HEXICON FANTASY ROLEPLAY

Fantasy Made Real

Rules Manual

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Rules Manual

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Foreword

Hexicon is a fantasy role-playing game designed to produce a satisfyingly realistic gaming experience. Frankly, it's complicated (that's the trade-off you get for realistic game play). This game was not intended to provide an introduction to role-playing; if you've never done it before, you'll probably want to start with something simpler. That said, a few introductory comments about the way things work may help to set the scene...

What is role-playing? Foreword from a player.

Trying to describe what role-playing is actually like is a little like me trying to tell you what a night out with your friends is like. I've never met them, I never will, and how could I know that you always end up having to coax Dave out of the garden with the promise of some chillies and a nice dress. The point is, it's you and the other people in the room that can make role-playing one of the most laugh 'til it hurts, creepy and downright essential experiences you will have or, as 99% of the civilised world would have it, a bunch of spods sitting around pretending to be goblins.

Firstly, let's go through a few of the more arcane terms and words you may find:

GM - Games Master. This is the most important person in the room, and it's unlikely he'll let you forget it. The GM is your eyes and ears, he is everyone you will meet, he is your best allies and your worst enemies. The GM runs the adventure, knows what is happening everywhere, and everything you try to do goes through him. Basically, what the GM says goes, he has the final say on anything. He gives structure and limitation to the game by making sure that the rules are adhered to. Imagine how boring Tekken would be if everyone you fought died first time, and you completed the game without ever having to do more than press the punch button a few times. It is the GM's job to challenge and stretch you by pitting you against the toughest enemies and the most mind-shafting puzzles. This is how he gets his kicks, he is trying to kill you all. This is also how he gets to enjoy the game, so don't complain if the going gets tough. For one thing, he has every right to enjoy himself any way he can. For another, you will find that the harder the challenge, the more smug and exhilarated you'll feel when you come running out of the other end with the Sword of Throg finally in your grasp, having foiled all his attempts to put you under.

D6, D4, D8, etc. These are dice with different numbers of sides. The D stands for die, the number stands for the number of sides the die has. You see what they've done? Games like this one often work with percentiles; using two ten-sided dice (you'll be doing this a lot in this game) is the best way of achieving a 1 to 100 value, with one die designated as the tens, one as the units. Dice only used to have six sides anyway because the Romans were square and didn't have the luxury of moulded plastic. This is the 21st century, it has better dice.

PCs - Player Characters. This is you, and your fine colleagues. You are a PC, essentially a set of numbers, but we'll get to that later. En-masse, the PCs are referred to as the Party, which is about as misleading as you can get. But then I've never been to a party where everyone died.

NON (N) PCs – Non-Player Characters. This is everyone else you will meet. These are the movers and shakers in your world. The lord who hires you, the mysterious woman who helps you out in times of need. Obviously, they are all products of the diseased brain of your GM, but if he's good you'll get to know these people as well as your best friends (and probably hate them just as much). What NPCs aren't is the hordes of Orcs, city watch, hired goons and bloody Trolls you'll have to wade through with your instruments of death on your way to the prize. We call these bastards.

Bastards. See above.

Stats - Statistics. Okay, we're getting technical here, and most of this is best left in the rulebook, so a few words should suffice. These are a list of what are basically your physical and mental limitations. For example, if you have a strength of 5, you are really not very strong. Sorry. They show where you excel and where your body or your mind just let you down. They are the essential you, and it's only through staying alive and developing your skills that you can rise above the wretched body you've been lumbered with. A lot like life, really.

Game Time. The amount of time taken up in the game world, as opposed to the time it's taken for you to cover it in the real world. Essentially, because this is a dice-based game, certain things (mainly combat) will take a lot longer to happen in real time than in the game. Let's say there are four of you fighting seven goblins (there aren't that many goblins, I promise). Now, as you may or may not know, physical combat is a swift and brutal thing, and everything is likely to happen all at once in a blur of severed limbs and laughing goblins. Because the GM has to deal with each combat in turn, although things are happening simultaneously, he will deal with each of you in turn (which is what Attack Time is for, but I'll let the experts explain that one). This can mean that twenty seconds of messy combat (game time) can take a little longer to resolve in actual playing time. Don't worry, though, you won't get bored. The feeling of dread you feel whilst waiting to see if the Troll is going to take your arm off is actually heightened whilst you wait for your turn, rather than diminished.

All of which covers most of the relevant lingo, and we move on to the proper stuff; a few dos and don'ts to help you get the most out of the experience.

1. The more you put in, the more you'll get out. I feel like a brown owl, but it needs saying. Play your character, get into scrapes, ask questions and make the most of the other players and the situations. The more you involve yourself, the more real it'll become, and the more 'in character' you'll feel. The more you immerse yourself in the world, the more you will experience the highs and lows of the games with a real intensity. You must let what happens matter to you. Otherwise what's the point?

2. Don't try to make your precious character run before it can walk. When rolling up a new character, we all want it to be cool, to come with the right clothes, the right attitude. This is all as is should be, but you must remember that new characters are generally rather pitiful, weak creatures. There is nothing more heartbreaking (or entertaining, depending on where you're standing) than watching someone roll a character, do a perfect drawing of them, design the livery and family history and write a page-long description of how great the character looks in its special hat, only to see the poor thing fall down a hole half an hour into the first game. Characters, like people, become more cool and interesting the more they go through, so have patience. Your character will evolve in more interesting ways than you can imagine at the outset. Starter characters are wet-behind-the-ears young hopefuls. Let them stay that way. It's truer to the game, and they'll thank you in the long run. If they live long enough.

3. Play as a team. This is fundamental, and covers several aspects of the game, so we'll splash out on some subheadings.

a) Choosing a character. When you're flicking through the character generation chapter, trying to decide whether you want to be a Half-Orc I.T. consultant or a Sverian wayfarer (whatever that is), bear in mind the other people in the room. It's like this: if your party already has a wizard, a nice big fighter, a priest (basically a walking first-aid kit, but don't mention it, or they might not heal you) and a gnome juggler (there's always one), then the party probably needs a thief, someone who can sneak around and unpick locks. This isn't a hard and fast rule, but be generous. If your new character can bring something to the party that's missing, then you'll be appreciated and protected. And nothing keeps you alive like the protection of your party members.

b) Which brings us to our next point. Alignment. This is basically whether you are an evil sonofabitch, or a good samaritan. It may look good on paper, 'Hardan the Wicked dressed in black, slipped away, snatching the golden clog whilst his foolish comrades fell one by one against the dragon from which he alone had secretly escaped', but the fact is it won't happen like that. Hardan (no pun intended) will either die trying to escape without anyone else alive to help him, or his party will survive and probably have something to say about his 'attitude problem'. The point is, and I can't believe I'm saying this, the strength of the party is greater than the sum of its parts. You have, to some degree at least, to trust your fellow party members. Try and keep them alive, because they keep you alive. If you decided to play an evil character, then you must be evil. Your GM will call you on it if you decide to rescue a weak colleague from certain death because he bought you a pint last night and you feel bad. When you're in character, you're in character, and you have to think about how a character's alignment is going to affect his role within the party. The same applies to playing saintly characters. You will often find yourself needing to bend the rules and even be a bit of a bastard in order to get the results you want, even if the cause is a noble one. Any extreme character can upset the balance of a party, so bear it in mind. Then play a darkblood assassin and watch the suckers burn.

Foreword to the rules

What follows are the mechanics of the Hexicon role-playing system; the rules. They are substantial because they cover all manner of situations, and they may at first seem daunting. At this point it seems worth spending few paragraphs explaining why they're there, so that the process of reading them seems worthwhile.

Role-playing is fun, first and foremost. It's really about play-acting and interacting, and enjoying the situations which can arise from this process. You don't really need rules to role-play, but it's a bit chaotic without them. The GM imposes order on the chaos of players' choices by describing events and determining outcomes. For example:

Player: "I'm going to run across the street towards the man in the blue robes."

GM: "Okay. As you sprint towards him, he turns towards you and begins to chuckle. You can see other blue robed figures off to your left."

Most of role-playing will be like this: players chatting with one another "in character", the GM describing events in the game world, players reacting to them, and so forth. However, it is almost inevitable in role-playing that actions made by characters will at some point bring them into conflict, either with one another, or NPCs, or some aspect of the physical game world, and that the GM will have to work out what happens. Our player might attack the blue robed man, or try to outrun his comrades approaching up the road for example.

Now the GM might just decide the outcome, and it's perfectly legitimate for him to do this, especially if the outcome seems clear cut. However, making arbitrary decisions in this manner is problematic for a number of reasons. If the player desires one outcome and the GM rules for another, it can seem unfair. Similarly, it's difficult for a GM to remain consistent in his rulings. Perhaps most importantly of all, characters are mortal, and a lot of the fun of role-playing is derived from pitting a character

against difficult circumstances and coming out on top. That's no fun if there's no chance of failing. It's a lot of pressure on a GM to rule someone's character dead, but it's equally no fun to role-play when the GM just lets characters do whatever they want, regardless of the likely consequences.

Role-playing rules, then, are really a set of guidelines and conventions to help the GM determine outcomes in a fair and consistent manner. He doesn't need to simply declare that our player strikes and kills the blue-robed man, or vice versa, because he can refer to the rules on hand-to-hand combat to determine the outcome with the assistance of the chance element (dice rolling). Rules are there to add consistency and fairness when resolving difficult situations. They are tools for the GM to assist him in a tricky job. They must always be viewed in this manner, as rules should only be referred to when the GM needs them. Becoming a slave to the rules takes the magic out of role-playing, so use them with care!

A final aside: In the remainder of this text, the masculine form will be used as a standard when describing an individual of unresolved gender. This usage is not intended to suggest that everyone involved in role-playing, be they player, character, or GM, is male. It just saves time and looks more elegant than writing he/she everywhere. Now have fun.

1. Character Generation

The character is at the heart of any role-playing game. A player needs to be able to experience the game world through the eyes of their character, and to take an active interest in their character's development. For this process to be a satisfying one a player needs to know exactly where their character's strengths and weaknesses lie. In essence, the way in which any role-playing game models a character is an exercise in psychology. All of a character's abilities must be described in a manner that allows the outcomes of their interactions with the game world to be accurately determined.

The process of generating a character can usefully be broken down into a number of steps. The approach taken here will be to proceed in a step by step manner, without overloading the reader with detail. Many steps will refer the reader to the more detailed sections provided later in the chapter; players can then look through these sections at their leisure, rather than having to skip past them when initially learning the character generation process. For example, in the section on choosing a profession, players are referred to section 1.3, which gives a detailed description of all the professions available for each race. A blank character sheet is provided in the TABLES booklet, and may be photocopied for personal use. Play aids, including free character generation software, are available to download at http://www.hexicon.co.uk.

1.1 A step by step guide to character generation.

1.1.1 Star sign

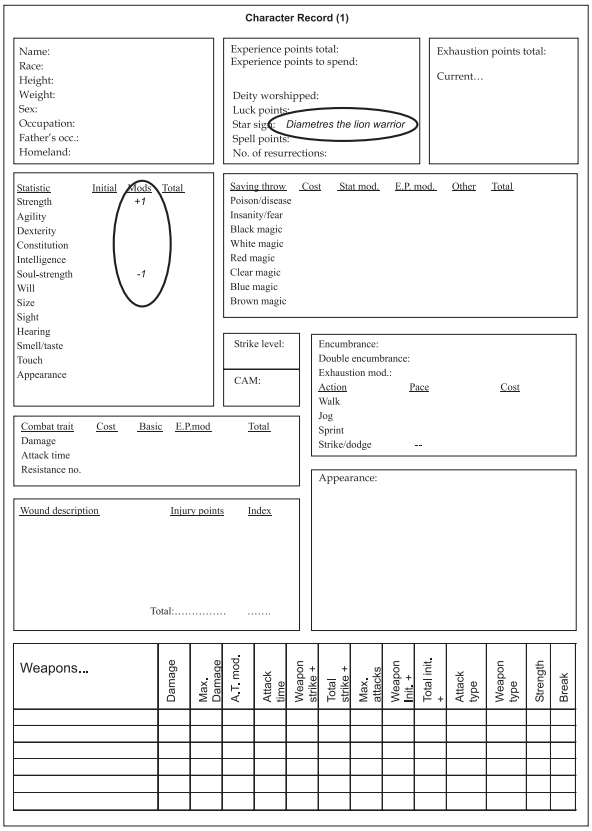
The basic system does not provide a detailed cosmological framework, although GMs with an interest are of course free to develop one. It does, however, prescribe eight basic star signs, with all characters belonging to a single sign, or falling into the "cusp" between two signs. A character's star sign is an accident of his time/place of birth. It is determined by rolling 1d100 and applying the result to the following table. Star sign has an effect on two of the character's stats, and also on his personality. For each sign, a number of personality traits are listed; the character must choose two from the relevant list. Stat mods are listed alongside the personality traits, and should be noted down on the character sheet (page 1) under *Mods* in the statistics section. For single star sign characters, one positive and one negative stat mod are listed. Characters who fall on the cusp between star signs may choose either of the positive mods and either of the negative mods from the two signs they straddle, such that

Table of Star Signs

Roll	Star Sign	Stat Mods	Season	Personality Traits
1-11	Diametres the Lion Warrior	Strength, +1 Soul-strength, -1	Summer	Brave, loyal, hot-tempered, proud, untamed, wilful, violent, over-confident, arrogant, honourable.
12-13	Summer cusp			
14-24	Perus the Dancer	Agility, +1 Will, -1	Summer	Outgoing, lighthearted, confident, open, unfaithful, quickwitted, untamed, seductive, sarcastic, sly.
25	Su/Au cusp			
26-36	Bellasia the Vixen	Dexterity, +1 Strength, -1	Autumn	Secretive, deceptive, cool, assured, inquisitive, quiet, cowardly, wilful, disloyal, concise.
37-38	Autumn cusp			
39-49	Daraccus the Hydra	Will, +1 Intelligence, -1	Autumn	Moody, untamed, unpredictable, fluctuating, obsessive, twofaced, wilful, secretive, self-contained, driven.
50	Au/Wi cusp			
51-61	Olix the Crone	Soul-strength, +1 Agility, -1	Winter	Paranoid, secretive, untrusting, paternal, malicious, meek, begrudging, self-contained, caring, warped.
62-63	Winter cusp			
64-74	Calcassa the Pillar	Strength, +1 Dexterity, -1	Winter	Constant, reliable, determined, overbearing, noble, rigid, unbending, cool, level-headed, thoughtful.
75	Wi/Sp cusp			
76-86	Absolonia the Wise Man	Intelligence, +1 Soul-strength, -1	Spring	Well-mannered, deceptive, pushy, confident, inquisitive, authoritative, casual, wilful, charming, quiet.
87-88	Spring cusp			
89-99	Illina the Huntress	Constitution, +1 Soul-strength, -1	Spring	Subtle, diplomatic, down-to-earth, calm, sly, individualistic, self-sufficient, ill-mannered, brave.
100	Sp/Su cusp			

they still have one positive and one negative mod. Similarly, rather than choosing two personality traits from a single sign, they choose one trait from each of their two signs.

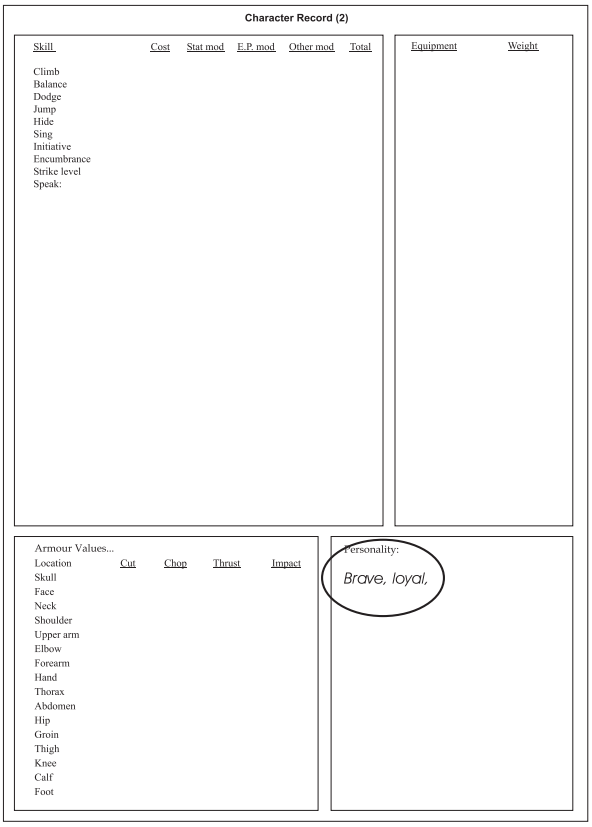
Example: *A roll is initially made to determine star sign. 1d100 is rolled, yielding a 07. From the star sign table, this results in the character having been born under the sign of Diametres the Lion Warrior. The stat mods for Diametres are +1 strength and –1 soul-strength, and these are duly entered on the character sheet. Two personality traits are then selected from those available and entered in the appropriate box.*



1.1.2 Rolling statistics and choosing a race

The next step in character generation is to roll a set of stats. This is an important time in the development of a character, as stats have an impact on virtually all skills and abilities and will only change during game play under extraordinary circumstances. Initially, two sets of seven stats should be rolled. Each stat is rolled on 2d10, summing the two scores. Hence, a roll of a 5 and an 8 would yield a base stat of 13. If two 10s are rolled, for a base stat of 20, an additional d10 is rolled and added to the stat. Another 10 allows the rolling of yet another d10, and so on (note that in practice there is only a one in a hundred chance of getting an exceptional stat above 20 and a one in a thousand chance of exceeding 30). The two sets of seven stats must be kept separate; once all fourteen stats are rolled, the player selects the better set of seven to retain, discarding the other set.

Example: *2d10 are rolled and summed for each base stat. Two sets of seven stats are generated, and noted down on some rough paper. The rolls are: 8, 15, 12, 18,16,11,7 (first set), 19, 12, 4, 10, 9, 13, 9 (second set). Next, one set is discarded. In this case, the second set is removed; although it contains a 19, the first set has three high stats. Note: A whole set is chosen, not the best seven from all fourteen stats!*



Having generated some statistics, a race should now be chosen. Choice of race is an important decision; it will have a powerful impact on how a character is treated/perceived in different cultures, and places limits on the professions that can be followed. Humans are the most flexible race, in terms of choosing an occupation, and have no severe weaknesses or limitations, but can suffer as jacks of all trades and masters of none. Other races tend to be more specialised. A detailed description of each race is given in section 1.2 of this chapter and can be studied at leisure. However, for ease of reference, Table 1 in the TABLES booklet provides an overview of each race's strengths and weaknesses. For each stat, a modifier is listed; modifiers above 1 will increase stats, those below 1 will decrease them.

After a race has been selected, the set of seven rolled numbers should be assigned to the first seven statistics listed on the character sheet (these are the *primary* statistics). In each case, the chosen number should be multiplied by the appropriate stat mod (listed in Table 1) and the rounded result entered in the *initial* column of the statistics box. The number that is assigned to strength should be noted down on some rough paper (in its original, unmodified form) as it will be used in the calculation of size later. Before assigning stats, it is best to have some idea of what sort of occupation the character will pursue. In this way, appropriate (high) numbers can be assigned to the statis-

tics that are most important.

Strength. Strength represents raw physical power, the size and efficiency of a character's muscles. It is closely related to physical size, and is perhaps the primary statistic of the warrior, having an impact on combat skills, the quantity of armour that can be worn and the damage inflicted by blows.

Agility. Agility represents a character's ability to manoeuvre the whole body in a rapid, co-ordinated and graceful fashion. It encompasses litheness and flexibility, and affects virtually all physical skills, as well as rapidity of response and dodging capacity in combat. It is a valuable asset to adventurers of all persuasions, from assassins to warrior monks.

Dexterity. Dexterity represents the manipulative capacity of the hands and arms. It quantifies the ability to delicately manipulate fine objects, making it essential to the thief, trickster and artisan, but also covers broader movements of the hands and arms, having an effect on virtually all weapon skills.

Constitution. Constitution represents a character's general level of toughness and fitness. It determines the amount of physical damage that can be sustained and affects a character's ability to fight off disease, poison and magic.

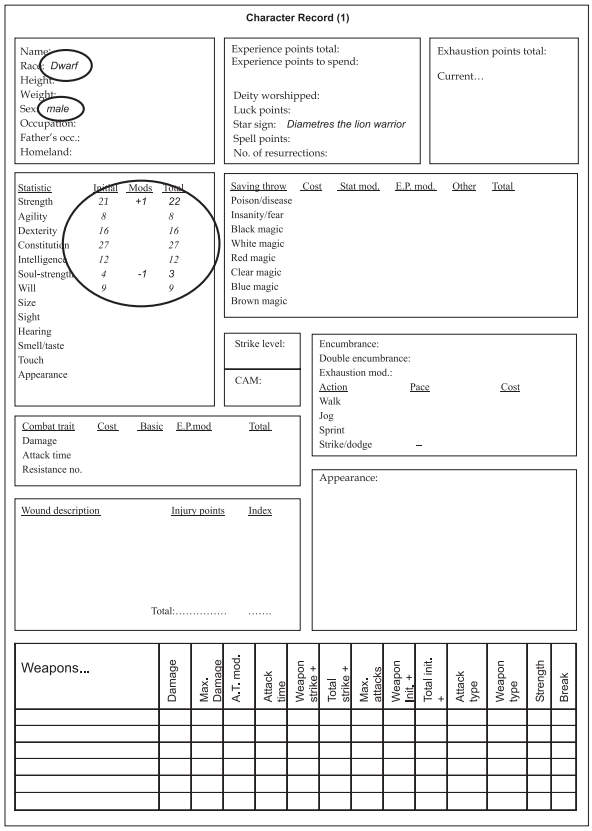
Intelligence. Intelligence represents what a character's got upstairs, his ability to reason in a quick and efficient manner. It affects many skills, particularly those involving study of a more academic nature, and is of considerable benefit to the scholar, mage and priest.

Soul-strength. Soul-strength is quite simply the raw capacity to use and control magic. It is vital to all practitioners of the mystic arts, from shaman to psionic, and affects both the abilities to use and resist magical energies.

Will. Will represents a character's strength of mind and determination. It affects a character's ability to withstand all manner of oppressive conditions and is of importance to all those who value mental focus and unbending intent.

Example: *Our character is beginning to take shape. It is to be a Dwarf, and will take up a fighting profession of some description. With this in mind, the seven stats that were rolled will be assigned as follows: 18 to strength, yielding a value of 18 x 1.15 = 20.7 = 21; 16 to dexterity, yielding a value of 16 x 1 = 16; 15 to constitution, yielding a value of 15 x 1.8 = 27; 12 to intelligence, yielding a value of 12 x 1 = 12; 11 to agility, yielding a value of 11 x 0.7 = 7.7 = 8; 8 to will, yielding a value of 8 x 1.1 = 8.8 = 9; and 7 to soul-strength, yielding a value of 7 x 0.5 = 3.5 = 4. These values are entered under "initial" in the stats box of the character sheet. The modifiers from our character's star sign are then added to yield total values.*

Optional stat mods for female characters. Females and males differ in a variety of ways and GMs may wish to reflect this in their games. One easy option is to modify female characters' stats by adding a point to agility and intelligence and subtracting two points from



strength (which in turn affects size; see later). These modifications should be made *prior to* racial mods being applied. In our example, the Dwarf's strength would become 18 – 2 = 16 x 1.15 = 18.4 = 18. A similar process would be followed for agility and intelligence, and the resultant numbers entered in the *initial* column in the stats box.

Once the primary stats have been assigned/calculated, it's time to roll the remaining six *secondary* statistics. These are rolled directly, rather than being assigned, so there are no complicated decisions to be made. However, size is calculated in a special manner, due to its relation to a character's strength. Rather than rolling 2d10, 1d8 is rolled. The result is applied to the following table to determine the character's base size.

Table of size values	
D8 roll	Size equals…
1	Base strength - 3
2	Base strength - 2
3	Base strength - 1
4 or 5	Base strength
6	Base strength + 1
7	Base strength +2
8	Base strength + 3

This base size score is multiplied by the racial mod to determine the value to be entered in the *initial* column of the stats box. Note that it is the *base* strength that is being used, not the value that has been racially modified (remember that we noted this down earlier). Also, it should be noted that Table 1 lists a minimum size for each race (in brackets, after the modifier in the size column). Values below this level should be replaced with the racial minimum.

Example: *To determine size, a d8 is rolled, with the result 3. Checking against the size table, we see that the base size is "base strength – 1", in this case, 18 – 1 = 17. This value is then multiplied by the Dwarf racial size mod to yield a size of 17 x 0.8 = 13.6 = 14. Had the Dwarf been female, we would have used the modified base strength of 16, applied the size table result to give a base size of 15, then multiplied by the dwarf racial mod to give a size of 15 x 0.8 = 12. This size value is entered in the "initial" column of the stats box.*

The remaining secondary stats (sight, hearing, smell/taste, touch and appearance) are rolled in turn. In each case, 2d10 are rolled, summed and multiplied by the racial mod. These values are entered into the *initial* column of the stats box. Having rolled for each secondary stat, one additional roll can be made, replacing any one secondary statistic (applying the standard racial modifier). The secondary stats represent:

Size. Size models physical bulk. It is an indication of mass, but should not be taken too literally (it is possible for different races to share the same size, but this does not imply that they will literally be the same height/weight!)

Sight. Sight represents visual acuity (deviation from 20/20 vision) but also visual attentiveness and to some extent hand/eye co-ordination. Sights of below 5 indicate fairly severe short/long sightedness.

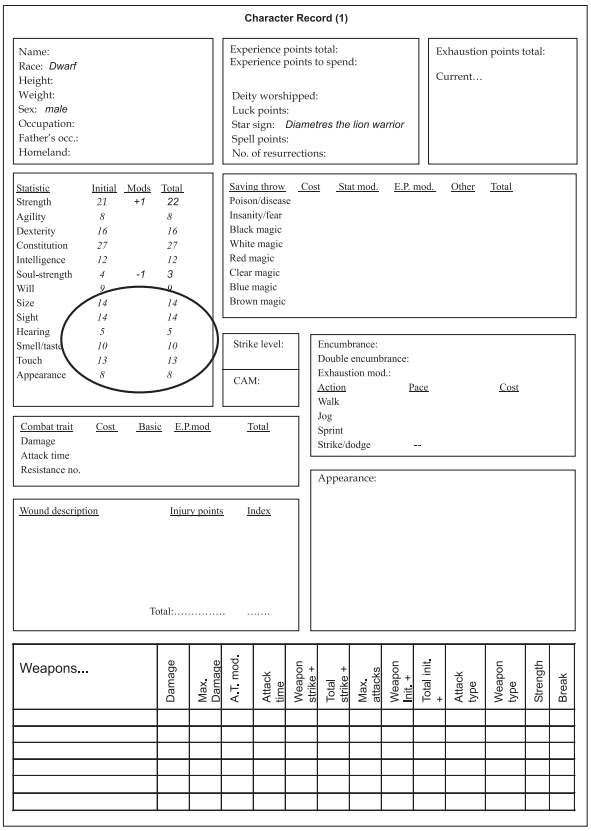
Hearing. Hearing incorporates both the ability to detect very low threshold noise and the capacity to accurately differentiate different sound sources/frequencies. A value of below 5 indicates partial deafness.

Smell/taste. Smell/taste represents the ability to distinguish chemical constituents of an odour or solid/liquid. Values of below 5 indicate extreme insensitivity.

Touch. Touch is tactile awareness. It can affect fine manipulation skills and rapidity of response to bodily contact with noxious stimuli.

Appearance. Appearance is a measure of beauty; the degree of conformity to a physical ideal. It encompasses related aspects such as the musicality of a character's voice, but does not directly touch upon charisma or personality (beyond the impact looks can have on our perceptions/actions).

Example: *It's time to roll the Dwarf's remaining secondary stats. In each case, 2d10 are rolled, summed and multiplied by the racial stat mod. This yields a sight of 12 x 1.2 = 14.4 = 14, a hearing of 5 x1 = 5, a smell/taste of 9 x 1.1 = 9.9 = 10, a touch of 13 x 1 = 13 and an appearance of 3 x 0.8 = 2.4 = 2. The additional "bonus" roll is a 10. Our Dwarf doesn't want to be hideous, so his appearance is replaced with a 10 x 0.8 = 8. These are all fairly average, with the exception of hearing, which indicates a fairly degraded sense (perhaps partial deafness on one side).*



Character Record (1)

Name:
Race: *Dwarf*
Height:
Weight:
Sex: *male*
Occupation:
Father's occ.:
Homeland:

Experience points total:
Experience points to spend:

Deity worshipped:
Luck points:
Star sign: *Diametres the lion warrior*
Spell points:
No. of resurrections:

Exhaustion points total:

Current…

Statistic	Initial	Mods	Total
Strength	21	+1	22
Agility	8		8
Dexterity	16		16
Constitution	27		27
Intelligence	12		12
Soul-strength	4	-1	3
Will	9		9
Size	14		14
Sight	14		14
Hearing	5		5
Smell/taste	10		10
Touch	13		13
Appearance	8		8

Saving throw	Cost	Stat mod.	E.P. mod.	Other	Total
Poison/disease					
Insanity/fear					
Black magic					
White magic					
Red magic					
Clear magic					
Blue magic					
Brown magic					

Strike level:

CAM:

Encumbrance:
Double encumbrance:
Exhaustion mod.:

Action	Pace	Cost
Walk		
Jog		
Sprint		
Strike/dodge	--	

Combat trait	Cost	Basic	E.P.mod	Total
Damage				
Attack time				
Resistance no.				

Appearance:

Wound description	Injury points	Index

Total:…… …….

Weapons...	Damage	Max. Damage	A.T. mod.	Attack time	Weapon strike +	Total strike +	Max. attacks	Weapon Init. +	Total init. +	Attack type	Weapon type	Strength	Break

1.1.3 Personal data and occupation

The next step in the generation of a character is to flesh it out with some personal data and choose an occupation. The choice of occupation is fundamental to the type of character that will emerge; by this stage, players will probably have a fair idea of what occupation they want their character to be. There is a wide selection of occupations to choose from and they are all described in detail in section 1.3 of this chapter. They are also conveniently summarised in Table 2 of the TABLES booklet. Note that while Table 2 has a section for human occupations and a section for non-human ones, many of the human occupations are also available to specific non-human races. For a summary of precisely which occupations are available to each race, section 1.3 of this chapter must be consulted.

Occupations are listed by race in Table 2. These are based on the types of cultures/societies in existence in the Hexicon system's home world of Korin-Thar. The type of culture from which each occupation is derived is outlined in the detailed descriptions in section 1.3. Available occupations are also listed for each society in the Korin-Thar WORLD ATLAS. Players will note that human societies allow the widest range of occupations, including some

exclusive categories (such as warrior monk). This wider choice is intentional, and is meant to counterbalance the lack of specialisation provided by human stat mods (a disadvantage). GMs may choose to allow other races to have been raised in human society and therefore select from exclusive human occupations (and vice versa), but this should not be typical as it will tend to unbalance the game in favour of the more specialised races. Similarly, those using their own game worlds should obviously adjust the occupations available to their players accordingly, but should remember that humans will be disadvantaged if other races receive a very wide choice of occupations. Obviously, half-races (Half Orcs and Half Elves) can choose to have been brought up in either parent's society and must choose an occupation accordingly. Many occupations are listed for the sake of completeness and to help detail skills a character may inherit from his father, rather than because they are really viable adventuring careers. Hence, while it is quite permissible for a player to choose to play a fisherman or weapon-smith, it is recognised that these will not be typical or popular choices. However, for players keen to experiment with these occupations, they can be combined with a period in a city militia (conscription training) in order to gain some basic weapons training. In this case, the costs filled in for militia in the detailed occupational descriptions, or summary Table 2, replace those of the main occupation, and the character additionally gains the extra skills listed for the militia occupation. However, they must add 50 to the cost of the additional skills they gained from their primary occupation. Only occupations marked with an asterisk in Table 2 and described as being compatible with militia training in the detailed occupational descriptions (section 1.3 of this chapter) can gain militia training in this manner.

Having selected an occupation, other personal data can be filled in. The character will already have a sex if gender stat mods are being used; otherwise, one should be selected now. Similarly, a name can be chosen at this point (although this is often one of the most challenging aspects of character generation!). A number of other details must also be determined.

Height and weight. A character's height and weight will to some extent reflect his size statistic. For each race, some broad guidelines for selecting a height and weight are provided in the detailed description (section 1.2 of this chapter). Additionally, the relationship between size and strength is important, as it will affect physique. Characters who had their sizes modified downwards relative to their strengths (ie. rolled 3, 2, or 1 on the d8) will tend towards the muscular and defined, while those who had their sizes modified up (rolling 6, 7, or 8) will tend to be somewhat overweight, or perhaps lanky (this should be borne in mind when filling in a character's appearance section, later).

Father's occupation. Table 3 in the TABLES booklet lists occupations for various typical cultures. To determine a character's father's occupation, a d100 is rolled and Table 3 consulted. Characters gain skills from their fathers, as detailed later in this section, so this roll can be important. Note that some occupations (e.g. Knight) specify that the character's father followed the same profession; in these cases, no additional skills are inherited from the father. If a character rolls his father's occupation randomly and obtains one that is identical to his own, he will not inherit any additional skills, but will get reimbursed with some additional experience points; this process is detailed later on.

Homeland and Deity. Detailed cultural and religious information for the Hexicon system's home world of Korin-Thar is available in the WORLD ATLAS, and can be used to determine a character's homeland and the deities that might be worshipped. GMs using their own worlds or other fantasy environments should help determine homeland and deity for their players.

Luck points. Luck points are a starter character's ticket to surviving the rigours of the adventuring world. They are a one-off store of good luck that is spent in the course of play to keep a character alive. The uses of luck points during play are described in later sections. For now, they need simply to be rolled. The number of luck points available is determined by rolling dice; the number of dice rolled is detailed for each race in Table 1 (where a 0.5 d100 is indicated, simply roll a d100 and divide by 2). Note that Humans receive the most luck points, with more specialised races receiving less.

Number of resurrections. Zero for starter characters. Resurrection can have permanently disabling effects, so a record must be kept of how many times a character has risen from the dead.

Stat totals. If not already completed, the total column in the stats box should be filled in at this point. This is simply the sum of the initial value and any relevant mods (e.g. star sign mods). Note that certain magic using occupations (e.g. druid) provide additional stat mods, as detailed in the relevant section in the chapter on magic.

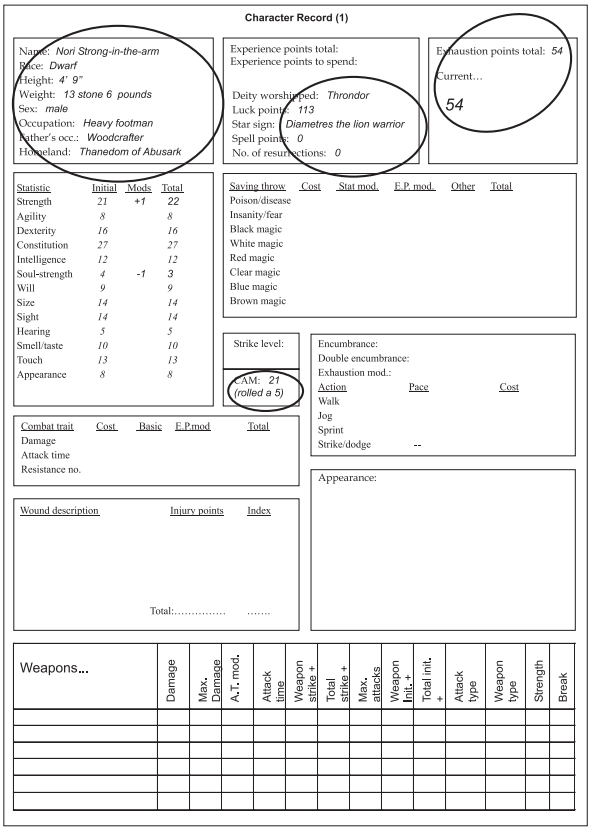
Spell points. Spell points are used when feats of magic are performed and are replenished after a good night's sleep (this process is detailed in the chapter on magic). Initially, a character has a number of spell points equal to his (soul-strength - 10). Characters with a soul-strength below 10 do not have negative spell points; they simply receive none.

Exhaustion points. Exhaustion points are used (optionally) during play to model the effects of fatigue on a character. Characters begin with exhaustion points equal to twice their constitution.

Constitutional age modifier (CAM) (optional). The CAM is used to determine the age at which a character will begin to suffer losses dependent on the ageing process and, ultimately, die from old age. Its use is described in detail in the chapter on the gaming environment. To determine a character's CAM, roll a d6 and apply the result to the following table:

Table of CAM modifiers						
D6 roll:	1	2	3	4	5	6
Mod:	0.75	0.85	0.95	1.05	1.15	1.25

The obtained mod should be multiplied by the character's ([constitution + 10]/2). The resulting value is the character's CAM. Note that the CAM will change if a character's constitution changes, so both the initial d6 roll and the current CAM should be recorded.



Example: *It's time to flesh out our Dwarf a bit. From the available Dwarven professions, heavy footman is chosen. We already know he's a male, so we'll give him the appropriately macho and Dwarven name of Nori Strong-in-the-arm. Nori is big for a Dwarf, and of muscular physique (with a size that is a little diminutive given his great strength); he will be 4'9'' tall, and weigh 13 and a half stone. Rolling 1d100 for his father's occupation we get a 100, making Nori's dad a woodcrafter. We'll be playing in the world of Korin-Thar and decide to have Nori come from the Thanedom of Abusark. As a Dwarf, Nori will take Throndor as his God. Nori gets 2d100 luck points; a 45 and a 68 are rolled, for a total of 113. We quickly total his stats (only strength and soul-strength are adjusted) and determine that Nori will have 0 spell points (his soulstrength is well below 10). His constitution of 27 gives him an impressive 54 exhaustion points. Finally, we roll a d6 for CAM, getting a 5 for a mod of 1.15. Nori's CAM is therefore (1.15 x ((27+10)/2)) = 1.15 x 37/2 = 1.15 x 18.5 = 21.275 = 21. We record this alongside the initial dice roll of 5.*

1.1.4 Skills and saving throws

Hexicon is a skill based role-playing system. Most of the actions a character takes in the game world will have their outcome determined by a skill roll of some description. All characters begin their adventuring careers with a number of basic skills, those that are typed on the character sheet. In addition, characters gain skills dependent on their occupation and inherit skills from their father dependent upon his.

Occupational skills are listed in the detailed descriptions provided in section 1.3 of this chapter, alongside their costs and any special modifiers (summaries are provided in Table 2). They can be copied into the skills box on the character sheet, with their costs. The costs for all the basic skills are also listed and should be filled in at this point (costs are important when developing a skill through experience; a lower cost indicates that learning will be quicker). Special modifiers (primarily for language skills) should be entered in the *other mod* column. Note that all characters begin play with a speak skill for their native tongue. This skill has a special +25 modifier, recorded in the *other mod* column of the character sheet.

For weapon skills, the particular skill is often not specified (the mercenary, for example, gets five weapon skills, each at a cost of 500). Unspecified weapon skills can then be freely chosen from those available (listed in the chapter on skills and actions, section 2.2.3, and summarised in Table 4a). The specific weapons that can be used with a particular weapon skill are listed in the detailed skill descriptions in the chapter on skills and actions. The weapons section of the WEAPONS, ARMOUR & EQUIPMENT booklet also indicates which skill a particular weapon requires to be used effectively. Note that each weapon skill covers a broad range of specific weapons. One-handed sword, for example, can be used to fight with daggers, foils or longswords, among others.

Each weapon skill also has a number of *specialist* skills attached to it, again listed in the detailed skill descriptions and summarised in Table 4a. Specialist skills reflect expert tuition in a particular weapon; they can only be obtained during the character generation process, and cannot be purchased at a later date, except in exceptional circumstances (such as when a character retires from adventuring for a prolonged period to undertake tuition with an expert trainer). Most specialist skills simply confer a special +5 mod (entered in the *other mod* column of the skills box) when using that weapon. Some do not confer such a mod, but rather actually allow a particularly specialised weapon to be used properly (such as the longbow specialist). The effect of each specialist skill is detailed in the skill descriptions provided in the chapter on skills and actions. Specialist skills are recorded in the skills box, but do not have entries in the stat mod or E.P. mod columns. They affect other skills (such as the weapon skill of which they are a subsidiary) rather than being developed in their own right. Some occupations place limitations on the number of specialist skills that can be selected; see the individual occupation descriptions for details.

Additionally, characters get to choose two of their father's skills, based on his occupation. Any two of the additional skills listed for the character's father's occupa-

tion can be taken, at the specified cost. If a character shares his father's occupation because this is specified in the occupational description (e.g. Knight) no additional skills are gained. If he shares his father's occupation, but rolled for it, no further skills are gained, but the character gets an additional 1000 adolescent experience points. This point is returned to in the later section on spending experience points.

Having determined what skills the character possesses, it's time to calculate how good he is at them. Overall competence with a skill is composed of two parts: a basic talent, based on the character's statistics, and the effects of training and experience. The former component is entered onto the character sheet in the *stat mod* column of the skills box and is calculated as follows. Table 4a in the tables booklet lists every available skill. All skills have one or more statistics listed as their primary, secondary, tertiary and/or negative modifiers. For primary modifiers, every point in that statistic *above 10* yields a +2 mod and every point *below 10* yields a –2. Hence, a stat of 13 listed as a primary mod would yield a +6 stat mod. For secondary modifiers, every point above 10 yields a +1 and every point below 10 yields a –1. A stat of 8 would therefore yield a –2 stat mod. For tertiary modifiers, the values are +/- 0.5 for each point above/below 10. A stat of 13 would therefore yield a + 1.5 stat mod. Negative modifiers only have an effect for a stat of above 10. In these cases, every point above 10 yields a –1 stat mod. A stat of 6 would yield no mod, while a stat of 16 would yield a –6. To summarise:

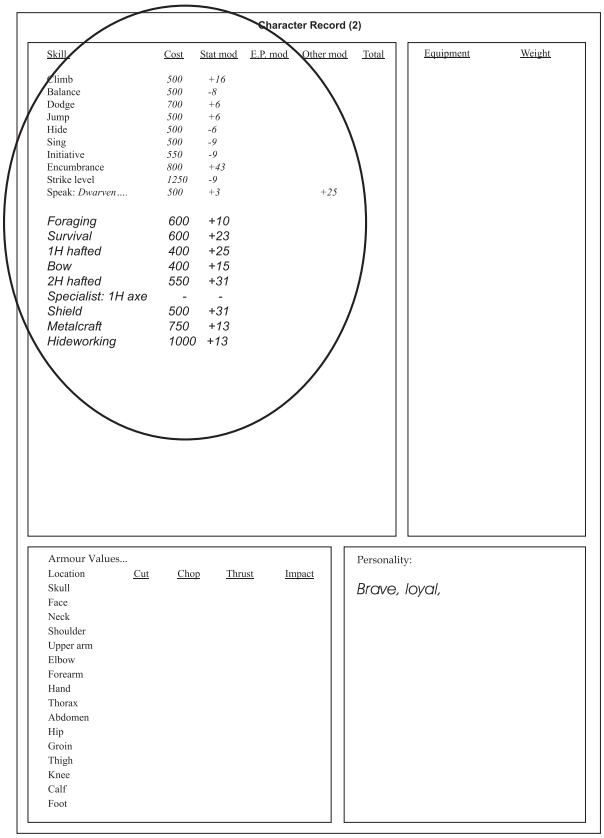
- Primary mods give +/- 2 for each point above/below 10
- Secondary mods give +/- 1 for each point above/below 10
- Tertiary mods give +/- 0.5 for each point above/below 10
- Negative mods give – 1 for each point above 10

The overall stat mod for a given skill is the sum of all the primary, secondary, tertiary and negative stat mods; where more than one stat is listed under a given category, simply sum the mods from each of those stats. Summed modifiers should be rounded to the nearest whole number before entering them on the character sheet.

It should be noted that there is one important caveat to this process. A strength stat of over 25 should be treated as if it were 25 when calculating skill mods, with the exception of the encumbrance skill. For this skill, the true strength value can be used. Hence, a strength of 32 would only yield a + 30 stat mod as a primary mod (being treated as a 25) unless it was for the encumbrance skill, where it would yield a +44.

Example: *Nori is a heavy footman, so in addition to the basic skills he gets foraging, at a cost of 600, survival, also at a cost of 600, shield at 500, two weapon skills at 400 and two at 550. Being a traditional Dwarven soldier, Nori selects one-handed hafted as his first weapon skill (he wants to use an axe) and bow as his second (Dwarven soldiers typically carry crossbows into battle). He will want to develop these skills as easily as possible, so takes them at the cheaper cost of 400. He already has the shield skill for a parrying weapon. Deciding that some situations may call for a seriously devastating weapon, Nori also selects the two-handed hafted skill, but at the more expensive cost of 550. This will allow him to use a two-handed axe (or sword, or warhammer for that matter) should the need arise. Finally, Nori decides to take his final weapon skill as a specialist, in this case in one-handed axe. The cost is irrelevant for specialist skills, so he is wise to use the more expensive weapon skill option in this manner.*

Nori also gets to choose two of his father's occupational skills. His father was a woodcrafter, offering Nori the choice of carpentry, woodcarving, metal-working, and hide-working. Although they are more expensive, Nori considers that metal-working and hide-working will be of more use to him in his adventuring career. He therefore selects these skills, at a cost of 750 and 1000 respectively.



Character Record (2)

Skill	Cost	Stat mod	E.P. mod	Other mod	Total
Climb	500	+16			
Balance	500	-8			
Dodge	700	+6			
Jump	500	+6			
Hide	500	-6			
Sing	500	-9			
Initiative	550	-9			
Encumbrance	800	+43			
Strike level	1250	-9			
Speak: *Dwarven....*	500	+3		+25	
Foraging	600	+10			
Survival	600	+23			
1H hafted	400	+25			
Bow	400	+15			
2H hafted	550	+31			
Specialist: 1H axe	-	-			
Shield	500	+31			
Metalcraft	750	+13			
Hideworking	1000	+13			

Equipment	Weight

Armour Values...

Location	Cut	Chop	Thrust	Impact
Skull				
Face				
Neck				
Shoulder				
Upper arm				
Elbow				
Forearm				
Hand				
Thorax				
Abdomen				
Hip				
Groin				
Thigh				
Knee				
Calf				
Foot				

Personality:

Brave, loyal,

Having selected Nori's skills and filled in the costs for his occupational, parentally inherited and basic skills, it is now time to calculate his stat mods (note that Nori will have Dwarven as his first language, having been brought up in Dwarven society; this will be at cost 500). The first skill to be calculated is climbing. Consulting Table 4a, it is found that the climbing skill has Str (strength), Agi (agility) and Dex (dexterity), all as secondary mods. Nori has a strength of 22, giving a + 12, a dexterity of 16, giving a +6, and an agility of 8, giving a –2. Summing these mods gives a total stat mod of +16 for climbing. The next skill is Balance, which has agility as a primary mod and size as a negative mod. Nori's agility of 8 therefore gives him a –4, while his size of 14 gives him a further –4 for a balance skill stat mod of –8. This process is repeated

to calculate a stat mod for each of Nori's skills.

Having calculated the stat mods for a character's skills, it's time to follow the same process for their saving throws. Saving throws are used in game situations when a character must resist some non-physical attack, such as a spell or an infection. They are not usually made by choice, but rather at the GM's request in response to NPCs or threatening environments. Like skills, they can be built up through experience; also like skills, they contain a component dependent upon a character's statistics. There are eight saving throws and all characters have scores for all of them. Saving throw costs are shown in the individual occupation descriptions and can be copied directly onto the character sheet. The stat mod for a saving throw is calculated in a manner identical to that used for calculating skill stat mods. Table 4b lists primary and secondary mods for the saving throws (there are no tertiary or negative mods). Stat mods can hence be calculated using Table 4b and entered in the *stat mod* column of the saving throw box.

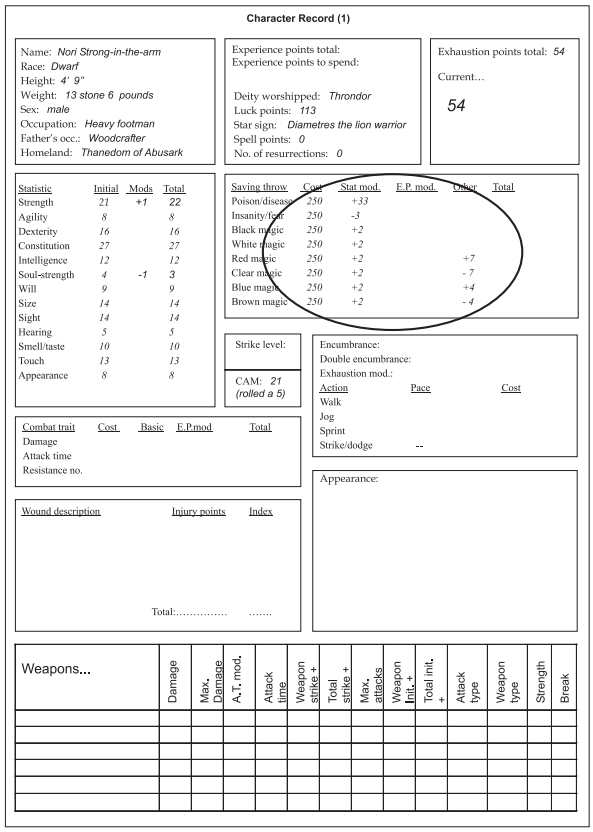
Table 4b lists only one general set of magic saving throw mods. The resultant stat mod should be entered for all six magical saves (the different colours refer to different types of magical attack; this will be detailed in the chapter on magic). However, characters do not start their adventuring careers with an equal degree of resistance to all types of magic. A special mod is applied to the different saves based on the season in which a character was born (see the star sign table, above). There is no such mod for black and white magic. For the other four types, 1d10 should be rolled. The following table should then be consulted to find out what colours of magic are the character's major and minor strengths and weaknesses. The result of the d10 roll is added to a character's major strength and subtracted from their major weakness. Half of the result (rounding up) should be added to their minor strength and subtracted from their minor weakness. These mods are recorded in the *other mod* column of the saving throw box. Note that two-season cusp characters gain a slight advantage here, in that they have two major strengths and two minor weaknesses.

Table of star sign mods for saving throws

	Major Strength	Minor Strength	Minor Weakness	Major Weakness
Spring	Brown	Blue	Red	Clear
Sp-su cusp	Red/brown		Clear/blue	
Summer	Red	Clear	Brown	Blue
Su-au cusp	Red/clear		Brown/blue	
Autumn	Clear	Red	Blue	Brown
Au-wi cusp	Clear/blue		Red/brown	
Winter	Blue	Brown	Clear	Red
Wi-sp cusp	Blue/brown		Clear/red	

Example: *The costs for Nori's saving throws are copied from the detailed description for a heavy footman; in fact, they are all 250. To calculate the stat mods for Nori's saving throws, we follow a process identical to that used when calculating his skill stat mods. The first save is against poison/disease and (from Table 4b) has constitution as a primary mod and will as a secondary mod. Nori's impressive constitution of 27 yields a +34, while his will of 9 gives a –1, for a stat mod of +33. The insanity/fear save has will as its primary and secondary mods, giving Nori –2 and –1 respectively, for a stat mod of –3. The magic saves' mods are soul-strength primary and constitution and will secondary. Nori has a soul-strength of 3, giving him a –14. His constitution and will give him +17 and –1 respectively, so his magic saves' stat mod is +2.*

Now we're ready to fill in Nori's mods based on his season of birth. Nori was born in the summer (under the sign of Diametres the Lion Warrior). He rolls a 7 on a d10, and consults the above table to find his major and minor strengths/weaknesses. His major strength is red; he therefore gets a +7 in his save against red magic. His minor strength is clear, giving him a +3.5 = +4 in that save. His minor weakness is brown, for a –4 save, while his major weakness is blue, for a –7. These get recorded under "other mod".



Character Record (1)

Name: *Nori Strong-in-the-arm*
Race: *Dwarf*
Height: *4' 9"*
Weight: *13 stone 6 pounds*
Sex: *male*
Occupation: *Heavy footman*
Father's occ.: *Woodcrafter*
Homeland: *Thanedom of Abusark*

Experience points total:
Experience points to spend:
Deity worshipped: *Throndor*
Luck points: *113*
Star sign: *Diametres the lion warrior*
Spell points: *0*
No. of resurrections: *0*

Exhaustion points total: *54*
Current…
54

Statistic	Initial	Mods	Total
Strength	21	+1	22
Agility	8		8
Dexterity	16		16
Constitution	27		27
Intelligence	12		12
Soul-strength	4	-1	3
Will	9		9
Size	14		14
Sight	14		14
Hearing	5		5
Smell/taste	10		10
Touch	13		13
Appearance	8		8

Saving throw	Cost	Stat mod.	E.P. mod.	Other	Total
Poison/disease	250	+33			
Insanity/fear	250	-3			
Black magic	250	+2			
White magic	250	+2			
Red magic	250	+2		+7	
Clear magic	250	+2		- 7	
Blue magic	250	+2		+4	
Brown magic	250	+2		- 4	

Strike level:
CAM: *21 (rolled a 5)*

Encumbrance:
Double encumbrance:
Exhaustion mod.:

Action	Pace	Cost
Walk		
Jog		
Sprint		
Strike/dodge	--	

Combat trait	Cost	Basic	E.P.mod	Total
Damage				
Attack time				
Resistance no.				

Appearance:

Wound description	Injury points	Index
Total:……	…….	

Weapons...	Damage	Max. Damage	A.T. mod.	Attack time	Weapon strike +	Total strike +	Max. attacks	Weapon Init. +	Total init. +	Attack type	Weapon type	Strength	Break

1.1.5 Equipment, armour and weapons

New characters do not enter the adventuring world naked and unarmed. As a guideline, a new character should be allowed to begin play with a suit of armour or a set of clothes suitable to their background, along with appropriate weapons and 1 piece of gold. Characters from a particularly wealthy background may be allowed more initial money, at the GM's discretion, but it should be noted that a gold piece is actually a fairly generous provisioning. Ultimately, what a character begins with is up to the GM. The occupational descriptions and example suits of armour will give an indication of what might be suitable, as will

the more detailed descriptions of Korin-Thar's various cultures found in the WORLD ATLAS, but the GM has the final word. Characters can buy any further initial equipment out of their gold piece. The basic monetary system follows a very straightforward decimal system, with 10 silver pieces to the gold, 10 bronze to the silver, 10 copper to the bronze, and 10 tin to the copper. Note that this system is provided for player convenience more than a realistic medieval monetary feel.

The WEAPONS, ARMOUR & EQUIPMENT booklet provides summary tables for weapons, armour and a great deal of general equipment, along with more detailed descriptions for many items. Where a particularly unusual item is required and not listed, GMs must exercise judgement in setting an appropriate cost and weight. All equipment should be recorded in the equipment box of the character sheet (although weapons and armour will be repeated in their respective sections) so that a track can be kept of the amount of weight that a character is carrying. Typically, the equipment that a character will carry on their person when entering combat is recorded first, then the kind of stuff they might keep in a travel bag, to be dropped in action situations. The weight a character is carrying has important effects on their manoeuvrability and should be carefully recorded.

By far the easiest way to equip a character with armour is to select one of the many example, pre-designed suits from the WEAPONS, ARMOUR & EQUIPMENT booklet and, where necessary, augment it with additional items of clothing. These suits are fully detailed, giving overall cost and weights alongside a breakdown of individual components and armour values for the sixteen body locations. However, players of Hexicon are not limited to a set of template armour types. Personalised suits of armour can be designed, from scratch or by adjusting predesigned suits. Each type of armour is listed with a "cost per %" and "weight per %" value. The schematic armourer's mannequin presented alongside the armour listings shows the percentage of the body that a given location accounts for. To create a custom garment, choose a material, then decide what locations it will cover (a chain mail shirt, for example, might cover the neck, shoulders, upper arms, chest, abdomen, groin and hips) and sum the percents for each of these areas to yield a coverage area for the garment. The garment's cost and weight can be obtained by simply multiplying this coverage area by the cost/weight per percent for the material in question. Note that many pre-designed garments are also listed, so suits can be constructed by selecting and combining garments too.

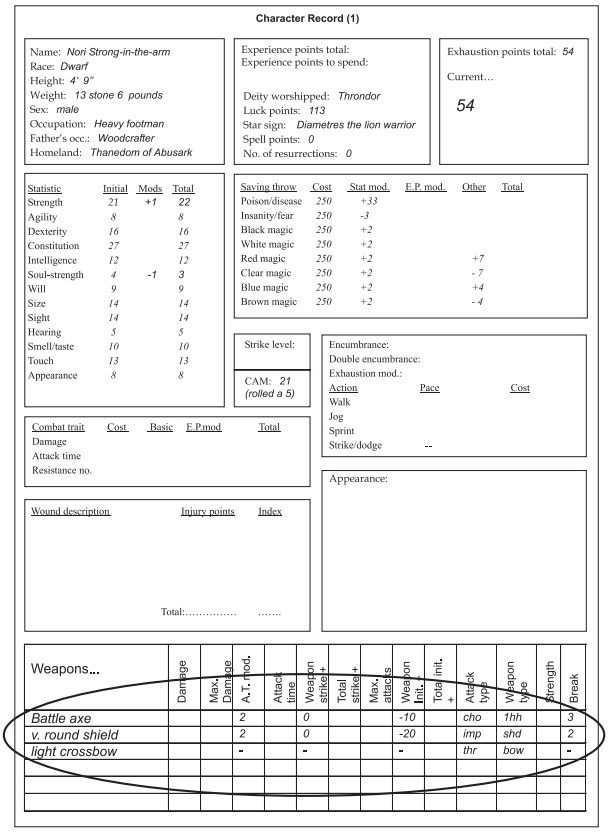
The armour box provides spaces for armour values against four types of attacks, for each of the sixteen bodily locations. For the pre-designed suits, simply copy the values straight from the WEAPONS, ARMOUR & EQUIPMENT booklet. The four types of attack for which armour values are given reflect the different types of damage inflicted by different weapons. Each weapon has an attack type (shown in the weapons summary table); while the thrusting and impact types are fairly obvious, the distinction between cutting and chopping attacks is slightly subtler and is returned to in the chapter on combat and movement. In the pre-designed suits, two values are given for each location and attack type, separated by a slash. The first is the armour's full armour value (AV) while the second value is known as the *three-quarters value* (details of how armour protects a character are given in the chapter on combat and movement, but basically, high numbers are good).

For custom suits of armour and/or clothing, the AV for each location is calculated by summing the AVs of all the component garments that cover that particular body location (note that many items of clothing, such as boots, offer some protection as armour). For example, a character wearing a tough leather jacket and soft leather trousers would find the AVs for his hips and groin locations by summing the tough leather and soft leather AVs. These garments overlap at the hips/groin; the resulting AVs would be 8 for cut, 5 for chop, 5 for thrust and 10 for impact. Having summed all relevant AVs, the three-quarters value for a given location/attack type is calculated by multiplying the overall AV by 0.75 and rounding to the nearest whole number. A quick conversion table is provided in the armour section of the WEAPONS, ARMOUR & EQUIPMENT booklet.

The weapons summary table gives details for a wide variety of weapons from which players can select. Weapons should be recorded in the equipment box, with their weight, and also in the weapons box, with many of their details. At this stage, *A.T. mod, weapon strike +, weapon initiative +, attack type, weapon type* and *break* should be filled in. *Damage* and *strength* should be left blank, as these values are modified by a character's damage mod, which has not yet been determined. Note that the weapon type refers to the skill that is used when fighting with that weapon.

Example: *While Nori's not the bashful sort, he could do with some clothing. In fact, Nori is a warrior and will be wearing heavy armour (his fighting style will therefore tend to sacrifice speed and manoeuvrability in favour of solid protection). Nori is to be equipped with one of the example, pre designed suits of armour. Specifically, he will wear the Dwarven heavy infantry armour favoured by the backbone of the Dwarven military. The armour's weight and AVs / three-quarters values can simply be copied across to Nori's character sheet, but to give an example of the armour generation system, we will proceed as if one of the component garments had been created from scratch.*

Nori wears a full helm, which covers his skull and face. To calculate its weight, we simply sum the areas it is to cover (in this case, 5% for the skull, and 3% for the face, for a total of 8%), then multiply by the "weight per %" value for plate armour (0.55). This yields a weight of 4.4 pounds. The cost of the helm, had Nori purchased it during game play, would be 8 x 0.025 (cost per % for plate) = 0.2 gold pieces, or 2 silver. The other component garments for Nori's armour can be created in a similar manner. The AVs listed are obtained by adding together the AVs for all garments covering a particular area. The skull values, for example, are calculated by adding together the AVs for plate (from the helm), padding (from the hooded padding hauberk) and double mail (from the hooded double mail hauberk). For the cut attack type, this yields a value of 17 + 14 + 6 = 37. The three-quarters value is therefore 37 x 0.75 = 27.75 = 28 (this value is too high to be obtained from the conversion table found in the WEAP-



Character Record (1)

Name: *Nori Strong-in-the-arm*
Race: *Dwarf*
Height: *4' 9"*
Weight: *13 stone 6 pounds*
Sex: *male*
Occupation: *Heavy footman*
Father's occ.: *Woodcrafter*
Homeland: *Thanedom of Abusark*

Experience points total:
Experience points to spend:

Deity worshipped: *Throndor*
Luck points: *113*
Star sign: *Diametres the lion warrior*
Spell points: *0*
No. of resurrections: *0*

Exhaustion points total: *54*
Current…
54

Statistic	Initial	Mods	Total
Strength	21	+1	22
Agility	8		8
Dexterity	16		16
Constitution	27		27
Intelligence	12		12
Soul-strength	4	-1	3
Will	9		9
Size	14		14
Sight	14		14
Hearing	5		5
Smell/taste	10		10
Touch	13		13
Appearance	8		8

Saving throw	Cost	Stat mod.	E.P. mod.	Other	Total
Poison/disease	250	+33			
Insanity/fear	250	-3			
Black magic	250	+2			
White magic	250	+2			
Red magic	250	+2		+7	
Clear magic	250	+2		- 7	
Blue magic	250	+2		+4	
Brown magic	250	+2		- 4	

Strike level:

CAM: *21 (rolled a 5)*

Encumbrance:
Double encumbrance:
Exhaustion mod.:

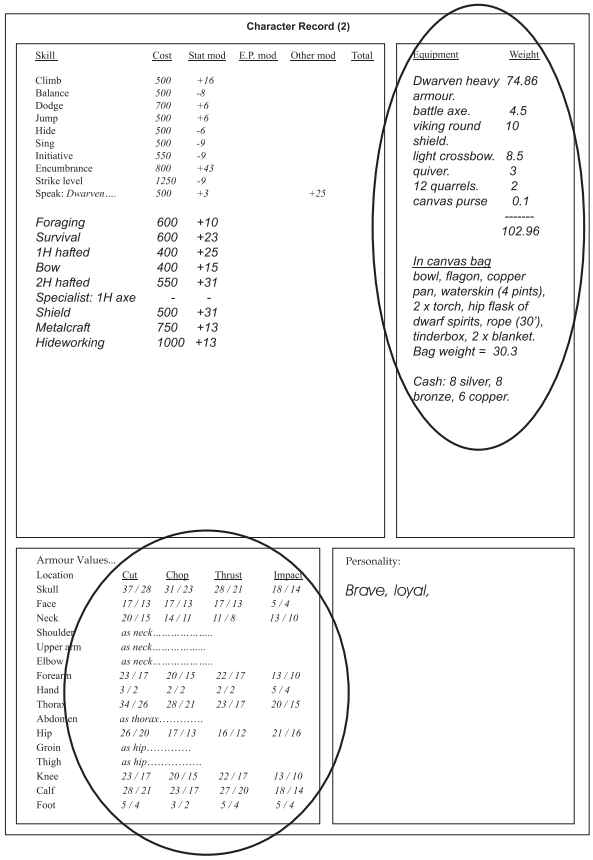
Action	Pace	Cost
Walk		
Jog		
Sprint		
Strike/dodge	--	

Combat trait	Cost	Basic	E.P.mod	Total
Damage				
Attack time				
Resistance no.				

Appearance:

Wound description	Injury points	Index
Total:……	…….	

Weapons...	Damage	Max. Damage	A.T. mod.	Attack time	Weapon strike +	Total strike +	Max. attacks	Weapon Init. +	Total Init. +	Attack type	Weapon type	Strength	Break
Battle axe			2		0			-10		cho	1hh		3
v. round shield			2		0			-20		imp	shd		2
light crossbow			-		-			-		thr	bow		-



Character Record (2)

Skill	Cost	Stat mod	E.P. mod	Other mod	Total
Climb	500	+16			
Balance	500	-8			
Dodge	700	+6			
Jump	500	+6			
Hide	500	-6			
Sing	500	-9			
Initiative	550	-9			
Encumbrance	800	+43			
Strike level	1250	-9			
Speak: *Dwarven….*	500	+3		+25	
Foraging	600	+10			
Survival	600	+23			
1H hafted	400	+25			
Bow	400	+15			
2H hafted	550	+31			
Specialist: 1H axe	-	-			
Shield	500	+31			
Metalcraft	750	+13			
Hideworking	1000	+13			

Equipment	Weight
Dwarven heavy armour.	74.86
battle axe.	4.5
viking round shield.	10
light crossbow.	8.5
quiver.	3
12 quarrels.	2
canvas purse	0.1

	102.96

In canvas bag
bowl, flagon, copper pan, waterskin (4 pints), 2 x torch, hip flask of dwarf spirits, rope (30'), tinderbox, 2 x blanket.
Bag weight = 30.3

Cash: 8 silver, 8 bronze, 6 copper.

Armour Values...

Location	Cut	Chop	Thrust	Impact
Skull	37 / 28	31 / 23	28 / 21	18 / 14
Face	17 / 13	17 / 13	17 / 13	5 / 4
Neck	20 / 15	14 / 11	11 / 8	13 / 10
Shoulder	as neck……			
Upper arm	as neck……			
Elbow	as neck……			
Forearm	23 / 17	20 / 15	22 / 17	13 / 10
Hand	3 / 2	2 / 2	2 / 2	5 / 4
Thorax	34 / 26	28 / 21	23 / 17	20 / 15
Abdomen	as thorax……			
Hip	26 / 20	17 / 13	16 / 12	21 / 16
Groin	as hip……			
Thigh	as hip……			
Knee	23 / 17	20 / 15	22 / 17	13 / 10
Calf	28 / 21	23 / 17	27 / 20	18 / 14
Foot	5 / 4	3 / 2	5 / 4	5 / 4

Personality:

Brave, loyal,

ONS, ARMOUR & EQUIPMENT booklet).

Nori also selects some weapons to defend himself with. He has already basically decided what sort of weapons he will use when selecting his skills, so it's merely a formality to choose a battle axe, a viking round shield (the traditional Dwarven choice) and a light crossbow. He will also need a quiver to hold his crossbow bolts (his armour includes a belt and weapon harness for his axe, shield and crossbow) and of course the quarrels themselves. The weapons are recorded in the equipment box, and also in the weapons box, along with their details (A.T. mods, strike mods, initiative mods, attack types, weapon types, and break values).

Besides his weapons and armour, Nori wants to enter the game world with a few items that might come in handy in his adventuring career. He needs a purse to keep his money in, so purchases one (9 copper pieces). Then he gets himself a bag to store the burdensome travel equipment he wants (4 copper pieces). Nori will drop the bag in combat, so keeps it separate from his personal equipment. He goes on to buy a bowl (2 copper), a flagon (4 copper), a copper pan (1 bronze 2 copper), a waterskin (1 bronze), a hip flask (1 bronze 2 copper), some liquor to go in it (4 copper for about ten shots), 2 torches (1 copper), a tinderbox (6 copper), 2 blankets (2 bronze) and 30 feet of rope (3 bronze). This comes to a total of 1 silver, 1 bronze and 4 copper, leaving Nori 8 silver, 8 bronze and 6 copper pieces.

It will be useful at this point to make an important point regarding differing racial sizes. All the weights provided in the WEAPONS, ARMOUR & EQUIPMENT booklet are in pounds. However, the weighting system is relative, being standardised for characters of different sizes. In reality, a suit of armour for a nine foot tall humanoid would weigh 1.5 x 1.5 x 1.5 = 3.375 times as much as a similar suit on a six footer (because mass increases as the cube of a one-dimensional size increase). Similarly, a three foot Halfling's diminutive suit would weigh only 0.5 x 0.5 x 0.5 = 0.125 times as much. For game purposes, however, weights are considered relative to size. A Halfling still records his longsword as weighing 3.5 pounds, just as does a Troll, although the weapons may in reality be 50 times different in mass. Generally, the system of simply treating weight in this relative manner works well, but GMs must remember to make adjustments when characters acquire items designed for people of vastly different stature. A Halfling using a human-size waterskin will find it greatly more cumbersome (its weight should be adjusted up by the GM) just as a Troll will find it laughably light.

1.1.6 Receiving and spending experience points

One of the most satisfying aspects of the role-playing experience is watching a character develop over the course of play, from an amateurish starter character to a battle hardened adventurer. This development occurs through the acquisition of experience points (E.P.s). There is no rigid level system in Hexicon. Rather, E.P.s are awarded by the GM at the end of each session of play, based on what a character has done, and immediately spent on improving skills and abilities to model ongoing development. In this way, each character evolves in a unique manner.

A character does not enter play as a child. Considerable learning has already occurred during their apprenticeship and this fact is reflected in their initial E.P. total.

However, even before the apprenticeship years, and in their free time during apprenticeship, a character will have practised many skills. Every character therefore gets to spend 5000 E.P.s on *adolescent skills development.* These experience points do not contribute towards a character's E.P. total and can only be spent on skills, nothing else. Leftover adolescence E.P.s that could not be spent in skills are discarded and lost before carrying on to apprenticeship development. In the unusual case in which a character's father's occupation was rolled and turned out to be identical to a character's own occupation, the character receives an extra 1000 adolescent E.P.s in lieu of the additional skills they have missed out on. Remember, this is not the case when an occupational description *specifies* a father with the same occupation.

Each skill has a cost value. This cost is the number of experience points it costs to buy one advancement in the skill. Initially, each advancement is worth a +3 E.P. mod. Hence, two advancements would yield a +6 and five advancements a +15. This is the case until ten advancements have been purchased in a skill (at which point its E.P. mod will be +30). The skill has now entered a new *advancement zone;* the next ten advancements will only yield a +2 each (up to +50). Then, the next 10 advancements will provide only a +1 each (up to +60). Finally, after 30 advancements, all further advancements are worth only a + 0.5 each (this is the fourth and final advancement zone for a skill). The deterioration in payback for each advancement purchased in the later advancement zones reflects the learning curve. For a new skill, development is rapid, but at very high levels of expertise, many hours of effort are required to make further inroads. Hence, an assassin learning the stealth skill (used to sneak around) early in his career might spent 1350 E.P.s on the skill, which has a cost of 450, and increase his E.P. mod from +9 to +18 (three advances). Much later, as an experienced killer, the same 1350 E.P.s would only yield an increase from an E.P. mod of + 51 to + 54.

Weapon skills (and the unarmed skill) represent a special case for skill acquisition, in that each skill is in fact composed of two parts: the ability to strike and the ability to parry (block incoming strikes). These two components must be developed separately (although both will benefit from the stat mod previously calculated). Hence, the *E.P. mod* column for weapon skills will contain two values, separated by a slash, as will the resultant *Total* column. The attacking E.P. mod is put before the slash and the parry E.P. mod after it. An advancement, when purchased, must be spent in *either* attacking or parrying with the relevant types of weaponry. Additionally, weapon skills have special spending restrictions, which may apply when characters attempt to raise their E.P. mods above +30. Details are given in the description of each skill provided in the chapter on skills and actions (section 2.2.3), but broadly these restrictions are there to prevent a character from reaching the unrealistic situation in which they are expert in one class of weapons while being complete incompetents when forced to wield a weapon from a different class. An example is that a character cannot raise his E.P. mod in one-handed sword above +30 (for striking or parrying) without at least owning the one-handed hafted weapon skill (purchasing new skills is described later in this section). Players and GMs should always check these spending restrictions when increasing E.P. mods into a new advancement zone.

Example: *Nori's role in life will be a simple one; hacking and slaying. His adolescent E.P.s are therefore spent on the kind of skills that will keep him alive, those that relate to fighting. Nori is wearing an immense amount of armour. The encumbrance skill represents a character's ability to overcome the effects of heavy armour and remain mobile. While Nori will never be able to fully counteract the effects of his bulky armour and weapons, he can try to limit their negative effect by purchasing advances in the encumbrance skill (he is lucky, in that his stat mod for this skill is already very impressive). Nori purchases one advancement in encumbrance, at a cost of 800. He will also be using his weapons a lot, and foresees his role as being primarily hand to hand. He therefore purchases five advancements in his one-handed hafted attack skill (he doesn't plan to use his axe to parry) at a cost of 2000, and four advances in his shield parry skill (again, he doesn't think he'll use that to attack much) at a cost of 2000, for a total expenditure of 4800 E.P.s. The remaining 200 E.P.s will not buy him an advancement, and are lost.*

Character Record (2)

Skill	Cost	Stat mod	E.P. mod	Other mod	Total
Climb	500	+16			
Balance	500	-8			
Dodge	700	+6			
Jump	500	+6			
Hide	500	-6			
Sing	500	-9			
Initiative	550	-9			
Encumbrance	800	+43	+3		
Strike level	1250	-9			
Speak: *Dwarven*....	500	+3		+25	
Foraging	600	+10			
Survival	600	+23			
1H hafted	400	+25	+15 / 0		
Bow	400	+15			
2H hafted	550	+31			
Specialist: 1H axe	-	-			
Shield	500	+31	0 / +12		
Metalcraft	750	+13			
Hideworking	1000	+13			

Equipment	Weight
Dwarven heavy armour.	74.86
battle axe.	4.5
viking round shield.	10
light crossbow.	8.5
quiver.	3
12 quarrels.	2
canvas purse	0.1
	102.96

In canvas bag
bowl, flagon, copper pan, waterskin (4 pints), 2 x torch, hip flask of dwarf spirits, rope (30'), tinderbox, 2 x blanket.
Bag weight = 30.3

Cash: 8 silver, 8 bronze, 6 copper.

Armour Values...

Location	Cut	Chop	Thrust	Impact
Skull	37 / 28	31 / 23	28 / 21	18 / 14
Face	17 / 13	17 / 13	17 / 13	5 / 4
Neck	20 / 15	14 / 11	11 / 8	13 / 10
Shoulder	as neck.....			
Upper arm	as neck.....			
Elbow	as neck.....			
Forearm	23 / 17	20 / 15	22 / 17	13 / 10
Hand	3 / 2	2 / 2	2 / 2	5 / 4
Thorax	34 / 26	28 / 21	23 / 17	20 / 15
Abdomen	as thorax.....			
Hip	26 / 20	17 / 13	16 / 12	21 / 16
Groin	as hip.....			
Thigh	as hip.....			
Knee	23 / 17	20 / 15	22 / 17	13 / 10
Calf	28 / 21	23 / 17	27 / 20	18 / 14
Foot	5 / 4	3 / 2	5 / 4	5 / 4

Personality:

Brave, loyal,

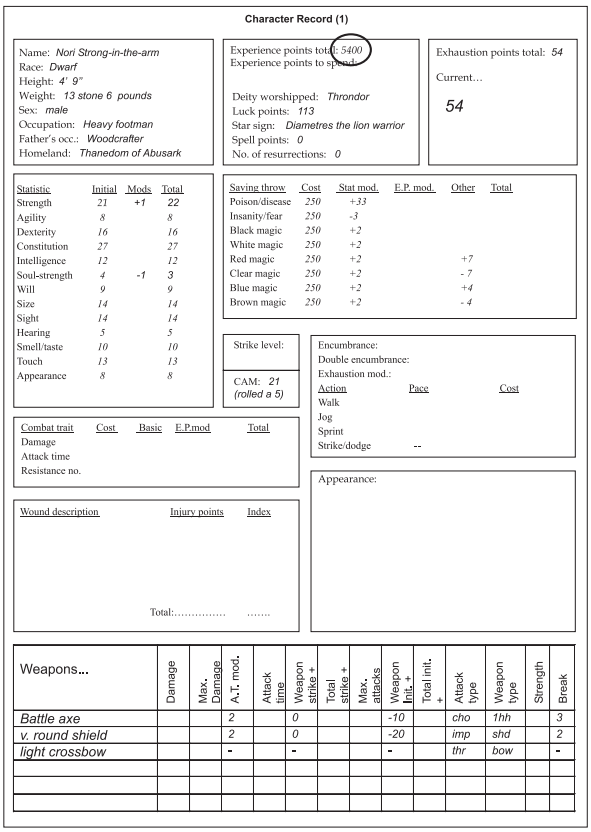
After adolescence comes a character's apprenticeship. At this point, E.P.s begin to count towards a character's E.P. total (recorded at the top of the character sheet). While E.P.s are generally spent as soon as they are received (except when a character saves up for a particularly expensive advancement) a running track is kept of how many E.P.s have been accumulated in a character's career. It is particularly important for magic users (see the chapter on magic), but it is generally satisfying to have an idea of how advanced a character has become. As a guideline, a character of around 40 000 E.P.s will be a respectable, hardened adventurer. At 80 000 E.P.s, they'll probably be the

stuff of drinking songs, with a fair reputation, while a character having in excess of 150 000 E.P.s is likely to be a legend in their own time.

The number of E.P.s a character accumulates during their apprenticeship depends both on the nature of their occupation and the number of years spent training. For a human, apprenticeships typically last seven years, from ages 14 to 21. Different races, however, have differing life expectancies, and consequently spend differing periods of time training. Table 5 in the TABLES booklet provides a summary of the average life expectancy and training period for each race, along with the age at which they will commence their adventuring careers. It also provides information on the ageing process, to be used in conjunction with the optional CAM rules presented in the chapter on the gaming environment, but these can be ignored for the present.

Each occupation lists a value as its *training multiplier*. To work out how many E.P.s a character accumulates during their apprenticeship, 2d10 should be rolled and summed. This value is multiplied by the occupational training multiplier to yield the number of E.P.s gained per year of training. Hence, to get the character's starting E.P. level, simply multiply their E.P.s per year by the number of years they spend training. This value can be entered under *Experience point total* on the character sheet. It should be augmented whenever a character is awarded more E.P.s, typically at the end of a gaming session.

E.P.s gained during a character's apprenticeship are treated exactly like those that are acquired during play. They can be spent to augment virtually any of a character's skills and abilities. We have already seen how E.P.s are used to advance skills, so it's time to explore the other potential outlets for a character's hard-earned experience.



Character Record (1)

Name: *Nori Strong-in-the-arm*
Race: *Dwarf*
Height: *4' 9"*
Weight: *13 stone 6 pounds*
Sex: *male*
Occupation: *Heavy footman*
Father's occ.: *Woodcrafter*
Homeland: *Thanedom of Abusark*

Experience points total: *5400*
Experience points to spend:
Deity worshipped: *Throndor*
Luck points: *113*
Star sign: *Diametres the lion warrior*
Spell points: *0*
No. of resurrections: *0*

Exhaustion points total: *54*
Current…
54

Statistic	Initial	Mods	Total
Strength	21	+1	22
Agility	8		8
Dexterity	16		16
Constitution	27		27
Intelligence	12		12
Soul-strength	4	-1	3
Will	9		9
Size	14		14
Sight	14		14
Hearing	5		5
Smell/taste	10		10
Touch	13		13
Appearance	8		8

Saving throw	Cost	Stat mod.	E.P. mod.	Other	Total
Poison/disease	250	+33			
Insanity/fear	250	-3			
Black magic	250	+2			
White magic	250	+2			
Red magic	250	+2		+7	
Clear magic	250	+2		- 7	
Blue magic	250	+2		+4	
Brown magic	250	+2		- 4	

Strike level:
CAM: *21 (rolled a 5)*

Encumbrance:
Double encumbrance:
Exhaustion mod.:

Action	Pace	Cost
Walk		
Jog		
Sprint		
Strike/dodge	--	

Combat trait	Cost	Basic	E.P.mod	Total
Damage				
Attack time				
Resistance no.				

Appearance:

Wound description	Injury points	Index
Total:……	……	

Weapons...	Damage	Max. Damage	A.T. mod.	Attack time	Weapon strike +	Total strike +	Max. attacks	Weapon Init. +	Total Init. +	Attack type	Weapon type	Strength	Break
Battle axe			2		0			-10		cho	1hh		3
v. round shield			2		0			-20		imp	shd		2
light crossbow			-		-			-		thr	bow		-

New Skills. New skills can be purchased with the expenditure of 1000 E.P.s. Generally, during play, a new skill can only be bought if there is someone available to teach it to the character (or, in the case of certain skills, a book on the subject). More is said on this matter in the chapter on the gaming environment. During apprenticeship, most skills can be purchased (the character will be spending a number of years in a fairly rich learning environment). However, it is up to the GM to decide if a particular skill should be made available. It may, for example, be deemed unsuitable for a mercenary to learn the locks & mechanisms skill (which requires fairly specialised training). These decisions are entirely at the GM's discretion.

Generally, new skills that are purchased during apprenticeship/play come with a cost of 1000. That is to say, each advancement costs 1000 (in addition to the actual purchase of the new skill costing 1000 E.P.s); 1000 is entered in the *cost* column of the skills box. There are two exceptions to this rule. The first is for newly purchased weapon skills. They come with a cost equal to the other weapon skills a character gained as a result of his occupation. If a particular occupation provides weapon skills of differing costs (such as the dwarven heavy footman occupation) new weapon skills come at the more expensive of the original costs (550 for the Dwarf heavy footman). If an occupation offers no weapon skills, new ones are purchased with a cost of 1000, as for other skills. In all cases, it still costs 1000 E.P.s to actually buy the new skill in the first place.

The second exception is languages, which come with a cost of 500. It should be noted that the purchase of a new language skill is virtually a requirement for most non-human characters, at least when playing in the Korin-Thar world system. Most societies are human, and most parties communicate in common, the universal human tongue. Characters who cannot communicate with the rest of their party are at a massive disadvantage, being likely to miss out on much of the interaction that is at the heart of the role-playing experience. GMs who are using alternative worlds as settings should take care to prepare their characters for the needs of interaction with one another. Guidelines for the level of linguistic competency a particular skill level (total skill mod) denotes are provided in the detailed skill description given in the chapter on skills and actions (section 2.2.2). Note that characters who have learnt a language (as opposed to having it as their mother tongue, which provides a special +25 *other* mod) are not necessarily fluent in it, and may have to spend further E.P.s to raise it to a level they are comfortable with.

Example: *It's time to calculate Nori's apprenticeship E.P.s. As a heavy footman, he gets a training multiplier of 50 (from the detailed occupational description, section1.3.10, or Table 4a). 2d10 are rolled and summed, for a total of 12. Nori therefore gets 12 x 50 = 600 E.P.s per year of training. From Table 5, it can be seen that Dwarfs get an apprenticeship lasting nine years. Nori's apprenticeship E.P.s are therefore 600 x 9 = 5400. This value is entered as his "Experience points total".*

Nori's first language is Dwarven. However, his adventuring career is likely to take him beyond his mountainous homeland and the ability to communicate will be

vital. Nori therefore decides to purchase a new skill: speak common. It costs 1000 E.P.s to buy the skill, which comes with a cost value of 500. The stat mod for the skill is calculated for the new skill in the usual way. In this case, the stat mod is identical to that already calculated for Nori's first language (+3). Glancing at the detailed skill description for the speak skill, it is found that a total mod of +3 will allow a fairly basic level of communication, with a strong accent remaining. Nori is happy to leave things like this for the time being, rather than expending more E.P.s to improve this skill further. He still has 4400 adolescence E.P.s to spend.

Character Record (2)

Skill	Cost	Stat mod	E.P. mod	Other mod	Total
Climb	500	+16			
Balance	500	-8			
Dodge	700	+6			
Jump	500	+6			
Hide	500	-6			
Sing	500	-9			
Initiative	550	-9			
Encumbrance	800	+43	+3		
Strike level	1250	-9			
Speak: *Dwarven*....	500	+3		+25	
Foraging	600	+10			
Survival	600	+23			
1H hafted	400	+25	+15 / 0		
Bow	400	+15			
2H hafted	550	+31			
Specialist: 1H axe	-	-			
Shield	500	+31	0 / +12		
Metalcraft	750	+13			
Hideworking	1000	+13			
Speak: Common	500	+3			

Equipment	Weight
Dwarven heavy armour.	74.86
battle axe.	4.5
viking round shield.	10
light crossbow.	8.5
quiver.	3
12 quarrels.	2
canvas purse	0.1
	102.96

In canvas bag
bowl, flagon, copper pan, waterskin (4 pints), 2 x torch, hip flask of dwarf spirits, rope (30'), tinderbox, 2 x blanket.
Bag weight = 30.3

Cash: 8 silver, 8 bronze, 6 copper.

Armour Values...

Location	Cut	Chop	Thrust	Impact
Skull	37 / 28	31 / 23	28 / 21	18 / 14
Face	17 / 13	17 / 13	17 / 13	5 / 4
Neck	20 / 15	14 / 11	11 / 8	13 / 10
Shoulder	as neck.....			
Upper arm	as neck.....			
Elbow	as neck.....			
Forearm	23 / 17	20 / 15	22 / 17	13 / 10
Hand	3 / 2	2 / 2	2 / 2	5 / 4
Thorax	34 / 26	28 / 21	23 / 17	20 / 15
Abdomen	as thorax.....			
Hip	26 / 20	17 / 13	16 / 12	21 / 16
Groin	as hip.....			
Thigh	as hip.....			
Knee	23 / 17	20 / 15	22 / 17	13 / 10
Calf	28 / 21	23 / 17	27 / 20	18 / 14
Foot	5 / 4	3 / 2	5 / 4	5 / 4

Personality:

Brave, loyal,

Saving throws. Saving throws can be improved through the expenditure of E.P.s, although this is not usually a first priority for a starter character. Saving throws are advanced in exactly the same manner as skills. Each save will already have a cost (usually 250). As with skills, advancements are purchased with a law of diminishing returns as new advancement zones are entered. Experienced characters can therefore build up a considerable resistance to non-physical threats.

Exhaustion points. Additional exhaustion points can be purchased to improve a character's endurance (the use of exhaustion points is covered in the advanced rules section of the chapter on combat and movement). The cost for each additional exhaustion point is given in the detailed description for each occupation: in the case of a Dwarven heavy footman, for example, each additional point costs 225 E.P.s.

Combat traits: Damage, attack time, and resistance number. A character's combat traits can also be improved by spending E.P.s. The perceptive will note that as yet we have not covered how these trait's values are initially determined. This is because, for attack time, the final value depends on how encumbered a character is, which in turn depends on their final encumbrance skill mod. In fact, the process of generating a character is never entirely neat, in the sense of sticking exactly to the step by step outline presented here. Often, E.P.s will be spent, then players will realise (when the final values are determined for their character's various skills) that they need to make adjustments. In particular, there are certain racial restrictions on how far particular traits can be adjusted which may limit E.P. purchases (these are covered later in this section). There is no prohibition on changing your mind and re-spending a particular award of E.P.s. However, once the character has been played with a particular E.P. expenditure, a player cannot then go back and make spending alterations. For example, a character might be awarded 3000 E.P.s at the end of a session of play, spend them, then complete a further session of play. At this point, he cannot go back and re-spend those 3000 E.P.s. The act of playing the character has set that expenditure in stone.

A character's damage value is increased by 0.1 for each advance purchased (this may not seem like much, but the damage value is typically quite small to begin with). The cost for each advance is given in the detailed occupational descriptions and is quite substantial. It can be filled in in the *cost* column of the combat traits box. Advances should be recorded in the *E.P. mod* column.

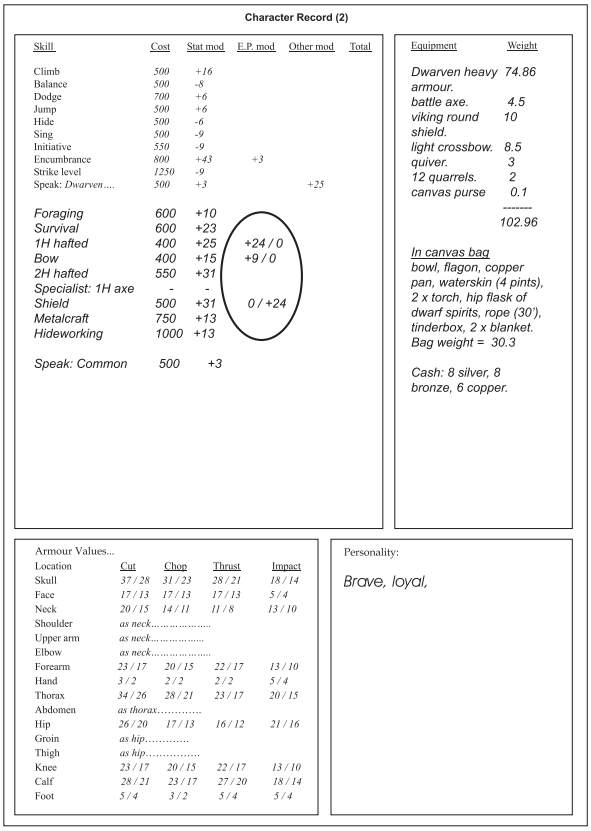
A character's attack time (AT) can be *decreased* by 1 for each advance purchased (a smaller attack time is better, indicating a quicker character). The cost is again given in the detailed description for each occupation, and is very high. Starter characters are unlikely to buy an AT advancement, but more experienced characters may well wish to do so. Again, advances should be recorded in the *E.P. mod* column.

Resistance number can also be increased, and is perhaps a more likely candidate for expenditure by a starter character. The cost can be found in the detailed occupational descriptions, with each advance buying a one-point improvement. The *E.P. mod* column should be used to record such purchases.

Magic abilities and spell points. Certain occupations gain access to magical abilities, which, just like everything else, can be improved through the expenditure of E.P.s. The detailed rules for such purchases are provided in the relevant section of the chapter on magic, as they differ for different magic-using occupations. Generally, primarily magical occupations will spend most of their E.P.s on these abilities, while some occupations (such as priests) will split their expenditure between skills/combat-related traits and magic. There is one trait, however, which all magic-using occupations will depend upon: spell points. The cost for each additional spell point is given in the detailed occupational descriptions, but is basically always 1000 for magic using occupations, and 2000 for non magic-using occupations. It is unusual for non magic users to require spell points, but certain magical artefacts require spell points to use, so the situation is not unheard of.

Example: *Nori still has 4400 apprenticeship E.P.s*

to spend. There are a variety of tempting options available, but Nori wisely decides that at this point it's best to concentrate on his skills, particularly his combat ones. He therefore purchases a further three advancements in 1-h hafted (attack) for a cost of 1200, and a further four advancements in shield (parry) for 2000 E.P.s. His final 1200 E.P.s are spent in his bow skill (three advancements, obviously in attack), which exactly uses up his E.P.s. None of these purchases take any of Nori's weapon skills into a new advancement zone, so there is no need to check the individual skill descriptions for possible spending restrictions. Had he had any E.P.s left over, he would have recorded them under "Experience points to spend", saving them for when he next received an E.P. award.



