules* are employed.

Body: The amount of damage that a creature can physically take.

Fatigue: The amount of bruising damage that can be sustained.

AP: The basic number of Action Points the creature has.

Mov (Base Movement): Distance moved per AP as standard movement in combat. (The base move for a human is 5').

BMP: Base Magick Resistance, this is the negative modifier applied to spellcasting characters. When casting a spell against a creature, the BMR reduces the TSC of the caster.

Dodge: The basic Dodge for all creatures is 40%. To this is added the PSF modifier indicated to give a TSC for that creature.

Stamina: The basic Stamina for all creatures is 40%. To this is added the PSF modifier indicated to give a TSC for that creature.

Willpower: The basic Willpower for all creatures is 40%. To this is added the PSF modifier indicated to give a TSC for that creature.

Armour: Represents the natural resistance of the creature's hide and how much damage it resists.

Attack Method & Damage: This indicates the standard method of attack, any PSF bonus and any damage bonus to the attack types listed. Melee weapons have a base of 40% plus any PSF bonuses. Refer to Table 7.1 for further details on actual specific damage for each attack method.

EXP Award: The number of experience points awarded for defeating this creature (refer to *Appendix 2 - Level Advancement* for more details on character advancement).



Creature Attack Modes					
Attack Method	Length	Weight	Damage	TSC Crit	Base
Small Bite	[S]	L	0 Slash	0	40%
Medium Bite	[S]	M	7 Slash	0	40%
Large Bite	[S]	H	12 Slash	+1	50%
Small Beak	[S]	L	0 Slash	0	40%
Medium Beak	[S]	M	4 Slash	0	40%
Large Beak	[S]	H	8 Slash	+1	50%
Small Tusk	[S]	L	2 Pierce	0	40%
Medium Tusk	[S]	M	6 Pierce	0	40%
Large Tusk	[M]	H	12 Pierce	+1	50%
Small Claw	[S]	L	0 Slash	0	40%
Medium Claw	[S]	M	8 Slash	0	40%
Large Claw	[M]	H	12 Slash	+1	50%
Small Horn	[S]	L	1 Pierce	0	40%
Medium Horn	[S]	M	8 Pierce	0	40%
Large Horn	[M]	H	12 Pierce	+1	50%
Small Hoof	[S]	L	0 Crush	0	40%
Medium Hoof	[S]	M	7 Crush	0	40%
Large Hoof	[M]	H	12 Crush	+1	50%

TABLE 7.1

There are some creatures which are known as the Undead. These creatures were originally living beings but upon their demise, for whatever reason they did not stay dead. Amongst these are Ghouls, Zombies and of course Vampires, amongst others. Not living but not dead, they are the Undead. The Undead do not have a Stamina PSF as they will continue on relentlessly despite the amount of damage they sustain. The only intelligent Undead is the Vampire which should show an abundance of tactical intelligence.

CREATURE LISTING

BAT

SIZE S BODY 2 FATIGUE 4 AP 10 Mov 15' BMR 10 DODGE +21 STAMINA +0 WILLPOWER +3 ARMOUR No RESISTANCE

EXP AWARD 0

ATTACK METHODS

Small Bite +3 PSF (maximum 1/2 damage)

A small winged mammal that is nocturnal and resides in caves. The move rate is for flying only. Ground movement is 1' per AP.

BEAR

SIZE L BODY 55 FATIGUE 39 AP 13 Mov 5' BMR 10 DODGE +0 STAMINA +40 WILLPOWER +21 ARMOUR RESISTS A BASE OF 9 POINTS, +5 CRUSH, -1 PIERCE

EXP AWARD 500

ATTACK METHODS

Medium Bite +24 PSF plus 5 damage

Medium Claw +32 PSF plus 8 damage

A large omnivorous mammal that resides in temperate forests, the standard European brown bear.



BOAR EXP AWARD 90
 SIZE M BODY 41 FATIGUE 36 AP 12 Mov 7'
 BMR 10 DODGE +0 STAMINA +30 WILLPOWER +16
 ARMOUR RESISTS A BASE OF 8 POINTS, +4 CRUSH, -2 PIERCE

ATTACK METHODS

Medium Tusks +27 PSF plus 8 damage
 Small Hooves +3 PSF plus 5 damage

Wild member of the pig family, well known for charging enemies.