Character Record (2)

Skill	Cost	Stat mod	E.P. mod	Other mod	Total
Climb	500	+16			
Balance	500	-8			
Dodge	700	+6			
Jump	500	+6			
Hide	500	-6			
Sing	500	-9			
Initiative	550	-9			
Encumbrance	800	+43	+3		
Strike level	1250	-9			
Speak: *Dwarven*....	500	+3		+25	
Foraging	600	+10			
Survival	600	+23			
1H hafted	400	+25	+24 / 0		
Bow	400	+15	+9 / 0		
2H hafted	550	+31			
Specialist: 1H axe	-	-			
Shield	500	+31	0 / +24		
Metalcraft	750	+13			
Hideworking	1000	+13			
Speak: Common	500	+3			

Equipment	Weight
Dwarven heavy armour.	74.86
battle axe.	4.5
viking round shield.	10
light crossbow.	8.5
quiver.	3
12 quarrels.	2
canvas purse	0.1
	102.96

In canvas bag
bowl, flagon, copper pan, waterskin (4 pints), 2 x torch, hip flask of dwarf spirits, rope (30'), tinderbox, 2 x blanket.
Bag weight = 30.3

Cash: 8 silver, 8 bronze, 6 copper.

Armour Values...

Location	Cut	Chop	Thrust	Impact
Skull	37 / 28	31 / 23	28 / 21	18 / 14
Face	17 / 13	17 / 13	17 / 13	5 / 4
Neck	20 / 15	14 / 11	11 / 8	13 / 10
Shoulder	as neck.....			
Upper arm	as neck.....			
Elbow	as neck.....			
Forearm	23 / 17	20 / 15	22 / 17	13 / 10
Hand	3 / 2	2 / 2	2 / 2	5 / 4
Thorax	34 / 26	28 / 21	23 / 17	20 / 15
Abdomen	as thorax.....			
Hip	26 / 20	17 / 13	16 / 12	21 / 16
Groin	as hip.....			
Thigh	as hip.....			
Knee	23 / 17	20 / 15	22 / 17	13 / 10
Calf	28 / 21	23 / 17	27 / 20	18 / 14
Foot	5 / 4	3 / 2	5 / 4	5 / 4

Personality:

Brave, loyal,

1.1.7 Combat and movement traits

The character will be pretty close to complete by this stage, but there are still a few important details to fill in, in particular the combat and movement traits. Having spent E.P.s, the total columns in the skills and saving throws boxes should be filled in. This is done by simply summing all the other mods (the stat mod, E.P. mod, and other mod). We can then proceed to calculate two important values: encumbrance and double encumbrance.

The encumbrance value entered in the movement box is not the same as the encumbrance skill, but depends upon it. Encumbrance is a measure of how affected a character is by the equipment they are carrying (in particular, arms and armour); it measures how much they will be slowed down/hampered in their freedom of movement. An encumbrance of 0 means that for most purposes, they can move with complete freedom (although some actions, such as swimming, are particularly prone to the effects of heavy equipment and may still be affected by a character's double encumbrance, to be discussed in a moment).

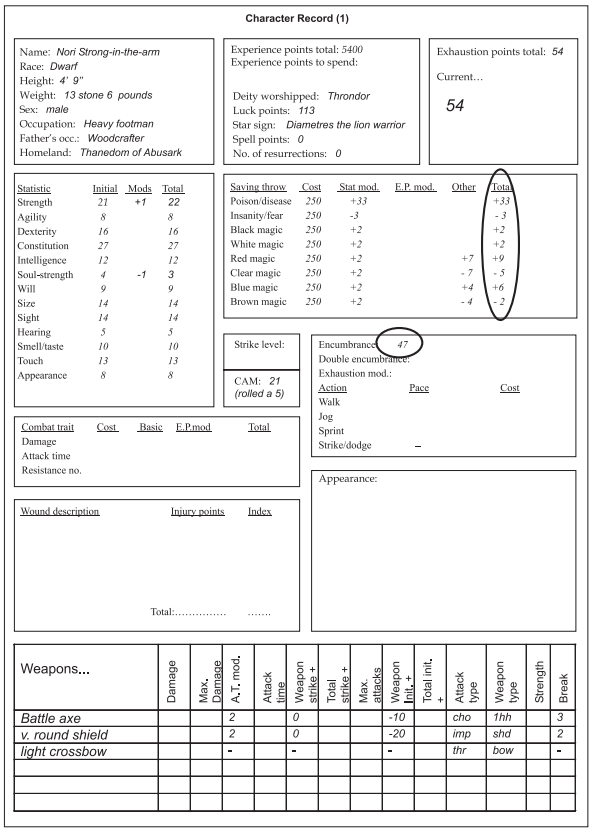
All characters can carry a basic allowance of 10 pounds without any ill effects. In addition, for every +1 they have in their encumbrance skill total, they can carry a further one pound. Hence, the amount of weight that can be borne without suffering penalties is equal to *10 plus the encumbrance skill mod* pounds. This is referred to as their *weight allowance*. Note that this value has a minimum of 10 pounds; even characters with a negative encumbrance skill mod retain this basic 10 pound allowance. The negative mod will simply mean that they will have to purchase more advancements before they can extend their allowance to carrying heavier loads.

Now, for many characters, this weight allowance will not be as high as the amount of weight they are actually bearing. In these cases a penalty will apply. This is where the encumbrance value in the movement box is used. For every pound carried *in excess* of the weight allowance, the character will have an encumbrance value of one. Hence, a character who is within his weight allowance will have an encumbrance value of 0, while a character who is twenty pounds over his allowance will have an encumbrance value of 20. To find a character's encumbrance, you simply work out their weight allowance (equal to 10 + the encumbrance skill mod, with a minimum of 10), then subtract it from the weight they are carrying (remembering that a negative value means they are within their allowance, and therefore have an encumbrance of 0).

There is one important extra point about encumbrance. The encumbrance skill mod is subject to a *racial maximum*. That is to say, there is a value beyond which it simply cannot be raised, based on the simple physical limitations of a given race. This maximum is shown in Table 1, as well as in the detailed description for each race. E.P.s spent bolstering the encumbrance skill beyond this point are simply wasted. The E.P. mod continues to rise, but the total mod is capped at the racial maximum value (for this reason, it is actually pointless to continue wasting E.P.s in this manner). When considering spending E.P.s on the encumbrance skill, it is therefore important to check the relevant racial maximum.

Example: *Our next step is to fill in Nori's totals for his skills and saves by simply summing his various mods. Then, we can proceed to calculate his encumbrance. Nori is a big strong Dwarf, but he's carrying an awful lot of armour. His encumbrance skill total mod is + 46, which means that he has a weight allowance of 56 pounds (note that the racial maximum encumbrance skill mod for a Dwarf is + 60, so Nori can still advance the skill a few times). Nori carries 102.96 = 103 pounds into combat. This means that he has an encumbrance of 103 – 56 = 47, a serious limitation on his freedom of movement. The value is filled in in the movement box.*

Next, double encumbrance, the exhaustion mod, and the various movement values need to be calculated. Double encumbrance is used when calculating the effects of heavy equipment on actions that are especially prone to suffer when a character is heavily weighed down. It is not simply twice the encumbrance skill, but rather is calcu-



Character Record (1)

Name: *Nori Strong-in-the-arm*
Race: *Dwarf*
Height: *4' 9"*
Weight: *13 stone 6 pounds*
Sex: *male*
Occupation: *Heavy footman*
Father's occ.: *Woodcrafter*
Homeland: *Thanedom of Abusark*

Experience points total: *5400*
Experience points to spend:

Deity worshipped: *Throndor*
Luck points: *113*
Star sign: *Diametres the lion warrior*
Spell points: *0*
No. of resurrections: *0*

Exhaustion points total: *54*
Current…
54

Statistic	Initial	Mods	Total
Strength	21	+1	22
Agility	8		8
Dexterity	16		16
Constitution	27		27
Intelligence	12		12
Soul-strength	4	-1	3
Will	9		9
Size	14		14
Sight	14		14
Hearing	5		5
Smell/taste	10		10
Touch	13		13
Appearance	8		8

Saving throw	Cost	Stat mod.	E.P. mod.	Other	Total
Poison/disease	250	+33			+33
Insanity/fear	250	-3			- 3
Black magic	250	+2			+2
White magic	250	+2			+2
Red magic	250	+2		+7	+9
Clear magic	250	+2		- 7	- 5
Blue magic	250	+2		+4	+6
Brown magic	250	+2		- 4	- 2

Strike level:

CAM: *21 (rolled a 5)*

Encumbrance: *47*
Double encumbrance:
Exhaustion mod.:

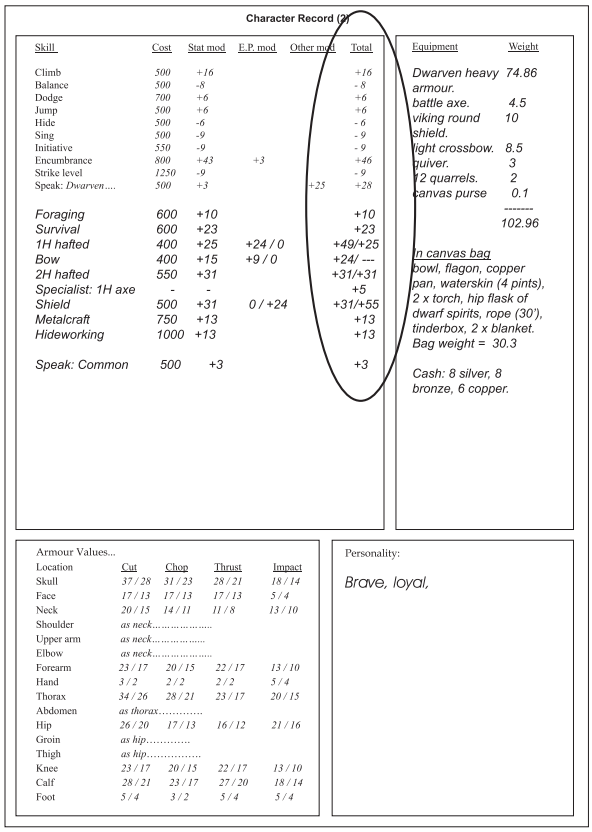
Action	Pace	Cost
Walk		
Jog		
Sprint		
Strike/dodge	–	

Combat trait	Cost	Basic	E.P.mod	Total
Damage				
Attack time				
Resistance no.				

Appearance:

Wound description	Injury points	Index
Total:……	……	

Weapons...	Damage	Max. Damage	A.T. mod.	Attack time	Weapon strike +	Total strike +	Max. attacks	Weapon Init. +	Total init. +	Attack type	Weapon type	Strength	Break
Battle axe			2		0			-10		cho	1hh		3
v. round shield			2		0			-20		imp	shd		2
light crossbow			-		-			-		thr	bow		-



Character Record (2)

Skill	Cost	Stat mod	E.P. mod	Other mod	Total
Climb	500	+16			+16
Balance	500	-8			- 8
Dodge	700	+6			+6
Jump	500	+6			+6
Hide	500	-6			- 6
Sing	500	-9			- 9
Initiative	550	-9			- 9
Encumbrance	800	+43	+3		+46
Strike level	1250	-9			- 9
Speak: *Dwarven*....	500	+3		+25	+28
Foraging	600	+10			+10
Survival	600	+23			+23
1H hafted	400	+25	+24 / 0		+49/+25
Bow	400	+15	+9 / 0		+24/ ---
2H hafted	550	+31			+31/+31
Specialist: 1H axe	-	-			+5
Shield	500	+31	0 / +24		+31/+55
Metalcraft	750	+13			+13
Hideworking	1000	+13			+13
Speak: Common	500	+3			+3

Equipment	Weight
Dwarven heavy armour.	*74.86*
battle axe.	*4.5*
viking round shield.	*10*
light crossbow.	*8.5*
quiver.	*3*
12 quarrels.	*2*
canvas purse	*0.1*
	102.96

In canvas bag
bowl, flagon, copper pan, waterskin (4 pints), 2 x torch, hip flask of dwarf spirits, rope (30'), tinderbox, 2 x blanket.
Bag weight = 30.3

Cash: 8 silver, 8 bronze, 6 copper.

Armour Values...

Location	Cut	Chop	Thrust	Impact
Skull	37 / 28	31 / 23	28 / 21	18 / 14
Face	17 / 13	17 / 13	17 / 13	5 / 4
Neck	20 / 15	14 / 11	11 / 8	13 / 10
Shoulder	as neck……			
Upper arm	as neck……			
Elbow	as neck……			
Forearm	23 / 17	20 / 15	22 / 17	13 / 10
Hand	3 / 2	2 / 2	2 / 2	5 / 4
Thorax	34 / 26	28 / 21	23 / 17	20 / 15
Abdomen	as thorax……			
Hip	26 / 20	17 / 13	16 / 12	21 / 16
Groin	as hip……			
Thigh	as hip……			
Knee	23 / 17	20 / 15	22 / 17	13 / 10
Calf	28 / 21	23 / 17	27 / 20	18 / 14
Foot	5 / 4	3 / 2	5 / 4	5 / 4

Personality:

Brave, loyal,

lated as follows.

First, take the weight carried by the character and double it. Subtract 20 from this value. Then, subtract the character's encumbrance skill mod. This value is the character's double encumbrance. Like encumbrance, it cannot be negative; if the obtained value is below 0, it becomes simply 0. This will be the case for characters carrying very little equipment. Note that the double encumbrance value can (and often will) take on a positive value even when a character is within their weight allowance. This reflects the impact of even fairly modest loads on activities such as swimming and sprinting.

Having obtained a double encumbrance value, we can now go on to calculate the character's exhaustion mod. This is obtained by referring to Table 6a in the TABLES booklet, entering the double encumbrance value and reading off the relevant exhaustion mod. The perceptive will notice that the exhaustion mod is simply the character's double encumbrance divided by twenty and rounded down, with a minimum value of x1.

We can now proceed to work out the movement values, which determine how fast a character covers ground when using various forms of movement. These rules apply for all biped, humanoid races. The detailed description for centaurs gives details of how to calculate their movement values, which are obviously rather different.

To begin with, the *cost* column can be filled in. Here, cost refers to the exhaustion point cost for the given action. It is not an E.P. cost, as movement values cannot be directly altered through the expenditure of E.P.s. Table 6b in the TABLES booklet lists the basic exhaustion cost for the four actions listed on the character sheet. In fact, it lists exhaustion details for a few other actions too; the precise manner in which these costs are applied is explained in the advanced rules section of the chapter on combat and movement. To work out the exhaustion costs for a particular character, multiply the listed costs by the character's exhaustion mod. Hence, a cost of 1 per second (for sprinting) becomes 2 per second for a character with a x2 exhaustion mod.

Calculating the values for the *pace* column is a little more complex. To begin with, take a value of 200. Then, modify this value using strength and agility as primary mods. That is to say, calculate a stat mod, as you would for a skill, using both strength and agility as primary mods (strength up to 25 only). Then, add this stat mod to the starting value of 200. For example, a character with a strength of 13 and an agility of 9 would get a +6 from his strength, and a –2 from his agility, for a total of +4. This would be added to the original 200, for a total of 204. Next, consult Table 6c in the TABLES booklet. Movement modifiers are listed for characters of differing heights. These modifiers should be added to the recently obtained value of 200 plus stat mod. Then, the character's double encumbrance should be subtracted. In cases where double encumbrance exceeds 100, subtract only 100 at this point. Finally, divide this value by 100, and round to the nearest 0.1. A value of 223, for example, would become 2.23 = 2.2. This is the character's sprinting pace, in feet per tenth of a second (these may seem odd units to choose, but game play generally progresses on a tenth of a second scale). To find their jogging pace, simply half this value, rounding upwards to one decimal place. Their walking pace is half of their jogging pace, again rounding up to one d.p. Hence, a sprint pace of 2.3 yields a jog pace of 1.15 = 1.2, which yields a walk pace of 0.6. Clearly, the strike/dodge action has no pace value, only an exhaustion cost.

Example: *Nori is carrying 102.96 pounds. To calculate his double encumbrance, this weight is doubled,*

yielding a value of 204.92. 20 is subtracted, for a value of 184.92. Finally, Nori's encumbrance skill total mod is subtracted (+46), leaving a value of 138.92, or 139. This is Nori's double encumbrance, a huge value. Nori would be very foolish to go for a dip wearing all that armour.

Character Record (1)

Name: *Nori Strong-in-the-arm*
Race: *Dwarf*
Height: *4' 9"*
Weight: *13 stone 6 pounds*
Sex: *male*
Occupation: *Heavy footman*
Father's occ.: *Woodcrafter*
Homeland: *Thanedom of Abusark*

Experience points total: *5400*
Experience points to spend:

Deity worshipped: *Throndor*
Luck points: *113*
Star sign: *Diametres the lion warrior*
Spell points: *0*
No. of resurrections: *0*

Exhaustion points total: *54*
Current...
54

Statistic	Initial	Mods	Total
Strength	*21*	*+1*	*22*
Agility	*8*		*8*
Dexterity	*16*		*16*
Constitution	*27*		*27*
Intelligence	*12*		*12*
Soul-strength	*4*	*-1*	*3*
Will	*9*		*9*
Size	*14*		*14*
Sight	*14*		*14*
Hearing	*5*		*5*
Smell/taste	*10*		*10*
Touch	*13*		*13*
Appearance	*8*		*8*

Saving throw	Cost	Stat mod.	E.P. mod.	Other	Total
Poison/disease	*250*	*+33*			*+33*
Insanity/fear	*250*	*-3*			*- 3*
Black magic	*250*	*+2*			*+2*
White magic	*250*	*+2*			*+2*
Red magic	*250*	*+2*		*+7*	*+9*
Clear magic	*250*	*+2*		*- 7*	*- 5*
Blue magic	*250*	*+2*		*+4*	*+6*
Brown magic	*250*	*+2*		*- 4*	*- 2*

Strike level:

CAM: *21 (rolled a 5)*

Encumbrance: *47*
Double encumbrance: *139*
Exhaustion mod.: *x6*

Action	Pace	Cost
Walk	*0.2*	*6 per 5 mins*
Jog	*0.3*	*12 per minute*
Sprint	*0.6*	*6 per second*
Strike/dodge	--	*6 per 5 actions*

Combat trait	Cost	Basic	E.P.mod	Total
Damage				
Attack time				
Resistance no.				

Appearance:

Wound description	Injury points	Index
Total:……	…….	

Weapons...	Damage	Max. Damage	A.T. mod.	Attack time	Weapon strike +	Total strike +	Max. attacks	Weapon Init. +	Total init. +	Attack type	Weapon type	Strength	Break
Battle axe			*2*		*0*			*-10*		*cho*	*1hh*		*3*
v. round shield			*2*		*0*			*-20*		*imp*	*shd*		*2*
light crossbow			*-*		*-*			*-*		*thr*	*bow*		*-*

Referring to Table 6a, it is found that a double encumbrance of 139 yields an exhaustion mod of x6. Nori's costs for his various movements are therefore 6 per second for sprinting, 12 per minute for jogging, 6 per 5 minutes for walking, and 6 per every 5 strikes or dodges. Just moving in all that armour is going to be pretty tiring.

Nori's sprinting pace must now be calculated. The initial value of 200 is modified with both strength and agility as primary mods (yielding a +24 and –4 respectively) for a total of 220. Nori is 4' 9'' tall; from Table 6c, we find that this yields a further –60, for a total of 160. Next, we subtract double encumbrance, or 100, whichever is less. In this case, Nori's double encumbrance exceeds 100, so we subtract 100 for a total of 60. This value is divided by 100 to yield a sprinting pace of 0.6. We then half this value, to give a jogging pace of 0.3. Finally, we half the jogging pace to give a walking pace of 0.15 = 0.2. Nori is armoured like a tank, but he sprints only slightly faster than an average human walks, and walks at around half their pace. Investing in a mule may prove essential…

Having completed the movement section, a character's combat traits and strike level should be calculated. A character's strike level represents their ability to make themselves tough to hit in melee combat. Like encumbrance, it is related, but not identical, to the skill of the same name. A character's strike level is simply equal to 40, plus the strike level skill mod, minus a character's encumbrance. There are two provisos, however. Firstly, the strike level can never fall below 10; this is its minimum. Secondly, it can never rise above the racial maximum, listed in both Table 1 and the detailed racial descriptions. Strike levels above the racial maximum are simply capped to this level, so further investment in the strike level skill will be wasted (except of course in allowing the character to maintain the racial maximum should his encumbrance increase).

Next, a character's combat traits should be determined, beginning with damage. The *basic* value of damage is simply equal to a character's strength statistic divided by 10. The total value is this basic value plus any advances purchased with experience points. However, for damage too there is a racial maximum, listed in Table 1, which cannot be exceeded. In addition to this maximum, there is a *statistical maximum* for damage, which can also never be exceeded (hence, in practice, damage is capped by the lesser of the racial or statistical maximum). This statistical maximum is equal to the character's strength divided by 5. Essentially, it is the same as saying that a character can never increase their damage value beyond twice that which they initially received, based on their strength statistic.

Attack time (AT) is relatively simple to determine. AT represents the speed with which a character performs actions; at its most basic, it is the time, in tenths of seconds, taken to complete a single strike. To find a character's AT, consult Table 6d in the TABLES booklet; look down the appropriate column for the character's encumbrance value, then read off AT from the left based on the row in which the character's agility is found. The resultant value is entered in the *basic* column. The total value is the basic AT minus any mod purchased with experience points. While there are no racial of statistical restrictions on a character's AT, there is an absolute minimum of 4 beyond which AT cannot be lowered (except by certain magical means). E.P.s spent to lower AT below 4 are therefore wasted, unless the character's encumbrance changes and raises their basic AT.

Finally, the character's resistance number must be determined. The resistance number is quite simply an index of how much of a beating a character can take before they are knocked unconscious or die. Its *basic* value is equal to the character's constitution, and its total value the sum of the basic value and any advancements purchased with E.P.s. However, there is a racial maximum for resistance number that cannot be exceeded with experience purchases. Indeed, in some cases a character's constitution may be higher than the racial maximum, in which case the resistance number is immediately capped at the value of the racial maximum and cannot be increased. Resistance number also has a statistical maximum, which is equal to twice the character's constitution. If this value is lower than the racial maximum, then no amount of experience expenditure can raise a character's resistance number above it.

Example: *To find Nori's strike level, his strike level skill is added to 40, for a total of 40 – 9 = 31. Strike level is also modified by encumbrance. In Nori's case, this means subtracting another 47, for a total of 31 – 47 = -16. However, a character's strike level can never be lower than 10, so Nori has a strike level of 10. Anything he doesn't parry in combat is likely to hit him. Clearly there is no need to check the racial maximum in this case.*

Nori's "basic" damage value is found by dividing his strength by 10, giving a value of 22/10 = 2.2. As he has not purchased any damage advancements, his "total" damage value is also 2.2. This is just below the racial damage maximum for Dwarfs (2.3) and well below the statistical damage maximum for Nori (22/5 = 4.4). His "basic" attack time is found by consulting Table 6d. Cross-indexing Nori's agility (8) with his encumbrance (47) we find that his AT is 14. Again, there is no mod through E.P. expenditure, so Nori's "total" AT is 14 too. Nori is not very swift. Finally, we calculate his resistance number. Nori's constitution is 27, so this is his "basic" resistance number. Again, Nori has not spent any E.P.s to increase this combat trait, so his "total" resistance number is also 27. Indeed, he could not raise it much through E.P. expenditure even if he wanted to, as the racial maximum for Dwarfs is 28 (far lower than his statistical maximum of 54).

Character Record (1)

Name: *Nori Strong-in-the-arm*
Race: *Dwarf*
Height: *4' 9"*
Weight: *13 stone 6 pounds*
Sex: *male*
Occupation: *Heavy footman*
Father's occ.: *Woodcrafter*
Homeland: *Thanedom of Abusark*

Experience points total: *5400*
Experience points to spend:

Deity worshipped: *Throndor*
Luck points: *113*
Star sign: *Diametres the lion warrior*
Spell points: *0*
No. of resurrections: *0*

Exhaustion points total: *54*
Current…
54

Statistic	Initial	Mods	Total
Strength	21	+1	22
Agility	8		8
Dexterity	16		16
Constitution	27		27
Intelligence	12		12
Soul-strength	4	-1	3
Will	9		9
Size	14		14
Sight	14		14
Hearing	5		5
Smell/taste	10		10
Touch	13		13
Appearance	8		8

Saving throw	Cost	Stat mod.	E.P. mod.	Other	Total
Poison/disease	250	+33			+33
Insanity/fear	250	-3			-3
Black magic	250	+2			+2
White magic	250	+2			+2
Red magic	250	+2		+7	+9
Clear magic	250	+2		-7	-5
Blue magic	250	+2		+4	+6
Brown magic	250	+2		-4	-2

Strike level: *10*
CAM: *21* *(rolled a 5)*

Encumbrance: *47*
Double encumbrance: *139*
Exhaustion mod.: *x6*

Action	Pace	Cost
Walk	0.2	6 per 5 mins
Jog	0.3	12 per minute
Sprint	0.6	6 per second
Strike/dodge	–	6 per 5 actions

Combat trait	Cost	Basic	E.P.mod	Total
Damage	1900	2.2		2.2
Attack time	5500	14		14
Resistance no	450	27		27

Appearance:

Wound description	Injury points	Index
Total:……	…….	

Weapons...	Damage	Max. Damage	A.T. mod.	Attack time	Weapon strike +	Total strike +	Max. attacks	Weapon Ini. +	Total init. +	Attack type	Weapon type	Strength	Break
Battle axe			2		0			-10		cho	1hh		3
v. round shield			2		0			-20		imp	shd		2
light crossbow			-		-			-		thr	bow		-

1.1.8 Completing the weapons box

The next step in the character generation process is to fill in the weapons box. For each weapon a character carries that might be used in combat, the following values must be entered.

Damage. For melee (hand to hand) weapons, the damage value that should be entered in the weapons box is equal to the character's own damage value (from the combat traits box) multiplied by the weapon's damage value (found in the weapons summary table of the WEAPONS, ARMOUR & EQUIPMENT booklet). The damage values for unarmed attacks such as punches can also be found in the weapons summary table. This approach should also be taken for weapons that are thrown, such as knives and spears. However, a slightly different process should be followed when calculating the damage values of bow weapons. The damage value given in the weapons summary table for crossbows is final; they are unaffected by the character's own damage trait. For longbows, composite bows, short bows and recurve bows, the character's damage trait is averaged with 1 before being multiplied by the weapon's damage value to yield the final value entered in the weapons box. Hence, to calculate the damage value for a longbow fired by a character with a damage trait of 1.5, you would multiply 1.25 (average of 1.5 and 1) by 1.2 (longbow damage value) to give a final value of 1.5.

Max damage. Max damage is simply the damage value previously calculated multiplied by 20 (this is the maximum damage that can usually be done with that weapon in combat). It should be rounded to the nearest whole number.

Attack time. The attack time in the weapons box is simply the character's AT (from the combat traits box) added to the weapon's AT mod. There is no need to fill in an AT entry for missile weapons.

Total strike +. The total strike plus with a weapon is just the sum of the relevant weapon skill mod, any specialist skill mods, and the weapon's own strike plus. For weapons that a character uses to both attack and parry, there will be two total strike plusses, one for attacking and one for parrying, separated by a slash. Note that the total strike plus is not necessarily a positive value.

Max attacks. The maximum attacks value for a melee weapon is equal to the character's attacking skill mod with that weapon divided by 15 and rounded down. Any mod arising from the possession of a specialist skill, or from the weapon itself, is ignored in this calculation. It is the attack skill mod itself which is divided by 15. For weapon skill mods below +15, max attacks equals 1 (it never takes on a zero or negative value). There is no need to calculate max attacks for missile weapons.

Total init. +. The total initiative plus with a weapon is calculated by taking the sum of a character's initiative skill mod and the weapon's initiative plus, then subtracting the character's encumbrance value (not their encumbrance skill!). It is not required for missile weapons.

Strength. To find the strength value for a weapon, average the character's damage value with 1 (by adding it to 1, and dividing it by 2), then multiply it by the strength value given in the weapons summary table for the weapon in question. Strength should be rounded to the nearest whole number. It is not necessary to calculate a strength value for missile weapons.

Example: *Nori has three weapons for which final values need to be entered in the weapons box. For his battle axe, the damage value is found by multiplying the bat-*

tle axe damage mod (1.3, from the weapons summary table) by his damage value of 2.2, for a total of 2.86. This is a very impressive score, akin to the kind of damage a typical warrior might do with a two-handed weapon. The max damage is found by multiplying this value by 20, for a total of 57.2 = 57. The attack time is the weapon's AT mod (2) added to Nori's AT (14), for a total of 16. The total strike plus for the battle axe is found by taking Nori's one-handed hafted attack mod (+49), adding any specialist mod (in this case, +5, from Nori's specialist 1-h axe skill), and adding the weapon's strike plus (0 for a battle axe) for a total of +54. If Nori used the axe to parry, it would be necessary to enter two values, one for attacking and one for parrying, but this is not typically going to be the case, so we only need to enter the attacking value. To find Nori's max attacks with the battle axe, we divide his 1-h hafted attack mod (+49) by 15 (for a total of 3.266) then round down, to give a max attacks of 3. Note that it is only the relevant skill's attack mod that is used, without the benefit of any specialist or weapon mods. To find the axe's total initiative plus, we take Nori's initiative skill mod (-9), add the weapon's initiative plus (-10) and subtract Nori's encumbrance (47), for a total of –9 + -10 –47 = -66. Finally, we calculate the battle axe's strength value. Nori's damage value is averaged with 1 ([1+2.2]/2 = 1.6) and multiplied by the battle axe strength value from the weapons summary table (32) to give a value of 51.2 = 51.

Character Record (1)

Name: *Nori Strong-in-the-arm*
Race: *Dwarf*
Height: *4' 9"*
Weight: *13 stone 6 pounds*
Sex: *male*
Occupation: *Heavy footman*
Father's occ.: *Woodcrafter*
Homeland: *Thanedom of Abusark*

Experience points total: *5400*
Experience points to spend:

Deity worshipped: *Throndor*
Luck points: *113*
Star sign: *Diametres the lion warrior*
Spell points: *0*
No. of resurrections: *0*

Exhaustion points total: *54*
Current...
54

Statistic	Initial	Mods	Total
Strength	21	+1	22
Agility	8		8
Dexterity	16		16
Constitution	27		27
Intelligence	12		12
Soul-strength	4	-1	3
Will	9		9
Size	14		14
Sight	14		14
Hearing	5		5
Smell/taste	10		10
Touch	13		13
Appearance	8		8

Saving throw	Cost	Stat mod.	E.P. mod.	Other	Total
Poison/disease	250	+33			+33
Insanity/fear	250	-3			- 3
Black magic	250	+2			+2
White magic	250	+2			+2
Red magic	250	+2		+7	+9
Clear magic	250	+2		- 7	- 5
Blue magic	250	+2		+4	+6
Brown magic	250	+2		- 4	- 2

Strike level: *10*
CAM: *21 (rolled a 5)*

Encumbrance: *47*
Double encumbrance: *139*
Exhaustion mod.: *x6*

Action	Pace	Cost
Walk	0.2	6 per 5 mins
Jog	0.3	12 per minute
Sprint	0.6	6 per second
Strike/dodge	--	6 per 5 actions

Combat trait	Cost	Basic	E.P.mod	Total
Damage	1900	2.2		2.2
Attack time	5500	14		14
Resistance no.	450	27		27

Appearance:

Wound description	Injury points	Index
Total:……	…….	

Weapons...	Damage	Max. Damage	A.T.mod.	Attack time	Weapon strike +	Total strike +	Max. attacks	Weapon Init. +	Total Init. +	Attack type	Weapon type	Strength	Break
Battle axe	2.86	57	2	16	0	+54	3	-10	-66	cho	1hh	51	3
v. round shield	0.66	13	2	16	0	+55	2	-20	-76	imp	shd	70	2
light crossbow	1.8	36	-	-	-	+24	-	-	-	thr	bow	-	-

The damage value for Nori's shield is 0.3 (shield damage) x 2.2 (Nori's damage) = 0.66. Its max damage is therefore 20 x 0.66 = 13.2 = 13. Like his axe, it has an AT mod of 2 for an AT of 16. The total strike plus in this case is based on Nori's shield parry skill, as he will usually be using the shield for this purpose. It is +55, as he has no specialist skill/weapon plus to adjust his mod from the shield skill. The shield's max attacks are based on his shield attack skill, which is only +31. He therefore has a maximum of 31/15 = 2.066 = 2 attacks. The total initiative is found by adding Nori's initiative skill mod (-9) to the weapon's initiative plus (-20) and subtracting Nori's encumbrance (47), for a total of –76. The shield's strength value is the average of his damage value and 1 (1.6) multiplied by the viking round shield strength of 44 to give a value of 70.4 = 70.

Finally, we can fill in the values for Nori's light crossbow. The weapon has a damage of 1.8, regardless of the user's damage value. Its max damage is therefore 1.8 x 20 = 36. For bows and ranged weapons in general, there is no AT mod, and the AT need not be filled in either (actions involving a missile weapon use the character's unmodified AT value). The total strike plus is simply Nori's bow skill of +24 (he has no specialist/weapon mod); for missile weapons, it is unnecessary to fill in max attacks, or a total initiative value, or indeed a strength value, so Nori's weapon box is now complete.

1.1.9 Personality and appearance

In terms of the various numerical values that will be needed to work out how a character interacts with the game world, the character is now complete. However, in terms of being a real, rounded person there is still a long way to go. This gap is bridged by the creation of a personality and appearance. When a player plays a character, they are not acting on whims. The character should be as close to a real, complete person as they can be. They should behave in a consistent manner, or at least be consistently inconsistent, just like real people. When we ascribe a personality to someone, what we are saying is that we expect certain patterns of behaviour from them across a variety of situations. Therefore, a player must decide what sort of a person a character is and try to stick to it over the course of play. This is not to say that a character's personality is set in stone. Typically, it will develop and expand over the first few sessions of play, from a kind of bare-bones caricature initially to a more realistic, three-dimensional person later on. Also, particularly powerful experiences encountered during play can have an effect on a character's personality, just as real life events can impact upon the kind of people we become. A character's personality is a set of guidelines for how they will react to the people/places they encounter. There is no hard and fast format for how the personality box should be filled in (indeed, advanced characters often expand their personalities onto extra sheets of rough paper), but a simple way to start is to simply note down some traits, like those given in the star sign tables. These can be expanded upon as the character develops and the player gets a feel for the kind of character they want to play. A number of example personality traits are provided in Table 7 of the TABLES booklet.

A character also needs an appearance to be real. In part, a character's appearance is already defined. We know roughly how big they are, have a rough indication of their build, and know how physically attractive they are. We also know what clothes or armour they are wearing and

what equipment they bear. However, there's still at lot of fine detail to fill in. What colour eyes and hair do they have? What colour and style are their clothes? If they're ugly, is it the result of childhood pox, or an overlarge nose, or perhaps small, narrow set eyes, or some scarring from an earlier trauma? If they're attractive, is it the squareness of their jaw, or the sparkling beauty or their eyes, or the warmth of their smile? For a character to be real, these are the kind of things we must know, and the appearance box is provided to make a note of them.

Character Record (1)

Name: *Nori Strong-in-the-arm*
Race: *Dwarf*
Height: *4' 9"*
Weight: *13 stone 6 pounds*
Sex: *male*
Occupation: *Heavy footman*
Father's occ.: *Woodcrafter*
Homeland: *Thanedom of Abusark*

Experience points total: *5400*
Experience points to spend:

Deity worshipped: *Throndor*
Luck points: *113*
Star sign: *Diametres the lion warrior*
Spell points: *0*
No. of resurrections: *0*

Exhaustion points total: *54*
Current…
54

Statistic	Initial	Mods	Total
Strength	21	+1	22
Agility	8		8
Dexterity	16		16
Constitution	27		27
Intelligence	12		12
Soul-strength	4	-1	3
Will	9		9
Size	14		14
Sight	14		14
Hearing	5		5
Smell/taste	10		10
Touch	13		13
Appearance	8		8

Saving throw	Cost	Stat mod.	E.P. mod.	Other	Total
Poison/disease	250	+33			+33
Insanity/fear	250	-3			-3
Black magic	250	+2			+2
White magic	250	+2			+2
Red magic	250	+2		+7	+9
Clear magic	250	+2		- 7	- 5
Blue magic	250	+2		+4	+6
Brown magic	250	+2		- 4	- 2

Strike level: *10*

CAM: *21 (rolled a 5)*

Encumbrance: *47*
Double encumbrance: *139*
Exhaustion mod.: *x6*

Action	Pace	Cost
Walk	0.2	6 per 5 mins
Jog	0.3	12 per minute
Sprint	0.6	6 per second
Strike/dodge	–	6 per 5 actions

Combat trait	Cost	Basic	E.P.mod	Total
Damage	1900	2.2		2.2
Attack time	5500	14		14
Resistance no.	450	27		27

Appearance:
Stocky, solid build. Fiery red hair, braided and tied in a side knot. Haggard features, with a thick red dread-locked beard. Bulbous brown eyes. Slightly gap toothed, with high cheek bones. Heavily armed and armoured, with a polished finish that speaks of military pride.

Wound description	Injury points	Index
Total:……	……	

Weapons...	Damage	Max. Damage	A.T. mod.	Attack time	Weapon strike +	Total strike +	Max. attacks	Weapon Init. +	Total init. +	Attack type	Weapon type	Strength	Break
Battle axe	2.86	57	2	16	0	+54	3	-10	-66	cho	1hh	51	3
v. round shield	0.66	13	2	16	0	+55	2	-20	-76	imp	shd	70	2
light crossbow	1.8	36	-	-	-	+24	-	-	-	thr	bow	-	-

While some aspects of a character's appearance are set, there's clearly a lot of scope for players to individualise a character. Generally, the personality is even more open, with only the influence of a character's star sign limiting their player's choice. However, for certain occupations, there are *personality restrictions*; these are given in the detailed occupation descriptions provided later in this chapter and may severely limit the kind of person a character can be. For example, Knights have a code of honour which they are expected to adhere to, while assassins are not going to be nice people. The personality restrictions are generally there for a reason. Some occupations simply offer a better training than others and are appealing to players for that reason. The personality restrictions are a trade off for the advantages of such a training; they limit a player's freedom of action in some respects. If a knight could take on any personality, players would simply train as a knight, then discard the trappings of knighthood and play the sort of mercenary vagabond they generally prefer. GMs do not have to insist that the personality restrictions are used, but should be aware that it may unbalance the game if they are not.

Example: *Nori just needs a personality and an appearance now, so after some thought we fill in a handful of traits. There are no personality restrictions for the heavy footman occupation, so we are free to pick and choose to our liking. Then, as Nori is played, we can expand and clarify our initial choices. Nori's appearance must also be filled in, so we try to add a little depth to what we already know, and to individuate him a little (at least as far as is reasonable for a Dwarf).*

Character Record (2)

Skill	Cost	Stat mod	E.P. mod	Other mod	Total
Climb	500	+16			+16
Balance	500	-8			-8
Dodge	700	+6			+6
Jump	500	+6			+6
Hide	500	-6			-6
Sing	500	-9			-9
Initiative	550	-9			-9
Encumbrance	800	+43	+3		+46
Strike level	1250	-9			-9
Speak: *Dwarven*....	500	+3		+25	+28
Foraging	600	+10			+10
Survival	600	+23			+23
1H hafted	400	+25	+24 / 0		+49/+25
Bow	400	+15	+9 / 0		+24/ ---
2H hafted	550	+31			+31/+31
Specialist: 1H axe	-	-			+5
Shield	500	+31	0 / +24		+31/+55
Metalcraft	750	+13			+13
Hideworking	1000	+13			+13
Speak: Common	500	+3			+3

Equipment	Weight
Dwarven heavy armour.	74.86
battle axe.	4.5
viking round shield.	10
light crossbow.	8.5
quiver.	3
12 quarrels.	2
canvas purse	0.1
	102.96

In canvas bag
bowl, flagon, copper pan, waterskin (4 pints), 2 x torch, hip flask of dwarf spirits, rope (30'), tinderbox, 2 x blanket.
Bag weight = 30.3

Cash: 8 silver, 8 bronze, 6 copper.

Armour Values...

Location	Cut	Chop	Thrust	Impact
Skull	37 / 28	31 / 23	28 / 21	18 / 14
Face	17 / 13	17 / 13	17 / 13	5 / 4
Neck	20 / 15	14 / 11	11 / 8	13 / 10
Shoulder	as neck……			
Upper arm	as neck……			
Elbow	as neck……			
Forearm	23 / 17	20 / 15	22 / 17	13 / 10
Hand	3 / 2	2 / 2	2 / 2	5 / 4
Thorax	34 / 26	28 / 21	23 / 17	20 / 15
Abdomen	as thorax……			
Hip	26 / 20	17 / 13	16 / 12	21 / 16
Groin	as hip……			
Thigh	as hip……			
Knee	23 / 17	20 / 15	22 / 17	13 / 10
Calf	28 / 21	23 / 17	27 / 20	18 / 14
Foot	5 / 4	3 / 2	5 / 4	5 / 4

Personality:
Brave, loyal, rough spoken. Outwardly dour, but has a pithy sense of humour with friends. Fond of ale, which brings out the boaster in him. Not aggressive, but talks tough and won't back down from a challenge. Ambitious for glory, but not greedy. Strong but inflexible sense of right and wrong.

Nori's character sheet is now complete, and he's ready to play. Generally speaking, Nori's a classic Dwarf. He's tough and heavily armoured, skilful with his weapons and packing a mighty punch. However, he's slow and awkward in his armour, which may be his undoing. Nori's fate is in his own hands now…

1.1.10 A note on racial maximums

For a number of the traits listed on the character sheet, racial maximums apply. However, the term is slightly deceptive; some of these values are not in fact insurmountable. Characters who accumulate large amounts of experience points can transcend the usual racial maximums, if only by a limited amount. The racial maximums for strike level and the encumbrance skill are absolute and can never be advanced beyond. For resistance number and damage, however, this is not the case. When a character reaches 20,000 total E.P.s, they can raise their resistance number one point above the racial maximum, and their damage value 0.1 points above the racial maximum. Every time a new 20,000 E.P.s are accumulated (ie. at 40,000, 60,000, 80,000 E.P.s etc.) they can raise their resistance number a further point, and their damage value a further 0.1 points. Hence, a human character, for whom the usual racial maxi-

mums are resistance number 20, damage 2, would be able to raise these values to 23 and 2.3 respectively if they had over 60 000 total E.P.s. Note, however, that both resistance number and damage also have a statistical maximum, and this value can never, ever be exceeded. Hence, if the above mentioned human character only had a strength of 11, their damage value would be capped at 2.2 (strength/5) regardless of the number of E.P.s they managed to accumulate. Ultimately, even the truly legendary character will be capped by their statistical maximum.

1.1.11 Troubleshooting checklist

A quick reference checklist for character generation is provided below, to speed the process up a little.

1. Star sign.

- 1d100 roll, then consult the star sign table (1.1.1)

2. Roll stats and choose a race.

- 2 sets of primary stats, each on 2d10, then choose the best set.
- Select a race, consulting the individual racial descriptions and/or Table 1 (TABLES booklet).
- Assign primary stats, using the racial mods.
- Don't forget optional sex differences.
- Calculate size (table provided, 1.1.2).
- Roll secondary stats, using racial mods. Don't forget the extra roll to replace one secondary stat.

3. Personal data and occupation.

- Father's occupation found in Table 3 (TABLES booklet).
- Luck points from individual racial descriptions or Table 1 (TABLES booklet).
- Spell points = soul-strength – 10 (minimum 0).
- Exhaustion points = con x 2.
- CAM table (1.1.3)

4. Skills and saving throws.

- Occupational skills' details and saving throw costs found in the detailed occupational descriptions or Table 2 (TABLES booklet).
- Characters usually get two of their father's skills.
- Saving throws modified by star sign; see table, 1.1.4
- Remember: strength value capped at 25 for calculating skill mods, except for encumbrance skill.

5. Equipment, armour and weapons.

- Most characters begin with 1 gold piece, appropriate weapons and a suitable suit of clothes/armour.
- Details for custom armour, as well as ready-made suits, found in the WEAPONS, ARMOUR & EQUIPMENT booklet.
- Often useful to keep a separate track of the equipment that will be carried (as opposed to dropped) in typical action sequences.

6. Receiving and spending Experience points.

- Characters generally receive 5000 adolescent E.P.s (see 1.1.6 for exceptions). These can only be spent on skills and do not count towards a character's E.P. total.
- Remember, when entering a new advancement zone, each advancement purchase provides a smaller E.P. mod. For weapon skills, spending restrictions should also be checked.
- Table 5 (TABLES booklet) lists the training times for the various races. Training multipliers can be found in the detailed occupational descriptions, or Table 2 (TABLES booklet). A character's starting E.P. total is equal to 2d10 x years of training x training multiplier.
- Remember to bear racial and statistical maximums in mind when spending E.P.s.

7. Combat and movement traits.

- Encumbrance = weight carried - 10 - encumbrance skill mod (minimum 0).
- Double encumbrance = (2 x weight carried) – 20 – encumbrance skill mod (minimum 0).
- Exhaustion mod found in Table 6a (TABLES booklet).
- Sprinting pace = 200 + stat mod (strength/agility primary) + height mod (Table 6c, TABLES booklet) – double encumbrance (or 100, if lower).
- Strike level = 40 + strike level skill mod – encumbrance (check racial maximum).
- Damage = strength/10 (check racial maximum).
- Attack time found in Table 6d (TABLES booklet). Minimum value of 4.
- Resistance number = constitution (check racial maximum).

8. Completing the weapons box.

- Melee/thrown weapon's damage = character's damage x weapon's damage.
- Crossbow damage is unadjusted. Other bow's damage = ([character's damage +1]/2) x weapon's damage.
- Maximum damage = damage x 20.
- AT = character's AT + weapon's AT mod.
- Total strike plus = relevant skill mod + specialist bonus + weapon strike plus.
- Maximum attacks = relevant skill mod/15 (always round *down*, minimum value 1).
- Total initiative plus = initiative skill mod + weapon init. plus – encumbrance.
- Strength = ([character's damage +1]/2) x weapon's strength.

9. Personality and appearance.

- Don't forget occupational personality restrictions.

1.2 Individual racial descriptions

This section provides basic physical and statistical information on a number of races available as player characters. Of course, GMs may wish to prohibit the use of some races, depending on the nature of their campaign. In particular, those races marked with an asterisk should be carefully considered by GMs, who may wish to retain them as NPC options. These descriptions are deliberately minimal; detailed cultural information is not provided here, to ensure flexibility for GMs using their own world systems. For GMs using the Korin-Thar world, more detailed cultural information is provided in the Korin-Thar WORLD ATLAS, which should be consulted in conjunction with this section.

1.2.1 Humans

Primary Stats		Secondary Stats	
Strength	1	Sight	1
Agility	1	Hearing	1
Dexterity	1	Smell/taste	1
Constitution	1	Touch	1
Intelligence	1	Appearance	1
Soulstrength	1	Size	1
Will	1	Minimum Size	5
Racial Maximums		**Luck points**	
Encumbrance	+50	4 d100	
Strike level	100	**Adolescence**	
Damage	2	Years training	7
Resistance no.	20	Starting age	21
Natural Armour:	None		

Humans are perhaps the most adaptable and varied of the races available as player characters, with a tendency to exist in myriad and diverse social/cultural units. They are great jacks of all trades, without any obvious weaknesses, but equally lacking particular strengths. The range of cultures to which humans can belong provides them with a wide choice of occupations. Humans' cultural diversity is also reflected in their appearances; human skin comes in a variety of colours depending primarily upon prevailing climate. Eyes tend to be blue, green, brown, or some variation around these themes, while hair colour can be blond, reddish or brown/black, with a tendency towards greying/whitening with old age. Their natural age of death is around 70 and they breed quite prolifically, such that fairly rapid population growth is possible under favourable conditions. Humans begin play at 21 years of age, having completed a seven-year apprenticeship. An average human male will be of size 11, about 5'8'' tall and weighing ten stone. Average females (size 9) will be around 5'4'', and weigh perhaps 9 stone. For guidance, a size 6 human might be 5'1'' and 7 stone, a size 15 human perhaps 6' and 13 stone, and a size 20 human 6'6'' and 18 stone. These heights/weights assume a fairly typical build and should be altered accordingly.

1.2.2 Elves

Elves are almost without exception beautiful creatures, lithe and graceful in manner and sophisticated in bearing. They exhibit handsome, full-featured faces with slightly elongated ears and almond shaped eyes. Elves are renowned for their excellent eyesight and hearing, making them superb archers and musicians. They are also naturally attuned to magic of all types, while their natural agility and intelligence make them swift and skilful warriors. The Elves are notable for their longevity, often living in excess of 100 years. However, they conceive rarely, with Elven women seldom bearing more than two children, so their population tends to remain limited and is easily threatened by disease and war. Physically, Elves are similar to humans, but tend to be a little taller and slimmer in build. An average male Elf (size 11) might be 5'10'' tall and around 10 stone. An average female (size 9) would be perhaps 5'7'' and 8 ½ stone. The Elves were once a single people, but the course of the ages and environmental pressures have lead to the evolution of three distinct racial types.

1.2.2.1 Grey/High Elves

Primary Stats		Secondary Stats	
Strength	0.9	Sight	1.5
Agility	1.2	Hearing	1.2
Dexterity	1.1	Smell/taste	1
Constitution	0.8	Touch	1
Intelligence	1.3	Appearance	1.4
Soulstrength	1.2	Size	1
Will	1	Minimum Size	5
Racial Maximums		Luck points	
Encumbrance	+40	2.5 d100	
Strike level	110	Adolescence	
Damage	1.8	Years training	12
Resistance no.	16	Starting age	35
Natural Armour:		None	

High Elves are the purest form of Elf, in the sense of having evolved least from the common Elven ancestor race. Their eyes are large and particularly expressive, sparkling with youthful vigour to the end. Eye colour is extremely varied and striking, ranging from emerald green to violet of a pure and mesmerising hue. Their skin is soft and light, not well suited to hot climates but resistant against the northern cold. Hair is almost always blond or grey, with darker shades being rare and red heads a virtual unknown. High Elves do not show age easily; their skin wrinkles little if at all, and their hair retains its original pigment. Their voices, however, continue to mature, and often resonate with accumulated wisdom by the time old age sets in. Male High Elves grow no facial hair; indeed, body hair of any description is relatively rare and meticulously removed when discovered.

1.2.2.2 Green/Wood Elves

Primary Stats		Secondary Stats	
Strength	0.9	Sight	1.5
Agility	1.3	Hearing	1.4
Dexterity	1.1	Smell/taste	1.2
Constitution	0.8	Touch	1
Intelligence	1.1	Appearance	1.2
Soulstrength	1.1	Size	1
Will	1.1	Minimum Size	5
Racial Maximums		Luck points	
Encumbrance	+40	3 d100	
Strike level	110	Adolescence	
Damage	1.8	Years training	12
Resistance no.	17	Starting age	35
Natural Armour:		None	

Wood-Elven skin is light, but typically tinted with the faintest green as if nature had left its mark upon them. In most respects they resemble their High-Elven brethren, but their physique is perhaps slightly more compact and defined, tending a little towards the human mould. There is something more earthy and less ethereal about their appearance, perhaps a more rounded turn to their features. Their skin is smooth, prone to dry out in harsh environments but well suited to their cool, damp forest homes. Like the High Elves, Wood-Elven males grow no beard, but body hair is more common. Brown hair prevails, although black is also known. Where High-Elven eyes are pure in hue, the Wood Elves often have flecks of a second colour adorning their irises. Natural greens and browns are most common as a background colour, but the flecks can be of various shades, even silver and gold, seeming to catch the light with a playful air. Age is more apparent on a Wood Elf, but they bear their wrinkles and silver tinted hair with dignity and suffer no stoop.

1.2.2.3 Black/Dark Elves

Primary Stats		Secondary Stats	
Strength	1	Sight	1.4
Agility	1.3	Hearing	1.5
Dexterity	1	Smell/taste	1
Constitution	0.9	Touch	1
Intelligence	1.1	Appearance	1.3
Soulstrength	1.1	Size	1
Will	1	Minimum Size	5
Racial Maximums		Luck points	
Encumbrance	+45	2.5 d100	
Strike level	110	Adolescence	
Damage	2	Years training	12
Resistance no.	18	Starting age	35
Natural Armour:		None	

The Dark Elves, or Drow, are a sinister race of underworld dwellers, born and bred in darkness. Their skin is black as pitch and mat textured so as to suck in the very light that gives them form. Dark-Elven hair is always black, save for a very few "albino" individuals who display bleached white locks. Their eyes are slightly thinner than those of their High-Elven cousins and more malign in intent. Eye colour is varied, but deep blues, bloody scarlets and royal purples are commonest. Their build is a little

more sinewy and less graceful than their ground dwelling sibs, and their striking white teeth a little more carnivorous in shape. Similarly, their finger and toe nails are purest black, tipped with a calcium rich white, and naturally grow to a point. Despite this, they retain a cold perfection about their looks, a statuesque beauty. Body hair is absent until well into maturity, when it begins to sprout in downy patches; as a result, facial growth, particularly sideburns, are cultivated as a symbol of malign wisdom and experience.

1.2.2.4 Half Elves

Primary Stats		Secondary Stats	
Strength	1	Sight	1.3
Agility	1.2	Hearing	1.2
Dexterity	1.1	Smell/taste	1
Constitution	0.9	Touch	1
Intelligence	1.1	Appearance	1.2
Soulstrength	1.1	Size	1
Will	1	Minimum Size	5
Racial Maximums		Luck points	
Encumbrance	+45	3 d100	
Strike level	105	Adolescence	
Damage	1.9	Years training	7
Resistance no.	18	Starting age	21
Natural Armour:	None		

Half Elves are the offspring of one Elven and one human parent, or, very rarely, the offspring of two Half Elves. They can be raised in either human or Elven society and must choose their professions accordingly. Starting age and years of training will also depend upon this choice; the human society case precedes the slash in the racial box. The details of their appearance vary widely, as their Elven parent may come from any of the three species and their human parent may also exhibit a variety of hair and skin colourings. Typically, they will look largely human, but with one or two striking give-away features to betray their parentage. While not as long lived as the Elves, they still typically survive well into their eighties and display a surprising sprightliness into old age.

1.2.3 Dwarfs

Primary Stats		Secondary Stats	
Strength	1.2	Sight	1.2
Agility	0.7	Hearing	1
Dexterity	1	Smell/taste	1.1
Constitution	1.8	Touch	1
Intelligence	1	Appearance	0.8
Soulstrength	0.5	Size	0.8
Will	1.1	Minimum Size	5
Racial Maximums		Luck points	
Encumbrance	+60	2 d100	
Strike level	80	Adolescence	
Damage	2.3	Years training	9
Resistance no.	28	Starting age	28
Natural Armour:	None		

Dwarfs are short, broad and solidly built humanoids, great lovers of the mountains and all the world's rich mineral offerings. Their hardiness and resilience are legendary, seeming to mirror the rocky environs they make their homes. The Dwarven build limits their flexibility, but their strength and solidity make them excellent warriors. They have no natural facility for magic and are a down to earth people, shunning what cannot be held and shaped. An average male Dwarf (size 9) stands perhaps 4'4'' tall and weighs around 10 stone. Females (average size 7) are only a little shorter (perhaps 4'3''), but tend to be a little less solidly built (around 8 stone). A big Dwarf (size 12 or 13) might be 4'8'' and 13 stone, while a true giant (size 16) would be perpaps 4'10'' and 15 stone in weight (these are for males; females of the same size should be a little taller). A small male (size 6) would be around 4' tall and weigh about 7 ½ stone.

Dwarfs tend to have thick, leathery skin and bulbous facial features; skin colour is light, often with a ruddy complexion, and eyes typically grey. Their eyebrows and facial hair grow thickly and in a variety of shades of blond, red and brown. Dwarven females may also grow facial hair, although usually of a less thick and wiry quality. Dwarves are long lived (often reaching 80) and many never shave their prized beards, allowing them to grow long and thick and turn white with age. They are not especially greedy, but prize the goods of the earth above all else; for them, gold is no means to an end, but an end in itself.

1.2.4 Hobbits

Hobbits, sometimes known as halflings, are diminu-

Primary Stats		Secondary Stats	
Strength	0.6	Sight	1.3
Agility	1.4	Hearing	1.1
Dexterity	1.4	Smell/taste	1
Constitution	1.3	Touch	1.3
Intelligence	1	Appearance	1
Soulstrength	0.5	Size	0.5
Will	1.4	Minimum Size	3
Racial Maximums		Luck points	
Encumbrance	+30	3 d100	
Strike level	110	Adolescence	
Damage	1.2	Years training	9
Resistance no.	12	Starting age	28
Natural Armour:		None	

tive and nimble humanoids and natural burrowers. They appear childlike even in maturity, not merely because of their size, but also because they retain a certain boyishness about their features. Their faces are human enough in most respects, although their ears may be slightly pointy. Eye and hair colour follow the human norms, while skin is typically light, but tans easily. Even males rarely grow more than a downy facial adornment, but body hair is typical, with particularly impressive growth on the feet (which are large relative to the Hobbits' overall size). Hobbits are quick fingered and surprisingly lithe despite an often slightly rotund appearance. Their resilience and strength of spirit may also come as a surprise, although they have no affinity with magic. Hobbits often reach 80 years of age, but are apt to retire to a life of relative leisure and, in particular, the enjoyment of good food and wine, well before then.

An average Hobbit male (size 5 or 6) will be about 3'3'' tall and weigh around 2 ½ stone. Average females (size 4 or 5) are only slightly smaller, around 3'2'' and 2 ¼ stone. A large Hobbit (size 8) would be about 3'6'' and 3 stone, while a particularly small one (size 3) might be 2'11'' and 1 ¾ stone.

1.2.5 Gnomes

Primary Stats		Secondary Stats	
Strength	0.3	Sight	1
Agility	1.8	Hearing	1
Dexterity	1.2	Smell/taste	1
Constitution	1	Touch	1
Intelligence	1.2	Appearance	1
Soulstrength	1.3	Size	0.3
Will	1.1	Minimum Size	2
Racial Maximums		Luck points	
Encumbrance	+20	3 d100	
Strike level	117	Adolescence	
Damage	0.6	Years training	9
Resistance no.	10	Starting age	28
Natural Armour:		None	

Gnomes are a tiny humanoid people, dwelling in isolated forest communities. They have a skinny, muscular, wiry build, with over-large round eyes and gently pointed ears. Gnomes are incredibly agile and naturally magical, relying on stealth and guile to get along. Hair growth and colour follow human norms, but Gnomish eyes are somehow more alive and sparkling. While greens and browns predominate, more exotic eye shades are not uncommon and a second coloured band in the iris can lend a quite startling edge to their appearance. Gnomes' hands tend to be long fingered and fine, a little large for their tiny frames. They are a solitary folk and tend to have a somewhat solemn air about them. Their skin is pale, with a stretched, translucent quality, and doesn't travel well outside their forest homes. Gnomes will often live sprightly lives well into their eighties. Males average around 2' tall (size 3), weighing in at around half a stone, while females are of similar size, perhaps a pound lighter. A very large Gnome (size 5 or even 6) might reach 2'3'' and 11 or 12 pounds, while a small Gnome (size 2) would be around 1'10'' and 5 1/2 pounds in weight.

1.2.6 Orcs

Orcs are a vicious, primitive tribal race. There are four subtypes of Orc, differing considerably in appearance and size, but all coexisting within the tribal unit. All Orcish babies, whatever their parentage, are initially very similar in colour and dimension. However, they rapidly begin to mutate towards one of the Orcish subtypes, presumably based on some pheromone-based chemical message system that communicates the prevalence of each subtype within the tribe. Hence the typical mixture (around 5% Black Orc, 10% Yellow Orc, 20% Brown Orc and 65% Green Orc) is rapidly restored after war, famine or plague. Left to their own devices, Orcs would typically live into their seventies, but Orcish society is cruel and offers little protection to the old and weak. Orcs breed prolifically, so

population growth can be very rapid, and there are few habitats an Orcish tribe will not attempt to colonise.

1.2.6.1 Yellow Orcs

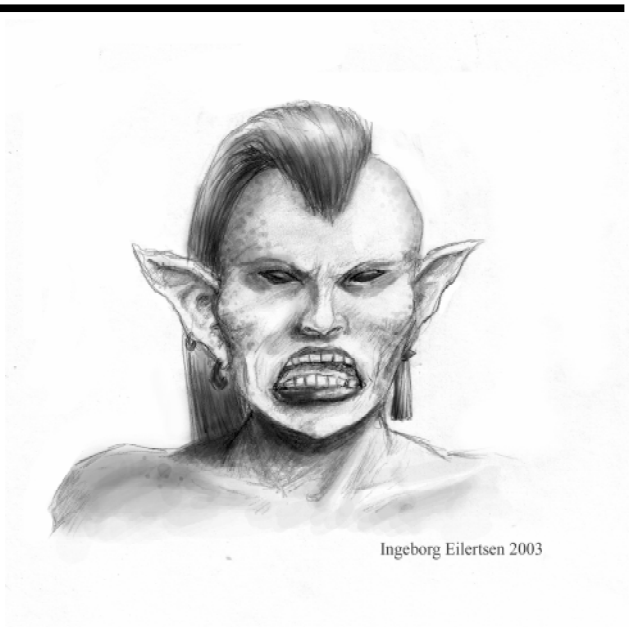
Primary Stats		Secondary Stats	
Strength	0.7	Sight	1
Agility	1.5	Hearing	1
Dexterity	1	Smell/taste	1
Constitution	0.9	Touch	1
Intelligence	0.6	Appearance	0.5
Soulstrength	0.5	Size	0.65
Will	0.6	Minimum Size	3
Racial Maximums		Luck points	
Encumbrance	+40	4 d100	
Strike level	115	Adolescence	
Damage	1.4	Years training	8
Resistance no.	13	Starting age	22
Natural Armour:	Leathery hide, 3/2, 2/2, 2/2, 2/2		

Yellow Orcs are the smallest of the racial subtypes, a skinny humanoid race typically standing around 4' tall. Their skin is not a bright yellow, but rather a sickly ochre or tan in hue, with the appearance of parchment stretched taught. Yellow Orcs are extremely lithe, making sudden, rapid, scuttling movements; within the tribe, they typically fulfil scouting functions. Their heads are a little over large and rounded. They have small, flat ears, undifferentiated small pointy yellowed teeth, large, round, bloodshot eyes, and grow no body hair of any kind. Pulsing veins are often visible on their bald palates. An average male (size 7) would be 4' tall and weigh around 4 stone; average females (size 6) are a little shorter, about 3'9'', and have a slightly less defined build, weighing around 3 ¾ stone. A large Yellow Orc (size 10 0r 11) might be 4'5'' and 5 stone in weight, while a particularly small one (size 3) would be about 3'6'' and 3 stone.

1.2.6.2 Brown Orcs

Primary Stats		Secondary Stats	
Strength	0.9	Sight	1.3
Agility	1.3	Hearing	1
Dexterity	0.9	Smell/taste	1
Constitution	1	Touch	1
Intelligence	0.6	Appearance	0.5
Soulstrength	0.5	Size	0.8
Will	0.6	Minimum Size	4
Racial Maximums		Luck points	
Encumbrance	+45	4 d100	
Strike level	105	Adolescence	
Damage	1.8	Years training	8
Resistance no.	18	Starting age	22
Natural Armour:	Leathery hide, 3/2, 2/2, 2/2, 2/2		

Brown Orcs are somewhat larger than their yellow kin and a little more heavily built. Their skin is leathery and usually blotchy, ranging from a murky, mud coloured shade through somewhat lighter tones. They are relatively fine fingered and keen sighted, often becoming respectable bowmen and hunters. Brown Orcs have angular, sharp-featured heads and sloping foreheads. Their ears are large and point backwards, giving them a bat-like appearance,



and their teeth are square and uniform, in two rows. Eyes tend to be slitty and dark, while Brown Orcs sport thick black hair, growing only along the centre of the head in a mohican style. An average male (size 9) will be around 5' tall and weigh about 8 stone. An average female (size 7) might be 4'8'' and 6 ½ stone. Particularly large Brown Orcs (size 14) can grow to around 5'6'' and 9 ½ stone, while a small example (size 5) might be 4'5'' and 5 ½ stone.

1.2.6.3 Green Orcs

Primary Stats		Secondary Stats	
Strength	1.2	Sight	1
Agility	0.9	Hearing	1
Dexterity	0.9	Smell/taste	1
Constitution	1.2	Touch	1
Intelligence	0.6	Appearance	0.5
Soulstrength	0.5	Size	1
Will	0.6	Minimum Size	6
Racial Maximums		Luck points	
Encumbrance	+55	3 d100	
Strike level	95	Adolescence	
Damage	2.4	Years training	8
Resistance no.	24	Starting age	22
Natural Armour:	Leathery hide, 5/3, 3/2, 3/2, 2/2		

Green Orcs are of roughly human size, but generally a little broader and squatter, with slightly elongated arms. Their skin is dark green in hue, leathery and a little loose. Green Orcs have squat heads and no neck to speak of. Their eyes are yellow and cruel, and while their teeth are largely human they have over large canines; the bottom set in particular grow to curl over their top lips. Ears are a little pointed, but of roughly human proportions. Green Orcs grow no hair. An average male (size 11) stands around 5'6'' tall and weighs 10 stone. Females (size 9) are typically 5' 3'' and 9 stone in weight. A large male (size 15) might be 5'8'' and 13 ½ stone, while a real giant (size 19) would be around 5'10'' and 19 stone. A smaller Green Orc (size 6) would be perhaps 5' 1'' and 8 stone.

1.2.6.4 Black Orcs

Primary Stats		Secondary Stats	
Strength	1.6	Sight	1
Agility	0.75	Hearing	1
Dexterity	0.8	Smell/taste	1
Constitution	1.3	Touch	1
Intelligence	0.6	Appearance	0.5
Soulstrength	0.5	Size	1.2
Will	0.6	Minimum Size	8
Racial Maximums		Luck points	
Encumbrance	+65	2.5 d100	
Strike level	85	Adolescence	
Damage	3.2	Years training	8
Resistance no.	26	Starting age	22
Natural Armour:		Leathery hide, 5/4, 3/2, 3/2, 2/2	

Black Orcs are the largest of their kindred, natural bullies who ascend to leadership positions within the tribe. They stand a head taller than typical humans and are muscular in physique, with powerful, broad shoulders; their oversized upper bodies lend them a bull-like quality. Their skin is thick and black, with a sweaty sheen about it. Black Orcs have a projecting lower jaw, giving them a muzzled appearance, with mighty, oversized canines. They sport manes of tangled black hair that grow to their waists and often have tufts of body hair elsewhere too. An average male (size 13) will be around 6'4'' tall and weigh 15 stone. Females (size 11) are typically 6' and around 13 stone in weight. A very large Black Orc (size 22) might be 6' 8'' and 23 stone, while a small example (very rare; size 8) would be about 5' 8'' and 11 ½ stone.

1.2.6.5 Half Orcs

Primary Stats		Secondary Stats	
Strength	1.1	Sight	1
Agility	1	Hearing	1
Dexterity	1	Smell/taste	1
Constitution	1.1	Touch	1
Intelligence	0.8	Appearance	0.8
Soulstrength	0.8	Size	1
Will	0.8	Minimum Size	5
Racial Maximums		Luck points	
Encumbrance	+52	3.5 d100	
Strike level	97	Adolescence	
Damage	2.2	Years training	8
Resistance no.	22	Starting age	22
Natural Armour:		Leathery hide, 3/2, 2/2, 2/2, 2/2	

Half Orcs are the offspring of one Orcish and one human parent, almost always an Orcish father and a human mother and very rarely with the mother's consent. Luckily, they tend to resemble their human parent more, although their skin retains a leathery quality and a brownish tint and their oversize canines remain an eyesore. They grow hair like humans, although tend to go bald early, and always keep a brutish look about them. Half Orcs are similar in size to humans too, but tend towards the short and stocky rather than tall and elegant. Half Orcs will generally be raised in human society, where they are tolerated and sometimes shown a grudging respect for their military acumen. They should therefore choose from human professions, unless a player particularly wants to have been raised in an Orcish tribe. One final quirk of the Half Orcs arises as a result of their bizarre genetic mix. About one in three Half Orcs have inherited a berserk personality, tending to send them into an insane blood rage in battle. Optional rules for Half Orc berserks are included in the chapter on combat and movement, section 3.7.14. GMs may decide to allow players of Half Orcs to choose whether their characters are berserk, or make them roll for it.

1.2.7 Ogres

Primary Stats		Secondary Stats	
Strength	2	Sight	1
Agility	0.7	Hearing	1
Dexterity	0.8	Smell/taste	1
Constitution	1.3	Touch	1
Intelligence	0.6	Appearance	0.6
Soulstrength	0.5	Size	1.25
Will	0.6	Minimum Size	12
Racial Maximums		Luck points	
Encumbrance	+70	1.5 d100	
Strike level	80	Adolescence	
Damage	4	Years training	7
Resistance no.	25	Starting age	21
Natural Armour:		None	

Ogres are huge, muscular humanoids, a powerful and brutish race living in small tribal units. In many respects they look like oversize humans; they have tanned, human-like skin, similar quantities of facial and body hair, and Human-looking ears and noses. However, Ogres display large canines and the males have a set of small tusk-like horns projecting from their temples at a slight forward angle. Additionally, they are more thick set and broad than humans, with heavy, furrowed foreheads and claw-like toe and finger nails. Hair is typically brown and eyes grey, green or yellow in colour. An average male Ogre (size 14) stands around 6'7'' and weighs about 18 stone. Females (average size 12) are usually about 6'4'' and 13 stone in weight; ogres are seldom much smaller than this. A particularly large Ogre (size 23) can stand as tall as 7'2'' tall and weigh around 24 stone.

1.2.8 Trolls *

Primary Stats		Secondary Stats	
Strength	5	Sight	1
Agility	0.4	Hearing	1
Dexterity	0.6	Smell/taste	1
Constitution	4	Touch	0.7
Intelligence	0.4	Appearance	0.3
Soulstrength	0.5	Size	2
Will	0.4	Minimum Size	20
Racial Maximums		Luck points	
Encumbrance	+100	1 d100	
Strike level	40	Adolescence	
Damage	10	Years training	6
Resistance no.	80	Starting age	18
Natural Armour:		Hide, 26/20, 23/17, 25/19, 16/12	

Trolls are gruesome, terrifying humanoids, solitary creatures of mountain, hill, desert and barren wasteland. Thankfully, their inherent stupidity and aggressiveness prevent them from posing a significant threat to more civilised peoples, although a single Troll can easily destroy a village. Trolls are sometimes seen in cities, usually after capture during childhood and as henchmen to the rich and unscrupulous. They are massive creatures, their skin a dark grey, gnarled and pitted like a crocodile's and so hard and thick as to offer granite-like natural armour. Trolls' hands and feet are tipped with huge, blunt claws. They grow no bodily hair, and their faces are dominated by massive mouths, packed with chipped and broken incisors. They have black, empty eyes, flared nostrils, and the look of certain death about them. An average male Troll (size 22 to 24) stands around 10' tall, and weighs in the region of 65 stone. A smaller specimen, or a female (size 20) might stand 9'4'' tall and weigh 55 stone, while a real monster (size 36) can grow to 12' in height and 110 stone in weight (note that the floors of buildings built for smaller races often won't support these weights).

1.2.9 Draconians *

Primary Stats		Secondary Stats	
Strength	1.5	Sight	1
Agility	0.8	Hearing	1
Dexterity	0.9	Smell/taste	1
Constitution	1.5	Touch	1
Intelligence	0.8	Appearance	0.5
Soulstrength	0.8	Size	1.1
Will	1	Minimum Size	7
Racial Maximums		Luck points	
Encumbrance	+65	1 d100	
Strike level	85	Adolescence	
Damage	3.0	Years training	7
Resistance no.	28	Starting age	21
Natural Armour:	Scales, 20/15, 20/15, 20/15, 15/11		

Draconians are a malign race of reptilian humanoids, perhaps created originally as servants by their fearsome namesakes but now a rare tribal folk existing in isolated pockets. Draconians are sheathed in pale red scales, stand on triple-toed talon-like feet and sport short tails that aid them in balancing their unusual frames. They also have large bat-like wings; while the Draconians lack the power of flight, they can at least glide gently earthwards, although only when adequate space is available to unfurl their wings and catch the wind. The armour section of the WEAPONS, ARMOUR & EQUIPMENT booklet gives some guidelines on armouring wings and tails, which can be a cumbersome process. Draconians are not generally inclined to adorn themselves with armour, beyond perhaps some body protection, but their scaly hides usually provide ample protection. They have no visible ears, deep red eyes and snouts that project to fully show off their impressive collection of sharp, gently curved teeth. An average (size 12) male stands around 5'10'' tall and weighs in the region of 15 stone (their wings and tail add to their mass considerably). Females (typically size 10) might be 5'8'' and 14 stone in weight. A large Draconian (size 19) would be around 6'3'' in height, and weigh around 25 stone, while a small one (size 7) might be 5' 3'' tall and weigh about 11 stone.

1.2.10 Wolven

Primary Stats		Secondary Stats	
Strength	1.3	Sight	1.4
Agility	1	Hearing	1.3
Dexterity	1	Smell/taste	1.5
Constitution	1.2	Touch	1
Intelligence	1	Appearance	0.8
Soulstrength	0.9	Size	1.2
Will	1	Minimum Size	7
Racial Maximums		Luck points	
Encumbrance	+60	2.5 d100	
Strike level	90	Adolescence	
Damage	2.6	Years training	7
Resistance no.	24	Starting age	21
Natural Armour:	None		

The Wolven are a fierce, warlike people, a bipedal and intelligent counterpart to their pack-hunting predatory cousins. They are capable of forming fairly large and well-organised communities and for this reason are perhaps the most concerning of the monstrous races, although they are no more mindless in their violence than many human societies. Wolven are covered in thick, glossy fur, ranging from white through silver and grey to brown and black. They have prominent snouts and vicious teeth, pointed ears and acute senses of sight, hearing and smell. They talk in a barking dialect and often have difficulty forming words in the commoner languages. An average Wolven male (size 13) will stand around 5' 11'' tall and weigh perhaps 12 stone. A typical female (size 11) might be 5'7'' and 10 stone. Large Wolven (size 22) can grow to 7' tall, with a weight of around 20 stone, while a diminutive example (size 7 or 8) would be about 5' 5'' and 8 stone in weight.

1.2.11 Changelings*

Primary Stats		Secondary Stats	
Strength	0.8	Sight	1
Agility	1	Hearing	1
Dexterity	1	Smell/taste	1
Constitution	0.5	Touch	1
Intelligence	1.5	Appearance	1
Soulstrength	1.5	Size	0.2-2
Will	1.3	Minimum Size	n/a
Racial Maximums		Luck points	
Encumbrance	+30	2 d100	
Strike level	100	Adolescence	
Damage	1.6	Years training	14
Resistance no.	10	Starting age	42
Natural Armour:	None		

Changelings are a deeply magical race, swathed in mystery. Their natural appearance is that of a long-faced, pale-skinned humanoid, large eyed and of human proportions. They typically have greyish or blond hair and silver, grey or white eyes. However, Changelings are rarely seen in their natural state; they can adopt the shape of any

humanoid species from 2 to 10 feet in height. Their faces mould to suit their host shape, but retain distinctive features. For this reason, they cannot adopt any appearance they choose (although many subtle changes are possible) and can only adjust their appearance stat upwards or downwards by a maximum of 5 points. Similarly, while their dimensions can change dramatically, Changelings' attributes are constant; they make weakling Ogres and Herculean Gnomes, and their mass remains constant, as if they had been stretched or compressed to fill a new shape. Whatever race's form they wear, a changeling's stats remain the same.

1.2.12 Giants*

Primary Stats		Secondary Stats	
Strength	8	Sight	1
Agility	0.2	Hearing	1
Dexterity	0.6	Smell/taste	1
Constitution	6	Touch	1
Intelligence	1	Appearance	1
Soulstrength	0.5	Size	3
Will	1	Minimum Size	30
Racial Maximums		Luck points	
Encumbrance	+200	0	
Strike level	10	Adolescence	
Damage	16	Years training	6
Resistance no.	120	Starting age	18
Natural Armour:	None		

Giants are the largest of the humanoid races, a thankfully extremely rare and isolated people who live solitary lives (typically in small family groups) at the edges of civilisation. Physically, they are simply oversized humans, albeit generally with a somewhat more bullish temperament. However, their immense size lends them a powerful presence. Giants are not naturally warlike, but the reaction they tend to elicit makes confrontations a near certainty.

An average male Giant (size 33) stands around 15' tall and weighs in at about 210 stone. Females (average size 30) are typically 14' tall and around 190 stone in weight. Large Giants (size 45) might be 16'8'' and around 290 stone, while a real monster (size 57) could be 18-19' tall and weigh in excess of 350 stone.

1.2.13 Pixis*

Pixis are a mischievous race of magical creatures. They are tiny winged humanoids who live to make merry. Pixis are strikingly beautiful, with fine, Elven features adorning their tiny faces. Their skin is light, while hair can take on virtually any hue, blues and greens being common. Pixis glow with an inner light when they are mirthful, which is most of the time. They are immortal and never age beyond a youthful, teenage appearance. Pixis simply fade and die when life no longer entertains them. Indeed, there is a very real sense in which they never grow up; they are ruthless pranksters and abusers of the mortal races, possessing a unique Pixi magic, and an unrivalled

knowledge of the uses of natural woodland remedies. Despite their diminutive size, Pixis are undisputed rulers of the woodland glades they make their homes. It takes a brave mortal indeed to risk their woodland lore and poison (or worse) tipped arrows.

Pixis (size 1 or 2) stand 11-13 inches high, and weigh around 14 ounces. Note that they begin play with the fly skill.

Primary Stats		Secondary Stats	
Strength	0.1	Sight	1.3
Agility	3	Hearing	1.2
Dexterity	1	Smell/taste	1
Constitution	0.1	Touch	1.1
Intelligence	1.3	Appearance	1.5
Soulstrength	1.5	Size	0.1
Will	1	Minimum Size	1
Racial Maximums		Luck points	
Encumbrance	0	1 d100	
Strike level	119	Adolescence	
Damage	0.2	Years training	7
Resistance no.	2	Starting age	8
Natural Armour:			

1.2.14 Centaurs*

Primary Stats		Secondary Stats	
Strength	1.5	Sight	1.8
Agility	0.8	Hearing	1
Dexterity	1	Smell/taste	1.2
Constitution	1.2	Touch	1
Intelligence	0.8	Appearance	1
Soulstrength	0.9	Size	1.5
Will	0.9	Minimum Size	12
Racial Maximums		Luck points	
Encumbrance	+80	1 d100	
Strike level	60	Adolescence	
Damage	2.5	Years training	7
Resistance no.	32	Starting age	21
Natural Armour:	None		

Centaurs are a semi-mythical savannah-dwelling race, muscular humanoid to the waist but with the body and hindquarters of a horse. The skin of their upper body is a dark tan, while their horse-like rears come in various shades of grey, brown and black. They are broad and powerful in build, with human facial features and hair and dark eyes. Centaurs are incredibly keen sighted and make masterful bowmen. Note that their unusual anatomy makes them an exception for many rules; guidelines for handling centaurs are often given in the appropriate tables (e.g. for armour creation, calculating pace, and hit locations in combat). When calculating Centaurs' pace values, use an initial value of 350, rather than 200, before applying stat and height mods (see section 1.1.7).

Average male Centaurs (size 17) stand around 7'6'' tall and weigh in at a hefty 60 stone. A typical female

(size 14) might be 7'2'' and 50 stone in weight. Particularly large Centaurs (size 27) can grow as tall as 7'10'' and weigh in the region of 75 stone, while a small Centaur (size 12) would be around 7' tall and weigh maybe 55 stone.

1.2.15 Sverians*

Sverians are a rare and bizarre race of humanoids, dwelling in isolated village groups. They are a secretive and magical people who progress through a series of life stages. At each stage of life, a Sverian's appearance is radically different. They metamorphose overnight, discarding their old skins but retaining their experiences. In game terms, Sverians progress to a new life stage when they reach the prerequisite E.P. total. Initially, they generate their statistics in the nomal manner, using the modifiers from the stage one (wayfarer) subtype. The night following their attainment of a new stage, the Sverian is convulsed by a magical fit and the new body emerges from the old. Each subsequent sub-type has modifiers, in the form of additions or subtractions, which should immediately be applied to the character's stats. Resultant skills and abilities must then be re-figured. Further alterations are described in the relevant sub-type descriptions.

1.2.15.1 Sverian stage one: Wayfarer (0 – 20 000 total E.P.s)

Primary Stats		Secondary Stats	
Strength	1	Sight	1
Agility	1	Hearing	1
Dexterity	1	Smell/taste	1
Constitution	0.8	Touch	1
Intelligence	1.1	Appearance	0.8
Soulstrength	1	Size	1
Will	1.3	Minimum Size	5
Racial Maximums		**Luck points**	
Encumbrance	+50	1 d100	
Strike level	90	**Adolescence**	
Damage	1.8	Years training	7
Resistance no.	15	Starting age	21
Natural Armour:	None		

The Sverian wayfarer is a humanoid of roughly human dimensions. They form the majority of any Sverian community and do the bulk of the work, although they are always encouraged to seek their fortunes in the wider world, perhaps returning in a different guise. Wayfarers are pure white in hue, with a rubbery creaselessness about their skin. They grow no facial or head hair of any kind and have flattened, stubby faces and large, inquisitive eyes. They are further distinguished by a lack of finger and toe nails, or eyebrows. Eye colour is typically pinkish red, although oranges and yellows are also fairly common. Height and weight follow human guidelines.

1.2.15.2 Sverian stage two: Warrior (20 000 – 40 000 total E.P.s)

Primary Stats		Secondary Stats	
Strength	+5	Sight	
Agility		Hearing	
Dexterity	+3	Smell/taste	
Constitution	+5	Touch	
Intelligence		Appearance	-3
Soulstrength		Size	
Will		Minimum Size	
Racial Maximums		**Luck points**	
Encumbrance	+60		
Strike level	90	**Adolescence**	
Damage	3	Years training	
Resistance no.	22	Starting age	
Natural Armour:	Exoskeleton, 20/15, 18/14, 20/15, 16/12		

The second Sverian incarnation takes the shape of an intimidating black armoured figure, something like a cross between a man and a beetle. They stand with a pronounced stoop and have a glossy black hide constructed from overlapping plates, giving good natural protection. Upper bodies are large and broad, while the legs are slim but strong. The face appears like a single black plate with only the two eyes visible (eye colour is retained from the earlier stage), but in fact the composite plates part elaborately to reveal two small nostrils and a wide, toothy mouth of delicate white canines. Black finger and toe nails develop on overlong, delicate looking digits. The back is adorned with a central protrusion of small black plates, extending from the neck to the backside down the ridge of the backbone. Sverian Warriors change little in weight from their earlier form, but become some 4 or 5 inches shorter (due to their stoop), with the greater proportion of the weight being accounted for by the upper body.

1.2.15.3 Sverian stage three: Magi (40 000 – 80 000 total E.P.s)

Primary Stats		Secondary Stats	
Strength	+3	Sight	
Agility		Hearing	
Dexterity	+2	Smell/taste	
Constitution	+3	Touch	
Intelligence	+3	Appearance	-3
Soulstrength	+5	Size	+5
Will	+2	Minimum Size	
Racial Maximums		**Luck points**	
Encumbrance	+70		
Strike level	75	**Adolescence**	
Damage	3.2	Years training	
Resistance no.	25	Starting age	
Natural Armour:	None		

The Sverian Magi is an impressive red skinned humanoid of considerable size. At stage three, Sverians gain access to their racially specific form of magic (detailed in the magic chapter, section 5.11) and can begin to develop their arcane skills. Their physique is that of muscular human, but on a grander scale. Their skin is a deep red, and criss-crossed with bulging blue veins. They are bald, with cruel and angular but human facial features, and often grow

a goat-like beard from their chins, typically black in hue. Eye colour is once again retained unchanged from earlier incarnations.

An average male Sverian Magi (size 16) will be around 7' in height and weigh perhaps 21 stone. Average females (size 14) might be 6'8'' and 17 stone. A particularly small Sverian Magi (size 11) might be about 6'2'' tall and weigh 14 stone, while a very large example (size 23) would be around 7'5'' tall and around 27 stone in weight.

1.2.15.4 Sverian stage four: Angel (80 000 + total E.P.s)

Primary Stats		Secondary Stats	
Strength		Sight	+5
Agility	+10	Hearing	+5
Dexterity	+5	Smell/taste	+5
Constitution		Touch	+5
Intelligence	+5	Appearance	+18
Soulstrength	+3	Size	-5
Will	+3	Minimum Size	
Racial Maximums		**Luck points**	
Encumbrance	+70		
Strike level	115	**Adolescence**	
Damage	3.2	Years training	
Resistance no.	30	Starting age	
Natural Armour:	None		

Stage four Sverians are the rulers of their societies, the pinnacle of their one-lifetime evolutionary process. They are fabulously attractive silver-skinned beings with great, white-feathered wings and golden-coloured locks falling about their perfectly formed faces. Sverian Angels again retain their original eye colour; they grow no facial hair, and apart from their unusual colouration and wings look like strikingly beautiful humans. At this stage, Sverians can purchase and develop the fly skill to truly compliment both their arcane and traditional arsenals. Their heights and weights follow roughly Human norms, although about 2 stone should be added on to an identical body size for their wings.

1.3 Occupation descriptions

A detailed description of each available occupation is offered in the pages that follow, listed by race. Note that to avoid unnecessary replication of material, many occupations initially listed for humans that are also available to other races will simply be referred back to. The occupations available to each race are based on the societal structures presented in the Korin-Thar WORLD ATLAS. GMs who are using radically different gaming environments may wish to make different occupations available to different races, or even create their own occupations, but it should be borne in mind that the limitations on occupations presented here will often balance out other advantages for a given race.

1.3.1 Human occupations

Note that many Human occupations are presented for completeness, rather than because players will be likely to have their characters pursue them. Occupations marked with an asterisk can be combined with the militia occupation. In this case, the characters receive the additional weapon skills and slightly improved combat skill costs from the militia occupational description, but must add 50 to the cost of each skill gained as a result of their primary occupation (the basic skills which all characters receive are unaffected). Details of the magical skills alluded to for many occupations are provided in the chapter on magic.

1.3.1.1 Administrator*

The role of the administrator is to help govern the populace. Administrators can be anything from the lowliest scribe, through all manner of civil servants, to professional governors and the landed gentry. What they share is an interest in influencing the affairs of others.

Base skills		Additional skills	
Climb	750	Maths	300
Balance	750	History	500
Dodge	750	1 Script at +25	300
Jump	750		
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.2 Alchemist

The alchemist is the master of rune magic, the ancient art of infusing mystical energies into base materials to produce reusable magical items. Because alchemists must work with real materials, they tend to be somewhat less bookish than other magic-using occupations, gaining some practical craft skills. GMs may wish to prohibit players from choosing the alchemist class, reserving it as an NPC occupation. Details regarding alchemists' use of magic can be found in the chapter on magic, section 5.7.

Base skills		Additional skills	
Climb	750	2 Languages at +15	300
Balance	800	1 Script at + 15	300
Dodge	800	1 Script at +25	300
Jump	750	3 Craft skills	1000
Hide	500		
Singing	500		
Initiative	1200		
Encumbrance	2500		
Stike level	2200		
Speak (native)	300		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	800
White magic	250	Exhaustion	325
Red magic	250	Speed	10000
clear magic	250	Damage	3000
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	1000

1.3.1.3 Apothecary

The apothecary is an expert herbalist, a student of the natural world's myriad offerings. Apothecaries use locally occurring flora to assist with minor ailments and to provide useful wards, potions, perfumes and so forth. They are typically found in smaller settlements, where their peculiar knowledge tends to earn them a fair degree of respect.

Base skills		Additional skills	
Climb	650	Herbalist	200
Balance	750	1 Script at + 15	300
Dodge	750	Physician	500
Jump	750	Maths	500
Hide	500	Foraging	300
Singing	500	Survival	800
Initiative	1000	1 Animal husbandry	700
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.4 Assassin

The assassin is a hired and professional killer available for the best price. Assassins rely on stealth and subterfuge rather than open confrontation although they are notoriously skilled fighters. Assassins rarely operate in a freelance capacity, rather organising themselves into guilds which operate within cities or sometimes even across whole countries. They thrive only in relatively sophisticated agrarian societies. The nature of the work constrains assassins to being of a generally immoral and cruel disposition.

Base skills		Additional skills	
Climb	350	5 Weapons	400
Balance	400	Stealth	450
Dodge	350	Locks & mechanisms	600
Jump	500	ANY 2 FROM:	
Hide	300	Disguise	500
Singing	500	Acting	500
Initiative	400	Acrobatics	500
Encumbrance	1400	Herbalist	500
Stike level	800	Ride	500
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	650
White magic	250	Exhaustion	225
Red magic	250	Speed	4250
clear magic	250	Damage	2400
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	2000

1.3.1.5 Bounty hunter

Bounty hunters are lonely and feared warriors who make their living by hunting down anyone with a price on their heads. They can be employed by private patrons or on a more permanent basis by a local ruler or authority. Bounty hunters have to spend a lot of time in the disreputable parts of cities and towns, and also in the dangerous wild lands surrounding them. By necessity they tend to be hard and dangerous individuals.

Base skills		Additional skills	
Climb	450	1 Weapon	450
Balance	450	2 Weapons	550
Dodge	400	Unarmed	450
Jump	500	Track	500
Hide	400	Stealth	600
Singing	500	Survival	600
Initiative	400		
Encumbrance	1100		
Stike level	1100		
Speak (native)	500		
Saves			
Poison/disease	225		
Insanity/fear	225	**Other Attributes**	
Black magic	250	Resistance	450
White magic	250	Exhaustion	250
Red magic	250	Speed	4500
clear magic	250	Damage	2100
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.1.6 Burglar

The burglar pursues a roguish occupation, specialising in gaining access to properties and redistributing their contents. Burglars tend to operate alone, but often have connections with other underworld organisations (thiefs' and assassins' guilds) for the purposes of fencing their acquisitions. The burglar's skills are more specialised than those of the thief and they are more likely to eschew the use of violence.

Base skills		Additional skills	
Climb	350	2 Weapons	700
Balance	350	Stealth	400
Dodge	400	Locks & mechanisms	300
Jump	400	Disguise	700
Hide	300		
Singing	500		
Initiative	500		
Encumbrance	1500		
Stike level	900		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	700
White magic	250	Exhaustion	225
Red magic	250	Speed	5000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.1.7 Cartographer*

The cartographer is a professional maker of maps. They must master both the artistic and technical skills necessary to produce an accurate reproduction, and often have the skills necessary to go out and gather information first hand to verify the accuracy of their charts.