DEER, STAG EXP AWARD 5
 SIZE M BODY 22 FATIGUE 20 AP 16 Mov 7'
 BMR 10 DODGE +21 STAMINA +10 WILLPOWER +6
 ARMOUR RESISTS A BASE OF 1 POINT, -1 CRUSH

ATTACK METHODS

Medium Antlers (Horns) +12 PSF
 Small Hooves +6 PSF

Male deer will fight to protect the herd. They can also be found as solitary individuals. It must be remembered that deer are the privileged prey of the Nobility, any non-Noble caught with the remains of a deer could face the consequences of the charge of poaching. In Medieval times this was considered a serious offence and could be punishable by death.



DOG, HUNTING EXP AWARD 5
 SIZE S BODY 16 FATIGUE 17 AP 12 Mov 6'
 BMR 10 DODGE +12 STAMINA +12 WILLPOWER +15
 ARMOUR RESISTS A BASE OF 1 POINT, -1 CRUSH

ATTACK METHODS

Medium Bite +15 PSF plus 1 damage

A dog trained to hunt, such as a Lurcher or a Rottweiler.

GHOUL EXP AWARD 100
 SIZE M BODY 27 FATIGUE 24 AP 12 Mov 5'
 BMR 20 DODGE +16 STAMINA - WILLPOWER +20
 ARMOUR RESISTS A BASE OF 12 POINTS, -9 SLASH, +4 PIERCE

ATTACK METHODS

Medium Claw +25 PSF plus 2 damage
 Melee Weapon +10 PSF plus 2 damage

A Ghoul is one of the many Undead, a creature both dead and alive that feeds on the flesh of the dead. Due to the stench that surrounds them opponents suffer -20% to their TSC rolls. Also, their claws are usually dirty which results in wounds taking twice as long to heal.

GIANT EXP AWARD 1,500
 SIZE VL BODY 78 FATIGUE 57 AP 12 Mov 7'
 BMR 20 DODGE +0 STAMINA +52 WILLPOWER +16
 ARMOUR RESISTS A BASE OF 7 POINTS, -1 SLASH, +1 CRUSH

ATTACK METHODS

Melee Weapon +35 PSF plus 15 damage
 Hurl Boulder at 56 TSC (16 PSF) for 15 damage

A Giant will tend to use melee weapons, but these are usually two handed weapons used one handed, with no reduction in base damage.

GOBLIN EXP AWARD 25
 SIZE S BODY 19 FATIGUE 18 AP 10 Mov 4'
 BMR 0 DODGE +19 STAMINA +0 WILLPOWER +8
 ARMOUR As ARMOUR TYPE WORN, USUALLY LIGHT ARMOUR

ATTACK METHODS

Melee Weapon +13 PSF

A Goblin is a small humanoid that resides in cavern systems.

HAWK EXP AWARD 35
 SIZE S BODY 5 FATIGUE 8 AP 20 Mov 20'
 BMR 10 DODGE +21 STAMINA +0 WILLPOWER +6
 ARMOUR No ARMOUR

ATTACK METHODS

Small Beak +16 PSF (maximum 1 damage)
 Small Talons (Claw) +26 PSF

The move is distance when flying, ground movement is 2' per AP. Also, the Exp Award is for capturing a hawk as they are highly trainable and prized, especially by the Nobility.

HORSE, RIDING EXP AWARD 0
 SIZE L BODY 61 FATIGUE 30 AP 17 Mov 12'
 BMR 10 DODGE +7 STAMINA +15 WILLPOWER +23
 ARMOUR No ARMOUR

ATTACK METHODS

Large Hoof +6 PSF plus 3 damage
 Small Bite +3 PSF

The standard mount of the gentry and unarmoured Knights and their retinue.

**HORSE, WARHORSE**

EXP AWARD 25

SIZE VL BODY 69 FATIGUE 42 AP 15 Mov 20'
 BMR 10 DODGE +21 STAMINA +0 WILLPOWER +6
 ARMOUR No ARMOUR

ATTACK METHODS

Large Hoof +30 PSF plus 11 damage
 Small Bite +25 PSF plus 1 damage

The warhorse is the main combat mount of the Knight. Highly trained, it forms a partnership with its rider and is as much an offensive weapon as the lance.

MINOTAUR

EXP AWARD 1,500

SIZE L BODY 59 FATIGUE 48 AP 13 Mov 5'
 BMR 20 DODGE +3 STAMINA +32 WILLPOWER +30
 ARMOUR RESISTS A BASE OF 6 POINTS, +1 CRUSH

ATTACK METHODS

Melee Weapon +46 PSF plus 11 damage
 Large Horns +21 PSF plus 11 damage

A large humanoid with the head of a bull, that makes its lairs in mazes. Its preferred melee weapon is the Battle Axe which will have a TSC of 86% (PSF 46%) and damage of 19 slash/crush.

OGRE

EXP AWARD 500

SIZE L BODY 65 FATIGUE 47 AP 16 Mov 6'
 BMR 0 DODGE +0 STAMINA +56 WILLPOWER +15
 ARMOUR RESISTS A BASE OF 5 POINTS, +2 CRUSH, -1 PIERCE

ATTACK METHODS

Melee Weapon +41 PSF plus 10 damage

A large, smelly humanoid, often found accompanying or leading a Goblin or Orc warband.

ORC

EXP AWARD 50

SIZE M BODY 27 FATIGUE 24 AP 12 Mov 5'
 BMR 0 DODGE +12 STAMINA +12 WILLPOWER +12
 ARMOUR As ARMOUR TYPE WORN, USUALLY LIGHT ARMOUR.

ATTACK METHODS

Melee Weapon +19 PSF plus 1 damage

Larger cousin of the Goblin.

SKELETON

EXP AWARD 30

SIZE S BODY 13 FATIGUE 16 AP 13 Mov 5'
 BMR 10 DODGE +25 STAMINA - WILLPOWER +10
 ARMOUR RESISTS A BASE OF 8 POINTS, -4 CRUSH, +10 PIERCE

ATTACK METHODS

Melee Weapon +10 PSF

One of the Undead, it is the skeletal remains of a warrior animated by an evil Magus to protect a great treasure or other valuable secret.

TROLL

EXP AWARD 2,500

SIZE L BODY 64 FATIGUE 50 AP 13 Mov 5'
 BMR 25 DODGE +3 STAMINA +37 WILLPOWER +23
 ARMOUR RESISTS A BASE OF 12 POINTS, +1 SLASH, -2 CRUSH.

ATTACK METHODS

Melee Weapon +38 PSF plus 12 damage
 Medium Claw +41 PSF plus 12 damage

One of the most feared of the creatures out of the mists of legend. The Troll is a cunning creature that will lay ambushes but also has an aversion to sunlight, therefore if in direct sunlight half all PSFs.

**UNICORN**

EXP AWARD 500

SIZE L BODY 63 FATIGUE 37 AP 23 Mov 12'
 BMR 100 DODGE +36 STAMINA +32 WILLPOWER +68
 ARMOUR No ARMOUR

ATTACK METHODS

Large Horn +42 PSF plus 8 damage
 Medium Hoof +35 PSF plus 3 damage

One of the greatest of the enchanted beasts, the unicorn is believed to be imbued with magical power. It is rumoured that its horn can be used as the greatest focus for a Magus. The unicorn is a fearsome beast when it charges as it will use its horn as a cavalry lance, gaining +3 to the Crit Die and gaining a Body Bash (if those optional rules are used see Appendix 1 - Bash Rules).

**VAMPIRE**

EXP AWARD 5,000

SIZE M BODY 40 FATIGUE 40 AP 17 Mov 5'
 BMR 50 DODGE +30 STAMINA - WILLPOWER +47
 ARMOUR RESISTS A BASE OF 12 POINTS, -7 SLASH, +4 PIERCE
 (SEE NOTES BELOW)

ATTACK METHODS

Melee Weapon +30 PSF plus 10 damage
 Medium Claw +45 PSF plus 10 damage
 Small Bite +36 PSF plus 5 damage
 Magick Ability and Blood Drain

The greatest of the Undead covered by the *C&S Light* rules. The Vampire can only be damaged by silver, magick, enchanted weapons or natural weapons of enchanted beasts. The Vampire's body regenerates 5 Body points every minute (4 rounds). A wooden stake or an untipped wooden arrow targeted at the heart (-50% to TSC) will automatically penetrate on hitting and renders the Vampire inert for as long as the stake remains embedded. To destroy the Vampire, cut off the head and burn the body. Sunlight causes Vampires 1 x Crit Die in damage per round they are exposed to the sun.