Base skills		Additional skills	
Climb	650	Cartography	300
Balance	750	Drawing	300
Dodge	750	Maths	750
Jump	750	Navigation	500
Hide	500	1 Script at +20	500
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.8 Clothier*

The clothier is a worker in the textile industry, be it a weaver, dyer or tailor. Clothiers are found almost exclusively in cities, as smaller communities do not allow for a degree of specialisation of labour that would support a separate clothes-producing profession.

Base skills		Additional skills	
Climb	650	Textiles	300
Balance	750	Hide-working	500
Dodge	750	Jewelcraft	750
Jump	750	Drawing	750
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.9 Druid

The druid is a worshipper of the natural world, a unique magic user (in fact a type of priest) devoted to preserving and respecting natural law. Druids usually live in wilderness locations known as groves, far from the bustle of humanoid society. Druidic magic is detailed in the chapter on magic, section 5.4.

Base skills		Additional skills	
Climb	650	2 Weapons	650
Balance	500	Survival	400
Dodge	700	Foraging	500
Jump	600	Track	500
Hide	500	4 Animal husbandrys	300
Singing	500	Herbalist	600
Initiative	600		
Encumbrance	1100		
Stike level	1100		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	600
White magic	250	Exhaustion	300
Red magic	250	Speed	6000
clear magic	250	Damage	2200
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	1000

1.3.1.10 Entertainer

Entertainers come in various guises, from the bard or storyteller, to the circus entertainer, to the travelling player (actor). The variety of novel activities to which they regularly turn their hands means they are often regarded as the classic Jack of all Trades. Commonly skilled in acrobatics, sleight of hand and some necessarily martial skills (a life on the road bringing inherent risks) the entertainer often turns to adventuring as a more lucrative form of employment.

Base skills		Additional skills	
Climb	350	2 Weapons	700
Balance	350	Acrobatics	350
Dodge	600	Sleight of hand	400
Jump	400	Acting	350
Hide	500	EITHER:	
Singing	400	2 Musicians	400
Initiative	700	OR:	
Encumbrance	1800	2 Animal husbandrys	400
Stike level	800		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	650
White magic	250	Exhaustion	200
Red magic	250	Speed	6000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.1.11 Farmer

Most farmers live hard and active lives working and tending animals and crops. This occupation spans the serfs of feudal societies, who often suffer from poverty and ill treatment, right through to the wealthier freemen and landowners of more economically advanced cultures.

Base skills		Additional skills	
Climb	600	Agriculture	300
Balance	700	Weather divination	900
Dodge	750	3 Animal husbandries	500
Jump	600		
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	250
Red magic	250	Speed	9500
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.12 Fisherman

Fishermen are hardy types, accustomed to being out on the open water, be it sea, lake or river, at all hours and in all conditions. Their expertise does not generally extend beyond coastal waters, however.

Base skills		Additional skills	
Climb	650	Fishing	300
Balance	600	Seamanship	500
Dodge	700	Weather divination	900
Jump	600	Swimming	600
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1750		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	700
White magic	250	Exhaustion	300
Red magic	250	Speed	9000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.13. Gladiator

Gladiators train purely to fight in the arena, where losing means death or disgrace and winning means fame and glory. Whether freemen or slaves, gladiators are feared and respected warriors. Note that gladiators are not permitted to select the bow or exotic knives skills, although the throwing spear skill is allowed.

Base skills		Additional skills	
Climb	500	6 Weapons	450
Balance	400	(no exotic knives	
Dodge	350	or bow)	
Jump	500	Unarmed	550
Hide	500	Physician	1200
Singing	500		
Initiative	400		
Encumbrance	1150		
Stike level	900		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	500
White magic	250	Exhaustion	250
Red magic	250	Speed	3750
clear magic	250	Damage	1900
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	2000

1.3.1.14 Herdsman

Herdsmen live on the borders of agrarian societies, looking after herds of animals for themselves or on behalf of an overlord or employer. They spend a great deal of their time living out of doors and fending of threats such as wolves and rustlers.

Base skills		Additional skills	
Climb	500	3 Animal husbandries	500
Balance	750	Survival	700
Dodge	700	Weather divination	70
Jump	600	Track	1000
Hide	500	1 Weapon	750
Singing	500		
Initiative	1000		
Encumbrance	1700		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	650
White magic	250	Exhaustion	300
Red magic	250	Speed	9000
clear magic	250	Damage	2300
Blue magic	250	E.P.s per year	35
Brown magic	250	Spell points	2000

1.3.1.15 Hoplite

The hoplite is a highly disciplined and trained soldier, historically based on the wealthy freeman military class of ancient Sparta (Greece). Hoplites commonly fight in phalanx formations, where they act as a single unit, protecting the comrade on their left with their great Hoplon shields. The hoplite is a professional soldier, but will often also have business or land-owning interests inherited from the family. Generally, adventuring hoplites will be younger sons, free from such duties. Hoplites are honourable and courageous warriors, equivalent to the knights of mediaeval-style cultures.

Base skills		Additional skills	
Climb	400	1-H Sword	400
Balance	450	2-H Spear	400
Dodge	450	Throwing spear	400
Jump	400	Shield	400
Hide	500	2 Weapons	400
Singing	500	Ride	400
Initiative	400	Foraging	800
Encumbrance	800	Survival	800
Stike level	1000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	400
White magic	250	Exhaustion	200
Red magic	250	Speed	4250
clear magic	250	Damage	1600
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	2000

1.3.1.16 Hunter

The hunter lives at the edges of agrarian society, skilled at hunting and trapping wild animals for meat, skins and sport. This means that the hunter has to be proficient

Base skills		Additional skills	
Climb	400	Track	400
Balance	500	Bow	500
Dodge	600	Longbow	(spec)
Jump	450	2 Weapons	650
Hide	400	Survival	800
Singing	500	Foraging	450
Initiative	500	Fletching	500
Encumbrance	1400	Fishing	500
Stike level	1200		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	550
White magic	250	Exhaustion	225
Red magic	250	Speed	5750
clear magic	250	Damage	2200
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

in wood-lore and stealth, as well as being able to defend himself against the wilderness' more dangerous occupants. The hunter is generally a fairly hardy person who doesn't care too much for the society of others.

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1.3.1.17 Illusionist

The illusionist is a magic user who creates powerful perceptual experiences out of air, utterly convincing in their form and effects. Illusions in this sense are more than elaborate deceptions; their impact can be very real on those who perceive them to be genuine. GMs may wish to reserve the illusionist as an NPC only class, at their discretion. Details of the illusionist's spell casting abilities can be found in the chapter on magic, section 5.8

Base skills		Additional skills	
Climb	750	2 Languages at +15	300
Balance	800	1 Script at +25	300
Dodge	800	1 Script at +15	300
Jump	750	1 Other skill	700
Hide	500		
Singing	500		
Initiative	1200		
Encumbrance	2500		
Stike level	2200		
Speak (native)	300		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	800
White magic	250	Exhaustion	325
Red magic	250	Speed	10000
clear magic	200	Damage	3000
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	1000

1.3.1.18 Immortal

The immortal is a warrior type loosely based upon the elite Turkish Mamluk slave-warriors of the mediaeval Middle East. Immortals are characterised by their arrogance and bloodthirstiness as well as by their ferocity in combat. They are generally well equipped and highly regarded warriors forming an elite fighting force.

Base skills		Additional skills	
Climb	500	3 Weapons	400
Balance	500	2 Weapons	500
Dodge	450	Shield	450
Jump	400	Ride	500
Hide	500		
Singing	500		
Initiative	450		
Encumbrance	850		
Stike level	1000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	400
White magic	250	Exhaustion	200
Red magic	250	Speed	4750
clear magic	200	Damage	1800
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	2000

1.3.1.19 Innkeeper*

The innkeeper is the patron of a public house, be it large or small. Innkeepers' skills focus on the preparation of alcoholic beverages and food for guests. Large inns also cater for paying guests who wish to stay, and as such often act as meeting places for travellers and merchants.

Base skills		Additional skills	
Climb	650	Brewing	300
Balance	750	Cookery	300
Dodge	750	Carpentry	750
Jump	750	1 Language at +10	500
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	200	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.20 Jeweller*

The jeweller is a specialist in the cutting, purchase and trading of precious and semi-precious stones and jewellery. As a luxury trader, they are almost exclusively based in cities.

Base skills		Additional skills	
Climb	650	Jewelcraft	300
Balance	750	Metalworking	600
Dodge	750	Mineralogy	750
Jump	750		
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	200	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.21 Knight

The knight is essentially the ultimate warrior in terms of equipment, training and resources. He is trained in a variety of forms of combat from swordplay to jousting, from a very early age, combined with tuition in the civilised arts of heraldry, reading, writing and etiquette. Historically, this class is modelled on the mediaeval European knight; the knight is almost always from the noble classes and is often the ruler of a shire or county. Adventuring knights will most likely be second or later sons, freed from the responsibilities of managing a feudal inheritance. Most importantly knights are bound by a very strict code of honour and are devoted to justice and bravery. A knight's father's occupation is always knight; they received no extra skills or additional apprenticeship E.P.s on this basis.

Base skills		Additional skills	
Climb	400	Shield	400
Balance	450	2-H Staved	400
Dodge	450	1-H Spear	(spec)
Jump	400	4 Weapons	400
Hide	500	Heraldry	500
Singing	400	Ride	400
Initiative	400	Musician	600
Encumbrance	750	1 Script at +20	500
Stike level	1000	1 Language at +10	500
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	400
White magic	250	Exhaustion	200
Red magic	250	Speed	4500
clear magic	200	Damage	1500
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	2000

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1.3.1.22 Legionnaire

The legionnaire is another of the warrior classes, representing the professional soldier of non-noble origin. The legionnaire fights in well-organised units and respects a chain of command; in addition to fighting skills the legionnaire has some knowledge of heraldry and wilderness survival. Historical examples of the legionnaire soldier type are the legionnaires of the Roman Empire or the Norman foot soldiers who invaded England under William the Conqueror. Legionnaires are not permitted to take any specialist weapon skills.

Base skills		Additional skills	
Climb	500	2 Weapons	400
Balance	500	1 Weapon	500
Dodge	600	1 Weapon	550
Jump	500	Ride	700
Hide	500	Survival	800
Singing	500	Heraldry	700
Initiative	450	Foraging	850
Encumbrance	900		
Stike level	1000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	500
White magic	250	Exhaustion	250
Red magic	250	Speed	5250
clear magic	200	Damage	2100
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.1.23 Locksmith*

The locksmith is a craftsman specialising in the construction of locks, bolts and related items of security. Their skills are also called upon for larger building projects where an appreciation of intricate mechanisms is called for (eg. pulley systems). The locksmith's trade is highly specialised, so they are found almost exclusively in the larger cities.

Base skills		Additional skills	
Climb	650	Locks & mechanisms	300
Balance	750	Metalworking	500
Dodge	750	Woodcarving	500
Jump	750		
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	200	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.24 Mason*

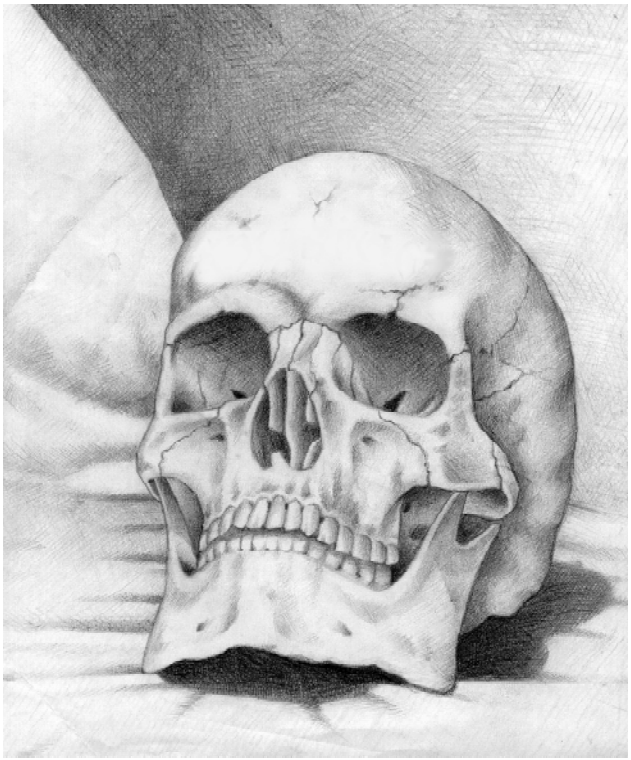
The mason is an artisan skilled in the working of stone, be it a quarryman or builder. Generally, stone buildings are the preserve of the wealthy, so skilled masons are sought after by local rulers and private patrons for large scale building projects.

Base skills		Additional skills	
Climb	650	Masonry	300
Balance	750	Carpentry	500
Dodge	750	Engineering	500
Jump	750	Maths	750
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.25 Mercenary

The mercenary is the archetypal warrior class, a hired sword available for any period of time and with no specific allegiance. Mercenaries lead grim and violent lives and few survive too many years in the profession. They are sometimes organised into mercenary companies or more rarely offer their services out as individuals, and are generally responsible for the less disciplined excesses of war. A life of constant battle offers a chance at wealth and glory, or at least a good share of the loot, but as often as not culminates in an unmarked grave.

Base skills		Additional skills	
Climb	500	5 Weapons	500
Balance	500	Shield	500
Dodge	500	Heraldry	800
Jump	500	2 Craft or lore skills	1000
Hide	500		
Singing	500		
Initiative	500		
Encumbrance	1000		
Stike level	1000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	500
White magic	250	Exhaustion	250
Red magic	250	Speed	5000
clear magic	200	Damage	2100
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000



1.3.1.26 Merchant*

Every city or town in the world is home to a merchant or fifty, plying their wares wherever there is a profit to be made. Merchants are merchants whether they ship their wares from port to port, travel the villages bringing a little finery to the common people, or operate a shop or business in a large city.

Base skills		Additional skills	
Climb	650	Maths	500
Balance	750	1 Weapon	750
Dodge	600	2 Scripts at +25	500
Jump	750	2 Languages at +20	500
Hide	500	1 Language at +10	500
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.27 Metalsmith*

The metalsmith, or blacksmith, works to forge all manner of metallic goods for the consumer market. His special skills are widely sought after; a metalsmith can be found in virtually every village, supplying horseshoes, cooking implements and the like.

Base skills		Additional skills	
Climb	650	Metalworking	300
Balance	750	Mineralogy	500
Dodge	750	Weaponcraft	750
Jump	750		
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	250
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.28 Militia**

Being in the militia is not an occupation in itself, but rather a period of militia training can be combined with training as a craftsman to gain some basic combat skills. Most towns and cities rely on a relatively small permanent guard for peacekeeping duties, and call upon the populace for defence in times of war. Basic drilling is therefore offered to city dwellers that they might fulfil this duty more effectively should the need arise.

Base skills		Additional skills	
Climb		2 Weapons	700
Balance		Shield	700
Dodge			
Jump			
Hide			
Singing			
Initiative	750		
Encumbrance	1500		
Stike level	1600		
Speak (native)			
Saves			
Poison/disease			
Insanity/fear		**Other Attributes**	
Black magic		Resistance	
White magic		Exhaustion	
Red magic		Speed	7000
clear magic		Damage	2400
Blue magic		E.P.s per year	
Brown magic		Spell points	

1.3.1.29 Miller*

The miller holds an important place in town and village life, as the operator or owner of whatever technology is locally available for the grinding of cereal crops into flour. Often, millers make money by keeping some predetermined fraction of the flour they produce from local farmers' crops, and selling it on to city merchants.

Base skills		Additional skills	
Climb	650	Milling	300
Balance	750	Engineering	500
Dodge	750	Agriculture	500
Jump	750		
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.30 Miner*

Miners are hardy workers, freemen or bonded, engaged in plundering their homeland's rich mineral wealth. The mining occupation describes those professionally involved in mining, not mere unskilled slave labour brought in to do the donkeywork.

Base skills		Additional skills	
Climb	600	Mineralogy	300
Balance	700	Engineering	500
Dodge	750	Carpentry	750
Jump	600	Metalworking	750
Hide	500	Jewelcraft	1000
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	700
White magic	250	Exhaustion	250
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.31 Ninja

The ninja is based upon the almost legendary oriental assassin of mediaeval Japan. The ninjas are incredibly secretive and elusive; they are said to be organised into family groups or clan and have their own strict code of honour and ethics regarding their business and contractual agreements. Ninjas are practical and cunning; they train with a variety of weaponry, and develop athletic abilities and infamous stealth, not to mention skills with poisons and a penchant for disguise.

Base skills		Additional skills	
Climb	300	2 Weapons	450
Balance	350	5 Weapons	600
Dodge	350	Stealth	400
Jump	400	Locks & Mechanisms	600
Hide	250	Disguise	500
Singing	500	Acrobatics	500
Initiative	350	Herbalist	600
Encumbrance	1600	Swim	600
Stike level	800		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	650
White magic	250	Exhaustion	275
Red magic	250	Speed	4250
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	2000

1.3.1.32 Physician*

The physician is a professional healer and surgeon, found in larger towns and cities. The physician usually makes a living from the tending of wounds, minor ailments and diseases, although his trade is often less than an exact science.

Base skills		Additional skills	
Climb	650	Physician	300
Balance	750	Herbalist	300
Dodge	750	Maths	500
Jump	750	1 Script at +25	500
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.33 Potter*

The potter produces wares from clay, essential goods for everyday life, and can be found in every city and town and many villages too. Many potters will also work a kiln for the finishing of high quality goods.

Base skills		Additional skills	
Climb	650	Pottery	300
Balance	750	Mineralogy	500
Dodge	750	Glassworking	500
Jump	750		
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.34 Priest/Acolyte

Priests and acolytes are worshippers and followers of a particular God, those who devote their lives to service (clergy) as opposed to merely believing and attending appropriate ceremonies (laity). Player character priests are 'true' priests, blessed with the ability to channel the deities' power through their bodies and produce miracles (cast spells). True priests are very rare individuals indeed as they are in contact with another plane of existence. The majority of priests and acolytes, however, serve their gods faithfully without the reward of direct divine intervention. Priests are also trained with martial skills and can become powerful warriors in their own right. Details of priestly magic can be found in the magic chapter, section 5.3.

Base skills		Additional skills	
Climb	650	3 Weapons	600
Balance	500	Ritual	500
Dodge	700	Cookery	500
Jump	600	ANY 2 FROM:	
Hide	500	Astrology	500
Singing	500	Physician	500
Initiative	600	1 Script at +25	500
Encumbrance	1100	1 Language at +15	500
Stike level	1100		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	600
White magic	250	Exhaustion	225
Red magic	250	Speed	6000
clear magic	250	Damage	2200
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	1000

1.3.1.35 Psionic

The psionic (otherwise known as mind mage or mentalist) is a magic user who concerns himself with enhancing the power of his own mind in order to affect the physical world and/or the minds of others. Talents often appear early in life, but require tuition to develop into full-blown mental powers. Psionic magic-using abilities are fully described in the chapter on magic, section 5.2.

Base skills		Additional skills	
Climb	750	2 Languages at +15	300
Balance	800	1 Script at +25	300
Dodge	800	1 Script at +15	300
Jump	750	1 Other skill	700
Hide	500		
Singing	500		
Initiative	1200		
Encumbrance	2500		
Stike level	2200		
Speak (native)	300		
Saves			
Poison/disease	250		
Insanity/fear	200	Other Attributes	
Black magic	250	Resistance	800
White magic	250	Exhaustion	325
Red magic	250	Speed	10000
clear magic	250	Damage	3000
Blue magic	225	E.P.s per year	60
Brown magic	250	Spell points	1000

1.3.1.36 Sailor/Pirate

Sailors and their lawless counterparts pirates are true seafarers, at home more on the open ocean than on dry land and skilled in all things nautical. Their skills reflect their lifestyles, focussing more on the demands of ocean voyages than those of regular combat.

Base skills		Additional skills	
Climb	250	1-H Sword	550
Balance	500	1 Weapon	600
Dodge	650	Seamanship	350
Jump	550	Fishing	600
Hide	500	Weather divination	600
Singing	500	Navigation	500
Initiative	700	Shipwright	900
Encumbrance	1500		
Stike level	950		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	600
White magic	250	Exhaustion	250
Red magic	250	Speed	6250
clear magic	250	Damage	2250
Blue magic	250	E.P.s per year	45
Brown magic	250	Spell points	2000

1.3.1.37 Samurai

The samurai occupation is historically based upon

Base skills		Additional skills	
Climb	400	6 Weapons	400
Balance	400	Heraldry	500
Dodge	450	Ride	400
Jump	400	Musician	700
Hide	500	1 Script at +25	500
Singing	500	1 Language at +15	500
Initiative	400		
Encumbrance	800		
Stike level	900		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	400
White magic	250	Exhaustion	200
Red magic	250	Speed	4000
clear magic	250	Damage	1750
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	2000

the warrior caste of mediaeval feudal Japan. Samurai are very similar to knights in terms of skills and abilities and especially in terms of honour and beliefs. The samurai adheres to an honour code that is much more rigid than the knight's, some acts even requiring 'hara-kiri' (ritual suicide) as penance. The samurai are brave and fearless and will never surrender, as doing so would result in a great loss of honour. Samurai are trained in a variety of weapons, but their traditional weapon and sign of rank is the katana, the slightly curved, single edged Japanese longsword. Samurai are always the offspring of samurai; they receive no additional skills, nor any special extra apprenticeship E.P.s based on their father's occupation.

1.3.1.38 Scout

Scouts are employed by military commanders for a variety of purposes, including checking ahead of the main force for ambushes, guarding the flanks of armies and providing early warning of impending attack, identifying the best routes of advance, gathering information on enemy forces and so forth. They are typically wilderness-hardened loners, living on their wits in exchange for a healthy fee.

Base skills		Additional skills	
Climb	400	Bow	400
Balance	400	2 Weapons	500
Dodge	500	Stealth	500
Jump	400	Weather divination	800
Hide	350	Survival	600
Singing	500	Foraging	600
Initiative	500	Herbalist	500
Encumbrance	1500	Navigation	1000
Stike level	1500		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	500
White magic	250	Exhaustion	250
Red magic	250	Speed	5000
clear magic	250	Damage	2000
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

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1.3.1.39 Shaman, Northern

The shaman is the traditional medicine man, font of wisdom and bridge to the spirit world for tribal and nomadic societies. Their major function is to provide advice to tribal chiefs, and assistance in the form of powerful spirit magic (detailed in the chapter on magic, section 5.5). In addition, shamans provide additional services that vary based upon the tribal structure to which they belong. Northern shamans tend to fight, and also operate as healers, administering herbal remedies and potions for a variety of ailments, while Southern shamans have an important role in the production of weapons, a job deemed suitable only for those whom the spirits approve of.

Base skills		Additional skills	
Climb	700	2 Weapons	600
Balance	700	Physician	700
Dodge	700	Herbalist	500
Jump	700		
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	1800		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	700
White magic	250	Exhaustion	300
Red magic	250	Speed	8000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	1000

1.3.1.40 Shaman, Southern

See shaman, Northern.

Base skills		Additional skills	
Climb	700	Weaponcraft	600
Balance	700	Metalworking	800
Dodge	700	Ritual	600
Jump	700	Bow	500
Hide	500	1 Weapon	700
Singing	500	Fletching	400
Initiative	1000		
Encumbrance	1800		
Stike level	1800		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	700
White magic	250	Exhaustion	300
Red magic	250	Speed	8000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	1000

1.3.1.41 Summoner

The summoner (sometimes known as necromancer) is a master of circle magic, using arcane symbols to draw mystical energies from alternative planes of existence. Summoners are primarily concerned with summoning and controlling other beings, be they inhabitants of the mundane world or creatures from dimensions beyond normal experience; their magic is widely perceived to be of a particularly dark and malignant nature. Full details of summoning magic are provided in the chapter on magic, section 5.6.

Base skills		Additional skills	
Climb	750	2 Languages at +15	300
Balance	800	2 Scripts at +25	300
Dodge	800	1 Other skill	700
Jump	750		
Hide	500		
Singing	500		
Initiative	1200		
Encumbrance	2500		
Stike level	2200		
Speak (native)	300		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	800
White magic	250	Exhaustion	325
Red magic	250	Speed	10000
clear magic	250	Damage	3000
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	1000

1.3.1.42 Thief

The thief occupation covers all manner of lawbreakers, from muggers and bandits to cut-purses and forgers. For this reason, thieves are less specialised than burglars, with a broader skill base. While thieves can work independently or in gangs, they are generally well clued up on local underworld networks and organisations (connections are essential for shifting goods and the like, and treading on the wrong people's feet can be fatal in this line of work).

Base skills		Additional skills	
Climb	400	2 Weapons	600
Balance	500	Stealth	500
Dodge	450	Locks & Mechanisms	450
Jump	500	Sleight of hand	500
Hide	300	Forgery	500
Singing	500		
Initiative	500		
Encumbrance	1500		
Stike level	900		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	700
White magic	250	Exhaustion	275
Red magic	250	Speed	5000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.1.43 Toymaker*

The toymaker is a craftsman who focuses on intricate toys (for lucky children) and games (for would-be-lucky adults). Their craft is specialised, so professional toymakers are generally only found in large cities.

Base skills		Additional skills	
Climb	650	Woodcarving	300
Balance	750	Drawing	500
Dodge	750	Locks & Mechanisms	800
Jump	750	Hideworking	1000
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

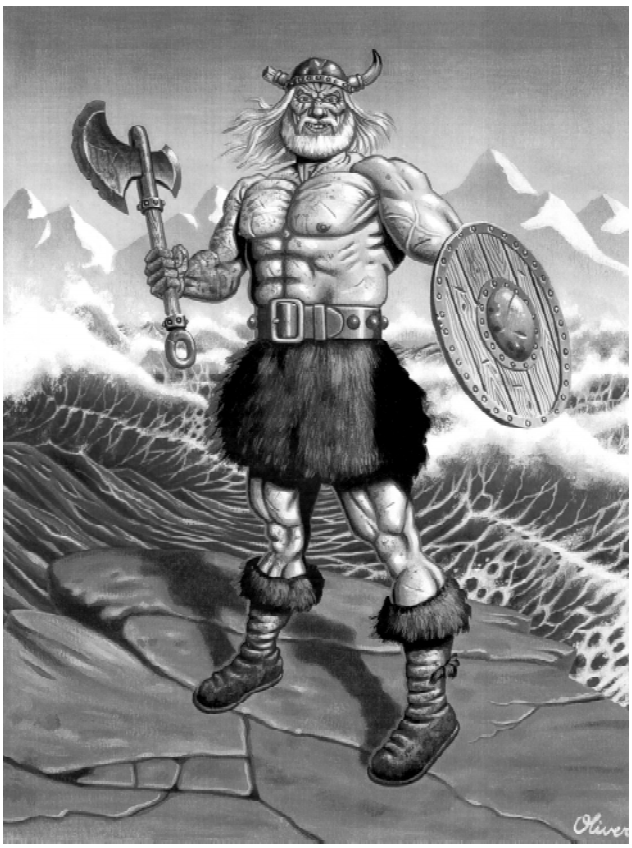
1.3.1.44 Tribesman

The tribesman is a member of any nomadic (as opposed to agrarian) society. In tribal communities, labour has not reached the degree of specialisation seen in sedentary agrarian states. Agriculture is not widely practised, but rather herding and hunting/gathering provide sustenance. Tribespeople tend to have a variety of skills, fully exploiting available commodities. The occupation described here is for the traditionally male role, whereas women would tend to specialise in craft skills like hide-working. There is no standing military in tribal society; rather, all able men can and will fight in time of war (hence tribal societies can field large, if relatively undisciplined armies).

Base skills		Additional skills	
Climb	400	Bow	400
Balance	500	2 Weapons	550
Dodge	450	Survival	700
Jump	500	Foraging	700
Hide	400	2 Animal husbandrys	700
Singing	500	EITHER:	
Initiative	500	Ride	300
Encumbrance	1300	OR:	
Stike level	1000	Weather divination	300
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	500
White magic	250	Exhaustion	225
Red magic	250	Speed	5500
clear magic	250	Damage	2200
Blue magic	250	E.P.s per year	40
Brown magic	250	Spell points	2000

1.3.1.45 Viking

Vikings are hardy warriors, living in a society that borders between the tribal and agrarian. While most vikings are warriors, explorers and able sailors, ready to travel forth to plunder civilised wealth at the behest of their chieftains, they are not professional soldiers. Hence, they must work some craft, till the land, or fish for the sea's wealth to keep themselves and their families when not on campaign.



Base skills		Additional skills	
Climb	500	3 Weapons	550
Balance	600	Shield	550
Dodge	700	Survival	800
Jump	500	2 Crafts	600
Hide	500	Seamanship	600
Singing	500		
Initiative	500		
Encumbrance	900		
Stike level	1300		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	550
White magic	250	Exhaustion	225
Red magic	250	Speed	5000
clear magic	250	Damage	2000
Blue magic	250	E.P.s per year	40
Brown magic	250	Spell points	2000

1.3.1.46 Warrior-Monk

The warrior-monk is a combatant with strong philosophical/religious leanings, who uses techniques of meditation and mental focus to achieve seemingly magical physical outcomes. Warrior-monks tend to have a strong focus on unarmed combat, alongside more traditional martial skills. This class is historically loosely based upon the Shaolin monks of China; within the Korin-Thar world system, they operate in the service of the balance (see the section on Southron Empire religions in the Korin-Thar WORLD ATLAS). Warrior-monks' mental skills are detailed in the chapter on magic, section 5.9.

Base skills		Additional skills	
Climb	450	Unarmed	350
Balance	400	2 Weapons	600
Dodge	350	Acrobatics	400
Jump	450	Ki	400
Hide	500	Physician	600
Singing	500	1 Craft/lore	600
Initiative	400		
Encumbrance	1800		
Stike level	650		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	150	Other Attributes	
Black magic	250	Resistance	500
White magic	250	Exhaustion	250
Red magic	250	Speed	3500
clear magic	250	Damage	2000
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	1000

1.3.1.47 Weapons crafter*

The weapons crafter is a specialist blacksmith who focuses entirely on the production of weapons and armour.

They can generally only be found in cities or at military holdings, sometimes finding permanent waged employment in the service of rich patrons.

Base skills		Additional skills	
Climb	650	Weaponcraft	300
Balance	750	Metalworking	500
Dodge	750	Mineralogy	750
Jump	750	Carpentry	800
Hide	500	Fletching	400
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	250
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.1.48 Wizard

The wizard is the archetypal magic using occupation, producing striking physical effects (including pyrotechnics and the like) through the use of arcane language and gestures. Wizards are generally bookish individuals, devoted to extending their magic-using repertoire. Wizard magic is described fully in the chapter on magic, section 5.1.

Base skills		Additional skills	
Climb	750	2 Languages at +15	300
Balance	800	1 Script at +25	300
Dodge	800	1 Script at +15	300
Jump	750	1 Other skill	700
Hide	500		
Singing	500		
Initiative	1200		
Encumbrance	2500		
Stike level	2200		
Speak (native)	300		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	800
White magic	250	Exhaustion	325
Red magic	250	Speed	10000
clear magic	250	Damage	3000
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	1000

1.3.1.49 Woodcrafter*

The woodcrafter is a carpenter, a craftsman skilled in producing furniture, carts and the like. Woodcrafters can be found in most cities and towns, but generally the profession cannot be supported in smaller settlements. Many woodcrafters and also usefully employed in the construction of new dwellings, or on larger building projects.

Base skills		Additional skills	
Climb	650	Carpentry	300
Balance	750	Woodcarving	500
Dodge	750	Metalworking	750
Jump	750	Hideworking	1000
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.2 High-Elven occupations

In addition to the three special occupations detailed here, High Elves having been brought up on the Crystal Isle (Korin-Thar world system) can choose from the following human occupations:

Administrator, alchemist, apothecary, assassin, bounty hunter, cartographer, clothier, entertainer, farmer, fisherman, hunter, illusionist, innkeeper, jeweller, locksmith, mercenary, mason, merchant, metalsmith, miller, miner, physician, potter, priest/acolyte, psionic, sailor/pirate, scout, summoner, thief, toymaker, weaponcrafter, wizard, woodcrafter.

1.3.2.1 Bard

Elven bards are rare individuals, not merely musicians and storytellers (although at these things they excel) but weavers of subtle magics bound up in beautiful song and verse. The bard can truly captivate an audience, working gentle suggestions into their music. Details of bardic magic are provided in the magic chapter, section 5.10.

Base skills		Additional skills	
Climb	600	2 Weapons	550
Balance	600	3 Musicians	300
Dodge	650	History	600
Jump	600	1 Script at +15	500
Hide	500	1 Language at +10	500
Singing	200		
Initiative	600		
Encumbrance	1300		
Stike level	1000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	650
White magic	250	Exhaustion	300
Red magic	250	Speed	5000
clear magic	250	Damage	2300
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	1000

Base skills		Additional skills	
Climb	500	Bow	400
Balance	500	Longbow	(spec)
Dodge	500	2 Weapons	500
Jump	500	Shield	500
Hide	500	Ride	500
Singing	500	Survival	700
Initiative	500		
Encumbrance	1000		
Stike level	1000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	500
White magic	250	Exhaustion	250
Red magic	250	Speed	5000
clear magic	250	Damage	2100
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.2.2 Lord/Noble

The High-Elven lord class is loosely historically based upon the early modern European aristocrat of the 17th and 18th centuries. The noble is educated and refined, but often an able combatant, employing his fencing skills as a means of defending his person and his honour. Adventuring nobles will tend to be younger sons, as the burdens of land management or representing the family interests at court are likely to occupy older siblings. Nobles' fathers are always also of noble origin; they receive no additional skills, nor any extra E.P.s as a result of this.

Base skills		Additional skills	
Climb	650	1-H Sword	400
Balance	500	Foil	(spec)
Dodge	400	1 Weapon	600
Jump	600	Physician	600
Hide	500	Maths	400
Singing	300	1 Animal husbandry	400
Initiative	300	2 Scripts at +20	400
Encumbrance	1500	3 Languages at +15	400
Stike level	750		
Speak (native)	400		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	650
White magic	250	Exhaustion	300
Red magic	250	Speed	4000
clear magic	250	Damage	2000
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	2000

1.3.2.3 Soldier

The High-Elven soldier belongs to a fighting class trained for operations involving longbow bombardment and/or tight formation fighting. They form the backbone of the small High-Elven army.

Anna Szypszak

1.3.3 Wood-Elven occupations

Elves of the Silver Wood (Korin-Thar world system) can choose the following human occupations in addition to the additional ones presented below: Apothecary, druid, entertainer.

1.3.3.1 Clanhead

The clanhead is the tribal ruler in Wood-Elven society, a leader in both war and peace who is freed from the day to day working requirements of the average clan member. For this reason, clanheads receive additional training in both war and lore relative to their underlings. Clan leadership is usually hereditary, so a clanhead will be the son or daughter of a clanhead, but receives no additional E.P.s or skills on this account.

Base skills		Additional skills	
Climb	500	Bow	400
Balance	500	Longbow	(spec)
Dodge	500	2 Weapons	550
Jump	500	Survival	500
Hide	350	2 Animal husbandrys	350
Singing	350	1 Script at +20	500
Initiative	650	2 Languages at +15	500
Encumbrance	1500		
Stike level	900		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	600
White magic	250	Exhaustion	250
Red magic	250	Speed	5000
clear magic	250	Damage	2300
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.3.2 Woodsman

The woodsman is the mainstay of Wood-elven society, the tribal member who operates as hunter, gatherer, craftsman and warrior. Woodsmen are famously adept in forest lore, making the best use of their environments to defend their homes against foreign threat. Their diverse skills serve them well as would-be adventurers.

Base skills		Additional skills	
Climb	400	Bow	400
Balance	500	Longbow	(spec)
Dodge	500	2 Weapons	550
Jump	500	Survival	500
Hide	300	Track	500
Singing	500	Stealth	500
Initiative	400	Foraging	500
Encumbrance	1500	3 Crafts	600
Stike level	900		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	600
White magic	250	Exhaustion	250
Red magic	250	Speed	5000
clear magic	250	Damage	2200
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.4 Dark-Elven occupations

In the Korin-Thar world system, Dark Elves are subterranean city dwellers. In addition to the two occupations detailed below, they can choose from the following human classes:

Administrator, alchemist, assassin, cartographer, clothier, entertainer, farmer, fisherman, gladiator, hunter, illusionist, innkeeper, jeweller, locksmith, mercenary, mason, merchant, metalsmith, miller, miner, physician, potter, priest/acolyte, psionic, sailor/pirate, summoner, thief, weaponcrafter, wizard, woodcrafter.

1.3.4.1 Darklord

The darklord is a member of the ruling classes in Dark-Elven society, one who has elected to train in the traditional martial and intellectual skills of leadership, rather than following some alternative religious or magical occupation. Darklords are always the offspring of the nobility, inheriting no additional skills or E.P.s from their fathers. Dark-Elven high society appears debauched and grotesque to other civilised races, but the training available to the sons and daughters of the ruling elite is excellent.

Base skills		Additional skills	
Climb	350	5 Weapons	400
Balance	500	Stealth	400
Dodge	350	Ride	450
Jump	500	Acrobatics	400
Hide	350	1 Script at +25	500
Singing	500	1 Script at +10	500
Initiative	400	2 Languages at +15	500
Encumbrance	1100		
Stike level	750		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	650
White magic	250	Exhaustion	250
Red magic	250	Speed	4000
clear magic	250	Damage	2200
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	2000

1.3.4.2 Raider

The Dark-Elven raider is a warrior class, combining an agile fighting style with stealth to make full use of gorilla-like lightning strike tactics when plundering from the surface world. Raiders are capable soldiers, but have little stomach for pitched battles, preferring to use darkness and subterfuge to scatter when things are going badly.

Base skills		Additional skills	
Climb	500	6 Weapons	400
Balance	500	Stealth	400
Dodge	400	Disguise	600
Jump	400		
Hide	400		
Singing	500		
Initiative	400		
Encumbrance	1000		
Stike level	850		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	600
White magic	250	Exhaustion	250
Red magic	250	Speed	4500
clear magic	250	Damage	2100
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.5 Orc, Ogre and Draconian occupations

In the Korin-Thar world system, Orcs, Ogres and Draconians live in vicious tribal communities. They can choose only the following occupations.

1.3.5.1 Chieftain

Base skills		Additional skills	
Climb	600	4 Weapons	600
Balance	600		
Dodge	650		
Jump	600		
Hide	500		
Singing	500		
Initiative	600		
Encumbrance	1000		
Stike level	1300		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	500
White magic	250	Exhaustion	250
Red magic	250	Speed	6500
clear magic	250	Damage	1800
Blue magic	250	E.P.s per year	40
Brown magic	250	Spell points	2000

The chieftain is the leader of a tribal community. His position is often maintained by demonstration of martial competence, and it is in the theatre of war that the chieftain's decision-making abilities come to the fore, although he also has the final say in intra-tribal disputes. The chieftain's position frees him from traditional sustenance-gathering duties and allows him to concentrate on combat skills. Characters trained as chieftains will themselves be the offspring of chieftains, but gain no additional E.P.s as a result.

1.3.5.2 Warrior-Hunter

The warrior-hunter is the standard tribal member in primitive tribal units. Lack of differentiation of labour means that warrior-hunters act both to ensure their own welfare (through hunting and gathering) and as protectors of tribal interests.

Base skills		Additional skills	
Climb	500	4 Weapons	700
Balance	600	Survival	650
Dodge	650	Foraging	650
Jump	500	1 Craft	1000
Hide	500		
Singing	500		
Initiative	600		
Encumbrance	1100		
Stike level	1400		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	500
White magic	250	Exhaustion	250
Red magic	250	Speed	7000
clear magic	250	Damage	1800
Blue magic	250	E.P.s per year	40
Brown magic	250	Spell points	2000

1.3.6 The Troll occupation

Trolls have only a single occupation available to them in the Korin-Thar world sytem.

1.3.6.1 Hunter

The Troll hunter is untutored in any technical sense, simply learning to kill by trial and error in order to sate hunger. Nonetheless, they kill very efficiently, typically relying on crude weaponry (thrown stones and natural clubs) and their natural speed to bring down all manner of prey.

Base skills		Additional skills	
Climb	600	4 Weapons	800
Balance	650	Survival	750
Dodge	750	Foraging	750
Jump	650	Track	800
Hide	500		
Singing	500		
Initiative	700		
Encumbrance	1000		
Stike level	1400		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	500
White magic	250	Exhaustion	250
Red magic	250	Speed	8000
clear magic	250	Damage	2000
Blue magic	250	E.P.s per year	30
Brown magic	250	Spell points	2000

1.3.7 Wolven occupations

Wolvens are ocean-going raiders from the far North in the Korin-Thar world system. In addition to the single additional occupation provided for them, they should be able to choose from:

Apothecary, cartographer, fisherman, hunter, innkeeper, merchant, priest, viking, shaman (northern).

1.3.7.1 Clanhead

The Wolven clanhead acts as local ruler, resolving disputes and leading his vikings forth to plunder foreign lands. His skills are primarily those of the warrior, with some expertise relating to traversing the open sea in search of suitable rewards for his men. Clanheads are always the sons of clanheads, and receive no additional E.P.s on this account.

Base skills		Additional skills	
Climb	500	5 Weapons	450
Balance	600	Shield	450
Dodge	600	Seamanship	400
Jump	500	Navigation	600
Hide	500		
Singing	500		
Initiative	450		
Encumbrance	800		
Stike level	1200		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	400
White magic	250	Exhaustion	200
Red magic	250	Speed	5500
clear magic	250	Damage	1800
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.8 Hobbit occupations

Hobbit society in the Korin-Thar world system is genteel and rural. In addition to the three occupations described below, they may choose from:

Administrator, apothecary, cartographer, clothier, entertainer, farmer, fisherman, hunter, innkeeper, jeweller, locksmith, mason, merchant, metalsmith, miller, miner, physician, potter, priest/acolyte, sailor/pirate, scout, thief, toymaker, weaponcrafter, woodcrafter.

1.3.8.1 Landowner

The Hobbit landowner is a wealthy, educated rural squire, primarily interested in the effective management of his interests. Life is relatively easy for the landowner, who is rarely called upon to make any decisions beyond resolving the odd squabble among his employees and tenants and keeping the books. Landowners are always the offspring of the landed gentry, and receive no additional E.P.s from their fathers.

Base skills		Additional skills	
Climb	750	Agriculture	500
Balance	750	Maths	750
Dodge	750	1 Animal husbandry	750
Jump	750	1 Script at +25	500
Hide	500	1 Language at +15	500
Singing	500		
Initiative	1000		
Encumbrance	2000		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	350
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	20
Brown magic	250	Spell points	2000

1.3.8.2 Militiaman

The militiaman is the upholder of law and order in Hobbit society, primarily a policeman, but in times of danger also a professional soldier. However, militiamen rarely see outright war, acting more as agents of civil order than warriors supporting state aggrandisement.

Base skills		Additional skills	
Climb	650	3 Weapons	600
Balance	650	Shield	600
Dodge	650	Foraging	600
Jump	650	Survival	600
Hide	500	Fletching	600
Singing	500		
Initiative	650		
Encumbrance	1300		
Stike level	1000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	650
White magic	250	Exhaustion	275
Red magic	250	Speed	6000
clear magic	250	Damage	2200
Blue magic	250	E.P.s per year	40
Brown magic	250	Spell points	2000

1.3.8.3 Servant

Hobbit society is eminently middle class, and considerable emphasis is placed on being seen to be well to do. For this reason, servants are far more widespread than in most other cultures in the Korin-Thar world system, where they tend to be the exclusive preserve of the ruling classes. Servants tend to be very loyal to the families that employ them.

Base skills		Additional skills	
Climb	750	Cook	300
Balance	750	Musician	500
Dodge	750	Carpentry	800
Jump	750	Metalworking	800
Hide	500		
Singing	500		
Initiative	1000		
Encumbrance	2000		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	250
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.9 Gnome occupations

Gnomes are forest dwellers in the Korin-Thar world system and typically follow only a single occupation, detailed below. However, it is recommended that they be allowed to train in some human occupations. Specifically, Gnomes are sought out by entertainers to provide novelty, by wizards as magically able pets, and also by thieving guilds and burglars to help with illegal entry.

1.3.9.1 Ranger-Hunter

The ranger-hunter is a lonely figure, expert at surviving in the deep forest without the aid of a supportive society. Gnome ranger-hunters are rarely seen, although they observe all that occurs in the territories they wander trapping small game and scouring the earth for nourishing plants and fruit.

Base skills		Additional skills	
Climb	600	2 Weapons	600
Balance	700	Survival	400
Dodge	600	Foraging	400
Jump	600	Track	400
Hide	400	Stealth	500
Singing	500		
Initiative	450		
Encumbrance	1500		
Stike level	950		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	650
White magic	250	Exhaustion	225
Red magic	250	Speed	5000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.10 Dwarven occupations

Dwarven society in the Korin-Thar world system is a complex feudal one. In addition to the occupations detailed below, they can choose from the following human options:

Administrator, alchemist, assassin, bounty hunter, cartographer, clothier, entertainer, farmer, fisherman, hunter, innkeeper, jeweller, locksmith, mercenary, mason, merchant, metalsmith, miller, miner, physician, potter, priest/acolyte, sailor/pirate, scout, thief, toymaker, weaponcrafter, woodcrafter.

1.3.10.1 Heavy footman

The heavy footman is the solid heart of the Dwarven military. Traditionally, heavy footmen form the best equipped and bravest units, standing firm against all man-

Base skills		Additional skills	
Climb	500	2 Weapons	400
Balance	500	2 Weapons	550
Dodge	700	Shield	500
Jump	500	Foraging	600
Hide	500	Survival	600
Singing	500		
Initiative	550		
Encumbrance	800		
Stike level	1250		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	450
White magic	250	Exhaustion	225
Red magic	250	Speed	5500
clear magic	250	Damage	1900
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

ner of enemies with a stubbornness only Dwarfs can muster. Heavy footmen train to use very weighty arms and equipment; their style of combat is basic and effective, but in large battles they rely on their more manoeuvrable allies to protect them from being outflanked.

1.3.10.2 Light footman

The light footman is another soldier occupation, very similar to the heavy footman in terms of training, but with more of a focus on maintaining manoeuvrability in combat. Light footmen traditionally bear a less substantial load of arms and armour, operating as a rapid response reserve in combat (at least as rapid as Dwarven military tacticians can envisage).

Base skills		Additional skills	
Climb	500	2 Weapons	400
Balance	450	2 Weapons	550
Dodge	500	Shield	500
Jump	500	Foraging	600
Hide	500	Survival	600
Singing	500		
Initiative	450		
Encumbrance	1000		
Stike level	1000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	500
White magic	250	Exhaustion	225
Red magic	250	Speed	5000
clear magic	250	Damage	2100
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.10.3 Thane/Knight

The thane/knight is a member of the feudal warrior elite in Dwarven society, a local ruler who maintains his position through the promise of military service to an overlord. Knights are extremely well trained and provisioned, and are always the offspring of the ruling classes (they receive no additional skills or E.P.s based on their father's occupation). Adventuring knights tend to be younger sons, free from the duties of land management. However, a Dwarven knight is always loyal to his blood-brothers (those of the same clan) above all else, and hence never really escapes his duties to his family.

Base skills		Additional skills	
Climb	500	6 Weapons	400
Balance	500	Shield	400
Dodge	550	Heraldry	600
Jump	500	1 Script at +25	500
Hide	500	1 Language at +15	500
Singing	400	1 Language at +5	500
Initiative	500		
Encumbrance	700		
Stike level	1050		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	Other Attributes	
Black magic	250	Resistance	400
White magic	250	Exhaustion	200
Red magic	250	Speed	5000
clear magic	250	Damage	1400
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	2000

1.3.11 Pixi occupations

In the Korin-Thar world system, Pixis are cantankerous forest dwellers. In addition to the two occupations listed below, they can choose to be illusionists, psionics or wizards.

1.3.11.1 Archer

The Pixi archer is a tiny warrior, relying on speed to keep him safe and the offerings of the forest to make his arrows deadly (or deadly funny). Beware the effects of a painful needle-like jab from one of these Davids to a foolhardy Goliath.

Base skills		Additional skills	
Climb	350	Bow	300
Balance	500	Longbow	(spec)
Dodge	500	1 Weapon	500
Jump	500	Herbalist	300
Hide	500	Stealth	400
Singing	500	Foraging	500
Initiative	550		
Encumbrance	1800		
Stike level	850		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	250
Red magic	250	Speed	6000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.11.2 Chief-trickster

The Pixi chief-trickster is the head of a forest community, a specialist in the bizarre magics with which Pixis torment the mortal folks. They are merciless in their search for humour and will incite their tribes to all manner of beastliness. For details of chief-trickster powers, see the magic chapter, section 5.12.

Base skills		Additional skills	
Climb	300	Locks & Mechanisms	300
Balance	300	Herbalist	500
Dodge	300	Stealth	500
Jump	300		
Hide	300		
Singing	500		
Initiative	700		
Encumbrance	1800		
Stike level	1000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	300
Red magic	250	Speed	7000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	60
Brown magic	250	Spell points	1000

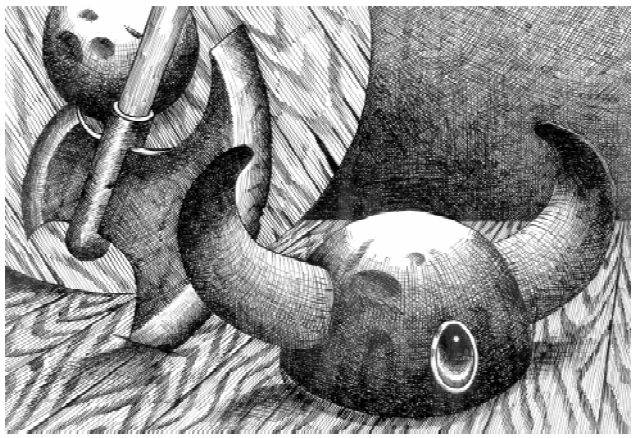
1.3.12 The giant occupation

Giants are limited to a single occupation in the Korin-Thar world system.

1.3.12.1 Fighter

The giant fighter is not the recipient of any formal martial training, but rather receives the wisdom of his immediate family in honing his combat skills. Giants are mean and solitary, but then who needs friends when you're as tall as a house?

Base skills		Additional skills	
Climb	600	4 Weapons	750
Balance	700		
Dodge	800		
Jump	700		
Hide	500		
Singing	500		
Initiative	600		
Encumbrance	1000		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	500
White magic	250	Exhaustion	250
Red magic	250	Speed	9000
clear magic	250	Damage	2000
Blue magic	250	E.P.s per year	40
Brown magic	250	Spell points	2000



1.3.13 Centaur occupations

Within the Korin-Thar world system, Centaurs are keen sighted creatures of the savannah, living in small family groups. They can choose only the following two occupations.

1.3.13.1 Hunter

Hunting is the primary pastime of the Centaur, be it for raw materials, trade or food. Hunters usually operate in groups, using their exceptional eyesight and speed to track down, encircle and kill their prey.

Base skills		Additional skills	
Climb	750	Bow	400
Balance	600	Longbow	(spec)
Dodge	600	Track	400
Jump	400	2 Weapons	650
Hide	500	Weather divination	600
Singing	500	Fletching	800
Initiative	500		
Encumbrance	1400		
Stike level	1200		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	600
White magic	250	Exhaustion	250
Red magic	250	Speed	5500
clear magic	250	Damage	2200
Blue magic	250	E.P.s per year	50
Brown magic	250	Spell points	2000

1.3.13.2 Fletcher

The Centaur dependence upon the longbow as their primary hunting tool and weapon of defence produces a strong need for the provision of an abundance of high quality arrows. Most family groups maintain a single specialist fletcher, whose skills and expertise are highly respected.

Base skills		Additional skills	
Climb	750	Bow	600
Balance	700	Longbow	(spec)
Dodge	700	Fletching	200
Jump	700	Weaponcraft	600
Hide	500	Metalworking	1000
Singing	500		
Initiative	750		
Encumbrance	1800		
Stike level	2000		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	750
White magic	250	Exhaustion	250
Red magic	250	Speed	10000
clear magic	250	Damage	2500
Blue magic	250	E.P.s per year	25
Brown magic	250	Spell points	2000

1.3.14 The Sverian occupation

The Sverian character can choose only a single occupation in the world of Korin-Thar (GMs should be very cautious about extending alternative occupational choices to them; it's supposed to be tough at first!)

1.3.14.1 Wayfarer

The Sverian wayfarer operates as a general-purpose worker within Sverian society, until such time as he or she is deemed ready to go forth and travel in the wider world (a rite of passage towards adulthood and the higher stages of being). Their adventuring skills are therefore somewhat basic, with training crammed in between the chores required to support the tribe.

Base skills		Additional skills	
Climb	500	2 Weapons	600
Balance	500	Foraging	500
Dodge	500	Survival	500
Jump	500	Track	600
Hide	500		
Singing	500		
Initiative	600		
Encumbrance	1300		
Stike level	1200		
Speak (native)	500		
Saves			
Poison/disease	250		
Insanity/fear	250	**Other Attributes**	
Black magic	250	Resistance	700
White magic	250	Exhaustion	250
Red magic	250	Speed	6000
clear magic	250	Damage	2300
Blue magic	250	E.P.s per year	40
Brown magic	250	Spell points	1000

2. Skills and Actions

The bulk of the activities characters will undertake during a role-playing session are handled using the skill system. A character declares what activity they wish to perform, makes an appropriate skill role and the GM informs them of the consequences. The system is quick and flexible, allowing numerous and varied activities to be modelled in a realistic manner.

2.1. Rules for skill use

2.1.1 The skill roll

When a character takes some course of action for which success is not certain, they must make a skill roll to determine their level of success. It is up to the GM to decide whether an action requires a roll, or is simple enough to be accomplished without one. For example, it is clearly unnecessary to make a roll when undertaking an action as trivial as following a mountain path. However, a roll would be appropriate if it became necessary to scale a section of rock wall, or leap across a fast flowing mountain stream.

Before the character makes a roll, the GM must decide upon a *success level*. This is the minimum total that must be attained in order for the action to be successfully accomplished. In the detailed skill descriptions that follow, numerous success levels are given for typical gaming situations. However, ultimately the scope for activity within a role-playing environment is boundless and it is impossible to provide example success levels for every action a character may take. GMs should take the example success levels provided as a guideline and make appropriate adjustments for the precise game scenario.

Example: *Gorn the unwieldy wishes to traverse a log laid across a river. The GM checks the detailed description for the balance skill and notes that the success level for traversing a six-inch wide beam is 40, to be made every 10 feet travelled. The log is somewhat wider than 6 inches, but is circular, and the spray from the river makes it precarious. The GM therefore decides to set a success level of 50. The log is about 15 feet long; the GM decides that only one roll is necessary to cover this distance.*

In order to make a skill roll a character simply rolls 1d100 and adds his modifier for the appropriate skill. This total is then compared to the success level required to determine an outcome. Note that a GM does not need to reveal what he has set the success level at, although he is of course free to do so if he sees fit. If the outcome of an action is not immediate, it is up to the GM to determine whether further attempts can be made. For example, a player who makes a bad hide roll might ask to try and find a better location. A reasonable response might be that while the character has done their best and would not naturally change location, if a friend were at hand to point out the inadequacy of their position a further attempt could be made.

Example: *Gorn the unwieldy edges gingerly onto the slippery log. The GM requests that he make a balance roll. Gorn has a total balance modifier of minus16 (hence his epithet). He rolls 1d100 and gets an 80, for a total of 64 (80 - 16). The GM informs him that he has successfully negotiated the tricky river crossing.*

2.1.2 Critical rolls

When a character makes a roll and the result is a 99 or 100 on the d100 (before addition of the character's skill mod; a "natural" 99 or 100), the result is called a *critical success*. In these cases, the character has achieved his goal with remarkable flair and style. Even seemingly impossible feats, with very high success levels that a character could not usually hope to achieve, can be accomplished with a critical success. The precise outcome is, as always, at the GM's discretion.

Example: *Gorn the unwieldy, having crossed the river, is alarmed to discover an enraged bull bearing down on him. In desperation, he attempts to run back over the treacherous log. The GM requests a balance roll, secretly setting the success level at 90. Gorn rolls a natural 99. This would usually be insufficient due to Gorn's negative modifier (99 – 16 = 83). However, as a critical roll it demands a special outcome. The GM declares that Gorn has skipped swiftly across the log in two nimble bounds.*

2.1.3 Fumbles

Very low skill rolls can leave even a skilled character in difficulties. When a character rolls between 1 and 9 on the d100 (a natural 1 to 9), his modifier is adjusted. Specifically, he only gets a percentage of his total skill modifier, equal to his natural roll x 10%. Hence a roll of 4 leads to a character getting only 40% of his normal skill mod; a roll of 2 means he only gets 20% of it.

Note: negative mods are not adjusted for fumbles; the full minus is still applied!

Example: *Gorn's companion, Graceful Morgan, decides to cross the river and give the bull a piece of his mind. Once again the GM requests a balance roll. Graceful Morgan has a +52 balance skill mod and is confident of success. Indeed, under normal conditions it would be impossible for Morgan not to gain a total in excess of the success level (50). However, Morgan rolls a 6. He therefore only get 6 x 10 = 60% of his total skill modifier. This yields a +52 x 60/100 = +31.2 = +31. His total roll is therefore 6 + 31 = 37. To Morgan's horror, the GM declares that he has plunged into the river.*

2.1.4 Encumbrance, double encumbrance and physical skills

Many activities for which physical skill rolls are required become more difficult when arms, armour and equipment weigh a character down. To model this effect, characters subtract their encumbrance from such rolls (see the chapter on character generation, section 1.1.7 for details on calculating encumbrance; it is not the same as the encumbrance skill!) The detailed description for each skill specifies whether encumbrance has an effect and should be subtracted. Some skills are particularly vulnerable to the effects of bulky equipment; in these cases, characters should subtract their double encumbrance from any skill roll (see section 1.1.7; this is not simply twice the value of encumbrance). Again, the detailed description for a skill will state whether double encumbrance needs to be taken into account.

Example: *Graceful Morgan desperately tries to swim to the bank of the fast flowing river. The GM requests that he make a swim roll, setting the success level at 40. Morgan is a reasonable swimmer, with a total skill mod of +14. However, he is wearing light armour and bearing weapons. The GM refers to the detailed description for the swim skill and notes that Morgan needs to subtract his double encumbrance from this roll. Morgan's double encumbrance is 24; he rolls a 55, for a total of 55 + 14 – 24 = 45. This time Morgan is lucky; the GM declares that a bedraggled Morgan hauls himself from the river some hundred feet downstream from where he fell in. Now the GM must determine which bank he has come ashore on...*

2.1.5 Novice skill rolls

Sometimes, a situation will require a skill roll for a skill that a character does not possess. This is not to say that characters should be encouraged to "have a go", using skills they do not own, but rather that desperate situations sometimes require desperate efforts. When a character makes a skill roll using a skill they have not learnt, the GM should calculate their stat mod as usual (as detailed in the chapter on character generation, section 1.1.4), but apply a special –25 modifier. A normal skill roll is then made using this total modifier.

Example: *Luckily for Morgan, he emerged from the river on the side occupied by his companion Gorn. Unfortunately, it is midwinter with dusk fast approaching and Morgan is soaked through. Gorn and Morgan decide to try and get a fire started, using local deadwood. As Morgan has a tinderbox, this action would usually be accomplished without a skill roll. However, it has recently rained heavily and all the wood at hand is quite damp. The GM declares that a survival skill roll is necessary, setting the success level at 35 for each hour of effort. Neither Gorn nor Morgan has the survival skill, but the GM decides to let them both make an attempt. Stat mods are calculated in the normal manner, yielding a +6 for Gorn and a +3 for Morgan. Both have an additional –25 novice modifier, giving them respective totals of –25 + 6 = -19 for Gorn and –25 + 3 = -22 for Morgan. Gorn rolls a 40, for a total of 40 – 19 = 21. He has failed to light a fire in his first hour of trying. Morgan, however, rolls a 60, for a total of 60 – 22 = 38. The GM declares that he has successfully got a fire going and is soon basking in its life-giving warmth.*

2.1.6 Skill rolls and statistic checks

Sometimes an action will require a roll, but there is no obviously relevant skill for the particular situation. In these situations a GM must use their discretion and select an appropriate statistic to add to the d100 roll in place of a skill modifier (This is referred to as a *stat check)*. However, whenever possible, a skill roll should be made instead. Skills reflect a character's experience and development in a way stats cannot; if the skill descriptions are carefully consulted, it will be found that most game situations are in fact covered by one skill or another.

Example: *A player asks the GM if their character knows anything about the ancient cult that occupied the ruins they are exploring. The GM could call for an intelligence check (a d100 roll plus the character's intelligence), but this would be inappropriate. The situation is really covered by either the ritual skill, which includes a historical, theological element, or by a specific law skill, such as history for this region. The GM might permit the player to make a novice law roll, but only if their character might reasonably have come across this type of knowledge in the past.*

2.1.7 Luck points

Luck points can be expended to alter a skill roll, on a one for one basis. After a character has made an unsuccessful skill roll and expressed the wish to spend some luck, the GM informs him how many luck points are required in order to turn the roll into a success. The player can then decide whether to expend the luck, assuming they have enough remaining, or to suffer the consequences of a failed roll.

Example: *Gorn and Morgan are not having a good day. Their fire attracts the attention of a company of Orcs out scouting. The desperate pair run to the fallen log and once again attempt a crossing. Morgan crosses first and this time is successful. Gorn, however, rolls a 42, which with his skill modifier of –16 gives a total of 26. The GM has previously set a success level of 65 for crossing the log (slightly higher than for Gorn's initial attempt, as it is now dark). He therefore informs Gorn that he will need to spend 65 – 26 = 39 luck points in order to be successful. Gorn resentfully agrees to expend the luck rather than risking the river. His previous total of 95 luck points is reduced by 39, leaving him 56 luck points.*

2.1.8 Saving throws

In addition to their skills, a character has a number of saving throws. A saving throw represents a kind of internal resistance, modelling a character's ability to fight off and resist threats other than actual, physical attacks. Like skills, saving throws can be increased through the expenditure of experience points. Also like skills, saving throws are used by rolling 1d100 and adding the total saving throw modifier. However, a character does not usually make a saving throw by choice; rather, they are made in response to something threatening in the character's environment. The GM will inform a character when they need to make a saving throw. The main reasons for making saving throws are to resist spells, poison or disease attacks and the psychological effects of extremely stressful and harrowing experiences.

The success level for saving throws is determined by the *strength* of the attack. The strength of the various kinds of attack for which saving throws are necessary is usually a number between 1 and 30. Details of how the strength of an attack is determined are given in the relevant sections (the magic chapter for spells and the gaming environment chapter for poisons, diseases, insanities and fear attacks).

Table 8 lists the success level for saves against attacks of various strengths; the perceptive will note that the value is in fact simply the strength of the attack multiplied by 3, then added to 25. GMs need not always refer to this table, therefore, to obtain success levels for saving throws.

Example: *Gorn and Morgan spend a harrowing night hiding up a tree to escape the attentions of their Orcish pursuers. Morgan didn't have time to get properly dry before the Orcs arrived and as a result is at risk of contracting pneumonia. The GM consults the section on diseases and determines that the strength of the attack will be decided by summing 2d10. He rolls a 6 and a 4, for a total of 10. The success level for Morgan's save is therefore 55. This result can be obtained directly from Table 8, or by applying the formula SAVE = 25 + (3 x ATTACK STRENGTH). Morgan has a save vrs poison/disease of +7. He rolls a 61, for a total of 68, successfully resisting the disease attack.*

2.2 Skill descriptions

2.2.1 Physical skills

Acrobatics: (Primary mod: agility; secondary mod: strength; negative mod: size). This skill can be used to perform all manner of gymnastic manoeuvres; the example skill levels below cover only a few obvious situations. Acrobatics should not be used as a kind of catchall skill, however: in many situations, an alternative physical skill is appropriate. Hence acrobatics should not be used as a substitute for dodge in combat, or for balance or jump for staying sure-footed or leaping obstacles (otherwise the acrobatic character will have no need to develop these other skills). Double encumbrance should be subtracted from acrobatics rolls.

Action	Success level
Back flip	45
Somersault (from standing)	60
Cartwheel	20
Flip to feet or backwards roll to go from prone to standing in a single action	35
Back flip out of combat range (following successful dodge: see combat and movement, section 3.7.17)	55
Break fall from a throw (see combat and movement, section 3.7.9)	Throw attack roll
Break fall/roll from a fall (usually following successful balance roll to land on feet: see the gaming environment, section 4.1.1)	60

Balance: (Primary mod: agility; negative mod: size). The balance skill covers situations where characters must remain sure-footed, or re-orient themselves in space. It can also be used to maintain posture against sudden perturbations, such as an earthquake or shifting floor. Encumbrance should be subtracted from balance rolls.

Action	Success level
Walking a 6" beam, per 10 ft travelled	40
Walking a tightrope, per 10 ft travelled	80
Remain standing in a medium strength earthquake	60
Maintain balance on ship deck, in a violent storm (per 10 seconds)	35
Re-orient posture during a fall to land on feet (see the gaming environment, section 4.1.1, for full details)	90-(3 x time to impact in tenths of seconds)
Traverse a 45° surface on foot (e.g. a slated rooftop), per 30 ft.	40

Climbing: (Secondary mods: strength, agility, dexterity). The climbing skill covers any situation where a character must traverse a surface, rope etc. using arms and legs or arms alone. It also covers situations where characters attempt to make grabs for ledges, outstretched hands and so on. Often, when a GM is tempted to demand a dexterity stat check, a climbing roll will be more appropriate. Encumbrance should be subtracted from climb rolls.

Action	Success level
Climb cliff/wall with rope, per 30 ft*	10
Climb a free hanging rope, per 30 ft*	20
Climb a cliff, without a rope, per 30 ft*	65
Climb a typical (mediaeval style) wall, without a rope, per 30 ft*	80
Climb a rough hewn wall (plenty of hand holds), per 30ft*	50
Move hand over hand across a rope supported at both ends (e.g. tied across a pit), per 30 ft*	25
Grab a rope, having fallen whilst climbing it**	Velocity (in meters/second) x 7
Grab a ledge, having fallen short from a jumping attempt	60
Grab an outstretched hand while falling past	Velocity (in meters/second) x 5

* When using the optional exhaustion point rules (section 3.7.8) it costs 8 x ([100 – total climb skill mod]/100) exhaustion points for each 30 ft climbed. For example, a character with a climb skill of + 22 would expend 8 x ([100 – 22]/100) = 8 x 78/100 = 6.24 = 6 exhaustion points per 30 ft climbed.

** One such grab can be made per AT for a character. Hence, a character with AT 9 can make his first grab 9/10ths of a second after falling. See combat and movement section 3.1, for more on AT, and the gaming environment section 4.1.1, for details of falling (especially establishing velocity).

Fly: (Primary mod: agility; secondary mod: intelligence; negative mod: size). The fly skill represents the ability to manoeuvre effectively in three dimensions whilst in flight. While natural fliers such as birds tend to be highly skilled in this respect, this is not necessarily the case for those who have obtained flight through magical means. Rules for flying in combat are presented in the optional/advanced section of the chapter on combat and movement, sections 3.7.12 and 3.7.13. The fly skill is affected by encumbrance.

Action	Success level
Pulling out of a difficult dive, per second	60
Making a turn to avoid a suddenly appearing obstacle	Current velocity (feet/sec)*
Landing gracefully and without damage	20
Swooping to grab an item from the ground then return skywards	45

* Note that maximum pace for flyers is typically presented in feet per count, so should be multiplied by 10 to produce pace in feet per second.

Hide: (Primary mod: agility; tertiary mod: intelligence; negative mod: size). The hide skill covers all situations in which a character attempts to avoid being detected while remaining stationary. Clearly, the specific circumstances will have a massive effect on the likelihood of hiding successfully, so the example skill levels provide here are very general. Encumbrance should be taken into account at the GM's discretion; occupying small spaces may be inhibited by bulky equipment and metallic armour can make give-away sounds, but some circumstances might allow hide rolls to be made without taking encumbrance into account, so judgement must be exercised.

Action	Success level
Avoid detection in a cluttered, dim interior room (against casual glance/mild interest/detailed search)	Searchers sight x3/x5/x8
When well hidden, avoid detection through giveaway breathing or other noise (no background noise)	Searchers hearing x3
Avoid detection in the wilderness by a group on the hunt (daytime; hunters have successfully tracked, heavy foliage)	No. of searchers x 10; modify for quality of track roll

Jump: (Secondary mods: strength, agility; negative mod: size). The jump skill should be used whenever a character attempts to jump in order to clear some obstacle. The high jump skill level given here assumes a hurdle, or other means of jumping up while still landing safely. Similarly, the long jump level assumes that characters will wish to land on their feet. GMs may wish to adjust rolls if the character is prepared to land in a more dangerous manner, at the risk of damaging themselves (damage resolved at the GM's discretion). When attempting to clear a pit or similar, jumps which fall just short may be followed by a climb roll to grab the opposite ledge. Rather than the usual success levels, formulas are provided for the jump skill which determine the distance cleared (based on the roll) as a percentage of the character's own height. Jumping is modified by encumbrance.

Action	% height cleared
High jump.	(50 + roll)/2
Diving over an obstacle (requires a successful roll with fall (acrobatics skill) to avoid injury)	(70 + roll)/2
Long jump (as above)	(Roll + 50) x 2
Standing long jump	Roll + 50

Ride: (primary mod: agility; tertiary mod: strength; negative mod: size). The ride skill covers all situations in which a character needs to control a horse under challenging circumstances. Characters do not need to have the skill to sit on a horse and get it to walk. However, should they attempt anything more complicated, even if it's only controlling their steed at a gallop, the ride skill is required. An actual roll is only required when a specific, difficult manoeuvre is attempted. Rules for mounted combat are provided in the advanced rules section of the chapter on combat and movement, section 3.7.10 Rules for resolving damage from falls are presented in section 4.1.1 of the gaming environment chapter. Ride is generally modified by encumbrance.

Action	Success level
Make a horse charge: another horse a footman a pikeman	50 30 70
Keep a horse healthy in the wilderness (well fed and watered)	30 to 70, depending on the breed and degree of domestication of the animal
Remain seated after bringing a horse to a sudden stop from a charge	55
Remain seated after suffering a blow to the body or head on the charge	Blow's base damage x 5
Jump a six foot high obstacle	60
Jump a twelve foot long ditch	60

Seamanship: (secondary mods: strength, agility, dexterity). Seamanship represents the ability to control a ship or boat under treacherous conditions. It covers situations as diverse as organising and steering a ship to survive a storm, sailing effectively with a side wind (tacking) and racing a rowing boat. Seamanship is a physical skill; it's not primarily about the knowing what to do of sailing a ship, but rather the getting out on deck and doing it. Usually, seamanship should be modified by encumbrance, although GMs may wish to exercise discretion.

Action	Success level
Maintaining a good course against unfavourable winds (per day)	40
Preventing a small boat from capsizing in a sea storm (per hour)	60
Negotiating difficult river rapids without striking rocks (per minute)	30

Skiing: (Primary mod: agility; secondary mod: strength; tertiary mod: dexterity; negative mod: size). Covers the use of simple wooden skis, strapped to the feet, to negotiate snowy flats (cross-country) and mountainous slopes (downhill). Skiing is modified by encumbrance.

Action	Success level
Using skis to half exhaustion costs when traversing snowy country (per hour)	30
Safely negotiating a downhill slope of medium difficulty (per half mile)	40
Coming to a sharp stop (from a fast pace) to avoid a fall or obstacle	50
Making and landing safely from a jump from a precipitous edge	75

Sleight of hand: (Primary mod: dexterity; secondary mod: touch). The slight of hand skill covers situations in which a practised degree of manual dexterity is called for. Classic examples would be the performance of conjurer's tricks such as find the lady, and palming objects to make them appear from nowhere or disappear without trace. However, the sleight of hand skill can be applied to all manner of dextrous manipulations.

Action	Success level
Cutting the purse of a typically aware person in a crowded town square	Target's touch x 5
Making an item appear from nowhere (e.g. behind someone's ear)	Target's sight x 3
Deceiving observers as to the location of "the lady" or pulling off a similar con trick	Highest observer's sight x 3
Manipulate a lock pick or knife while manacled or tied up (allows subsequent cutting of bonds or locks and mechanisms attempt; low rolls will mean dropping the lock pick or knife)	60
Escaping from bonds tied: Rapidly Expertly	70 120
Keeping a small object hidden (passing between hands) during a reasonably thorough search.	Searcher's sight x 8
Palming a small object to make it disappear without attracting attention	Highest observer's sight x 5

Stealth: (Primary mod: Agility; tertiary mod: will; negative mod: size). Stealth represents the art of covert movement. It covers both the silencing of movement to avoid detection by ear and the use of cover (and especially shadows) to avoid detection by sight. The specifics of the situation (lighting, noisy/clanking encumbrances, type of ground to be covered, degree of cover available, alertness of the potential discoverer etc.) will be very important, so the example skill levels provided will usually require some modification. Stealth is modified by encumbrance.

Action	Success level
Sneaking up behind an alert person on: Grass Forest floor Packed dirt/stone	 Guard's hearing x 5 Guard's hearing x 7 Guard's hearing x 9
Sneaking in line of sight of guard, 100 feet away across a shadowy courtyard	Guard's sight x 9
Keeping a target in sight during a pursuit without being spotted in: A crowded daylight street A thick forest (daylight) Quiet backstreets (night)	 Target's sight x 4 Average of target's sight and hearing x 4 Average of target's sight and hearing x 6

Swimming: (Primary mod: strength; secondary mods: constitution, agility; negative mod: size). Swimming, at its most basic, is the ability to remain afloat when out of one's depth in water. Stronger swimmers can propel themselves through the water in an efficient manner. Swimming is modified by double encumbrance and may even be affected by further penalties for particularly encumbering items at the GM's discretion. Characters who fail a swim roll are getting into trouble; a subsequent successful roll will get them out of trouble again, while a second failure means they are floundering and will need assistance to avoid beginning to drown (drowning damage is covered in the chapter on the gaming environment, section 4.1.7).

Action	Success level
Treading water in relatively calm conditions, per minute	20
Swimming 100 feet* in: Calm waters Normal sea/medium river Stormy sea/rapids Additionally supporting a comrade	20 40 80 +20
Diving to recover a medium sized object from a river bed	40

* When using the optional exhaustion point rules (section 3.7.8) it costs 3 x ([100 – total swim mod)]100) exhaustion points for each 100 ft swum. For example, a character with a swim skill of + 27 would expend 3 x ([100 – 27]/100) = 3 x 73/100 = 2.19 = 2 exhaustion points per 100 ft swum

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2.2.2 Communication skills

Ritual: (Secondary mod: intelligence; tertiary mod: appearance). Ritual is the lore skill of the religious practitioner. It encompasses some comparative theology and can be used in a limited way as a kind of catchall skill for general religious knowledge. However, it is primarily concerned with the details of ceremonial practice for a particular religion (although some knowledge of other religions' ceremonies is included). Ritual covers a deeper knowledge of religious texts or oral traditions, a considered interpretative stance and the actual carrying out of important rites. It can be used to inspire and reinforce the faith of believers and enhance the impact of religiously inspired magic through the ceremonial involvement of other initiates and the laity.

Action	Success level
Notice an error in a ceremony or account relating to one's own religion	20
Give the general gist/important doctrines of another religion (of average size)	50
Successfully lead a religious ceremony or rite for one's own religion	30
Recount verbatim a section of scripture (own religion)	50
Recognise the religion to which a particular symbol belongs (for fairly major religions)	55
Use ceremony and the voices of fellow believers to assist in spell casting.	See priest magic in the magic chapter, section 5.3

Sing: (Primary mod: appearance; secondary mod: hearing). The sing skill quantifies a character's ability to produce music using their voice. Singing is typically a tuneful rendition of lyrics, but can take more exotic forms, such as the production of tones without words, chanting and vocal percussion techniques. A good singer is tuneful, powerful and has a fine appreciation of harmony and rhythm. In game terms, singing is most important to the bard, who uses it in conjunction with the weaving of spells (see the magic chapter, section 5.10), but can be useful in performance situations, or simply to flesh out a character with a social dimension.

Action	Success level
Perform a passable rendition of a well known song (in tune)	30
Perform a solo well enough to impress and provoke an appropriate emotional reaction in a crowd of listeners	60
Sing well enough to create a lasting impression of wonder in an audience	90

Speak (language): (Primary mod: intelligence; tertiary mod: will). Speak skills represent a character's ability to communicate effectively in a given language. Normally, characters do not actually make speak skill rolls in the course of play, although there are some circumstances in which a GM might judge this appropriate (such as two speakers with very poor mods in a mutual language attempting to communicate a difficult concept). Rather, the following guidelines can be used to assist players when role-playing their characters' attempts at communication.

Skill mod –15 or less. No real knowledge of the language.

Skill mod –14 to –5. Faltering ability. Can communicate very simple ideas and concepts such as "want food", but no real understanding of grammatical rules and the way sentences are constructed. Foreign accent is striking and mispronunciation common. Examples of permissible sentences might include, "hello, where marketplace?" Will tend to understand a little more than can be communicated.

Skill mod –4 to +15. The basic elements of the language have been grasped, although the communicator is still limited to fairly basic concepts and has a somewhat constrained vocabulary. A strong accent is evident and grammar will sometimes miscarry, causing misunderstandings. Example speech might include, "I am interested in purchasing that trousers; what cost are they?"

Skill mod +16 to +30. Full understanding of sentence construction has been achieved. Able to converse fluently, unless particularly advanced or abstract ideas are to be communicated. This is the typical level of speech for a native speaker. Foreigners will retain a noticeable but subtle accent, while natives' speech will often betray a regional or class affiliation.

Skill mod +31 and above. Mastery of the language has been achieved. Conversations can be held on virtually any topic, using a diverse vocabulary. Even if not the speaker's mother tongue, there is no discernible accent and local accents and mannerisms can be adopted to fit regional dialects.

Write (Script): (Primary mod: Intelligence; tertiary mod: will). The write skill summarises a character's familiarity with a particular script; their ability to both read and write using a particular system of symbols. Generally speaking, a language can be written in a number of different scripts. In order to decipher text, the reader must be familiar with both the language and the script. English, for example, like most European languages, is typically written in the Roman script. A person who is familiar with both English and French is able to read both, as long as they are written using our traditional alphabet. However, numerous other scripts exist (such as Japanese Kanji, or Hindu Sanskrit); an English speaker would be unable to read English, if written in Sanskrit, unless they were also familiar with that symbol system. Like the speak skill, rolls are rarely made using the write skill. Rather, a character's total skill mod is used to determine their level of competency according to the following guidelines.

Skill mod –15 or less. No understanding of the script.

Skill mod –14 to –5. Very limited understanding. Key characters are recognised and simple words can be "sounded out" and thus interpreted, but complicated words and concepts will be mistranslated. Writing is extremely slow and painstaking.

Skill mod –4 to +15. Basic ability with the script. Reading is laboured, but as long as the subject matter is fairly straightforward understanding is good. Writing is somewhat haphazard, but generally interpretable.

Skill mod +16 to +30. Competency achieved. Reading is rapid and smooth, with only difficult and unusual vocabulary causing problems. Writing is confident and legible.

Skill mod +31 and above. Mastery of the script. Virtually any concept can be easily absorbed and made sense of. Writing is quick and accomplished.

2.2.3 Combat skills

Bow: (Primary mod: sight; secondary mod: dexterity; tertiary mod: intelligence). The bow skill covers the efficient use of a variety of bow weapons and includes their stringing, drawing, aiming/firing and general maintenance.

Weapons covered: short bow, composite bow, recurve bow (with specialist), long bow (with specialist), light crossbow, heavy crossbow, pistol crossbow, blowpipe (with specialist).

Specialists: long bow; recurve bow; blowpipe. All simply allow the weapon to be used; confer no additional +5 bonus.

Spending restrictions: none.

Chain weapons: (Primary mod: dexterity; secondary mods: agility, strength; tertiary mod: intelligence; negative mod: size). The chain weapon skill covers all manner of long ranged highly flexible combat implements, used in both one and two hands. These weapons can be used both as striking implements and to entangle opponents (see the optional/advanced combat rules section 3.7.11). The chain weapons skill should also be used when characters attempt to cast grappling hooks or lasso animals.

Weapons covered: whip, kusarigami (chain section), rante, star-type rante, nanchakas.

Specialists: one-handed chain (kusarigami, star-type rante); two-handed chain (rante, nanchakas); whip. All confer standard +5 mod.

Spending restrictions: Neither attack nor parry can be raised above E.P. mod +50 without unarmed attack and parry E.P. mods of at least +15. Additionally, cannot be raised above E.P. mod +60 without unarmed attack and parry E.P. mods of at least +30 and one-handed sword, one-handed hafted, two-handed staved and two-handed hafted attack and parry E.P. mods of at least +15.

Disarm: (Primary mod: dexterity; secondary mod: dexterity; tertiary mod: intelligence). The disarm skill is used during combat to remove a weapon from an opponents grip without inflicting a wound on them; it is commonly used by the skilled fencer, for example. Rules for the use of the disarm skill are presented in the optional/advanced combat rules section, section 3.7.11. Certain weapons confer a special bonus for disarming, as noted in their individual descriptions in the WEAPONS, ARMOUR & EQUIPMENT booklet.

Dodge: (Primary mod: agility; tertiary mod: strength; negative mod: size). The dodge skill represents the ability to avoid all manner of attacks by a sudden and dramatic relocation of the body to avoid contact with a potentially dangerous object. The dodge skill can be used to avoid melee and missile weapon attacks, as well as natural hazards, traps etc. Its use is fully detailed in the appropriate sections of the chapters on combat and movement and the gaming environment.

Encumbrance: (primary mod: strength; secondary mod: constitution; tertiary mod: size). The encumbrance skill quantifies a character's ability to continue to move smoothly and efficiently even when encumbered by a substantial amount of armour or equipment. Encumbrance skill rolls are not made during the course of play. Rather, it is used, along with the weight a character is carrying, to determine a character's encumbrance score (see the chapter on character generation, section 1.1.7), which in turn modifies many physical skill rolls.

Exotic knives: (primary mod: sight; secondary mod: dexterity; tertiary mod: intelligence). The exotic knives skill covers the use of knives and like weapons as *ranged* weapons. Hence, it subsumes weapons like throwing axes and shuriken (throwing stars), but not when used in melee combat (other skills cover these weapons when used in this manner).

Weapons covered: throwing knife, dagger (-5 when thrown), throwing axe, monwanga (throwing iron), shuriken, chakram, eggbombs.

Specialists: Knives (throwing knife, dagger), axes (throwing axe, throwing iron), disks (shuriken, chakram), eggbomb. All specialists confer standard +5 mod.

Spending restrictions: none.

Initiative: (Primary mod: agility; secondary mod: agility; tertiary mod: intelligence; negative mod: size). In combat, the initiative skill represents a character's ability to make the first strike, primarily modelling speed of reflexes. The use of the initiative skill in combat is described in the chapter on combat and movement, section 3.3.1. It can also be used to determine speed of outcome in any rapid response situation. Initiative is modified by encumbrance.

Net: (Primary mod: dexterity; secondary mod: strength; tertiary mod: intelligence). The use of the net is combat is a fairly specialised undertaking. As a result, the net skill covers the use of only a single weapon, used to entangle an opponent. Details of the use of nets in combat can be found in the advanced/optional combat rules, section 3.7.11.

Weapons covered: net.

Specialists: none.

Spending restrictions: none.

One-handed hafted: (Primary mod: dexterity; secondary mod: strength; tertiary mod: intelligence). The one-handed hafted skill covers the use of unbalanced one-handed weapons, those with a handle or equivalent to grasp and some weighted striking surface at their ends.

Weapons covered: spiked mace, war hammer, club, maul, mace and chain, military flail, battle axe, bipennis axe, hand axe, sickle, throwing axe (used in melee), monwanga (used in melee).

Specialists: one-handed club (spiked mace, war hammer, club, maul); one-handed flail (mace and chain, military flail); one-handed axe (battle axe, bipennis axe, hand axe, sickle); parry. All specialists confer the standard +5 mod; see the description of the parry specialist later in this section.

Spending restrictions: Neither attack nor parry can be raised above E.P. mod +30 without possession of the one-handed sword skill. Attack cannot be raised above E.P. mod +50 without parry E.P. mod of at least +30 and one-handed sword attack E.P. mod of at least +30. Additionally, cannot be raised above E.P. mod +60 without one-handed sword parry E.P. mod of at least +15 and E.P. mod of at least +15 in two-handed staved, two-handed hafted and unarmed skills' attacks and parries. Parry cannot be raised above E.P. mod +50 without attack E.P. mod of at least +30 and one-handed sword parry E.P. mod of at least +30. Additionally, cannot be raised above E.P. mod +60 without one-handed sword attack E.P. mod of at least +15 and E.P. mod of at least +15 in two-handed staved, two-handed hafted and unarmed skills' attacks and parries.

One-handed sword: (primary mod: dexterity; secondary mod: strength; tertiary mod: intelligence). The one-handed sword skill covers all bladed, balanced one handed weapons, from knives to longswords.

Weapons covered: longsword, falchion, katana (used one handed), bastard sword (used one handed), ninjato, gladius, long knife, wakizashi, knife, dagger, haladie, jitte, rapier/foil, scimitar, cutlass/sabre.

Specialists: long sword (longsword, falchion, bastard sword); dagger (knife, dagger, haladie, jitte, throwing knife [-2 in melee]); scimitar (scimitar, katana, nijato, cutlass/saber); parry. All confer the standard +5 mod (see the description of he parry specialist, later in this section). Foil (rapier/foil); short sword (gladius, long knife, wakizashi). Both confer the standard +5, and in addition allow the character to make impale attacks (see the optional/advanced combat rules, section 3.7.11).

Spending restrictions: Neither attack nor parry can be raised above E.P. mod +30 without possession of the one-handed hafted skill. Attack cannot be raised above E.P. mod +50 without parry E.P. mod of at least +30 and one-handed hafted attack E.P. mod of at least +30. Additionally, cannot be raised above E.P. mod +60 without one-handed hafted parry E.P. mod of at least +15 and E.P. mod of at least +15 in two-handed staved, two-handed hafted and unarmed skills' attacks and parries. Parry cannot be raised above E.P. mod +50 without attack E.P. mod of at least +30 and one-handed hafted parry E.P. mod of at least +30. Additionally, cannot be raised above E.P. mod +60 without one-handed hafted attack E.P. mod of at least +15 and E.P. mod of at least +15 in two-handed staved, two-handed hafted and unarmed skills' attacks and parries.

Parry: (specialist for one-handed sword, one-handed hafted; no mods). The specialist parry skill is unusual, in that it does not confer a benefit with a particular class of weapons. Rather, it gives a special +5 bonus whenever a one-handed weapon is used in the off hand to parry with. Hence anything from a knife to a battle-axe could be used and still gain the specialist +5 mod. Note that the parry specialist does not confer a bonus when using shields.

Shield: (primary mod: strength; secondary mod: dexterity; tertiary mod: intelligence). The shield skill covers the use of all classes of shields to block incoming attacks and to barge opponents.

Weapons covered: buckler, target shield, hoplon, viking round, kite, heater, scuton.

Specialists: none.

Spending restrictions: parry cannot be raised above E.P. mod +50 without one-handed hafted, one-handed sword and unarmed parry E.P. mods of at least +30.

Strike level: (primary mod: agility; tertiary mod: agility; negative mod: size). A character's strike level skill represents their ability to make subtle alterations of stance and bodily position in the course of standard combat to avoid incoming attacks. Rolls are not made using the strike level skill. Rather, is it used in conjunction with a character's encumbrance score to determine their strike level value (see the chapter on character generation, section 1.1.7), which in turn determines how difficult they are to hit over and above any attempts to parry. The use of a character's strike level in combat is described in the chapter on combat and movement, section 3.3.5.

Throwing spear: (primary mod: sight; secondary mods: dex, strength; tertiary mod: intelligence). The throwing spear skill covers the use of spears, javelins, tridents etc. as ranged weapons. In melee combat, these weapons are covered by the two-handed staved skill.

Weapons covered: javelin, one-handed spear, trident.

Specialists: none.

Spending restrictions: none.

Two-handed staved: (primary mod: strength; secondary mod: dexterity; tertiary mod: intelligence). The two-handed staved skill primarily covers the use of weapons composed of a staff-like component, with or without the addition of some blade, stabbing or contusing attachment, where the user's hands tend to take a widely separated grip. Additionally, the use of one-handed stabbing weapons like spears and lances is covered by this skill.

Weapons covered: javelin, spear, trident, two-handed spear, pike, halberd, pitch fork, sjang sutai, scythe, naginata, nagamaki, quarterstaff, iron staff, lance, great flail.

Specialists: staff (quarterstaff, iron staff); pole arm (halberd, sjang sutai, nagamaki, scythe, naginata), two-handed spear (two-handed spear, pike, pitch fork), two-handed flail (great flail), one-handed spear (javelin, spear, trident, lance). All confer the standard +5 mod.

Spending restrictions: Neither attack nor parry can be raised above E.P. mod +30 without possession of the two-handed hafted skill. Attack cannot be raised above E.P. mod +50 without parry E.P. mod of at least +30 and two-handed hafted attack E.P. mod of at least +30. Additionally, cannot be raised above E.P. mod +60 without two-handed hafted parry E.P. mod of at least +15 and E.P. mod of at least +15 in one-handed sword, one-handed hafted and unarmed skills' attacks and parries. Parry cannot be raised above E.P. mod +50 without attack E.P. mod of at least +30 and two-handed hafted parry E.P. mod of at least +30. Additionally, cannot be raised above E.P. mod +60 without two-handed hafted attack E.P. mod of at least +15 and E.P. mod of at least +15 in one-handed sword, one-handed hafted and unarmed skills' attacks and parries.

Two-handed hafted: (primary mod: strength; secondary mod: dexterity; tertiary mod: intelligence). The two-handed hafted skill covers the use of two-handed weapons where a grip is taken at one end of the weapon (with hands relatively closed together) and the opposite end of the weapon used to strike opponents.

Weapons covered: Hercules club, German war hammer, woodman's axe, great bipennis, flamberge, espadon, claymore, zweihander, no-dachi, katana (used two handed), bastard sword (used two handed).

Specialists: two-handed unbalanced (Hercules club, German war hammer, woodman's axe, great bipennis); two-handed sword (flamberge, espadon, claymore, zweihander, no-dachi, katana, bastard sword). Both confer the standard +5 mod.

Spending restrictions: Neither attack nor parry can be raised above E.P. mod +30 without possession of the two-handed staved skill. Attack cannot be raised above E.P. mod +50 without parry E.P. mod of at least +30 and two-handed staved attack E.P. mod of at least +30. Additionally, cannot be raised above E.P. mod +60 without two-handed staved parry E.P. mod of at least +15 and E.P. mod of at least +15 in one-handed sword, one-handed hafted and unarmed skills' attacks and parries. Parry cannot be raised above E.P. mod +50 without attack E.P. mod of at least +30 and two-handed staved parry E.P. mod of at least +30. Additionally, cannot be raised above E.P. mod +60 without two-handed staved attack E.P. mod of at least +15 and E.P. mod of at least +15 in one-handed sword, one-handed hafted and unarmed skills' attacks and parries.