A Vampire can be considered to be a Mage with Magus Mode at Level 5 and Command, Illusion, and Ward Magicks at Rank 4. The Vampire will have all of the spells available up to his rank in the Magick, and will cast such spells as if he himself is the focus with no Fatigue loss.

Should a Vampire bite his opponent and do actual Body damage, he activates his Blood Drain power. The amount of Body damage done with the bite indicates the amount of blood drained. Once a victim has had blood drained, no matter how small an amount the Vampire enthralls the victim and gains power over him (+25% to any Command spell TSC). The victim also suffers a -10% to his Willpower TSC to resist the Vampire biting him again. If the Vampire completely drains a victim he automatically injects a type of venom from his fangs. On the night of the third day after burial, the victim will rise as a new Vampire fully under the command of its Creator and Master.

If threatened the Vampire will assume a gaseous form and flee to its secret lair, usually well hidden to recuperate from its wounds.

WOLF

EXP AWARD 20

SIZE S BODY 22 FATIGUE 24 AP 15 Mov 6'
 BMR 10 DODGE +14 STAMINA +18 WILLPOWER +15
 ARMOUR RESISTS A BASE OF 2 POINTS, +1 CRUSH

ATTACK METHODS

Medium Bite +24 PSF plus 2 damage

Wolves are highly social creatures, the basic social unit being the pack which can reach 30-36 animals, although 2-8 adults is most typical. A pack ranges over a territory which can vary from 50 to several thousand square miles depending on the size of the pack.

Wolves are highly intelligent and can not be easily tricked, even by cunningly concealed traps or poisoned bait. Wolves are not normally hostile towards humans and very rarely will they come close to human habitation.

**WYVERN**

EXP AWARD 6,000

SIZE VL BODY 93 FATIGUE 58 AP 16 Mov 30'
 BMR 15 DODGE +18 STAMINA +52 WILLPOWER +30
 ARMOUR RESISTS A BASE OF 6 POINTS, +1 SLASH, -1 CRUSH

ATTACK METHODS

Large Bite +42 PSF plus 8 damage
 Large Claw +41 PSF plus 14 damage
 Stinger 65% TSC (PSF 15) 9 damage plus special

Most "dragon sightings" are actually wyvern sightings. (True dragons do not usually leave witnesses.) The wyvern has a wingspan of 30 feet and is a cousin of the true dragon. The move rate is for flying while ground movement is 8' per AP. The Stinger is classed as a medium weapon for determining blows. Should the Stinger penetrate armour a Stamina roll (or CON AR) with a modifier of -25% is required. If the roll is failed the victim is paralysed for 1 hour times the wyvern's Crit Die. If the roll succeeds the victim is dazed for 10 AP - 1 AP x Stamina roll (or CON AR) Crit Die result.

ZOMBIE

EXP AWARD 30

SIZE M BODY 23 FATIGUE 20 AP 7 Mov 3'
 BMR 10 DODGE +0 STAMINA -- WILLPOWER +10
 ARMOUR RESISTS A BASE OF 12 POINTS, -9 SLASH, +4 PIERCE

ATTACK METHODS

Medium Claw +10 PSF plus 2 damage

The last of the Undead detailed in *C&S Light*. It is the risen/animated corpse of the recent dead.

General Notes:

More extensive information on these and many other creatures can be found in *The Creature Bestiary*, stock reference #5200.



Bash Rules

Bashing is an optional combat rule and is intended to reflect the aspect in combat when a great physical blow is given shaking the opponent to the floor. A great form of attack is to Bash with the shield and follow up with a weapon strike. If an opponent is knocked back 10' the attacker gets a +10% bonus to his attack rolls for the rest of that combat round. Wearing heavy armour reduces the knock back to 5'. If the opponent is knocked to the ground the bonus is +20% for attacking a prone opponent until the opponent regains his feet. In such a case the opponent can only make a Passive Resistance.

THE WEAPON OR SHIELD BASH

Every weapon has a Bash value (refer to Table 4.6 in *Chapter 4 - Combat*) and shields have a Bash value of 40%. A Bash occurs when the normal attack roll is less than the Bash value. If this occurs then the opponent loses Fatigue equal to the weight class of the weapon (L = 1, M = 2, H = 3, 2H = 5). The opponent is also pushed back 10'. If the blow was a Critical Success the opponent loses a blow and is knocked back 10'. The opponent will also be thrown to the ground if the weapon is medium weight or heavier. It will cost the character 1 FP to stand plus the loss of 1 blow if in light armour and 2 blows if in heavy armour. Creatures using natural weapons gain a Body Bash with each Critical Success.

THE BODY BASH

A Bash normally occurs in combat when the combatant has been able to connect their body weight to the weapon strike perfectly. Such a blow could stagger or knock down an opponent who would be rendered less capable of continuing the fight as a result.

To deliver a moving Body Bash, the moving character must expend enough AP in movement to end up at least 15' behind the target at the end of the move. The moving character may even have a blow left after all of the movement AP is accounted for. The target of the Bash has the advantage of having to reduce their AP only for the attacker's closing movement and not for the extra AP the attacker expends to get beyond the target.

As the charging attacker is intent on using their own body as a weapon, the target, if armed, will automatically have a longer weapon and can get in a stop cut by expending 1 FP. A target being charged from the front has the advantage of getting set to receive the charge, this allows the target to deliver a blow (if they wish) at the same time that the charge lands home. The charging attacker can defend against this blow using only a Passive Defence. If the Bash is successful and they have a blow remaining, the target can still use a Dodge Active Defence to avoid the consequences of the Bash.

When delivering a Body Bash there is a 45% chance plus the attacker's size (Small [S] = +0%, Medium [M] = +10%, Large [L] = +20%, Very large [VL] = +40%) that the Bash is successful. The attacker must roll against his Dodge TSC and if this is less than or equal to the Body Bash value then the Bash succeeds.

The defender can not parry a Body Bash but must simply try to Dodge. A character intent on "bashing" another over faces certain risks depending on whether or not the Bash has been successful.

Weight Difference

The target of a successful Bash may be pushed out of the way if they suffer Fatigue depending on weight difference if there is no successful Dodge. This weight factor of the moving or attacking character is calculated by adding movement bonuses (1 point per AP expended running or 2 points per AP expended charging) to the size bonuses (Small = 1, Medium = 3, Large = 5, Very Large = 8). A human should be considered medium size unless in heavy armour then he can be considered large. Subtract the target's size from the attacker's.

A positive difference is Fatigue taken by the target, a negative difference is Fatigue taken by the attacker. The party taking Fatigue stagger back (or to the side if the target). If the attacker takes Fatigue they stagger back away from the target. If the weight factors neutralize each other and there is no difference, the target is moved back or to the side and the attacker can move through the space occupied by the target.

Knock Down

A knock down of the target can be achieved through a Critical Success in the Bash. The Crit Modifier varies according to the sort of movement. Walking or ordinary combat = 0, Running = +1, Charging = +2. The target can be knocked to the ground through a Critical Success in the Bash. "Knock down" is independent of who gets staggered by the Bash. A target who is both staggered and knocked down will fall face down away from the attacker in a prone position.

Successful Active Defence Dodge

Against a successful Bash, a successful Dodge will move the target out of the way without staggering or Fatigue loss. A Critical Success in the Dodge will give the target a free blow against the undefended back of the attacker.

UNSUCCESSFUL MOVEMENT BASH

A Bash attempt is unsuccessful whenever the attacker fails to roll less than the Bash% value (refer to Table 4.6 in *Chapter 6 - Combat*).

Weight Difference

The attacker in an unsuccessful Body Bash may be staggered back if they suffer Fatigue depending on weight difference. The weight factor calculation in an unsuccessful Bash is the reverse of the successful Bash stated above. I.e. a positive difference is Fatigue taken by the attackers and a negative difference is Fatigue taken by the target.