Unarmed: (secondary mods: strength, agility, dexterity; tertiary mod: intelligence). The unarmed skill covers all manner of unarmed attacks, from punches and kicks to throws and leg sweeps, as well as blocking using the arms**.**

Weapons covered: tonfa (with specialist), knuckle dusters, tiger claws, climbing palm guards.

Specialists: tonfa. Allows tonfa to be used; confers no bonus.

Spending restrictions: none.

2.2.4 Law and craft skills

Acting: (primary mod: intelligence; secondary mod: appearance; tertiary mod: will). The acting skill encompasses the ability to stage act and hold the attention of an audience during a performance, but also more intimate tricks intended to deceive those with whom one is interacting. Disguising give-away facial and verbal mannerisms whilst lying, for example, might require an acting roll, as well as more obviously performance relevant talents like mimicking voices. The acting skill can also be used by the magic-using professions to disguise the vocal and physical gestures associated with spell casting such that they do not appear unusual.

Action	Success level
Fake own voice so it is not recognised as	
own by: an acquaintance	50
a friend	70
Lie convincingly to: a close friend	50
an acquaintance	30
a stranger	10
Mimic the mannerisms and voice of a well studied target, such that in combination with the creation of an appropriate appearance (see disguise) it is convincing to:	
A distant audience	40
Observers with only hearsay knowledge of the target	55
Observers of brief acquaintance with the target	80
Close friends/colleagues of the target	130
Add mimicry and expressiveness to a story such that it significantly enhances its dramatic impact	50
Pass off spell casting as expressive mannerisms while:	
Being closely scrutinized	80
In a casual social situation	60
Alone/unstudied in a crowd	25
Watched casually from a distance	watcher's sight x5
Perform well enough to move an audience to a significant emotional and empathic reaction while:	
Performing a finely crafted dramatic piece	50
Acting in a typical stage show	70
Ranting in an ad lib manner	90

Agriculture: (secondary mods: intelligence, constitution). The agriculture skill covers knowledge of land husbandry, as well as the practical know-how to put that knowledge into action. It is the primary skill of the peasant farmer and as such perhaps the most commonly employed skill of all in the settled, agrarian empires and kingdoms. Indeed, it is a knowledge of agriculture that separates these kingdoms from the barbarian nomads and hunter-gatherers they so despise, paving the way towards specialisation and the division of labour.

Action	Success level
Identifying a crop which is: Local	10
Foreign	25
Exotic	50
Knowledge of how to grow (when to sow and reap, how to tend, when to rotate etc.)	
a crop which is: Local	20
Foreign	40
Exotic	70
Making efficient use of an animal-drawn plough (per hour)	30

Animal husbandry: (secondary mods: intelligence, will; tertiary mod: agility). The animal husbandry skill encompasses all aspects of training and controlling a domesticated animal. A separate animal husbandry skill must be taken for each type of animal with which a character has familiarity (e.g. animal husbandry: hawking, or animal husbandry: hunting dogs). A character appropriately endowed can breed, tame, train and where appropriate command the animal group in question. Clearly, GMs must exercise discretion in applying this skill to different species of animal (some species will be more amenable to humanoid intervention).

Action	Success level
Establishing contact with a wild animal such that its instinctive response (fight or flight) is mediated/altered	70
Having a command obeyed (by a trained animal) that is: straightforward	25
complex	40-60
complex and dangerous	70-90
Successfully breeding for a desired trait	65
Training an animal to obey commands:	
From infancy	45
From young	65
Training an animal in a particularly difficult or unnatural "trick"	70

Astrology: (primary mod: intelligence; secondary mod: soulstrength; tertiary mod: will). Astrology is an elaborate system permitting the accomplished user to obtain, through knowledge of another individual's time and place of birth, a detailed chart that can be used to ascertain important life information. Note that to construct a useable chart, the astrologer must have access not only to the subject's time and place of birth, but also to an ephemeris (a work detailing planetary movements and providing technical assistance to the astrologer).

Action	Success level
Make use of an ephemeris and accurate birth information to produce a birth chart (takes at least a day; a limited degree of failure means that the chart contains some inaccuracies)	60 (also requires knowledge of the maths skill)
Interpret a birth chart to make inferences about a person's personality (one roll per trait; failure results in an inaccurate trait being inferred)	50
Successfully predict an important life event from a birth chart (e.g. meeting a very significant other, falling seriously ill, getting an important opportunity)	75

Brewing: (primary mod: smell/taste; secondary mod: intelligence). The brewing skill covers knowledge and understanding of the processes by which traditional ingredients can be fermented to produce alcoholic beverages. It incorporates awareness of the quality of the ingredients and their impact upon the final product, some refinement in judging the worth of the various drinks that can be produced (the good brewer is usually a connoisseur) and associated skills such as distilling and appropriately ageing liquor.

Action	Success level
Preparing basic alcoholic drinks successfully (e.g. brewing ale from hops, barley, yeast etc.)	35
Producing a wine of vintage quality	80 +
Producing moonshine liquor	45
Refining and ageing a high quality spirit	70

Carpentry: (primary mod: dexterity; tertiary mod: strength). The carpentry skill covers the use of wood in the production of functional items such as furniture, carts and so forth. As such it has a wide scope. Note, however, that it does not cover the aesthetic aspects of woodworking, such as carving and decoration, which are subsumed under the woodcarving skill, or the use of wood in large scale building projects and ship construction, which are covered by the timber-working and shipwright skills respectively.

Action	Success level
Produce a functional, sturdy and professional looking item of furniture (e.g. chair, bed, wardrobe)	40-60
Make a specialist item, such as a cart wheel or barrel	65
Break down an item, retaining its component timber in a reusable state	35

Cartography: (secondary mods: intelligence, dexterity, sight). The cartography skill represents the ability to make practical maps and charts. It incorporates both the artistic and technical skills necessary for chart drawing and the practical know-how required to judge distances and terrain accurately during observational travel.

Action	Success level
Make a useable coastal sea chart based on:	
First hand experience	65
Sailors' accounts	90
Produce a useful and reasonably accurate local map for travellers	45
Accurately chart difficult terrain (e.g. mountain passes)	70

Cookery: (primary mod: smell/taste; tertiary mod: will). The cookery skill covers all aspects of food preparation, right up to the highest levels of culinary excellence. In general, simple food preparation can be attempted even by those who do not possess the cookery skill (with the usual –25 mod).

Action	Success level
Skin and gut an animal without excessive wastage (see also survival)	35
Salt or smoke meat, cheese or fish to improve its durability	30
Prepare potentially dangerous foods (e.g. shellfish, kidney beans) safely	30
Use spices and herbs to significantly improve the taste of simple fare	40-60
Prepare a gourmet feast from a well stocked kitchen	75

Disguise: (primary mod: intelligence; secondary mod: will). The disguise skill covers the use of clothing, props and makeup to alter a person's physical appearance in a realistic manner. Note that it does not include disguising one's voice, or impersonating the mannerisms of others, which come under the acting skill.

Action	Success level
Look like a target of similar build to fool:	
Someone who's only heard a description of the target	40
An acquaintance of the target	70
A close friend/colleague of the target	90
(Note: add 20 to 50 to the success level for difficulties such as significantly different skin colour, physical build or sex)	
Do not look like oneself to fool:	
Someone who's only heard a description	25
Someone who's seen you	40
An acquaintance	55
A close friend/colleague	70

Drawing: (primary mod: sight; secondary mod: dexterity). The drawing skill encompasses the ability to accurately represent imagined or copied scenes with ink or paints. While particular artistic techniques (such as perspective) may reflect the character's cultural knowledge and therefore not be universal, the drawing skill will always confer the ability to create a picture which matches the artists intentions.

Action	Success level
Sketch a person with reasonable accuracy based on:	
A life model	35
Memory	55
Another person's description (to the extent that it is accurate)	80
Produce a high quality portrait, landscape or devotional piece	60-90
Draw a plan or technical sketch for a well studied building	60

Embalming: (secondary mods: dexterity, smell/taste). The embalming skill represents knowledge of the techniques that can be used to preserve the body after death, as well as the associated manual skills to employ such knowledge. It covers such processes as mummification and taxidermy, as well as short-term fixes useful to present a respectable corpse at events such as wakes.

Action	Success level
Make a corpse presentable, after: Typical natural death	25
Death by unpleasant disease	40
Serious bodily mutilation	65
Embalming and mummifying a corpse for long term preservation	45
Stuffing a relatively undamaged animal or monster for display	55

Engineering: (primary mod: intelligence; secondary mod: dexterity). The Engineering skill is employed in the design of major works of construction, ranging from the planning of a fortress or siege machine to the conception of an efficient irrigation or sanitation system. Without a good engineer, any large scale building project is destined to fail.

Action	Success level
Designing a fairly small-scale stone building (temple, inn etc.)	55
Implementing an idea for an original weapon of siege war	65
Conceiving and planning a large and complex building project (e.g. a castle or a large bridge)	75

Fishing: (secondary mods: dexterity, touch; tertiary mod: will). The fishing skill encompasses the many and various techniques employed in the landing of marine animals, from catching river fish by tickling their bellies to netting large hauls of sea dwelling fish or harpooning whales. It also covers the maintenance of the tools necessary to employ these methods.

Action	Success level
Spearing a decent haul of river fish (per hour; for a good meal)	55
Netting a decent haul of sea fish (per trip)	35
Catching a specific/exotic fish, using a line (per hour)	70-90

Fletching: (primary mod: dexterity; tertiary mod: touch). The fletching skill represents the ability to produce usable arrows and quivers from suitable materials. The fletcher is constrained by the quality of material available, but generally the higher the roll, the better quality the final item will be (arrows which confer a bonus require particular feathers and high quality woods/arrowheads). The fletching skill covers the bonding of arrow parts and the creation of sharpened wooden or stone tips, but not the forging of metal arrowheads (covered by the metal-working or weaponcraft skills).

Action	Success level
Producing useable (-5) arrows from materials available in woodland (with adequate tools, e.g. a knife)	45
Producing standard arrows or quarrels from materials available in a town or city	30
Producing superior quality (+5) arrows from suitable materials	90

Foraging: (primary mod: sight; secondary mod: intelligence; tertiary mod: smell/taste). The foraging skill is used to obtain useful food and/or naturally occurring herbs and spices from uncultivated land. Clearly, particularly potent herbs can only be found if they can also be identified using the herbalist skill. For foodstuffs, foraging allows sustenance to be obtained in arid or unwelcoming environs (e.g. knowing where to look for nourishing roots and water sources) and allows the forager to differentiate the edible from the poisonous in more plentiful landscapes.

Action	Success level
Obtaining a meal's worth of food from a typical forest setting (per hour)	30
Finding vital nourishment under difficult conditions (e.g. desert, high mountains, snowfields etc.)	60-80
Avoiding dangerous plants when foraging in an unusual or dangerous environment (e.g. rain forest)	45
Locating a dose of a rare herb from an appropriate habitat (per day)	65

Forgery: (primary mod: sight; secondary mod: intelligence; tertiary mod: dexterity). The forgery skill is used when attempting to precisely mimic the fine detail of a work of art or business correspondence. Typical examples include forging the wax seal for a letter, copying a valuable painting or forging the signature/merchant's mark on a promissory note. Of course, for artistic forgeries (such as jewelry or paintings) the appropriate skills and materials to create an item in the first place are required.

Action	Success level
Forging a typical wax letter seal, from: An example A sketch A description	 40 55 85
Making an item of jewelry from cheap materials to appear more valuable.	The forgery roll should be noted down at creation. Inspectors must beat it using an appropriate skill (e.g. jewelcraft) to detect the fake. They get +30 for a close inspection
Write in the handwriting of another, if provided with an example	75
Forge a work of art (using very similar materials)	80-120, plus appropriate other skill rolls.

Glass-working: (primary mod: dexterity; tertiary mod: intelligence). The glass-working skill represents both knowledge of the techniques used to produce glass of various hues (an expensive commodity in mediaeval societies) and the ability to work the medium for the creation of glass ornaments, stain glass windows and so forth. The skilled glazier requires a specialised workshop and tools to produce a quality product.

Action	Success level
Producing a sheet of useable glass for a window or equivalent	30
Producing a stain glass window of respectable quality	55
Sculpting an ornamental figurine or equivalent	40-75

Heraldry: (secondary mods: intelligence, will; tertiary mod: sight). The heraldry skill is primarily the art of recognising the allegiance of a soldier from their livery

(the colours they wear to identify themselves in battle). However, in many societies a complex system of rules has evolved around the use of identifying symbols, often displayed on flags and shields. The heraldry skill can both be used to identify the marks of a particular individual, family, province, kingdom and so on and, in many cases, to determine aspects of parentage and allegiance from an unidentified heraldic symbol.

Action	Success level
Recognise the power represented by a heraldic symbol:	
For a major kingdom	30
For a minor dignitary or province within the skill owner's culture	45
For an obscure or foreign office holder	65
From an obscure heraldic symbol, determine:	
The region from which the user originates	40
The user's allegiance	55
The user's rank within their kingdom/empire's power structure	50
Trace an individual's ancestry through their heraldic symbol	75

Herbalist: (primary mod: intelligence; secondary mod: smell/taste; tertiary mod: sight). The herbalist skill represents a thorough knowledge of the properties and methods of preparing all manner of naturally occurring herbal flora. It is the essential skill of the apothecary, but is useful to a variety of occupations. Herbs can be used to assist with the cure of illnesses and wounds, preserve or enhance the taste of food, produce dyes and, of course, produce potent poisons, among other things. The example skill levels given here cover quite unusual situations. For the more common use of herbalist (to identify and employ particular herbs) GMs should refer to the WEAPONS, ARMOUR & EQUIPMENT booklet. For each herb presented therein, a success level is listed to identify the herb and another to apply it appropriately. A failure to apply a herb properly generally means that that dose has been wasted.

Action	Success level
Determine whether a particular habitat is likely to support a particular type of herb	35
Detect the presence of a particular herb in food from single mouthful	20–120, depending on the herb's pungency
Grow a rare herb in conditions other than its natural habitat	85

Hide-working: (primary mod: dexterity; tertiary mod: intelligence). The hide-working skill covers the design and manufacture of all manner of leather and fur goods, from ornamental masks to boots and trousers. It encompasses the skinning of animals to retrieve the hide in good condition, proper preparation of the hide for various purposes and appropriate treatment (such as oiling) to preserve it and make it workable.

Action	Success level
Skin a large animal, preserving its pelt in workable condition	25
Fashion a pair of shoes from a decent quantity of leather	55
Produce a leather garment of superior quality	80

History: (Primary mod: intelligence; secondary mod: will). The history skill is an academic lore skill, representing both a good knowledge of general history and an appreciation of the critical skills the historian employs when attempting to discern historical truth from myriad and contradictory written sources. In general, unless a PC expresses a particular leaning, assume that their historical knowledge will focus on their society of origin.

Action	Success level
Knowing an important date, or the history surrounding a famous event	35
Knowing what sources would be worth consulting for details on a particular historical episode	50
Recognising a historical inaccuracy in a tale told or recorded by another source	45

Jewelcraft: (primary mod: sight; secondary mod: touch; tertiary mod: intelligence). The jewelcraft skill covers all aspects of dealing with precious and semi-precious stones, from knowing where to mine, to cutting the stones, to polishing, preparing and ultimately valuing them.

Action	Success level
Valuing a relatively well known type of stone, based on size	20
Valuing a more obscure or rare stone, based on size and/or quality	40
Identifying a potential site for a future mine	65
Cutting a valuable stone to a fine finish	60–120

Ki: (primary mod: will; secondary mod: soulstrength). The ki skill (pronounced kee or chee) represents the ability to transcend the standard limits of physical competency through the power of the will. It is the specialist skill of the warrior monk and cannot be learned by other professions. Through use of the ki skill, the warrior monk focuses his mind to enhance his body in seemingly magical ways. The use of the ki skill to perform specific actions is covered in detail in the chapter on magic, section 5.9.

Action	Success level
Using a ki power	25 + (5 x number of spell points used

Locks and mechanisms (L&M): (primary mod: dexterity; secondary mod: touch; tertiary mod: intelligence). The locks and mechanisms skill covers the design and manufacture of locks, but in game terms it is primarily used to understand their mechanisms for the purposes of picking them. The skill can also be used to spot and disarm the treacherous traps that may be ingeniously built

into more advanced locks. In general, it takes around a minute to pick a difficult lock, although this is at the GM's discretion. Characters should generally be allowed more than one attempt, but with a modified success level (e.g. +10 on the second attempt, +20 or 30 on the second and so on).

Action	Success level
Pick a typical lock, with appropriate tools (picks)	60
Pick a complex lock, or a combination type	75-120
Pick a simple lock using a pin or equivalent held in the mouth	70
Spot a trap on a lock (if a search is specified)	40-80
Disarm a trap on a lock (once spotted, failure will set it off)	40-70
Pick a lock with a trap without setting off the trap (e.g. if the trap has not been seen)	Normal success level + 60

Masonry: (primary mod: strength; secondary mod: dexterity; tertiary mod: intelligence). The masonry skill represents knowledge and technical skills necessary for the use of stone in large scale building projects. It is not primarily an artistic skill, but rather embodies the know-how essential in projects like cutting stone, building supporting pillars and arches, sealing stone walls and so forth.

Action	Success level
Safely extract a useable block of stone from a quarry	35
Cut and polish a block of stone for a large building	40
Construct a stone arch to bear weight safely	60

Maths: (primary mod: intelligence; tertiary mod: will). The maths skill describes the degree of numeracy possessed by a character. Beyond very simple addition and subtraction, all mathematical manipulations require a maths skill roll. At higher levels, the maths skill covers more advanced theoretical concepts, such as trigonometry and, where culturally appropriate, calculus and so forth.

Action	Success level
Successful long multiplication/division	15
Use trigonometry in advanced design projects	45
Construct scientific models of observed phenomena using complex equations	90

Metal-working: (primary mod: dexterity; tertiary mod: intelligence). The metal-working skill represents the ability to smelt good quality metals from ore, removing impurities as far as possible, to mix alloys and to produce a variety of practical items, through the use of moulding and shaping techniques. It is the stock skill of the blacksmith, but can encompass some degree of artistic skill in the creation of ornamental metal items. Note that the metal-working skill does not cover the production of good quality weapons and armour, which are subsumed under the weaponcraft skill.

Action	Success level
Obtain useable metal from appropriate ore	30
Mix alloys for specific purposes	65
Work straightforward functional metal items using a forge	25
Craft fine or artistic metal items, using moulding techniques	40-80

Milling: (primary mod: strength; secondary mod: smell/taste; tertiary mod: intelligence). The milling skill covers the production of flour from basic staple crops such as maize, wheat, rice, rye, barley and so forth. In particular, it encompasses competency when using the technology that assists in the process of large scale flour production, such as grinding wheels.

Action	Success level
Service and use a water/wind powered grinding machine	35
Separate the useful parts of a staple crop from the husk etc.	25
Clean/refine flour to a high quality	40

Mineralogy: (primary mod: sight; secondary mod: intelligence). The mineralogy skill represents a detailed knowledge of different base elements and their uses. It has a wide scope, from the identification of unusual elements, to knowledge of how to obtain pure metals from their ores, to the prediction of appropriate regions for large-scale mining projects.

Action	Success level
Identifying a relatively rare mineral, and its potential value/use	50-80
Spotting a seam bearing a particular valuable mineral	55
Assessing the worth of a piece of land for mining purposes	65
Obtaining pure metal from an ore	35

Musician: (primary mod: dexterity; secondary mod: hearing). A separate musician skill should be learned for each musical instrument a character attempts to learn. It represents the degree of technical mastery achieved by a musician and, in particular, the degree of expressiveness with which the instrument can be played. Often, a particular musician skill will imply not merely individual ability, but a knowledge of how to interact successfully with other musicians in a harmonic and well timed performance.

Action	Success level
Improvise a spontaneous performance with other musicians	45
Perform a challenging solo section to move an audience	60-90
Show technical expertise at a level that impresses onlookers	50-70

Navigation: (secondary mods: sight, intelligence; tertiary mod: will). The navigation skill refers primarily to the use of the sun and the stars (with appropriate technological assistance where necessary) to determine one's

position accurately, but also to the ability to apply this knowledge to maps and charts to help determine an appropriate course of action or direction of travel. The navigation skill is more usually the speciality of the seafaring man, but can also be usefully applied on dry land.

Action	Success level
Use a map under difficult conditions (e.g. desert, mountains)	40
Accurately determine position at sea using appropriate technological aids	55
Plot a safe course through treacherous but charted waters	50-80

Perfumery: (primary mod: smell/taste; tertiary mod: intelligence). The perfumery skill represents the ability to mix various naturally occurring oils, herbs and so forth to produce particular smells. It also encompasses knowledge of how traditional scent ingredients are obtained from the flora and fauna that originally hosted them (e.g. getting rose oil from roses, or musk from musk deer). Often, some chemical know-how is implied (e.g. the use of sulfur, ammonia etc. in producing pungent smells, as well as preservative and colouring chemicals for particular purposes).

Action	Success level
Produce a scent to mimic a particular smell	40-80
Obtaining ingredients from herbs/plants, once located or identified	25-45
Maintain a delicate fragrance in a preserving solution	60

Physician: (primary mod: intelligence; tertiary mod: dexterity). The physician skill is used to provide basic first aid for physical injuries, as well as appropriate simple treatments for various general health problems. It will often comprise some knowledge of anatomy and reliable practical remedies for various ailments, but more advanced diagnoses and treatments can be based on questionable or superstitious premises. In game terms, it is mainly used to assist with the cure of physical injuries (dealt with in the chapter on combat and movement) and to help minimise the impact of poisons and diseases (dealt with in the chapter on the gaming environment).

Action	Success level
Assist in the treatment of a disease (see section 4.1.4)	Adds physician's skill mod to saves
Bandage/stitch/cauterize a wound (see section 3.3.7.8)	2 x wound's injury points
Treat a minor but irritating ailment with natural remedies	40
Successfully diagnose a disease, including recognising potential infection risks	35-75

Shipwright: (primary mod: dexterity; secondary mods: strength, intelligence). The shipwright skill represents the specialist knowledge necessary to construct an ocean-going vessel. It includes a large element of working with and weathering timber, but also covers nautical design, the construction of sails and so forth. As such it is a much more technical and specialist skill than either carpentry or timber-working. By virtue of familiarity with the optimum technologies for withstanding the power of the deep sea, shipwright confers some degree of ability at actually sailing ocean-gong vessels.

Action	Success level
Maintain a course in an ocean going vessel (under good conditions, per hour)	30
Obtain suitable timber for a ship, based on plans/discussions	40-60
Treat/set timber to withstand an ocean voyage	35

Survival: (primary mod: dexterity; secondary mod: intelligence; tertiary mod: constitution). The survival skill is a sort of catchall wilderness endurance index. It is a measure of a character's ability to survive away from the helping hands of society and as such covers a wide range of situations, such lighting a fire without a flint and tinder, finding water and nutrients from local flora or building an effective shelter against adverse weather. In a sense, the survivalist is something of a jack of all trades; the survival skill covers a variety of situations

Action	Success level
Light a fire using flint and tinder (per hour) with:	
Dry materials	No roll required
Damp wood	35
Following heavy rain	55
Maximising meagre resources over the long term (e.g. minimising activity, using every part of a plant/animal for nutrition)	30-60
Build a shelter against heavy wind/rain in:	
Forrest	30
Light brush	60
Trapping small animals sufficient for a hearty meal, in an abundant environment	45
Obtaining useable nutrients/water by scavenging/gathering	As foraging skill, but +20

Textiles: (primary mod: dexterity; secondary mod: sight; tertiary mod: intelligence). The textiles skill represents the ability to work common textiles, such as linen, cotton, wool and silk, into wearable garments of clothing or decorative items. It is primarily practical as opposed to artistic, covering the proper preparation of materials from the early stages of production, through weaving techniques, to the cutting and stitching of garments. It also encompasses basic dying techniques and the proper care of finished items.

Action	Success level
Stitching torn or damaged clothing to extend its lifetime	20
Using a loom effectively to produce good quality material	35
Make a well fitting simple garment (shirt etc.)	40

Timber-working: (secondary mods: strength, intelligence, dexterity). The timber-working skill covers the use of wood in large scale building projects (wood being the structural basis of the majority of mediaeval buildings). It also covers the original production of suitable pieces of timber from trees, including their felling and the subsequent process of obtaining good quality timber suitable for specific building purposes, as well as knowledge of various preservative techniques used to improve the longevity of buildings.

Action	Success level
Felling a large tree in a safe manner (controlling falling direction)	30
Cutting a tree to maximise the quantity of useable timber obtained	55
Determine the best type of wood for a particular building project	20-40

Track: (primary mod: sight; tertiary mod: smell/taste). The track skill quantifies a character's ability to obtain useful information from the tracks and other clues left by animals and humanoids as they travel. It includes the abilities to pick up, identify and follow tracks, as well as the use of dung and other give-away signs to determine the nature of the local fauna. The expert tracker can glean a great deal of information from a very minimal source, such as the weight of a man from the size/depth of his print.

Action	Success level
Spot tracks on soft ground (when looking): Light Heavy	 50 25
Follow tracks over soft ground (per hour): Light Heavy Deliberately disguised	 35 20 90
Disguise a group's tracks *	50, +5 per group member
Distinguish the type of animal from its tracks	40-60
Ascertain the rough size of a group from tracks	60
Ascertain the size/weight of a humanoid from their tracks	55-90
Ascertain age of tracks (to nearest day)	50

* Slows walking pace to half normal

Weaponcraft: (primary mod: dexterity; secondary mod: strength; tertiary mod: intelligence). The weaponcraft skill covers the advanced techniques necessary to forge weapons of fighting quality from suitable materials, as well as the production of intricate pieces of armour. In particular, it confers a knowledge of how to maximise the strength and durability of the component materials, particularly at bonding points. At high levels, the skill includes knowledge of how to produce items weighted to be maximally efficient. It can also confer awareness of advanced techniques, such as the folding of metals to purify them and the use of clay of graded thickness to affect metal cooling, in order to specify a particular level of hardness or endurance.

Action	Success level
Craft a useable iron weapon of a fairly standard type	40
Repair a garment of armour that has been damaged	30-60
Produce a weighted blade of superior quality/strength/durability	80-130
Work particularly challenging materials (e.g. magical metals)	75-100

Weather divining: (primary mod: sight; secondary mods: smell/taste, touch). The weather divining skill quantifies the ability to make accurate predictions about future weather conditions, based on current conditions or alternative sources such as the behaviour of animals. It covers both intuitive situations such as smelling a storm and the deliberate act of attempting to predict future meteorological events.

Action	Success level
Use the behaviour of domesticated animals to roughly predict weather over coming days	40-70
Smell/sense the approach of potentially dangerous weather	35-80
Use seasonal knowledge to make predictions regarding temperature etc.	10-30

Woodcarving: (primary mod: dexterity; tertiary mod: sight). The woodcarving skill covers the intricate and artistic working of wood to produce objects of art and decoration or to embellish larger functional wooden items. It encompasses both the artistic skills to envision and create workable ideas and the necessary dexterity and craftsmanship to implement those ideas.

Action	Success level
Carve an intricate ornamental piece for decorative purposes	30-60
Add attractive design features to an otherwise functional item	15-60

3. Combat and Movement

Unlike most role-playing systems, action in Hexicon does not proceed on a round-by-round basis. Instead, action unravels naturally on a real-time basis. The time taken to complete a given action is calculated and the GM changes focus accordingly, moving between characters and NPCs at appropriate junctures. This process can initially seem challenging, but the end result is a smoother and more realistic feeling action environment.

3.1 Game flow basics

When an action sequence begins, the GM begins keeping track of time, starting at zero. Game flow then progresses on an overall scale in tenths of seconds (hereafter referred to as *counts*). Hence, when a character takes some course of action, the GM will inform him how long that action will take and return to him when the appropriate count is reached.

Example: *A character elects to charge across an open courtyard in order to engage an enemy. The GM informs him that he'll arrive at the enemy "on forty" (four seconds into the current action sequence) and returns to him when that time is reached. In the meantime other characters and NPCs may take alternative actions, such as firing missile weapons.*

The speed at which actions are completed will depend on the action in question and certain qualities of the character/NPC. The time taken to complete most actions will reflect a character's attack time, pace and, for spell casting, level of competency with that particular spell. The basic unit of action for a character is their attack time (AT). This value represents the time it takes a character to make one attack (e.g. take a swing) in counts (tenths of seconds). Actions such as drawing weapons and aiming and firing bows reflect a characters AT; for example, it takes 3 ATs (3 x a character's AT) to draw an arrow, fit it and fire a snap shot (a shot with minimal aiming). When characters are engaged in hand-to-hand combat, each swing they take takes one AT. The GM keeps track of the ongoing time for each individual combat, swapping between them at convenient pausing points.

Example: *A character is attacking an NPC. After taking two swings, the NPC gains the attack (parries sufficiently well to begin attacking back; see the section on hand-to-hand combat later). The GM could swap to an alternative individual combat at this point, noting the time reached and whose attack was to follow in the first combat, or allow the NPC to make his attacks before changing focus.*

This process will become clearer in the sections that follow. Sections 3.3 to 3.5 detail the basic rules and are followed by a lengthy and detailed example, covering a typical action sequence for a party of five adventurers. The chapter concludes with a number of optional advanced rules. It is recommended that players and GMs become familiar with the basic combat and movement system before attempting to incorporate the advanced rules into their game.

3.2 Movement

For the purposes of calculating movement, each character or NPC has pace values, typically one for sprinting, one for jogging and one for walking. These values represent the number of feet that can be travelled in one count. Hence, to calculate how long it will take to travel a certain distance (in counts) simply divide the distance to be travelled in feet by the character's pace value.

Example: *A character wishes to jog to an open doorway, 400 feet away along a city street. The character's jogging pace is 1.1. It therefore takes a total time of 400/1.1 = 363.6 = 364 counts (to the nearest count) to reach the doorway. This total time is equivalent to just over 36 seconds.*

Characters will tend to sprint in the course of an action sequence. Optionally, GMs may wish to model the effects of accelerating from standing. To do so, the first second (10 counts) of running is considered to be at a character's jogging pace, to reflect the speed up process. Similarly, if they must decelerate at the end of the run (to engage an enemy, for example) the final second should be considered a jog. Other factors affecting movement can be found in Table 9, which lists a number of movement modifiers for difficult terrain and some conversion values for those happier working in meters. To apply a movement modifier, simply multiply the time a movement would usually take over good ground by the movement modifier.

Example: *Roswella, a character with a sprinting pace of 2.1 (and a jogging pace of 1.1) wishes to engage an enemy 135 ft distant. The GM would perform the following calculations: First, he would ascertain the distance covered in the two seconds of jogging (one to accelerate, one to decelerate). This total is 20 (time in counts) x 1.1 (jogging pace) = 22 feet. This total is subtracted from the distance to be covered, leaving 135 – 22 = 113 feet. This distance is then divided by Roswella's sprinting pace, to yield a sprinting time of 113/2.1 = 53.8 = 54 counts. The total time taken is therefore 54 (sprinting time) + 20 (accelerating and decelerating time) = 74 counts. If the intervening ground were covered in thick grass, the additional modifier of x2 (from Table 9) would be applied to yield a total time of 148 counts.*

3.3 Hand-to-hand combat

The hand-to-hand combat system in Hexicon is designed for maximum realism without sacrificing playability. It is detailed enough to provide a real feel for the nature of an individual combat and the particular fighting style of a combatant. This realism is also reflected in the rapidity of the armed encounter. Players used to other role-playing systems may initially be surprised at how swift and deadly an encounter can be; in particular, it is quite possible for an advanced character to fall under a single blow. GMs are therefore advised to be cautious, in order to avoid decimating overconfident parties. Combat will initially be described for the simple case of two combatants engaging one another. It will subsequently be expanded to deal with more typical situations, in which a number of characters are engaged with opponents and/or in which one character or NPC is engaging two or more opponents simultaneously.

3.3.1 Initiative

Upon first engaging one another, combatants must make initiative rolls to determine who will strike first. The initiative roll is a typical skill roll; the character's initiative skill mod is added to 1d100, and any additional modifiers are applied. The primary modifier comes from the type of weapon that is being used; each weapon has an initiative mod, as detailed in the WEAPONS, ARMOUR & EQUIPMENT booklet. Some weapons, such as 2-h spears, list two initiative mods. In these cases, the former mod applies to situations in which combatants are engaging from a long distance (such as charging across an open courtyard), the latter to situations in which combat is initiated at close quarters. Characters must further subtract their encumbrance (the total encumbrance, based on weight carried, not the encumbrance skill itself) and their injury points (see the later section on damage). Each combatant's total is then compared, with the higher roller winning initiative and striking first.

Example: *Sir Garrick, an armoured combatant bearing a claymore (2-h sword) is being engaged by Roswella, an unarmoured character fighting with a falchion and target shield. Sir Garrick has an initiative skill total of +22. His claymore's initiative mod is –5 and he is encumbered by 15 points. Additionally, Sir Garrick has already emerged victorious from a previous combat in which he received an injury to the thigh, for a total of 7 injury points. Sir Garrick rolls a 46, yielding a total initiative roll of 46 + 22 (skill mod) – 5 (weapon mod) –15 (encumbrance mod) –7 (injury mod) = 41.*

Note: the weapon section on the character sheet includes a box for total initiative plus, in which the character's skill mod, weapon mod and encumbrance mod can be totalled to speed this calculation! In the case of Sir Garrick, his total initiative plus of +2 would be added to his roll and his injury points subtracted.

Roswella has an initiative skill total of +35. The falchion's initiative mod is -5 and she is unencumbered and uninjured. Roswella rolls a 67, yielding a total initiative roll of 67 + 35(skill mod) –5(weapon mod) = 97. This is greater than Sir Garrick's total, so Roswella gets to strike first.

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3.3.2 The attack drive

When a character or NPC is attacking, it is said to be their *attack drive*. A character continues to make attacks in an attack drive until either the opponent parries sufficiently well to *gain the attack*, or the character has used up their maximum number of attacks. At this point, the opponent commences his or her own attack drive. A character's maximum number of attacks is listed in the weapon section of the character sheet. It is equal to their total strike plus divided by 15 and rounded *down*. Weapon mods are not included when making this calculation. If a character is bearing a weapon in either hand and wishes to use them both in a single attack drive, it is the lower maximum number of attacks that is used.

Example: *Roswella attacks using her falchion. She has a total strike plus of +46 (1-h sword skill: attack) –2 (falchion weapon strike mod) = +44. However, for calculating her maximum attacks per drive, she uses the unmodified +46. This yields 46/3 = 3.07 = 3 attacks maximum (rounded down).*

3.3.3 Attacking, parrying, and dodging

To make an attack, a combatant rolls 1d100 and adds their total strike mod. The total strike mod consists of their attack skill mod with the relevant weapon and the weapon mod. Attack and parry rolls are modified by injury points

(see later), but *not* by encumbrance. In addition, a modifier is applied based on the kind of weapon used to attack and the kind of defence used (the parrying weapon or dodge). This is the *relative weapon mod*. To find it, simply refer to Table 10. Each weapon has a type; the attacking weapon's type is listed down the left hand side of Table 10, while the defending weapon's type, in addition to categories for dodging or making an unarmed defence, is listed along the top. The number listed where the two intersect is the modifier; this modifier is always a negative mod, to be subtracted from either the strike or the parry/dodge. The prefix **A** indicates it should be subtracted from the attack roll, while the prefix **D** indicates it should be subtracted from the defender's parry/dodge roll. Unlike most skill rolls, there is an absolute maximum on the attack roll; its total can never exceed 120. Totals above 120 are simply treated as 120.

Once the attack roll has been made, the defender attempts to parry or dodge. This roll is similar to the attack roll. 1d100 is rolled, with the relevant defence skill mod (parry or dodge) and, for parries, weapon mod, added. Again, it cannot exceed a total of 120. If the parry or dodge roll is greater than *or equal to* the attack roll, the defender has parried or dodged the blow.

Note: this means that if both rolls are very high and therefore get capped to 120, the defender will successfully parry or dodge. Hence, when highly skilled opponents fight, a succession of parries becomes more likely. In exceptional cases, characters or NPCs may have strike or parry mods in excess of +120 and would therefore be expected to parry every blow. However, as with all skill rolls, attack and parry mods get modified for rolls of 1 to 9 on a d100 (see the chapter on skills and actions, section 2.1.3).

Example: *Roswella is attacking with a falchion; its type is longsword. Sir Garrick will parry with his claymore; its type is 2-h sword. Referring to Table 10, it is found that cross-indexing a longsword against a 2-h sword gives the modifier* ***D -5****. Thus, Sir Garrick will have an extra mod of –5 for his parry. Roswella's total attack skill mod is +44 (+46 attack skill, -2 weapon mod). She rolls a 90; her total attack is therefore 134. However, the maximum for attacks is 120, so this becomes her total.*

Sir Garrick now rolls his parry. He has a total parry mod of +65 (parry skill for 2-h sword) +0 (weapon attack mod) –5 (relative weapon mod) –7 (injury points) = +48. He rolls a 72, for a total of 125, again capped to 120. Sir Garrick therefore successfully parries Roswella's first blow.

3.3.4 Gaining the attack

For many parries, the defender will stop the blow, but the attacker may have further attacks to follow. However, if a parry is particularly well executed the defender will be able to redirect an attacker's blow so successfully that they *gain the attack*, commencing their own attack drive early. To do so, it is necessary for a parry roll to beat an attack roll by 15 points or more. Note that the limit of 120 for attacks and parries means that it is impossible to gain the attack against an attack roll of over 105.

Example: *Roswella follows up her first attack with a second. She rolls a 23, for a total attack of 67 (23 + 44). Sir Garrick again attempts to parry. This time, he rolls a 47, yielding a total parry of 95 (47 + 48). Since 95 beats 67 by more than 15 points (95 – 67 = 28), Sir Garrick has gained the attack. Had he failed to do so, Roswella, with up to three attacks, could have swung again.*

For humanoid combatants (including all PCs), it is impossible to gain the attack using a dodge. A dodge represents a fairly major movement away from the attacking blow, leaving plenty of time for the attacker to recover and attack again. Dodging will therefore only allow the defender to commence with their own attack drive once the attacker has completed their maximum number of attacks. For monsters and animals that use dodging as their primary defence (e.g. wolves), it is possible to gain the attack using dodges at the GM's discretion.

3.3.5 The strike level

In addition to their parry or dodge, defenders have a basic ability to avoid blows. Their strike level represents this ability. A defender uses *the greater* of their strike level or their parry/dodge roll against an attack. A character's strike level models subtle and controlled avoidance movements in the course of combat. For this reason, it is possible to gain the attack with strike level, if the attacking blow falls more than 15 points below it. Note that a character's strike level is affected by their injury point total.

Example: *Sir Garrick, having gained the attack, elects to attack Roswella back. Roswella decides to parry with her target shield. Cross-indexing 2-h sword with target shield on Table 10 yields the result* ***A -15****. Sir Garrick's total strike mod is therefore +65 (attack skill) +0 (weapon mod) –15 (relative weapon mod) –7 (injury points) = +43. He rolls a 41, for a total of 84.*

Roswella rolls to parry. Her total parry mod is +50 (shield skill) +0 (weapon mod) = +50. Roswella's luck is out and she only rolls a 5. She therefore only gets to add (5 x 10 = 50%) of her total mod (see skill use, section 2.1.3). This is 50 x50/100 = 25. Hence, her total is only 30, well below Sir Garrick's attack. However, Roswella has a strike level of 90, making her a very agile fighter. This beats Sir Garrick's attack by 6 points, causing him to miss her. Had Sir Garrick's total been below 75 Roswella would also have gained the attack, but in this case she does not, and Sir Garrick is able to attack again.

3.3.6 The time course of combat

When combatants engage, the GM needs to keep track of how long the combat is taking. Each attack takes the character's base AT, plus the AT mod of the weapon they are using, in counts. The GM simply keeps a running total as the combat progresses.

Example: *The fight between Roswella and Sir Garrick began on 148 (about 15 seconds into the current action sequence). Roswella's base AT is 6, and her falchion has an AT mod of 1, giving her an attacking AT of 7. She attacked twice before Sir Garrick gained the attack, so at this point the overall action sequence counter had reached 162 (148 + (2 x 7)). Sir Garrick has a base AT of 10, with a weapon AT mod of 3 (claymores being large and slow to swing). His total attacking AT is therefore 13. At this point he has attacked only once, so the overall action sequence counter is at 175 (162 + 13).*

3.3.7 Damaging opponents

Inevitably, hand-to-hand combat will lead to damage. The amount of damage done will depend on the armour being worn, the damage mod of the attacking weapon and the body location that is hit. In turn, the number of injury points suffered and the chance of being knocked unconscious or killed will depend upon the damage done and the victim's resistance number.

3.3.7.1 Determining body location

When an attack roll beats both the defender's parry/dodge and their strike level, a blow is landed. To determine where it strikes, the difference between the attack roll and the defender's best defensive option (the greater of their parry/dodge or their strike level) is calculated. The result is then applied to Table 11, which lists the body locations that can be struck when an attack roll defeats a defence by a given amount. Table 11 contains four sections. Part A is the standard table, used when combatants are both humanoid and of similar size. The other parts cover situations where the combatant being attacked is either significantly larger or significantly smaller than the combatant landing the blow, or is a monster or 4-legged animal; the decision regarding which table to use is made at the GM's discretion. Hence, a character on horseback would strike a footman using the large on small section, and a human would attack a Troll using the small on large part of Table 11.

Example: *Sir Garrick takes his second swing. This time he rolls an 85, for a total of 120 (85 + 43 = 128, capped at 120). Roswella attempts to parry, but rolls only a 34, for a total parry of 84 (34 + 50). She therefore uses her strike level of 90 as her defence. Sir Garrick has therefore beaten her defence by 30 (120 – 90). He is of similar size to her, being another human, so refers to Table 11 part A. This lists nine possible locations to hit. Sir Garrick feels he will do most damage by striking the chest and elects to do so.*

Obviously, only locations that a combatant actually possesses can be chosen. Hence, a combatant cannot elect to strike a human in the wings, or an eagle in the foreleg, even if these locations are available from Table 10. GMs should also exercise some discretion regarding the skull and face locations. Swinging (all chopping and many impact type attacks) cannot usually strike the face, so this location should not be made available. Similarly, thrusting attacks will tend to strike the face, but not the skull, assuming face-to-face combat. Many warriors will be heavily armoured about the skull, but not about the face, precisely because most attacks are of a swinging nature, so GMs should be careful not to simply invite strikes to the less well-armoured face if the attack is inappropriate.

3.3.7.2 Base damage

The base damage roll is made by rolling two ten-sided dice and summing the total. This total is multiplied by the attacking character's damage mod for the weapon that is being used (listed in the weapons section of the character sheet); the total, rounded to the nearest whole number, is the *base damage*.

Example: *Sir Garrick rolls 2d10 for his damage. He rolls a 5 and a 4, summing to a total of 9. This value is multiplied by Sir Garrick's damage mod with his claymore, which is an impressive 2.6, yielding a total base damage of 23.4 = 23.*

3.3.7.3 Penetrating armour

Armour can be vital in either completely preventing or at least limiting the damage done by attacking blows. A character will have armour values for each location, and for the four different types of attacks that weapons can make: cutting attacks, chopping attacks, thrusting attacks and impact attacks. Each weapon in the WEAPONS, ARMOUR & EQUIPMENT booklet has the type of attack/s it makes listed. Most weapons attack in only a single manner (e.g. a longsword makes only chopping attacks). However, some weapons list two attack types and can be used in either way at the discretion of the character using the weapon. The gladius, for example, can be used to either chop or thrust at an opponent.

The difference between cutting and chopping attacks is quite subtle; both attacks are made by weapons with sharpened blades. However, whereas for a chopping attack the blade tends to be straight, with a single point of impact (a hacking blow), for cutting weapons gently curved blades are typical; it is not the force of the initial impact which causes the damage, but the action of drawing the entire sharpened blade of the weapon across an opponent. Hence, for a longsword (chopping) attack, the momentum of the blow is used to sink the blade into an opponent at the point of contact. For a katana (cutting) attack, the blade makes contact and is then drawn across the opponent's body, so that the whole blade slices into the wound location.

When a character/NPC suffers a blow, the base damage of the blow is compared to the armour value for the location that is being hit and for the appropriate attack type. If the base damage does not exceed this armour value, the blow does not penetrate the armour and no damage is done. If the base damage does exceed the armour value, the three-quarter value for the armour at that location (listed alongside the armour value, after the slash) is subtracted from the base damage to calculate the *penetrating damage*.

Example: *Sir Garrick is using a claymore; his attack is therefore a chop. Roswella is only lightly armoured, wearing a tough leather jerkin on her upper body. Her armour value against chop attacks on the chest location is 5/4. Sir Garrick's base damage of 23 easily penetrates an armour value of 5. The three-quarter value of 4 is therefore subtracted from the base damage to calculate penetrating damage, for a total of 23 – 4 = 19.*

3.3.7.4 The damage total

When a blow causes penetrating damage, the first step towards establishing its effect upon the recipient is to determine the *damage total.* The damage total is simply the blow's penetrating damage multiplied by a locational modifier found from Table 14. The locational modifiers vary, depending upon the type of attack, as detailed in Table 14; simply cross-index the location with the type of attack to obtain the modifier. A separate section is provided for 4-legged animal and monster locations.

Example: *Sir Garrick's blow is a chop, and has struck the chest. Table 14 gives a locational modifier of 3.5 for chops to the chest. This is multiplied by his penetrating damage of 19 to yield a damage total of 66.5 = 67.*

3.3.7.5 Knockout and death rolls

Knockout and death rolls are made to determine the immediate effects of a blow. To determine the number of six-sided dice that must be rolled for a knockout roll, divide the damage total by 7 and round down. Initially, roll half of these dice (rounding down for an odd number of dice) and sum the total; this is the death roll. If this total exceeds the victim's resistance number, the blow has killed them outright. If the blow has not killed them outright, roll the rest of the knockout dice and add them to the death roll. If this second total exceeds the victim's resistance number, they have been knocked unconscious by the shock of the blow. Otherwise, they are still standing and able to fight on. Table 12 lists the number of d6 that need to be rolled for death and knockout rolls, opposite the damage total, should the GM require a quick reference.

If a character has previously been injured, they will have not only an injury point total but also an index total for their wounds. This index total for all wounds *prior to the current wound* must be added to the death and knockout rolls before comparing them to a character's resistance number. Hence, a character that is already injured is more likely to be killed outright or knocked unconscious by a blow.

Example: *Sir Garrick has scored a 67 injury point wound on the unlucky Roswella. This results in a 67/7 = 9.57 = 9d6 knockout roll. The first half of these dice are rolled first, rounding down as there are an odd number of dice; hence 4d6 are rolled for the death roll. If this does not kill Roswella, the other 5d6 will be rolled and added to this first total for the knockout roll. This result could also be obtained from Table 12, which lists a 4d6 death roll, with a + 5d6 knockout roll, for a damage total of 63 to 69 points.*

Roswella has a resistance number of 15. She has no previous wounds, so there is no index to add to the death and knockout roll. She rolls her 4d6 death roll, getting two 2s, a 3 and a 1, for a total of 8. Hence the blow has not killed her outright. She then rolls a further 5d6 for her knockout roll, scoring a 2, a 3, two 4s and a 5. This total of 18 is added to her death roll total of 8 for a knockout roll total of 26. This value easily exceeds her resistance number of 15; Roswella is knocked unconscious by the shock of the blow.

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3.3.7.6 Injury points and index

Each damaging blow will cause a number of injury points and have an index. As previously described, the injury point total for all wounds is subtracted from a character's skill and combat rolls. It is also subtracted from their strike level when determining if a blow hits them. The index total is added to subsequent death/knockout rolls.

To calculate the index of a wound, simply divide the damage total by 5, rounding to the nearest whole number. The injury points a blow causes are slightly more complicated to calculate, being dependent on both the damage total of the blow and the victim's resistance number. To calculate injury points, divide the damage total by the victim's resistance number, then times by 10. Alternatively, simply divide the damage total by the victim's resistance number/10. The character sheet provides a special section to record wounds; GMs should keep track of NPC injury point and index totals on a sheet of notepaper.

Example: *Roswella has suffered a serious blow. She records a chest wound under the wound description section of her character sheet. The index of the wound is the damage total (67) divided by 5 and rounded: this yields a value of 13.4 = 13. The injury point total is the damage total divided by her resistance number of 15, and multiplied by 10. This yields a total of 67/15 = 4.47 x 10 = 44.7 = 45 injury points. Note that the same total can be obtained by dividing the damage total by her resistance number/10 (1.5); 67/1.5 = 44.67 = 45. If and when Roswella regains consciousness she will be at –45 to all skill and combat rolls, a very serious handicap.*

3.3.7.7 Time spent unconscious

When a character fails a knockout roll they will be unconscious for (injury point/4) hours. This is the result of serious bodily damage; a character cannot be brought round more swiftly by means such as pouring water on their face or using smelling salts. The only way to return them to consciousness more swiftly is to use some form of magical healing (see the magic chapter) to cure their wounds.

Example: *Roswella has sustained a total of 45 injury points from the wound that knocked her out. She will therefore be unconscious for 45/4 = 11.25 = 11 hours. Although she is helpless and Sir Garrick could kill her now, there are other battlefield events that demand his attention and she hardly poses a further threat to him. Roswella may live to fight another day…*

3.3.7.8 Bleeding *(optional)*

When a sharpened weapon has inflicted a wound, the victim will continue to bleed until the wound is attended to. This bleeding can itself be potentially life threatening. Bleeding damage is sustained at the end of each full minute after a wound is sustained, for (injury points/5) minutes. Hence, if successful medical attention is given within 60 seconds of a wound being sustained, no bleeding damage will occur (note that combats rarely take over a full minute to resolve, so characters can often assist one another before bleeding effects need to be taken account of). Each minute after a character is wounded they will take a damage total (injury points/10) d4 wound, until (injury points/5) minutes have passed. This damage total is treated as if it were a blow, to calculate additional index/injury point values. However, bleeding is cumulative; each minute's bleeding damage total adds on to the previous minute's bleeding damage total, as a single wound. Bleeding damage can therefore build up to cause additional knockout and death rolls if it is not attended to. When a wound's bleeding damage total exceeds 7, a 1d6 knockout roll is made. When it exceeds 14, a 1d6 death roll with a + 1d6 knockout roll is made, and so on.

The type of medical attention a wound requires depends upon the injury point total. Wounds up to 25 injury points can easily be bandaged. Whoever is applying the bandages must make a physician roll. A roll that exceeds the wound's injury points will stop bleeding after the first minute; the first minute's damage is still sustained. A roll that exceeds twice the wound's injury points will stop the bleeding immediately, modelling the use of a tourniquet. One bandaging attempt can be made in each minute. Although bandaging a wound takes at least 20 seconds, if the bandaging begins within the current minute, it can prevent that minute's bleeding from causing damage. GMs should always allow characters without the physician skill to make novice skill rolls for applying bandages (see the chapter on skills and actions, section 2.1.5).

Wounds above 25 injury points require stitching, or if no suitable equipment is available, cauterisation (burning the separated flesh back together). Bandaging is only effective on a role of over 2 times the wound's injury points, and even then will only stop bleeding after both the current and subsequent minutes' bleeding damage have taken effect. Additionally, such wounds, when only bandaged, are liable to reopen if any vigorous activity is undertaken; in these cases, bleeding begins normally, as if a wound had just been caused at the current level of injury points. Only when healing has brought a wound's injury points down below 25 can strenuous activity once again be safely engaged in.

Stitching a wound both prevents further bleeding and allows a wounded character to engage in physical activity without risk of the wound reopening. Successful stitching requires a physician roll of over twice the wound's injury points. The time required to stitch a wound means that damage is still taken for the minute when stitching begins. If stitching is unsuccessful, another attempt can be made, but another minute's damage will be sustained.

Cauterisation is not an instant process. It requires a fire in which to heat some metallic item (with which to melt the flesh); alternatively, alcohol can be poured onto the wound and set alight. It is therefore ineffective to stop a wound bleeding, but when bleeding has finished can be used to allow physical activity to be undertaken without reopening the wound. Successful cauterisation requires a physician roll of over twice the wound's injury point total, including the damage sustained from bleeding. Particularly poor attempts (rolls of under the wound's injury points/2) can actually cause further damage; in these cases, add 2d10 to the bleeding damage total. It is also an extremely painful process, even compared to stitching with-

out anaesthetic, and requires a save against insanity/fear (attack strength = injury points divided by two) to avoid falling unconscious. This unconsciousness lasts as long as it would have done if the original wound had knocked the character out (injury points/4 hours).

Example: *Roswella is in serious trouble. Her open wound, if left unattended, will bleed for injury point/5 = 45/5 = 9 minutes. Each minute, it will rack up a damage total of 45/10 = 4.5 = 5 d4. Roswella is unconscious, so can take no action to bandage or otherwise assist herself. Luckily for Roswella, her comrade Goodly John arrives at her side 20 seconds after she falls. John is a competent physician, with a +22 in the skill, but has no equipment for stitching the wound (stitching is the best option, as the wound's injury points are over 25). In desperation, he attempts to staunch the wound using his cloak (a bandage attempt). For any chance of success, John needs to roll above 2 times the wounds injury points (2 x 45 = 90).*

John rolls an 82, for a total of (82 + 22 = 104), yielding a success. However, due to the severity of the wound, Roswella will still take both this first minute's and the subsequent minute's bleeding damage. In the first minute, Roswella rolls two 1s, a 2, and two 3s on her 5d4, for a total of 10. This damage total is above 7, but not above 14. It would therefore lead to a 1d6 knockout roll, where Roswella still conscious, but not a 1d6 death roll. For the second minute's bleeding, Roswella rolls two 2s, a 3 and two 4s, for a total of 15. This is added to her bleeding damage total, for a new bleeding damage total of 25. A 25 injury point wound yields a 1d6 death roll (with a +2d6 knockout, if Roswella were still awake; see Table 13). Roswella has an index of 13 from her wound. Her death roll total will therefore be 1d6 + 13. With a resistance number of 15, a roll of 3 to 6 will kill her. Luckily for Roswella, she rolls a 2; had she suffered another minute's bleedind damage, she would almost certainly be dead.

As the bleeding has finished, Roswella makes a note of the damage it has caused. She adds "bleeding" under the chest wound she has already recorded. The bleeding causes an index of 25/5 = 5, and 25/1.5 (or 25 x 10/15) = 16.66 = 17 injury points. Her injury points total is therefore now 45 + 17 = 62, and her total index is 13 + 5 = 18. John, realising the severity of the wound, decides to get a fire going and use the blade of his sword to cauterise the wound. He needs a roll of over 62 x 2 = 124, requiring a critical in John's case. The GM decides to let John know how unlikely he is to succeed, given the chance of causing further damage. John therefore decides not to attempt to cauterise the wound until some healing has taken place, improving his chances of success. Roswella will have to be very careful when she comes round, to avoid reopening the wound and restarting the bleeding…

3.3.7.9 Comas

When a character's total index exceeds their resistance number they will fall into a coma. This can occur as the result of a single serious wound or when a number or smaller wounds build up to massively impair a character. A character will remain in a coma until their total index falls to a value equal or less than their resistance number, through natural healing (see later) or some magical intervention; at this point, they will come round.

However, whilst in a coma a character is at serious risk of death. Upon falling into a coma, 4d6 should be rolled and summed. This total is the number of hours before the character must make a save verses poison/disease to avoid sudden death. This save is made against an attack strength of (injury point total/6). Thereafter, a further save against sudden death must be made every 24 hours, until the character recovers from the coma.

Example: *Roswella's total index of 18 now exceeds her resistance number of 15, so she is in a coma. Rolling 4d6, she gets a 2, a 3, a 5 and a 6, for a total of 16. She will therefore have to make her first save against sudden death after 16 hours. At this point, her condition has not improved (her companions have constructed a litter and are attempting to get her to a city). The attack strength of the sudden death attack is (62/6) = 10.33 = 10. Her success level for this save is therefore 55 (see Table 8, or the rules on saving throws, skills and actions, section 2.1.8). Roswella has a +6 to save verses poison/disease. She rolls a 53, for a total of 53 + 6 = 59. She has saved on this occasion, but will have to make anther roll in 24 hours…(continued after rules for natural healing).*

3.3.7.10 Broken bones and permanent damage *(optional)*

Serious injuries can lead to broken bones, amputations, and in the case of head wounds, brain damage. The damage table (14) lists injury point values for each location at which a broken bone occurs. If a wound to a location causes injury points in excess of this value, the relevant bone is broken; for thrust attacks, double this value (thrust attacks are therefore less likely to break bones). Although injury points broadly model the effects of injuries on actions, GMs should carefully consider the effects of broken bones. A 28 injury point elbow wound will break the elbow and give a character a –28 to all actions. However, it might entirely prohibit some actions, at the GM's discretion, such as fine control skills involving the arm in question (e.g. picking locks). When a broken bone wound has had over half of its injury points healed, consider the broken bone to be usable again.

Broken bones will heal at the normal rate (see later), but if left to heal without some intervention they may set badly and lead to permanent penalties. For broken limbs, a splint can be attached on a physician roll of over the wound's injury points. For body locations, appropriate bandaging will allow the bones to heal well, again on a physician roll of over the wound's injury points. If no splint/bandaging is applied, or if this physician roll is failed, there is an (injury points) % chance that the bone will set badly. Badly set arm bones, if left to heal naturally, lead to a loss of one point of dexterity. Badly set leg bones lead to a loss of one point of agility, while badly set bones in the chest (broken ribs) lead to a loss of one point of strength.

A broken skull may lead to brain damage. Character's suffering a broken skull must make a save verses poison/disease, at attack strength (injury points/6), or suffer the following permanent effects:

- -4d10 % to intelligence, will and soul-strength.
- -1d10 special mod, rolled separately for each skill.

Particularly damaging chop and cut attacks can also actually sever a limb. If a cut or chop wound causes more than twice the injury points necessary to break a bone to a limb location, the limb is severed at that location. For example, a wound causing over 50 injury points to the elbow, if delivered by a cutting or chopping attack, would sever the arm at the elbow. GMs should take lost limbs into account when setting success levels for skill rolls.

Example: *Although not chief among her worries, the 45 injury point chest wound Roswella received exceeds the chest location value for a broken bone (40; see Table 12). Roswella therefore has broken ribs. Goodly John decides to set them before her companions attempt to move her. He needs a physician roll of over 45 (the injury point total for the wound; bleeding damage is not added). John rolls a 30, for a total of 30 + 22 = 52. He therefore sets the broken ribs well; Roswella, should she survive her coma, will not risk (45%) losing a point of strength.*

3.3.7.11 Infections and amputations *(optional)*

Open wounds, if left to heal naturally, are liable to become infected (impact attacks do not cause open wounds of this type). Historically, infection is probably a greater battlefield killer than the damage inflicted directly by weapons. If a wound is left to heal naturally, 4d6 should be rolled and summed. This total is the number of hours after wounding that the first save verses infection (save verses poison/disease) must be made. The initial attack strength of the infection is equal to the wound's injury points divided by 5. The rules for disease attacks are presented in detail in the chapter on the gaming environment, section 4.1.3. An initial successful save indicates that no infection has occurred; otherwise, saves must be made every subsequent 24 hours to determine the course of the infection.

For infections resulting from wounds sustained in combat to limbs, a d100 should be rolled. A result of 1-40 indicates a gangrenous infection; otherwise, the infection is miscellaneous (unspecified). The effects of gangrene, and of standard diseases, are detailed in section 4.1.3; gangrene may lead to the loss of an infected limb through vital surgical amputation.

Example: *Roswella must also run the gauntlet of potential infection. Rolling 4d6, she gets two 3s and two 4s, for a total of 14. The first infection save is therefore made 14 hours after infection, at attack strength 45/5 = 9. This yields a success level of 52 (see Table 8). Roswella rolls a 75, for a total of 75 + 6 (her save verses poison/disease) = 81. She has therefore resisted a possible infection. Had she failed, the course of the infection would be resolved over the coming days as detailed in section 4.1.3.*

3.3.7.12 Healing rate

Despite the numerous perils associated with physical injury, characters do often recover from their wounds. For every week of rest, characters may remove (constitution) injury points from a wound. If a character has more than one wound, each week they may remove (constitution – 3) injury points from each wound. As a minimum, for characters with very low constitutions, a single wound will recover 5 injury points per week; multiple wounds will recover 3 injury points each (a wound and its bleeding count as a single wound for healing purposes). The number of injury points that are healed each week should be spread out over the days of that week. Hence, if a character is to recover 12 injury points for a given wound in a week (constitution 12, only one wound) they would recover 2 injury points on five days and 1 injury point on the other two days. These injury points are regained first thing in the morning (arbitrarily at 8 a.m.) beginning on the morning after damage is sustained. If characters are significantly active during a given week (decided at the GM's discretion) healing proceeds at half rate.

Index also falls with healing. To calculate when a wound's index should drop by one point, divide the wound's injury points by its index. Every time this many injury points are recovered the wound's index falls by one.

Example: *Roswella is in serious trouble. Her chest wound, with its associated bleeding damage, gives her a total of 62 injury points, with an index of 18. This is Roswella's only wound; she will therefore recover 15 (her constitution) injury points each week of rest. Dividing the wound's injury points by its index (62/15 = 4.13 =4) indicates that her index will fall by one for every four injury points recovered. The 15 injury points per week recovery rate is split over the days of the week; Roswella will recover 3 injury point on the first day of the week and 2 injury points every subsequent day. She will therefore recover one point of index on the second, fourth and sixth days. On the sixth day, her injury points will have dropped to (62 – 13 = 49) and her index will have dropped to (18 – 3) = 15. This value equals her resistance number, so she will awaken from her coma. However, by this point she will have had to make a total of five saves verses sudden death. The first, made 16 hours after the wound was inflicted, occurred after a night had passed and the morning's healing had taken effect. Another save would be required each day (after each subsequent 24 hours), but the sixth day's healing will bring Roswella out of her coma before she needs to save for that day. The time course of Roswella's healing would be as follows:*

3 p.m., day one: wounded (62 ips, index 18)

8 a.m., day two: first healing occurs (59 ips, index 18)

9 a.m., day two: first save verses sudden death required.

8 a.m., day three: healing occurs (57 ips, index 17)

9 a.m., day three: second save verses sudden death required

and so on, until (assuming she survived her saves against sudden death)…

8 a.m., day thirty: healing finally complete (0 ips, no index).

3.3.8 Luck points

As with skill rolls, luck points can be used to adjust attack and parry rolls on a one for one basis. In fact, they can be used to adjust any d100-based roll relevant to combat or the healing process. They cannot be used to adjust knockout or death rolls, or any other roll that is not made on a d100.

Example: *Rewinding rapidly, we return to the point at which Roswella failed to parry Sir Garrick's second attack (120). Her strike level is 90, better than the parry roll she made (84). Given our knowledge of the unpleasant fate that awaits Roswella should she fail to parry, let us charitably allow her to have some luck points still remaining. She can spend 30 of these luck points, in order to boost her strike level to 120 and cause Sir Garrick to miss her. Of course, it is impossible for her to beat his strike by 15 points on this occasion, so Sir Garrick, with a maximum of 4 attacks per drive (2h sword attack mod +65, divided by 4 and rounded down) can attack again.*

3.3.9 Free attacks

When one combatant is much quicker than the other, it is possible for them to follow up a strike with a second swing before their opponent has recovered from the previous parry. This allows them to make a free (unparryable) attack. The situation is exemplified by a swift combatant with an easily manoeuvrable weapon attacking a slower opponent. To be effective in making a parry, a weapon or shield must be in a central position relative to the defender's body, from which it can be rapidly shifted to block an incoming attack. If a previous attack has provoked a parry and is followed up so swiftly that the defender cannot bring his parrying weapon back to a central position (recover his fighting stance), the follow up attack cannot be parried and must be resolved against the defender's strike level alone.

In game terms, this process is modelled by free attacks. To work out if a combatant will have any free attacks in their attack drive, their attacking AT (modified by the weapon mod for the weapon they are using) is compared to the defender's base AT (unmodified by weapon mods) and the result applied to Table 15. Free attacks will only ever occur if the attacking AT is less than the defender's base AT; Table 15 only lists results for situations of this kind. Because large, slow weapons significantly modify an attacker's attacking AT, but the type of weapon they are using does not modify a defender's base AT, it is unlikely that attackers using these types of weapons will gain free attacks.

To read a result from Table 15, simply identify the appropriate attacking AT/defending AT row from the first column and read the result from the second column. For example, if the attacker's weapon modified attacking AT were 8 and the defender's base AT were 10, the GM would simply locate the 8/10 result in the first column and read across to the second column. This yields the result: P P P P N P P P P N. The Ps represent parryable attacks, whilst the Ns represent unparryable attacks. Hence, if the attacker is particularly skilful and has a maximum number of attacks of 5 or more, there is a possibility that they will gain a free attack at their fifth try (also at their tenth, although virtually no attacker will have as many as 10 attacks in a drive!) Of course, if the defender gains the attack before the fifth attack of the drive, no free attack will occur. Note that the first attack is always parryable, however quick the attacker is, so a defender will always get one opportunity to gain the attack.

One circumstance which may complicate the free attack process occurs when an attacker wishes to use more than one type of weapon in a given attack drive. This can happen when a weapon is held in either hand, or when a chain weapon combination like a kusari-gami is used (see the advanced rules for more on chain weapons). In these cases, the higher attacking AT of the two weapons employed should be used to determine if an attacker gains any free attacks. If a character wishes to use the lower AT, he must continue to use that weapon for the entire drive.

Example: *It is Sir Garrick's third attack of his current drive. Sir Garrick's attacking AT of 13 (base AT of 10 + weapon mod of 3) exceeds Roswella's base AT of 6. He will therefore not get any free attacks against her. For his third attack, Sir Garrick rolls a 46, for a total of 89 (46 + 43; see earlier examples for calculation of Garrick's total attack mod). Although this is below Roswella's strike level, it is not 15 points below it, so she does not gain the attack from it. Roswella rolls to parry, and gets a 62, for a total of 112 (62 + 50, Roswella's total parry mod). This total exceeds Sir Garrick's attack by 15 points or more (112 – 89 = 23), so Roswella parries and gains the attack.*

Roswella's attacking AT is 7 (base 6 + weapon mod of 1 for a falchion). This is less than Sir Garrick's base AT of 10, so she may gain free attacks. Referring to Table 14 with a 7/10 attacking AT to defending AT ratio yields the following result: P P N P P P N P P N. As Roswella has a maximum of three attacks per drive, the results for attacks 4 to 10 are irrelevant. However, the N at position 3 indicates that if Roswella gets a third attack, Sir Garrick will be unable to parry it.

For her first attack, Roswella rolls a 56, for a total of 56 + 44 =100. Sir Garrick rolls a 60, for a total of 60 + 48 = 108. He therefore parries, but does not gain the attack. For her second attack, Roswella rolls a 90, for a total of 90 + 44 = 134 = 120. Sir Garrick rolls an 85, for a total of 85 + 48 = 123 = 120. Again, he has parried, but failed to gain the attack. However, for Roswella's third attack, Sir Garrick is unable to parry. He must rely on his strike level, an unimpressive 38 (usually 45, but he has 7 injury points). Roswella rolls a 43, for a total of 43 + 44 = 87. This attack beats Sir Garrick's strike level by 87 – 38 = 49. Looking at the available locations from Table 11, Roswella elects to strike Sir Garrick on the skull. She has a damage mod of 1.2 with her falchion and rolls a 12

for her base damage roll (on 2d10). Her base damage is therefore 12 x 1.2 = 14.4 =14. Sadly for Roswella, Sir Garrick is wearing full plate armour, with a chop armour value of 20/15 for the skull (a fachion makes a chop attack). Her blow fails to penetrate Sir Garrick's armour; as this is her final attack, he is now free to attack back.

3.3.10 Disengaging from combat

When a character gains the attack in combat (or at least gains the opportunity to attack, as a result of an opponent running out of attacks), they can choose to take an alternative 1 AT action rather than beginning their attack drive. Examples include using a spell in a magic item (which typically take 1 AT to use), casting a very quick spell (see the individual descriptions for spells, where a note is made if the spell can be used in this manner) or drawing a weapon from a scabbard. Their opponent would then be considered to have won the attack again and could initiate another attack drive. Note that when combat first begins, winning initiative only permits beginning an attack drive, not an alternative free action of this kind. Another alternative is to turn and run. Again, this cannot be attempted immediately following the resolution of initiative, but must await an attack gained by alternative means. The use of an action in this manner means that the fleeing character gains a 15 feet head start on their opponent, but obviously is only an alternative if a suitable avenue of escape is available. The opponent may still choose to pursue them; in this case, the two characters' paces should be compared to establish what happens in the coming seconds. A fleeing opponent is facing away from their pursuer; they can take one glance over their shoulder each subsequent AT, to determine the distance to their pursuer. If the pursuer gets within 6 feet of them (as a result of running faster) they can take a free attack against the fleeing combatant's strike level. A fleeing combatant can turn at any point; their distance from their pursuer at that point will determine the immediate result as follows:

- 0 to 10 feet: Fleeing character must face one free attack, followed by their opponent beginning their attack drive as if they had won initiative.
- 11 to 20 feet: Fleeing character loses initiative; their pursuer begins their attack drive.
- 21 to 30 feet: Close quarters initiative rolls as usual to determine who attacks first.
- 31+ feet: As in normal beginning to combat (long range initiative mods used for spears etc.)

Example: *Sir Garrick has won the attack. However, he has lost his nerve in the face of Roswella's sword rattling off his helm and decides to turn and run. This gives him an initial 15 feet head start. The action sequence timer is now at 232 (175, plus 2 more of Sir Garrick's attacks (26), plus three of Roswella's swings (21), plus Sir Garrick's base AT (10) to turn and run). Sir Garrick's sprinting pace is 1.6. The enraged Roswella decides to pursue; her sprinting pace is 2.1 (she's not encumbered by plate armour, remember). Sir Garrick glances over his shoulder after one AT (10, for Garrick). At this point (sequence timer 242), Sir Garrick has travelled 10 x 1.6 = 16 feet, plus his initial head start of 15 feet, so he is 31 feet from where he began. Roswella has now covered 10 x 2.1 = 21 feet. She is therefore only 10 feet behind him. Realising that he will be caught, Sir Garrick decides to turn and fight. Roswella will gain one free attack, then begin an attack drive. In this case, fleeing was clearly a mistake…*

3.3.11 Large creatures

The basic combat system is tailored towards armed combat between humanoids. For particularly large creatures, the damage system needs to be adjusted somewhat. A blow that penetrates a humanoid's armour in the head, neck or body is certain to damage some fairly vital internal organs. By contrast, large creatures may have substantial layers of flesh covering their internal organs, such that the high locational damage modifiers shown in Table 14 for blows to sensitive regions may be inappropriate. It is quite possible to thrust a sword into a dragon's head without actually penetrating far enough to damage the creature's brain. For this reason, large creatures have a *flesh value* as well as whatever natural armour they may possess. Blows which penetrate their armour are initially resolved against the flesh section of Table 14c's locational modifiers; only damage which penetrates both armour and flesh value will score internal damage.

Penetrating damage is calculated as normal, by rolling 2d10 and multiplying by the appropriate damage mod for base damage, then subtracting the armour's three-quarter value in the location of interest (assuming the base damage is sufficient to penetrate the armour). However, in calculating the damage total, two scores must be summed. Penetrating damage up to the creature's flesh value is multiplied by the flesh locational modifier of Table 14c, for the location of interest. This score is the flesh damage total. Penetrating damage in excess of the creatures flesh value is multiplied by the internal locational modifier of Table 14c, again for the location of interest. This score is the internal damage total. Finally, the flesh damage total and internal damage total are summed to find the overall damage total.

Example: *Arnin, a truly insane Half Orc, is attempting to single-handedly defeat the dragon Orginias. Arnin has surprised Orginias in his cave, so the dragon cannot take to the air and is instead engaging Arnin in hand-to-hand combat. Arnin has succeeded in striking the twisting beast in the neck. Arnin is using a halberd and is an exceptionally strong fighter; he has a damage modifier of 3.8 with this weapon. He rolls a 16 for his base damage roll, for a total base damage of 16 x 3.8 = 60.8 = 61. The dragon's scaly hide protects against chop attacks with an armour value of 22/17. Arnin's penetrating damage is therefore 61 – 17 = 44, a truly mighty blow. The dragon has a flesh value of 30, so the first 30 points of this penetrating damage are resolved against the flesh section of Table 14c. The locational damage modifier for neck is 2.5, for a flesh damage total of 30 x 2.5 = 75. The remain-*

ing 14 (44 – 30) points of penetrating damage have got through to the dragon's vitals and use the internal damage modifier for the neck location (8). The internal damage total is therefore 14 x 8 = 112. The full damage total for this blow is 112 + 75 = 187. Referring to Table 12, this wound causes a 13d6 death roll, with an additional 13d6 knockout roll. The death roll total comes to 43 and the knockout roll total to 96. Unfortunately, the dragon has a resistance number of 130. It therefore suffers an index 37 (187/5), 14 injury point head wound (187/13, or 187 x 10/130). Arnin had better hope his next strike is equally successful…

3.3.12 Multiple opponents

Situations often arise in which one combatant faces more than a single opponent. These situations are particularly perilous. On open ground, a combatant can be surrounded by up to six enemies (three in front, three behind). Opponents behind a combatant take free attacks, one each on each AT, against the unlucky victim's strike level. A surrounded combatant is extremely unlikely to survive more than a few seconds. However, it is often possible to prevent such encirclement, either by fighting back to back or in a tight circle with companions or by backing against a wall or some similar barrier. In these cases, a single combatant can be engaged by up to three opponents in his field of view. Intelligent use of the environment, such as fighting in a doorway or corridor, and good footwork (keeping moving) can allow a combatant to engage greater numbers of opponents one or two at a time.

When engaging multiple attackers within a combatant's field of view, initiative should initially be rolled as usual. This roll will determine the order of attack. Attack drives proceed as normal, with each combatant taking their drive in turn. Hence, a given combatant may gain the attack, but this does not necessarily mean that they actually get to strike next; the attack drive merely shifts to the next combatant in line. A given attack drive is directed at only a single opponent; if an opponent falls under an early blow, the rest of a combatant's attacks *cannot* be redirected against a second foe.

The complete run of attacks in a multiple combatant engagement is referred to as a *cycle*. A single cycle includes each combatant's attack drive, from the highest initiative roller to the lowest. When a new combatant enters a multiple combatant engagement, they roll initiative as normal. This roll determines where their attack drive will come, in the *next* cycle. Hence, a new combatant in a multiple combatant engagement will never gain an attack until the current cycle has completely run its course.

To model the intense difficulty involved in parrying against multiple opponents, a single combatant's base attack time suffers a +3 penalty against two attackers and a + 8 penalty against three attackers, for the purposes of calculating free attacks. Additionally, if the multiple attackers' attacking AT is now below their single foe's modified base AT, they can choose to modify the result obtained from Table 15 further. If there are two attackers, they can opt to start from position 2 in Table 15 and if there are three attackers, they can start from positions 2 or 3. Hence, one of three attackers, with an attacking AT of 11, against a single defender with a base AT of 9, would enter Table 15 with an attacker's AT/defender's AT ratio of 11/17 (17 = 9 + 8), which yields the result: P P N P N P P N P N. In addition, they can choose to start in position 1, 2 or 3 of this sequence. Electing to start in position 3 would make their first and third attacks unparryable.

Example: *Arnin, the truly insane Half Orc, has somehow survived his encounter with Orginias. Enthused by his victory, Arnin decides to engage a band of mercenaries to test their mettle. He has positioned himself against an inn wall and is taking on the first three mercenaries. Arnin has rolled an initiative total of 78, placing his attack drive after the first mercenary (with an initiative total of 101), but before the other two (respective initiative totals of 63 and 14).*

The first mercenary attacks with a longsword. His attacking AT is 11. Arnin's base AT is 8, but because he is engaging three opponents, he suffers an 8 point penalty, making it 16. From Table 15, an attacker's AT/defender's AT ratio of 11/16 yields the result: P P N P P P N P P N. The mercenary decides to start at position three, so that his first attack will be unparryable (his maximum attacks per drive are 3, so his other attacks will allow parries). The mercenary gets a total attack roll of 84, easily beating Arnin's strike level of 43. He elects to strike Arnin on the skull, but luckily for Arnin fails to penetrate his armour. The first mercenary gets to take his second swing, but this time Arnin parries by more than 15 points and gains the attack.

Although for a multiple combatant combat gaining the attack only shifts the focus to the next combatant in line, in this case Arnin is next to attack. He dispatches the first of the three mercenaries with a trademark decapitation (selecting this opponent in anger at the dent in his helm). As Arnin's attack drive is now over, the second mercenary gets his turn. Although another mercenary is joining the fray, the GM decides that at this precise point Arnin is facing only two attackers. Hence, the second mercenary's attacking AT (also 11) is compared to Arnin's base AT + 3

(two opponent penalty). This value is 8 + 3 = 11. The attacking AT is not below the defending AT, so the second mercenary gets no free attacks. His first attack is poor and Arnin successfully gains the attack.

The GM rules that at this point another mercenary has entered combat. Arnin is hence once again facing three opponents. The new mercenary now rolls initiative to see at what point he will gain the attack, once this complete cycle of attacks has run its course. He rolls a 54. In the current cycle, the first mercenary (initiative 101) attacked, then Arnin (initiative 78) killed him, then the second mercenary (initiative 63) attacked. To complete the cycle, the third mercenary (initiative 14) must attack. Then a new cycle will begin, in which the new mercenary's initiative of 54 will place his attack drive second (after Arnin's). Arnin must now face the third mercenary's attack and is again facing three foes for a defensive AT penalty of 8 points...

3.3.13 Handling multiple combats

All the elements of the basic hand-to-hand combat system have now been described. Perhaps the most challenging aspect of combat however, at least for the GM, is keeping track of an action sequence involving multiple characters and NPCs. Upon the initiation of combat, the GM should split the overall combat into a number of sub-combats. Each sub-combat will involve one combatant against one or more opponents and can hence be handled using the rules previously described for individual or multiple opponent combats.

The GM should keep track of the time course for each sub-combat. At convenient stopping points, typically just before one combatant or other begins a new attack drive, the GM should switch focus to a new sub-combat, noting who is to attack next and any other relevant information from the previous sub-combat. Obviously, it will not be possible for all the sub-combats to be resolved up to identical points in time; there will be some overlap, with some sub-combats having progressed slightly further than others. However, the GM should aim to keep the sub-combats as temporally close as possible. Hence, it is not advisable to allow a single sub-combat to progress to its conclusion without having switched to other sub-combats and seen how they are going. This is because problems can arise if a subsequent sub-combat is resolved more rapidly and the successful combatants wish to assist their comrades.

Example: *A party of three characters, Les-Ri of Obenium, Adoric the brave and Kili Tough-in-the-hide, have been spotted and attacked by five Orcish raiders. The characters have been charged and elected to stand firm and engage the oncoming orcs in a line. Because Les-Ri is a less able fighter, he will take on a single Orc, while his companions engage two Orcs each.*

Initially, the GM focuses on the sub-combat between Adoric and two of the Orcs. Initiatives are rolled; Adoric wins, with an initiative of 93, beating the Orcs' totals of 65 and 12 respectively. She is using a quarterstaff; her opponents have falchions and target shields. Adoric attacks the first Orc, but is parried. However, the parry is not by 15 points, so she gets to attack again. She does not have an AT advantage over the Orc, so he can attempt to parry all her attacks (she has a maximum of 3). Her second attack is successful, hitting the Orc in the shin and injuring him. For her final attack she is once again successful, this time striking the wounded Orc in the chest. With the index from his previous wound, the Orc fails his knockout roll and goes down. At this point, Adoric's attack drive is over. Her attacking AT is 10 and she has made three attacks, so this sub-combat's timer is on 30. It is now the remaining Orc's attack drive. However, the GM makes a note of this and changes focus to another sub-combat, the one between Les-Ri and a single Orc.

Initiative rolls are made and the Orc wins (with a 65, beating Les-Ri's 44). The Orc swings a falchion at Les-Ri, who is defending himself with a longsword. Les-Ri narrowly fails his parry and is struck in the upper arm for an 18 injury point, index 5 wound. However, the Orc's follow-up attack is poor and Les-Ri parries and gains the attack. At this point the timer for this sub-combat is on 22 (2 times the Orc's attacking AT of 11). The GM notes down that it is Les-Ri to attack next, then again changes focus.

Kili fights with a two-handed axe. For his sub-combat, the initiative rolls leave him second (initiative 53), following the Orcish captain (initiative 90), but beating the second Orc (initiative 39). The captain attacks Kiri with a two-handed spear. Because Kiri is facing two opponents, he has a 3 point defensive AT penalty. The captain elects to begin on column 2 of Table 14, which means that if he gets a third attack, Kiri will be unable to parry it (the result from Table 14 is P P P N P P N P P P). Kiri parries the first attack, but not by 15 points. Luckily, the second attack is weak and Kiri gains the attack. At this point, the sub-combat timer is on 20, as the captain's attacking AT is 10. This is the lowest of the three sub-combats, so the GM remains focused on this sub-combat. It is Kiri's attack now; he makes the most of it, splitting the Orc captain's helm and skull in a single blow. Kiri's attacking AT is 14, so the sub-combat timer is now on 34. At this point the GM notes that it is the remaining Orc's attack and switches attention back to the sub-combat between Les-Ri and his Orcish opponent.

It is now Les-Ri's attack drive. He swings and the Orc parries, but fails to gain the attack. Les-Ri attacks once again, but is again parried. This time, he cannot take another swing, as he has a maximum of two attacks per drive. Les-Ri's attacking AT is 11. The timer for this sub-combat has now reached 44; the GM switches focus to the lowest timed sub-combat, which is now that between Adoric and her remaining Orcish opponent.

It is the Orc's attack. He swings, but is parried by Adoric. She fails to gain the attack, however, so he swings a second time. This time, Adoric parries and gains the attack. The timer for her combat is now at 52 (the Orc's attacking AT is 11). Once again, the GM changes focus, this time to Kiri's combat.

Kiri's opponent has been unnerved by the savage dismembering of his captain and elects to use his attack to flee. Kiri is a Dwarf and wisely recognises the futility of pursuit. He instead decides to enter the sub-combat involving the wounded Les-Ri. The Orc's action of fleeing takes his base AT of 10, so at this point Kiri's timer is at

44. It takes Kiri one action (base AT 11) to change to a new combat, as it is close at hand. Hence, Kiri will enter Les-Ri's combat on 55. The GM changes focus to this combat, which is currently on 44, with the Orc to attack. The Orc takes a first swing and is parried. His second swing is again parried, this time winning Les-Ri the attack. The timer has now reached 66; hence, Kiri has entered the fray. However, the current cycle must be resolved before Kiri can roll initiaive to see when he will get an attack. As the Orc won initiative originally and attacked first, Les-Ri must take his attack drive to complete the cycle. Only at this point will Kiri roll initiative to see where his attacks come in the new sequence (note that this makes it important for the GM to record everyone's original initiative rolls). In fact, before any of this can occur, the GM shifts focus back to Adoric's sub-combat, which is only on 52…

3.3.14 Fast-draw situations

Fast-draw situations are those in which one or both combatants do not have their weapons at the ready and are not in fighting stances. Broadly, there are two types of such situation: where both combatants have their weapons initially sheathed and where one combatant has weapons at the ready and the other does not.

The situation in which combatants have their weapons sheathed will be dealt with first. The standard initiative situation assumes that all combatants have weapons in hand and are in combat stances. When this is not the case, one party moving to draw their weapons or make an unarmed attack will have initiated combat. At this point, all those present make initiative rolls, with the character that made the decision to initiate combat gaining a special +20 mod. This roll is used to determine an *AT disadvantage* for all slower potential combatants relative to the quickest in the following manner. Each combatant finds the difference between their own roll and that of the highest roller, then divides this difference by 10. This is the time in counts it takes them to react before they begin to draw their weapons. Hence, if the highest rolling combatant gets an initiative of 94, and the next highest roller gets a 65, the difference (29) divided by 10 (2.9 = 3) would be the number of counts head start the quicker combatant gets. It takes one AT to draw a weapon (or two sheathed swords, for combatants using a two-sword combination) and an additional AT to ready a shield, although shield using combatants may choose to ready the shield first. Hence, by adding a character's AT to any AT disadvantage they have incurred, the time at which they have their weapon in hand can be determined. No further initiative roll is required; the character that has a weapon in hand fastest is free to attack first, because no one else is ready. Hence, combatants who choose to make unarmed attacks are often quickest, as they begin as soon as their AT disadvantage is up. Alternatively, the quickest combatant can wait and see what the next fastest combatant does, but they risk that combatant stealing their thunder and choosing to attack (thus gaining the initiative). Only if all combatants elect to defer their attacks does the situation once again reach a stand off, but this time with all weapons at the ready. Any subsequent initiation of aggression will be handled by the standard initiative rules.

Example: *Arnin the truly insane Half Orc is drinking at his favourite bar when he hears some out-of-town mercenaries disrespecting his parentage. He turns to face them; at this point, neither Arnin, nor either of his foolish adversaries, have their weapons to hand. Suddenly nervous at the intensity of Arnin's glare, one of the mercenaries decides to go for his sword and finish the matter quickly. All three roll initiative, with the nervous mercenary getting a special +20 modifier. He gets a 102, while Arnin gets 88 and the third mercenary gets an unfortunate 21. Arnin therefore gets an AT disadvantage of ([102 – 88]/10) = 14/10 = 1.4 = 1 count, while the second mercenary gets an AT disadvantage of ([102-21]/10) = 81/10 = 8.1 = 8 counts. The first mercenary has already declared he will go for his sword. Arnin opts to ready his halberd. The final mercenary will ready his shield first. The first mercenary's base AT is 10, so he will be ready to attack then. Arnin's base AT is 8, so even with his AT disadvantage, he'll still be ready on 9. The final mercenary, also with an AT of 10, won't have his shield ready until 18. Arnin is therefore free to attack, an opportunity he never forgoes…*

If one of the combatants does elect to attack while the others are in the process of readying their weapons, he may gain additional advantages. If his entire attack is completed before they have a weapon drawn, it is treated as a free attack against their strike level (as may be his second, or even third attack if they still come before the defender has a weapon drawn). If the victim manages to draw his weapon some way into the attack, he can attempt to parry, but with a negative modifier that reflects the difficulties of such a desperate, late block. This modifier is based upon the proportion of the attack that has been completed when the parrying weapon finally becomes available. To calculate it, take the amount of the attack that has been completed (e.g. 3, if the defender draws his weapon 3 counts after the attacker), divide it by the attacker's weapon modified AT and multiply by 100. Hence, if an attacker with an attacking AT of 8 had swung at a defender who only unsheathed his sword 3 counts after the attack began, the defender's parry would be at – (3/8 x 100) = - 37.5 = - 38.

Example: *Arnin has a choice of who he can attack. All he knows is that at the point he has his weapon ready, one mercenary nearly has a sword to hand while the other is moving for his shield. Arnin decides to go for the one with the sword. He rolls an impressive attack, which, with an attacking AT of 11, will be completed on 20. The mercenary will have his weapon out on 10, 1 count into Arnin's attack. He therefore gets a negative mod of – (1/11 x 100) = - 9. However, he is parrying with his sword, rather than his preferred shield, which he hasn't had a chance to grab yet. Arnin dispatches him with a hefty clout. As Arnin was facing two opponents, it is now the second mercenary's attack, but he only has his shield ready. He can use it to attack, use his attack to draw his sword, or he can run like hell. Had Arnin gone for this mercenary first, he would have had his shield ready on 18, 9 counts into Arnin's attack, for a negative mod of – (9/11 x 100) = - 82. However, the other mercenary would then have been ready to attack Arnin with a sword.*

Combatants can of course choose not to draw their weapons from the outset. This would prevent them being attacked mid draw and allow them to attempt dodges or unarmed defences up until the point at which an opponent's attacks are used up or an attack is gained. At this point they could use their free action to draw a weapon. Another alternative is to immediately run; subsequent pursuit follows the standard disengaging rules, but with only a 10 feet head start. However, these options may be ineffective if the quickest attacker actually begins to initiate their attack before the defender has reacted at all (during the time of their AT disadvantage). If this is the case, running is impossible and dodging will have an initial negative modifier that is proportional to the amount of the attack that has been completed, exactly as outlined for late parrying attempts above.

Example: *Pinickity Nitpicker, the infamously quick Hobbit, has just drawn his sword upon two rogues. The initial initiative rolls mean that the rogues have AT disadvantages of 3 and 7 counts respectively. Pinickity has a base AT of 4, so will have his sword out at this point. The first rogue reacts on 3, before Pinickity can begin to attack, so he has the option of running, an option he wisely takes. He will have an initial 10 feet advantage. The second rogue is less lucky. He decides to dodge; he could try to draw his weapon, but with his base AT of 9 this would take him until 16, by which time Pin would have already had two free attacks (his attacking AT is 5). However, he cannot start to dodge until 7, 3 counts into Pinickity's attack. His first dodge will therefore be at – (3/5 x 100) = -60 and, of course, dodging cannot gain the attack. His fleeing friend had better hope Pinickity dawdles over the corpse.*

If one or more combatants have weapons ready while the others do not, but none are in an overtly combat ready stance, the same general process is followed. All combatants roll initiative, with a +20 for the one who made the first move, and penalties are calculated relative to the quickest combatant present. Combatants without weapons can draw them, but suffer the above-described penalties if they are attacked mid draw. Combatants who already have weapons, or those prepared to make unarmed attacks, can initiate attacks as soon as their penalty time is up and are hence extremely likely to attack first. Of course, those combatants who suffer a speedy attack can elect to dodge or make unarmed blocks until the opportunity arises to draw their weapons using a free action (in place of initiating an attack drive). However, if they are attacked before they begin to respond at all, they will suffer a penalty to their first dodge as described in the previous example.

It should be noted that if everyone is in a combat-ready stance, the AT disadvantage rules should not be used. Initiative is simply rolled as normal. Combatants who win initiative but find themselves without weapons have the choice of making unarmed attacks, but their initial initiative victory *cannot be used to draw a weapon*. Those who choose to do so simply suffer attacks beginning on zero, so are likely to get attacked mid draw or suffer a large penalty to parry the first strike. If they do not wish to make an unarmed attack, they simply forfeit their initiative victory. Armed combatants who win initiative simply commence an attack drive as normal. Combatants who lose initiative but do not immediately find themselves under attack can join in the first cycle using unarmed attacks, or draw their weapons and re-roll initiative to see when they join combat in the second cycle.

3.4 Missile combat

3.4.1 Firing ranged weapons

Throwing weapons, such as knives, throwing axes, spears and shuriken, can be thrown in a single AT (if currently held in the hand; otherwise, an AT must be taken to draw them). Bows require 1 AT to draw an arrow, 1 AT to fit it and between 1 and 4 ATs to aim and fire. This assumes that the bow is strung and ready; note that it is not usual to carry a bow around while strung (this will eventually weaken the bow), so if surprised, another 2 ATs may be required to string the bow. Additionally, crossbows take a number of ATs to wind; the number of ATs required varies between crossbows, and is listed in Table 13. Table 13 also lists the maximum ranges for common throwing weapons and bows.

Example: *Kalvos the archer wishes to unloose an arrow using his light crossbow. His attack time (base AT) is 9. It takes 1 action to draw a bolt, 1 action to fit it, 8 actions to wind his bow (from Table 13) and between 1 and 4 actions to aim/fire the bow. Kalvos is in no hurry, and decides to take the full 4 actions to aim. He therefore takes a total of 14 actions before firing the bow; the attack will take effect on 9 x 14 = 126.*

Note: Crossbows can be loaded in advance, but a weapon loaded in this manner must be held until fired. If dropped it is likely to fire; it is certainly inappropriate to allow characters to strap a loaded crossbow to their backs, or proceed in an equivalent manner. Additionally, a crossbow will be damaged if it remains loaded and unfired for a prolonged period (the cord will stretch and lose tension).

3.4.2 Selecting target locations

In hand-to-hand combat, target locations are selected based on the success of the attack. For a standard missile attack, this is not the case. Instead, the success of the attack is determined (a hit by whatever amount, or miss/parry), then target location is resolved by rolling 1d12 and cross-indexing the result with the success of the attack (how much it beat the defence by) on Table 16. The d12 roll simply determines the direction of scatter for the shot, if it deviates from perfect accuracy (equivalent to directions on a clock face). Note that even successful attacks (which beat a defence) can still miss if they scatter in the wrong direction. Prior to making an attack roll, a character must choose a specific target area; as well as aiming at the body centre, they can aim at a particular limb, or at the head/neck. Table 16 has sections for each of these six options;

in each case, a d12 roll determines the location that is struck.

3.4.3 Ranged weapon attack rolls

When making an attack roll with a ranged weapon, 1d100 is rolled as usual and the relevant attack skill mod is added. However, a special penalty is applied to ranged attacks, based on the distance to the target, the type of ranged weapon being used and the size of the target. First, the distance to the target is determined, in feet. Then, any relevant *range mods* are identified. The first range mod is determined by the type of weapon used and is listed in Table 13. A second range mod comes from the size of the target; there is no mod for a human sized opponent, but for larger/smaller targets mods are again listed in Table 13. Finally, there is a special range mod if lighting is poor. The distance in feet to target is multiplied by all relevant range mods. Then, 10 is subtracted from this total (taking it to a minimum of zero). This total is the *range penalty* and is subtracted from the attack roll. The total attack roll, minus range penalty, cannot exceed 120, as for hand-to-hand attacks.

Example: *Kalvos the archer is firing at a human opponent, who is 60 feet away. Kalvos elects to aim for the centre (body) of his foe. He is using a light crossbow, which has a range mod of 0.5 (from Table 15). A human sized opponent incurs no special range penalty and the light is good. The total range mod is therefore 60 (range in feet) x 0.5 (light crossbow) = 30, -10 = 20.*

Ranged weapon attacks are also subject to the standard relative weapon mod adjustment from Table 10. Note that it is typically fairly difficult to parry ranged attacks, unless a large shield is being used. Finally, for bows there is a modifier based on the number of actions taken to aim the shot (up to 4). This modifier is listed in Table 13.

Example: *Kalvos is firing at Marv the mighty, who is aware of Kalvos' unwelcome attentions and will try to parry the attack using his target shield. From Table 10, a crossbow against a target shield yields a result of D -15, so Marv's parry roll will be affected, not Kalvos' attack roll. Kalvos has aimed for a full 4 actions, yielding a +15 (Table 13). He has a bow skill mod of + 47. His total attack roll mod will therefore be 47 (bow skill) + 15 (aiming) – 20 (range mod) = +42. He rolls a 36, for a total of 78.*

3.4.4 Determining attack success

Attack success is determined in a similar manner for melee and missile attacks. The attack roll is simply compared to the higher of the victim's defensive roll (be it a parry or a dodge) or strike level, and if it beats them a strike may have occurred. Note that if the target is unaware of the attacker he cannot attempt to parry/dodge, but must rely on his strike level. For shots at inanimate objects, use a strike level of 0; the effect of the range mod will make it increasingly difficult to hit targets that are distant/small.

Example: *Kalvos has rolled an attack of 78. Marv cannot rely on his strike level, which is only 42, so must hope his parry roll is successful. He has a shield skill mod of + 51; however, parrying a crossbow bolt with a target shield yields a D -15 relative weapon mod, so his total parry mod is +51 – 15 = +36. Marv rolls an unfortunate 28, for a total of 64. This is less than the attack roll by 14 points, so the bolt may well have struck home.*

3.4.5 Determining strike location and damage

When a hit is scored, the location is determined by rolling 1d12 and applying the result to the relevant section of Table 16. If a location comes up that is inappropriate (e.g. wings for many humanoids) simply treat it as a miss. From this point onwards, damage is determined in an identical manner to that previously described for hand to hand attacks. Most limb locations are specified as left or right, but sometimes this is not the case. In these cases, roll randomly for which limb is affected. Similarly, a head strike is listed as "Face/Skull". The GM should determine which is hit, based on the direction the victim is facing and/or a random roll.

Example: *Kalvos has scored a hit. He rolls a 10 for location which, referencing the upper body column of Table 16 with a success by 14 points, indicates that the bolt has struck Marv's right upper arm. Kalvos rolls 2d10 for damage, getting a 5 and a 7 for a total of 12. The damage mod of his light crossbow is 1.8, yielding base damage of 12 x 1.8 = 21.6 = 22. Marv is wearing a tough leather ringmail jerkin with a thrust armour value of 8/6. The bolt therefore penetrates, with 22 – 6 = 16 points of penetrating damage. This yields a damage total of 16 x 1 (locational damage mod for upper arm) = 16. Marv has a resistance number of 14; he suffers a (16/1.4) = 11.4 = 11 injury point, index (16/5) = 3.2 = 3 wound. The 1d6 death + 1d6 knockout rolls cannot exceed his resistance number as he has no previous index. However, if left unattended his wound will bleed for 11/5 = 2.2 = 2 minutes, at a rate of 11/4 = 2.75 = 3d4 per minute.*

These rules for determining strike location apply only against humanoid opponents. For four-legged and monstrous opponents, any attack which beats their best defence is considered a hit. Simply roll 1d100 and apply the result to the damage location tables (14 b and c); random roll percentages are provided for each damage location. If the target does not possess that location (e.g. wings for a lion) simply roll again. Missile attacks are assumed to be targeted at the centre of the body. For very large creatures, GMs may wish to allow characters to target a specific location rather than the whole body, using an appropriate size mod when calculating their range penalty.

Example: *Had Kalvos been firing at a dog and succeeded in beating its dodge, he would have rolled 1d100, getting a 44, and from Table 14b found that he had struck*

it in the chest.

3.4.6 Firing into melees

Under some circumstances, combatants may wish to launch ranged attacks at opponents engaged in hand-to-hand combat with allies or neutrals. Obviously, this is only possible if the GM determines that a suitable line of sight is available. Furthermore, the uncertain nature of the combatants' movements makes firing into melees somewhat unpredictable. Engaged combatants may not parry or dodge, but must instead depend on their strike levels to defend them.

When firing into a melee, an attack roll of over twice the target's strike level ensures a successful strike. However, if this is not attained 1d100 must be rolled. For a typical melee, a roll of under 40 means that the wrong combatant has been targeted; however, GMs should adjust this value, depending on circumstances, angle of attack and, in particular, the number of combatants engaged with the actual target of the attack (for example, if the target is currently engaging three opponents, there will be a greater chance of accidentally hitting one of them). If the wrong combatant is targeted, the attack roll is simply compared to their strike level to determine if they are hit.

Example: *Kalvos now turns his attention to a nearby combat, where a companion of his (Ieros of Sark) is engaged with an anonymous soldier. The GM judges that, given that the pair are fighting alone and in the open, Kalvos can attempt to target the soldier. Kalvos boldly ignores the potential risk to his friend and unleashes a crossbow bolt. With all appropriate mods taken account of, Kalvos ends up with an attack roll of 61. The soldier has a strike level of 34, so Kalvos fails to beat twice this value (68) and must roll to determine who is targeted. The GM elects to use the standard 40% chance of hitting the wrong combatant in this textbook example; Kalvos rolls a 31. Unfortunately, Ieros has a strike level of 55, so the attack roll of 61 is good enough to potentially cause a strike…*

3.5 Using magic during combat

It has already been noted that some spells can be used in place of an attack drive when a character gains the attack. Most, however, cannot. Many spells do come with a time value, however (based on the user's level of competency, as described in the chapter on magic), representing the time it takes to cast that spell. Such spells can be used during an action sequence (indeed, many spells are designed to be used in this way). Clearly there is no problem in using magic in this manner when a character is in no immediate danger; the GM simply makes a note of when a particular spell will take effect, then returns to determine its effects when that time comes. It is usual to impose a one AT decision period in between a magic user casting a spell and beginning to cast another one. However, rules are required to govern those situations in which a character is under attack during spell casting, as well as to resolve situations involving timing ambiguities.


Anna Szypszak

Spell casting is an attention-demanding exercise. A character must be standing still and concentrating during spell casting. This means that they cannot make extravagant defensive manoeuvres. They cannot dodge and they cannot parry, either against missile or melee attacks. Any attack that takes effect over the duration of their spell casting efforts is simply resolved against their strike level. Obviously, they can choose to respond to the threat if they wish (assuming that they are aware of it), but this means aborting the spell. If a spell has been initiated and the caster continues to cast in the face of threats and is damaged as a result, the spell may be disrupted and fail to take effect. This is always the case if the caster is knocked unconscious or killed, but will also occur if the damage total inflicted exceeds the spell caster's will statistic. In this case, the caster can begin to act again one AT after the wound has been resolved (not immediately; a brief recovery period is necessary). Note that the decision to abort a spell and parry or dodge an incoming attack must be made before the attack is rolled; a character cannot wait to see if his strike level will save him, then make a defence if it does not.

Example: *Valmos Firecap is standing on a cart, attempting to assist his comrades who are battling off some bandits. He is in the process of casting the spell "bolt of heat," due to take effect on 70, when a bandit takes a pot shot at him with a short bow (on 61). Valmos is aware of the bandit, but elects to ignore the bowman, relying on his strike level to keep him safe. Unfortunately for Valmos the shot is a good one and strikes him in the abdomen, causing a damage total 22 wound. Although Valmos survives*

the 3d6 knockout roll, the wound's damage total exceeds his will of 14, so the spell is lost. Valmos is free to begin casting again one AT after the shot was resolved; he has a base AT of 10, so this will be on 71.

A difficulty arises when a spell caster completes casting mid-way through an incoming attack. The situation is handled in a manner identical to that discussed for quick draw situations. The spell caster is permitted to make a dodge or parry, but with a negative modifier based on the proportion of the attack that has been completed. Hence, if a spell caster completes casting 4 counts into an attack from another character with a weapon modified AT of 11, his subsequent dodge or parry will be at – (4/11 x 100) = - (0.36 x 100) = -36. For missile attacks, parries or dodges must occur at the time that the missile attack is resolved, so a spell caster is either free to parry/dodge with their full skill mod, or completely unable to do so.

Example: *Valmos is having a tough day. On 71 he begins to cast another spell; this time it's "haste", a powerful spell that will speed his companions in combat. The spell has a cast time of 23 for Valmos, so he is due to complete casting on 94. However, a bandit leaps onto the cart and initiates an attack on Valmos. He begins to attack on 91 and has at attacking AT of 11. Valmos decides not to abort his spell, but instead to complete casting then attempt a belated dodge. Because the bandit is already 3 counts into his attack, Valmos suffers a penalty of – (3/11 x 100) = - (0.27 x 100) = - 27 to his dodge.*

Another important point is what happens to the recipient of the spell caster's attentions. Many spells have a fairly unpleasant effect on their targets. The spell is considered to take effect immediately upon its completion and it is up to the GM to determine the effects if the target is in the process of making an attack (although the spell descriptions may provide guidelines). Generally, any spell which causes the target to lose consciousness or die mid attack will abort that attack. For spells that damage an opponent but fail to knock them out, the current attack continues, but with a penalty of twice the injury points actually inflicted (to model the effects of the surprise). Note that these rules should also be employed when a character suffers the effects of a missile attack or a free strike from behind mid strike.

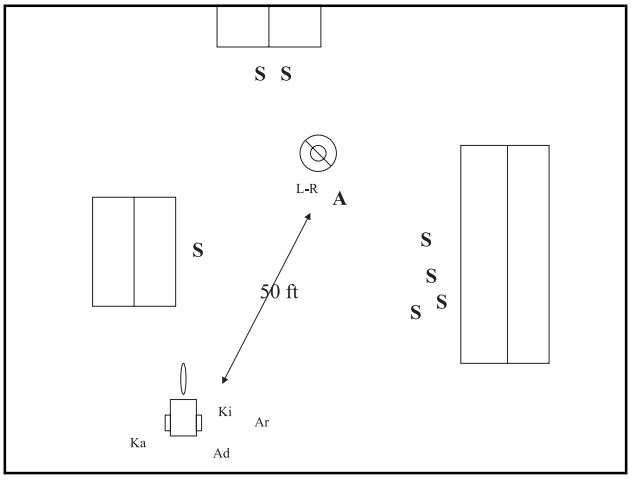
Example: *If Valmos had decided to cast "bolt of heat" again instead of haste, he probably would have opted to direct it at the bandit who leapt up onto the cart. In this case, the spell would have taken effect three counts into the bandit's attack (Valmos' cast time with bolt of heat also conveniently being 23). We'll imagine it struck the bandit in the upper arm, for a damage total of 32 and an index 6, 27 injury point wound (the bandit's resistance number is 12). If the spell had caused sufficient damage to knock the bandit out, the attack would be aborted. However, in this case the bandit rolls a lucky 9 on his 4d6 knockout roll, so the attack continues, but with a special - 2 x injury point = - 54 modifier. Valmos can of course still attempt to dodge at –27 (see above example).*

A note on rounding. For large-scale combats, the note keeping and maths work for the GM can become quite challenging. Under these circumstances, it is quite reasonable for GMs to round their NPC's combat modifiers to the nearest five (Hence a +32 to strike would be treated as a +30). This greatly simplifies the process of summing d100 skill rolls, without losing much in the way of realism. Of course players, who have only their own character's rolls to concern them, ought to be able to handle the requisite addition and subtraction without too much difficulty. It is strongly recommended that GMs limit the number of PCs in their games to three or four the first few times they try out the combat system, so that combats can be resolved on a reasonable time scale while the rules are being learnt.

3.6 A complete combat example

Before progressing to a discussion of the advanced/ optional rules, a complete combat example is presented to give GMs a feeling for the flavour of a real encounter. Note that while many of the basic rules are covered here, no magic using examples are presented. Further examples of the use of magic in action sequences are given in the chapter on magic, alongside detailed rules for its resolution.

A party of five adventurers have just completed a mission offered to them by the merchant Aramit the wily. They are meeting him at the appointed hour to receive payment. The party is familiar to us, consisting of Kalvos the archer, Arnin the truly insane Half Orc, Les-Ri of Obenium, Adoric the brave and Kili Tough-in-the-hide. The encounter occurs in an abandoned hamlet, now simply a few half-ruined hovels centred around a dried-up well. Les-Ri has advanced to the well to meet with Aramit, while the more hot-headed members of the party wait by their horse and cart some 50 feet back with the object of their quest, a sealed scroll case. Les-Ri demands payment, but Aramit has other ideas; he goes for his sword. The ambush is revealed as soldiers appear from the ruined buildings. At this point, the GM decides that a map would be useful and draws one to give the players a sense of their predicament. The PCs are denoted using the first two letters of



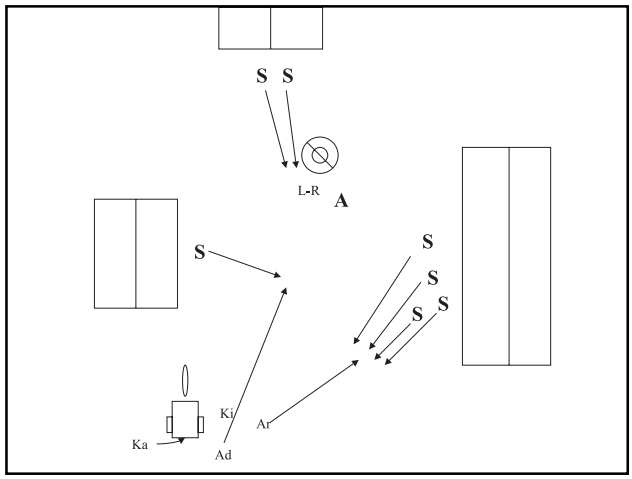
*their names, except for Les-Ri, who is denoted **L-R**. Aramit is denoted **A**, while each of his soldiers is denoted with an **S**.*

The timer for this action sequence now begins at zero. At this point, the soldiers have not actually emerged from their hiding places yet and the action is centred on Les-Ri and Aramit. This is a fast draw situation, with both men currently not wielding weapons. Initiatives are therefore rolled, with Aramit getting a +20 mod for having initiated the encounter; note that these rolls are based on the combatants' initiative skill mods minus encumbrance and are not modified by any weapon initiative mods, as weapons have not yet been drawn. Aramit gets a 92, while Les-Ri only manages a 64, for an AT disadvantage of ([92-64]/10) = 28/10 = 3 counts. Aramit's base AT is 8, so he has his scimitar ready at this point. Les-Ri, who begins to react on 3, decides to draw his longsword. His base AT is 10, so he'll be ready on 13, 5 counts into the treacherous merchant's attack.

The GM rules that all those characters not involved in the initial fast draw situation must spend 1 AT realising what's happening before they can begin to react. This means that Arnin will begin to act on 8, Kalvos on 9, Adoric on 10 and Kili and the soldiers on 11. As Aramit's attack will not be resolved by this point, the GM asks the other PCs for their intentions before returning to Les-Ri's plight.

Arnin, in traditional style, decides to charge the four soldiers emerging from the ruined long house to his right, readying his halberd as he runs. The GM declares that these four soldiers (who already have their weapons ready) are charging at the characters gathered around the cart, so Arnin will meet them around mid-way. None of the other PCs are charging this way, so the GM goes on to calculate when the fireworks will begin. This must be done in a series of steps, because both Arnin and the soldiers are moving, and Arnin will begin to move slightly earlier than them (the most complex movement scenario). The soldiers are adjudged to be 50 ft from Arnin. The GM is a stickler for details, and decides to work the timing out very precisely. Arnin begins moving on 9 and has a jogging pace of 0.8 (not bad, considering he's wearing full plate armour). The GM knows that for the last second before they meet, all parties must be moving at a jog (as they slow). The soldiers have a jogging pace of 0.9, so the total distance closed during this last second will be 10 x 0.8 (Arnin's coverage) + 10 x 0.9 (for the soldiers) = 8 + 7 = 15 feet. The GM therefore needs to calculate how long it will take both parties to cover the remaining 35 feet, then add 10 counts to this time. From 9 to 11, only Arnin is moving, and at a jog (he's accelerating). during these 3 counts he'll cover 3 x 0.8 = 2.4 feet. From 12 to 18 both Arnin and the soldiers are accelerating (it takes 10 counts to accelerate, so Arnin will begin sprinting on 19). Their combined jog is 0.8 + 0.9 = 1.7, so during these 7 counts they cover 7 x 1.7 = 11.9 feet, for a total of 11.9 + 2.4 = 14.3 feet. From 19 to 21, Arnin is sprinting and the soldiers are still accelerating. Arnin's sprint pace is 1.6, so the combined pace over this period is 1.6 + 0.9 = 2.5; in 3 counts, 3 x 2.5 = 7.5 feet will be covered, for a total of 14.3 + 7.5 = 21.8 feet. The remaining distance, excluding the final second's deceleration, will be covered with everyone sprinting. There is 35 – 21.8 = 13.2 feet left to cover. The soldiers' sprinting pace is 1.7, so the combined sprinting pace is 1.7 + 1.6 = 3.3. This final distance is therefore covered in 13.2/3.3 = 4 counts, on 25. With 10 counts of deceleration, this means that the combatants will meet on 35. The soldiers run a little faster, but Arnin started a bit sooner, so the GM rules that they meet in the middle, 25 feet from where each side started. If he desired, he could be more exact, and work out how much distance one side had covered by 35. Arnin, for example, would have had 20 counts at a jog (20 x 0.8 = 16) and 7counts at a sprint (7 x 1.6 = 11.2), so in fact, he would have covered 27 feet and the soldiers only 23. The GMs estimate is probably good enough though.

Clearly, other things will have happened by 35, so the GM goes on to resolve some of the other PCs' actions. Kalvos wishes to get onto the cart and ready an arrow (he's using a longbow today). The GM informs him that he can attempt to jump onto the cart in one action, or climb on in two. Kalvos is no hurdler and doesn't want to end up hurting himself, so he elects to clamber on. Once aboard, it will take him one action to ready his bow, two to string it, one to draw an arrow, one to fit it and one to four actions to aim and fire. Kalvos wishes to defer this decision until he sees what's happened by then. When he's ready to aim, it'll be 7 (his actions up to that point) x 9 (his AT) = 63, so the GM will return to him at this point, assuming nothing impinges upon him before then.



Meanwhile, Adoric decides to run to the well and assist Les-Ri. The GM decides that the lone soldier who has emerged from the building to the left will attempt to cut off her run and engage her. Glancing at the sketched map, the GM decides that Adoric, a little behind the cart, must cover around 35 feet before she gets to the point where the soldier will cut her off. He will only have to cover around 20 feet. Although Adoric is faster (her sprinting pace is 2.1 and her jogging pace 1.1) it will still take her 21 counts to cover 35 feet (she'll cover 11 feet in her accelerating second and the remaining 24 feet will take 24/2.1 = 11.4 = 11 counts). This would put her there on 31. The soldier, if he wants to decelerate enough to engage her, must spend 10 counts accelerating (covering 9 feet), 10 counts decelerating (covering another 9 feet) and 1 count sprinting in the middle (2 feet left to cover, so a time 0f 2/1.7 = 1.2 = 1 count) for a total of 21 counts. He'll achieve this on 32, so in fact isn't quite quick enough to set himself for a swing. However, this margin is pretty tight (1/10th of a second), so the GM, knowing the outcome, de-

cides to play on the ambiguity a little. He informs Adoric that as she begins to run, she sees the soldier approaching and can't be quite certain if he'll intercept her. She can either risk sprinting on, in which case if he does intercept her he'll get a free strike as she runs past, or she can slow and engage him. Adoric doesn't wish to risk a free strike, so she opts to slow down. This being the case, she'll actually engage the soldier on 38. Her accelerating and decelerating seconds will cover her 20 x 1.1 = 22 feet, and the remaining distance (at a sprint) will take 13/2.1 = 6.2 = 6 counts. He, of course, has been waiting for her since 31.

Only Kili still has to declare an action. He's no runner and decides to remain at the cart, draw his weapon and guard the scroll case, waiting for events to force his hand. He will have his axe ready after one AT, on 22. Meanwhile, the two soldiers at the distant house are going to make a run for the well. The GM adjudges the distance to be 30 feet, taking them until 38 (20 x 0.9 = 18 feet covered during 2 seconds acceleration/ deceleration; remaining 12 feet covered in 12/1.7 = 7.1 = 7 counts; = 27 counts on the run, and reacted on 11).

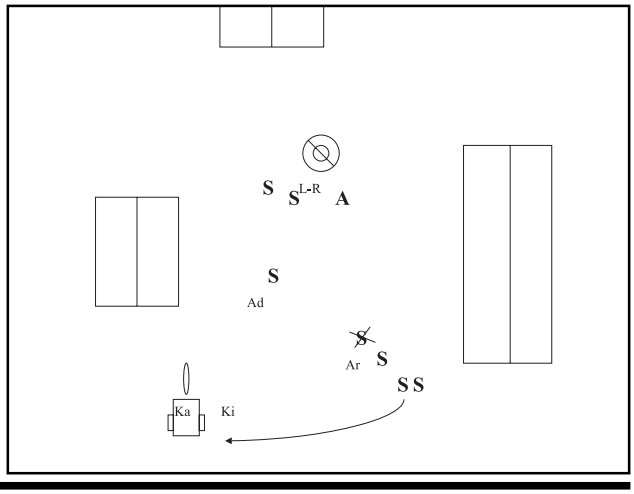
It's time to resolve a bit of action. Aramit is attacking Les-Ri with his scimitar and Les-Ri is attempting a desperate defence. The relative weapon mod for a scimitar against a longsword is D -5, so it won't affect Aramit. He rolls a 51, which with his +48 to strike gives him a total attack of 99. Les-Ri has only a +32 to parry normally. He's only got his sword out 5/8^{ths} of the way into Aramit's attack (on 13; Aramit's attacking AT is 8), so he gets a – (5/8 x 100) = - (0.625 x 100) = - 63. He also gets the relative weapon mod of –5. He therefore has a total of +32 – 63 –6 = -36 to parry. He rolls a 75, but still only gets a parry roll of 39. This is worse than his strike level (50), so he uses that. Aramit's strike has beaten him by 99 – 50 = 49. Aramit, being a merciless cad, elects to cut him across the face. He rolls damage, scoring an 11 on 2d10. His base damage is 11 x his damage mod of 0.88 = 9.68 = 10. The hapless Les-Ri has no armour on his face, so the penetrating damage is also 10. From Table 14, the locational modifier for a cut to the face is 6, so Aramit inflicts a damage total of 10 x 6 = 60. Glancing at Table 12, we find that this wound causes a 4d6 death roll, with a further 4d6 knockout dice.

Les-Ri's Resistance number is 14. First, he rolls his death dice, getting a 2, two 3s and a 5, for a total of 13. Les-Ri has not been killed outright. However, with 4 more knockout dice to roll he is assured of unconsciousness. He suffers an index 12 (60/5) 43 injury point (60 x 10/14, or 60/1.4) face wound and is clearly at serious risk from bleeding damage. Aramit is a merciless rogue and would ordinarily make sure of his work, but he's concerned with events elsewhere. The GM declares that on a roll of 1-3 on a d10, Aramit will take a moment to plunge his scimitar in for the kill; he rolls a 7 and Les-Ri gains a respite.

Aramit completed his attack on 16 and decides to survey the scene before choosing his next course of action. The GM therefore skips to 35, the point at which Arnin engages the four soldiers. In fact, the soldiers are keen to get to the cart (their instructions are to recover the scroll case), so they don't all want to deal with Arnin. Arnin, by contrast, is keen to fight all four, but the GM rules that he can only engage two of them, while the other two skirt around him and continue. He has at least slowed them, however, as they had to decelerate to negotiate his charge and cannot take a direct route to the cart. The GM decides that the slight detour means they still have 35 feet to cover to get to the cart. This will take them 30 counts (20 to accelerate/decelerate, covering 20 x 0.9 = 18 feet, and 17/1.7 = 10 to cover the remaining 17 feet). They will therefore arrive at the cart on 65.

Arnin and his remaining two opponents all have their weapons ready, so a standard initiative roll is called for to determine who goes first. Arnin's total initiative mod (from his weapons box) is +42/+12. He's closing from a distance, so gets to use the value preceding the slash; Arnin, rolls a 47, for a total of 89. The GM rolls for the two soldiers, who both have total initiative mods of +8. He gets a 78 and a 34, for totals of 86 and 42 respectively. Arnin will therefore get to attack first. His attacking AT is 11, the same as the soldiers' base AT, so he won't get any free attacks. From Table 10, the relative weapon mod for a pole arm against a target shield (all the soldiers are using longswords and target shields) is A -15, so Arnin's attack will be adjusted. His total strike plus (from his weapons box) is a rather impressive +71, so with the –15 he still has a +56. Arnin rolls a 55, for a total of 111. The soldier he is attacking has a +44 to parry with his shield, and rolls an impressive 97; his total would be 141, but it is capped to 120. He therefore only beats Arnin's attack by 9 points (120 –111) and fails to gain the attack. Arnin, with a maximum of four attacks per drive, is free to swing again.

This time the soldier is less lucky. Arnin's attack comes to 103, but the soldier rolls a 55, for a total of 99, so Arnin has beaten the parry by 4 points. The GM reads Arnin his choice of locations from Table 11: elbow, forearm or shin. Arnin decides to strike the soldier's elbow. He rolls for damage, and gets a 12 on 2d10. With Arnin's mighty damage mod of 3.8, his base damage is 3.8 x 12 = 45.6 = 46. The soldier is wearing a chain shirt over a padding shirt, for a chop AV of 14/11. The blow easily parts the metal links, for 46 – 11 = 35 points of penetrating damage. The locational modifier for a chop attack to the elbow is 2, so the wound has a damage total of 35 x 2 = 70. From Table 12, the GM notes that this calls for a 5d6 death roll, plus 5d6 additional knockout dice. The mercenary has a resistance number of 17, but rolls 19 on the first 5 dice; death is instantaneous. There is no need to go on and calculate injury points and index for this wound. Arnin has had two attacks, with an attacking AT of 11, so his sub-combat timer is now on 35 + 22 = 57.



The GM notes down that it is the second soldier's turn to act and shifts focus.

On 38, The two furthest soldiers reach the well and Adoric engages the soldier who blocks her path. The soldiers at the well will ask Aramit for instructions, an action the GM decides will occupy them for two ATs, so they won't begin any further action until 60 (38 + 11 + 11). The focus therefore falls upon Adoric. The GM judges that she can have readied her staff while running, so both combatants are armed and initiative rolls are required. Adoric has a total initiative mod of + 35 and rolls a 28, for a total of 63. The soldier, with a +8, rolls a 71, for a total of 79, and gains the initiative. His attacking AT is 12, higher than Adoric's base AT of 10, so he'll get no free attacks. He attacks with a longsword against a quarterstaff, yielding a relative weapon mod of A -10, so he'll have a – 10 to his attack. The soldier's total strike mod is +40, so he has a +30 for this strike. He rolls 60, for a total of 90. Adoric has a +53 to parry with her staff (from her weapons box); she rolls a 51, for a total of 104. This beats the soldier's attack by 14 points, parrying but narrowly failing to gain the attack. He has a maximum of two attacks per drive, so strikes again, this time getting a total of 71. Adoric rolls to parry and gets a 109. She has parried by more than 15, although in this case she would have gained the attack anyway, as the soldier has used up all his attacks for this drive. The soldier's attacking AT is 12, so this sub-combat timer is now on 62 (38 + 12 + 12). The GM notes that it's Adoric to attack and changes focus.

On 57, the soldier facing Arnin gets to attack him. Arnin has despatched one foe, so need not worry about an AT penalty for facing two opponents; the soldier's attacking AT of 12 won't trouble him. The soldier attacks with a longsword against Arnin's pole arm, for a relative weapon mod of D -10. His attack mod of+40 is therefore unaffected, and he rolls a 62 for a total of 102. Arnin has a +69 to parry, but is modified by the –10 for a total of +59. His luck is in, however; he rolls a 90, so his total (149) is capped to 120, beating the strike by 18 and therefore gaining the attack. The time at this point is 69, so the GM changes focus once more.

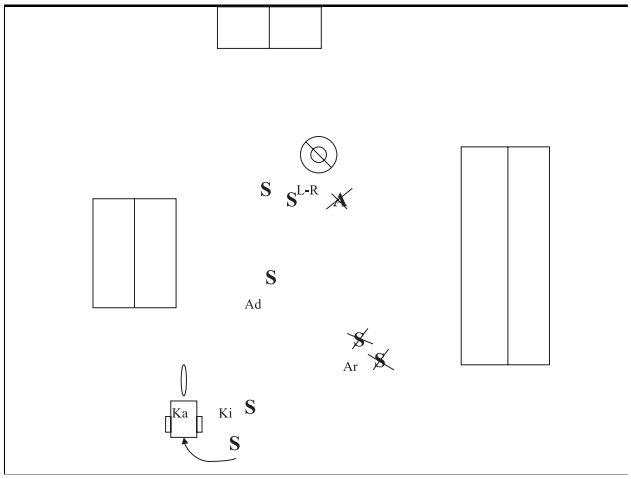
On 60 the soldiers with Aramit have requested their instructions. The GM decides that Aramit must now spend 2 ATs giving them: to wait by his side for developments. This will be completed on 76 (60 + 8 + 8). On 62 Adoric begins her attack, but Kalvos will have readied an arrow on 63 and the GM decides to find out what his next move will be (in case it impinges on one of the melees). The GM informs Kalvos that from his elevated position he can see Arnin fighting a soldier, Adoric fighting a soldier, two soldiers about to reach the cart, one on whom is veering towards Kili, the other making for the back of the cart, and Aramit standing by the well with two soldiers. While he suspects that he may soon become the target of unwelcome attention, Kalvos decides to take the opportunity for a pot shot at the loathsome Aramit. He opts for only 1 AT of aim, as he is concerned by the approaching guard and realises that Aramit can see him and may attempt to duck behind cover. Kalvos' base AT is 9, so his shot will be resolved on 72.

These events will not effect Adoric, so the GM shifts to her attack. Her attacking AT is 10, while the soldier's defending AT is 11. The GM consults Table 15 and notes that this does not provide her with any free attacks. He then checks Table 10, with a staff attacking and a target shield defending and reads off the relative weapon mod of A -10. Adoric's total strike mod with her quarterstaff is +51, so she has a +41 for this attack. She rolls a 71, for a total of 112. The soldier has a +44 to parry with his shield and rolls a 46, for a total of 90. Adoric has beaten him by 22 and elects to strike him in the chest (from the available locations on Table 11). She rolls a 13 for damage and has a damage mod of 1.08, for a base damage of 14.04 = 14. The soldier's armour value on the chest against impact attacks is 13/10, so the blow just penetrates, scoring 4 points of penetrating damage. This is multiplied by the chest damage mod for impact attacks (3, from Table 12), for a damage total of 12. The 1d6 knockout roll will not trouble the soldier, but he has suffered an index 2 (12/5 = 2.4 = 2), 7 injury point wound (resistance number = 17, 12/1.7 = 7.05 = 7).

Adoric follows up with a second blow (she has a maximum of 3 attacks per drive). This time she rolls a 45, for a total of 86. The soldier attempts to parry, but only rolls a 30, for a total of 67 (30 + 44 = 74, minus his 7 injury points = 67). Adoric has beaten him by 19 points. She has also learned something about his mail armour and this time elects, from the available locations, to strike him in the knee. She rolls an 11 for damage, for a base damage of 11 x 1.08 = 11.88 = 12. The soldier wears tough leather ringmail trousers, with an armour value against impact of 5/4 for his knee. She therefore does 12 – 4 = 8 points of penetrating damage, for a damage total of 8 x 2 (impact locational mod for knee) = 16. Even with his index of 2, a 2d6 knockout roll cannot threaten the soldier's resistance number of 17. The wound is noted, with an index of 3 (taking his total to 5) and injury points of 9 (for a total of 16).

For her final attack, Adoric rolls a 93, for a total (134) capped to 120. The soldier rolls a 50, but with his 16 injury points only gets a 78 overall. Adoric has the opportunity to hit him in the skull and takes it. Unfortunately, her damage roll of 12, yielding a base damage of 13, narrowly fails to penetrate his plate helm/padding hood combination (impact armour value 13/10), so she scores no damage. Her 3 attacks have taken the combat subtimer to 92 (62 + 10 + 10 + 10), so the GM changes focus before the soldier's attack drive begins.

On 65 the two soldiers who wisely avoided Arnin reach Kili and the cart. One of them has split off towards the rear of the cart and Kili is happy to leave him to Kalvos rather than moving to the rear of the cart himself, so Kili will engage a single soldier. The GM decides that the detour will mean the soldier splitting off must cover an additional 15 feet (at a jog) to get to the cart's rear. This will take him (15/0.9 = 16.7 = 17 counts, so he'll get there on 82. On 65, Kili and his opponent roll initiative. Kili, a heavily armoured Dwarf using a two-handed axe, has an initiative of –12. He rolls a lucky 94 for a total of 82 and manages to beat his opponent, who rolls a 60 for a total of 68. Kili's attacking AT of 14 is no issue. He attacks with a 2-h axe against a target shield, for a relative weapon mod of A -15, so his usual +62 becomes a + 47. However, Kili rolls only a 30, for a total of 77. His opponent rolls a 69, for a total of 123 capped to 120, so he easily gains the attack. He will begin attacking on 79 (65 + 14), so the



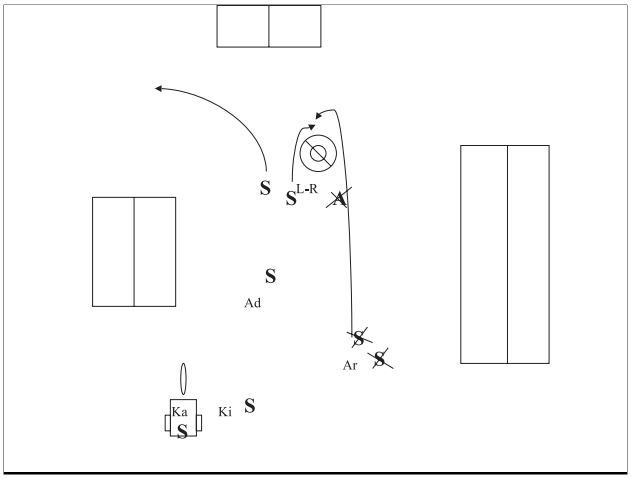
GM shifts focus once again.

On 69, Arnin attacks again. With relative weapon mod taken into account he still has a +56 to strike and his roll of 83 assures a 120 attack. The hapless soldier only manages a roll of 21, for a total of 65 (still better than his strike level of 34). Arnin is free to strike any location and opts for the skull. He rolls a 9 for damage, for a base damage of 9 x 3.8 = 34.2 = 34. The soldier wears a helm over a padding hood, but still only has a chop armour value of 20/15, so 19 points of penetrating damage are scored. The locational modifier for chop attacks to the skull is 8, so the damage total is 8 x 19 = 152. The resultant 11d6 death roll is quite sufficient to beat the soldier's resistance number of 17, as Arnin's mighty blow splits his skull and spills the jelly-like contents to the dusty earth. This is accomplished on 80 (69 + 11), so the GM once again changes focus.

On 72, Kalvos' bowshot is resolved. His target, Aramit, is 50 feet distant. The base range mod for a longbow is 0.33, the light is good and Kalvos is aiming for the body, so his total range mod is 50 x 0.33 = 16.7 – 10 = 6.7 = 7. He's only taken 1 AT to aim, so he has an additional – 10 (Table 15). His bow skill gives him a +47, so his mod for this shot is +47 – 10 – 7 = +30. His target, Aramit, is still instructing his soldiers, but he's aware of Kalvos and elects to try and dodge the shot. The relative weapon mod for a bow against a dodge is D -25, so Kalvos' attack roll is unaffected. He rolls a 75, for a total of 105, easily beating Aramit's strike level. Aramit makes a desperate dodge, but his dodge skill is only + 18, leaving him a -7 after the relative weapon mod is taken account of. His impressive roll of 98 still leaves him a total of only 91, 14 points short of Kalvos' attack, so the arrow may have struck home. A d12 roll determines its location. Kalvos gets a 12, and consulting Table 16 is delighted to find he's hit Aramit in the neck. He rolls damage, getting a 10, which with his longbow damage mod of 1.32 gives him a base damage of 13.2 = 13. Aramit is unarmoured, so the penetrating damage is also 13, which with the neck thrust locational damage mod of 8 yields a damage total of 104. Aramit has a 7d6 death roll and a further 7d6 knockout dice. His resistance number is 14, but his death roll totals 21; this is the last arrow that he'll ever see. The two soldiers standing with Aramit are stunned by his sudden death and the GM declares that they will scuttle for cover behind the well. He decides that they must cover 15 feet to reach safety, which will take them 15/0.9 = 16.7 = 17 counts (they won't have time to accelerate to a sprint, and anyway, sprinting is unsuitable for controlled movements), so they'll be covered up on 89 (72 + 17).

On 79, the soldier fighting Kili gets to attack. His attacking AT of 12 is greater than Kili's base AT, so again there will be no free attacks. He's attacking with a longsword against Kili's 2-h axe, yielding a relative weapon mod of D -20. The soldier's attack is therefore only modified by his total weapon mod of +40; he rolls a 63,for a total of 103. Kili has a + 65 to parry with his axe, but with the relative weapon mod he only gets a +45 for this defence. He rolls a 48, for a total of 93, failing to parry by 10 points. The soldier decides to strike him in the elbow, and rolls a 10 for damage. His damage mod with a longsword is 1.4, so his base damage is 10 x 1.4 = 14. Luckily for Kili, his chop armour on the elbow is 14/11, so the blow fails to penetrate. The soldier has a maximum of two attacks per drive and follows up with an attack roll of 71, for a total of 115. This time, Kili rolls a 31, for a total of 76, failing to parry by 39 points. The soldier elects to strike Kili in the chest and rolls a 14 for damage, for a base damage of 14 x 1.4 = 19.6 = 20. However, Kili is solidly armoured about the body (he has metal brigandine over double mail over padding), with a chop armour value of 28/21. The blow fails to penetrate and the soldier has no attacks left, so it's Kili's turn to strike. At this point, the sub-combat timer is on 103 (79 + 12 + 12) and the GM shifts focus.

On 80, Arnin has finished off his two opponents and is looking for more action. He can see the two soldiers who are in the process of making for the cover of the well and decides they may want company. With this in mind, he begins to charge. The GM judges that the distance to their destination, behind the well, is 50 feet (Arnin will circumnavigate the well from the right to meet the soldiers). It will take Arnin 41 counts to cover this ground (he'll cover 16 feet in his 20 counts of accleleration and deceleration and the remaining 34 feet will take 34/1.6 = 21.25 = 21 counts). Arnin will therefore arrive at his quarry on 121. They have reached cover by 89 and can see him coming, a fearsome sight indeed. The GM decides to roll a d10 for their reaction, higher being braver. He rolls a 2 for the first and a 10 for the second soldier. When Arnin reaches the well, only one soldier will be standing there to greet him; the other begins to run on 89. The GM decides that he will calculate how far he's got when the need arises and switches attention back to the cart.



On 82, the soldier who split off has reached the back of the cart. Kalvos fired on 72 and the GM rules that it takes him one action to swing round to face the direction he knows the soldier is coming from. This will be accomplished on 81 (72 + 9), just as the soldier is coming into view. The GM knows that the next few counts will be very tight and decides that the fairest way to resolve them is to secretly decide the soldier's intentions, then have Kalvos' player announce his intentions (drawing another arrow and fitting/firing it, dropping his bow and drawing his sword, or some other manoeuvre). The outcome can then be determined, with appropriate time penalties for changing actions as the situation unravels.

The GM decides that the soldier will climb onto the cart, leaving himself exposed for the two actions this takes (the soldier is guessing that Kalvos will go for another shot and wants to get to him first). However, Kalvos decides to drop his bow, go for his sword and move forward. The GM judges that it takes ½ an action to drop the bow, and one action to draw a sword and move forward. This means that Kalvos will be ready to strike on 95 (81 + 5 + 9). The soldier will be climbing from 82 to 104. This means that by the time he gains his feet, Kalvos will be 9 counts into his first attack. Kalvos has an attacking AT of 10 (he's using a longsword), so at this point the soldier will get a – (9/10 x 100) = -90 to his parry. The relative weapon mod for a longsword against a target shield is A -15, so Kalvos' normal strike mod of +33 (he's no swordsman) becomes a +18. His attacking AT of 10 against the soldier's base AT of 11 doesn't give him any free attacks (from Table 14). He rolls a 68, for a total of 86. The soldier, meanwhile, has his normal +44 to parry reduced to a –46 by the unfortunate circumstances of his clambering. He rolls a 71, for a total of 25, so his strike level of 34 is used. Kalvos beats this score by 52 points. The GM has already decided that for this attack Kalvos would have used the large on small section of Table 11, because the soldier is still gaining his feet. Kalvos elects to strike the soldier in the neck and gets a 14 for damage. With his damage mod of 1.1, he scores a base damage of 15.4 = 15, just enough to penetrate the soldier's chop armour of 14/11. The 4 points of penetrating damage are multiplied by the neck chop locational modifier of 8 to yield a damage total of 32.

It's a vicious wound and from Table 12 requires a 2d6 death + 2d6 knockout roll. The death roll can't threaten the soldier's resistance number of 17, but the knockout roll can. In the event, however, the GM rolls a 14 and the soldier remains conscious. He does suffer an index 6 (32/5 = 6.4 = 6) 19 injury point wound though (32/1.7 = 18.8 = 19). Additionally, Kalvos has a maximum of two attacks per drive, so he gets to follow up. This time, he rolls a 45, for a total of 63. The soldier, now fully able to parry, rolls a 61, which with his 19 injury points gives him a total of 63 + 44 – 19 = 88. This beats Kalvos' strike by more than 15 points, although in this instance he would have gained the attack anyway. The sub-combat timer is now on 115 (95 + 10 + 10), so the GM shifts focus.

The soldier fighting Adoric is about to take a swing. He has no AT advantage so will gain no free attacks and there's a relative weapon mod of A -10 (longword against staff). Furthermore, he's injured to the tune of 16 injury points. He therefore has a +40 –10 –16 = +14 to strike. He rolls a 63, for a total of 77. Adoric, with a parry mod of +53, rolls a 45, for a total of 98. She has beaten the strike by 21 points and gains the attack back. At this point, the sub-combat timer is on 104 (92 + 12). The GM shifts to Kili, who begins attacking on 103.

Kili is again attacking with a 2-H axe against a target shield, for a relative weapon mod of A -15. His attack mod is therefore +47 and he rolls a 65, for a total of 112. His opponent is particularly unlucky, rolling a 04. He only gets 40% of his parry bonus, or +18 (44 x 40/100 = 17.6 = 18), so his total is a measly 22, worse than his strike level of 34. Kili has beaten this by 78 and can choose any location. He goes for the neck and rolls a 9 for damage. Kili's 2-H axe packs a fair wallop, with a damage mod of 2.98, so his base damage is 26.82 = 27. This is enough to defeat the soldier's chop armour in the neck (14/11) and cause 16 points of penetrating damage. The chop locational mod for the neck is 8, so the wound causes a damage total of 8 x 16 = 128. This leads to a 9d6 death plus 9d6 knockout roll; the GM rolls a 34 on the first nine dice, so the soldier has had his neck split wide open and slumps in a lifeless heap. The sub-combat timer has advanced to 117 (103 + 14) so the GM shifts focus once again.

Now it's time for Adoric to swing again at her bruised opponent. With a relative weapon mod of A -10 (staff against target shield) she has a +41 to attack. She rolls a 54, for a total of 95. The soldier has a mere +24 to parry after taking account of his 16 injury points and rolls a 35, for a total of 59. Adoric has beaten the parry by 36 points, but mindful of the soldier's armour once again decides to go for his knee. She only rolls a 6 for damage, for a base damage of 6 x 1.08 = 6.48 = 6. This is still just enough to penetrate his impact armour in the knee (5/4), but only by 2 points, so the damage total is 2 x 2 (knee impact locational mod) = 4. The wounds gives no knockout roll, but does add one to the soldier's total index (now 6) and 2 to his total injury points (now 18; 4 / 1.7 = 2.4 = 2).

For her second strike, Adoric rolls an 85, for a total of 126 capped to 120. Her opponent, now with a +22 to parry, can only manage a roll of 58, for a total of 80. Adoric is nothing if not persistent and once again strikes his knee. This time, however, she rolls a 15 for damage, yielding a base damage of 15 x 1.08 = 16.2 = 16. 12 points of damage penetrate the soldier's armour, for a damage total of 12 x 2 = 24. The 1d6 death roll is not an issue, but the further 2d6 knockout may well be, given that the soldier has an index of 6. The GM rolls the 3 dice, and gets a 12. With the addition of the 1ndex, the total of 18 just exceeds the soldier's resistance number and he goes down, unconscious after his repeated beating at Adoric's hands. The sub-combat timer is now at 124 (104 + 10 + 10), so the GM shifts to the action at the cart.

The soldier in the cart will initiate his attacks on 115. Kili is not finished with his soldier until 117, but the GM decides to find out what he'll do next, so he knows who it might impinge upon. Kili decides to make for the back of the cart to help his friend. The GM judges that this will require a jog of 10 feet. Kili is slow, with a jogging pace of 0.5, so it will take him 20 counts (10/0.5) to reach the back of the cart. This will be accomplished on 137 (117 + 20) and the GM returns to Kalvos' struggle.

The soldier in the cart has been badly wounded, but is now all the more desperate to floor his foe. His attack-

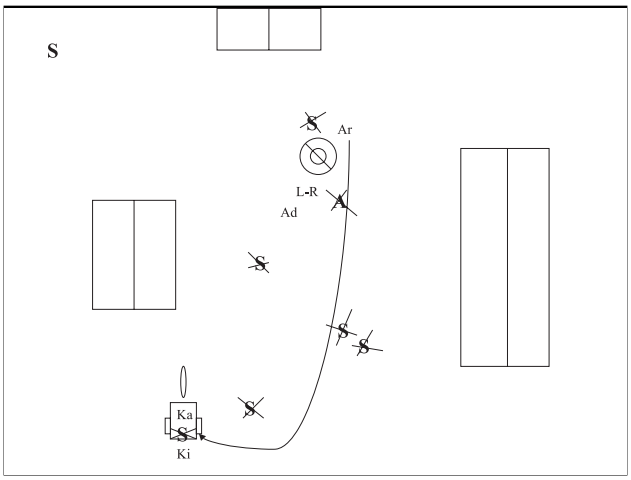
ing AT is greater than Kalvos' base AT, so he'll get no free attacks. He's attacking with a longsword, and Kalvos is using his longsword to parry, yielding a relative weapon mod of 0. With his 19 injury points, he has a + 21 to strike, and rolls a 66, for a total of 87. Kalvos has a +33 to parry, and rolls a 41. His total of 74 is insufficient to parry the blow, which has beaten him by 13 points. The soldier elects to strike Kalvos in the thigh and rolls an 11 for damage, for a base damage of 11 x 1.4 = 15.4 = 15. Kalvos' tough leather trousers offer only limited protections (3/2 for chop attacks), so the strike causes 13 points of penetrating damage, for a damage total of 1.5 (thigh chop locational mod) x 13 = 19.5 = 20. Kalvos has a resistance number of 13, so the 1d6 death plus 1d6 knockout rolls cannot affect him, but he still suffers an index 4, 15 injury point wound (20/5 = 4; 20/1.3 = 15.4 = 15).

The soldier isn't finished yet; he still has a second attack to make. This time he rolls a 39, for a total of 60. Kalvos rolls a 45, for a total of 63 (his normal parry mod of +33 has been reduced to +18 by his injury) and just makes his parry. It is lucky for him that the soldier has now run out of attacks. The timer is now on 139 (115 + 12 + 12) and the GM shifts focus to the well.

On 121, Arnin engages the brave (or rather foolhardy) soldier behind the well. He's closing from distance again, so uses his +41 initiative mod, rolling a 52 for a total of 93. In response, his opponent can only manage a 71, plus his initiative mod of +8, for a total of 79. Arnin attacks first. With the relative weapon mod of A -15 (pole arm against target shield) he still has a +56, and rolls a 90 for a total of 146, capped to 120. The soldier rolls a laughable 48 to parry for a total of 92 and Arnin decides to strike him in the chest. Perhaps rather unnecessarily, Arnin rolls a 19 for damage, yielding a base damage of 19 x 3.8 = 72.2 = 72. The soldier's chain armour (14/11 against chop attacks) is no match for this kind of power and the blade of Arnin's halberd plunges on for 61 points of penetrating damage. With a chop locational damage modifier of 3.5 for the chest, the wound's damage total is 3.5 x 61 = 213.5 = 214. This is good enough for a 15d6 death plus 15d6 knockout roll; the GM need roll only a few dice to realise the soldier is dead. Arnin's halberd has quite literally cleaved him in two, leaving quite a mess. The timer is now on 132 (121 + 11), so the GM shifts briefly to Adoric.

Having despatched her foe, Adoric wishes to try and assist her fallen comrade Les-Ri. The GM decides that she is 20 feet away. With her jogging pace of 1.1, she'll cover this in under 20 counts, so won't reach a sprint. In fact, it takes her 20/1.1 = 18.2 = 18 counts to reach Les-Ri's side, so she'll get there on 142. She immediately attempts to bandage his bleeding; this is only 142-16 = 126 = 12.6 seconds after he received his evil wound, well within the first minute; the GM decides to return to resolve the outcome after the current action sequence is over.

On 132, Arnin has finished his latest victim and is thirsty for more blood. At this point, the soldier who began running on 89 has covered 64 feet (10 x 0.8 = 8 feet accelerating from 90 to 99, then another 33 x 1.7 = 56.1 feet between 100 and 132). Arnin doesn't actually know that the soldier's pace is better than his (the GM hasn't given him this information), but he recognises that a 60 foot start is tough to make up when you're wearing plate armour. He therefore turns and begins to sprint back to the cart to assist his comrades. The GM judges the distance to be 65 feet, including circling the well. This will take Arnin 51 counts (20 counts accelerating/decelerating, during which time he'll cover 20 x 0.8 = 16 feet; then 49/1.6 = 30.625 = 31 counts to cover the remaining 49 feet). He'll arrive at the cart on 183, having passed the kneeling Adoric en route.



Back at the cart, Kili reaches the back of the cart on 137. The combatants are fighting near the back, so the GM judges that Kili is immediately in combat range, although from down here any strikes he makes will be resolved using the small on large section of Table 11. If Kili were entering a typical melee, he would have to roll initiative at the end of the current cycle to see when he got to attack. In fact, this would be a brief wait, as the soldier concludes the current cycle with his second attack on 139 (Kalvos attacked first, remember). However, the soldier is facing Kalvos and even if the GM did consider him aware of Kili, couldn't bring both his assailants into his field of view. Kili will therefore take free strikes at the soldier, his first being resolved on 151 (137, plus his attacking AT of 14). Meanwhile, Kalvos' first strike of his new drive begins on 139, and will be completed on 149, slightly earlier than Kili's. He rolls a 38, for a total of 41 (he's got a relative weapon mod of A -15 and 15 injury points). The soldier is injured too, but rolls a 70, for a total of 95, parrying and gaining the attack. Unfortunately for him, Kili completes his swing on 151, 2 counts into the soldier's counter. Kili rolls a 50, for a total of 112 (there's no relative weapon mod for a free attack). This easily beats the soldier's strike level of 34. While Kili cannot reach the soldier's head from the earthen floor, he chooses to aim his uppercut at the unfortunate man's groin. Rolling a 12 for damage, he scores base damage of 2.98 x 12 = 35.76 = 36. The soldier's chop armour here is solid (20/15), but sadly not good enough. 21 points of penetrating damage, with a chop locational modifier of 3 for the groin, yield a damage total of 21 x 3 = 63. This is good enough for a 4d6 death plus 5d6 knockout roll. With his index of 6, the soldier gets 13 on the first 4d6 for a total of 19; the blow has killed him outright. Given its location, this is perhaps a blessing. The last non-fleeing soldier has fallen on 151, just 15 seconds into the action sequence.

Two of the PCs are injured. While Adoric attends to Les-Ri's wound, Kalvos attempts to bandage his own in-

jury. His 15 injury point wound is amenable to simple bandaging, so he tears a section from the soldiers cloak to use and gets stuck in. He's been bleeding for under a minute, so at this point has taken no damage. Kalvos is no doctor, but he has the physician skill, with a +4 mod. He needs a 30 to stop any further damage (twice the wound's injury points) or a 15 to limit it to one minute's bleeding damage (it would usually bleed for 15/5 = 3 minutes, at 15/10 = 1.5, = 2d4 per minute). Kalvos rolls a 71 for a total of 75 and therefore takes no damage from bleeding.

Ironically, Les-Ri is the party's best healer. However, Adoric also has the physician skill, with a +8 mod. The 43 injury point face wound needs stitching and Adoric knows that Les-Ri keeps a bone needle and some cat-gut string in his pack, so she retrieves them and sets to work. She needs a roll of twice the wound's injury points, or 86, to stop further bleeding damage (the first minute's damage will automatically take effect). This time, Adoric is lucky. She rolls a 92 for a total of 100 and successfully stitches the wound. Les-Ri must still suffer 43/10 = 4.3 = 4d4 points of bleeding for the first minute, but is saved a further 8 minutes of potential bleeding. The 4d4 roll comes to 9, not a high enough damage total for a death roll (and Les-Ri is already unconscious). The bleeding therefore gives him an additional index 2, 9/1.4 = 6.4 = 6 injury point wound. His total index is now 14, equalling, but not exceeding his resistance number, so he narrowly avoids falling into a coma. Les-Ri will come round in 43/4 = 10.75 = 11 hours and will be cursing black-hearted merchants. Of course, both he and Kalvos may still suffer the effects of infection…

3.7 Advanced combat rules

Having got to grips with the basic combat system, GMs and players may wish to further enhance their action sequences with some or all of the following advanced rules. Note that while some of these additions are very straightforward to incorporate, others will add realism at the price of some increased record-keeping/time demands. GMs should feel free to try them out and include only the rules they feel suitable for their gaming style.

3.7.1 Criticals and natural 20s

When rolling to determine the success of some action using a skill, a natural (unmodified) 99 or 100 yields a critical success. In combat, too, exceptional rolls can produce exceptional outcomes.

Attacking. When an attack roll is a natural 99 or 100, the blow is unparryable, except by a critical parry roll. Even if the parry or dodge roll equals or exceeds the modified attack roll, a strike occurs, but with the locations available determined as if the strike had beaten the defence by 1-10 points. Obviously, if the attack roll also actually beats the defender's parry or dodge, location is determined normally. Additionally, critical attacks inflict double the normal damage.

Example: *Aelric Orc-bane is attacking a Black Orc chieftain with his battle-axe. Aelric rolls a 99 to strike; he has a +52 total mod for this strike, so gets a critical 120. The Orc is parrying with a target shield and rolls a 75. It has a + 65 to parry, so is also capped at 120. Usually, Aelric's blow would be parried and he would continue with his next swing. However, because the attack was critical, the blow lands. Aelric can choose to strike the elbow, forearm of shin (the choices available if he had beaten the parry by 1-10 points). He elects to strike the Orc in the shin. Additionally, the blow does double normal damage. Aelric's already impressive 2.08 damage mod is increased to 4.16 for this strike…*

Parrying and dodging. Against a normal attack, a critical parry or dodge will gain the attack regardless of whether it beats the attack by 15 points. The attack can even be gained against 120 attack rolls in this manner. Critical parries and dodges are successful against critical attacks, but do not automatically gain the attack against them; effectively, the two criticals cancel each other out and the attack is resolved normally, without double damage being inflicted.

Example: *Aelric's really on a roll. Having dispatched his first Orcish attacker, he is set upon by another bloodthirsty brute. The Orc attacks savagely with a 120, but Aelric rolls a natural 100, for a 120 critical parry. He therefore parries and gains the attack, much to his opponent's horror…*

Natural 20 damage rolls. When the result of the 2d10 damage roll is a natural 20, another d10 is rolled and added to yield a maximum unmodified damage of 30. If yet another 10 is rolled, another d10 may be added and so on, although given that the chance of rolling three 10s is one in a thousand, the process is unlikely to progress much further.

Example: *Aelric has succeeded in striking his opponent in the chest and rolls for damage. Amazingly, he rolls a natural 20 for damage, so gets to roll an additional d10. This roll is a 7, for a base damage of 27 x 2.1 (Aelric's damage mod) = 56.7 = 57. Another Orc is about to bite the dust.*

3.7.2 Penetrating damage

Some blows are simply so forceful that even a successful parry cannot stop them entirely. The penetrating damage rules are intended to handle these situations; they model the effect of a powerful impact which forces the defender's parrying shield on into their bodies, or causes the wrist bearing the parrying weapon to buckle and allow the attacking weapon to continue in its trajectory. A common example occurs when small humanoids attempt to parry blows dealt by much larger humanoids, like Trolls and Giants. Obviously either a dodge or an avoidance based on a character's strike level would completely evade con-

tact with the attacking weapon, so no penetrating damage would occur.

During the character generation process, each weapon in the weapons box is assigned a strength value, dependent on the weapon itself and the character's damage mod (the latter reflects both a character's strength statistic and any training/experience relevant to combat). This strength value is the maximum base damage a parry with that weapon can absorb. Broadly speaking, base damage in excess of this value is likely to penetrate and cause damage to the defending character. The weapons box also contains a value for an attacking weapon's maximum normal damage. This is provided because the process of rolling damage for every parried blow to check for penetrating damage is a cumbersome one. In most cases, the maximum normal damage can simply be compared to the parrying weapon's strength value, and if it is lower (as is usually the case), there is no need to go on and roll damage. Although weapons can inflict base damage beyond this value, as a result of a natural 20 damage roll, the situation is uncommon enough that it can reasonably be ignored.

Only specific types of attack are liable to cause penetrating damage. Cutting attacks never cause penetrating damage; the nature of the attack (drawing a blade across a target area) precludes penetrating damage based on momentum. Thrusting attacks, when parried by another weapon, also cause no penetrating damage, because the nature of the defence is to push the thrusting attack outside the line of the defender's body, rather then absorb its impact. For thrusting attacks against shields, penetrating damage can occur, modelling the effects of a shield puncture, with the weapon carrying on into the defender's body. Penetrating damage will therefore be resolved against thrust armour values.

Chopping attacks and impact attacks based on swinging a weapon to create momentum are the classic causes of penetrating damage. When these attacks are parried with a shield, the shield is forced into the defender's body and penetrating damage is resolved against impact armour values. Parries with other weapons are forced aside (usually as a result of buckling wrists or arms), yielding penetrating damage of the normal type for the attacking weapon in question (chop or impact). Some impact attacks may involve thrusting actions (straight punches or quarterstaff thrusts, for example), so the GM should judge whether penetrating damage is applicable in each case. Random rolls can be made when a weapon (like the quarterstaff) can be used to inflict impact attacks in a number of ways.

If penetrating damage is a possibility, base damage should be calculated in the normal manner. The defending weapon's strength is then subtracted from the base damage to calculate penetrating damage, as if the weapon where acting as armour, but with only a three-quarter value. Before a damage total can be determined, the location of the strike must be found (in order to obtain both an appropriate armour value and a locational damage mod). Table 17 in the TABLES booklet contains a number of sub-tables, one for each different attack/defence combination (e.g. chop attack against shield). To determine the location of damage, simply select the appropriate sub-table and roll 1d100, reading off the result. Damage can then be resolved as usual based on the penetrating damage, any armour worn by the defender and the locational damage mod.

Note that some results from Table 17 list an additional subtraction to penetrating damage, modelling the effects of space between the defender's body and the parrying weapon/shield. This subtraction is applied to the penetrating damage and can completely stop it taking effect (drop it to zero). For example, a roll of 84 for a thrust against a shield would yield a -10 damage attack against the abdomen. In this case, the shield is held away from the body, so the attacking weapon must not just penetrate the shield, but thrust a considerable distance through it. Even a blow which scores penetrating damage can therefore be dissipated before it actually strikes the defender's body. And of course, it must still overcome the defender's armour before a wound is scored.

Example: *Flushed by earlier success, Aelric Orcbane decides to hunt down a Troll for his trophy wall. Unfortunately, the Troll has won initiative and taken an almighty swing at Aelric with its makeshift 2-h club. Aelric has successfully parried with his viking round shield, but the GM notes that the Troll's maximum normal damage (224) is well in excess of Aelric's shield's strength (57), so the blow may penetrate his parry.*

The Troll rolls an 11 for damage, which with its ferocious damage mod of 11.2 yields a base damage of 123.2 = 123. This is sufficient to defeat Aelric's shield and cause 66 (123 – the shield's strength of 57) points of penetrating damage. Referring to Table 17 to determine where the blow strikes home, a d100 roll of 65 yields the result "Shd elbow". The remaining impact of the Troll's blow will be absorbed by Aelric's shield-bearing elbow, so the blow probably landed fairly centrally on the shield (a "chest, -5 BD" result, for example, might have implied that the edge of the shield was struck and forced into Aelric's body). The blow is resolved against Aelric's elbow impact armour value; in this case, the attack was of impact type anyway, but even had the Troll been using a chopping weapon, the penetrating damage through a shield would be impact.

Aelric is wearing a plate arm grieve over a mail shirt over a fur tunic, giving him an impact armour value of 18/14 on the elbow. The massive blow therefore penetrates this armour too, resulting in 52 (66-14) points of penetrating damage. With an elbow locational damage mod of 2 for impact attacks, this results in a damage total of 52 x 2 = 104. In the unlikely event that Aelric lives, he'll think twice before standing firm against a Troll's swing again.

3.7.3 Dodging past opponents

Sometimes, a character may have their path blocked by an opponent and rather than stopping and engaging them, may wish to attempt to keep running and dodge past them. This is clearly a dangerous activity. The guidelines presented here are just those; broad guidelines. GMs should modify them to fit specific circumstances.

In standard combat, a character cannot gain the attack with a dodge, and if dodging must wait until their opponent exhausts their maximum number of attacks before responding. In a situation where the character is at-

tempting to sprint past an attacker, a successful dodge (by 15 points) accompanied by a special additional initiative roll, which beats the attack roll, will carry the dodging character on past their attacker. The initiative roll should be subject to the same relative weapon mod as the dodge (whether it affects the attacker or the defender). Obviously, the attacker is then free to turn and pursue their quarry. If the dodge is successful by less than 15 points, or the defending character is actually hit, they are considered to have been perturbed sufficiently in their run that the attacking character can follow up their initial strike and combat proceeds normally. Similarly, if the initiative roll fails to beat the attack roll, the defending character has had to seriously adjust their run in order to avoid being hit and the attacker can follow up as in normal combat. However, because the sprinting character has been seriously perturbed and must suddenly slow, their next defence suffers a special –15 mod.

Characters can also attempt to cover up, using a shield or other parrying weapon, whilst ducking past their assailant. In this case, a parry roll is made in place of a dodge, along with the initiative roll if successful, but because the action of parrying whilst running is less natural, the initiative roll must now be successful by 15 points to carry the defender on past their opponent. Otherwise, follow-up attacks proceed as above, with the next defence at –15.

Note that characters can also attempt to dodge between two loosely spaced attackers, making a single dodge and initiative roll which must be successful against both attacks. It is not possible to parry two assailants in this manner; one attacker simply receives a free attack against the defender's strike level.

Example: *Raisha deft-arm is attempting to traverse a battlefield at a sprint in order to assist a fallen comrade when she finds her path blocked by an enemy soldier. Her comrade's situation is pressing and she decides to simply try and dodge past the man obstructing her run. With all mods taken account of he gets an 84, attacking with a great flail. Raisha must first dodge by 15 points; she rolls a 68 and with an impressive +41 dodge skill gets a total of 109, beating the attack by 25 points. Next, she must make an initiative roll. Again, she is lucky, and ends up with a total of 116, successfully beating the attack of 84 (had she been parrying, she would have had to beat it again by 15 points, but in this case would still have been successful). Raisha nimbly ducks past her flailing foe; had she failed either roll, she would have had to face his remaining attacks, have been brought to a standstill and have a –15 to her next defence.*

3.7.4 Weapon breaks

Weapons are not indestructible and can break under the strains of melee combat. Each weapon in a character's weapons box is given a break value, typically between 1 and 5. When attacking with a weapon, any time the character's natural (unadjusted) attack roll is equal to or less than the weapon's break, a successful parry will result in the weapon snapping. For some weapons constructed with special materials or methods, it is possible to have a break value of less than 1. In these cases, if a natural 01 is rolled for an attack and the blow is parried, the weapon's break value should be multiplied by 100 to yield the percentage chance of a break. Hence, a break value of 0.1 would give a 10% chance of a break following a 01 natural attack.

Example: *Xanthor of Renon is attacking a city guard with his Hercules club. The weapon has a break value of 3 and Xanthor rolls a 02, for a total attack of 12 (remember, he only gets 20% of his normal attack mod). The guard parries easily with a 98, so Xanthor has broken his club over the guard's shield. He must now fight on with only a stump of handle…*

Weapons can also break when parrying. If a parry total is exactly equal to the attack, a weapon with a break value of 1 will break, while a weapon with a break value of less than 1 will have a break x 100 % chance of breaking. If a parry equals an attack or is successful by 1 point, a weapon with a break value of 2 will break. Similarly, if the parry equals the attack, or is successful by 1 or 2 points, a weapon with a break value of 3 will break and so on. The exception to this rule is for parries capped to 120, which never result in a broken weapon.

Example: *Having somehow evaded the guard's return attacks and got his hands on a quarterstaff, Xanthor now attacks the guard again. He rolls a 51, for a 112 total attack. The guard is parrying with a target shield, and rolls a 71, for a total parry of 113. This parry beats the attack by only 1 point, so will result in a weapon break if the parrying weapon's break value is 2 or greater. A target shield's break value is 3, so the shield has been broken under the blow and is now useless.*

3.7.5 Advanced locations

The basic rules assume a standard combative stance when offering a choice of body locations to strike based on attack success. For those desiring a greater degree of realism, Table 18 provides different selections of body locations based on the stance and weapon combination of the defender. It is used in an identical way to Table 11, but the defender's fighting style should be identified in order to use the appropriate sub-section of Table 18. Unlike Table 11, Table 18 differentiates between left and right limbs. Hence, a defender who is using a shield combination will be extremely difficult to strike on his shield arm. Also, because the shield side is usually angled forward in a combat stance, he will be more vulnerable on the left leg (assuming a right handed combatant, using a shield in his left hand; limb choices are referred to as *on* and *off* in Table 18, with on referring to the primary, usually right, side). Note that the advanced location table (18) can only be used for equal sized humanoid opponents.

Example: *Millania iron-eye is locked in combat with her arch rival Vrondana of Ash-down. Millania fights with a longsword and shield, while her opponent (who has just parried successfully and gained the attack) is using a*

naginata (a form of polearm). As described in Table 18, Milliana (who is right handed) is currently defending herself in a stance with her left side somewhat forward (thus using her shield to maximum effect). However, as fate would have it she parries Vrondana's first blow by only a single point and her target shield breaks under the impact. Hence she must change stance to bring her longsword forward into a defensive position, adopting a side stance with right arm and leg forward. Vrondana's second swing is even more effective (Miliana is not used to parrying with her longsword) and beats the defence by 18 points. Referring to Table 18 part d (for defenders using a single one-handed weapon), we find that she can select to strike Miliano in the on (right in this case) elbow, forearm, elbow, upper arm, thigh or knee. This result is very similar to that that would have been obtained using the standard hit location table, except that the particular limb (right vs left) is specified.

3.7.6 Fumbles, stumbles and knock-back

Fumbles. Fumbles occur when a blow to a combatant's hand or arm results in them dropping their weapon. Specifically, attacks to the hand and forearm may lead to fumbles. Dropped weapons can of course be retrieved, but it takes 1 AT to do so, typically at the expense of initiating an attack drive (i.e. using a free action).

To determine whether a blow will result in a fumble, the blow's penetrating damage (the damage total after armour has been accounted for, but before locational modification) is compared to the character's dexterity stat. For strikes to the hand, a fumble occurs if the penetrating damage exceeds the character's dexterity. For strikes to the forearm, the penetrating damage must exceed double the character's dexterity to cause a fumble. If the basic hit location rules are being used, GMs should roll randomly to determine which arm has been struck and therefore which, if any, weapon is in danger of being dropped (this is also the case for some missile attacks). The advanced hit location rules specify which limb has been struck. Some weapons (such as shields that are strapped to a combatant's arm) may be immune to fumbles, at the GM's discretion.

Example: *Tolma the fearless is locked in combat with bandits who have ambushed the caravan he has been hired to protect. Tomla has just succeeded in striking one of the bandits in the left forearm and has inflicted 24 points of base damage with his German war hammer (the GM is using the advanced hit location rules; if using the basic rules, he would have rolled randomly to deterimine which forearm was struck). The desperate bandit is unarmoured, so the blow's penetrating damage is also 24 points. Before the GM goes on to calculate damage, he compares this value to the bandit's dexterity stat of 11. 24 exceeds double the bandit's dexterity (22), so a fumble results and the bandit drops the dagger he has been using in his off hand. Had Tolma's blow been to the hand, he would only have had to exceed 11 points of penetrating damage to cause a fumble.*

Stumbles. Stumbles occur when a heavy blow to the leg causes a combatant to drop to one knee or even fall to a prone position. Where for fumbles, penetrating damage is compared to dexterity, for stumbles, base damage is compared to strength. Hence, even a blow that fails to penetrate heavy armour can cause a combatant to stumble due to its sheer momentum. Stumbles occur only as a result of blows to the knee or shin.

To determine if a stumble occurs, simply compare a blow's base damage to the victim's strength. If it exceeds twice their strength, a stumble to one knee occurs. If it exceeds three times their strength, they will fall to a prone position. The exception is for cut attacks, which by their nature fail to cause stumbles. The stumble itself inflicts no further damage, but the defender will now be in a disadvantaged position for further combat. Specifically, a combatant on one knee is at –10 to strike and parry, and –30 to dodge; he is also likely to be considered a smaller opponent for determining available hit locations. Prone combatants are at –35 to strike and parry, but can roll around to dodge attacks at –10; they are always attacked using the normal section of the hit location tables.

Combatants affected in this manner can of course attempt to regain their feet. It takes one action to rise from kneeling to standing, so characters can forfeit the chance to initiate an attack drive to rise, or ignore attacks for one AT while doing so. Similarly, it takes one action to get from a prone position to a kneeling one. Characters with acrobatics can attempt to go straight from prone to standing using only one action by springing up or backward rolling to a standing stance; the success levels for these actions are given in the acrobatics skill description (skills and actions chapter, section 2.2.1). There is a risk, however, as a failed effort leaves the character still prone.

Example: *As it turned out, Tolma's initial blow was powerful enough to both break his opponent's arm and knock him unconscious. He now turns his attention to another bandit, landing an impressive strike to the man's shin. This time he scores 28 points of base damage. Before worrying about armour and continuing to calculate damage, the GM compares this score to the bandit's strength stat of 12 and notes that it exceeds twice (but not three times) this value. The bandit will therefore be knocked to one knee, but not prone.*

The GM goes on to calculate damage and as a result of a rather lucky knockout roll, the bandit retains his consciousness. However, he is now fighting from one knee. He must attempt to parry Tomla's remaining blows at –10 and then decide whether to use his attack to regain his footing (at least giving him the opportunity to flee, although the GM may impair his pace given his heavy leg injury) or attack back at –10.

Knock-back. Some blows have such a lot of momentum that they can actually knock a combatant backwards off their feet and even throw them through the air. Knock-back rules are really provided to add a descriptive flair to a combatant's demise; a blow of sufficient magnitude to cause knock-back will usually sufficiently maim its recipient such that additional problems arising from loss of footing and falling damage will seem fairly trivial.

Knock-back occurs only for chopping and impact blows to the body (shoulders, chest, abdomen, hips and groin). Parried blows normally cannot cause knock-back, unless penetrating damage to one of these body locations occurs, in which case the blow's penetrating damage is used in place of an unparried blow's base damage. The base damage of the blow is compared to the recipient's weight in pounds, including armour. If it exceeds one third of this value, the target is thrown off their feet; in addition to any damage the blow itself inflicts, they will be left prone and suffer x1 (2d10) non-locational damage from the impact.

If the base damage of the blow exceeds half the character's weight in pounds, they will be thrown through the air backwards. To find out how far they travel in feet, divide the base damage by the character's weight in pounds, subtract 0.5, and multiply by 15:

Distance (feet) = [(BD/Weight) – 0.5] x 15

Again, they will be prone and this time suffer damage equivalent to a fall of velocity (distance thrown in feet) m/s (see the gaming environment chapter, section 4.1.1, for details of determining damage from falls; note that small creatures tend to take less damage from falls than large ones). Should they hit a solid object during flight (such as a wall) this velocity should be doubled for the purposes of determining impact damage. Note that when determining knock-back, any character with a weight of less than five pounds (e.g. a pixi) is assumed to have a weight of five pounds. GMs should make appropriate descriptive adjustments if they feel that a blow would have consequences other than knock-back (a mighty sword swing might chop a character in half, for example, which would minimise knock-back…)

Example: *As fate would have it, the bandit who is fighting Tolma is saved a difficult choice regarding his next action. At this point, some comrades of his in the treetops unleash a log they have tied to an overhanging branch. The log weighs around a ton, and is aimed at the unfortunate Tolma, who fails to dodge it. The GM judges that the log will strike as a missile weapon, with a damage of 15 (a very serious impact). The location, rolled on the missile weapon strike location Table 16, turns out to be the abdomen. A 13 is rolled, for a total of 13 x 15 = 195 points of base damage. Tolma weighs 180 pounds with his light armour, so the blow's base damage exceeds half his weight (90) and will throw him backwards. Using the above formula, the GM determines that Tolma will be thrown 195/180 = 1.083, - 0.5 = 0.583, x 15 = 8.74 = 9 feet backwards. When he lands, he will suffer damage equivalent to a fall with velocity 9 m/s. Of course, this is all fairly academic to Tolma, who, after modifying the blow's base damage for armour and applying the locational damage mod for an impact strike to the abdomen, must make a 39d6 death roll to survive. What a mess.*

3.7.7 Armour damage

In the course of protecting its wearer, even the toughest armour will eventually be damaged and even destroyed, necessitating repair or replacement. Rules for repairing armour are presented in the chapter on the gaming environment. Here, guidelines are given for the deterioration of armour as a result of blows sustained during combat.

Any time a blow penetrates armour in a given location, there is a chance that the armour will be damaged (in fact, a penetrating blow will of course always damage armour, but whether the damage is significant enough to affect the suit's armour values must be determined). Each bodily location has a percentage value assigned to it, indicating the proportion of total body area it represents (see the guidelines on designing custom armour garments in the character generation chapter, section 1.1.5). These values are presented in the WEAPONS, ARMOUR & EQUIPMENT booklet. To find the base chance of damage for a given location, simply subtract the location's percentage value from 20. Hence, the chance of damage from a blow is greater for smaller body parts, because the same blow will damage a greater area of an armouring garment.

When a blow penetrates, simply roll 1d20 and compare it to the base chance of damage for that location. If it is equal to or less than this base chance, armour damage will result. The base chances assume a chop or cut attack. They should be halved for thrust or impact attacks, which are less likely to substantially damage an armour garment. These base chances are summarised in Table 19.

If armour damage results from a blow, one point should be subtracted from each armour value for that location (i.e. from chop, cut, thrust and impact armour values). Often, armour values for a given location are built up from a number of layers and it is important to note down which particular garment has suffered the damage (not least for the purposes of later repair). Roll randomly to determine which component on a given location has sustained the damage. Any time any armour value for a given component garment reaches zero, that garment is utterly ruined and beyond repair. It should be entirely discounted from armour calculations (hence armour values against other attack types may suffer a sudden drop).

Example: *Vorgios Hammer-hand has been struck in the hip by an opponent using a battle-axe. Vorgios is well armoured, with a chop armour value of 20/15 (plate hip guard over padding hauberk), but the blow is powerful with a base damage of 28 and penetrates. Obviously Vorgios' primary concern is resolving the wound's effects, but the GM must also determine if his armour has sustained any damage.*

From Table 19, the chances of a chop attack causing armour damage to the hip location is found to be 12. Vorgios rolls 1d20 and gets a 7, less than the damage chance, so his armour has sustained significant damage. As he has two garments contributing to his armour values in this location, a d10 is rolled, with odd values assigned to the plate hip guard and even numbers assigned to the padding hauberk. The GM rolls a 7, so the plate hip guard has been damaged by one point; Vorgios makes a note of

this. This is the first time his armour has sustained damage in this location, so none of the armour values for this garment will be reduced to zero and it will still function. He then subtracts one point from each armour value in the hip, and recalculates his three-quarters values; his original values of 23/17, 20/15, 22/17, 13/10 are reduced to 22/17, 19/14, 21/16, 12/9.

3.7.8 Exhaustion

During the course of action sequences characters are typically involved in activities which are tiring, such as running and fighting. Obviously, if a character persists with such activities for a prolonged period of time, they will begin to suffer the effects of exhaustion. In game terms, a character keeps track of an exhaustion point total during play. As long as their exhaustion point total is positive they can proceed without any penalty, but when the total becomes negative they suffer an equivalent negative mod to many activities.

Characters begin play with exhaustion points equal to their constitution x 2 and can increase this total through the expenditure of E.P.s (see the chapter on character generation, sections 1.1.3, 1.1.6 and 1.1.7). The exhaustion point cost of moving at various paces and of making an attack or a dodge is also recorded on the character sheet. For actions which cost less than a whole exhaustion point (attacking, for example), a tally should be kept and exhaustion point losses recorded at appropriate junctures.

The exhaustion point costs of various actions are listed in Table 6. As well as running and fighting, there is a cost for actions like climbing, swimming and casting spells. Note that for exhaustion point purposes, the acceleration and deceleration periods of a sprint (during which the character moves at their jogging pace) still count as sprinting. As long as a character has positive exhaustion points, they can perform as usual. Negative exhaustion points translate directly into a minus to all physical skill rolls, combat skill rolls and spell casting use % values (see the chapter on magic). A character collapses and must take rest when their exhaustion points reach – (2 x character's constitution), or –10, whichever value is the more negative.

Exhaustion points are rapidly recovered through rest. Every minute of uninterrupted rest, a character recovers a number of exhaustion points equal to his constitution divided by three and rounded to the nearest whole number. Hence a character with a constitution of 13 would recover 13/3 = 4.3 = 4 exhaustion points per minute.

Example: *Vagabond Gresti has become embroiled in a pub brawl and no longer wishes to be there. Gresti has a constitution of 13 and 26 exhaustion points in total (he hasn't spent any E.P.s on increasing them). Should he reach –26 exhaustion points (the lesser of –10 or – 2 x his con) he will collapse. However, for the time being he is fine. The brawl has just commenced and as yet Gresti has only thrown three punches. Gresti is relatively unencumbered; from his character sheet, his cost for attacks is 1 per 5 strikes, so at the moment he has simply tallied the three punches and remains on 26 exhaustion points.*

Gresti has just floored his drunken opponent and decides to make a sprint for the bar. The GM determines that it will take him 18 counts to get to the bar (1.8 = 2 seconds sprinting, 2 exhaustion points for Gresti). Once there, he successfully jumps it (jumping; 1 exhaustion point from Table 6). He is left hiding on 23 exhaustion points and prepares to make a break for the exit to the stables…

3.7.9 Unarmed combat

The standard combat rules assume the use of melee or missile weapons to fight with. For unarmed combat, some additional rules are required to realistically cover the various special situations that may arise.

Unarmed attacks. The basic unarmed strikes are listed in the WEAPONS, ARMOUR & EQUIPMENT booklet. They follow the standard format for weapons, in terms of their modifiers and damage values. Obviously, only those races appropriately endowed will have claws, bites, tail swings and hoofs available. Unarmed attacks follow the standard combat rules for determining location and damage, except for the head butt. This attack, which suffers a severe penalty, will always strike the opponent's face (if the opponent is humanoid and of an appropriate height). However, it inflicts a strike with the same damage mod but an additional x 0.5 modifier to the attacker's face (making it a risky option, although less so for those wearing helms!) Head butts should generally not be allowed against non-humanoid opponents.

Example: *Vagabond Gresti has risen from his position behind the bar, but finds his escape route blocked by a scrawny looking ruffian. Neither man is armed; both must decide what sort of attack they will try and make, so that the appropriate initiative modifier can be used. Gresti could attack with a punch or a kick, following the standard rules, but decides to try and get things over quickly with a head butt. His opponent is going for a traditional straight punch. Both combatants roll initiative, summing appropriate mods, and Gresti wins.*

Gresti rolls to attack. He is a skilled brawler and even with the –25 attack mod for a head butt, he gets a total attack of 102. His opponent is less lucky with his block, getting an 80. Because the attack is a head butt, a successful strike will always strike the face. Gresti rolls an 11 for damage and with his head butt damage mod of 0.26, inflicts 2.86 = 3 points of base damage. The x6 locational mod for an impact strike to the face yields a damage total of 18 points against his unarmoured foe. However, Gresti must also suffer damage himself. This time, he rolls a 13 for damage, which with the special x 0.5 mod means he has taken 0.26 x 0.5 x 13 = 1.69 = 2 points of base damage, for a damage total 12 face wound.

Blocking (unarmed parrying). When the unarmed skill is used to parry, a character is attempting to block incoming attacks using his arms (and occasionally legs). If the incoming attack is also unarmed, there is no difficulty here; attacking and parrying progress in the standard manner. However, if the incoming attacks involve

weapons, difficulties can arise. When attempting to block a weapon attack, the unarmed defender will be trying to close distance inside the attack and block the arm of their assailant rather than the weapon itself. This is a difficult manoeuvre, so some adjustment of the standard rules is required.

If a parry is successful by 15 points, then the defender has moved and blocked sufficiently well to block and gain the attack as normal. If the parry is successful by 10 to 14 points, then the block was successful, but the attack is not gained. However, if the parry is made by 1 to 9 points, the block has been made against the weapon, rather then the arm of the attacker. In this case, a blow has been scored against the defender's forearm location, with an equal chance of damaging the left or right arm. The blocking action will limit its effect somewhat, such that an additional x 0.5 modifier is used when resolving damage, but damage is none-the-less sustained. These rules replace the standard parrying system, where a parry by 1 to 14 points is successful but fails to gain the attack. Note that defenders who are using the unarmed skill but employing tonfa parry as per the standard rules.

Example: *Vagabond Gresti is lucky; his head butt has floored his first opponent, who had already taken something of a beating and Gresti has sprinted to the stables to try and make off on a horse. Unfortunately, the inn's stableman is in attendance and has other ideas. He has gained initiative and stabbed at Gresti with a pitchfork. Gresti, who remains unarmed, attempts to block. The attack is a 77 and Gresti manages a 90 for his block. He has beaten the attack by 13 points, so on this occasion the block is successful, but the attack is not gained. The stableman attacks again, this time getting a 63. Gresti gets a 70, beating the attack by 7 points, normally enough to parry, but because he is blocking he has succeeded only in getting his arms in the way of the pitchfork. The Stableman rolls a 9 for damage, which with a damage mod of 1.5 and the special mod of 0.5 yields 6.75 = 7 points of base damage. This total is applied to Gresti's unarmoured forearm, for a damage total of 7 x 1 = 7. The roll of a d10 determines that it is Gresti's left arm that has been damaged.*

Parrying unarmed attacks. When unarmed attacks are parried using the unarmed skill (blocking), the standard rules are used to resolve the effects of the attack. However, some modification is required when an unarmed attack is parried using a weapon, because a successful parry may cause damage to the attacker (e.g. using a sword to parry a punch). The damage inflicted will depend upon the nature of the parrying weapon and is, as always, at the GM's discretion.

Solid blocks, with shields or similar defensive arms, will cause damage equal to the unarmed attack's damage mod x 0.5, affecting the hand for a punch, the foot for a kick or the face for a head butt. Bites against solid blocks cause damage to the face, but using a x 0.2 mod instead of the usual x 0.5 (the damage arises from an impact, like for head butts, so the puncturing damage of the teeth needs to be adjusted downwards). Claw attacks and hoofed kicks are not affected by solid blocks; no damage is sustained. Armour on the face, hand and foot will protect these locations in the normal manner.

Blocks that knock the blow aside, typical of swords, staffs etc., cause damage based on the parrying weapon's damage mod, x 0.2. If the weapon consists of a stave or haft with a more damaging blade attached (e.g. polearms and spears, axes etc.) then a x 0.1 mod should be used (because the parry is likely to be with this less deadly part of the weapon). For punches and claws, the forearm location is affected; for kicks, the shin location is used (or appropriate limb for quadrupeds). For head butts and bites, the parrying weapon may have perturbed any part of the attacker's body in order to misdirect the attack. The parry should be compared to the attack and a location selected based on the difference, as it would be for an attack that had beaten a parry. Hence a wolf leaping to bite a swordsman might be parried by 24 points, with the result that the defender's sword makes contact with the animal's chest (one of the available locations for a success by 20 to 30 points) and knocks it aside. Again, armour will defend the unarmed attacker in the standard manner. If the limb affected needs to be resolved (right or left), a dice roll should be made with an equal chance of each having been used in the attack.

Example: *Vagabond Gresti is still engaged with the stableman. The stableman has run out of attacks, so Gresti is in a position to retaliate. He elects to punch the impudent fellow and attacks with a total of 78. Unfortunately for Gresti, the stableman parries with a 90. He won't gain the attack, but his block will damage Gresti somewhat. The GM rules that because the pitchfork's damage is based on its sharpened prongs and the block is with its stave, a x 0.1 damage mod should be used in this case. Gresti therefore suffers a 12 (the damage roll, on 2d10) x 1.5 (the stableman's damage mod) x 0.1 =1.8 = 2 points of base damage blow to the forearm. He has no armour, so sustains a wound with a damage total of 2 x 1 (forearm locational mod against impact attacks) = 2 (therefore having no index). This is essentially equivalent to a nasty bruise. The roll of a d10 determines that it has affected his right arm.*

Foot sweeps. Characters who are adept in unarmed combat (those with an unarmed total strike plus exceeding +30) can attempt to foot sweep opponents in place of a normal kick. The intention to do so must be declared in advance. The attack is then resolved as usual to determine if it is a success, but no damage is inflicted. Instead, a successful attack (successful by whatever margin) represents a sweep aimed at an opponents feet or shins. The opponent is vulnerable to being knocked from their feet, in a manner similar to that described in the stumble rules detailed earlier. A damage roll is made, but using only the attacker's own damage mod (there is no 0.3 mod for a kick). Then, the attacker's attack roll is divided by 10, rounded, and added to this damage roll. The resulting base damage is compared to the defender's strength statistic, as for stumbles. If it exceeds twice this value, a stumble to one knee has occurred. If it exceeds three times this value, a knock down to prone has been inflicted. See the previous section on stumbles (section 3.7.6) for details of the effects of fighting from kneeling or prone, as well as how to re-

turn to a standing position.

Example: *Feeling that the opportunity to make a sharp exit would be very welcome, Vagabond Gresti elects to make his follow up attack a foot sweep. This time his attack is a 93, and his pitchfork-wielding opponent can only manage a 70 for a parry. As Gresti has declared a foot sweep, any successful strike causes no actual damage but may knock his opponent down. Gresti's base damage mod (with no weapon or attack mod) is1.3. He rolls a 12 for damage, for a total of 12 x 1.3 = 15.6 = 16. His initial attack roll of 93 is divided by 10 (9.3), rounded (9) and added to the rolled damage of 16, for a total of 25. This value is compared to the stableman's strength of 11 and found to exceed double it (22), but not treble it (33). The stableman is therefore knocked down to one knee, from where he can continue to fight or attempt to gain his feet.*

Pressure point strikes. Characters with a sufficiently high unarmed attack skill (in excess of E.P. + 50) can try to strike specific nerve points in an attempt to knock out or even kill humanoid opponents. Pressure point strikes must be declared in advance, can only be made with the hand (equivalent to a punch attack) and must be made to the neck, face or abdomen. If none of these locations are available, the attack is considered to have missed. However, if the attack is successful and penetrates armour, normal damage is inflicted, but considered tripled for calculating knockout and death rolls. Hence, a blow inflicting a damage total of 12 and therefore usually causing only a 1d6 knockout roll, would be evaluated as if it had caused a damage total of 3 x 12 = 36, for a 2d6 death plus 3d6 knockout roll.