Knock Down

A knock down of the attacker can be the result of a Critical Failure in the Bash. The Crit Modifier varies according to the sort of movement involved. Walking or ordinary combat = +2, Running = +1, Charging = -1. Attacker "knock down" is independent of who gets staggered by the Bash. If the attacker both staggers and gets knocked down, they trip face forward beside the target allowing the opponent a free blow at no AP cost.

LEVEL ADVANCEMENT

As characters acquire "experience" they grow in their knowledge and abilities. To reflect this characters have **Experience Levels** to measure their growth. To increase the character's experience levels and to enable them to advance their current level of skills, requires the acquisition of **Experience Points**. These can be obtained by defeating creatures or other Non-Player Characters. NPCs have **Experience Awards (Exp Award)** of 100 experience points per Level.

Other tasks can also earn experience points such as skill use. A Critical Success in a skill should earn 50 experience points, whilst a Critical Failure will also earn 25 experience points, painful lessons are often retained.

The Experience Level of a character also dictates how high a character can go in a skill. A character can learn a skill up to 2 levels higher than his current Experience Level.

As a character accumulates experience points he can spend them to improve the levels in his current skills or to purchase new skills. When the experience points are spent in this way they go towards the **Total Experience of the Character**. It is this total which determines the character's Experience Level, not his accumulated experience points. To spend accumulated experience in this way, you will need to convert experience points into Skill Points. This is a simple calculation, divide the experience points by 100. Thus 600 experience points will convert to 6 Skill Points and will purchase 1 Level in Sword skill if no other bonuses are applied.

The following table displays the total experience needed for each level. It should be noted that the **C&S Light** rules only take the characters to Level 5, the main rules take characters above this but this is beyond the scope of these rules.

Experience Level	Total Experience Points
1	Up to 5,000
2	5,001 to 10,000
3	1,0001 to 15,000
4	15,001 to 20,000
5	20,001 to 30,000

TABLE AP2.1

Skills and new spells are learnt during downtime, the period between adventures. The time taken to learn a skill depends on whether the character is trying from scratch, with a book, or whether they have enlisted the use of a teacher.

With a Teacher

The time taken to learn the skill is a base 7 days plus (skill cost x 7 days).

Without a Teacher

The time taken to learn the skill is a base 15 days plus (skill cost x 15 days).

Once a character has completed his learning period he acquires basic knowledge in the skill and has gained Level 1 in that skill. The time to learn a skill can be reduced by a high Discipline, indicating greater focus to the task. For every level of Discipline above 9 this reduce the time required by 1 day.

SPENDING EXPERIENCE POINTS

Accumulated experience points can also be spent in other ways which do not add to the Total Experience for the Level.

Experience points may be used to prevent the effects of a Critical Effect (but not the damage) as follows: By spending 250 experience points the Critical Effect is reduced by 1 Level. By spending 500 experience points the Critical Effect is reduced by 2 Levels and by spending 1,000 experience points the Critical Effect is reduced by 3 Levels.

Experience points can also be spent to enhance the characters PSF. It costs 25 experience points to enhance the PSF by 5% if the character spends 1 minute (4 rounds) studying the task at hand or 50 experience points per 5% if he does not. This enhancement is temporary and only lasts for one skill check.

The maximum enhancement is as follows:

PSF in Skill	Maximum Enhancement
1-25%	+5%
26-50%	+10%
51%+	+15%

TABLE AP2.2

Sample Experience Awards	
Role playing in character	0 - 250
Completing an adventure	50 - 250
Completing a minor quest	1,000
Completing a major quest	5,000
Success with a needful skill	
If the skill is non-Vocational Skill	3 Exp x Crit Die result
If the skill is a Vocational Skill	4 Exp x Crit Die result
If the skill is a Mastery Skill	5 Exp x Crit Die result
Slaying/Vanquishing a foe	
If the combat was avoidable	50% Creature Exp Award
If the NPC/creature initiated combat	Full Creature Exp Award
Successful casting of a spell	3 Exp + 3 Exp x Crit Die

TABLE AP2.3



NON HUMANS

So far the **C&S Light** rules have been based on the fact that the characters generated by the players will be Humans. Many role playing games allow players to have characters of non-human origin and C&S is no exception. To fully justify the rich background of a non-Human character would require a rule book of a similar size to the one you are currently holding.