Example: *Eager to complete his victory, Vagabond Gresti pulls out all the stops and elects to make his third attack a pressure point strike. He gets an impressive 113 for his attack, while his foe (now at -10 to parry as he is on one knee) can only manage an 81 in response. Checking the large on small section of Table 11, the GM informs Gresti that the abdomen location is available. He rolls an 11 on 2d10 for damage, which with his punch damage mod of 0.26 yields 2.86 = 3 points of base damage. The stableman is wearing no armour, so the blow inflicts a damage total of 3 x 3 (abdomen locational damage mod for impact attacks) = 9. This results in an index 2, 8 injury point wound (the stableman has a resistance number of 12). However, for the purposes of calculating knockout and death rolls, the blow is considered to have a tripled damage total of 9 x 3 = 27. This causes a 1d6 death plus 2d6 knockout roll. With his resistance number of 12, the stableman cannot be killed outright. However, he is unlucky enough to roll a total of 14 on 3d6, so is knocked unconscious by the blow.*

Grappling and wrestling. In some situations, unarmed combatants may wish to attempt to grab and restrain their humanoid opponents rather than striking them. This is an extremely risky endeavour against armed opponents, but may be the only alternative to inflicting serious damage.

The intention to make a grab at an opponent must be made in advance. An attack is then made in the standard manner and must be successful by 30 points in order to progress to a grapple. If the attack is successful, but not by this margin, then the attacker has been kept at bay by the defender and may follow up as usual. If the defender successfully parries, however, they are considered to have inflicted a blow in the course of fending off the attacker. The defender's parry is compared to the attacker's attack and the difference used to calculate available locations in the standard manner. Hence, a parry by 1-10 points would allow counter strikes to the elbow, forearm or shin for equally sized opponents. Damage is as for a normal attack with the weapon used to parry (use punch or claw damage for unarmed defences). The defender may also gain the attack in the normal manner if they are successful by more than 15 points; otherwise, the attacker can follow up as usual.

If the grab is successful by 30 points, grappling commences. Each round of grappling takes the combined attack times of both combatants (not modified by weapons). Hence, for combatants with ATs of 8 and 11 respectively, each round of grappling would take 19 counts. Both combatants roll unarmed attacks, but with a special modifier based on their relative strengths. The stronger character's strength is compared to that of the weaker character and for each point it exceeds it by, he gains a special + 10. Hence, a character with a strength of 17 would gain an additional +50 when grappling with a character of strength 12. For these unarmed attack rolls, there is no 120 maximum. The attack rolls are then compared. If one exceeds the other by more than 30 points, the combatant with the higher roll can choose to either break off, or apply a ground restraint. If one exceeds the other by more than 40 points and the victorious combatant has an unarmed attack mod of +30 or greater, a standing restraint is also available, in the form of an arm lock. Finally, if one exceeds the other by more than 50 points and the victorious combatant has an unarmed attack mod of + 40 or greater, the ground restraint can include a choke. If the rolls are within 30 points of one another, another round of grappling commences.

If one combatant elects to break off, then combat recommences in the normal manner, with both parties rolling initiative to determine who attacks next. Alternatively, successful grapplers can choose to take their opponents to the floor and apply a ground restraint (pinning them down) and in some cases apply a standing restraint (an arm lock) or an additional choke. One advantage of a standing restraint is that should another opponent arrive, the restrainer will not have to spend two actions getting up again (see the section of stumbles, section 3.7.6, for rising from a prone position). Both combatants are now considered immobilised until the combatant applying the restraint elects to release it, although for standing restraints, slow walking may be allowed at the GM's discretion.

Restraint does not usually cause injuries. However, when one combatant has another in a choke or an arm lock, they can elect to inflict some damage. Details of choke damage are provided in the chapter on the gaming environment, section 4.1.7. For arm locks, the restrainer can choose to apply the lock fully at any time, inflicting an injury to their opponents elbow or shoulder (impact locational mod) using the restrainer's base damage mod. Hence, an elbow lock applied by a character with a base

damage mod of 1.2 who rolled a 12 would cause a damage total of 12 x 1.2 x 2 = 28.8 = 29 points. This damage ignores flexible armour, but may be impossible against some armour types at the GM's discretion (i.e. if a plate prevents the joint from moving in a manner necessary to apply the lock). It can only be applied once; the affected arm should be rolled randomly.

Restrained combatants can choose to reinitiate grappling once every 10 seconds in an attempt to break free, but do so with a special -50 to their rolls. GMs should note that doing so from ground restraint is extremely tiring (see Table 6). Finally, characters who are either engaged in grappling or applying/suffering a restraint are vulnerable to attacks from bystanders. All such strikes are considered free attacks resolved against the wrestler's strike level, but if an attack fails to beat its target's strike level, but is successful against the other grappler's strike level (which must therefore be lower), the other grappler will have been accidentally hit!

Example: *Vagabond Gresti has escaped the chaos of the inn brawl, and after a couple of days of suitable recovery and boasting returns to his traditional position as town jailer. One of Gresti's clients has managed to escape his cell and is holed up in a dead-end storeroom wielding a torch as a makeshift club. Gresti would normally go to work on the insolent fellow with his sword, but this prisoner is of noble birth and Gresti is wise enough to realise that unnecessary brutality will just bring him trouble. With this in mind, he decides to attempt to wrestle his opponent into submission. Gresti wins initiative, so his first move is to go for a grab. Unfortunately, he can only manage a 65 for his attack, whereas the prisoner gets a 77 to parry. This is not enough to gain the attack, but any parry against a grab indicates a successful counter strike in keeping the attacker at bay. In this case, the parry is successful by 77 – 65 = 12 points, so the elbow, forearm, thigh, upper arm and knee locations are available. Gresti receives a nasty crack on the elbow, for the prisoner's standard damage (with a club) of 0.77 x 9 (his roll on 2d10) = 6.93 = 7 (base damage). Gresti is wearing a mail shirt over padding (impact AV 13/10) so suffers no damage.*

Enraged but not perturbed, Gresti decides to grab again. This time he gets a more impressive 114 to attack, while his opponent can only manage a 71 in defence. The attack is therefore successful by 114 – 71 = 43 points, exceeding the requisite 30 point margin, so Gresti has grabbed successfully and grappling can commence. The two combatants strengths are compared and Gresti is the stronger (13 against the prisoner's 11), so gains a +20 (10 times the difference in strengths) to his grappling rolls. Both men now roll unarmed attacks. Gresti, a skilled unarmed combatant with an additional +20, gets an impressive 135 (remember, there is no 120 maximum on grappling rolls). His opponent can only manage a 72, so is beaten by 63 points. Gresti, who has an unarmed attack mod in excess of +40, can therefore choose to either apply a standard ground restraint, a standing restraint (arm lock) or a ground restraint with choke. He elects to go for the arm lock, hoping to manoeuvre the prisoner back to his cell.

However, the prisoner remains feisty and after 10 seconds of slow edging towards the cells, tries to break free again. This time, he has a special –50 to his roll and not surprisingly is again beaten by a massive margin. Gresti reapplies the arm lock and, losing his temper, decides to inflict the optional one-off damage to his opponent's elbow. His base damage mod of 1.3 is multiplied by a roll of 10 and an elbow locational mod of 2 for a damage total of 26. The resultant 1d6 death plus 2d6 knockout roll leaves his opponent conscious, but much intimidated, and at 26 injury points (resistance number 10) feeling the effects of a broken elbow joint. He decides not to cause any further trouble.

Throwing. Skilful unarmed combatants (those with an unarmed attack mod in excess of +30) can attempt to use the momentum of an incoming attack to throw their opponents to a prone position (using a judo-style hip throw or an Aikido-style wrist/arm locking technique). The intention to throw if the opportunity arises must be declared in advance, when the thrower's opponent is about to roll an attack. If the thrower is then successful with an unarmed parry by 25 points, they can commence with a throw attempt. If, however, they are not successful by this margin, their next action (be it another parry attempt if they fail to parry by 15 points or are struck, or an alternative attack if they parry by 16-25 points) is at –10. This models the kinaesthetic commitment required to gain a position from which throwing can be attempted.

If a throw attempt is possible, the thrower (who has of course just gained the attack) can use his first attack to throw. In this case, an unarmed attack is made as usual, but its total compared to the previous attack roll of the opponent who is being thrown. Hence, only the thrower need make a roll, to be compared to the attack he has just successfully parried by 25 points. If he beats this value, he has successfully thrown his attacker to a prone position (see the section of stumbles, section 3.7.6, for the effects of being prone). If he beats it by 25 points, he has thrown his attacker to a prone position and in the process inflicted non-locational damage equivalent to his unmodified damage value x 2d10 (ignoring armour). This damage can be avoided if the combatant being thrown makes a successful break falling attempt, using the acrobatics skill. To do so, an acrobatics roll in excess of the thrower's unarmed attack (the one made to inflict the throw) must be made.

The thrower now has a choice. He can either continue his attack drive (with his opponent at the significant disadvantage of being prone) or initiate grappling with a special +25 modifier to attempt to place a ground restraint or arm lock on his opponent. Grappling proceeds as previously described, except that if the thrower successfully applies an arm lock, his victim is necessarily prone (having just been thrown) while he is considered to be kneeling. Ground restraints again require both combatants to have gone to a prone position, while if the combatant who has been thrown is lucky enough to gain an arm lock, he is considered to have risen to a standing position.

Example: *Vagabond Gresti is at his favourite watering hole recounting his earlier bravery to a friend when an onlooker takes umbrage at his boasting and begins to shout abuse. The situation soon gets out of hand and the onlooker grabs a bottle with which to teach Gresti a les-*

son. Both men roll initiative and the onlooker wins. However, Gresti is confident that his assailant is drunk and lacking in skill and announces that he will attempt to throw should the opportunity arise. In doing so he risks getting a special –10 mod to his next action should he fail to parry by 25 points. However, in this case Gresti is lucky. The onlooker can only manage a 55 to attack, whereas Gresti gets a 111 to parry, beating the attack by 56 points. Gresti's first return attack is therefore a throw attempt. He rolls an unarmed attack, but his opponent does not get to roll a parry. Rather, Gresti's attack (an 85) is compared to his foe's original attack (55). It beats it by 30 points, so Gresti has not only thrown the onlooker, but will inflict damage in the process. His opponent does not have the acrobatics skill, so cannot attempt to break fall (success level 85) to avoid this damage.

Gresti's base damage mod is 1.3. He rolls a 15 for damage, so causes a non-locational damage total of 15 x 1.3 = 19.5 = 20. His opponent has a resistance number of 12 and is not knocked out (1d6 death + 1d6 knockout), but sustains an index 4, 17 injury point wound. However, Gresti is not done yet. He still has further attacks or can elect to initiate grappling with a +25 bonus. In this case, Gresti decides to follow up with a kick at his prone opponent. He gets a 77 to attack, while the onlooker can only manage a feeble 40 to dodge (remember, he's now at –35 to strike and parry and -10 to dodge due to being prone, and has 17 injury points). Gresti decides to kick him in the abdomen (available from Table 11, with a successful attack by 31-40 points) and rolls a 12 for damage. His opponent is unarmoured and suffers a damage total of 12 x 0.39 x 3 = 14. This time, he rolls a 5 and a 4 for his 1d6 death + 1d6 knockout roll, which with his index of 4 is just enough to cause him to pass out. He'd just better hope that Gresti notices…

Weapons which use the unarmed skill. Various weapons listed in the WEAPONS, ARMOUR & EQUIPMENT booklet use the unarmed skill. Examples are tiger claws, knuckle-dusters, gauntlets and so forth. Generally, these simply allow unarmed attacks to be made with increased damage. The only exception is for tonfa, which can only be used if a character also has the appropriate specialist skill. Note that tonfa allow unarmed parries to be made against weapons without the usual additional risks (i.e. following the standard combat rules). They must, however, always be used as a pair if this parrying benefit is to be accrued.

3.7.10 Mounted combat

Stationary combat from horseback. The horseman gains considerable battlefield advantages over his infantry counterpart, in terms of manoeuvrability and the opportunity to charge opponents. However, even when he is engaged in melee combat from a stationary position, he gains some substantial benefits. His raised position means that against human-sized opponents he chooses strike locations from the large on small section of Table 11 (and is attacked using the small on large section). His combat movements are now dependent on his steed. For this reason, his strike level is considered to be equal to 40 plus his total ride skill mod, up to the usual racial maximum (it replaces his strike level skill for determining mounted strike level). Finally, his steed is considered a combatant and can complete attack drives as usual at the rider's behest, as long as his ride skill total mod exceeds +20 (see the bestiary chapter, section 6.1 for horse combat statistics). Should opponents choose to attack a cavalryman's horse rather than him, it dodges using his ride skill mod rather than its own dodge skill. Steeds are permitted to gain the attack using a dodge. Note that a mounted combatant is not himself permitted to make dodges without becoming unseated. It is also impossible to engage in melee combat from horseback using a 2-handed weapon. Because a horseman and his steed fight as a unit (assuming a ride skill total mod in excess of +20), the normal rules for determining AT penalties when facing multiple attackers are adjusted somewhat. If the horseman and steed face one, two or three attackers, they suffer no defensive AT penalty. If they face four or five attackers, both rider and steed suffer a 3 point AT penalty when calculating free attacks against them (as is normally the case for a footman facing 2 attackers). If the rider and horse pair face six attackers, they suffer an 8 point penalty, equivalent to a non-mounted combatant facing three attackers. A skilful horseman and steed facing a single opponent attack as if two on one (yielding a 3 point AT penalty); there is no mod if they are attacking larger numbers of footmen. Rules for determining damage from falling from horseback (for example if a steed is killed during combat) are presented in the chapter on the gaming environment, section 4.1.1. Note that such an eventuality will tend to leave the horseman prone, but a horse collapsing clears space, so initiative is re-rolled by all remaining combatants at this point to determine the subsequent order of attack.

Example: *Captain Grepior of Telista is mounted and engaging two enemy footmen. He has a +44 ride skill and is encumbered by 12 points, so has a mounted strike level of 40 +44 –12 = 72. When combat begins, Grepior, the footmen and Grepior's steed all roll initiative. Grepior gets a 67, the first footman a 90, the second footman a 33 and Grepior's steed (a warhorse, with no mod to initiative for its hoof attack) gets a 55. It is therefore one of the footmen who attacks first and he decides to go for Grepior. If Grepior were on foot, both footmen would obviously be attacking him and he would receive the standard 3 point defensive AT penalty for calculating their free attacks. However, in this case Grepior's steed is an additional possible target, so the two on two situation leads to no multiple attacker mods. The Footman's attack is a dangerous 112 and Grepior can only manage a poor 58 in response, so his strike level of 72 is used as his defence. The footman has beaten him by 40 points, but uses the small on large section of Table 11. He elects to strike Grepior in the groin, but his longsword fails to penetrate Grepior's mail armour.*

The footman's second attack is weak and Grepior parries and gains the attack. His initiative roll of 67 puts him next in line to attack and he strikes at the footman who attacked him, managing a 120 attack. However, his luck is out and the footman rolls a natural 99, critically parrying and gaining the attack. In this case it is Grepior's

steed that is next in line and Grepior directs its hoof attack against the same footman. A warhorse attacks with a +40 and Grepior's steed's first attack is a 106. This time the footman is less lucky and can only manage a 51 to parry. He is kicked in his unarmoured face; with a hoof damage mod of 1.23 and a damage roll of 11 the resultant 5d6 death roll is enough to kill him outright.

With Grepior's steed's attack drive completed, it's now time for the remaining footman to attack. He elects to go for the horse, rolling a 76 to attack. This is greater than its strike level (50), but it can still dodge using Grepior's ride skill of +44. Grepior rolls a 70, for a total of 114, so his steed dodges and gains the attack. With the first footman dead this leaves Grepior next in line. He makes the most of the opportunity, and dismembers his foe in two lethal swings.

Charges. One of the major uses of cavalry in warfare is to mount a charge. Charging horses are extremely intimidating and offer a great deal of additional power to the blows inflicted by their riders. They can also end up trampling opponents, although this effect is not modelled by the rules presented here (horses will tend to avoid doing anything that compromises their footing, so trampling is almost always unintentional). A horseman's charge continues on beyond the immediate target, so charging attacks and counterattacks do not follow the typical pattern of attack drives in melee combat. Rather, the horseman and his target receive a single attack each, with some variation in outcome depending on the weapons each is employing.

To mount a charge attack, a horseman must have a total ride skill mod of at least +20. In order to charge effectively, he also requires at least 50 feet in which to accelerate to a stable gallop and another 50 feet to slow and wheel his horse about. Horses can be brought to a stop more rapidly from the charge, but to do so requires a ride roll to stay mounted (see the example skill levels for the ride skill, skills and actions, section 2.2.1). On open ground, the horseman is free to choose his approach and can pick out a single target for his attention, avoiding most other footmen. He should make a ride roll at this point to determine how skilfully he approaches. Those close enough to the prospective target or the path of the charge (at he GM's discretion) can make initiative rolls, attempting to intercept the horseman's charge and make themselves the target of his attack. To do so they must beat the horseman's ride roll with their initiative roll. Alternatively, a single additional footman (suitably positioned) can attempt to stand alongside his targeted comrade (such that the horse passes between the two) and make a free attack at the horseman, but again only if he beats the horseman's ride roll with an initiative roll. GMs should make suitable adjustments for mobility-limiting terrain features.

No further initiative rolls are made. Generally speaking, charge attacks for horsemen and footmen are resolved simultaneously; the horseman attacks and the footman opts to attack, parry or dodge. The exception to this rule arises when one combatant's weapon is greatly longer than his adversary's, causing his attack to be resolves first. Hence a horseman using a lance would attack a footman before a counterstrike could be mounted, perhaps finishing his foe outright, just as a pikeman would attack first against a charging horseman. However, each combatant still only gets to strike or parry (or dodge for footmen), not both. Attacks are resolved against strike levels or parries/dodges (if no counterstike is attempted), but the footman gets a special -20 to strike his mounted attacker (it's easy to be put off by a horseman bearing down on you). If another footman has successfully taken up a position at the horseman's other side, he can also mount an attack against the horseman's strike level with the same special –20 mod.

If a horseman has a shield, he can make a simultaneous parry against attacks coming from a suitable direction, but at –20. Hence jousting horsemen (who both attack roughly from the front) get parry attempts against one another and a shielded horseman can make a parry against a second attacker (his shield will be on this side of his body, but cannot be brought to bear against his intended target). The power of the charge gives the horseman a special additional damage mod, equivalent to his ride skill as a percentage increase. This mod is applied twice. Hence, a +23 ride skill results in an additional x 1.23 damage mod, which is applied twice (therefore in reality a x 1.23x1.23 = x 1.51).

If a horseman is struck on the charge, he can become unhorsed and suffer a fall (see the gaming environment chapter, section 4.1.1 for details of resolving falling damage). Any blow to the body (shoulders, chest, abdomen, hips, groin) or head (face, neck, skull) requires a ride roll of over its base damage x 5 to avoid being thrown from a steed. Finally, a horseman who successfully lands a blow and inflicts damage can get his weapon trapped in an opponent's body and dragged from his grip. 1d100 should be rolled and compared to the base damage inflicted by the horseman. If the roll is lower than this value, the weapon has been lost. No roll is required for weapons inflicting cutting attacks, which cannot be lost in this manner (one of the reasons for the popularity of sabres in modern cavalry forces).

Example: *Having finished off his first two opponents, Grepior takes a moment to survey the scene. The ordered ranks of men that faced one another have largely broken up in the chaos of the battle and Grepior sees an unmounted officer making his way back towards the enemy lines. Spurring his steed to further action, he decides to charge the officer; the battlefield is sparsely populated and open here, and he'll have no problem gaining sufficient speed or safely slowing his steed after making his pass.*

Two soldiers escort the opposing officer and all three see Grepior as he approaches. Neither of the soldiers has time to intercept Grepior en route, but one of them attempts to get onto Grepior's off side in order to take a swing (the other soldier can do nothing). Grepior makes a ride roll for his approach and gets a 95. In order to successfully engage him, the soldier must beat this with an initiative roll. On this occasion he is lucky, rolling a 97 for a total of 102. He will therefore be able to make an attack.

Grepior is attacking with a longsword and has a target shield on his other arm. His attack is targeted at the enemy officer. The officer is also armed with a longsword, while the soldier who is in postion to attack is using a military flail. These weapons are of similar lengths, so all the attacks are considered simultaneous. The en-

emy officer is mindful of Grepior's charging damage and elects to parry with his kite shield rather than mount an attack. The well-positioned soldier faces no attack and will strike at Grepior, but with a –20 mod.

Grepior rolls to attack. His roll is good and his attack is capped to 120. The captain can only manage an 84 in return, losing by 36 points. He is being attacked by a horseman, so the large on small section of Table 11 is used allowing Grepior to strike him in the skull. The soldier's attack is a 95, beating Grepior's mounted strike level of 72. Usually, no parry would be possible, but as a mounted charger with a shield, Grepior can attempt a –20 parry against an attack from this side. However, his roll is poor and he ends up using his strike level anyway. The attack is thus successful by 23 points, which using the small on large section of Table 11 allows the footman to strike Grepior in the groin.

Grepior is charging and has a +44 ride skill, yielding a special x 1.44 damage mod which is applied twice, for a total additional mod of 1.44 x 1.44 = x 2.07. He rolls an 11, which with his usual damage mod of 1.5 (using a longsword) gives a total of 11 x 1.5 x 1.44 x 1.44 = 34 points of base damage. The enemy officer's helm parts easily, as does his skull. Grepior is not using a cutting weapon, so must roll a d100 to keep his grip. He gets a 54, well in excess of the 34 points of base damage scored, so does not lose his weapon. However, the soldier who hits him in the groin inflicts 18 points of base damage to Grepior's groin, enough to both cause an unpleasant wound (Grepior is saved from a possibly mortal wound by his armour) and potentially unhorse Grepior. He requires a ride roll of 18 x 5 = 90 to stay mounted, but makes it, so both rider and steed continue on beyond their quarry. Grepior could wheel about and charge again, but decides to seek support from his scattered men instead.

Firing bows from horseback. Longbows and composite bows cannot be used from horseback. All other bows can be used without a mod if the horse and rider are stationary or at a walk. If horses are trotting, cantering or galloping, mounted bowmen suffer a – (40 – total ride mod) to attack; this value can never be positive.

Example: *While tracking down his men, Grepior decides to take a pot shot at an enemy soldier using his light crossbow. Because he is cantering he gets a – (40 – ride skill) to strike. With a ride skill of +44, this yields a – (40 –44) = -(-4) = +4. However, this value is never positive, so Grepior simply receives no additional mod (this would apply for any rider with a ride skill in excess of +40).*

Firing bows at horsemen. If a horse and rider are stationary, walking or trotting no special mods are applied when firing at them. The attacker simply decides whether his target will be the rider or steed and proceeds accordingly. However, if the horse is travelling at a quicker pace, the shot will be more difficult. Apply a special –10 mod when firing at a cantering horse/rider and a –25 mod when firing at a galloping pair.

3.7.11 Special weapon rules

Chain weapons and whips. Chain weapons and whips can be used in two distinct ways: to strike at opponents (following normal combat rules) or to entangle specific body locations or weapons. Table 10 lists two different relative weapon mods for parrying or dodging chain weapon and whip attacks. The former mod is used when a standard attack is made. The latter mod is used when some form of entanglement is attempted; such attempts are covered below. Note that chain weapons are extremely effective for gaining initiative (the chain is typically rotated rapidly, keeping opponents at bay), but may be entirely unusable in constricting environments (e.g. cramped corridors, copses of trees) or once close combat has begun, due to their prohibitive length. GMs should carefully consider whether chain use is appropriate. Nanchakas cannot be used to entangle opponents, only to strike, although they are more easily used at close quarters than other chain weapons.

Entanglement. Chain and whip attacks are assumed to be of the standard type unless a character declares his wish to attempt to entangle in advance of making an attack roll. In this case, an attack is made as usual (using the appropriate relative weapon mod in Table 10), with a location chosen from those available, but if it is successful only 0.25 x normal damage is inflicted. However, if any of the following locations are available the attack will have additional effects depending on the location entangled.

Shins or knees. Having entangled the leg, an attacker can choose to use his follow-up attack (if available) to haul his entangled opponent from their feet. Those using a whip may also choose to have entangled both legs and use their follow up attack to tighten the entanglement. In the former case (attempting to floor a foe), the initial chain/whip attack roll is divided by 10 and rounded. A second damage roll is then made, using only the attacker's base damage mod (not modified by the weapon's damage mod, as for foot sweeps) and added to this value. The total is compared to the entangled character's strength statistic, as for stumbles; if it exceeds twice their strength, a stumble to one knee occurs; if it exceeds triple their strength, they are hauled to a prone position. See the section on stumbles, section 3.7.6, for details of fighting and rising from kneeling or prone. The whip/chain is considered released after this follow-up attack.

Example: *Grayburn the kinky fights with a longsword and whip. He is currently engaged with an enemy swordsman who made the mistake of mocking his unusual appearance. Grayburn has won initiative and elects to use his first attack to try and entangle his foe. The swordsman is parrying with a bastard sword, used two-handed, and from Table 10 the relative weapon mod for an entangle attack is 0. Grayburn attacks with a 105; his opponent can only manage a 97 to parry, a failure by 8 points, and Grayburn selects the shin location. Grayburn goes on to roll damage, but with an additional x 0.25 modifier. He rolls a 12, which with his whip damage mod of 0.42 yields a base damage of 12 x 0.42 x 0.25 = 1.26 = 1,*

not enough to penetrate his opponent's boot.

For his follow-up attack Grayburn elects to attempt to yank the swordsman's leg out from under him. He therefore makes a damage roll, using only his own base damage mod of 1.4, and gets a 9, for a total of 9 x 1.4 = 12.6 = 13. This value is added to his previous attack roll divided by 10 (105/10 = 10.5 = 11) for a total of 11 + 13 = 24. Unfortunately for Grayburn, his opponent has a strength of 15. He has failed to beat twice this value (30), so his opponent remains solid. The whip is considered to have been released.

Whip attacks (not chain attacks) which entangle the legs can be tightened using a second attack. A further whip attack roll is made and if it exceeds the entangled character's strike level + 30, the whip is tightened. If it beats their strike level, but not by 30 points, there is no effect; the attacking character can try again or use an alternative follow up attack, releasing their opponent. If their attack falls below the defender's strike level, the whip releases and the defender gains the attack. A character who has had his legs fully entangled (tightened) is at -25 strike level, -15 to strike, - 5 to parry, can only dodge by going prone (leaping will cause a fall), cannot move except by jumping and will suffer a stumble roll if struck in any location (not just the shin or knee). An attack with a sharp weapon can be used to cut the whip, but the legs remain entangled until a free action is used to loosen the remaining section of whip. If a free action is used to partially free the legs without first cutting the whip, the whip-bearing attacker can attempt to tighten again on his first attack.

Example: *Grayburn, who has up to four attacks with his whip, decides to try another entanglement attack. Again, his first attack is successful and permits a strike to the shin, and again there is no penetrating damage. However, realising his opponent is strong, Grayburn elects this time to have entangled both of his legs. For his fourth and final whip attack, he attempts to tighten the entanglement. He makes another whip attack roll, this time a 91. This value is compared to his opponent's strike level of 55 and found to exceed it by 36 points; Grayburn has successfully tightened the whip, but has run out of attacks and cannot make an immediate follow up.*

His opponent now has a difficult decision to make. He can attack back, leaving himself entangled, or cut the whip, again leaving himself entangled but offering him the chance to free himself with a further free attack (either by waiting until he gains the attack again or by ignoring Grayburn's strikes for one AT). Alternatively, he could loosen the whip with his free action, but he knows Grayburn would likely just try and tighten it again with his first attack. In the event, he decides to cut the whip. Grayburn has lost a weapon, but can now attack with his longsword against a seriously disabled foe.

Hand. Entangle attacks to the hand cause little damage. However, having entangled the hand, an attacker can choose to use his follow-up attack to wrench his opponent's weapon from their grip. This option is ineffective against weapons such as shields that are strapped to a combatant's arm. To determine whether the attempt is successful, a damage roll is made, based on the attacker's base damage mod without a weapon, and added to the original chain or whip attack roll divided by 10 (as for attempting to drag an opponent from their feet). This total is compared to the defender's strength statistic; if it exceeds it, a one-handed weapon will be pulled from their grip. For two-handed weapons, the total must exceed double the defender's strength value. A failure to disarm results in the chain or whip coming free from the defender's hand, with the defender gaining the attack, while successful disarms leave the attacker free to follow up with the rest of their drive. Weapons lost as a result of chain/whip entanglement are fired off with some momentum, so the defender will usually have to disengage or otherwise find some means of covering ground before they can retrieve them. Depending on the attacker's level of skill, the GM may elect to give them some degree of control over where the weapon lands.

Example: *Grayburn has dispatched his enemy, but finds himself at odds with one of the swordsman's adventuring colleagues. Luckily, he has had time to retrieve another whip from his baggage. The swarthy fellow advances, sabre in hand, but Grayburn wins initiative with an opening whip attack. He elects to make it an entanglement attempt and is this time successful enough to target his opponent's hand (although he fails to penetrate the fellow's thick gloves with his 0.25 damage mod). For his follow up attack Grayburn rolls for damage, getting a 13, for a total of 13 x 1.4 (his base damage mod) = 18.2 = 18. His original whip attack roll was a 120, so he gets to add 120/10 = 12 to this value, for a total of 30. This is well in excess of his opponent's strength, so the sabre is sent spinning through the air. Grayburn is a skilful whip user (total +63), so the GM rules that he can choose roughly where the sabre ends up. Grayburn decides to launch it behind him, so his opponent must now find a way past in order to retrieve his only weapon, a very challenging task.*

Neck. Entangle attacks to the neck strike with a special 0.25 damage mod, but can cause further damage through asphyxiation and can be used to drag a defender from their feet. Following a successful neck entanglement, a second attack can be used to tighten the chain/whip, closing off the victim's windpipe. The process is automatically successful, but causes no immediate additional damage. Rather, asphyxiation damage follows the standard rules presented in the chapter on the gaming environment, section 4.1.7. In addition, at the attacker's discretion, the tightening follow-up attack can also be used to attempt to drag the entangled victim from their feet. Success is determined in a manner identical to that detailed for an entanglement to the lower leg.

The defender can attempt to release the choke by using a free action. In the case of whips, the whip must be cut first (as for leg entanglements) for the remaining section of the whip to be removed; otherwise, the whip can be tightened again on the attacker's next attack. For chains, the only choice is to use a free action to loosen the strangle, then ignore attacks for a following AT to completely remove the chain (this is an option for whips too, especially if no bladed weapon is available). Asphyxiation damage continues to build up until the chain or whip is completely removed. GMs may wish to rule that certain

types of armour prevent this type of asphyxiation (e.g. helms with neck plates).

Example: *Grayburn's swarthy opponent is either very brave or a complete fool (perhaps both). He elects to attack Grayburn, who has backed off and indicated his wish to end hostilities, using only his fists. Grayburn wins initiative once again, again beginning with an entangling attack. His opponent fails miserably in his block and is entangled about the neck. Grayburn's second attack is used tightening the whip. He also decides to try and pull his opponent from his feet, but his damage roll (11 x 1.4 = 15.4 = 15) plus his previous attack divided by 10 (94/10 = 9.4 = 9) yields a total of only 24, which fails to beat double his opponent's strength. The swarthy fool is lucky, in that Grayburn has a maximum of two attacks with his sword, so cannot use it to make a third attack in this drive. He cannot use his whip again without loosening the strangle, so his opponent gains the attack. He uses his free attack to loosen the whip, but it is now Grayburn's attack again, and he can simply tighten the choke again. With this in mind, his opponent decides to take one AT completely removing the whip. Grayburn therefore cannot maintain the strangle, but gets to attack with his longsword. His opponents base AT is 9 and Grayburn's attacking AT is 10, so he will be 9/10ths of his way through the attack by the time his foe is free to block or dodge, yielding a - (9/10 x 100) = -90. He must therefore mainly rely on his strike level. Unfortunately for him, Grayburn's strike is good, his block is not the required critical and the blow splits his foolish belly open. There is really no need to calculate asphyxiation damage in this case.*

Foil and shortsword impales. Optionally, GMs may allow a special attack termed an impale to be made by users of shortswords and foils/rapiers. Rather than the typical controlled stab made with these weapons (short swords can also be used to chop), the impale involves a powerful lunging thrust, shifting the entire weight of the swordsman forward with the blow. An impale attack can only be made by those possessing the appropriate specialist skill; it inflicts double damage, but requires that the second attack of the drive be used to pull the blade back out of its victim. However, there is a potential cost. The impale attack requires a major commitment of momentum. If the defending combatant parries by any margin they will gain the attack against an impale. If they parry by the standard 15 point margin, they gain the attack and the impaling combatant will find themselves off balance, with their next action (typically a parry or dodge) at -15.

Example: *The hoplite centurion Alexius Braveblade is engaged in battlefield combat with a vicious tribesman. Alexius has thrown his spear and is now using his gladius (a shortsword) along with his hoplon shield. He has just gained the attack and has the specialist short sword skill, so he decides to try an impale. Alexius gets a 97 to attack, a blow his tribal opponent is unable to block. The chest location is available and with the x2 damage mod for an impale Alexius floors his foe, using his second attack to withdraw his blade.*

No sooner has he done so than he is set upon by a second tribesman, battle-lust burning in his fevered eyes. Alexius wins initiative and again attempts to impale. This time he is parried, beaten by 8 points. Ordinarily he could go on to use his third attack, but for impales any parry gains the attack, so the tribesman gets to strike back. Had the tribesman parried by 15 points, Alexius' first parry would have been at -15, but in this case there is no mod.

Nets. Nets are an unusual and rather specialised combat aid, consisting of a weave of rope or wire weighted about its edges. They are thrown at an opponent from close range (melee combat) in an attempt to entangle him, usually as an opening attack. A net attack is made in the standard manner, using the appropriate relative weapon mod from Table 10. A parry or dodge sends the net harmlessly to ground, from where it must be recovered at a later date by its user. A successful strike causes no damage, but will have effects depending on the location ensnared.

Any net attack which has an arm location available will entangle the defender's parrying arm. If a one-handed parrying weapon or small shield is being used, the partially entangled combatant is at -25 to parry. If a large shield is being used (kite, hoplon, viking round or scuton) the entangled combatant is at -10 to parry. If a two-handed weapon is being used, the entangled combatant is at -15 to strike and parry. Finally, if a single one-handed weapon is being used to both strike and parry, the entangled combatant is at -25 to strike and parry.

If the net attack is good enough to allow a body location (chest or abdomen) to be targeted, the defender is fully entangled. In this case, regardless of the weapons used, the entangled combatant is at -25 to strike, parry and dodge. Entangled fighters can remove the net by using a free action. This process is automatically successful for partial entanglement. However, for full entanglements, a d20 roll of equal to or under the combatant's dexterity stat is required to escape the net. A failure means that the net remains in place, handicapping the combatant until a successful escape attempt is made.

Example: *Boros Bloodhand is fighting another battle in the imperial arena at Teleb major. Undefeated and confident, Boris has selected to fight with a battle axe, net and buckler shield (the shield is currently hanging at his belt). Boros advances net in hand upon an unfortunate slave gladiator bearing two long-knives. He wins initiative easily and throws the net skilfully, getting a 113. His opponent manages a gutsy 105 in return, so the chest and abdomen locations are not available, but finds himself entangled about the parrying arm. Boros can now follow up with his battle axe against an opponent at -25 to parry. However, in this case his foe uses two identical weapons and can simply change his stance to use the unhampered long-knife to both parry and attack. His only penalty is the loss of his specialist parry benefit.*

Knives, eggbombs, shuriken and chakram. The standard use of throwing knives, shuriken and chakram is covered in the section on ranged weapons. However, they can also be used in the initial phase of melee combat, thrown as the combatants close in an attempt to win initiative and/or inflict damage. This is the only way in which

eggbombs can be used, as they are ineffective at longer ranges. To be used in this manner, the thrown weapon must be held in the hand as the combatants close. Additionally, the thrower must have an exotic knives skill total in excess of +30.

Initiative is rolled as usual, but the throwing combatant uses a special +35 weapon initiative mod in place of the usual one. If the thrower wins, he launches his missile as a first attack, following the standard rules for ranged weapon attack resolution. A parry by 15 points wins the defender the attack; otherwise, the thrower can follow up with whatever weapon he is bearing in his other hand (up to his maximum number of attacks, as usual). If the non-throwing combatant wins initiative, he has closed and initiated an attack before his opponent could launch their missile. The would-be thrower is now left with his missile weapon in hand, unable to use it except as a melee weapon (throwing attacks are impossible once close combat has begun).

Example: *Selphist Son-slayer is crouched in the dining hall of a prospective victim's castle when he is noticed by a lone guard, who rushes to attack. Selphist, a ninja by trade, has a shuriken in one hand and a ninjato (traditional ninja sword) in the other. He elects to initiate combat with the shuriken, so rolls initiative with a special +35. Selphist gets a 122, easily beating his armoured opponent (who can only manage a 43). His Shuriken attack is resolved; while Selphist's attack is successful by 7 points, his d12 scatter roll is unlucky and the shuriken misses its mark. However, the guard did not parry by 15 points, so Selphist is free to follow up with a second attack, this time using his ninjato.*

Eggbombs inflict no damage, but when broken release a noxious cloud of dust (pepper, iron filings and other secret ingredients) that causes irritation to the eyes, nose and throat. They can be used to gain initiative in the standard way and will have additional effects if they strike an opponent in the face, neck, chest, upper arms or shoulders. In these cases, the cloud of dust will spread near enough to the victim's face to inflict a –20 to parry and dodge and a –40 to strike and initiative. The effects will gradually wear off. 1d10 should be rolled; the full negative mod applies for this number of seconds. Thereafter, the mod improves over the course of 10 seconds, before near normal vision/breathing is restored. The affected character suffers a –20 to strike and initiative and a –10 to parry and dodge for the first 5 seconds, then a –10 to strike, inititive, parry and dodge for the remaining 5 seconds of this recovery period. Because the effects of an eggbomb are somewhat surprising, the combatant who throws it also gains a further advantage. He is permitted to disengage immediately, rather than following up with his attack drive, as if he had just won the attack and where using a free action to run.

Example: *Selphist Son-slayer has killed the first guard, but finds another fast approaching. He has time to reach for an eggbomb and attempts to launch it as the guard closes. Selphist wins initiative (with his special +35 mod) and rolls a good attack, beating the guards parry by 44 points. He is aiming for the guard's head (declared before making the attack roll) and strikes him in the face (from Table 16). The eggbomb explodes; much to the guard's distress, his eyes and nose begin to run and his throat starts to burn with every breath. Selphist could run at this point, gaining a 15 foot head start, but instead follows up with a ninjato cut. However, the guard makes a lucky parry and gains the attack. The GM rolls a d10, getting a 7, so the guard will be at –40 to strike and initiative, -20 to parry and dodge for 7 seconds, then at –20 to strike/initiative, - 10 to parry/dodge for a further 5 seconds, then finally at –10 to strike/parry/initiative/dodge for another 5 seconds (17 seconds in all). The guard elects to use his free action to run rather than beginning an attack drive. Selphist has bigger fish to fry, realises that the alarm has been raised and decides to let the guard go.*

Quarterstaff sweeps. Characters who are adept at using a quarterstaff (those with a 2-H staved total strike plus exceeding +30) can attempt to sweep opponents' legs away in place of a normal strike. The rules covering quarterstaff sweeps are essentially identical to those for foot sweeps covered in the section on unarmed combat. The intention to sweep must be declared in advance. The attack is then resolved as usual to determine if it is a success, but no damage is inflicted. Instead, a successful attack (successful by whatever margin) represents a sweep aimed at an opponents feet or shins. A damage roll is made as usual. Then, the attacker's attack roll is divided by 10, rounded and added to this damage roll. The resulting base damage is compared to the defender's strength statistic, as for stumbles. If it exceeds twice this value, a stumble to one knee has occurred. If it exceeds three times this value, a knock down to prone has been inflicted. See the previous section on stumbles (3.7.6) for details of the effects of fighting from kneeling or prone, as well as how to return to a standing position.

Using the disarm skill. The disarm skill can be used to flamboyantly spin an opponent's weapon out of their grip, although this is a challenging manoeuvre for all but the most skilled. Disarm attempts can only be made once a character's disarm skill total mod exceeds +30. The decision to attempt a disarm must be made in advance, during the opposing combatant's attack drive. The actual disarm attempt then takes the place of the first attack following a successful parry by 15 points (it cannot be employed if the opposing combatant simply runs out of attacks). Only weapons marked with an asterisk in the WEAPONS, ARMOUR & EQUIPMENT booklet can be used to make disarm attempts.

The combatant attempting to disarm now makes a disarm skill roll (1d100 + disarm skill, adding any relevant modifiers from their weapon; some weapons offer a bonus to disarm, notably jitte; see the weapon descriptions in the WEAPONS, ARMOUR & EQUIPMENT booklet). This roll cannot exceed 120, as for normal attacks. The result is compared to the opposing combatant's *previous attack roll;* no parry roll is made. If it beats it by 30 points or more, disarming is successful. The disarmed weapon drops to the floor close to the combat and the disarmed combatant may only retrieve it by using a free action. If the disarm roll beats the previous attack, but not by 30 points, the attempt has simply failed and the would-be

disarmer progresses with the second attack of their drive as normal (they cannot try to disarm again until they once again gain the attack). If the disarm roll falls below the previous attack, the opposing combatant regains the attack (as if they had parried by 15 points) and can commence their drive as usual. They may also opt to initiate a disarm attempt of their own at this point, should they have the skill (despite not having declared the wish to do so).

Disarming is not possible against 2-H spears, polearms, staffs, shields, or weapons that employ the unarmed skill (including tonfa). When attempting to disarm any other two-handed weapon, the disarm roll suffers a special – (2 x opposing combatant's strength).

Example: *Ritaca the blade has been less than discrete in conducting an affair with a lady of some standing and is now engaged in a duel with her enraged husband. Both combatants are Elven gentlemen and use rapiers. Ritaca is a fine swordsman and would rather win without killing his opponent. He has a total disarm skill mod of +62 (well in excess of the required +30) and so, as his foe moves to attack, Ritaca declares that he will disarm if possible. His opponent's first attack is a feisty 102, but Ritaca gets a 120 to parry, so gains the attack (a success by 18 points). His first return attack is therefore a disarm attempt. Unfortunately for Ritaca, he will be unable to succeed in this attempt, as it is impossible to disarm from an attack roll of greater than 90 (given that the disarm must be successful by 30 points). However, Ritaca must still roll to determine what happens. He gets a 110, so in this case beats the original attack (by 8 points) and can carry on with his drive as usual. Had he failed to beat 102, his opponent would have immediately regained the attack.*

It makes little odds in this case, however. Although Ritaca has a maximum of four attacks per drive, he decides to desist and allow his opponent to attack again immediately, so that he can try and disarm once more. He could of course have followed up as usual and attempted to inflict some non-mortal wounds to end the confrontation, but Ritaca is cocky and likes to do things for show. This time, his opponent's first attack is a 67 and Ritaca successfully parries and gains the attack with a 105. Again, his first attack is a disarm attempt and this time he gets a 120, beating the jealous husband's previous attack by 53 points. Ritaca's opponent's sword is sent spinning out of his hand to land nearby. It is still Ritaca's attack drive and he flourishes his sword meaningfully, but does not follow up. The GM rules that his drive is therefore over and the combatants are once again at a standoff.

In this instance the husband will do anything to claw back some pride and begins to move. Because both men are combat ready, this is not a fast draw situation requiring the determination of an AT disadvantage. Initiatives are rolled and the husband is lucky enough to be victorious. However, this only permits him to make an unarmed attack, not to recover his weapon (free actions cannot be taken when an attack drive has been gained by rolling initiative). He elects to give up his attack drive and rather than trying to dodge or make unarmed blocks, goes for his weapon immediately (he'll get it after one AT, 10 counts for him). Ritaca's patience snaps, however, and he begins to attack. With an attacking AT of 8, he'll have one free attack, and be 2/8ths of the way into his second by the time his opponent has his sword. Ritaca makes the most of his opportunity and runs the cuckold through in one satisfying thrust.

3.7.12 Three-dimensional combat

Three-dimensional combat occurs when combatants engage either in the air, while flying, or under water, while swimming. Combatants suffer a - (35 minus fly/swim skill total mod) to attack and parry during 3D combat. This total can never be positive; a fly or swim skill in excess of +35 means there is no penalty. Monsters and animals naturally accustomed to the particular environment (e.g. sharks, dragons) have the appropriate skill mod listed in their description, but it will virtually always be above +35 (yielding no combat penalty). Additionally, both combatants should make a skill roll (swim or fly, whichever is relevant) upon entering combat. The combatant with the higher total can, at the GM's discretion, assume an advantageous position (e.g. attacking large on small by positioning themselves above their foe).

Example: *Turusa the sailor has been thrown overboard by pirates and has attracted the attention of a hungry shark. Turusa is a skilled swimmer, with a +30 swim skill total mod, so suffers only a -5 (- (35 - 30) = -5) to melee combat under water. The GM rules that the nature of the melee means that the shark will attack from below (as small on large) regardless of swimming rolls (Tarusa is trying to remain near the surface), so does not ask for swim rolls to be made. Had he done so, the shark would have rolled with a+75 (see the bestiary, section 6.1). Unfortunately, Turusa has no sword, so will be attempting to punch the shark into submission. Poor Turusa.*

3.7.13 Animal charges and swooping

Many animals and monsters have charge attacks listed. Additionally, all birds of prey and many flying monsters can make swooping attacks. The rules provided here cover both situations. Note, however, that swoop attacks are not explicitly described in the bestiary stats, whereas charge attacks are. This is because charge attacks generally involve an animal using its momentum to batter an enemy, so inflict large amounts of damage. Swoop attack (e.g. with talons) do not generally involve an animal putting its weight behind the attack (in a kamikaze style), so are resolved as standard (e.g. talon) attacks. GMs must rule when a flying animal's described attacks are compatible with a swoop

For charges and swoops, the victim of the attack can take only a single action, to either strike the charging animal or attempt to dodge or parry it. The exact order of attacks is resolved not by an initiative roll, but depends on weapon length. For most weapons, strikes are considered simultaneous, although for especially long weapons (e.g. 2H spears) the weapon-bearing combatant's attack may be resolved first, possibly stopping the charging animal dead, at the GM's discretion. The charging animal must rely on

its strike level if attacked. The victim of the charge must rely on his strike level if he chooses to attack. Otherwise, he can forgo the opportunity to strike and instead dodge or parry, although parrying is only allowed if using a large shield (v. round, kite, hoplon or scuton). The charging / swooping animal, if not knocked out or killed, will continue on a considerable distance past its attacker.

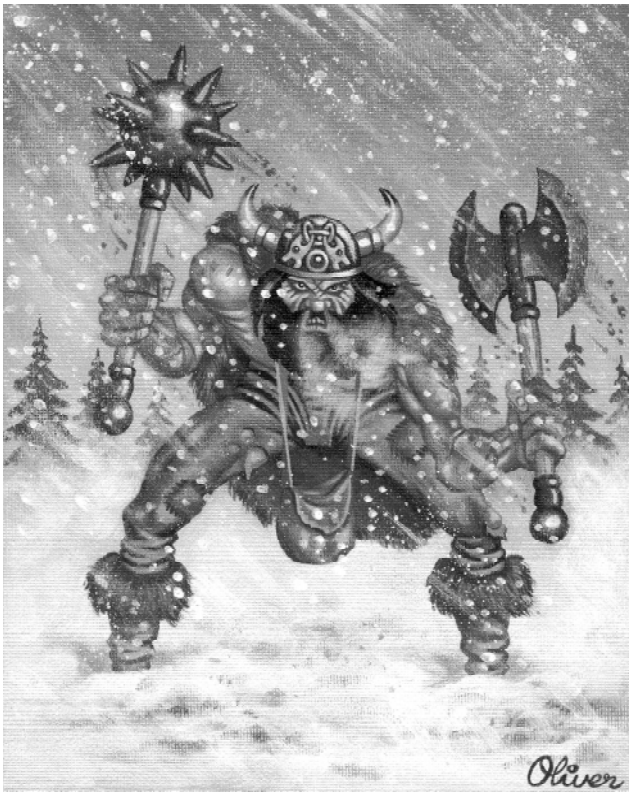
Any combatants who are not themselves the victims of the charge or swoop, but who can (in the GM's opinion) gain a position from which to intercept the charge/ swoop path can attempt to make a free attack against the charging/swooping animal. However, they can only attempt such an attack if they make an initiative roll in excess of the charging/swooping animal's strike level x 1.5.

Example: *Boros Bloodhand finds himself in the arena with his companion Gea Ironhelm when the master of ceremonies announces the arrival of an unexpected guest. The large black bull takes an immediate dislike to Boros and begins to charge. Gea attempts to intercept (the GM rules him to be close enough to the bull's charging path) and rolls initiative, but gets an unlucky 33, failing to beat the bull's strike level x 1.5 (1.5 x 35 = 52.5 = 53). As the animal hurtles toward him, Boros has a difficult decision to make. He has no shield, bearing a hercules club for this encounter, so cannot parry. He could attempt to dodge, foregoing the opportunity to strike, or attack the enraged animal and rely on his strike level. In the event, he goes for the attacking option. His blow easily beats the bull's strike level (35) and crushes its mighty skull. Unfortunately, its strike is simultaneous and successful, beating Boros' strike level by 33 points, carrying its momentum on into his chest and inflicting a grievous wound that breaks one of Boros' ribs and leaves him unconscious.*

3.7.14 Berserkers

Berserkers are a special breed of warrior, combatants who enter an insane blood lust during combat that strengthens their resolve but leaves them careless and unable to differentiate friend from foe. Berserkers are particularly common among Half Orcs, but may be encountered in other races at the GM's discretion. A berserker can choose to become berserk in any high adrenaline situation, but must specifically save against becoming berserk every time they are attacked by a new opponent or have a wound inflicted upon them. This save is made using the save versus insanity/fear, against a strength 10 attack (see skills and actions, section 2.1.8).

When berserk, the berserker will attempt to chase and attack one enemy at a time within his field of view, beginning with any that are currently attacking him. The berserk rage offers special advantages; the berserker gains an additional x 1.5 damage mod, +20 to strike, +10 initiative and ignores all knockout rolls. He will tend to have little regard for his own safety, however, and parries and dodges at -10. Additionally, should he find himself targeting a comrade, he will probably still attack, the blood rage blocking his powers of recognition. Every time a berserker is in position to attack a friend, he gets a save (again verses insanity/fear) to break out of the rage, at



strength 6 to 14 depending on how much he likes the comrade in question (GM's discretion). Failure means he will go on and attack his colleague, remaining berserk. The rage will die of its own accord only if the berserker fails to target any potential victims for a period of 10 seconds.

Example: *Arnin, the truly insane Half Orc, has a cousin named Vlan, a berserker and madman of the highest calibre. Vlan and Arnin are out hunting Trolls when they are ambushed in a small cave by three foolish Ogres. Vlan promply goes berserk (his choice) and rushes two of them, while Arnin, disgruntled, takes on the third. The battle is brief and bloody and leaves Vlan, still berserk, turning to see his cousin. Vlan's berserk instinct is to attack, but he likes his cousin and the GM gives him a save versus a strength 7 attack to try and end the blood lust. This requires a save of 46; Vlan gets a 65, enough to curb his wrath on this occasion. Arnin, seeing his cousin relax, drops out of his combative stance. He knows it's only a matter of time though.*

3.7.15 Special racial exceptions

Pixis. Pixis do not tend to wear heavy armour; their tiny strengths mean that they will suffer severe encumbrance penalties. However, should they elect to do so, the standard armour values will be inappropriate. Pixi plate armour will bear more resemblance to tinfoil than iron. As a guideline, divide all armour values by 5 and round when calculating actual AVs for pixis.

Centaurs. Centaurs are problematic in combat. Guidelines for armouring centaurs are provided in the WEAPONS, ARMOUR & EQUIPMENT booklet. However, they also offer a difficulty in that they offer unusual

targets for melee and missile strikes. For this reason, a special table is provided for attacking centaurs. The various sections of Table 20 list available locations (based on the amount by which an attack beats a parry/dodge/strike level), locational damage and a missile scatter hit location table for centaurs. GMs should make use of these tables in place of the standard ones when resolving attacks against centaur PCs and NPCs.

Example: *Slavers seeking new blood for the arena have ambushed Praaden Lightninghoof as he hunts the wide savannah. One of the slavers has just succeeded in beating Praaden's parry by 24 points. The GM refers to Table 20 part b to see which locations are available. The slaver elects to strike Praaden in the foreleg (he doesn't want to kill him) and rolls for damage. His penetrating damage comes to 15 points (with weapon damage mod applied, against Praaden's unarmoured legs) and is multiplied by 0.5 (foreleg locational damage mod for a centaur, from Table 20 part c) to yield a damage total of 7.5 = 8 points.*

3.7.16 Set strikes

Sometimes, a strike will be made against an entirely unsuspecting target, or a target that is braced in some manner. Examples would include an assassin stabbing an unsuspecting victim in the back or a combatant striking a foe who is being held by a friend. In these cases (judged at the GM's discretion) an upward adjustment is made to damage, reflecting the lowering of uncertainty when striking a stationary target. Rather than the standard 2d10 damage roll, 1d10 is rolled and added to 10, then multiplied by the attacker's damage mod to determine base damage. Additionally, at the GM's discretion, some negative mod may be applied to the defender's strike level.

Example: *Ritaca the blade has been drinking heavily. He has somehow ended up swordless, in an alleyway, being held by two brutish looking thugs. He has no idea how the situation arose, but it looks like a third mugger is about to jog his memory. The man punches Ritaca, using Ritaca's strike level - 40 as a defence (he is being firmly held) and lands a solid blow in the Elven lord's abdomen. Base damage is calculated by rolling 1d10 (a 6) and adding it to 10 (16), then multiplying by the thug's punch damage of 0.3. The blow therefore inflicts 4.8 = 5 points of base damage, for a damage total of 5 x 3 = 15 (Ritaca is currently unarmoured).*

3.7.17 Using acrobatics to dodge

For humanoid combatants, the attack cannot be gained using a dodge, even if successful by 15 points. However, if a combatant possesses the acrobatics skill they can follow up a dodge with a backflip or similar gymnastic manoeuvre in order to remove themselves from combat range. This action requires an acrobatics roll against a success level of 55. If other friendly combatants are simultaneously engaging their opponent, the acrobatic escapee is free to move to an alternative combat or take some other action. If they are the only combatant facing their foe, the melee will likely continue, but the range has been extended such that both parties must once again roll initiative to determine who attacks next (close combat range). A failed acrobatics roll, however, leaves the dodging combatant sprawled prone and facing their opponent's follow up attacks. See the section on stumbles, section 3.7.6, for details of fighting and rising from a prone position.

Example: *Selphist Son-slayer is locked in deadly combat with a samurai opponent. The samurai, caught in only his night wear but bearing his katana, swings at Selphist, who decides to dodge. He is successful by 23 points and elects to put some more distance between himself and his opponent using a backflip. An acrobatics roll is made, exceeding the success level of 55, and Selphist backflips out of immediate combat range. If combat is to resume, both men must roll initiative. However, while the samurai closes to attack again Selphist has other ideas and immediately leaps for an open window, planning to make a hasty exit. The GM rules that he has a 15 foot head start, as if he had disengaged from combat using a free action.*

3.7.18 Fighting without sight

There are a number of situations in which a combatant might find himself or herself fighting without the assistance of their sight. Examples include fighting against a magically invisible opponent, fighting whilst blindfolded or fighting in pitch darkness. In these situations, affected combatants will find themselves at -25 to strike, -40 to dodge and -50 to parry. However, these negative mods are affected by the combatant's hearing, smell/taste and soulstrength statistics as if they were skills. Basically, the hearing statistic operates as a primary mod, the smell/taste statistic operates as a secondary mod and the soulstrength statistic acts as a tertiary mod, adjusting these base negative modifiers to blind-fighting (see character generation section 1.1.4 for more on primary, secondary and tertiary mods in determining skill stat mods). Mods obtained from stats in this manner can never give a character a positive overall modifier when fighting blind; they merely help to offset the standard negative mods.

Example: *Bjern SturdyArm the Dwarven freedom fighter has finally been apprehended and is to be publicly executed, having already had his eyes put out. However, vowing to go out fighting Bjern attacks his guards barefisted as he approaches the gallows. He has a hearing of 13, yielding a+6, a smell/taste of 11, yielding a +1, and a soulstrength of 5, yielding a -3, for a total blind-fighting mod of +4. He will therefore be at -25 + 4 = -21 to strike, -40 +4 = -36 to dodge and -50 +4 = -46 to parry for the brief duration of this combat.*

4. The Gaming Environment

In a role-playing session, it is the job of the GM to control the world at large, responding to the actions of PCs in a fair and realistic manner. Many of the events that can impinge upon a character's well being during a role-playing session have already been covered in the chapter on combat and movement, or will be covered later in the chapter on magic. However, in negotiating the physical environment (primarily though the use of skills), characters may be exposed to various additional risks which require rules to accurately resolve, such as sustaining damage from falls or being exposed to disease. The first part of this chapter provides these rules, effectively modelling the laws of physics as they constrain characters within the game world. The second part is devoted to providing assistance to GMs when creating gaming environments on the hoof. It provides general guidelines for realistically covering travel, trade and other day-to-day business in a mediaeval world setting, and a variety of aids for generating random encounters and the like. These can help "fill out" the inevitable sections of every campaign for which a detailed outline is lacking.

4.1 The physical world

4.1.1 Damage from falling

PCs are forever suffering damage as a result of falling, be it off walls, down pits or out of windows. The rules provided here offer a set of guidelines for resolving damage from falls in a consistent manner. Whenever a character suffers a fall, Table 21 part *a* should be consulted. The distance fallen is identified in the left-most columns, then the time to impact, velocity and resulting damage read off from those to the right. This is a non-locational damage modifier; to determine damage, simply roll 2d10 and multiply the result by this value. The result is the damage total of the wound (usually recorded as "generalised bruising" in the wounds section of the character sheet). Index and injury points are then calculated in the standard manner. Note that armour offers no protection against falling damage.

There are four factors that can further adjust the damage mod found in Table 21a. Firstly, larger beings suffer greater damage from falling than small ones; if you throw a rat down a mineshaft it will probably live, whereas a horse will most likely splash. Hence Table 21 part *b* provides an additional mod for particularly large or small characters, according to their weight (not according to their size, which is not a proportional estimate of bulk). The second adjustment comes from Table 21 part *c* and is based on the surface being landed upon. As for size mods, an additional damage mod is applied for particularly soft or hard surfaces. All three modifiers, from parts *a*, *b* and *c* of Table 21, should be applied to the 2d10 roll.

The third adjustment arises when fallers succeed in righting themselves mid fall and landing on their feet. This feat requires a balance roll with a success level of (90 – (3 x time to impact in tenths of a second)) and results in a –1 adjustment to the damage mod found in Table 21a (hence a x2.4 becomes a x1.4). Characters with the acrobatics skill can attempt to roll following a successful landing on their feet, to reduce the damage mod from Table 21a by a further 0.5 (success level 60 for this roll). Hence a character who both lands on their feet and rolls with the fall will apply a –1.5 to the result obtained from Table 21a.

The final adjustment that should be made relates to situations where fallers land on spikes or similarly unpleasant objects. GMs should determine an appropriate adjustment in these situations, but as a guideline, rolling randomly to see where the spike penetrated, then applying the relevant locational damage mod from Table 14 (in addition to the falling damage) works quite well.

For those who want absolute accuracy, the formulas upon which the values in Table 21a are based are:

Time before impact in counts (1/10th S) =

$10 \times \sqrt{(\text{distance fallen [m]}/4.9)}$

Velocity in metres per second =

0.98 x time before impact [counts]

Damage mod =

$(\text{Velocity [m/s]})^2/40$

Example: *Gorn the unwieldy is in the process of climbing a rough-hewn wall 50 feet high. The GM glances at the example skill levels for the climb skill and decides to set the success level for this action at 50, noting that a roll should be made for every 30 feet climbed. Gorn's first roll totals 64 and he successfully ascends the first 30 feet. However, his second roll is an unfortunate 23, so Gorn loses his grip and falls. The GM rolls 1d20 to determine how much further Gorn has climbed when he slips, getting a 12. Gorn therefore falls from a height of 42 feet.*

From Table 21a, the GM finds that Gorn will be falling for 16 counts and suffer a damage mod of x6.3. Gorn is keen to try and minimise this damage, so makes a balance roll to land on his feet. The success level for this action is (90 – (3 x time to impact in counts)), in this case (90 – (3 x 16))= (90 – 48) = 42. Gorn is successful in this attempt. If he had the acrobatics skill, he could also try to roll with the fall (having first landed on his feet), but he does not. As a result of Gorn having landed on his feet, the GM subtracts 1 from the damage indicated by Table 21a, which now becomes 6.3 – 1 = x5.3. Gorn weighs 165 lbs, so receives no size mod from Table 21b (or rather a mod of 1, which has no effect). He is landing on grass (outside a city wall, in fact), so gets an additional x0.8 mod from Table 21c. The GM rolls damage on 2d10, getting a 12, for a total base damage of 12 x 5.3 x 0.8 = 51 points. This requires a 3d6 death + 4d6 knockout roll; Gorn fails the latter. With Gorn's resistance number of 13, a damage total of 51 yields an index 10, 39 injury point

wound. The GM decides that as Gorn landed on his feet, he should record this wound as "broken leg: left" (note that from Table 14a, any individual leg location would have broken with an injury point total exceeding 35 from a single wound).

Falling from horseback. The exact effects of falling from horseback are likely to depend on the circumstances, but some general guidelines are presented here. If the horse falls too, the GM should determine whether the faller has landed clear of their mount or is in danger of being crushed beneath it. A dodge roll is usually appropriate, against a success level determined by the GM. For falling as a result of a steed having been killed whilst relatively stationary, a success level of 40 is suggested. Falling from horseback when stationary or walking causes non-locational damage with a x1 mod (equivalent to a fall of around six feet); fallers cannot attempt to land on their feet, but do have this value modified by their weight (Table 21b) and the surface they land on (Table 21c). For falling from a trot, increase this damage to x2. Use a x3 mod for falling whilst cantering and a x4 mod for falling whilst galloping (e.g. on the charge). A horse falling atop its rider causes an additional x1 impact attack, but this damage is treated as a standard attack. A random location should be rolled, impact armour taken into account and the appropriate wound inflicted. Note that the location rolled indicates the body part that took the brunt of the horse's momentum. Hence a shoulder wound might indicate that a large portion of the body had fallen beneath the horse, with one shoulder angled up. Interpretation is left in the GM's hands.

Example: *Captain Grepior is a skilled horseman, but finds himself in difficulties when his steed is struck by a heavy crossbow bolt and knocked unconscious. Grepior is moving across the battlefield at a canter, so will suffer a fall with a x3 damage mod. The GM judges that Grepior requires a dodge of 35 to avoid being caught beneath his steed; he gets an unlucky 21 and must suffer an additional x1 locational impact attack to a random location.*

The falling damage is resolved first. The battlefield is grass covered, and Grepior himself weighs a little under 200 pounds, so from Table 21 parts b and c there is an additional x 0.8 mod. An 11 is rolled for damage, yielding a damage total of 11 x 3 x 0.8 = 26.4 = 26. This causes an index 5, 14 injury point "bruising" and a 1d6 death + 2d6 knockout roll (which won't bother Grepior, with a resistance number of 18). Additionally, Grepior has landed beneath his horse. The GM rolls randomly on Table 14a, getting a 22, so the horse's weight has come down on Grepior's forearm. A 4 is rolled for damage, failing to penetrate Grepior's impact armour in this location, so no further damage is inflicted. The GM decides that Grepior must take two actions to free his trapped arm. Should it become important, he'll roll randomly to see which arm is pinned.

4.1.2 Extremes of heat and cold.

As with many of the rules presented in this chapter, the suggestions provided here are really only that; suggestions. GMs should modify them, supplement them or ignore them entirely as they see fit.

For very hot environments, those using the optional exhaustion point rules may wish to double, treble or even quadruple the exhaustion cost of all actions. Note that the most exhausting (and dangerous) conditions are those with both a high temperature and high humidity, as this combination will prevent the sweating process from working effectively to cool the body. When there is direct sunlight and little shade, fair skinned characters in particular may be vulnerable to sunburn and heat stroke. Both conditions should leave the character uncomfortable, irritated and at a small minus (-5 or so) to all actions.

Extremes of cold can increase the incidence of certain disease attacks, such as hypothermia, pneumonia and the like. A particular concern may be with frostbite. Following around a week of regular exposure to a dangerously cold environment (e.g. camping and trekking at altitude in the winter) frostbite attacks as a standard disease, once per day, at a strength equal to the temperature in degrees Celsius x –0.3. Hence, if the temperature is -20 °C, characters will suffer a strength –20 x –0.3 = 6 disease attack, once per day. The next section describes disease attacks in more detail.

4.1.3 Poisons and diseases.

Diseases are commonplace killers in any realistic pre-industrial setting. However, they lack a certain adventuring glamour, so generally only enter role-playing scenarios as a result of black magic or exposure to particu-

larly unpleasant environments (as ever, at the GM's discretion). Poisons may represent a more typical, immediate and exciting threat, but in game terms are covered by the same set of rules. Note that the rules presented here are very general, requiring descriptive embellishment by the GM to produce a realistic feel. The rules do not differentiate between malaria and frostbite, arsenic and curare; it is up to the GM to make these differences felt.

Disease attacks will be dealt with first. Whenever a character is at risk of contracting a disease, the GM should assign that disease a strength and require a saving throw from the affected character(s). Sometimes, the nature of the disease will already have determined its strength (e.g. for black priest disease attacks or wound infections). Otherwise, as a rule of thumb for most diseases, rolling 2d10 for the strength provides a reasonable value. If the resisting character's first save is successful, the infection has failed to gain a foothold and no ill effects will result. The character's immune system has simply repelled the attack. If, however, the save is failed, a further save must be made 24 hours later. This period, 24 hours, is referred to as the disease's *onset time*, and can be varied for different diseases at the GM's discretion. The second save is again made against the disease's strength value. A failure means that 1d6 should be rolled and added to the disease's strength. A success means that 1d6 should be rolled and subtracted from the disease's strength. The resultant strength should then be compared to the infected character's constitution statistic and the most severe applicable result from the following summaries applied to the character:

Strength under constitution. The infected individual may be suffering from chills, a temperature, shakiness, mild pain, discomfort or aches and the like. They are at –10 to all actions.

Strength over constitution (minimum strength 4). The infected individual may have symptoms such as a fever, swelling, severe headache, extreme physical discomfort on moving and the like. They are at –20 to all actions.

Strength over 2 x constitution (minimum strength 10). The infected individual is likely to be bedridden, unable to move more than a few steps, and to be suffering from a high fever with possible hallucinations etc. Initiating any action involving serious physical or mental effort requires a save verses insanity/fear against the disease's strength. Failure means no action is taken; with a success, it can be undertaken but at –50. Diseases with potentially permanent effects should have some permanent impact at this point (e.g. gangrene will kill the infected limb, requiring amputation; frostbite might cause a permanent loss of dexterity or agility; pox might permanently lower a character's appearance etc.).

Strength over 3 x constitution (minimum strength 18). The infected individual dies.

Note that when applying these effects there is an absolute minimum disease strength required for each level of infection, such that even a character with a very low constitution is unlikely to die straight away.

Every 24 hours (or every *onset time* if the GM has adjusted this value) after the disease begins to have an effect, the infected character must make a further save against the infection's current strength. A save means that 1d6 is subtracted from the disease's strength; a failure means that 1d6 is added. The victim continues to suffer effects according to the previous descriptions, based on the disease's adjusted strength. This process continues until the disease's strength falls to zero or below, at which point the character has completely beaten off the disease and is well again, or until the disease's strength rises to above the character's constitution x 3 (minimum 18), at which point they die.

Characters can gain special bonuses to save if appropriate treatment is received, but only if they are well rested and cared for. Certain herbs (described in the WEAPONS, ARMOUR & EQUIPMENT booklet) offer a bonus to save. Additionally, treatment by a skilled physician can be helpful. If a character with the physician skill gives a patient full-time nursing, their physician skill total modifier is added to any saves the patient makes. Obviously, this may involve the physician exposing themselves to the threat of infection.

Example: *Rathaum the Wanderer finds himself caught in a city under siege and ravaged by the plague. Rathaum is forced to leave his abode and seek out food and water, exposing himself to the red death that stalks the city streets. The GM decides that he must make a save against the disease and rolls 2d10 for the strength of the attack. He gets a 12, so Rathaum's initial save needs to beat a 61. Unfortunately for Rathaum, he can only manage a 40, so the disease has taken hold. Had this first save been successful, the disease would have failed to gain a foothold and no further saves would be required.*

The GM decides that the red death has the standard disease onset time of 24 hours, so by the next day Rathaum is beginning to feel off colour. A second save is made and this time Rathaum is successful, with a 71. He rolls 1d6 (a 3) and the GM subtracts this value from the disease's strength, leaving it at strength 12 – 3 = 9. This value is compared to Rathaum's constitution (11) and found to be under it. The GM explains to Rathaum that he is feeling off colour, suffering hot and cold flushes and swollen glands, and at –10 to all actions. Rathaum takes to his bed.

Rathaum has at least managed to provision himself with plenty to eat and drink, but does not have access to a doctor or apothecary to help with his convalescence. He must therefore make a save every day, modifying the disease's strength accordingly until it falls to zero or rises to exceed three times his constitution. Unfortunately for Rathaum, his save on day two is lousy. He requires a 52 (the disease's strength is now 9 remember), but only gets a 13. A d6 is once again rolled, with the result 5, which is added to the red death's strength (now 14). This value exceeds Rathaum's constitution; the GM describes with relish the large red blotches that have broken out on Rathaum' s neck and belly. Rathaum is now feverish and at –20 to all actions, requiring a 67 for his next day's save.

This save proves unsuccessful, as do those on the fourth and fifth days (at increasingly high strengths) until

by the fifth day the disease's strength has risen to 25 (a 3 and two 4s rolled for the three failures). This value exceeds double Rathaum's constitution, so he is now bedridden and living in a semi-conscious hallucinogenic nightmare. With the required save now at 100, Rathaum is unlikely to recover without serious help of some kind. The fates are cruel and Rathaum dies three days later when the red death's strength rises above 33. The disease took a little over a week to kill him.

The rules for handling the effects of **poisons** are very similar to those presented for diseases. The major difference is that poisons often have a much shorter onset time, such that their effects will typically be resolved in a matter of minutes rather than over the course of days. Many poisons are listed in the WEAPONS, ARMOUR & EQUIPMENT booklet. Each has an onset time and initial strength listed, along with some details regarding any peculiar effects. Many poisons also have antidotes, again listed in the WEAPONS, ARMOUR & EQUIPMENT booklet, which offer a large bonus to save against them (listed for each antidote individually). Antidotes become immediately effective when taken, their effects lasting for the duration of the poison's time-course (until it is defeated or kills its victim). Note that a single dose of a given poison is the quantity typically used to kill an average (160 lb) humanoid. When poisons are used in larger doses, or against small creatures, their strength remains the same, but the onset time should be adjusted downwards (the poison will spread around a small creature's system much more rapidly, hence taking effect more quickly). Similarly, a single dose against a larger creature should take longer to take effect, but keeps the same strength (large creatures tend to have hefty saves against poisons anyway). These decisions are made at the GM's discretion, but as a guideline, multiplying the poison's onset time by the victim's size and dividing by 10 gives a good approximation. Further guidelines are given in the description of each poison.

As with disease attacks, a save is made every onset time and a d6 rolled to modify the poison's strength. Unlike disease attacks, however, for which there is no need to begin this process if the initial save is successful, poison attacks demand no such initial save. The first save is made only after the first onset time has expired and modifies the poison's strength (rather than indicating complete resistance or the beginning of an infection). Hence poisons will almost always have some effect (unless their strength is less than 6, in which case the first save might take it down to zero and end the poison's attack). As with diseases, following each save the poison's strength is compared to the victim's constitution and effects described according to the following guidelines:

Strength under constitution. Symptoms such as swelling around the point of injection, mild loss of thought and motor co-ordination, drowsiness and blurred vision are apparent. Victim suffers –20 to all actions.

Strength over constitution (minimum 4). Severe lessening of motor co-ordination, mild euphoria and light-headedness or shock response (short, rapid breaths, loss of colour etc.) are all possible symptoms. Victim is at –40 to all actions.

Strength over 2 x constitution (minimum 10). Symptoms such as discolouration, chills and a severe headache may be evident. Victim is likely to be incapacitated or unconscious and may suffer permanent injury (stroke or brain damage: depends on individual poisons). Any action attempted is at –100.

Strength over 3 x constitution (minimum 18). Victim is dead as a result of circulatory or central nervous system failure.

The physician skill can offer a positive modifier to saves against poison (as for saves against disease) but only if action is taken immediately. Examples would be rapidly flushing a poisoned wound, sucking out venom from a bite or inducing vomiting following the ingestion of poison. In these cases, the physician's skill mod is added to any saves.

Example: *Pinickity Nitpicker, the infamously fast Hobbit master thief is picking an ancient lock in a dungeon while his comrades fight off pursuing monsters. Pinickity opens the lock, but in the process sets off a trap which stabs his index finger with a poisoned needle. The needle is coated with arsnas, an unpleasant and durable circulatory poison derived from scorpion venom. From the WEAPONS, ARMOUR & EQUIPMENT booklet, it has a strength of 18 and an onset time of 50 seconds. Pin yells for his comrades' attention and the group bundle through the now-open doorway, closing it fast behind them. Luckily for Pin, the group's healer (a priestess of Dergoth, God of bloody vengeance) has her wits about her and immediately takes her knife to Pin's finger, then sucks at the wound. Pin will benefit from her +16 physician skill in his coming saves.*

Over the course of the first 50 seconds, the GM describes Pin's increasing drowsiness and intoxication. After this period, Pin makes his first save, requiring a 79 against the strength 18 attack. Pin's save against poison/disease is +9, but he also gets a +16 from the physician's intervention, so he has a total mod of +25. A 65 is rolled, for a total of 90, so 1d6 is taken from the Poison's strength. A 3 is rolled, reducing the strength to 15. This value is compared to Pin's constitution of 14 and found to exceed it. The GM describes how Pin's hand has swelled up and explains that he is feeling extremely drunk on his feet with intense pressure-pain behind his eyeballs. Pin, now at –40 to all actions, slumps to his knees.

*Pin must now make a further save every 50 seconds, until the poison's strength falls to zero (defeating it) or rises to above 42 (three times Pin's constitution), killing him. In the event, Pin is extremely lucky and fails only one of the following six saves, following which the poison's strength has fallen to –2 and Pin is well again. The process takes a total of 350 seconds or about 6 minutes. For the majority of this period, the poison's strength has been less than Pin's constitution, so he's been feeling intoxicated and tired and been at –20 to all actions (note that these negative mods **do not** affect his saves).*

Alcohol and other intoxicants. Alcohol and other narcotic substances are often used in role-playing scenarios, primarily in pub scenes and the like, as PCs interact with other PCs and NPCs. Obviously, imbibing large quantities of alcohol will have a deleterious effect upon a character's coordination. To model this process, GMs should keep track of the amount a character has drunk, in units. A unit of alcohol is equivalent to 10 ml of pure ethanol, or approximately half a pint of beer or a small glass of wine. For alternative narcotic substances, the GM should decide upon an equivalent unit value for a given quantity. The number of units consumed is then doubled and compared to the drinking character's *constitution + size*, with the appropriate effects read from the following summaries:

Units x 2 under the character's constitution + size. Light inebriation. The character is mildly euphoric and somewhat uncoordinated. If the units x 2 are under their size alone, apply a –5 mod to all actions. If this value is exceeded, apply a – 15 mod.

Units x 2 over the character's constitution + size. The character is heavily inebriated, and likely to be slurring, lacking self-control and exhibiting marked motor control deficits. If units x 2 are under their constitution plus twice their size, they are at – 25 to all actions. If this value is exceeded, they are at – 40 to all actions.

Units x 2 over the character's (constitution + size) x 2. The character will pass out, probably having first vomited. Loss of bodily control (bladder etc.) may follow.

Units x 2 over the character's (constitution + size) x 3. The character dies from alcohol poisoning.

Hence as the character continues to drink, the alcohol will build up and an increasingly large negative mod will accrue. Alcohol leaves the system at approximately one unit per hour, so the effects of drinking on action will slowly wear off. Note that when the unit level x 2 reaches over twice the character's constitution + size, they will fall unconscious. Exceeding three times this value will kill them (Equivalent to about 16 or 17 pints of beer for the average human). However, this is actually quite hard to achieve, unless a very large very strong drink is rapidly downed, as a character will tend to fall unconscious first and have their units drop through the passage of time.

This system generally works well, but may require a little refinement at the GM's discretion. The basic system takes little account of previous drinking experience; heavy drinkers will have a higher tolerance. To balance for this factor, the GM may wish to adjust the (2 x units consumed) value that is compared to the character's strength + size. For example, for a character who drinks heavily on a regular basis, the GM might use a value of (1.5 x units consumed) when calculating the effects of a night on the beer. More units could thus be consumed for an equivalent negative mod. Whatever the case, GMs should feel free to apply a – 5 or –10 mod to characters suffering the effects of a heavy hangover.

Example: *Vagabond Gresti is enjoying a well deserved post-work drink at his favourite inn when a powerfully built barbarian enters the establishment and, noting the absence of free tables, seats himself opposite Gresti. Gresti wastes no time in introducing himself and soon the pair are recounting tales of their previous glories over a bottle of deadly Dwarf spirits. Dwarf spirits are 80% by volume, so by the time the bottle is half empty each man has consumed around 200 x 80/100 = 160 ml of alcohol, or 16 units (the bottle held around 800 ml of spirit). At this point, trouble erupts in the far corner of the bar and the GM decides it's time to see how are heroes are shaping up.*

Gresti has a size of 13 and a constitution of 14. However, he is an extremely regular drinker and the GM decides to use a (units consumed x 1.5) value when determining his condition. 16 x 1.5 = 24, a value that does not exceed Gresti's constitution + size (27), so, from the short descriptions found above, Gresti is merry rather than plastered. The value of 24 does exceed his size alone, however, so he is currently at –15 to all actions.

His new-found comrade has a size of 17 and a constitution of 13, but is not such a regular drinker. For him, the GM uses the standard units consumed x 2 value, in this case 16 x 2 = 32. 32 exceeds the barbarian's constitution + size (30), so he is heavily inebriated, quite unsteady and beginning to slur his speech. 32 does not exceed his constitution + twice his size (47) so he is currently at –25 to all actions.

4.1.4 The effects of resurrection

Resurrection represents one of the most powerful and miraculous interventions a true priest can perform, quite literally returning life to the dead. However, it has its limitations. Resurrection heals most wounds, but does not regenerate body parts or reverse the effects of permanent injuries. Hence a character with brain damage will be resurrected with brain damage and a character with a missing arm will be resurrected still missing a limb. Similarly, a character whose body has suffered extreme trauma or is missing some essential feature (e.g. flattened beneath tons of rubble or having had the heart removed and destroyed) cannot be resurrected at all. Death by old age is also final, as is death by debilitating disease (the resurrected character would simply die again). Finally, any character with a primary physical statistic (strength, agility, dexterity or constitution) that has fallen to zero or less cannot be resurrected unless some magical means of returning that statistic to a positive value is at hand. Hence if some magical effect had entirely drained a character's strength statistic, thus killing them, they could not be resurrected unless some means of boosting their strength statistic was at hand. Primary mental statistics (intelligence, soulstrength and will) that have fallen to zero or below are restored to a value of one by a resurrection.

For those situations in which resurrection is successful, it still represents a massive physical and psychological trauma. The recipient will consequently suffer some severe mental and physical damage in the process, such that multiple resurrections of the same character eventu-

ally become unfeasible. GMs should apply the following ill-effects to characters who are resurrected. If a character has a stat fall to zero or below as a result of a resurrection, they are permanently dead and no further resurrection attempts are permitted.

First resurrection. The character loses one point of constitution. There is a 25% chance of also losing one point from strength, agility and dexterity and a 10% chance of losing one point of intelligence, will and soulstrength; roll for each statistic separately. The character must further make a save versus insanity at strength 12 or gain one random insanity (see the section 4.1.6 in this chapter). The character will remember nothing of the time during which they were dead.

Second resurrection. The character loses 1d4 points of constitution and one point of strength, agility and dexterity. There is also a 25% chance of losing one point of intelligence, will and soulstrength (roll for each separately). The character must make two saves versus insanity against strength 14 attacks, with each failure resulting in the acquisition of a random insanity (see section 4.1.6 in this chapter). The character will have no conscious memory of their time spent dead, but may be haunted by strange dreams.

Third and later resurrections. The character loses 1d6 points of constitution and one point of strength, agility, dexterity, intelligence, will and soulstrength. They must make three saves versus insanity against strength 16 attacks, with each failure resulting in the acquisition of a random insanity (see section 4.1.6 in this chapter). The character is likely to develop a certain fatalism borne of a desire to return to a very vaguely remembered death sleep.

Example: *Pinickity Nitpicker the infamous Hobbit thief has died at the hands of a vicious spear-wielding undead warrior and now stands impaled against a clay wall, slumped in a hideous caricature of life. His comrades finally defeat their enemy and make haste with a much-prized scroll of resurrection, breathing life into Pin's tiny corpse. This is the first time Pin has been resurrected (we are at an early point in his adventuring career), so the unpleasant side effects will be fairly limited. Pin loses a point of constitution and rolls 1d100 for each of his other primary statistics. He gets an unlucky 23 on his agility roll, so loses a point from this statistic (25% chance), and rolls a 04 for will, so also loses a point of that (10% chance). His rolls are above the percent chance of loss for strength, dexterity, intelligence and soulstrength, so these statistics are unchanged. Pin must now refigure his stat mods for his skills and saving throws based on his new values. He is also required to save against insanity (strength 12, requiring a 61), but is successful, so does not succumb to madness. Had he done so, he would have rolled randomly to see which insanity was gained (see the later section in this chapter).*

4.1.5 Extremes of fear

In the course of play, plenty of things are likely to happen that would frighten even the toughest of adventurers. The adrenaline rush of risking one's life in combat is a fair example. Typically, this kind of challenge will not limit a character's freedom of action or impair their judgement or coordination. Indeed, the fight or flight response that humanoids experience in the face of adversity is likely to enhance their readiness for action. Normal fear responses are therefore par for the course in role-playing and need no special rules. However, some situations may engender fear of a qualitatively different type: magical fear. Magical fear is intense, oppressive and potentially incapacitating. It can be experienced as a direct result of a particular spell having been cast (such as the wizard spell *fog of fear*), but is more likely to occur when a particularly unnatural or fearsome creature is encountered. Virtually all undead inspire some degree of magical fear by their very nature. Some powerful creatures, such as vampires, are able to switch their fearsome effects on and off at will.

In order to determine the effects of magical fear, the GM must know the fear's strength. This value determines the affected characters' saving throws against fear, and also the range at which they begin to feel the magical fear's effects. Creatures that cause magical fear will have its strength recorded in their individual descriptions in the bestiary chapter. For spells, details of the strength of the fear produced are again provided in the specific spell descriptions.

Magical fear begins to take effect when a character comes within (strength x 5) feet of the fearsome being (note that this range may be different for fear produced by spells, which is likely to also be of limited duration). At this point, they must make a save against fear. If they are successful, they have retained their composure; while they

will be experiencing considerable fear, it will be dealt with appropriately, producing an adrenaline rush, sweating and so forth but no serious negative effects. If, however, they fail their save, the appropriate result must be applied from the following list, based on the degree by which their save was unsuccessful.

Save unsuccessful by 20 points or less. The affected character is in a cold sweat and extremely nervy, likely to develop a stutter and to be thinking with less than complete clarity. They are at – (fear's strength) to all skill rolls and spell casting, but still largely in control of their actions. There is a (fear's strength) % chance of involuntary urination. The character must make another save when the fearsome being approaches within half of the fear's range (not applicable for fear inducing spells). The fear's negative effects will remain in force until this point, or until the character departs to a distance of twice the fear's range from the fearsome being.

Save unsuccessful by 21 to 40 points. The affected character immediately begins to back away, becomes extremely pale and urinates. A second save must be made, this time with a special –20 mod, with the appropriate result applied. If the character is again unsuccessful by 21 to 40 points (falling into this section), they will immediately turn and flee until they have put a distance equal to three times the fear's range, a solid wall or a sturdy closed door between themselves and the fearsome being. At this point they can take 1d6 actions to compose themselves and then decide upon their next course of action. Note that actions involving composed reasoning (such as casting the spell "wall of stone" to produce a barrier between a character and the fearsome being) are not permitted; the character is fleeing in thoughtless terror.

Save unsuccessful by 41 points or more. The affected character immediately loses all control of their bowels and falls face first to the floor in paralysed terror, weeping with fear. They can take no action whatsoever until the fearsome being departs to a distance exceeding five times the fear's range, or they themselves are physically manoeuvred to an equivalent distance, at which point they must take 2d6 actions to compose themselves. They must further make a save against insanity at half the fear's strength or suffer one random insanity as a result of the encounter (see the section on insanity, next in this chapter). If left for a substantial period of time within the fearful being's range, the GM may call for further such saves.

Example: *Vornas the mighty is a seasoned campaigner-turned-adventurer who considers most fear-inducing situations mere child's play. However, whilst exploring some ruins Vornas forces open the entrance to a tomb only to find himself confronted by a major skeleton. From the description in the bestiary, the GM notes that the creature causes magical fear at strength 6. This will usually have an effect on characters venturing within 6 x 5 = 30 feet of the skeleton, but the skeleton already stands a mere 12 feet distant, so the GM has Vornas make a save immediately. For a strength 6 fear attack, a 43 is required to save. Unfortunately for Vornas, he manages only a 35, failing by 8 points, so he falls into the "save failed by 20 points or less" category. The GM informs him that he is feeling extremely fearful, causing heavy sweating and a -6 to all actions. 1d100 is rolled, but the result (55) is well above the 6% chance of losing bladder control.*

As Vornas is already within half the skeleton's fear range, the GM has him make another save immediately. The Skeleton approaches to attack and Vornas prepares himself for combat. This time, however, Vornas rolls a 67 to save. He has pulled himself together just in time to engage the skeleton without any special handicap.

4.1.6 Insanity

The causes of mental ill-health are complex and varied, requiring a good understanding of genetic, social/societal and pharmacological factors to accurately model. The rules presented here are not in any sense supposed to realistically describe the acquisition of mental illnesses and brain disorders. They are quite simply a tool for GMs to use when they (or the rules presented earlier in this chapter) deem the generation of an insanity appropriate. Such situations can arise as the result of intense mental trauma (from prolonged periods of torture, the effects of resurrection or intense fear for example) or because of some magical intervention (e.g. the psionic spell *cause insanity*, or a cursed magical item). Characters should always receive a save versus insanity (the strength of the attack will generally be at the GM's discretion). Following a failure, GMs need simply roll 1d100 and read off the resultant insanity from the following table (or rather show it to the affected character, as immediately revealing it to their comrades is usually inappropriate). Note that many of the conditions described below would be unlikely to simply surface in response to extreme stress and the like, but rather have complex aetiologies. Nonetheless, making a random roll is both simple and relatively entertaining in most cases.

1-10: *Schizophrenia.* The character will experience vivid and entirely convincing hallucinations, typically becoming increasingly detached from reality as the condition progresses. The hallucinations often manifest as voices that direct the character towards particular courses of action; hearing the voices of particular Gods or other supernatural beings is typical. Schizophrenics can become withdrawn and lack emotional responses, and may sometimes become extremely confused or violent, particularly when their hallucinations induce paranoia and related delusions.

11-14: *Psychopathy.* The character will lose the capacity to empathise effectively with others, leading to an extreme lack of compassion. They will fail to recognise and respond appropriately to emotional signals in others, such as facial expressions of fear, and will act callously and selfishly in an apparently amoral, self-centred manner. Psychopaths retain their intelligence; their lack of regard for the welfare of others tends to make them extremely manipulative, indulging themselves in the kindness of others but failing to reciprocate. They are capable of acts of extreme immorality, cruelty and violence, being entirely free of the constraints of conscience. They also

tend to need a great deal of stimulation, making them somewhat thrill-seeking and impulsive.

15-19: *Depression (unipolar).* The character becomes increasingly morose, finding little in life interesting or motivating and the day to day chores of living a struggle. They will feel overpowered and unable to cope with trivial difficulties, finding no relief from their ongoing depression in traditionally entertaining activities. Depressed characters may become emotionally withdrawn, will tend to perceive situations as more hopeless, and may eventually be driven towards suicide. Self esteem is likely to be extremely low.

20-25: *Manic depression (bipolar).* The character will vacillate between extreme emotional states, typically in a cycle lasting some days or weeks. They will alternate between a lethargic, emotionally inactive low state similar to classic depression, and a very active, joyous high state ("mania") in which they will be extremely motivated and outgoing. The change between states will be quite startling, entirely changing the affected character's life perspective, energy levels and willingness to engage in social activities. Often, they will be at their most creative and effective while manic, requiring very little sleep, while the depressed state carries with it a serious risk of suicide.

26-35: *Phobic*. The character acquires a phobia, an irrational but entirely compelling fear of some situation or naturally occurring material, plant or animal. The GM should select what the character is phobic about, ideally with some reference to the context in which the phobia was acquired. Common phobias include arachnophobia (fear of spiders), agoraphobia (fear of crowds/social situations) and claustrophobia (fear of enclosed spaces), but all manner of things can prompt phobic responses (e.g. snakes, heights, fungi, particular smells etc.). Characters will be unable to approach, touch or be otherwise exposed to the object of their fear, and if forcefully exposed to it will tend to become paralysed with fear; they may even require a further save against insanity resulting from extreme psychological stress. Gradual exposure, often beginning with similar but not identical objects, whilst maintaining a relaxed state may eventually lessen the fear.

36-38: *Self-handicapping strategies*. Operating primarily as a mechanism for protecting low self esteem, the character employing self-handicapping strategies will deliberately undermine their own chances of success in order to have an excuse when they fail. An example from our own world would be going out rather than taking rest the night before an important exam, such that failure could be blamed on our rock-and-roll approach. In the gaming world, of course, such behaviour can be potentially life threatening to a character. Deliberately failing to acquire the necessary equipment for a dangerous journey, or drinking heavily the night before a battle might be example behaviours. The character would generally rather fail, even when failure risks death, than be seen to have tried their best and still been found wanting.

39-41: *Self-injurious behaviour.* A character suffering from this disorder will tend to have extremely low self esteem or some degree of self-loathing. They will regularly inflict deliberate but fairly minor physical damage upon themselves by cutting or striking parts of their own body, seemingly oblivious to the pain and scar damage that results. Their behaviour may represent a plea for help or attention, but this is not necessarily the case. Self-injurious behaviour can be associated with some degree of depression and/or emotional withdrawal.

42-46: *Obsessive-compulsive.* The obsessive-compulsive character faces difficulties relating to both thought and action. Obsession relates to powerful irrational thoughts that continually intrude and come to dominate a person's thinking. Compulsion relates to an overpowering need to repeat given actions over and over again. The obsessive-compulsive character will tend to have both, operating as flip sides of the same coin. Hence an obsession with cleanliness will lead to a compulsive washing of the hands (or in a fantasy context, an obsession with honour and chivalry might lead to a compulsive over-care of weapons and armour). Obsessions can be about many things (a particular person or their imagined behaviour, maintaining a certain image or standard etc.) but are generally both irrational and, to the casual onlooker, relatively trivial/ridiculous. Hence an obsession that is in some sense adaptive or useful (such as making money) is far less likely than one which is maladaptive and neurotic (such as keeping all of one's money in carefully labelled pouches each containing a set number of coins of an identical denomination, perhaps even individually greased against the damp…).

47-50: *Alcoholism/drug addiction.* The character with an alcohol or drug addiction is completely dependent on the substance they are using. They will do almost anything to get their next fix, finding the effects of abstinence extremely mentally distressing. Their tolerance will have increased markedly, such that they will be forced to indulge in extremely large and regular doses of the narcotic to which they are addicted. Depending on the drug, they may be able to carry on their typical pattern of living while being almost continually intoxicated, but may suffer fairly extreme personality shifts when high (GMs should also inflict an appropriate minus to all actions). Going without will lead to mental and often physical discomfort, and a prolonged period of "cold turkey" (virtual incapacitation resulting from the physical symptoms of withdrawal). Even having kicked the habit, ex-addicts will be extremely susceptible to falling back off the wagon.

51-54: *Attention deficit.* The character with an attention deficit will be unable to maintain concentration for any period of time, making them extremely restless. They will flit from one thing to another, requiring constant attention or stimulation. Hence their behaviour will appear childish, and will severely limit their ability to learn and practice new skills. Attention deficit is often accompanied by loud or disruptive attention-seeking behaviour, and can also make for an increasingly angry, violent temperament (mainly as a result of frustration at an inability

to progress normally).

55-58: *Frontal lobe disorder.* The character suffering frontal lobe damage will have enormous difficulties when attempting to intentionally shift between tasks or understand changes in the rules governing a situation. Hence, having established the correct way to respond in a situation, they will appear very narrow-minded, unable to take a step back and reassess, but rather pressing on with a given course of action regardless of whether conditions have changed. In this sense they will be very stereotypical in their strategies and actions, exhibiting inflexibility. They will also tend to have their actions "captured" by external cues, rather than choosing how to act themselves. For example, a character might begin chopping at the air as soon as they pick up an axe, because that is what an axe is for, regardless of the fact that they may have only intended to move or examine it. Similarly, they might have difficulty suppressing an instinctive response, such as putting out a fire or defending themselves when someone draws a weapon.

59-62: *Seasonal affective disorder.* The character with S.A.D. will suffer mood-altering effects based on seasonal variations. By far the most common manifestation is for the victim to become depressed during the winter months; they will be less outgoing, more emotionally "flat", less positive in outlook and generally liable to let things get on top of them or suffer inexplicable periods of extreme depression.

63-66: *Hypochondriasis.* The hypochondriac character will constantly perceive themselves to be suffering some medical complaint, regularly misinterpreting trivial or chance events as symptoms of ill-health. They will become generally obsessive regarding their own health, often taking extreme preventative measures and worrying about unlikely or unavoidable health risks. Hypochondria is in some respects a variant of obsessive-compulsive behaviour.

67-69: *Multiple personalities.* The character with a multiple or split personality will not merely hear voices (as in the case of schizophrenics), they will actually be possessed by seemingly independent dispositions. Their actual personality has fractured, such that a number of aspects of this original complete person now exist, vying for control. Hence each personality will tend to be something of a caricature, being extreme and ill-rounded. The various personalities (usually two, but any number are possible) will emerge, gaining control, then be suppressed again as another personality surfaces. Stressful events will often trigger such a change.

70-73: *Panic disorder.* The character with panic disorder will tend to suffer from generalised anxiety, being extremely edgy and constantly worried. However, this anxiety may surface to become crippling in the face of extreme stress or danger. The character must make a save against insanity/fear in these situations (at the GM's discretion) or suffer a panic attack. Symptoms vary from mere sweating and hyperventilation (over-breathing) to fitting, paralysis, hysterical blindness and the like. As a shorthand, GMs may wish to employ the rules for magical fear with appropriate adjustments.

74-76: *Mild autism.* The character with mild autism suffers a kind of disorder of social intelligence. They are unable to take on the viewpoint of others by placing themselves in their shoes. In a sense, they are unable to attribute their own thinking processes to others; hence they will think that others know what they know, even if this is not actually the case. The effects of this disorder can be quite subtle; a mild autistic may appear quite normal, but would give themselves away by failing to understand that the actions of another person might be the result of similar mental processes operating with different information being available. Mild autistics are essentially unable to follow cause and effect as it relates to other people's actions; they are failures as amateur psychologists.

77-81: *Somatoform disorder (neurotic).* The character with a somatoform disorder will suffer an illusory physical symptom as a result of an underlying neurotic problem that they are suppressing from conscious awareness. These symptoms come in many forms, but may be transient (switching on and off under particular circumstances) and are given away by a lack of accompanying problems. Examples of somatosensory disorders are paralysed limbs, headaches, mutism (inability to speak), blindness/deafness, insensitivity to pain, tingling sensations, coughing fits, black-outs and the like. While these symptoms can be extremely disabling, they offer some benefit in terms of avoiding certain situations and gaining support and pity from carers.

82-85: *Tics.* Tics are repetitive, stereotyped muscle twitches or movements that a character will make involuntarily. They tend to be irritating rather than disabling, drawing peoples' attention and annoying the sufferer, although some manifestations (such as stuttering) can be a major problem in time-critical situations. Tics will tend to become more frequent and distressing under stress, or when a character's attention is drawn to their own oddity. Common examples include obsessive blinking, twitching necks and jerking arms.

86-90: *Disinhibition (impulsive/violent).* The disinhibited character will have great difficulty in not acting upon impulse, in particular in suppressing instinctive or emotional responses. They will also tend to display an increased level of aggression and antisocial behaviour, being unable to stop angry outbursts and even physical attacks when they are frustrated in their desires. The disinhibited character is therefore a dangerous companion, liable to overreact and instigate a violent encounter at any time.

91-95: *Confabulation (compulsive liar).* The character suffering from confabulation has a fairly severe loss of episodic memory (memory relating to episodes from their life) which affects both recall of the distant past and their ability to remember things they have just been told or experienced. The confabulator will fill in the many blanks

in their experience that this memory loss leaves by simply making things up. They are not wilful or deliberate liars; they honestly believe the stories they tell because they have no recollection of the truth. Confabulators are generally not subtle or effective liars; they tell unlikely and far-fetched tales, relating more to their fantasies than their likely actual experiences:

"…and then, when I was 18, my third son, the one who had for a time ruled the city state of Telista, was drowned off Karivda following an attack on his ship by a swarm of giant locusts…"

96-100: ***GM's decision (something funny)*** or *roll again.*

4.1.7 Choking and drowning

The inhalation of noxious gases and water is potentially deadly, but damage sustained in this manner tends to be quite transient if death is averted, so some modification to the standard rules for bodily damage and healing is required. The effects of choking (oxygen starvation occurring as a result of the closing of the windpipe) or strangling (oxygen starvation via the closure of the arteries supplying blood to the brain) are handled using the same basic rules, detailed below.

If given the opportunity to gather a breath of air, a character can hold their breath for their constitution x 8 seconds before instinctively taking further breath and risking damage from inhaling noxious fumes or water. For characters with a constitution below 3, use 3 instead when making this calculation. If strenuous exercise is being undertaken, this value should be modified somewhat at the GM's discretion (multiplied by between 0.6 and 0.9). If surprised, a character should roll 1d8 and multiply it by their constitution (minimum 3) to find out how many seconds of air they currently have in their lungs, modelling the time since they last inhaled. Again, GMs can modify the obtained value if heavy exercise is using up oxygen more rapidly than usual. This procedure should also be followed for chokes, to determine how much time will pass before the choked character has no remaining air and begins to suffer the effects of asphyxiation. Only once this time has expired will damage begin to be sustained. However, for strangles, the amount of air in the lungs is irrelevant (it's the blood flow to the brain that is being cut) so the onset of damage is instantaneous.

Damage is sustained based on the gas/liquid that is being inhaled (or lack of in the case of asphyxiation). Once a character is forced to begin breathing in noxious substances (having held their breath for the maximum permitted time) or becomes unable to get further oxygen (as a result of strangles or chokes) they will suffer damage every *constitution* seconds. Again, for constitutions below 3 use this value instead. The damage inflicted is non-locational, as for falling damage, totalling 2d10 multiplied by a special mod based on the substance being inhaled as detailed below:

- *Smoke, thin* – x 0.3
- *Smoke, thick* – x 0.6
- *Water* – x 1.5
- *Gas (poison)* – x 0.4 + poison
- *Asphyxiation* – x 0.8

Damage inflicted in this manner is cumulative for the purposes of calculating knockout and death rolls (as for bleeding damage). Hence it can build up towards a total capable of causing death. However, it is fairly transient in nature. While injury points and an index should be recorded in the usual manner, resting/recovering characters can remove a number of injury points equal to their constitution (minimum 5) every *hour* following injury. This rate is halved if characters are not resting. The index of the wound falls proportionally in the standard manner.

Example: *Gorn the unwieldy has been captured by a band of rogues. One of the brutes is entertaining himself by submerging Gorn's head in a fast running stream. As he pushes it down, Gorn is able to get a last desperate breath, so can hold on for his constitution (13) x 8 seconds (13 x 8 = 104 seconds, or a little over a minute and a half). Gorn is wise enough not to struggle too much, so the GM does not adjust the value on the basis of exercise causing heavy oxygen usage. However, the rogue is after sport, so will wait until he sees signs of water inhalation regardless.*

Finally, having used up all the air in his lungs, Gorn is forced to take a breath in, inhaling water. He now begins to sustain damage every 13 seconds (remember, his constitution is 13) while writhing uncontrollably. The damage is non-locational, so the GM simply rolls 2d10 and multiplies it by the water damage mod of 1.5. After 13 seconds, a 12 is rolled yielding a damage total of 18 (12 x 1.5). The resultant 1d6 death + 1d6 knockout roll cannot affect Gorn. However, after another 13 seconds a 10 is rolled for a further 15 points of damage. Drowning damage is cumulative, so a damage total of 18 +15 = 33 is now used to determine knockout and death rolls (for a 2d6 death + 2d6 knockout roll). Gorn rolls a 15 and passes out. Bored, the rogue drags his limp body away from the stream; another 30 seconds or so and it might have been too late.

Gorn's injury is quite serious (injury points = 33/1.3 = 25.38 = 25, index 33/5 = 6.6 = 7), but will heal rapidly. If fact, with his constitution of 13 it is completely healed in just under two hours (13 points per hour; index falling by 1 point for every 25/7 = 3.57 = 4 injury points healed). Hence if he were called upon to take vigorous action an hour after his ordeal, he would be suffering from a 12 injury point index 4 wound.

4.1.8 Statistical battles

In various situations, characters may be called upon to pit themselves against another character, or an NPC, supernatural being or even inanimate object, using a particular statistic. Examples include engaging in an arm wrestle (a battle of strength) or resisting possession by a

ghost (a battle of will). GMs should determine what statistic is appropriate for a given situation.

To engage in a statistical battle, both characters roll 2d10 and add the appropriate statistic to their roll. Totals are then compared, and the *difference* between the two values is subtracted from the loser's (lower roller's) statistic. This loss is not permanent; it is simply recorded to resolve the statistical battle, with the original statistic value being restored upon completion of the contest. If the loser's statistic value has fallen to zero or below, they have lost the battle. If not, another round commences, with both parties again rolling 2d10 and adding their new, adjusted statistic. The GM should determine the appropriate time scale for the contest. Hence, in a battle of wills with a possessing spirit, the GM might determine that each round of the battle should take five seconds.

Example: *Vron the barbarian is drinking at his local watering hole, when a boastful stranger catches his attention. The stranger is offering a night's free drinking to any man who can best him in an arm wrestle. Vron, never one to pass up the opportunity for free beer, saunters over to the stranger and boldly accepts the challenge. The GM calls for a battle of strength, ruling that each round will take ten seconds. Both men are huge. Vron has a strength of 18, while his opponent is even stronger with a 19 for this stat; the battle will be close.*

Vron and the stranger roll 2d10 each. Vron gets a 13, adding his strength for a total of 31. The stranger only rolls a 9, so his total is 28. The difference (31-28 = 3) is subtracted from the stranger's strength (temporarily), leaving him a value of 16. The two men have been straining for 10 seconds. Because the stranger's temporary stat value has not fallen to zero, he's not beaten yet, so another round of battle commences. The GM describes how Vron has put his opponent onto the defensive.

For the second round, Vron gets an 11, for a total of 29. The stranger rolls an impressive 16, and adding his adjusted strength of 16 gets a total of 32. He has won this round, and the difference between the two men's scores (3) is temporarily subtracted from Vron's stat, leaving him a strength of 15. 20 seconds have passed, sweat is dripping onto the straw-covered floor, and the stranger has recovered to a stand-off position with a mighty roar of effort.

The process is repeated until, after five more rounds, Vron has gained the upper hand. At this point his strength has been reduced to 11, but the stranger is barely holding his fist above the table with a remaining strength of only 2. The epic contest has lasted 70 seconds already. For the eighth round, Vron rolls a 12 for a total of 23; his opponent gets a 14, but with his much reduced strength only has a total of 16. The difference (7) is subtracted from his strength of 2, taking it below zero, and Vron hammers his foe's hand onto the tabletop, eliciting a mighty cheer from the locals. Both men's strengths are restored to their original values, and the shamed stranger reaches into his purse to fund an expensive evening.

Statistical battles can also be used to resolve situations such as lifting heavy weights. The GM should assign an opposing statistical value based on the weight and awkwardness of the object to be moved or lifted. For example, the GM might assign a rusty old portcullis an effective strength value of 70 against an attempt to lift it 2 feet (high enough to jam a shield underneath). A party would then combine the strengths of all the characters attempting to lift the portcullis, and engage in a battle of strengths to lift it. Obviously, if they failed they could try again, but each attempt would be both time consuming and exhausting. Ultimately, if their combined strengths were 20 points less than the portcullis' opposing strength they could never achieve their aim, although the GM might not wish to let them know this until they'd tried a few times.

4.1.9 Breaking things

Often, characters will want to smash things (usually to gain access to them). In order to determine the outcome of such an attempt, the GM must first assign the to-be-broken item a resistance value. The character then makes a set strike damage roll (1d10 +10), multiplies it by their damage mod, and compares it to the object's resistance value. If they exceed it, then the object's resistance value is reduced by one point. If they exceed double the resistance value, it is reduced by two points. Tripling the object's resistance number causes a three-point reduction, and so forth. However, blows still have to exceed the object's *original* resistance value to cause damage. Hence, even if a character had already damaged a metal lock with a resistance value of 13 five times (reducing its resistance value to 8), further strikes would still need to be exceeding 13 points of base damage to cause additional damage (or 26 points to cause double damage, etc.). When an object's resistance value falls to 0, it has been smashed.

There is one caveat to this process, however. The damage mods for various attacking weapons are based on

their effectiveness against flesh and blood opponents. A rapier is relatively damaging when being sunk into flesh; it is far less damaging when being stabbed at a wooden door. For this reason, GMs should apply an additional damage mod between 0 and 1 based on the effectiveness of the attack used for breaking the object in question. For example:

- Axe against wood: x1
- Sword against wood: x 0.4
- Stab against wood: x 0.1
- Impact against wood: x 0.6
- Hammer/impact against stone: x1
- Axe against stone: x 0.6
- Sword against stone: x 0.2
- Stab against stone: x 0.1
- Axe against metal: x 0.8
- Impact against metal: x 0.8
- Sword against metal: x 0.3
- Stab against metal: x 0.1

Some example resistance values for objects might be:

- Wooden door: 4 (thin) to 30 (thick oak reinforced)
- Stone door: 70
- Iron lock: 8 to 30
- Iron chest: 20 to 90

GMs should bear in mind that characters who mindlessly smash their way into chests, boxes and the like are likely to damage whatever is inside them in the process.

Example: *Vron the barbarian is raiding an Orc den and finds his progress blocked by a sturdy looking wooden door. He is armed with a spear and recognises the futility of using it to break the door (which the GM has secretly assigned a resistance value of 14). Vron first tries to kick the door in. The GM decides that this type of attack is not merely an attempt to destroy the door itself, but also an effort to open it by breaking the locking mechanism where the door is set into the wall. He therefore also assigns this mechanism a resistance value: 10. Vron's kick damage mod is 0.54 (he's a big strong lad). The GM decides to impose a further 0.6 mod for damage against the door (impact against wood) and a 0.8 mod for damage to the locking mechanism (impact against metal).*

Vron's first damage roll is an 18 (8 rolled, + 10 for a set strike). This yields damage of 18 x 0.54 x 0.6 = 5.832 = 6 against the wood of the door (nowhere near its resistance value of 14, so causing no damage), and damage of 18 x 0.54 x 0.8 = 7.776 = 8 against the locking mechanism (just under its resistance value, so again causing no damage). Vron realises that he gave the door a pretty hefty kick and succeeded only in jarring his leg (the door barely shuddered). He therefore falls back on plan b, retracing his steps until he finds the corpse of an axe-bearing Orc he slew earlier. He collects the battle axe and returns to the door.

This time, the GM decides that Vron's attacks will only be affecting the door itself (the locking mechanism cannot be attacked directly as it is hidden inside the door and wall; it was simply bearing the brunt of the force from a battering-ram style kick attack). However, Vron has a damage mod of 2.34 with a battle axe, and there is no further mod when using an axe against wood. His first damage roll is a 3, for a total of 13, which yields a base damage of 13 x 2.34 = 30. This is well in excess of the door's resistance value (14), and in fact exceeds double this value (28), so Vron hacks away a satisfying chunk of wood (two points of damage) and the door's resistance value falls to 12. In fact, with a minimum damage roll of 11 for set strikes yielding a total of 11 x 2.34 = 25.74 = 26, Vron cannot fail to exceed the door's original resistance value of 14 (which must still be beaten to cause damage). There is therefore no need to roll damage every time, unless he wishes to get through the door in a hurry (with two, three and even four point blows). Within 12 additional hefty swings Vron will have destroyed enough of the door to gain access (its resistance value having fallen to zero).

4.1.10 Repairing armour

When GMs employ the optional rules for armour damage (see the chapter on combat and movement, section 3.7.7), characters may wish to repair garments that have been reduced in their protective value. The procedure for doing so is fairly straightforward. The character must first find an armourer in possession of suitable materials (another character with the weaponcraft skill, or alternative skills such as hideworking in some cases, may suffice). They must also have some time free (armour construction and repair being a time-consuming process). Finally, the armour cannot have lost more than half of its armour value on its weakest aspect (cut, chop, thrust or impact). If it has, then it cannot be repaired but must instead be completely remade (at original cost). Assuming a piece of armour can be repaired, characters paying an armourer for the service need simply calculate the garment's original cost and divide it by three. This is the repair cost. Repaired armour is almost as good as the original; it is at its original armour value on the three aspects with lower armour values, and at the original value minus one on the best aspect.

Example: *Vornos the mighty has had his breastplate damaged in the course of his adventures, and upon return to a major city decides to get it fixed. He's in no hurry, so can afford to wait for the armourers to do their work. Vornos sustained two damaging penetrating blows to the chest, affecting this garment; its current armour values here are 15, 15, 15, 3 (reduced from 17, 17, 17, 5 for plate armour). It is therefore in just about good enough shape for repair (had it suffered one more damaging blow to the chest, its impact AV would have fallen to 2, below half of the original value, and repair would be impossible). The GM calculates the breastplate's original cost. It covers Vornos' chest and abdomen (24%), so it's cost is 24 x 0.025 (cost per percent for plate) = 0.6 gold = six silver pieces. This value is divided by three (for repair only), so*

the job will cost Vornas two silver pieces. The fixed breastplate protects the chest location almost as well as a new garment. Three of its aspects have equally high AVs (17 for cut, chop and thrust) so the GM rolls randomly and determines that its chop AV will be reduced by one point. The breastplate therefore now protects at 17, 16, 17, 5.

4.1.11 Ageing and stat deterioration

Ultimately, all mortals die. Within a game context, characters are of course far more likely to die as a result of the adventuring activities they undertake than as a result of old age, but it is nonetheless possible for them to live to an age beyond their prime. However, the rules provided here for ageing and stat deterioration are more likely to be of relevance to GMs when creating aged NPCs and the like.

All characters will have a value recorded for their CAM (constitutional age mod). Table 5 in the TABLES booklet lists various multipliers for each race to determine the onset of stat deterioration and, ultimately, death by natural causes. There are three levels of stat deterioration preceding death. Most characters will conduct and even conclude their adventuring careers well before the onset of even the first level, but this is not always the case. Using Table 5 is easy; for each level, a value such as "CAM x 3" will be listed. Simply carry out this calculation to determine the age, in years, at which that level of stat deterioration onsets.

Example: *Sidar the wise is a Human druid with a CAM of 11 (fairly average). Referring to Table 5, we find that humans begin level one stat deterioration at their CAM x 3 (33 for Sidar), begin level two at their CAM x 4 (44 for Sidar), begin level three at their CAM x 6 (66 for Sidar) and drop dead at their CAM x 7 (77 for Sidar).*

Characters will suffer stat deterioration over the course of each level. Effects should be rolled at the age of onset for each level, then applied continuously (spread out) over the course of that entire level. Note that losses to constitution as a result of ageing *do not* affect a character's CAM. Effects are as follows:

Level one.

• 3d10% loss from each primary physical stat (strength, agility, dexterity, constitution)

• One strength 1d10 disease attack

Level two.

• 3d10% loss from each primary physical stat

• One strength 2d6 disease attack

• 15% chance of a 3d10% loss from intelligence and/or will (roll for each separately)

• 25% chance of a 5d10% loss from sight and/or hearing (roll for each separately)

Level three.

• 3d10% loss from each primary physical stat.

• One strength 2d6 disease attack

• If intelligence or will declined at the previous level, lose another 3d10%. If not, 25% chance of a 3d10% loss from each

• 40% chance of a 5d10% loss from sight and/or hearing (roll for each separately)

Example: *Sidar the wise is an NPC, and the GM decides that he will be 48 years old. This means that he has already suffered level one stat deterioration (33-43 years) and is now in the early stages of level two stat deterioration (44-65 years). For level one, the GM rolled randomly for the year at which the disease struck Sidar. It hit him at age 38, but obviously the GM simply rules that he survived in this case (not wishing to kill off his NPC before even using him). The GM now rolls 3d10 for each primary physical stat. He gets an 18 for strength, so Sidar, with an original strength of 13, will lose 13 x 0.18 = 2.34 = 2 points of strength. This process is repeated for his other primary physical stats, and Sidar loses 2 points of agility, 1 point of dexterity and 3 points of constitution. Because Sidar experienced these losses over the period beginning at 33 and ending at 43 (the year before level two deterioration began), the GM rules that he lost a point of dexterity at age 38 (in the middle), points of strength and agility at ages 36 and 40, and points of constitution at ages 35, 39 and 41. Hence, the losses are spread out over the entire level one period.*

For his level two stat deterioration, the GM forgets about the disease attack, but rolls again for losses to physical stats. He also rolls to see if Sidar will lose points of intelligence, will (both at 15%), sight or hearing (both at 25%). In the event, Sidar suffers losses to hearing, but not the other three. This time, the GM rolls 13 for Sidar's strength loss. Sidar's strength at the beginning of this level was 11 (after his earlier losses), so this time he will lose 11 x 0.13 = 1.43 = 1 point of strength. This process is repeated for his other primary physical stats and for hearing (but with a 5d10% loss here); Sidar loses 2 points of agility and constitution, a further point of dexterity, and 4 points of hearing. These losses will be distributed over the entire period from age 44 to 65 (level three deterioration onsets at 66), so he will lose a point of strength and dexterity at age 55, points of agility and constitution at ages 51 and 58, and points of hearing at ages 48, 53, 57 and 62. As Sidar is currently age 48, he will only have lost one point of hearing at this stage.

Now that he has adjusted Sidar for middle age, the GM can calculate his stat mods for skills, saves and so forth.

4.1.12 Malnutrition and thirst

Sometimes, characters will find themselves without food and/or water. The latter is far more serious. Deprived of water, humanoids will die in (constitution + 7)/2

days. Hence, a character with a constitution of 9 will die after (9+7)/2 = 8 days without water. After half of this period, they will suffer a –15 to all actions, increasing by an additional –5 each day thereafter.

Malnutrition is less immediate but serious nonetheless. At the end of each week without food, a character will lose 2 points of strength and one point of constitution (when fat reserves fail, the body begins to consume muscle tissue). When either stat reaches zero, they will die. Assuming normal food intake is restored, these stats will recover, but only fairly slowly; one point of strength is recovered every two weeks, and one point of constitution each month. Note that smaller characters, who tend to have lower strengths, are more prone to death by starvation. This reflects their more rapid metabolic rates and increased body-heating needs. GMs should of course feel free to adjust these rules somewhat in special cases. A very fat character might have a week or two's grace before they begin to suffer the usual stat-sapping effects of malnutrition. Also, if characters are forced to subsist on extremely limited rations, the GM might wish to have them suffer stat losses every two, three or four weeks instead of each week.

Example: *Vron the barbarian is trapped in some maze-like long abandoned cave dwellings, and his food has just run out. Three weeks pass as Vron searches desperately for an exit. By this point, he has lost six points of strength (reduced from 18 to 12) and three points of constitution (now 12 also). He won't die of malnutrition for another 6 weeks; however, his water is now exhausted too. Vron, with a constitution of 12 (he's weak through lack of nutrition) will last (12+7)/2 = 9.5 = 10 days without water. On the fifth day (half way into this period) he'll suffer a –15 to all actions, increasing to a –20 on day six, a –25 on day seven, a –30 on day eight and so forth. Luckily for Vron, he finally finds an exit on day 8, a month after first running out of food. His strength is now 10 (having dropped by another 2 points) and his constitution is 11. It will take him four months of regular eating to recover to his former girth and strength.*

4.2 GM aids and hints

4.2.1 Awarding experience points

Different GMs will want to award E.P.s according to their own gaming style. The following guidelines are presented, therefore, only as a starting point. Typically, E.P.s should be awarded at the end of a gaming session of reasonable length. For very long sessions, GMs may wish to break and award E.P.s mid-way through as well. An award will typically be between 2000 and 5000 points, averaging around 3-3500 points. GMs may wish to consider any of the following:

- 1000-3000 points for good role-playing; playing a character well, interacting in a believable manner etc.
- 200-1500 points for each good idea or solution to a difficult puzzle or the like. A really high scoring idea would have to be essential in advancing the plot or saving the party.
- 100-300 points for a particularly effective use of a skill.
- 25-500 points for a kill. If it's easy for the character and involves little risk, a kill should gain very few E.P.s (or even none). However, if it's a real challenge and put the character in serious jeopardy, the GM may be more generous. Killing from a distance is generally less dangerous than killing in a melee!

4.2.2 Travel

Travel in a mediaeval setting offers a variety of challenges, and adventures will often include some wilderness element. As a rule of thumb, small parties can expect to cover around 15 miles a day at a steady march, a little less for particularly challenging terrain. Larger groups, such as trading caravans or marching armies, will travel at a considerably slower pace, being lucky if they exceed 8 miles in a day. For travellers on horseback, 25 miles a day may be reasonable. Individuals willing to ride their horses very hard (such as messengers who are confident of gaining a fresh mount at the end of the day) can cover considerably greater distances, up to 100 miles in a day if roads are reasonable.

Sea and river travel offers its own difficulties, but is generally quicker than its overland equivalent. Ocean-going vessels can expect to travel around 50 miles each day, although this is an average and will vary widely depending upon weather conditions. In the context of land travel, GMs should particularly discourage players from treating horses like motor vehicles. Horses require a lot of time to eat, and a good deal of water. The cultivated breeds favoured in agrarian societies are not suited to subsisting entirely on the undergrowth at hand, but rather require periodic access to good quality fodder. The ponies of the steppes and other less cultivated breeds may be more suitable for subsistence riding, but naturally occurring plant food is less concentrated in energy content than good qual-

ity fodder, so the animals will require more time to feed and digest their meals.

As a final point, many characters will possess skills that allow them to eke sustenance from the wilderness, such as foraging, fishing, and bow skills for hunting. However, these activities are again time consuming. Travel will therefore be slower if suitable rations are not taken along.

4.2.3 Random encounters

In an ideal world, GMs will have thoroughly prepared their adventures and covered all eventualities in advance. However, this is rarely the case, and it is often helpful to be able to fill in some of the blanks in an adventure. Random encounter tables offer the opportunity to generate meetings, items and/or combat situations to spice up a dull journey or equivalent. GMs can use or ignore them at their discretion. The encounter tables provided (Table 22's various parts) are fairly self explanatory; simply roll 1d100 and enter the table to determine an outcome.

4.2.4 Random spells for NPC mages

The bestiary chapter contains typical stats for a variety of humanoid NPCs, invaluable for the GM creating encounters on the hoof. However, for the magic using NPCs presented, the particular spells learnt are not specified. Rather, a given number of spells will be indicated at a particular strength (e.g. "4 x 1000 E.P. spells, all at 100%"; see the chapter on magic for an explanation of these terms). GMs must then select the particular spells a mage knows from those available. Alternatively, he can generate them randomly by using Table 23. The table is largely self explanatory; 1d100 should be rolled for each spell to be determined, and the appropriate result read off based on the motivation of the mage in question (combat oriented, knowledge driven, or no bias). If the same spell is rolled twice, simply roll again. Of course, GMs can choose to roll randomly using Table 23, then make adjustments as they see fit to provide a challenging encounter.

4.2.5 Commerce basics

Adventurers are unlikely to spend a great deal of time playing at being merchants. Nonetheless, an idea of the commercial backdrop for a mediaeval-style world can be helpful. The first point to be made relates to coinage. While various cultures mint coins, money is still literally worth what it says in most cases; it's made of a valuable material (metal). Its value is therefore not dependent upon the government from which it originates.

In contrast, the modern bank note system emerged from a system of promissory notes that can operate as an alternative source of finance in a mediaeval-style world. Basically, a wealthy moneylender (banker) or merchant will write a promissory note in exchange for cash or equivalent. Other merchants (or adventurers) can then carry this note in place of large quantities of heavy coinage, eventually redeeming it back to the original writer for a little less than it was purchased for. Alternatively, rather than returning it to the original source, they could sell it to another merchant or banker (at a loss). That merchant would then arrange for its return to the original source to be redeemed. Obviously, the amount an intermediate merchant would pay for a promissory note will depend upon the reputation of the original source, and the difficulty of returning it to them (the distance). Hence promissory notes can circulate from one intermediary to another in the global economy until they are eventually redeemed. In the meantime, the original writer has hard cash finance for their ventures. As an example, a banker might give a promissory note to the value of 9 gold pieces, in exchange for 10 gold in cash. The note purchaser might then travel to a city 1000 miles distant. Assuming the original issuer was a respected merchant, another merchant in that distant city might buy the note for 7 gold, then arrange for it to be transported back (along with some exports, for example) to the original source, where it would be redeemed for its 9 gold value. The issuer has made a 1 gold profit, and gained coinage to finance his other businesses. The original purchaser has lost 3 gold, but carried a piece of paper on his travels (useless to illiterate bandits, for example) in place of conspicuous coins. The second merchant has made a 2 gold profit, but at a risk (he has had to transport the note back, and trust that the source issuer is still solvent).

Moneylenders can of course also lend coinage for commercial ends, although they will usually only do so if the borrower can offer something significant as security. Interest rates will be high by modern standards even on secured loans; perhaps 20-40% per annum. A few words should also be said on the subject of guilds and taxes. Guilds operate to police a given trade by controlling who can claim the status of craftsman and ensuring prices are maintained. They stifle competition, but make tradesmen's livings relatively secure. Any freelance manufacturer will soon face trouble from local guilds, and in particular strong claims regarding the inferiority of their product. Guilds are powerful forces in most towns and cities. Taxes are many and varied, with many local variations, but as a rule trade is taxed fairly heavily. Taxes can be levied for storing goods, passing through a province with goods, selling those goods; almost any trading venture. Townsfolk will also often be expected to make annual contributions to the lord of the city's coffers, in the form of town defence taxes and the like, while rural folk in feudal societies will often be expected to hand over a proportion of their produce to their overlords in exchange for the land they work.

4.2.6 Learning skills

Characters will often wish to learn skills as they progress. The chapter on character generation details this process. However, GMs should not simply permit a character to learn any skill at any time simply by expending 1000 E.P.s. The expenditure of E.P.s is supposed to represent the ongoing learning process since the character's previous E.P. award. Hence if a character boosts a particular

skill, they are assumed to have been practising that skill in the interim since their previous E.P. check. When learning a new skill, a teacher or, for lore skills, appropriate books must have been present. The teacher must have been willing and the matter must have been commented on by the characters at the time. Hence, if a character wishes to learn a skill possessed by one of their comrades, they must make a point of alerting the GM to the fact that they are engaging in lessons as play progresses. The GM can then okay the skill purchase at the next E.P. check, or not if they feel the character would not have had suitable opportunity to learn.

5. Magic

The term "magic" describes any activity undertaken by a character or NPC that defies the laws of physics governing standard actions and outcomes. The Hexicon role-playing system offers a number of occupations that allow characters to develop magical powers, such that the rules governing the learning and use of magic will differ between them. For this reason, the approach taken in this chapter is to deal with each magic-using occupation in turn, starting with the archetypal wielder of arcane powers: the wizard.

5.1 Wizard magic (brown/green)

Learning wizard magic. The wizard is the magic-using profession with the widest range of spells ultimately available, but they begin play with the potential to learn only a subset of the many spells listed for their occupation in the MAGIC booklet. A wizard can only learn the spells he has written down in his spell book. Initially, a starter character is permitted to choose 15 spells to place in his spell book; note that this does not mean he can actually use these spells, just that he has the potential to learn them. These spells will have been copied from his master's spell book (with permission) and must be chosen under certain restrictions. Each spell in the MAGIC booklet has an E.P. level listed as part of its description. This is an indication of the difficulty and power of the spell; as detailed later, a wizard cannot attempt to learn and use a spell until his own E.P. total (listed at the top of page one of the character sheet) exceeds the spell's E.P. level. A beginning wizard can choose a total of 15 spells, but can only choose up to eight 1000 E.P. spells, eight 2000 E.P. spells, four 4000 E.P. spells, two 8000 E.P. spells, two 16000 E.P. spells, and a single 32000 E.P. spell. No spells may be chosen from the 64000 E.P. and above categories and the GM may wish to prohibit certain other particularly rare spells, such as *power word blind* and *power word paralyse*. Further spells can be acquired by simply copying them from other wizards' spell books, but this is usually for a high price, or as a swap. Wizards are solitary and competitive, and in the Korin-Thar world system extremely secretive due to widespread public fear and hatred of their activities. Hence the acquisition of further spells represents a real challenge for a young wizard.

Example: *Orm the magnificent is a starting character who has chosen the wizard occupation. He begins play with 15 spells in his spell book. Orm has already rolled for his apprenticeship E.P.s, and knows that he will begin play with an E.P. total of 4200. This means that he will be unable to try and learn any spells above the 4000 E.P. level (the next level up being 8000 E.P.s). He is unlikely to be in a position to learn 16000 and 32000 E.P. spells until he has been adventuring for some time (and hence gained the necessary E.P.s). However, he also realises that it may be difficult to obtain powerful spells for his book if and when he does advance to a high E.P. total. Consequently, he decides to go for as many powerful spells as possible now, at the expense of having the opportunity to learn a few less powerful spells early on. Looking at the wizard spells in the magic booklet Orm chooses* circle of flames *as his 32000 E.P. spell,* parry spell *and* teleport *from the 16000 E.P category,* turn to mist *and* fireball *from the 8000 E.P. choices, and* meld, arc of sleep, invisibility *and* bolt of heat/cold *from the 4000 E.P. choices. With nine spells chosen, he now has six remaining choices from the 1000 and 2000 E.P. ranges. He selects:* sense magic, speak tongue, charismatic aura, featherfall, deflect blow *and* sphere of daylight.

Character record (3)

BASE LEARN %: 15 BASE USE %: 22

Name	E.P.s	Cost	L %	U %	Time	Notes
Sense magic	1000					
Speak tongue	1000					
Charismatic aura	2000					
Featherfall	2000					
Deflect blow	2000					
Sphere of daylight	2000					
Invisibility	4000					
Bolt of heat/cold	4000					
Meld	4000					
Arc of sleep	4000					
Turn to mist	8000					
Fireball	8000					
Parry spell	16 000					
Teleport	16 000					
Circle of flames	32 000					

Once a wizard has acquired a spell book in which to record his spells, he must actually go about learning them. Two values are vital in this process; his *base learn %* and his *base use %*. These values depend upon his statistics, and are calculated in exactly the same way as other skill mods (see character generation, section 1.1.4). The appropriate primary and secondary modifiers are listed in Table 4c of the TABLES booklet. For *base learn %* and *base use % values*, a negative value is replaced with a zero, while for a positive value, the + sign is removed. Hence a –4 becomes a 0, while a + 16 becomes a 16. These values should be recorded in the appropriate section at the top of the additional page of the character sheet provided for magic using characters (page 3).

Example: *Orm the magnificent calculates his learn % and use % values in the standard manner for skills. Glancing at Table 4c of the TABLES booklet, he notes that* learn % *has intelligence as a primary modifier and will as a secondary modifier. Orm has an intelligence of 16, yield-*

ing a +12 (+2 for every point above 10), and a will of 13, for a +3, so his total learn % *mod is + 15. The + sign is dropped, leaving a base* learn % *value of 15. Table 4c indicates that* use % *has soulstrength as a primary mod and intelligence as a secondary mod. Orm's soulstrength is 18, giving him a use mod of +16, + 6 (intelligence secondary mod) = +22, or 22 with the + sign dropped. Orm fills these values in on page 3 of his character sheet, along with the spells he has in his spell book.*

When a wizard character first gains their apprenticeship E.P.s, and following every subsequent E.P. award, they can spend some or all of this experience on learning new spells. They may also wish to purchase additional spell points (1000 E.P.s each) which are used up when casting spells (as detailed later). A character begins play with their soulstrength – 10 spell points (minimum of zero). The cost to use each spell (in spell points) should be recorded in the appropriate section of the character sheet, and is shown below:

1000 E.P. spell = 1 spell point.
2000 E.P. spell = 2 spell points.
4000 E.P. spell = 3 spells points.
8000 E.P. spell = 4 spell points.
16 000 E.P. spell = 5 spell points.
32 000 E.P. spell = 6 spell points.
64 000 E.P. spell = 7 spell points.
128 000 E.P. spell = 8 spell points.
256 000 E.P. spell = 9 spell points.
512 000 E.P. spell = 10 spell points.

For those keen on maths, the standard relationship between E.P. level and spell point cost can be expressed as:

Spell point cost = $\log_2$ ((2 x E.P. level) / 1000)

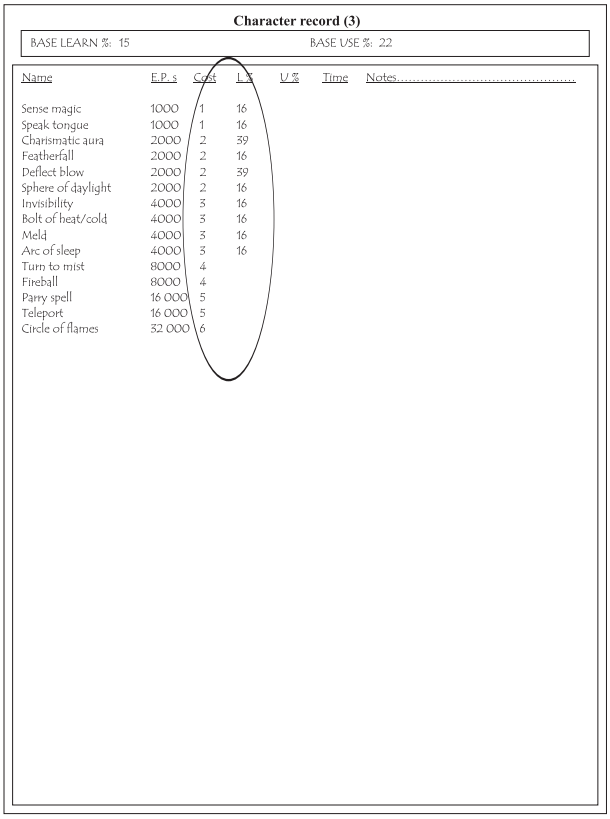
To attempt to learn a new spell, a wizard must spend E.P.s on boosting the L% value of that spell, then successfully roll under this value on 1d100. A wizard can only attempt to learn spells of an E.P. level less than their own E.P. total (shown on page 1 of the character sheet). To gain a learn roll, the L% value of a spell must be boosted by at least 1% following an E.P. award. Even if a spell is not learnt (the roll is above the L% value), the new L% value is retained, and can be further boosted at the character's next E.P. award to try and learn the spell again. It is usually worth boosting the L% value of all spells that a wizard can learn by 1%, just to gain a roll at learning them. Specific spells that a character is very keen to learn can be boosted further.

When a character obtains the E.P. total necessary to cast a spell in his spell book, the L% value for that spell is immediately set at their *base learn %* value. The L% value for individual spells is then boosted at a cost of 20 E.P.s per additional % point. However, there is a special additional cost for learning spells of the most recently obtained level (e.g. 8000 E.P. spells for an 11500 E.P. character). These spells cost double; every 40 E.P.s spent on their L% value increases it by only a single point. Following a given E.P. award, a wizard character must allocate all the E.P.s they wish to spend learning spells before making any rolls. A single roll is then made for each spell that has had its L% value increased. It is not permitted, for example, to boost a spell's L% value by one point, roll to learn it, then if unsuccessful boost it by another 1% and roll again!

There is one further complication to this process. The majority of wizard spells have *binding ingredients* listed in their individual descriptions (presented in the EQUIPMENT booklet). These binding ingredients must be acquired by the wizard, and are used up in the short ceremony performed when an attempt is made to learn the spell. They serve the function of physically representing the magic, allowing it to be bound into the mind of the wizard for future use. Even unsuccessful attempts to learn a spell consume the relevant ingredients; a wizard cannot attempt to make a learn roll without them at hand. However, if an E.P. award is gained and a wizard invests in learning a spell but does not currently have the necessary ingredients, he can postpone making his single attempt to actually learn it until the ingredients are at hand. This chance is lost at the next E.P. award, when further investment is necessary to earn another potential learn roll.

Example: *Orm the magnificent begins play with an E.P. total of 4200 (note that his 5000 adolescent E.P.s are not included in this total and cannot be spent on learning magic). He is therefore able to try and learn all the spells in his spell book from the 1000, 2000 and 4000 E.P. categories, but spells of the most recently acquired level (4000 E.P.s) will cost double. The L% value for these spells is set equal to his* base learn % *value of 15. Orm decides to spend 1200 E.P.s on learning spells, saving the remaining 3000 E.P.s for improving his competence with any spells he succeeds in learning. This gives him 1200/20 = 60% to play with. He begins by boosting all his L% values by one point, just to obtain a roll for each spell. This costs him a total of 14% (1% each for his two 1000 E.P. spells and his four 2000 E.P. spells, and 2% each for his four 4000 E.P. spells, which cost double). He decides to split his remaining 46% between the two spells he is keenest to learn (of those which don't cost double at the moment), putting an additional 23% each into* charismatic aura *and* deflect blow. *This means that his L% values are 39% for these two spells (15 + 1 + 23) and 16% for the other eight spells he boosted (15 + 1).*

The GM rules that as this learning occurs during Orm's apprenticeship, he will have access to the necessary ingredients from his master's stores (the GM might have ruled otherwise for particularly rare and/or expensive ingredients). For example, to make a roll to learn charismatic aura, *Orm will expend St John's wort and gold (the necessary quantities are listed in a table in the MAGIC booklet). At future E.P. awards, the GM will expect Orm to have acquired the necessary ingredients himself, or put off his learn rolls until he had done so. Orm now rolls for each spell in turn. He is unsuccessful for most of his spells, but rolls a 04 for* speak tongue, *a 35 for* deflect blow *(his additional 23% boost paying off) and a 13 for* meld. *He is disappointed not to have learnt charismatic aura, but will have a good chance of learning it following his next E.P. award when he can boost it further (assuming he can lay his hands on some more gold).*



Character record (3)

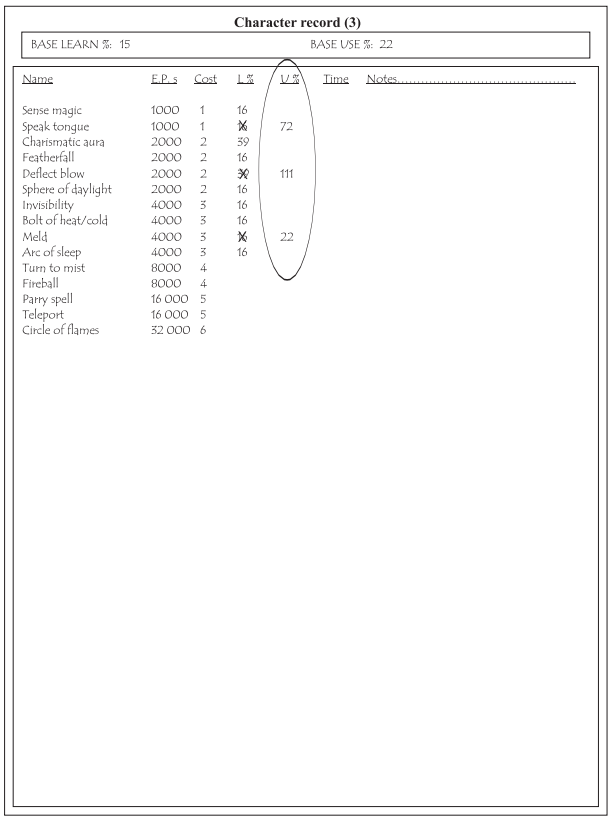
BASE LEARN %: 15 BASE USE %: 22

Name	E.P.s	Cost	L%	U%	Time	Notes
Sense magic	1000	1	16			
Speak tongue	1000	1	16			
Charismatic aura	2000	2	39			
Featherfall	2000	2	16			
Deflect blow	2000	2	39			
Sphere of daylight	2000	2	16			
Invisibility	4000	3	16			
Bolt of heat/cold	4000	3	16			
Meld	4000	3	16			
Arc of sleep	4000	3	16			
Turn to mist	8000	4				
Fireball	8000	4				
Parry spell	16 000	5				
Teleport	16 000	5				
Circle of flames	32 000	6				

Although learning spells allows a wizard to attempt to cast them, recently learnt spells are generally difficult to cast and lacking in power. This is reflected in a low U% value; when learnt, a spell begins with a U% value equal to the character's *base use %*. The U% value literally reflects a wizard's percent chance of casting the spell in a pressure situation, but also represents the spell's power. It is not limited to 100%, but can be raised as high as 300% through the expenditure of E.P.s. This can be worthwhile because a spell's strength (which determines how easy it is to save against, as well as many of its properties such as duration (longevity) and area of effect) is equal to its U% value divided by 10 and rounded down. Hence a spell with a U% value of 76 has a strength of 76/10 = 7.6 = 7 (rounded down).

After attempting to learn spells, a wizard can spend any remaining E.P.s on boosting the U% value of any spells he has learnt (following this E.P. award or in the past). The process is very similar to that followed for boosting the L% value of spells. Each % point costs 20 E.P.s to purchase, with the most recently obtained spell level costing double. However, there are additional extra costs to consider. If a wizard wishes to raise a spell above 100%, every point again costs double. To raise a spell above 200%, every point cost triple. These modifiers are in addition to the x2 multiplier for the most recently learnt spell level. Hence a powerful wizard with 80 000 E.P.s would face a x 4 cost in raising a 64 000 E.P. spell's U% above 100% and a x6 cost to raise it above 200%. 300% is the absolute maximum for a U% value.

Example: *Orm has learnt three spells, and has 3000 E.P.s remaining to spend. He is not interested in purchasing additional spell points at this time (he starts play with 8 per day) so chooses to spend all 3000 E.P.s on boosting his U% values. This will give him 3000/20 = 150% to play with. Although he considers* meld *a useful spell, he decides to ignore it for the moment as it will cost him double until he has acquired an E.P. total of above 8000 (the next spell level). Keen to stay alive until his next E.P. award, Orm spends 100% on* deflect blow. *His* base use *% value is 22, so his U% value for every spell he learns will be 22% initially. The first 78% spent on deflect blow will raise its U% to 100%; the remaining 22 points will be at double cost (over 100%), so will raise the spell's U% value to 111%. Orm spends his remaining 50% in the* speak tongue *spell, raising its U% value to 72%. His spell strengths will be 11 for* deflect blow, *7 for* speak tongue, *and 2 for* meld.



Character record (3)

BASE LEARN %: 15 BASE USE %: 22

Name	E.P.s	Cost	L%	U%	Time	Notes
Sense magic	1000	1	16			
Speak tongue	1000	1	~~16~~	72		
Charismatic aura	2000	2	39			
Featherfall	2000	2	16			
Deflect blow	2000	2	~~39~~	111		
Sphere of daylight	2000	2	16			
Invisibility	4000	3	16			
Bolt of heat/cold	4000	3	16			
Meld	4000	3	~~16~~	22		
Arc of sleep	4000	3	16			
Turn to mist	8000	4				
Fireball	8000	4				
Parry spell	16 000	5				
Teleport	16 000	5				
Circle of flames	32 000	6				

There are four wizard spells listed that require a further word of explanation. These are the *power word* spells, particularly devastating and rapid magics that affect the victim without even a saving throw. Generally, it is not recommended that the GM allows PCs to gain access to these spells. They are really designed for "untouchable" NPCs. However, should a PC wizard gain access to one, and try to learn it, there are additional risks involved. A failed attempt will cause the wizard to suffer the effects of the spell. Additionally, for the *power word paralyse* spell, which normally had a limited duration, the duration is extended to 10 years. Note that any roll of 96 to 100 when attempting to learn these spells is considered a failure.

Using wizard magic. Having learnt some spells, the wizard character is now in a position to actually use them in gaming situations. Each spell is described in the wizard section of the MAGIC booklet, providing the GM with detailed information on how to interpret its effects. In particular, the spell descriptions give details of:

Range. The maximum distance from the caster at which the spell can have an effect. This value is usually in feet (abbreviated " ' ") but may also indicate that the caster must touch the target of the spell ("T") or that the spell affects only the caster himself ("S").

Area. The target area of the spell. Usually literally an area or volume affected (e.g. 10' by 10' by 10' of air), a maximum number of targets (denoted "T", eg "1 T" for one target), or a description of what the spell affects (e.g. "next spell chosen" for the spell *parry spell).* "S" is again used to refer to the caster himself; "V" indicates variable (no maximum area of effect or GM's discretion).

Duration. The time over which the spell remains active. An N/A in duration indicates that the spell's effect is instant. "P" denotes a permanent duration.

Casting Time. The time, in counts (tenths of a second) required to cast the spell. See the chapter on combat and movement for details of fitting spell casting into action sequences. The spell's time value should be recorded on the character sheet for ease of reference. Other particularly relevant aspects of the spell's description can be recorded in the notes section. Some spells can be cast in a single AT, and therefore used in place of a free action. Where this is the case, a specific note is made in the spell's description.

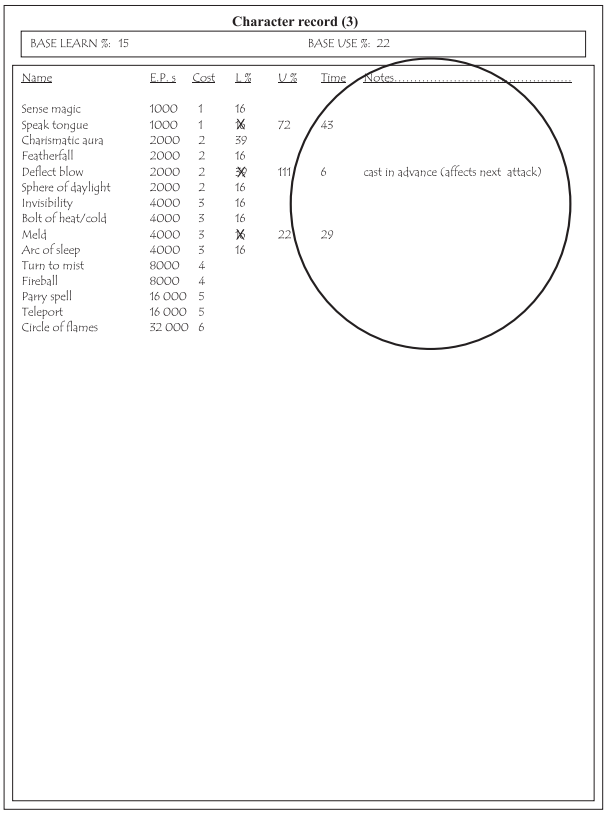
Binding Ingredients. As previously described, wizard magic requires the "sacrifice" of actual physical components to learn magic. Hence a wizard must purchase or otherwise obtain the specified ingredients for a spell, and lose one such prescribed dose every time an attempt is made to learn the spell.

Effect in runes. Used in conjunction with alchemist magic, described later in this chapter.

Note that the abbreviation "SS" is used throughout the spell descriptions to denote spell strength. Hence a range value of 5 km per SS (for the *teleport* spell) indicates that if a wizard knew the spell with a U% of 87% (hence spell strength 8) it would have a range of 5 x 8 = 40 km. Similarly an area of effect value of 1 T per 5 SS (again for *teleport)* would indicate that one target can be transported for every 5 points of spell strength. With spell strength 8, our wizard could transport 8/5 = 1.6 = 2 people.

Every time a wizard casts a spell, they must temporarily lose a number of spell points equal to the spell's cost. A wizard's spell points are replenished in their entirety at the end of each day by a good night's sleep (eight hours). If a wizard receives less sleep than this, they will only regain an equivalent proportion of their spell points (e.g. half of them for four hours sleep). Obviously, a wizard can never exceed his spell point total through rest (e.g. by only using half of his spell points in a given day, then getting a full eight hours of sleep). When a wizard has no spell points remaining, he can cast no more spells that day. Casting spells is both mentally and physically tiring; for those using the optional exhaustion point rules (combat and movement, section 3.7.8), casting a spell uses double the spell's spell point cost in exhaustion points.

Example: *Orm checks out the spell descriptions for the three spells he has learnt and notes down a reminder about how* deflect blow *works. He also makes a particular note of the time it will take him to cast each spell. This is usually given as a function of spell strength; hence the* speak tongue *spell has "50 – SS" as a time value, in Orm's case 50 – 7 = 43. For the* deflect blow *spell, which can be cast much more rapidly, the time value is 10 – (SS/3), in Orm's case 10 – (11/3) = 10 – 3.67 = 6.33= 6. Orm also notes from this spell's description that it can be cast in place of taking a free action (e.g. when the attack is gained).*



Character record (3)

BASE LEARN %: 15 BASE USE %: 22

Name	E.P.s	Cost	L%	U%	Time	Notes
Sense magic	1000	1	16			
Speak tongue	1000	1	~~16~~	72	43	
Charismatic aura	2000	2	39			
Featherfall	2000	2	16			
Deflect blow	2000	2	~~30~~	111	6	cast in advance (affects next attack)
Sphere of daylight	2000	2	16			
Invisibility	4000	3	16			
Bolt of heat/cold	4000	3	16			
Meld	4000	3	~~16~~	22	29	
Arc of sleep	4000	3	16			
Turn to mist	8000	4				
Fireball	8000	4				
Parry spell	16 000	5				
Teleport	16 000	5				
Circle of flames	32 000	6				

To actually cast a spell, a wizard must roll 1d100 and get *below* the spell's U% value. A successful casting costs the standard number of magic points for that spell. An unsuccessful cast costs half this number of spell points, always rounding down (hence a 1000 E.P. spell, costing 1 spell point, costs nothing except potentially valuable time when miscast). Obviously, casting is not usually a problem for spells with U% values of 100% or greater. However, there is a caveat. Casting spells is a risky business, and when errors are made results can be unexpected and tragic. Any spell casting roll of 95 or greater may result in a spell fumble; the spell is not cast, and some alternative magical effect is unleashed. In fact, the chance of spell fumbling decreases with spell strength. A spell fumble results when the cast roll is equal to or greater than 94 plus the spell's strength divided by five. Hence for spell strengths of 1 to 7, spell fumbles occur on a 95 or greater; for spell strengths of 8 to 12, a 96 or greater is required, and so on. These values are summarised in Table 24a of the TABLES booklet. Following a spell fumble, the caster expends the standard number of spell points for casting the spell, then rolls 1d1000 and enters Table 24b with this

value. The results of the spell fumble should then be applied immediately.

Example: *Orm the magnificent is out adventuring for the first time. He has noted that the* deflect blow *spell remains active until an attack is launched against him, so the day before his party are due to leave the city for the first time he locates a private room and attempts to cast the spell. Although his U% value is above 100, he must still roll to cast in case he spell fumbles (with spell strength 11, he will fumble on a 96 or greater; Table 24a). Orm rolls a 43 on 1d100, successfully casting the spell. This spell costs Orm 2 magic points.*

The party set off the following day at dawn, by which time Orm has had a good night's sleep and recovered up to his usual 8 magic points. Not long into their journey, as escorts to a seemingly paranoid merchant, they are attacked by Orcs. Orm attempts to hide himself behind the fighters, but the ambush is lauched from all directions and one of the Orcs is able to engage him. Winning initiative, the Orc swings at Orm, getting an 86. However, Orm's deflect blow *spell is activated at this point. It offers a –4 per SS (-44 in Orm's case) against incoming physical attacks, so the Orc's swing is reduced to a 42. Orm is no fighter, but he manages a desperate parry (getting a 61). Having won the attack, Orm decides to use his free action to flee.*

When the battle is done, Orm returns to congratulate his friends. His companions are not overly impressed with his combative efforts, but Orm shows his worth by offering to gain information from a captured Orc. He rolls to cast the speak tongue *spell, getting a 12 (well below his U% value of 72) and is successful, expending a single magic point. Orm proceeds to interrogate the Orc in its own language. Having done so, he decides to* cast deflect blow *again in case of more trouble. However, he rolls an unlucky 99, a spell fumble. Rolling on Table 24b, Orm gets a 376 on 1d1000. The result is that he summons a random animal, a relatively innocuous fumble. The GM counts the number of animals in the bestiary (25), rolls 1d100 until he gets under this value, then informs the players that a fox has just appeared from nowhere. The fox bares its teeth, but rapidly thinks better of it and makes a sharp exit. Embarrassed but at least not mauled, Orm tries again, this time rolling a 67 to cast, a success. Both the fumble and the cast cost the spell's usual 2 spell points, so Orm has now used 5 spell points today, leaving him just 3 until he has slept again.*

Sometimes, a wizard may wish to expend additional magical energy in an attempt to increase the power of a spell. This is known as boosting a spell, and is accomplished by spending more than the usual number of spell points. For every additional spell point used, the strength of the spell is increased by one point. However, increasing the power of a spell in this manner makes its energy more difficult to control; the standard spell fumble threshold is decreased by one point for every additional spell point expended to boost it.

Example: *Soronus Flamehand is an experienced wizard with 20 spell points per day. As he and his companions enter a courtyard, the GM informs them that they see two guards at the far side, some 100 feet distant. The guards begin to shout and charge at the party, and the GM asks what everyone will do. Soronous elects to cast the spell* bolt of heat*, which he currently knows to a U% of 148 (strength 14). Additionally, keen to make sure his attack is a success, Soronus decides to boost the spell (usual cost 3 spell points) with an additional 7 spell points, for a total cost of 10 spell points. This raises its strength to 21, but means that Soronus will spell fumble on a roll of 90 or greater (usual fumble 97+ for strength 14; Table 23a).*

The guards have a sprinting pace of 2.0 and the GM calculates that with a second's acceleration and a second's deceleration (at jogging pace) they'll be at the party on 60. Soronus' spell has a time of 30 – (SS/2), in this case 30 – (21/2) = 18.5 = 19. At this point, the guards have covered 28 feet, so are 72 feet distant. Soronus rolls to cast, getting a 55, so the spell is a success. From its description, it is found that it attacks as a crossbow bolt, with a + (SSx4) to strike and a damage mod of (0.2x SS). In this case, it will attack with a + 84 and have a damage mod of 4.2. Following the standard rules for missile combat, Solonus aims for the body. The spell has a range mod of 0.4, which at 72 feet with no size or lighting mods gives a total negative mod of (72 x 0.4) - 10 =19. The relative weapon mod for a crossbow bolt against the guard's target shield is D –15. Hence the bolt of heat will attack with a + 84 – 19 = +65, and the guard will have a –15 to parry. Soronus rolls a 60, for a total of 125 capped to 120. The guard can only manage a total parry of 76, so is beaten by 44 points. Rolling on Table 16, Soronus finds that his bolt of heat *has struck the guard squarely in the chest. Damage is resolved in the standard manner, and despite his chain armour the guard is killed outright. His companion may well reconsider his head on charge at this point…*

Encumbrance has an effect on wizard spell casting, just as it affects the performance of physical skills. A character's encumbrance value depends on the amount of weight they are bearing, along with their encumbrance skill mod (as detailed in the chapter on character generation, section 1.1.7). This value is added to the roll made when casting a spell. Hence, a character who is encumbered by twelve points would roll 1d100 and add 12 when attempting to get under their U% value. Note that this greatly increases the chance of a spell fumble, such that an encumbered wizard can make a dangerous travelling companion. Wizards tend to travel light.

NPC wizards. The process by which wizards learn spells (making regular L% rolls) means that in order to generate NPC wizards correctly, a GM would have to simulate that wizards entire E.P. advancement background, a time consuming and dull procedure. Instead, it is recommended that when generating NPC wizards, GMs assume that each spell was increased to a L% of 50 before it was learnt, and that spells were not invested in at double cost (i.e. when they were of the most recently acquired level). Only those spell at the currently most recently acquired level should be assumed to have cost double. This radically improves the speed of NPC generation while sacrificing relatively little in the way of realism. The NPC wizards (and other magic users) presented in the bestiary chapter were created in this manner. For these NPCs, the

individual spells known are not specified. Instead, a particular number of spells are specified at each E.P. level (e.g. 3 spells to 100% at 8000 E.P.s). GMs can select the precise spells an NPC knows, or roll them randomly, based on the magic user's primary motivation, using Table 23 of the TABLES booklet.

Example: *A GM is creating an NPC wizard for his players to battle in an upcoming adventure, and decides to give him 27000 E.P.s. Having assigned statistics, skills and so on, and spent the wizard's adolescent E.P.s, he goes on to provide his NPC with a spell-casting kick. Initially, he purchases an additional 7 magic points, leaving 20000 E.P.s to spend. All of these will be invested in learning and using spells, so the value is simply divided by 20 (the cost per percent) to give 1000% to play with. The NPC's* base Learn % *value is 24. This value must be raised to 50 for every spell the GM wishes him to learn, at double cost for the 16000 E.P. spells (those most recently aquired). The GM decides he will learn ten spells, one of them a 16000 E.P. spell, for a total cost of (26 x 9) + (52 x 1) = 286%. This leaves 714% to be spent in U% values, with the 16000 E.P. spell costing double, and any spells raised above 100% costing double (this character is not so experienced that the GM wishes to raise any spells above 200%). In this case, the GM wishes to select the ten spells himself, although he could have rolled them randomly using Table 23.*

5.2 Psionic magic (blue)

The psionic is a subtler weaver of magic than is the wizard. They have fewer spells available, and focus on the power of the mind, in particular gaining influence over the minds of others. Their spells may sometimes lack the pyrotechnic flare of other mages, but they can be just as effective. In game terms, the procedure for learning and using psionic magic is almost identical to that followed for wizard magic. L% and U% values are raised in the same manner, and spell descriptions are phrased in similar terms, while spell points costs and nightly recovery rates are also identical. However, there are three important differences.

Firstly, psionics have no spell book. All of their spells are memorised, and there is no need for them to attempt to purchase or hoard them. Rather, upon reaching an E.P. total at which new spells might be gained, a psionic character will immediately have all the spells listed under that E.P. level available to learn. They must of course still spend E.P.s on increasing the L% values of these spells in the way outlined above for wizards, but a psionic will always have all the spells of a level lower than his own E.P. total available to try and master.

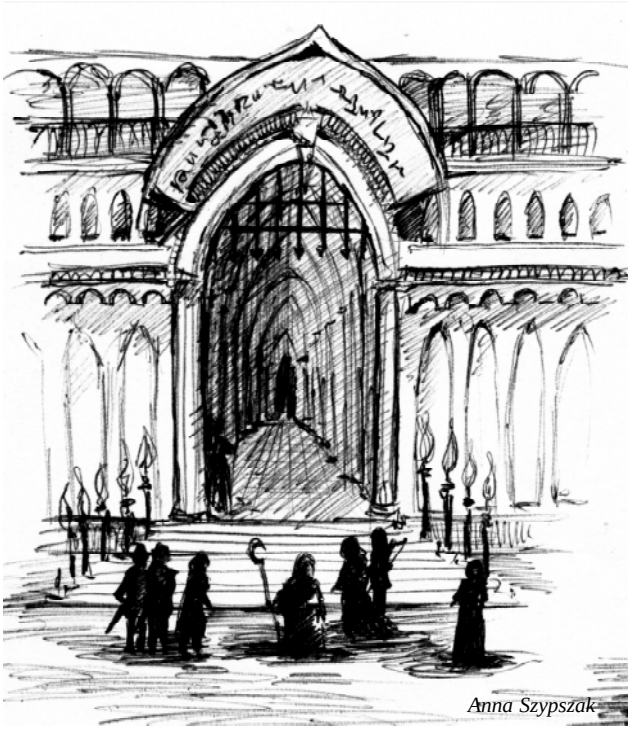
Example: *Gegel the Wise is a psionic adventurer of middling experience. At the end of a session, the GM gives him an E.P. award of 3400 E.P.s, taking his total up to 17800. At this point he has advanced beyond a new spell level (the 16000 E.P. level) and is immediately able to write the six new spells available at this level on page 3 of his character sheet. The L% values for these spells are at his* base learn % *value, and assuming he increases each by at least 1 point (at double cost) he will have a roll to learn them.*

The second difference between psionic and wizard magic is that psionic spells require no binding ingredients. Their power derives entirely from the mind of the psionic, not from the exploitation of the magic inherent in physical matter. The third and final difference is that spell casting is a subtler affair for the psionic. Wizard magic requires extravagant gestures and vocalisations; it is obvious to an onlooker that something odd is going on. For psionic magic, whispered words are enough, still evident to the interested observer, but rather easier to disguise when not the focus of attention. When not being watched, psionics can spell cast without drawing comment; when under observation, they should make an acting roll if they wish to disguise their spell casting efforts (as should wizards and other mages under all circumstances), but receive a + 20 for these attempts.

5.3 Priest magic (all)

Priests are a particularly flexible occupation within the Hexicon system, gaining both combat skills and a number of potent spells. They gain their magic directly from their deity, channeling the power of their Gods on the mortal plane. Not all devotees of a deity will gain these miraculous powers; only a few special individuals are touched by the hands of the Gods. While the rules governing the learning and use of priest magic are almost identical to those already presented for psionics (above), a few background details require clarification.

A given priest can learn only a subset of the priest spells listed in the MAGIC booklet. Priests all have a particular dimensional affiliation. There are six dimensions available (fire, water, air, earth, life and death) but priests affiliated to the earth have a special separate occupation (the druid) whose magic is detailed in the next section of this chapter. Those worshippers linked to the other five dimensions learn priest spells as detailed here. All priests can learn those spells listed as "base priest spells". In addition to these spells, priests gain a further selection of spells that is specific to the dimension to which they are affiliated (identified under the "priest colour" heading in the MAGIC booklet).



Anna Szypszak

The choice of dimension is not arbitrary, but rather reflects the characteristics of the God that is being worshipped. Each dimension represents specific characteristics. If the worshipers of a given God extol the characteristics that are listed for a given dimension (below), priests devoted to that God will be affiliated to that dimension. For those using the Korin-Thar world system, many religions are described in the WORLD ATLAS, with their dimensional affiliations listed. These religions are not exhaustive, however, and the GM is free to create new religions and assign them an appropriate dimensional affiliation. The six dimensions represent:

Fire (red). Chaos, war, destruction, mutilation, lust, pride (etc.)

Water (blue). Order, law, expansion, diplomacy, wisdom, progress (etc.)

Air (grey). Structure, might, slavery, self power, conformity (etc.)

Earth (green; druidic). Nature, wildness, freedom, duality, growth (etc.)

Life (white). Love, peace, truth, purity, creation and birth, beauty (etc.)

Death (black). Ugliness, evil, deception, hatred, pain, murder (etc.)

Example: *A GM is running a campaign in the Korin-Thar world system. One of his players wishes to play a priest, but is not particularly taken with any of the religions detailed in the WORLD ATLAS. The GM suggests that they play a human character coming from one of the Central City States, as the WORLD ATLAS does not provide detailed descriptions for all of these diverse regions. This being the case, the player can suggest a religion for one of the unspecified states, subject to the GM's approval. The player asks if he can worship Garali, God of time, and the GM agrees. "Time" is not explicitly included in any of the dimensional descriptions, but the GM feels that it is best fitted to the dimension of water, which includes the characteristics "order" and "progress". He therefore declares that priests of Gerali will be blue. The player is content with this decision; his character will be able to learn the base priest spells, and those additional spells listed for blue priests.*

Priests learn and use spells just like a wizard, expending and recovering spell points in an identical manner. Like psionics, they require no spell book and use no spell ingredients. They are automatically able to try to learn the spells listed for their dimensional affiliation (and the base priest spells) as soon as they reach the requisite E.P. total. Note that priests have less spells available than the pure magic professions, but that their costs for developing other skills (such as combat) are considerably lower. Their magic is also less catastrophically affected by encumbrance. Like wizards, they must add their encumbrance value to the d100 roll made to cast a spell, but if, as a result of this addition, their roll is raised into the spell fumble range, they simply fail to cast the spell rather than fumbling it. They can still spell fumble, but only on a *natural* (unmodified) roll in excess of the spell fumble value for a given spell strength. Boosting spells will still increase the likelihood of a spell fumble in the standard manner.

Example: *Orneli, priest of Gerali, is attempting to aid a companion who has been poisoned by a roguish gambling adversary. He tries to cast* negate toxins, *a spell he has access to because of his blue dimensional affiliation.*

Orneli has leant the spell, and has a U% value of 110. He wears light armour, and is encumbered by 16 points. Rolling to cast, he gets a 90, for a total of 106. Although this is below his U% value, it is above his fumble value for this spell (96+). Were Orneli a wizard, he would have to roll to determine the nature of the resultant spell fumble. However, he is a priest, and as such his natural roll needs to be 96 or greater for him to fumble. He rolled a 90, so does not fumble, but instead fails to cast the spell. This being the case, he expends half of the normal spell points in the standard manner (2/2 = 1 point in this case). Note that had Orneli boosted this spell by six points, he would have spell fumbled in the usual way.

GMs should note that priest magic requires the same kind of extravagant gestures and vocalisations as wizard magic does; it is obvious to observers that something mystical is being attempted. There is one additional feature of priest magic that differentiates it from those forms previously described; use of ritual. Priests of a single faith can group together to assist in the casting of a single spell through use of the ritual skill. Typically, a ritual is performed that involves group prayer, sacrifice and the like (a time consuming process), culminating in the casting of a single enhanced spell. In game terms, the process is not instant, taking around fifteen minutes. A single priest leads the ritual and casts the final spell, but all other priests present are permitted to lend him spell points in order to boost the power of the spell. However, unlike normal boosting, these borrowed spell points do not increase the chance of a spell fumble. This process is not automatic. Each priest donating spell points must make a ritual skill role above (number of spell points donated x 10) or their donation will fail, with the donated spell points lost. Additionally, the priest receiving the spell points must make a ritual roll above (total number of spell points received x 5) or all the spell points donated are lost and no benefit is obtained. He must also roll to cast in the standard manner.

Example: *Orneli has gathered at a church council to discuss ecumenical matters. Various poor diseased folk have gathered in hope of receiving divine assistance. In particular, one poor fellow is in near constant pain, having been cruelly cursed with stomach ulcers after refusing to swear adherence to a dark cult. The gathered priests decide to participate in a ritual to remove the curse; Orneli will lead the ritual and actually cast the* remove curse *spell. After a period of chanting and manipulation of relics, three of the gathered priests attempt to donate four spell points each. They each require ritual rolls with success levels of 4 x 10 = 40. Two are successful, but one fails, so while each expends 4 spell points, Ornelli will receive a maximum of 2 x 4 = 8. He must first make a ritual roll based on the full amount being donated (12 points), so requires a 5 x 12 = 60. In the event he is successful. All that remains is for him to cast the spell. Ornelli has a U% 0f 88 with this spell, so will fumble on a 96 or greater (this value being unaltered by the boosting spell points donated). A 67 is rolled, a success, costing Ornelli the standard 5 spell points. The spell's strength is now 8 (from the U% of 88) + 8 (spell points successfully dontated) = 16.*

5.4 Druid magic (brown/green)

Druids are priests who are affiliated to the dimension of earth, encompassing those Gods representing nature in all its guises. Druid magic is rather different to that described so far; druids do not learn spells, but rather have a number of *powers* that they have already learnt during their apprenticeships. Initially, most of these powers are difficult to use, but they can be improved through the expenditure of E.P.s. Druid powers are summarised in the MAGIC booklet, but more fully described here.

All druids have a great rapport with animals. Initially, they must select an orientation towards a specific subgroup of the animal kingdom: feline, canine/ursine, equine/bovine, rodent, bird, lizard or fish. This orientation is known as an *affinity*. Druids begin with a single affinity, but can purchase additional ones, albeit at a considerable cost (10,000 E.P.s). Each of the five powers described below exist *for a given affinity.* They must be developed for that particular affinity; the purchase of a new affinity gains the druid a new five powers for the new affinity, which again begin at baseline levels (as described below). The affinities relate to the following animals (from the bestiary descriptions):

- ***Feline.*** Cat (domesticated), leopard, lion.
- ***Canine/Ursine.*** Bear (brown), dog (hunting), fox, wolf.
- ***Equine/bovine.*** Bull (domesticated), horse (riding), horse (war), mule, stag.
- ***Rodent.*** Mouse (field), rat (brown).
- ***Bird.*** Bird (small), eagle, hawk.
- ***Lizard.*** Crocodile, snake (poisonous), snake (constricting).
- ***Fish.*** Fish (medium), shark (medium).

Example: *Gorf Woodenstaff is a starter druid. She begins play with a single affinity and its five related powers at baseline level. Gorf selects the feline affinity, being particularly bonded with cats.*

Druid powers. Each of the following five powers is gained *per affinity.* Hence a druid will begin with five powers at baseline levels, but will gain another five whenever a new affinity is purchased (for 10,000 E.P.s).

1. Familiar. A druid gains a familiar (one per affinity, in fact). A familiar is an animal, selected from those creatures in the bestiary associated with a given affinity (see above list). Familiars are not standard animals however; they carry with them a fragment of the druid they serve's spirit. For this reason, they are unusually intelligent; their intelligence statistic equals the druid's intelligence divided by 2. They are tightly bonded to their masters, from the beginning obeying the druid's commands unquestioningly. The quality of the druid-familiar link depends upon the familiar's *link level.* Familiars begin at link level 1, but can be raised up to a maximum link level of 5 at a cost of 1000 E.P.s per level, with the following

benefits:

Level 1: familiar obeys verbal commands (as long as it can hear them.)

Level 2: familiar obeys mental commands, which can be heard up to 1 km away. NB. This is *not* the same as a telepathic link; the communication is one way.

Level 3: the druid gains the familiar's senses at will, up to a range of 1 km. Their own senses are lost at this time.

Level 4: above powers now have a range of 10 km.

Level 5: above powers now have a range of 100 km.

Familiars can be left alone (or back at home) for indefinite periods without difficulty (particularly relevant for fish familiars). The death of a familiar is a great emotional loss for a druid; no new familiar is gained in its place (unless the affinity is repurchased). Familiars will do whatever their master commands, making extremely loyal companions. Familiars age with their masters, dying a natural death at the same time as the druid to whom they are linked.

Example: *Gorf, our starter druid, must select a familiar. Although she is tempted by a large, dangerous companion, she recognises the familiar's potential value for spying and the like and decides to select a domesticated cat instead. The animal is at link level 1, so will obey verbal commands. It has the statistics of a standard cat, except that its intelligence is 7 (half of Gorf's intelligence of 14).*

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2. Totemic statistical bonus. The druid gains a special statistical mod dependent upon their affinity (and additionally gained for each affinity purchased). They gain a +2 in two stats, which should be recorded under "mods" in the stats box of the character sheet. They also gain a special ability, again dependent upon their affinity. These are listed below:

Feline: +2 agility, hearing. Enhanced night vision (as if it were a gloomy day, but still requires a little light to operate).

Canine/ursine: +2 intelligence, smell/taste. Track skill gained, with special +30 other mod.

Equine/bovine: +2 constitution, hearing. Rapid running; +1 sprinting pace (+0.5 jogging, +0.3 walking).

Rodent: +2 dexterity, touch. Light bones; takes only one fifth (x0.2) normal damage from falling.

Bird: +2 soulstrength, sight. Enhanced peripheral vision: 270º viewing angle.

Fish: +2 will, touch. Can breath without air (in gas, smoke etc., not just water).

Lizard: +2 strength, smell/taste. Tough skin gives extra armour, 2 (2), 2 (2), 2 (2), 1 (1).

There is a caveat however. These benefits are dependent upon the druid's familiar. If the familiar dies, the druid looses the associated special ability and their +2 stat mods change to become –1! Note that druids should choose an affinity *before* calculating their stat mods for skills etc. (to save having to change them all). Stat mods must be recalculated when a new affinity is purchased or a familiar dies.

Example: *Gorf has the feline affinity, so she gets a +2 mod to agility and a +2 mod to hearing. In addition, she gains enhanced night vision. However, should her familiar be killed, she will loose her night vision and have a –1 mod to agility and hearing instead of her current +2.*

3. Talk to animals. Druids have the ability to communicate with animals with which they have an affinity. These animals will tend to be friendly towards the druid, but will not simply follow commands, and are still liable to become angry or bored. They are likely to answer questions as honestly as possible, but GMs should bear in mind that most animals are not particularly intelligent, and are unlikely to be able to deal with abstract concepts and the like.

The ability to talk to animals is not automatic, but depends on a d100 roll. It costs 2 spell points to try and talk to an animal, and the expenditure is made whether the attempt is successful or not. Only a single attempt can be

made with a given animal within a 24-hour period. It takes a druid one action to use the *talk to animals* power, which can be used in place of a free action. The druid's baseline (starting) percent chance of using the power successfully is calculated in an identical manner to the *base learn %* value for a wizard. Intelligence is treated as a primary mod, will as a secondary mod, and the "+" sign dropped from the resulting skill mod calculation. Overall negative mods are treated as 0. The druid can increase his chance of using the power by expending E.P.s. For every 200 E.P.s spent, he gains a +3, or increases the skill by his baseline value divided by three, whichever is greater. This power cannot be raised above 100%

Example: *Gorf has an intelligence of 16 and a will of 12. This means that her baseline percent chance of using the* talk to animals *power is +12 + 2 = + 14 = 14%. Should she wish to increase this value, it will cost her 200 E.P.s per advancement, and she will gain a +5 each time (14/3 = 4.67 = +5, which is greater than the minimum increase of +3). Initially, she decides to spend 1000 of her apprenticeship E.P.s on this power (note that she cannot spend her adolescent E.P.s on druid powers), giving her five advances or a +25, for a 39% chance of using this power.*

4. Summon animals. A druid can attempt to summon animals with which he is affiliated. This does not mean that the animals appear out of thin air, as in other summoning magic. Rather, they are called from the surrounding area. The GM must determine how many such animals there are within 300 feet of the summoning druid, which will very much depend on the location of the druid. Hence a druid with the rodent affiliation who summoned in a northern city might find two or three hundred rats heeding his call, whereas a druid with the canine/ursine affiliation would probably gain five or ten dogs, and one with the lizard affiliation would get little or no assistance.

Animals summoned in this manner will make their way to the druid as rapidly as possible. They will be friendly to the druid, acting in a protective manner towards him, but will not obey his commands in an unthinking manner and will certainly not commit suicide on his behalf. This means that they will snarl rather than attack, and if provoked to attack will retreat upon being injured or cowed. They are still animals and will act in an appropriate manner.

The *summon animal* power works in a very similar manner to the *talk with animals* power. Its baseline value is calculated in an identical way, and it is increased up to 100% by a similar process, except that each advance costs 300, not 200 E.P.s. It takes a single action to use the *summon animals* power, and costs 3 spell points, with a failure to use still costing the full 3 points. Summoned animals will disperse after 2d6 minutes.

Example: *Gorf has an intelligence of 16 and a will of 12, so her baseline chance of using the* summon animals *power is 14%. Each advance she purchases will gain her a further +5 and cost her 300 E.P.s. She decides to spend 1200 of her adolescent E.P.s on this power, for a +20, so she begins play able to use the power at 34%.*

5. Metamorphosis. Perhaps the druid's most impressive power is the ability to take on the form of an animal with which they are affiliated. This is not simply a disguise; they gain the skills and abilities of the animal into which they have changed, but retain their own intelligence and thought processes. In fact, they will often make a particularly impressive specimen of whatever animal they have become. The druid performs actions as if they were the animal in question, using the statistics presented in the bestiary, but gets to add their own "E.P. mod" values from their skills to the values shown. Hence a druid who had become a bear would fight using the bear's claw attack, but would get to add his own unarmed skill E.P. mod to the attack mod shown for this attack. Similarly, a druid who had become a shark could add his own swim E.P. mod to the animal's already impressive swim skill mod. Note that it is the E.P. mod that is added, not the total skill mod (which will depend on the druid's, not the animal's, statistics).

It takes a druid 2 actions to physically transform into an animal (during which time they can take no other action as their body morphs). Note that clothing and possessions do not need to be discarded, but will seem to disappear for the duration of the change. The power is increased and used just like the previous two powers described, but costs 4 magic points to initiate, and 400 E.P.s per advancement to improve. There is one further difference. A failure to use the power does not just cost magic points; it may cause the druid to temporarily *become* the intended animal. Their own will becomes completely submerged, and the animal then behaves in whatever way the GM deems appropriate for 1d6 minutes until it suddenly reverts to humanoid form. Any time a *metamorphosis* attempt is a failure, 1d6 should be rolled, with a 6 leading to the animal's will becoming dominant. Note that even when the power is raised to 100%, a roll or 99 or 100 is a failure and requires a roll of this type. Once metamorphosed, a druid can stay in animal form for up to 6 hours.

Example: *Gorf has a baseline of 14% with the* metamorphosis *power, and spends 2000 E.P.s on five advances to increase this value to 39%. Early in her adventuring career, she decides to try and change into a black panther (for which the GM will use the leopard statistics). Her AT is 9, so it will take her 18 counts to physically change form. She rolls to use the power, and gets a 32, a success (had she failed, she would have needed to roll 1d6, with a 6 leading to a loss of control in animal form for 1d6 minutes). Gorf makes an impressive panther. As a human, she climbs at + 15 (+9 stat mod, +6 E.P. mod), dodges at + 24 (+12 stat mod, + 12 E.P. mod), fights unarmed at +12 (all stat mod), has a strike level skill of +8 (all stat mod) and an initiative of +18 (+9 stat mod, +9 E.P. mod). As a panther, she will climb at +36 (+30 for a panther plus her E.P. mod). When fighting, she dodges at +52 (+40 for a panther plus her E.P. mod) and attacks with her claws at +45 (as a panther, as she has no E.P.s in unarmed) with an initiative of +34 (+25 for a panther plus her E.P. mod). Her strike level is as a panther (70) as she has no E.P. mod in this skill.*

Druids purchase and regain magic points in the standard manner. As previously noted, they can purchase

an additional totem for 10,000 E.P.s, with powers beginning at baseline levels.

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5.5 Shaman magic (red)

Shamans are masters of the spirit world, able to communicate with and control its inhabitants and draw upon their knowledge and power. Like priests, they undertake a fundamentally religious role, but draw upon very different forces to magically influence the physical world. The nature of their magic makes them particularly interesting as NPCs, but willing GMs should feel free to let interested players experiment with them.

Shamans learn spells in exactly the same way as wizards do (by boosting the appropriate L% value), but use no binding ingredients. Like psionics and priests, they immediately gain access to all spells of a given E.P. level when their own E.P. total exceeds that level. They also determine their chance of casting and spell strength in the standard manner (by boosting their U% values). However, their use of magic is rather different to the occupations previously described. For one thing, shaman spells have no casting time values. This is because their magic is ritualistic, not immediate. To cast a spell, a shaman requires one hour of chanting and related ritual activities, centered around midnight (i.e. approximately 11.30 to 12.30). During this time, they can cast as many spells as they have spell points for. These spells do, however, cost rather less than normal in terms of spell point expenditure. Shaman spells cost only half as much as wizard spells of an equivalent level, rounding up (e.g. 3, rather than 5 spell points for a 16 000 E.P. spell).

Example: *Olmat Kanir is the village shaman for the isolated Virdue tribe of Southern Darkwood. The Virdue are going to war on the morrow, and Olmat has been busy preparing the braves with magical assistance. As the witching hour approaches, Olmat begins to prepare his hut for the ceremony to come. This evening he will be attempting to cast seven 8000 E.P. spells, two 64 000 E.P. spells, two 2000 E.P. spells, one 4000 E.P. spell, one 16 000 E.P. spell, and one 1000 E.P. spell. If all his cast attempts are successful, he will expend his full complement of 30 spell points. Note that this number of spells would cost other magic users a total of 55 spell points.*

With the exception of two unusual spells that are fully described in the relevant section of the MAGIC booklet (*commune with spirits* and *spirit flight*) all shaman spells relate to the summoning and binding of spirits to the physical plain. Summoned spirits come in two basic types; elemental spirits and animal spirits. Elemental spirits are spirits of air, earth, fire and water, which are linked to natural phenomena (e.g. an air spirit might be the spirit of the north wind or the spirit of the cavern mouth, an earth spirit might be the spirit of the white mountain or the spirit of the long canyon). Animal spirits are the spirits of particular creatures (such as the spirit of the she wolf or the spirit of the albatross). To summon a spirit, the appropriate physical matter must be at hand. In the case of elemental spirits, this means an appropriate geographical feature (e.g. a river for a water spirit, a campfire for a fire spirit). For an animal spirit, the appropriate animal must be sacrificed (bled to death) during the summoning ceremony. There

are two additional types of spirits that can be summoned by shamans; rage spirits and disease spirits. The former must be summoned when the moon is full, but requires no other physical substrate. The latter requires a humanoid or animal suffering from the appropriate ailment at hand when summoning occurs, and is likely to cure the ailment in question (see the spell description).

Example: *Olmat's chief has followed his advice and will be attacking his enemies when the moon is full. Olmat is attempting to summon a rage spirit, so this timing is important. He sets himself a hot white fire in his hearth, as he wishes to summon a fire spirit this evening. Finally, he has requested over the past month that members of the tribe attempt to capture roaming animals, and now has three wolves muzzled and bound up, ready to open their veins when the time comes to summon up their spirits.*

To bind a spirit to the physical plain, a *host* must be prepared. Hosts come in three types; organic (things like wooden staves), non-organic (things like metal and stone blades or jewelry) and living (usually humanoids friendly to the shaman). Typically, a shaman will initially prepare a host with the appropriate *prepare* spell, then summon a spirit to inhabit that host. The spirit will continue to inhabit the host for the duration of the *prepare* spell, then return to the spirit world from whence it came. The effects will vary, depending on the type of host and the type of spirit. Hosts must be *prepared* for each spirit they are to bind; a single *preparation* does not suffice to hold multiple spirits.

For organic and inorganic hosts, in addition to the preparing of the host and the summoning of the spirit, a *release* spell is required. This specifies the conditions under which the spirit is released from its host, either on the utterance of a word (the *release word* spell) or some more general condition, such as the desecration of a tomb or the drawing of blood with a weapon (the *release condition* spell).

Example: *Olmat will prepare one organic host (the chief's wooden arm band), one inorganic host (the stone head of the chief's spear), and four living hosts this evening (the chief, two braves, and one elderly brave who will be making a significant sacrifice at the battle). He is successful in casting all six spells. The spells' durations depend upon their strength. For Olmat, the living host will be primed to receive spirits for the next 30 hours (also the amount of time any spirit they do receive will remain within them). The objects are both able to receive and hold spirits for 20 hours. Olmat summons a fire spirit to inhabit the spear head and a rage spirit to inhabit the wooden arm band. He also summons the three wolves' spirits and directs them into the bodies of the braves.*

When an elemental spirit is released from its host, it will immediately manifest itself in physical form, as specified in the spell descriptions (e.g. a jet of flame for a released fire spirit). For animal, disease and rage spirits, upon release the confused spirit will attempt to possess whatever creature is closest at hand. The spirit then engages in a battle of wills with the creature that it is attempting to possess. If that creature has been *prepared* (using a *prepare living host* spell), victory over the spirit will gain it benefits as described in the following sections and specific spell descriptions. If the creature is victorious but has not been *prepared*, the spirit is simply banished to the spirit world. If the spirit is victorious, however, it will control the possessed creature for the duration of the *summon* spell (in the case of animal and rage spirits) or infect them (in the case of a disease spirit). A humanoid possessed by a rat spirit, for example, would most likely attempt to scuttle towards some warren-like cover.

In the case of living hosts that have been prepared, whether the spirit has been directly summoned into them, or released from an object near to them, a battle of wills must be resolved. Note that elemental spirits cannot take a living host under any circumstances. A victory in this battle of wills for the prepared host will gain them special benefits, as detailed in the specific summon spell descriptions, for the duration of the *prepare* spell. A defeat will leave them possessed, for the (usually shorter) duration of the *summon* spell, or infected in the case of a disease spirit.

The battle of wills is conducted as described in the section on statistical battles in the chapter on the gaming environment (section 4.1.8). The spirit's will statistic depends upon the strength of the spell used to summon it. A shaman can summon a spirit with a will equal to his spell's strength or below. Spirits with higher wills are more powerful, but equally more likely to control their hosts rather than being beaten and granting special benefits, so the shaman may choose to summon a weaker spirit. For living hosts who have been *prepared*, half the strength of the *prepare* spell is added to their will before the battle begins, giving them a much improved chance of victory. Victorious creatures that have not been prepared simply succeed in banishing the spirit.

Briefly, a battle of wills is conducted as follows. Host and spirit roll 2d10 and add their will to the roll. Totals are compared and the difference between the two values is subtracted from the loser's (lower roller's) statistic. This loss is not permanent; it is simply recorded to resolve the statistical battle, with the original will value being restored upon completion of the contest. If the loser's statistic value has fallen to zero or below, they have lost the battle. If not, another round commences, with both parties again rolling 2d10 and adding their new, adjusted statistic. Each round takes 1 second.