However, to satisfy those who would like to play Elf or Dwarf characters we include here optional vocations and attribute restrictions. These must be agreed by your Gamemaster.

WOOD ELF

A Wood Elf requires the following minimum and maximum attributes. Agility must be 13+ (hence the Physical Attribute group must be 10+), Bardic Voice must be 10+ and Appearance 14+ (hence the Social Attribute must be 11+). Once these have been set, an Elven character receives the following modifiers of +5 to Agility, -3 to Discipline and -3 to Piety.

When creating an Elf Character you have 35 Skill Points to purchase skills but begin with Archery and Forester at Level 2 (i.e. all the Forester sub-skills are at Level 2 with no cost). Also, the cost for Archery is -1 before being considered as a Vocational Skill.

Elves are a graceful and noble race, able to withstand the outdoor life. They are a secretive people, friendly towards mankind but quick to react to evil doers who are hated and despised.

CLAN DWARF

A Clan Dwarf requires the following minimum and maximum attributes. Strength must be 12+ and Constitution must be 14+ (hence the Physical Attribute group must be 12+) and the Social Group must be 9+ initially. Once these have been set, a Clan Dwarf character receives modifiers of +5 to Constitution, -5 to Bardic Voice and -5 to Appearance.

When creating a Dwarf Character you have 30 skill points to purchase skills but begin with Axes at Level 2, Wear Heavy Armour, Lore (Geological) and one other weapon skill.

Dwarves are a prideful people, easy to anger and with long memories. They have a lust for gold that is very difficult to quell and a love of all that comes from the ground. They are fair to those who help them and never forget a debt of honour.

APPENDIX 4 - EXAMPLE CHARACTER

Name: *Griswold of the Glen* **Social Class:** *Yeoman Archer*

STR 18/85%	CON 12 / 66%	AGIL 15/76%
INT 02 / 20%	WIS 05 / 35%	DISC 08 / 50%
BV 10/58%	APP 13 / 70%	PTY 07 / 45%

Body = 30 Fatigue Points = 30 AP=15

Skill	BCS	Att	Level	PSF	TSC	Skill Type
Language (Urtish)	50%	+2	1[+3]	+5	55%	V
Lang: Pedrandir	50%	+2	1[+3]	+5	55%	-
Archery	40%	+15	3[+9]	+24	64%	M
Axes	50%	+18	3[+9]	+27	77%	M
Brawl	60%	+12	3[+9]	+21	81%	M
Dodge	60%	+15	3[+9]	+24	84%	M
Sword	40%	+18	2[+6]	+24	64%	V
Spears	40%	+8	1[+3]	+11	51%	V
Knives	50%	+15	1[+3]	+18	68%	V
Shields	40%	+15	1[+3]	+18	58%	V
Wear Light Armour	-	-	1	-	-	V
Stamina	50%	+12	1[+3]	+15	65%	V
Detection	50%	+5	1[+3]	+8	58%	V
Bludgeoning	30%	+18	1[+3]	+21	51%	-
Forester	30%	+5	1[+3]	+8	38%	-
Faith	30%	+7	3[+9]	+16	46%	-
Renown	20%	+13	1[+3]	+16	36%	-

V = Vocational Skill M = Mastered Skill

Bow	SR	MR	LR	ER	MaxR
TSC Mod.	-5%	0%	-10%	-20%	-30%
Crit+1					
Range in feet:	10'	30'	90'	150'	500'
Damage:	7	6	3	0	-2

Weapon	Length	Weight	Damage	Crit Mod	Skill
Face Smasher					
(War Axe)	S	M	4 Slash	+1	Axes



Griswold passing on his skills to the young son of a friend

EQUIPPING YOUR CHARACTER

STARTING OFF

The character should be outfitted with reasonable clothing as befits his/her social rank. Warriors will start play with a weapon for each Weapon skill chosen as a Mastery skill. Knights will begin play with a riding horse and tack and harness for that horse along with a basic saddle. Mages will start off with a focus if they so purchased that special item.

All characters do start off with some money, given by their family to help them on their way. The amount of money is guided by a character's Bardic Voice and their Social Class.

Serfs	BV x Copper Pennies
Yeomen	BV x Silver Shillings
Townsmen	BV x 2 x Copper Pennies
Guildsmen	BV x 2 x Silver Shillings
Nobles	BV / 2 x Gold Sovereigns

Encumbrance

A general rule of thumb is that a character can carry 50 lbs plus his Strength x 10 lbs before he is fully encumbered and cannot move. A comfortable load that can be carried and still enable the character to carry out actions is 50 lbs plus his Strength x 4 lbs.

Money

C&S uses a whole range of coins ranging from the copper farthing to the gold dragon. In **C&S Light** it is suggested that the three basic coins be the copper penny, the silver shilling and the gold sovereign. A gold sovereign is worth 25 silver shillings. A silver shilling is worth 20 copper pennies.

EQUIPMENT

Weapons	Price	Weight
Knife	5 shillings	1 lb
Small Club	Make	3 lbs
Sword	1 sovereign	5 lbs
War Axe (Hand)	15 shillings	6 lbs
Heavy War Axe	1 sovereign	10 lbs
Cavalry Flail	2 sovereigns	8 lbs
War Hammer	1 sovereign	6 lbs
Morningstar	2 sovereigns	8 lbs
Spear	10 shillings	7 lbs
Cavalry Lance	3 sovereigns	10 lbs
Quarterstaff	Make	4 lbs
Medium Club	Make	5 lbs
Greatsword	3 sovereigns	12 lbs
Battleaxe	2 sovereigns	12 lbs
Maul, Sledge	1 sovereign	15 lbs
Military Flail	2 sovereigns	12 lbs
Bow	2 sovereigns	2 1/2 lbs
Crossbow	3 sovereigns	12 lbs
Sling	10 copper pennies	1/2 lb

Armour	Price	Weight
Hide	5 shillings	5 IDS
Quilt	10 shillings	6 lbs
Leather / Fur	15 shillings	8 lbs
Ringmail	2 sovereigns	15 lbs
Cuirbolli	3 sovereigns	12 lbs
Scalemail	4 sovereigns	20 lbs
Chainmail	5 sovereigns	20 lbs
Platemail	7 sovereigns	25 lbs
Fieldplate	20 sovereigns	30 lbs

Note: Armour includes head protection

Shields	Price	Weight
Target Shield:		
Wicker	3 shillings	3 lbs
Wood	10 shillings	8 lbs
Reinforced	1 sovereign	12 lbs
Large Shield:		
Wicker	6 shillings	6 lbs
Wood	15 shillings	11 lbs
Reinforced	1 sovereign	16 lbs

Miscellaneous		
Backpack	2 shillings + 2 shillings per 25lbs capacity	2 lbs per 25 lbs cap
Oil Lantern	6 shillings	3 lbs
Lamp Oil	8 pennies	1 lb
50 feet of rope	36 pennies	3 lbs
Arrows (20)	2 shillings	1 lbs
Crossbow Bolts (20)	3 shillings	1/2 lb
Quiver (holds 20)	1 shilling	1 lb
Sling Bullets (20)	10 copper pennies	1 lb
Tack and harness	1 sovereign	10 lbs
Riding Saddle	3 sovereigns	15 lbs
War Saddle (+10 to PSF)	5 sovereigns	25 lbs
Flint & Steel	6 copper pennies	4 oz
Tinderbox	20 copper pennies	8 oz
Sleeping Furs	12 shillings	10 lbs
Cooking equipment	1 sovereign	10 lbs
Thieves Picks & Tools (+10 to PSF)	2 sovereigns	10 lbs

Prices at the Inn	
1 Good meal	4 copper pennies
1 Average meal	3 copper pennies
Good room / night	5 copper pennies
Average room / night	3 copper pennies
Sleep in stable	1/4 copper penny (1 farthing)
Beer per pint	1/2 copper penny

HAGGLING THE PRICE

A character can try to haggle the price with his Bargaining skill. This is resisted by the seller's DISC AR with a successful roll resulting in the Crit Die x 2 being a negative modifier to the Bargaining TSC. If the Bargaining roll is successful then the character can reduce the price by 2% times the Crit Die score, 3% if a Critical Success. If a Critical Failure the character ends up paying 10% more than the listed price.



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