Example: *The three braves must now engage in battles of will to try and master the wolf spirits. Olmut has the* summon wolf spirit *spell at strength 18, so can summon spirits with wills of up to 18. In the event, he decides to summon will 12 spirits (which will offer the braves +4 strength and smell if mastered). Olmut's* prepare living host *spell is at strength 15, so the braves get to add 15/2 = 7.5 = 8 to their own wills for this battle, giving them effective wills of 19, 21 and 17 respectively. The battles are conducted, and the old brave and one of the young braves are victorious, while the other young brave looses the contest. Olmut is prepared, with two other braves at hand, so that as the young brave begins to snarl, backs into a corner, then attempts to leap at and bite one of the humans around him, he is wrestled to the floor. He will remain wolf-possessed for 12 minutes (the duration of the summon spell for a will 12 spirit). His comrades, how-*

ever, will gain the special benefits for the following 30 hours (the duration of the prepare spells).

The rage spirit is bound into the chief's armband. This is because he does not want to be filled with bloodlust yet, but rather will wait until the battle commences, then utter the appropriate release word (1 action). At this point the rage spirit will be released, and attempt to possess him. As he will still be prepared (30 hours duration) he will gain benefits if he masters it, or be driven into an uncontrollable frenzy if defeated (see the summon rage spirit *spell description). The fire spirit in his spearhead will not attempt to possess a living host (as it is an elemental spirit). Rather, it will immediately manifest itself as a roaring fire, adding greatly to the damage of the chief's next attack (see the spell description).*

A particularly impressive spirit binding can be achieved by those willing to undertake a severe sacrifice, if the shaman is in possession of the *embody spirit* spell. More fully described in the MAGIC booklet, this spell causes a bound animal spirit to partially transform its living host, creating a hideous hybrid of man and animal with impressive physical attributes. There is a high cost however; following reversion to humanoid form (at the end of the prepare spell's duration) the host undergoes violent convulsions, and risks permanent physical and mental damage.

Example: *The elderly brave has successfully mastered the wolf spirit Olmut summoned into him. Olmut now attempts to cast the* embody spirit *spell, and is successful. The elderly brave collapses to the earthen floor and begins to writhe in agony as his convulsing form sprouts wolf-like features. Oversized canines thrust forth from a projecting snout, and patchy hair adorns the suddenly hunched yet powerful form that rises, a horrific chimera of man and wolf. As described in the spell description, a strength 12 spirit offers the brave +24 to his strength and smell, and a +40 track skill bonus for the next 30 hours (the duration of the* prepare living host *spell). However, when this time is up and his body once again suffers cruel convulsions, he must make a separate save for each stat to avoid permanent physical and mental damage (1d10 loss).*

Finally, powerful shamans are able to leave long-lasting deterrents against would be thieves and desecrators. Spirits can be bound within an organic or inorganic host almost indefinitely, by additionally summoning an earth spirit. This spell, in combination with an appropriate *release condition*, can leave a very nasty surprise for pilfering adventurers.

Example: *Olmut's predecessor and one-time master added to the potent protections scattered about the tribe's territory. To the north of the village lies the traditional burial place of the village chiefs. Woe betide anyone who attempts to dig up these graves. An inorganic host (a grave stone) has been used to bind a powerful fire spirit here (in combination with an earth spirit) and has the release condition of "digging up the graves", such that any desecrator will be met with a fiery burst of flame. The spirits are bound permanently, until such time as a foolish trespasser should release them. When Olmut is powerful enough to summon earth spirits of his own, he intends to add a rage spirit to the delights that await that unwitting trespasser.*

There is one final point to be made about shamanic magic. A shaman is not permitted to prepare himself as a living host. But then shamans rarely have difficulty making friends…

5.6 Summoner magic (black)

The summoner is associated in the popular imagination with a particularly dark and hated type of magic. Their tendency to deal with demons (denizens of the dimension of death) has, in particular, made their art seem all the blacker, as well as earning them the pseudonym *necromancer.*

In game terms, they learn and use their spells in a manner identical to wizards (with L% and U% values), but actually make use of them rather differently. Like wizards, they have spell ingredients listed, but these are required at the time of casting rather than at the time of learning. Following their apprenticeships, summoners begin play with ten spells, learnt from their masters. These spells must be recorded in a spell book; further spells can be purchased or swapped with other summoners should the opportunity arise. As with wizards, having the spells in their books merely gives them the opportunity to learn and use the spells when the appropriate E.P. level is reached. A summoner's original ten spells cannot be selected from the 64 000 or 128 000 E.P. categories, with only one spell permitted from the 32 000 E.P. category. Summoners use circle magic, of which there are three kinds: summoning circles, protection circles, and mage circles. Note that each type of summoning circle (e.g. *summon minor demon*) must be learnt (and purchased/swapped) separately for each potential species, constituting a separate spell. However, once the basic spell has been obtained, species variations are much cheaper/easier to acquire, requiring only the addition of the new species' true name in the language of magic. Hence a summoner can possess and learn many more than the 24 spells described in the MAGIC booklet.

Example: *Benra the Blue has just completed his apprenticeship as a summoner, and must select ten spells for his spell book. Although he will not have enough E.P.s to try and learn them yet, he selects a few powerful protection and mage circles, taking* mage circle: physical leach, protection from evil, mage circle: animate dead *and* protection from demons. *More realistically, he also selects* protection from animals, protection from undead *and* mage circle: sight. *This leaves him three summoning circles. In the event, he goes for a form of* summon large animal (summon lion), *a form of* summon lesser undead (summon major skeleton) *and a form of* summon lesser demon (summon higher demonic minion).

Circle magic, like shamanic magic, is ritualistic. It takes around three hours of preparation to draw and ready a circle for activation, and potentially expensive ingredients are consumed the first time the circle is activated (see individual spell descriptions). However, if a circle is not deliberately cleaned away, it can be reused without expending further ingredients (making a home base a very useful thing for a summoner). Circles have no duration as such; as described further in the sections that follow, they are activated by the expenditure of spell points, which are not regained by the summoner until the circle is deactivated. In fact, anyone with spell points can activate a prepared circle, assuming they can work out what its function

is (e.g. by using a *decipher magic* spell); it is the drawing of the circles that only summoners are able to complete. Activating a circle takes only a single action (the utterance of its activation word).

For mage circles and protection circles, there is little more to using them than that. The first time the circle is used (when it is drawn), the summoner rolls to cast. If successful, he expends the appropriate number of spell points, the ingredients are bound into the circle (hence lost) and the circle is activated. The circle will then maintain its effect (usually protecting or otherwise affecting those within its perimeter) until the summoner decides to deactivate it. While the circle remains active, the summoner cannot regain the spell points he has expended, even through sleep. As soon as the circle is deactivated, he is able to regain these spell points (but does not immediately do so; a night's sleep is still required). To reactivate the circle, the summoner (or anyone who can establish the circle's function) expends the necessary number of spell points and attempts to roll under the U% for the relevant circle spell at the time the circle was created. Even permanently based summoners will often erase and recreate circles, with the concomitant use of spell ingredients, when they have increased their relevant U% value (thus boosting the circle's strength and lessening the chances of a spell fumble when the circle is used).

Example: *Benra the Blue has established a base in a coastal cave and decides to attempt his first spell casting away from his master's prying gaze. He will first create a protection circle, using his* protection from undead *spell. Benra has learnt the spell, and has a U% value of 80. Carefully he draws the intricate circle in chalk, then places the spell ingredients he has acquired in the appropriate positions. The process takes around three hours.*

He then activates the circle. Benra rolls a 65, a successful cast, and expends two spell points. The circle is now active, absorbing the various spell ingredients into its shifting outlines, such that any undead within its perimeter will be at -32 on all actions. It will remain active until Benra deactivates it, at which point it will again look like an innocuous but elaborate chalk design. Until that time he will be unable to regain his two spell points, even if he rests. Once deactivated, the circle, if left, can now be reactivated by Benra (or another spell user of any profession who deciphers its purpose) at a cost of two spell points. Benra is unlikely to erase it for the time being, as it has cost him a lot of silver to establish it…

Summoning circles are a little more complex. Like protection and mage circles, they need only be drawn once. However, unlike other circles, the spell ingredients are required each time the circle is activated. Activation drags the summoned creature instantly and immediately from whatever other-dimensional or worldly location it currently inhabits and causes it to appear in the circle. The summoner must then engage the creature in a battle of wills (see statistical battles in the chapter on combat and movement, section 4.1.8). Each round of the battle takes 10 seconds. Victory means that the summoner has complete control over the creature; it must obey their every verbal command exactly. Failure means that the creature is at liberty to do exactly as it chooses; summoned creatures are rarely pleased to have been summoned, so the prior establishment of a protection circle from within which the summoning can be conducted is a common precaution.

When conducting the battle of wills, the summoner is permitted to add one third of the summoning circle's strength (as determined by the U% value of the spell when the circle was drawn) to his own will. Hence a powerful circle will offer a useful advantage. Once defeated, the summoned creature is a complete captive for the circle's strength x 5 hours. At this point, the summoner must release the creature or engage in another battle of wills to retain its services (wherever it currently is). The summoner does not receive the circle bonus to his will for this or subsequent battles of will (which are required every time the circle's strength x 5 hours go by). Whatever the case, the summoner will not regain the spell points used in the summoning until the creature is released. After this point, they may be regained in the standard manner through sleep.

Note that while creatures are bound to obey the summoner's commands whilst in his thrall, they are fully aware of their slave status, typically resenting it greatly, and are likely to act to the fullness of their intelligence in exploiting any loopholes that his verbal commands may leave. A mischievous demon, for example, instructed to murder a noble, might well take the opportunity to shout his temporary master's name and address whilst making his escape, unless explicitly prohibited from doing so. It should also be borne in mind that a summoned creature retains its original intelligence. Hence a summoned panther will not be able to execute a sequence of commands in isolation; in fact, it will be good for little more than attacking upon command, or seeking out some place already well known to it, because that's about all it will understand.

Example: *Having established his protection circle, Benra the Blue now proceeds to draw a summoning circle:* summon major skeleton. *Once drawn, the circle can be reused, but for a summoning the relevant ingredients will be required each time, a potentially expensive process. Having drawn the circle and placed the necessary ingredients, Benra retires to within the relative safety of his* protection from undead *circle to utter the relevant word of magic. He is well aware that even protected thus he is unlikely to be a match for the undead, but there is no-one he can trust to assist him with this dark magical ceremony.*

Benra rolls to cast, and is successful with a 39. A major skeleton appears within the circle, and the two are immediately locked in a battle of wills. Benra has a will of 15, and gets to add a third of his summoning spell's strength to this value. His U% with this spell is 74, for a strength of 7, so he adds 7/3 = 2.33 = 2, giving him an effective will of 17. The major skeleton has a will of 12. This time Benra is lucky, and reducess the skeleton's will to zero in two rounds of mental combat (20 seconds). The skeleton must now do whatever it is told for the spell's strength (7) x 5 = 35 hours. Benra can release it at any point before this time (returning it to the place it was summoned from), or can engage in a further battle of wills at this point to keep its services (for another 35 hours), but without the special +2 bonus from his circle's strength. He will be unable to regain the 3 spell points he has expended on this summoning until the skeleton is released. He does however decide to deactivate his protection from undead *circle, allowing him to regain the spell points from that casting with a night's sleep.*

5.7 Alchemist magic (white)

Alchemists are rare even among magic users, and are more likely to appear in adventures as NPCs than player characters. Their magic is not immediate, nor even ritualistic, taking weeks or months to complete. Alchemists bind the spells cast by other mages into physical objects to create runed (magic) items and weapons. The resultant magic items can be used by anyone who knows (or can decipher) the appropriate power word, often providing great benefits without the expenditure of spell points. This stands in stark contrast to the process by which they are created; when alchemists bind magic into objects they expend their spell points *permanently.* For this reason, a given alchemist must engage in considerable research (gaining E.P.s to buy new spell points) before creating an object and is likely to create only a few potent magical items in his/her career. The rules presented here are provided primarily so that GMs can create magic items with which to occasionally arm their NPCs and/or reward their players, rather than because the alchemist is likely to provide a popular gaming occupation.

Alchemists begin play with a spell book containing ten spells, purchasing or swapping additional spells for their books in a manner identical to wizards (although their ten spells can be chosen from any E.P. level). They also learn and use spells in an identical manner to wizards (by boosting the relevant L% and U% values). As previously mentioned, their expenditure of spell points is rather different. The cost for each spell is listed in the individual spell descriptions found in the MAGIC booklet, and is often obtained by rolling a die (rather than being a set value). These spell points are lost forever, not being regained after a night's sleep.

Alchemist spells are always cast onto an item, often a weapon, item of jewelry, wand etc. The spell ingredients are often very precious, and are expended when the spells are successfully cast, not when the alchemist attempts to learn them. All alchemist spells result in the creation of runes, beautiful patterns of mystic sigils that appear to shift before the viewer's eyes. Typically, an alchemist must cast a series of spells in order to imbue an object with a particular power in a single rune. However, physical materials have an absolute limit in terms of their capacity for holding magical energies. An alchemist cannot expend more than the material's limit in spell points upon an item produced from that material. Hence a mythryl sword will be able to hold more runes (and therefore be imbued with more powers) than a steel one. Note that runes take up space, even if very finely crafted, so for multiple runes a larger object will be required. Hence a ring could hold no more than one or two runes, while a thick belt could hold many. Alchemists can create magic items from the following materials:

Wood. Numerous magical items are made from simple wooden objects, particularly wands, staves and the like. Although it makes little difference in game terms, certain woods (such as oak, ash, sandalwood) tend to be preferred for magical purposes. Wood can hold a maximum of 4 spell points worth of runic charging.

Base metals. Covers the majority of metals, including iron, copper etc. and also alloys such as steel and tin. These materials can hold a maximum of 5 spell points in runic charging.

Semi-precious stones. Rarer types of stone such as opal, moonstone, amber etc. can be charged with up to 8 spell points of runic magic.

Silver. Silver is not only precious, it is also magical, being particularly valuable as a ward against the undead. It can hold a maximum of 11 points of runic charging.

Gold. Gold has a relatively high capacity for storing magical energy, being capable of absorbing up to 18 points of runic charging.

Precious gems. The more expensive gems, such as ruby, emerald, diamond etc. make effective capacitors for mystic energy, holding up to 24 points of runic charging. Of course, finding a stone large enough to carve runes upon is a serious challenge.

Adamantine. This white-silver alloy of certain rare and extremely expensive volcanic metals seems to burn with an inner radiance. It is capable of holding up to 36 points of runic energy.

Mythryl. An immensely valuable element of a pure silvery blue, mythryl is the most prized of metals, and can hold up to 45 points of runic charging.

Blue Diamond. One form of the most expensive of minerals, diamond, is also the most magical. If obtained in a quantity large enough to draw runes upon, blue diamond can hold up to 55 points of charging.

Eog. Eog is a simple black stone, but has rare magical powers. It cannot itself be used as a host for runic magic, but when forged into a perfect circle or sphere will act to focus and enhance magical energies. In game terms it will increase the number of spell points that can be used by anyone holding such an artifact (see the later notes on the *soften inorganic* spell).

Some of these materials have special advantages when used for the production of weapons and armour, quite independently from any runic properties they may possess as a result of alchemy. These special qualities are summarised in the following table:

Material	Cost per lb	Max SP	SI required	Weight mod	Armour mod	Break mod
Wood	-	4	0	-	-	-
Steel*	0.01	5	0	1	1	1
Silver	6.4	11	0	-	-	-
Gold	64	18	0	-	-	-
Adamantine	400	36	12	0.8	1.35	0.1
Mythryl	1000	45	18	0.85	1.5	0.05
Turquoise **	-	8	6	-	-	-
Pearl***	-	24	16	-	-	-
Blue Diamond	-	55	25	1	2	0.01
Eog	3000	-	-	-	-	-

* Example base metal ** Example semi-precious stone
*** Example precious stone

A number of the terms described above require some clarification. The *cost per lb* (pound) entry is stated in gold pieces. It is not provided for wood, which varies considerably in cost, or for the example precious and semi-precious stones provided, which are usually evaluated by carat and on a non-linear scale (a 50 carat diamond is worth far more than 50 times as much as a 1 carat diamond). *Max SP* refers to the maximum number of spell points an alchemist can expend creating runes on an item created from that material (as described above).

SI required refers to the strength at which an alchemist must possess the *soften inorganic* spell before he can work the material in question. Some materials are very tough and/or magically resistant, and require the alchemist working them to cast the *soften inorganic* spell before he can proceed to place runes on them. A higher spell strength in this spell allows more resilient materials to be manipulated. Note that alchemists with *soften inorganic* can bond softened materials into larger quantities, such that materials found only in small amounts (e.g. rubies) can be bound together into a larger item (e.g. a ruby sword), albeit at phenomenal expense in terms of accumulating the necessary quantity. Smiths who make non-magical objects from materials requiring the *soften inorganic* spell (e.g. Dwarven mythryl weapons) must use immensely hot furnaces, often harnessing forces such as lightning and dragonfire for this purpose.

The *weight mod*, *armour mod* and *break mod* sections refer to modifiers applied to weapons and armour constructed from special materials. For a weapon or armour garment constructed almost entirely from a given material, multiply its weight by the *weight mod.* Weapons should have their break values multiplied by the *break mod* and their strength values multiplied by the *armour mod*, while armour garments should have each of their four armour values multiplied by the appropriate *armour mod.* Hence special metals can provide light and extremely hardy weapons and armour. GMs should note that weapons crafted from expensive materials are likely to be of exceptional quality. For swords and knives only, a master smith can add up to 10 points to the weapon mod and initiative mod of a given weapon by rolling an exceptionally high weaponcraft skill roll during its forging.

Example: *In the 15th century ER, the Dwarven smith Raygo Steadyhand was commissioned by his thane to forge a fine longsword for the Elven King, a gift to help cement an important trade agreement. For this purpose he was provided with the necessary quantity of shining white-silver adamantine. To work this material, Raygo employed the famed royal forges, said to contain bellows a hundred feet across and driven by 12 elephants. Raygo dutifully worked the precious material into a fine tapering blade, completing the piece with a hilt of silk-bound pure white ivory, its pommel a rendering of the elven crown carved from a single enormous white pearl. His weaponcraft roll for producing the blade was an impressive 133, giving a perfectly balanced weapon and allowing him to work this challenging material with little difficulty (see the weaponcraft skill, skills and actions, section 2.2.4). The resultant longsword, named the white lady, weighed 3.5 x 0.85 = 2.975 = 3 pounds. It was weighted at +8 (to both its strike/parry and initiative mods), had a break of 0.1 x 1 = 0.1 and a strength of 1.35 x 30 = 40.5 = 41. The adamantine used in its construction alone was worth 1200 gold pieces; as a masterful weapon and a work of art the piece was worth ten times that amount.*

To produce a magical item, an alchemist must follow a number of standard steps, each involving particular spells, as described below. The few alchemist spells that fall outside this framework are briefly described afterwards.

Readying the item. If the item is made of a material with an SI score above zero (see the above table), the alchemist must first cast the *soften inorganic* spell. The strength of the spell must equal or exceed the material's SI value to allow it to be worked properly.

Forging a rune. For each rune that is to be placed on an object, the outline of that rune must be carved and the necessary magical utterances made to prepare it to receive a spell. This requires the casting of a *forge rune* spell. The particular forge rune spell required depends on how many runes have already been placed on this item. Hence for the first rune, a *forge rune (1)* is required, for the second, a *forge rune (2)*, and so forth (at ever increasing spell point cost).

Imbuing the rune with a magical power. This is a two step process. First, the alchemist must cast the appropriate *spell rune* spell. This will ready the rune to receive a spell, with higher level *spell rune* spells allowing the rune to receive higher level actual spells. The alchemist must then find a magical practitioner of a different occupation (e.g. wizard, priest) to actually cast the spell a single time into the rune, where it will be bound and stored. Note that for this reason many alchemists are actually initially trained in an alternative magical profession, turning to the study of alchemy in their later years.

Charging the rune. The final step in creating a rune is to charge it for future use. Runes can be charged in three ways.

The *charge spell rune* spell gives the rune a number of charges or uses. These can be called upon at any time

by uttering the rune's power word (decided by the alchemist), taking a single free action. The spell in the rune is discharged at its original strength, under the control of the item user, and the rune's charges are reduced by one. When they are reduced to zero, the rune dissipates and is lost, but it can be recharged before this point by recasting the *charge spell rune* spell.

The *weekly spell rune* and *daily spell rune* spells allow the spell in a rune to be cast once per week or day respectively, and can be cast more than once to allow the spell to be used more than once in the specified period. The spell is used with a power word, as for charged runes, but the rune will never run out of charge. It is limited in the number of times it can be used in a given period of time, not in the absolute amount of times it can be used.

Finally, the powerful *permanence* spell allows a spell to have its effects operating on a permanent basis. For many spells, this will allow them to operate at all times, albeit at a slightly limited level. Details are provided for individual spells in the "effect in runes" section of the description. *Invisibility*, for example, when charged using the *permanence* spell, will leave the wearer of an item constantly invisible, while *power bolt* will cause a weapon to glow red hot or sear with an icy cold, increasing its damage. Other spells can be cast at will but using the item-bearer's spell points when charged with the *permanence* spell. If the spell description includes "strength random up to original" or some variation thereof, it means that the strength of the spell should be rolled, either upon creation of the item or each time the spell is used. Hence for a spell cast into a rune at strength 13, the GM might roll 1d10 + 1d3 to determine its strength when charged with the *permanence* spell.

Each rune must be forged, imbued and charged in turn before the next rune can be added. As previously mentioned, an alchemist must keep note of his spell point expenditure on an item, as this can never exceed the material's maximum SP value. With the permanent expenditure of spell points required, it is reasonable to up the value of any object that has runes carved upon it by around 1000 gold pieces per spell point expended in its creation.

Example: *Some 1000 years after it was forged, the white lady longsword came into the possession of Marbelva Grandis, a human alchemist and territorial lord of the Protectorate of the Great River. Marbelva decided to make this beautiful antique the object of his magical affections, transforming it into a legendary rune weapon. Initially, he cast* soften inorganic *at a cost of 1 spell point, in order to make the adamantine blade workable (the blade offering both a larger surface area and a higher spell point capacity than the pearl pommel). He had strength 15 with this spell, sufficient to soften adamantine (which requires a 12). For the first rune, he cast* forge rune 1 *at a cost of 1 spell point, then cast* spell rune 32000 *to ready the rune (rolling randomly to expend 2 further spell points) and paid a white priest to cast the spell* inspiration *into it. To bind the spell, he used the powerful* permanence *spell, costing a further 4 spell points (rolled on 1d4 + 2). As can be seen from the "effect in runes" section of the* inspiration *spell description, this spell takes permanent effect when charged in this way, with a spell strength rolled randomly up to the actual casting spell strength. The white priest in question had this spell at strength 19, so 1d10 + 1d9 (1d10 until a 9 or lower is rolled) were rolled, for a total of 12. Whenever the sword is unsheathed, all those allied in current motives to the wielder (i.e. on his side) within a 50 ft radius are at +12 to strike and ignore the effects of fear. Up to this point, Marbelva had expended 1 + 1 + 2 + 4 = 8 spell points, nowhere near the adamantine blade's limit of 36.*

To add a second rune, Marbelva began with forge rune 2, *at a cost of 1 spell point (rolled on 1d2). He then cast* spell rune 8000, *expending another spell point, in order to personally cast* ignore inorganic *into the rune (being a practiced wizard himself). This time he chose to charge the spell with* daily spell rune, *casting this spell twice for a cost of 3 spell points (two rolls on 1d2). This allowed the spell to be cast up to twice per day, at its original strength (14 in this case). Hence upon utterance of the appropriate command word, the blade ignores metal armour for 280 counts (28 seconds), slicing through it like butter. The total expenditure on the item at this point was 8 (first rune and soften inorganic) + 5 (second rune) = 13 spell points, again well below the material's limit. Marbelva had reached his own limit, however, being unwilling to permanently lose any more spell points (having already outlayed 13000 E.P.s worth of expenditure in terms of accumulated research, the work of many years). He therefore ended his runic creativity at that point, bequeathing the world an impressive magical artifact.*

In terms of value, the antique sword was originally worth about 10000 pieces of gold (equivalent to about 160 lbs in weight). The spell ingredients for the various alchemy spells cast included 12 large rubies and an ounce of dragon bone. Add to this the rarity of an object which cost a powerful alchemist many years to create (in terms of accumulated experience) and a final value of around 23000 pieces of gold is reasonable (about 350 lbs of gold bullion). But then people don't usually get magical artifacts by paying for them…

Four alchemist spells do not fall neatly into the system of magic item creation outlined so far. The first three are *potion creation, scroll creation* and *ward creation.* These spells produce single use magical items or traps. The major difference between the first two is that scrolls are more versatile but require the ability to read to use them, taking two actions, while potions take only a single action to drink but are limited to suitable spells (those affecting the potion recipient). The *ward creation* spell can be used to place a suitable spell on any medium, such that it will "go off" at the occurrence of a particular condition. Hence a *fireball* spell might be placed on a ward underneath a carpet, such that the spell will go off when unsuspecting intruders tread on the area above it. These three alchemist spells do not involve the creation of runes; they are simply cast to create a suitable medium (scroll or potion) into which the desired spell is cast. Hence they are relatively cheap in terms of permanent spell point expenditure, but offer only a one-use magical item.

The third spell that does not fit into the framework described above is the *independent intellect* spell. As described in its individual spell description, this spell imbues an item with its own intelligence and motives. It is particularly potent when combined with a rune holding

the *telepathy* spell, as the magical item will then be able to communicate with its bearer. It can also make for the creation of fascinating items when combined with spells such as charm (allowing the item to possess its owners), telekinesis (allowing it to move itself about) and so forth. While individual spell descriptions may give useful hints, this spell provides a good example of the way in which GMs should feel free to be creative with spell effects in runes in order to produce particular magical items. Nothing written in the "effect in runes" section of the individual spell descriptions should be taken as definitive.

There is one final type of magical artifact that alchemists can create not so far covered; spell point multipliers. These items act to multiply the spell points possessed by a character or NPC. They are made by forging eog into a continuous circle or sphere, typical examples being rings, marbles, tiaras etc. This process can only be achieved by use of the *soften inorganic* spell, when that spell has been learnt to a strength of ten or greater. The resultant spell point multiplier will multiply the bearer's spell points by the spell's strength divided by 10. Hence a multiplier created by an alchemist with *soften inorganic* at 165% (strength 16) would multiply at x 1.6, such that if the owner had 12 spell points per day, he would actually be permitted to use 12 x 1.6 = 19.2 = 19 spell points on any given day. Note, however, that a spell point multiplier requires a quantity of eog that is related to its power. The multiplication factor should be raised to the power 5 to give the quantity of eog required in ounces. Hence a x1.2 multiplier would require 1.2 x 1.2 x 1.2 x 1.2 x 1.2 = 2.49 = 2 ounces of eog (a thick ornate ring), while a x2 multiplier would require 2 x 2 x 2 x 2 x 2 = 32 ounces or 2 pounds of eog (a heavy crown or sizeable orb). By an ironic twist, however, multipliers do not increase the number of spell points available for use in alchemy; these must be bought with E.P.s.

5.8 Illusionist magic (grey/clear)

The illusionist is another magic-using profession that is likely to appeal more to GMs for the creation of interesting NPCs than to players. Indeed, some GMs may wish to use this class exclusively for NPCs, as it is sometimes difficult for the GM to offer even-handed reactions from the NPCs he controls when faced with the unusual magical creations of the illusionist. To explain why this should be the case, a little background needs to be provided.

Illusions are conjurations produced to deceive the senses of those who experience them. They can take many forms, and affect only one sense (e.g. a thunderclap) or many (e.g. a roaring lion). It is important to stress that illusions, when they fool an observer, can have all the effects that that observer would expect if the illusion were real. They are not, in any sense, harmless by virtue of being illusory. Hence our aforementioned roaring lion might be created to fool all five senses. Crucially, if it affected its observer's sense of touch, there is nothing in its illusory nature to prevent it tearing a victim limb from limb. Illusions can distract, bemuse and entertain, but they can also kill.

An important feature of illusionist magic is that while, as with other spells, victims (any that might be taken in by the illusion) may receive a save, they do not automatically get one. Specifically, characters believe an illusion until they have a reason not to, at which point they must make a conscious effort to *disbelieve* the illusion. Only then do they receive a save, with success allowing them to see through the illusion (at which point it can no longer affect them). There may be some reason that cues them to try and *disbelieve*, such as if the illusion does not ring true because it does not affect all of their senses (e.g. if a character gets up close to the lion and finds it doesn't smell). Equally, they might just choose to *disbelieve* on a hunch (the "pinch me I'm dreaming" phenomenon) but whatever the case they must state that they are actively attempting to do so. This is one of the reasons a GM may be unhappy judging the response of an NPC to an illusion. When an attempt is made to *disbelieve*, a failure (to save) means that the observer in question is still convinced of the illusion's reality. He will only receive another save if a very good reason emerges to doubt that the illusion is genuine (such as a trusted colleague insisting this is the case or throwing himself at/onto/into the illusion etc.)

Importantly, illusions will be as dangerous as observers expect them to be, not as dangerous as the illusionist wishes them to be. Hence an illusory skeleton might be differentially effective against different opponents. Against an adventurer who had fought real skeletons, it would be

about as tough to fight as a real skeleton. Against an adventurer who had never fought skeletons, its prowess would depend on their personality and prior experience. The GM might make it fairly puny against a very over-confident warrior, or devastating against one whose culture had a great fear of the undead transmitted in vivid folk songs. Similarly a huge, bearded and intimidating illusory warrior might scare an inexperienced character (and therefore have impressive combat stats against them). To a veteran, however, it would be perceived (and therefore experienced) as far less dangerous than a smaller warrior with telltale giveaways such as fine posture and graceful movement. Observers will get what they expect, and an illusory being will die when they expect it to, not when the illusionist releases it. Note that for the purposes of identification with magical spells, illusions are not considered as living beings, are faintly magical, are of the moral alignment of their creators, give off heat (when endowed with the ability to be perceived with the sense of touch) and are immune to charms and other mind-affecting magics.

Example: *A party of four adventurers are exploring a dungeon when they happen upon a bare stone chamber occupied by a hydra. In fact, the beast is an illusion left here long ago by a powerful illusionist, but the party is initially unaware of this fact. None of the party has ever encountered a hydra before, but the GM decides that the beast's general reputation is reasonably reflected in its actual stats, so he decides to use these for the conflict. There being nothing in any of the party's personalities or pasts to suggest a specific modification, the GM simply decides that the beast will be at +10 against the most timid party member and –10 against the most confident.*

As combat begins, one of the party members notices that the room is bare and has only two small entrances. He begins to wonder how the beast ever got in here, and also who or what it has been feeding on in this seemingly deserted place. He decides to attempt to disbelieve *the hydra on a hunch (note that if the player in question was not aware of game mechanics regarding illusions and disbelieving, but had expressed his concerns, the GM might have given him a save anyway). In the event his save is successful, and he sees the illusory beast for what it is. He rapidly begins to shout to his companions that this is the case, at which point the GM allows them all a save, and determines that as long as he continues insisting that he beast is illusory they will receive a further save every 50 counts. A second party member is successful in saving, while the other two initially fail. As their illusion-aware friends wildly gesticulate, ignoring the hydra entirely, the remaining two companions perceive the hydra to be attacking these two but near miraculously missing their unprotected bodies with its vicious bites. Unfortunately, by the time both remaining members have saved 100 counts later, the beast has already mortally injured one of them. Damage caused by illusions remains effective despite subsequent realisation of the truth, and this party member goes on to die from his wounds.*

Illusionist spells are learnt and used in a similar manner to wizard spells. Their spell point costs, L% and U% values are as for wizards, with spells learnt and spell points regained in an identical manner. Like psionics and priests, illusionists require no spell books, but rather gain the potential to learn all spells of a given E.P. level as soon as that level is reached. They differ from all these professions, however, in that the illusionist must typically cast a series of spells in order to produce a single illusion. Such an illusion will often remain present until he ceases to concentrate on it (or even longer for powerful illusions like the one described in the previous example).

To create an illusion, the illusionist must first cast one or more *create* spells, one for each sense the illusion is to affect plus either the *create immobile illusion* or *create mobile illusion* spell (for static/moving illusions respectively). At this point the illusion will only be as large as the models or representations used by the illusionist as spell ingredients (hence usually very tiny). These ingredients are used at the time of casting (like summoners), not learning (like wizards). For illusions which can be seen (e.g. a lion) a literal model is used (e.g. a small clay lion for the *create sight illusion* spell); for other senses, representations are used (e.g. a pair of clapping hands carved on a piece of wood for a thunderclap). Hence, initially, the illusory lion will be 3 inches long and the thunderclap only audible within an area or about six inches square. However, the *increase illusion size* and *giant illusion* spells can be used to expand these illusions to realistic sizes. Further spells can then be cast on the resultant illusion, allowing them, for example, to remain in place when the illusionist in no longer concentrating on them or operate in a preprogrammed manner. Individual spell descriptions should be consulted for details of how they expand an illusion's effectiveness. A basic illusion will remain present only while the illusionist concentrates on it, and will dissipate regardless of his concentration when those perceiving it have reason to believe that it ought to (e.g. when they defeat it in combat). It must be visible (or otherwise perceivable) to the illusionist controlling it at all times.

Example: *Unesta Metamage is a powerful illusionist, but also a successful merchant with an impressive town villa that he is keen to defend. He decides to employ illusory guards in an effort to keep his household expenses down (he didn't become rich by squandering his money). Unesta begins with a* create mobile illusion *spell, as he wants his guards to be able to move (costing 2 spell points). He wants his guards to be entirely realistic, and in particular he wants their weapons to have realistic effects, so he spends a while whittling a series of small models of an armoured human, then casts* create sight illusion, create sound illusion, create smell illusion, *and* create touch illusion *(1 + 2 + 3 + 5 = 11 spell points). He decides that people are unlikely to end up licking his guards, so skips* create taste illusion. *He now has an extremely realistic illusory guard, but it's only 4 inches tall, so he goes on to cast* increase illusion size *(1 spell point), producing a realistic six-foot guardsman. At this point Unesta has expended 14 spell points, and has a guard who will act as he wishes and remain in place for as long as he concentrates on him. However, Unesta wants a house guard, not a bodyguard, and will not be sitting in his front room forever. He therefore casts* permanent illusion *(6 spell points) and the powerful* program illusion *(7 spell points). His illusion will now remain forever without his continued concentration, and will execute simple commands (such as asking*

people who are not with Unesta their business and refusing them entry, forcefully if necessary) without Unesta being present. Unesta has expended 27 spell points, near his daily limit. He wishes to have more guards, but is in no hurry. He could cast multiply illusion, *but his guards would act in an identical manner without the addition of the powerful* individual enterprise *spell, which he does not have as yet. With this in mind he decides to wait until he's had a good night's sleep, then repeat the process the next day in order to ensure the safety of his back door. Note that Unesta rolled to cast for each of his many spells, with the concomitant chance of a spell fumble.*

The illusionist is, rather obviously, primarily a creator of illusions. However, there are a few spells available to him that do not relate directly to his illusions (e.g. question spirit). These spells are used in exactly the same manner as wizard spells, so require no further description here.

5.9 Warrior monk magic (neutral)

Warrior monks are combatants who use extreme mental focus to enhance their abilities in seemingly magical ways. They purchase, expend and regain spell points in the standard manner, but do not learn spells in the conventional way. Rather, they have a number of powers, listed below, which they can employ to varying extents by expending more or less spell points. What these powers have in common is that they all require a ki skill roll to use successfully. The warrior monk declares that he will use a particular power, then rolls 1d100 and adds his ki skill mod (as for a standard skill roll). The success level for this roll is 25 + (5 x the number of spell points used). Hence if the warrior monk wishes to use a power with 5 spell points invested, he requires a ki skill roll in excess of 25 + (5 x 5) = 50. A failure means that the power had not taken effect, with a loss of half of the spell points invested (rounding down). Success yields effects as described in the following paragraphs. Warrior monks can attempt to use the following six powers at any time they have the spell points to do so; all are available immediately to the starter character, and do not have to be learnt by expending E.P.s

Focussed strike. By focussing their energy on the point of contact, warrior monks are able to inflict devastating high-impact blows with their fists and feet. Because the energies employed by the warrior monk reside within his/her own body, the strike must be with a bare fist or foot (using the *unarmed* skill). The decision to attempt a focussed strike is made after an attack roll has been made, but before the opponent rolls to parry. The blow will then inflict an additional damage modifier of 3 times the number of spell points used if the ki roll is successful (e.g. x 12 for a 4 spell point expenditure). It is recommended that the advanced combat rules for penetrating damage are used in conjunction with focussed strikes (see the chapter on combat and movement, section 3.7.2). In this way, even parried blows will often have an effect. Note that if focussed strikes are parried using a weapon, the attacker suffers damage from the block (see section 3.7.9, combat and movement) but this damage is not modified by the 3 x spell points modifier. It may also be offset by the use of *skin of iron* (see below).

Example: *Kontar Gethelen is warrior monk of middling experience. He is engaged in combat with an acolyte from a sect of demon worshipers and has won the initiative for a punch attack. Kontor gets a 115 to strike and decides this is high enough to justify boosting up his damage a little. He decides to expend 6 of his 12 daily spell points on this single strike, being keen to finish his opponent quickly before more cult members arrive. He first rolls a ki roll, requiring a success level of 25 + (6 x 5) = 55, and is successful. This gives him a x 3 x 6 = x 18 mod to damage for this blow. His standard damage mod is 0.26 with a punch, so on this occasion he will have a mod of 0.26 x 18 = 4.68. His opponent fails to parry by 24 points, and is somewhat surprised to find that a punch to the chest causes 12 (damage rolled) x 4.68 = 57 points of base damage, more than enough to penetrate his mail shirt and,*

with the chest locational damage mod, kill him outright. In fact, even if he had parried this blow it would have caused some (although not a great deal) of damage, as the acolyte's sword has a strength value of only 36. In this case, Kontor would have taken damage to his forearm from the blade, but not using the x 18 damage mod.

Skin of iron. Warrior monks are able to focus their inner energy at a single point of their bodies, making that area extremely resilient. In this way they can deflect powerful blows with their bare skin and even break weapons upon their exposed bodies. The decision to attempt skin of iron is made at the point a blow actually lands on the warrior monk, but before damage is rolled. They must then make a ki roll, and if successful gain effective armour on the body section in question equal to the number of spell points expended x 5. Hence an expenditure of 4 spell points would give an AV of 20 (15), about as good as plate armour. This will limit or even completely prevent damage in an identical way to standard armour, with one addition. If the skin of iron is successful in completely stopping damage, the attacking weapon may actually be broken. The weapon's break value should be multiplied by the spell points used x 4; this is the % chance of a break. Obviously, unarmed attacks cannot be "broken" in this manner. Skin of iron can be used to minimise damage when the warrior monk's own unarmed attacks are parried with a weapon, but in this case the parrying weapon will never be broken as a result.

Example: *As he attempts to leave the sect's lands, Kontar is surprised by a second sect member who lands a lucky blow, striking Kontar in the elbow with a short sword. Kontar decides to use 3 of his remaining 6 spell points to attempt skin of iron on this location. He requires a ki roll of 40 for this attempt and is again successful, giving him effective armour of 3 x 5 = 15 (11). The cult member gets a base damage of only 13, so his blow deflects harmlessly off Kontar's arm. His short sword has a break value of 1, so there is a 1 x 3 x 4 = 12% chance of it breaking. A 45 is rolled, so on this occasion it does not snap.*

Still mind. By concentrating their minds against outside disturbances, warrior monks are able to attain extreme focus in the performance of any action. In game terms, this translates into the ability to boost any skill roll with a special mod, equal to +15 for every spell point expended. The decision to use still mind must be made before the skill roll is actually undertaken.

Example: *Kontar finds himself pursued by more acolytes but penned in by the wall to their enclosure. The wall is only 12 feet high but is well made with few handholds, and Kontar realises that it will be a difficult climb. He therefore decides to boost his usually mediocre climb skill (+ 9) by stilling his mind. Kontar has 3 spell points remaining and decides to gamble them all on his escape. As he reaches the bottom of the wall he first makes a ki roll, requiring a 40, and is again successful. He therefore gains a special + 15 x 3 = +45, for a total of +54. With a 60 rolled, his total of 114 is well above the success level set by the GM for this feat; Kontar gracefully and rapidly ascends the wall, disappearing into the forest beyond.*

World awareness. By focussing their minds appropriately, warrior monks can become extremely in tune with the world around them. In game terms, this allows them to increase a given sense statistic by 3 points per spell point expended, for a duration of one hour. This will make them particularly attuned, but does not affect their statistical skill mods (so cannot be used to buy hour-long increases to particular skills such as missile weapons and tracking).

Example: *Kontar spends a cold and fraught night in the forest evading capture by the cult. The next morning, he has regained half of his spell points (following four hours of patchy sleep) and decides to climb a tree and look about for signs of pursuit. Having climbed up successfully, Kontar decides to boost his sight to be on the safe side. He attempts to expend 3 spell points and makes a ki roll (requiring a 45). This time he is unlucky and fails, losing 3/2 = 1.5, rounding down = 1 spell point. A little perturbed, Kontar decides that in the forest he is likely to hear pursuit before he sees it anyway. He climbs down from the tree, and makes another ki roll to use 3 spell points boosting his hearing. This time he is successful, gaining a +3 x 3 = +9 to his hearing statistic for one hour (raising it to 22). He then attempts to get as much distance between himself and the cult as he can as quickly as possible.*

Rest of the wakeful. Warrior monks are able to attain a state of meditative trance that is for most purposes (e.g. rest, spell point recuperation) equivalent to sleep, but leaves them unusually aware, able to hear as if conscious and alert. To achieve this state before a period of "sleep", they need simply expend a single spell point before retiring.

Example: *The following night Kontar is still in the forest, but feels more confident that he has escape the cult's clutches. He makes a small camp fire to cook some meat and then retires, but takes the precaution of using one of his remaining two spell points to initiate a wakeful rest. Throughout the night he is fully aware of the forest's noisy backdrop, ready to spring into action should danger approach.*

Healing blood. The warrior monk's final power is the ability to enter a healing trance, rapidly restoring the body to health. Whilst in such a trance, the monk is oblivious to the outside world (as if asleep) but regains no spell points. His physical body, however, will knit together at a much increased rate. In game terms, normal healing is increased by a factor equal to twice the number of spell points expended. Hence an expenditure of three spell points will lead to healing at six-times normal rate (nearly a week's healing in a day). As soon as the monk decides (or is forced) to leave the trance, healing returns to its normal rate.

Example: *On his long return journey, Kontar is attacked by bandits and, while successful in driving them off, gains a 16 injury point thigh wound in the process.*

Upon reaching an inn, Kontar shuts himself in his room. Having rested the night normally to regain his full quota of spell points, he settles into a healing trance, expending 8 spell points (with a successful ki roll against a success level of 65), so will heal at 16 times normal rate. The GM determines that Kontar would usually regain his constitution (11) injury points per week (combat and movement, section 3.3.7.12). At 16 times normal rate, he'll gain 11 x 16 = 176 injury points per week, or 25 injury points per day. Kontar's wound is therefore healed by the evening. The following morning he pays the innkeep and is on his way after a refreshing (spell point reviving) sleep.

5.10 Elven bard magic (white)

The High-Elven bard is a mysterious character, a weaver of tales and singer of songs capable of enthralling and quite literally enchanting their audiences. Like warrior monks, they purchase, regain and use magic points in the standard manner, expending them on a series of powers that can accompany their performances. Crucially, a bard's powers are part and parcel of their performance skills. They must be singing to an audience when they use a power, with the result that that audience will be affected in a particular manner. The bard's powers are available following apprenticeship and do not require the expenditure of E.P.s to learn, but in order to use them successfully a skill roll is required using the bard's sing skill. A roll exceeding a success level of 25 + (5 x spell points used) is required to have effect; failure results in a loss of half the spell points invested (rounding down). The bard's powers are as follows:

Mesmerising tale. The bard is able to tell a story so fascinating that their audience will tend to concentrate on the bard's performance to the exclusion of all else that is going on. In this sense they are mesmerised; unable to pay attention elsewhere. In game terms, each of their senses is temporarily reduced by three points for every two spell points the bard invests (when it comes to noticing events beyond the bard). This makes them unlikely to perceive events going on around them. If a given sense is reduced to zero, they will completely fail to notice any outside event affecting that sensory modality. Even powerful outside stimuli (such as the smell of smoke or the heat and glare of a roaring fire) will fail to rouse them from their attentive listening. However, for potentially dangerous events like this (or an actual physical attack), the GM should allow mesmerised watchers a save (versus white magic) to break out of their trance against a strength equal to twice the number of spell points expended.

Example: *Glinn Silverfinger is a bard of considerable repute. She is travelling in the company of the famous Hobbit thief Pinickity Nitpicker, and the pair find themselves desperately in need of the ring worn by a certain powerful guildsman; he uses it to imprint his seal upon official documents and a forgery is needed. The pair strike a plan to get hold of the ring. Having gained access to the inn the guildsman is frequenting, Glinn pulls up a stool by the fire and begins to play an old Elven romance. Before long her beautiful song has captured the attention of all the pub's inhabitants, and Glinn decides to weave a little magic. Using 8 spell points, she attempts to mesmerise her audience, requiring a sing roll of 25 + (8 x 5) = 65. Glinn is successful and the entire pub is enraptured, effectively at –12 on all senses while she sings. At this point, Pinickity removes the wax stoppers from his ears and makes his way over to the guildsman who, with an effective sight of 2 and a hearing below zero, is largely oblivious to his movements. Pinickity then attempts to remove the ring, usually a tricky slight of hand skill roll but in this case (against a touch of 3) requiring a success level of only 30. Pin is successful, not only in removing the ring but, hav-*

ing printed it upon the prepared wax seal, in replacing it. Glinn wraps up her song to rapturous applause and the two are on their way, with no one any the wiser to their subterfuge.

Dance of inspiration. This bardic magic will cause those listening to become powerfully inspired, full of enthusiasm for whatever activities they are currently undertaking. In game terms this will do more than simply lift spirits. The next action (skill roll) undertaken by those hearing the song will be at + 5 for every spell point invested, as long as it is within one hour of the time they heard the song.

Example: *Glinn and Pinickity have met up with some of their other companions and are about to enter the lair of a powerful undead (a greater vampire) in the furtherance of their current quest. The company's spirits are low in the oppressive shadow of the vampire's castle, but Glinn settles down to play a rousing song of victory in battle. She invests 4 spell points in the inspirational quality of the song, makes a successful sing roll (against a success level of 45) and soon the band are full of enthusiasm for the challenge ahead. In addition, they will each gain a +5 x 4 = + 20 to the first skill roll they make within the next hour.*

Emotional yarn. Bards can also powerfully affect the emotions of their listeners, awakening feelings of sorrow, anger, lust and the like depending on the nature of the song. For example, a judge might be raised to good spirits (and therefore mercy), a mob incited towards rioting, or an audience filled with pity. The effects will often be subtle and require the GM's discretion and interpretation, but broadly the spell points invested should be compared to the listener's intelligence according to the following guidlelines:

Less than listener's int/5: slight shifting of emotional mood, but no major impact.

Listener's int/5 – listener's int/2: mood noticeably affected, shown in mannerisms, speech etc.

Listener's int/2 – listener's int: powerful mood effect, likely to act upon their induced mood in some manner.

Listener's int or greater: completely caught up in emotion to the point of losing normal self-restraint etc.

Note, however, that the song will affect emotions and predispose people to action they might ordinarily take when emotionally aroused, not change their underlying personality or make them indifferent to their own best interests.

Example: *a unit of soldiers have picked up Pin's tracks after he "borrowed" an important religious artifact, and have reached the edges of the forest where he is hiding out. Glinn, who is not implicated in the theft, "accidentally" happens upon the guards and offers to play for them. She decides upon a terrifying tale of dark forest spirits, adding 7 spell points of magic to her tale. Her sing roll (60 needed) is successful and by the time she has finished the company are full of trepidation about their pursuit. All the soldiers have intelligences in the 8-14 range, so they are all powerfully affected (the spell point investment is above half their ints, but not above the full value). In the event, the GM rolls a die for the captain's bravery and declares that he has decided to await reinforcements before continuing on, voicing a sensible concern over bandits to justify his cowardice.*

Ballad of suggestion. The bard's final power is the ability to place subtle suggestions in their songs. These must be relatively simple, such as "the prince is rather cruel", and are not commands in any sense, but rather take root as beliefs or attitudes. If the suggestion is in direct opposition to a belief that is already strongly held, then this magic simply will not work. However, if it is reasonably consonant with the listeners' belief systems then it will have some effect. If the spell points invested exceed one fifth of a listener's will statistic, they will feel as if a friend has expressed the opinion to them. If they exceed half their will, they will feel as if a very wise, trusted source confided that opinion. Finally, if the spell points used exceed the listener's full will stat, they will feel as if they themselves formulated the opinion is question.

Example: *Glinn is staying in a rough rural town and has noticed some of the men at the inn she is lodging in giving her very dark looks. Concerned that she is to become the victim of theft or worse, she decides to sing in the common room. She sings a song in which it is suggested that Elves have strange spirit protectors who watch over their sleep. She backs her musical claim up with 5 magic points worth of suggestion and is successful in her sing roll (requiring a 50). The people here are fairly isolated and backward, so the GM considers this belief a reasonable one to implant. Any listeners with wills of under 25 (all of them) will be affected, while those with wills of 10 or less are likely to be fairly convinced. No-one here has a will of 5 or below, but the suggestion is still powerful enough to keep Glinn safe from harm for the night.*

5.11 Sverian magi magic (red)

Upon metamorphosis to the Magi life stage, Sverian characters gain three magical powers. These powers operate in a very similar way to druid powers; they are increased through the expenditure of E.P.s, and cost spell points when used. Sverian Magi purchase, use and recover spell points in the standard manner. Their powers are as follows:

Flamelance. The Magi's first power is a deadly offensive weapon, a flaming spear of pure energy that appears in the Magi's hand and is thrown at opponents. It takes a single action to conjure the flamelance and a second action to throw it (both consuming a free action in combat). Conjuration is not automatic, but requires a d100 role under the *flamelance* power's percent value. The Magi's baseline (starting) percent chance of using the power successfully is calculated in an identical manner to the *base learn %* value for a wizard. Intelligence is treated as a primary mod, will as a secondary mod, and the "+" sign dropped from the resulting skill mod calculation. Overall negative mods are treated as 0. The Magi can increase his chance of using the power by expending E.P.s. For every 300 E.P.s spent, he gains a +3, or increases the skill by his baseline value divided by three, whichever is greater. Usually, the lance is thrown using the Magi's own throwing spear skill mod. It has a maximum range of 200 feet and a range mod of 0.4. However, an additional +1 to strike is gained for each percentage point in the power above 100%. Hence a 134% flame lance would gain a +34 in addition to the Magi's throwing spear mod. This power can be raised to a maximum of 180%. The flamelance will do damage according to the number of spell points expended upon it; damage equals the number of spell points used x 0.75 (eg x4 for a 6 spell point lance). If the d100 roll to cast is a failure, the spell points invested are lost.

Example: *Dkama is a Sverian Magi with an intelligence of 16 and a will of 15. His base level with the* flamelance *power is therefore +17 = 17%, and every increase purchased will gain him a +17/3 = +5.67 = +6 (above the minimum of +3). Dkama has spent a hefty 5700 E.P.s in this power, for nineteen advances (at 300 E.P.s each), so he has gained 114%, giving him a total of 131% (less than the 180% maximum).*

When Dkama comes to use the power, he decides to expend 5 spell points. He must still roll (as a 99 or 100 is always a failure, although he cannot spell fumble), but is successful. His flamelance will do 5 x 0.75 = x3.75 damage if it strikes. Dkama has the throwing spear skill at +35, so he gets a +35 + 31 (for his 131% total) = +66 to strike. This will be affected by range, size and lighting mods as for a standard missile attack.

Transmutation. Transmutation is the power to change an object made from one material into another material (e.g. water into wine, lead into gold). It is an impressive power indeed, although it comes with a certain risk (see later). It is increased in an identical manner to the *flamelance* power, beginning at the Magi's use % mod and increasing upon each expenditure of 300 E.P.s by the greater of +3 or this base use % mod divided by three. The power can be used at a range of up to 20 feet and will affect most standard materials, but will not affect runed items, magical metals (e.g. mythryl, adamantine), living beings, gasses or precious stones (nor can other materials be changed into these things). With these exceptions, most anything can be turned into anything; an object's form (dimensions) remain identical, but its properties and weight will change. However, it is cheaper (in spell point terms) to maintain an object's basic state (e.g. rigid solid, fluid, soft solid). Additionally, it is impossible to transmute objects into very complex or extreme chemical states (e.g. acids, super-cooled conductors etc.). If an object is a composite of many materials (e.g. a broom, with wooden handle and straw head) only one material is affected by a given transmutation.

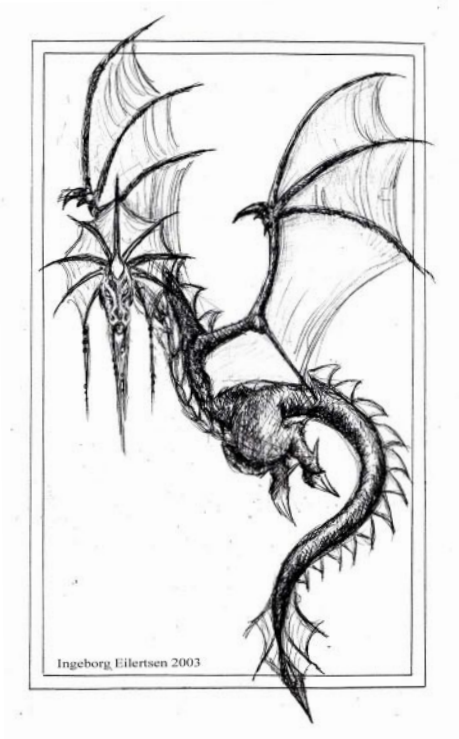
Transmutation takes only a single action to perform. Up to 1 pound of material can be affected for each spell point expended, but this cannot be split between multiple items. Additionally, this cost is doubled for a significant change of object state (e.g. solid to fluid). The GM must make a judgement on what represents such a significant state change. The greater of the object's pre- and post-transformation weights is used in this calculation. If sufficient spell points are not expended to transform the entire object (or the entire composite feature of a multi-material object), there is simply no effect. Objects are never partially transformed, except when they are composites of more than one material, in which case the entire section made from that material must be transformed. To use the power, the Magi rolls 1d100 as for the *flamelance* power, with failure resulting in the full expenditure of spell points but no effect. More disastrously, a 99 or 100 is not only always a failure, it also has a very unfortunate effect on the caster. An amount of their body equal in weight to the attempted transformation is transmuted into the target material. Hence they might end up with a golden finger (attractive but unusable and engendering a dexterity loss) for a small item, or a wooden foot (affecting agility) for a larger one. The power should therefore be used with caution. It can never be raised above 100%.

Example: *Dkama is engaged in combat with a heavily armoured warrior and decides to give himself a better chance by transmuting his opponent's steel helm into glass. He estimates that the helm will not weigh more than six pounds in either state, so expends six spell points. It takes him a free action to do so and his roll is successful. The GM knows that the helm weighs 4.4 pounds when made of steel and decides that glass probably doesn't weigh much more, and considers the materials to be similar in form, so judges the attempt to be a success. He decides that the helm will offer much reduced protection against the next strike, at which point it will shatter and become useless.*

Rejuvenation. The Magi's final power is the ability to instantly heal the wounds of themselves or others, the healing touch. The power is learnt and used in an identical manner to the previous two just described, but cannot be raised above 100%, with a 99 or 100 always represent-

ing a failure (but not a fumble). *Rejuvenation* takes only a single action to perform, with all spell points lost in the event of a failure. The Magi simply expends one spell point for every ten injury points to be healed. If the injury's IP level is exceeded, it is completely healed, otherwise there is no effect. This cost is for self healing; it is doubled for healing others.

Example: *Dkama has defeated his opponent, but has received a nasty wound (23 injury points, index 7). Luckily, he still has some spell points, so attempts to* rejuvenate *himself. It will cost him three spell points to do so (for a wound up to 30 injury points); a lesser expenditure will have no effect. Dkama rolls to use the power (which he has at 80%) and is successful, completely healing his injury. Had he been healing a companion, it would have cost him 6 spell points to make the attempt.*



5.12 Pixi chief trickster magic (black)

Chief trickster magic is certainly unique, but the mechanics of its usage are very similar to wizard magic. L% and U% values are boosted in the same way, and spell points expended in an identical manner. Like psionics, tricksters have no spell book, but rather gain the potential to learn a given spell as soon as they attain the requisite E.P. level. There are two peculiarities about their magic, however.

Firstly, trickster spells are divided between those that act upon a food medium, turning it into a kind of disguised potion with entertaining effects (such as *coffee*) and those that act like standard spells. The latter require no ingredients, while the former require certain herbs to be mixed with the food or drink during casting. The spell descriptions therefore include a herbalist skill success level for finding the necessary ingredients in a single day's hunting (assuming a fairly rich forest environment; GMs should modify as appropriate). No ingredients means no spell (although they can be gathered and stored for a limited time for future preparations).

Secondly, Pixi magic is very dependent upon the location where it is used. Pixi life centers around the faerie circle, a place of natural magic where they hold their major festivals. Magic used here is three times as powerful as usual (consider the spell strength to be tripled). The trickster's charms are more generally dependent upon nature; spells used within a forest or similar place of natural beauty are 1.5 times as powerful as usual. However, civilisation detracts from pixi magic. In Urban settlements above the size of a village it as at half strength, being at three-quarters strength in smaller settlements. In other respects (spell fumbling etc.) tricksters should be treated as wizards.

Example: *Grit the Wit is the esteemed chief trickster of the Blue Rose Pixis of Northern Darkwood. A band of woodsmen have been spotted in the area and Grit is out for some fun. Noticing the men's tendency to drink the accumulated water from the leaves of the rain-saint tree, Grit instructs some of his loyal pixis to fill one such vessel with fermented pear wine. Meanwhile, he scouts for fresh herbs. He wishes to cast* wine*, requiring a herbalist roll of 100, but is highly skilled and rolls a 114. Returning, Grit casts his herbs into the leaf's natural bowl and follows with a roll to cast his spell (U% 90). He gets a 68, a success, expending 4 spell points. Pleased with his trap, he instructs his band to guide the woodsmen this way. Sure enough, the woodsmen, delighted to find this natural bounty of sweet-tasting alcohol, each take a deep drink. In the forest Grit's magic is powerful, and this spell, usually strength 9, becomes strength 9 x 1.5 = 13.5 = 14. Two of three woodsmen fail to save, and some hours later the pixis' laughter reaches a shrill crescendo as the men's annoyance at one another's constant moaning results in a fist fight…*

6. Bestiary

ABBREVIATIONS:

WM = Weapon modifier, from the WEAPONS, ARMOUR AND EQUIPMENT booklet.
∞ = Infinite. Creature is immune to these types of attacks (for saves) or suffers no effects of this type (for exhaustion points).

6.1 Animals; typical

6.1.1 Bat: common

Common bats are omnivorous nocturnal creatures, relying on a sonar-like system to navigate in flight without the assistance of visual cues. The common bat is fairly small; GMs should adjust the stats presented here somewhat for larger bats (e.g. fruit bats). Bats fly at +55.

Additional skills: Climb +5, balance +15, jump -10, hide +40, stealth +25.

Miscellaneous values		Statistics	
Resistance number	1	Strength	1
Flesh value	-	Constitution	1
Strike level	110	Agility	30
Dodge	+70	Dexterity	-
Pace	Flight: 3.5	Intelligence	2
Exhaustion points	20	Soul strength	5
Attack time	8	Will	2
Saves		Sight	10
Black magic	-15	Hearing	40
White magic	-15	Smell/taste	5
Red magic	-15	Touch	10
Brown magic	-15	Size	1
Blue magic	-15	Poison/disease	-30
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Bite	+25	+60	0.06

6.1.2 Bear: brown

Bears are usually solitary, except when encountered with young. Brown bears typically live in temperate forest habitats. However, bears of various types can be found in numerous environments; GMs should adjust the stats presented here slightly when using polar bears, black bears etc. Bears are omnivorous, happy to eat whatever is available. They will rarely attack humanoids, however, unless disturbed or provoked in some manner.

Additional skills: Climb +30, balance 0, jump +10, hide –15, stealth -25.

Miscellaneous values		Statistics	
Resistance number	35	Strength	20
Flesh value	-	Constitution	18
Strike level	35	Agility	10
Dodge	+30	Dexterity	2
Pace	Sprint: 3.2	Intelligence	2
Exhaustion points	30	Soul strength	5
Attack time	10	Will	2
Saves		Sight	10
Black magic	-15	Hearing	10
White magic	-15	Smell/taste	15
Red magic	-15	Touch	5
Brown magic	-15	Size	18
Blue magic	-15	Poison/disease	+25
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Claw	+45	0	0.8
Bite	+25	-15	1.2

6.1.3 Bird: small

Numerous birds, from finches to blackbirds fall into this general category. These animals tend to keep well clear of humanoids lest they become prey. Small birds fly at +65. Birds do not have the foreleg body location.

Additional skills: Climb -20, balance +10, jump -20, hide +20, stealth 0.

Miscellaneous values		Statistics	
Resistance number	2	Strength	2
Flesh value	-	Constitution	1
Strike level	100	Agility	25
Dodge	+65	Dexterity	-
Pace	Flight: 3.8	Intelligence	1
Exhaustion points	20	Soul strength	5
Attack time	8	Will	1
Saves		Sight	15
Black magic	-15	Hearing	10
White magic	-15	Smell/taste	5
Red magic	-15	Touch	10
Brown magic	-15	Size	2 or 3
Blue magic	-15	Poison/disease	-25
Clear magic	-15	Insanity/fear	-15
Attack type	Strike/parry	Initiative	Damage
Peck	+25	+40	0.06

6.1.4 Boar: wild

Wild boars inhabit primarily temperate climes, being native to the vast expanses of wooded land separating humanoid settlements. They are short legged but extremely powerful and will fight with surprising determination when cornered. This viciousness and resilience makes them favoured game in organised hunts.

Additional skills: Climb -50, balance 0, jump 0,

hide 0, stealth -20.

Miscellaneous values		Statistics	
Resistance number	20	Strength	17
Flesh value	–	Constitution	15
Strike level	45	Agility	11
Dodge	+30	Dexterity	–
Pace	Sprint: 2.5	Intelligence	2
Exhaustion points	40	Soul strength	5
Attack time	10	Will	2
Saves		Sight	10
Black magic	–15	Hearing	10
White magic	–15	Smell/taste	16
Red magic	–15	Touch	6
Brown magic	–15	Size	14
Blue magic	–15	Poison/disease	+15
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Tusk gore from static combat	+15	–5	0.48
Tusk butt from charge	+30	N/A	0.96

6.1.5 Bull: domesticated

The stats here are for a typical large bull used for agricultural purposes in temperate regions. However, they are equally applicable to a variety of domesticated and wild bovines, such as buffalo/bison or wildebeest. Bulls are vegetarian, but are notoriously ill tempered and will not hesitate to charge if provoked.

Additional skills: Climb -50, balance 0, jump -10, hide –50, stealth -50.

Miscellaneous values		Statistics	
Resistance number	45	Strength	30
Flesh value	–	Constitution	25
Strike level	35	Agility	7
Dodge	+20	Dexterity	–
Pace	Sprint:3.5	Intelligence	2
Exhaustion points	50	Soul strength	5
Attack time	10	Will	2
Saves		Sight	10
Black magic	–15	Hearing	11
White magic	–15	Smell/taste	12
Red magic	–15	Touch	6
Brown magic	–15	Size	20
Blue magic	–15	Poison/disease	+40
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Horn gore from static combat	+25	–10	0.9
Horn butt from charge	+30	N/A	1.8

6.1.6 Cat: domesticated

House cats are the result of breeding by humanoids to produce pets, for aesthetic value in some cultures, but primarily as a means of rodent pest control. They are generally unresponsive to training, but tend to appreciate where their next meal is coming from.

Additional skills: Climb +40, balance +30, jump +20, hide +20, stealth +30.

Miscellaneous values		Statistics	
Resistance number	2	Strength	3
Flesh value	–	Constitution	2
Strike level	80	Agility	28
Dodge	+50	Dexterity	–
Pace	Sprint: 2.5	Intelligence	2
Exhaustion points	20	Soul strength	5
Attack time	8	Will	2
Saves		Sight	11
Black magic	–15	Hearing	13
White magic	–15	Smell/taste	15
Red magic	–15	Touch	20
Brown magic	–15	Size	3
Blue magic	–15	Poison/disease	–20
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Claw	+25	+35	0.12
Bite	+30	+25	0.18

6.1.7 Crocodile

The crocodile is a semi-aquatic lizard and a lethal predator, inhabiting a large variety of river, swamp and lake environs (the stats presented here can also be used for alligators). Crocodiles' hides are thickly scaled, and provide natural armour of 6(5), 5(4), 5(4), 2(2). Crocodiles' jaws are hugely powerful; they typically attack watering animals, dragging their prey into the water. GMs may wish to model this process by making use of the optional rules for wrestling. Assume that any crocodile bite that is successful by 30 points has succeeded not only in inflicting a wound, but in trapping the victim. Grappling is initiated, with the crocodile using its bite attack mod in an attempt to gain a restraint (humanoids cannot restrain a crocodile; they simply roll to try and escape its jaws). Restraints applied under water will cause damage according to the drowning rules presented in the chapter on the gaming environment. Crocodiles swim at +60.

Additional skills: Climb -50, balance 0, jump -50, hide 0, stealth -50.

Miscellaneous values		Statistics	
Resistance number	30	Strength	20
Flesh value	–	Constitution	16
Strike level	60	Agility	16
Dodge	+50	Dexterity	–
Pace	Sprint: 2.2 Swim: 2.8	Intelligence	1
Exhaustion points	30	Soul strength	5
Attack time	10	Will	2
Saves		Sight	11
Black magic	–15	Hearing	11
White magic	–15	Smell/taste	10
Red magic	–15	Touch	5
Brown magic	–15	Size	17
Blue magic	–15	Poison/disease	+20
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Tail swipe	+30	+20	0.6
Bite	+40	0	1.5

6.1.8 Dog: hunting

Hunting dogs have been bred for the purposes of assisting their humanoid masters in hunting activities. For this reason, they tend to be large and powerful animals, with a strong instinct for the hunt, and a particular ability to learn and obey commands. When trained well, they are loyal and brave allies, untiring in their willingness to assist their masters. A number of specific breeds of large dog are represented by the stats provided below.

Additional skills: Climb -50, balance 0, jump +10, hide 0, stealth 0.

Miscellaneous values		Statistics	
Resistance number	14	Strength	12
Flesh value	–	Constitution	10
Strike level	65	Agility	15
Dodge	+40	Dexterity	–
Pace	Sprint: 3.8	Intelligence	3
Exhaustion points	60	Soul strength	5
Attack time	10	Will	2
Saves		Sight	11
Black magic	–15	Hearing	13
White magic	–15	Smell/taste	40
Red magic	–15	Touch	10
Brown magic	–15	Size	9
Blue magic	–15	Poison/disease	0
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Bite	+50	+15	0.72

6.1.9 Eagle

The eagle is a large bird of prey, typically native to mountainous habitats. Eagles tend to focus on relatively small prey, but have been known to take animals as large as sheep during difficult periods. The stats presented here can be used for any large predatory bird. Eagles fly at +70. Eagles do not have the foreleg body location.

Additional skills: Climb -20, balance 0, jump -20, hide –20, stealth -20.

Miscellaneous values		Statistics	
Resistance number	8	Strength	10
Flesh value	–	Constitution	10
Strike level	80	Agility	20
Dodge	+65	Dexterity	–
Pace	Flight: 5.0	Intelligence	1
Exhaustion points	20	Soul strength	5
Attack time	9	Will	1
Saves		Sight	35
Black magic	–15	Hearing	10
White magic	–15	Smell/taste	5
Red magic	–15	Touch	10
Brown magic	–15	Size	7
Blue magic	–15	Poison/disease	–5
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Talon grab	+40	+40	0.4
Peck	+25	0	0.3

6.1.10 Elephant

As wild animals, female elephants operate in family groups, while the males live solitary lives protecting large territories for mating rights. However, elephants are also widely domesticated and used for both agricultural and military purposes. In the former role, their impressive size and strength makes them extremely valuable. As military assets, they are in fact more useful as pack animals and creatures of intimidation than actual combatants.

Additional skills: Climb -50, balance 0, jump -50, hide –50, stealth -50.

Miscellaneous values		Statistics	
Resistance number	100	Strength	90
Flesh value	10	Constitution	80
Strike level	30	Agility	4
Dodge	0	Dexterity	–
Pace	Sprint: 3.0	Intelligence	3
Exhaustion points	60	Soul strength	5
Attack time	12	Will	2
Saves		Sight	10
Black magic	–15	Hearing	13
White magic	–15	Smell/taste	12
Red magic	–15	Touch	5
Brown magic	–15	Size	40
Blue magic	–15	Poison/disease	+60
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Tusk gore (stationary)	+25	–20	3
Tusk (charge)	+20	N/A	9
Stomp	+10	0	3

6.1.11 Fish: medium

The stats presented here cover any medium-sized fresh- or salt-water fish (e.g. cod, salmon etc). The bite attack, however, is only applicable for predatory fish such as the pike. Fish swim at +70. Fish have only the skull, neck, back, chest, stomach and tail body locations.

Additional skills: Climb -50, balance 0, jump -50, hide 0, stealth 0.

Miscellaneous values		Statistics	
Resistance number	1	Strength	2
Flesh value	-	Constitution	1
Strike level	85	Agility	27
Dodge	+60	Dexterity	-
Pace	Swim: 1.6	Intelligence	1
Exhaustion points	20	Soul strength	5
Attack time	7	Will	1
Saves		Sight	10
Black magic	-15	Hearing	10
White magic	-15	Smell/taste	10
Red magic	-15	Touch	20
Brown magic	-15	Size	2
Blue magic	-15	Poison/disease	-25
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Bite	+35	+30	0.12

6.1.12 Fox

Foxes are a common nuisance in rural humanoid communities, often taking poultry and the like as easy prey. The common fox is a lone hunter inhabiting temperate climes, but the stats presented here can also be used for more exotic subtypes such as the white snow-fox found in Northern regions. Foxes are generally extremely shy of humanoids.

Additional skills: Climb -10, balance +10, jump 0, hide +20, stealth +10.

Miscellaneous values		Statistics	
Resistance number	4	Strength	4
Flesh value	-	Constitution	4
Strike level	75	Agility	23
Dodge	+50	Dexterity	-
Pace	Sprint: 2.7	Intelligence	2
Exhaustion points	30	Soul strength	5
Attack time	8	Will	2
Saves		Sight	13
Black magic	-15	Hearing	11
White magic	-15	Smell/taste	18
Red magic	-15	Touch	14
Brown magic	-15	Size	4
Blue magic	-15	Poison/disease	-15
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Bite	+40	+25	0.24

6.1.13 Hawk

The stats presented for the hawk are intended to be applicable to any medium-sized bird of prey. These animals inhabit a wide variety of environs, typically hunting small mammals, especially rodents. They are amenable to training by humanoids, and can be used to hunt game for sport or sustenance. Hawks fly at +75. Hawks do not have the foreleg body location.

Additional skills: Climb -20, balance 0, jump -20, hide –10, stealth -20.

Miscellaneous values		Statistics	
Resistance number	4	Strength	6
Flesh value	-	Constitution	4
Strike level	90	Agility	23
Dodge	+65	Dexterity	-
Pace	Flight: 4.5	Intelligence	2
Exhaustion points	20	Soul strength	5
Attack time	8	Will	1
Saves		Sight	35
Black magic	-15	Hearing	10
White magic	-15	Smell/taste	5
Red magic	-15	Touch	10
Brown magic	-15	Size	4
Blue magic	-15	Poison/disease	-15
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Talon grab	+50	+50	0.24
Peck	+25	+10	0.18

6.1.14 Horse: riding

Riding horses are widely used by humanoids for transport and rural work. They are reliable and trained to follow commands quickly, although not typically to a level necessary for combat maneuvers. The stats presented here can also be used for wild horses and large ponies.

Additional skills: Climb -50, balance 0, jump +30, hide –50, stealth -50.

Miscellaneous values		Statistics	
Resistance number	35	Strength	30
Flesh value	-	Constitution	22
Strike level	50	Agility	13
Dodge	+30	Dexterity	-
Pace	Sprint: 4.5	Intelligence	3
Exhaustion points	45	Soul strength	5
Attack time	10	Will	2
Saves		Sight	10
Black magic	-15	Hearing	13
White magic	-15	Smell/taste	12
Red magic	-15	Touch	8
Brown magic	-15	Size	20
Blue magic	-15	Poison/disease	+30
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Hoof kick	+30	0	1.05

6.1.15 Horse: war

War horses are bred for strength and endurance. They are extremely expensive and highly sought after. It is a difficult process to produce an animal well trained enough to overcome its natural instincts and obey its rider in the face of obvious danger. While the primary danger when encountering a war horse usually comes from its rider, the animal itself can be a considerable threat. Rules for using horses in combat are presented in the chapter on combat and movement, section 3.7.10

Additional skills: Climb -50, balance 0, jump +10, hide –50, stealth -50.

Miscellaneous values		Statistics	
Resistance number	45	Strength	35
Flesh value	–	Constitution	25
Strike level	50	Agility	12
Dodge	+40	Dexterity	–
Pace	Sprint: 4.5	Intelligence	3
Exhaustion points	60	Soul strength	5
Attack time	10	Will	2
Saves		Sight	10
Black magic	-15	Hearing	13
White magic	-15	Smell/taste	12
Red magic	-15	Touch	8
Brown magic	-15	Size	22
Blue magic	-15	Poison/disease	+40
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Hoof kick	+40	0	1.23

6.1.16 Leopard

The leopard makes its home in warm forest or jungle regions and on the edges of the savannah, a vicious lone hunter that often takes to the trees to sleep and protect its kills from scavengers. GMs can use the stats provided here for any medium-large feline predator, but may wish to make some small adjustments for different species.

Additional skills: Climb +30, balance +20, jump +20, hide +10, stealth +10.

Miscellaneous values		Statistics	
Resistance number	18	Strength	15
Flesh value	–	Constitution	12
Strike level	70	Agility	16
Dodge	+40	Dexterity	–
Pace	Sprint: 3.3	Intelligence	2
Exhaustion points	30	Soul strength	5
Attack time	9	Will	2
Saves		Sight	11
Black magic	-15	Hearing	13
White magic	-15	Smell/taste	20
Red magic	-15	Touch	20
Brown magic	-15	Size	11
Blue magic	-15	Poison/disease	0
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Claw	+45	+25	0.6
Bite	+55	+15	0.9

6.1.17 Lion

The lion is a large pack-hunting big cat, master of the savannah. Lions live in groups controlled by a single dominant male with exclusive mating rights, and combine to hunt herds of unguents very effectively. However, the stats presented here can also be used to model other very large feline predators such as tigers, which hunt in isolation and use the cover of jungle environments to assist their predatory activities.

Additional skills: Climb 0, balance +10, jump +10, hide 0, stealth 0.

Miscellaneous values		Statistics	
Resistance number	30	Strength	20
Flesh value	–	Constitution	16
Strike level	50	Agility	13
Dodge	+40	Dexterity	–
Pace	Sprint: 3.5	Intelligence	2
Exhaustion points	30	Soul strength	5
Attack time	10	Will	2
Saves		Sight	11
Black magic	-15	Hearing	13
White magic	-15	Smell/taste	20
Red magic	-15	Touch	20
Brown magic	-15	Size	17
Blue magic	-15	Poison/disease	+20
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Claw	+35	+20	0.8
Bite	+55	+10	1.2

6.1.18 Mouse: field

Field mice are an extremely common pest among humanoid communities, finding ideal warm habitats in rural and urban dwellings. Their natural habitats are woodlands and open fields, where they make use of a variety of foodstuffs for survival. The stats presented here generalise to numerous small rodents, all of which tend to reproduce

extremely rapidly under favourable conditions.

Additional skills: Climb +20, balance +10, jump 0, hide +40, stealth +20.

Miscellaneous values		Statistics	
Resistance number	1	Strength	1
Flesh value	–	Constitution	1
Strike level	110	Agility	35
Dodge	+80	Dexterity	–
Pace	Sprint: 1.5	Intelligence	2
Exhaustion points	20	Soul strength	5
Attack time	7	Will	2
Saves		Sight	10
Black magic	–15	Hearing	10
White magic	–15	Smell/taste	15
Red magic	–15	Touch	25
Brown magic	–15	Size	1
Blue magic	–15	Poison/disease	–35
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Bite	+5	+40	0.06

6.1.19 Mule

The mule is an infertile crossbreed of tough disposition, used in many humanoid cultures to transport goods and heavy loads. Mules tend to be solid and dependable but slow and obstinate. The stats presented here can also be used for donkeys and asses, with some minor adjustment at the GM's discretion.

Additional skills: Climb -50, balance 0, jump -10, hide –50, stealth -50.

Miscellaneous values		Statistics	
Resistance number	22	Strength	15
Flesh value	–	Constitution	16
Strike level	50	Agility	10
Dodge	+20	Dexterity	–
Pace	Sprint: 3.1	Intelligence	2
Exhaustion points	45	Soul strength	5
Attack time	10	Will	2
Saves		Sight	10
Black magic	–15	Hearing	13
White magic	–15	Smell/taste	12
Red magic	–15	Touch	8
Brown magic	–15	Size	15
Blue magic	–15	Poison/disease	+25
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Hoof kick	+15	0	0.53

6.1.20 Rat: brown

Rats are rodent vermin, often a serious pest in humanoid settlements as scavengers and spreaders of disease. They can grow up to a foot in length (much more if the tail is included) and are social animals, living in large groups. While the degree of fear and disgust engendered by the rat is disproportionate to its size, it is nonetheless capable of fighting if cornered. The stats presented for rats can be used for a variety of larger rodents.

Additional skills: Climb +30, balance 0, jump 0, hide +20, stealth +20.

Miscellaneous values		Statistics	
Resistance number	1	Strength	2
Flesh value	–	Constitution	1
Strike level	100	Agility	30
Dodge	+70	Dexterity	–
Pace	Sprint: 1.8	Intelligence	2
Exhaustion points	20	Soul strength	5
Attack time	7	Will	2
Saves		Sight	10
Black magic	–15	Hearing	10
White magic	–15	Smell/taste	15
Red magic	–15	Touch	25
Brown magic	–15	Size	2
Blue magic	–15	Poison/disease	–25
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Bite	+25	+35	0.12

6.1.21 Shark: medium

The shark is a deadly ocean predator, a large fish capable of inflicting grievous wounds with its razor-sharp teeth. The stats provided here are for mid-size species of shark, around 8 feet in length; GMs should make appropriate adjustments for different species. Sharks of various types can be found in a variety of saltwater habitats, tending to exist at the top of the (natural) food chain. While they hunt individually, a promising meal will often attract a largish group of would-be diners. Sharks swim at +75. Sharks have only the skull, neck, back, chest, stomach and tail body locations.

Additional skills: Climb -50, balance 0, jump -50, hide 0, stealth -10.

Miscellaneous values		Statistics	
Resistance number	24	Strength	18
Flesh value	–	Constitution	14
Strike level	70	Agility	16
Dodge	+50	Dexterity	–
Pace	Swim: 2.0	Intelligence	1
Exhaustion points	30	Soul strength	5
Attack time	9	Will	1
Saves		Sight	10
Black magic	–15	Hearing	10
White magic	–15	Smell/taste	20
Red magic	–15	Touch	20
Brown magic	–15	Size	15
Blue magic	–15	Poison/disease	+10
Clear magic	–15	Insanity/fear	–5
Attack type	Strike/parry	Initiative	Damage
Bite	+55	+20	1.08

6.1.22 Snake: poisonous

There are myriad snake species capable of inflicting a poisonous bite; the stats presented here are for a typical mid-size snake with venom capable of killing or at least severely incapacitating an average-sized humanoid (a rattlesnake or equivalent). Poisonous snakes are found in numerous environments, but are more typically found in warmer climates, preying on insects, small birds and mammals. The GM should make adjustments as he sees fit, but for a typical poisonous snake assume venom with a strength of 12 and an onset time of 120 seconds (for a human sized opponent). Sea snakes swim at +55. Snakes have only the skull and stomach body locations, but the stomach location can be hit with any blow that lands (beats their defense by whatever margin).

Additional skills: Climb 0, balance 0, jump -50, hide 0, stealth -10.

Miscellaneous values		Statistics	
Resistance number	2	Strength	4
Flesh value	-	Constitution	2
Strike level	70	Agility	19
Dodge	+40	Dexterity	-
Pace	Slither: 1.8	Intelligence	1
Exhaustion points	20	Soul strength	5
Attack time	8	Will	1
Saves		Sight	10
Black magic	-15	Hearing	10
White magic	-15	Smell/taste	20
Red magic	-15	Touch	10
Brown magic	-15	Size	2
Blue magic	-15	Poison/disease	-15
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Bite	+45	+30	0.12

6.1.23 Snake: constricting

The stats provided here are for a large constricting snake such as a python or boa constrictor. These animals tend to inhabit humid environments such as rain forests and jungles, killing their prey by encircling and crushing them. They can grow to a considerable size, sometimes reaching 30 feet in length. Their bite is not toxic, but can inflict significant damage to help incapacitate prey. Constrictors require some special rules for combat with humanoid opponents. GMs should make use of the optional rules for wrestling when a constrictor tries to ensnare a humanoid. If the constrictor succeeds in applying a ground restraint, it will inflict x2 non-locational crushing damage every 5 seconds thereafter, ignoring armour. The ensnared opponent can attempt to reinitiate grappling once every 10 seconds as usual. The humanoid combatant cannot apply restraints, but a wrestling victory by 30 points allows them to break away as usual. Other combatants can take free strikes at the constrictor as it grapples, but any attack falling under the constrictor's strike level will hit the humanoid it is wrestling in a random location. Snakes have only the skull and stomach body locations, but the stomach location can be hit with any blow that lands (beats their defense by whatever margin).

Additional skills: Climb +10, balance 0, jump -50, hide 0, stealth -10.

Miscellaneous values		Statistics	
Resistance number	22	Strength	25
Flesh value	-	Constitution	18
Strike level	50	Agility	11
Dodge	+30	Dexterity	-
Pace	Slither: 1.6	Intelligence	1
Exhaustion points	40	Soul strength	5
Attack time	10	Will	1
Saves		Sight	10
Black magic	-15	Hearing	10
White magic	-15	Smell/taste	20
Red magic	-15	Touch	10
Brown magic	-15	Size	17
Blue magic	-15	Poison/disease	+20
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Ensnare (and subsequent wrestle)	+30	+5	0 (2)
Bite	+30	+30	0.6

6.1.24 Stag

The stag is a wild herbivore, found primarily in temperate forest habitats. However, the stats given here can with minor adjustments be used for any of the deer-like animals that exist in a wide variety of environments.

Additional skills: Climb -50, balance 0, jump 0, hide –50, stealth -30.

Miscellaneous values		Statistics	
Resistance number	20	Strength	15
Flesh value	-	Constitution	15
Strike level	50	Agility	10
Dodge	+40	Dexterity	-
Pace	Sprint: 4.0	Intelligence	2
Exhaustion points	30	Soul strength	5
Attack time	10	Will	2
Saves		Sight	10
Black magic	-15	Hearing	16
White magic	-15	Smell/taste	12
Red magic	-15	Touch	8
Brown magic	-15	Size	15
Blue magic	-15	Poison/disease	+20
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Antler gore	+25	-5	0.45
Hoof kick	+20	0	0.53

6.1.25 Wolf: common

Wolves are pack hunters and will almost always be encountered in fairly large numbers. They are highly adaptable and can be found in numerous environs, although mountainous and forested regions particularly favour them. The stats given here for wolves can also be used for other pack hunting canines, such as hyenas. These animals will rarely attack humanoids outright, but may be driven to do so by extremes of hunger. GMs may wish to bolster the stats of the pack leader slightly, as the pack dominance hierarchy is maintained through combats between challenging and dominant males.

Additional skills: Climb -50, balance 0, jump +10, hide 0, stealth +10.

Miscellaneous values		Statistics	
Resistance number	12	Strength	10
Flesh value	-	Constitution	9
Strike level	70	Agility	16
Dodge	+40	Dexterity	-
Pace	Sprint: 3.5	Intelligence	3
Exhaustion points	50	Soul strength	5
Attack time	9	Will	2
Saves		Sight	11
Black magic	-15	Hearing	13
White magic	-15	Smell/taste	40
Red magic	-15	Touch	10
Brown magic	-15	Size	7
Blue magic	-15	Poison/disease	-5
Clear magic	-15	Insanity/fear	-5
Attack type	Strike/parry	Initiative	Damage
Bite	+40	+20	0.6

6.2 The undead

6.2.1 Animated dead/zombie

Zombies are corpses that have been animated using black magic (usually at the behest of a black priest). They are mindless, loping automatons that will follow the instructions of their creator (whoever animated them) in a very simple and direct manner until they sustain enough damage to return them to the grave. Individually they are no match for trained warriors, making only slow and stereotyped movements and attacks. However, en masse zombies tend to end up victorious by attrition. Zombies usually smell revolting (depending on their state of decay). They cause magical fear, but only at strength 3. They bear whatever weapons are at hand (if you animate a man with a sword, the resultant zombie will have a sword), likewise wearing whatever armour they had on at the time of animation. They also retain the resistance number they had in life. Zombies cannot be knocked out (make no knockout rolls) and do not suffer negative mods as a result of injury points sustained. Cumulative index will build up to affect death rolls in the standard manner.

Miscellaneous values		Statistics	
Resistance number	As original	Strength	10
Flesh value	-	Constitution	10
Strike level	30	Agility	7
Dodge	0	Dexterity	7
Pace	Walk: 0.4	Intelligence	1
Exhaustion points	∞	Soul strength	10
Attack time	12 + WM	Will	1
Saves		Sight	10
Black magic	0	Hearing	8
White magic	-10	Smell/taste	8
Red magic	0	Touch	8
Brown magic	0	Size	V
Blue magic	0	Poison/disease	∞
Clear magic	0	Insanity/fear	+40
Attack type	Strike/parry	Initiative	Damage
Any weapon or unarmed attack	0	0 ± WM	1 x WM

6.2.2 Banshee

The banshee is a cruel spirit from beyond the grave, condemned by its own hatred to dwell forever on the mortal plane. Banshees usually dwell in the mountainous wilderness, appearing as haggard old women with hideous, deformed faces, long, clawed fingers and thick white hair that billows upward as if caught in an eternal updraught. They are murderous, feasting on the still-warm corpses of mortal prey, but take most delight in inciting fear and confusion. Their most potent weapon is their howl, which can be used up to once every 5 seconds (50 counts) using a free attack (i.e. in place of initiating an attack drive). The banshee's howl causes all able to hear it (usually everyone within 100 feet) to suffer the effects of strength 12 magical fear. In addition, victims must make a save against

black magic (strength 8) or be paralysed for 1d100 counts, and must also make a save against insanity (strength 10) or gain one random insanity (see the chapter on the gaming environment, section 4.1.6). Holding one's hands over one's ears will reduce the strength of these attacks by 4; complete sealing of the ears (with wax and rags or equivalent) grants immunity to the howl's effects. Banshees cannot be knocked out (make no knockout rolls) and do not suffer negative mods as a result of injury points sustained. Cumulative index will build up to affect death rolls in the standard manner.

Miscellaneous values		Statistics	
Resistance number	15	Strength	20
Flesh value	–	Constitution	15
Strike level	50	Agility	13
Dodge	+10	Dexterity	11
Pace	Float: 2.0	Intelligence	10
Exhaustion points	∞	Soul strength	13
Attack time	8	Will	16
Saves		Sight	10
Black magic	+30	Hearing	2
White magic	+10	Smell/taste	8
Red magic	+30	Touch	8
Brown magic	+30	Size	9
Blue magic	+30	Poison/disease	∞
Clear magic	+30	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Claw	+40	10	0.8

6.2.3 Poltergeist

The poltergeist is a fearsome, enraged spirit that has become trapped on the mortal plane through its own fear of the afterlife, then driven mad by its imprisonment. The poltergeist has no obvious physical form, but appears like a lens, bending and warping the light that passes through it. Cruel, maddening images occasionally appear across its surface as it shifts with sudden violence from one position to another. The poltergeist cannot itself launch physical attacks, but acts on the physical world in a manner identical to the psionic spell telekinesis. It can lift objects up to 15 pounds in weight, hurl them around, fight with them and so forth. Attacks are made with a strength of 15 (for determining damage) and a + 45 to strike. Assume a poltergeist will throw one object every 2 seconds (20 counts). The poltergeist itself is immune to normal physical attacks and most magical attacks (the GM being the final judge of what magic is effective). Only spells like repel undead are likely to affect it. It is usually tied to a particular location, however (often the place of its death). Poltergeists may attempt to possess mortals, in an attempt to move beyond their usual confines or briefly re-experience the living state they still desire. When they do so, a battle of wills is initiated (see the chapter on the gaming environment, section 4.1.8, for details of statistical battles). Each round takes five seconds; if the mortal looses, the poltergeist has command of their body until they are knocked unconscious or killed. A possessed body will permanently lose one point of constitution each day as a result of the ordeal, with a reduction to zero resulting in unresurrectable death. If the poltergeist loses, it is banished and destroyed, finally released from the mortal plane.

Miscellaneous values		Statistics	
Resistance number	–	Strength	–
Flesh value	–	Constitution	–
Strike level	–	Agility	–
Dodge	–	Dexterity	–
Pace	Shift: 4.0	Intelligence	8
Exhaustion points	∞	Soul strength	10
Attack time	10 + WM	Will	17
Saves		Sight	10
Black magic	+20	Hearing	12
White magic	0	Smell/taste	–
Red magic	+20	Touch	–
Brown magic	+20	Size	–
Blue magic	+20	Poison/disease	∞
Clear magic	+20	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Telekinesis	+45	45	1.5 x WM

6.2.4 Skeleton: minor

The skeleton is the undead incarnation of a long-dead warrior, infused with eternal life by the evil power of a black priest. They are swift, devious combatants that will fight using whatever arms and armour they possessed in life to defend themselves and deal out death. Skeletons are far more dangerous than zombies; they are as intelligent and agile in death as they were in life. Minor skeletons cause magical fear, but only at strength 3. They are generally suffused with an eerie, pale white light. The stats presented here are for roughly human-sized humanoid skeletons. Skeletons cannot be knocked out (make no knockout rolls) and do not suffer negative mods as a result of injury points sustained. Cumulative index will build up to affect death rolls in the standard manner.

Miscellaneous values		Statistics	
Resistance number	15	Strength	10
Flesh value	–	Constitution	12
Strike level	75	Agility	16
Dodge	+25	Dexterity	14
Pace	Sprint: 1.8	Intelligence	10
Exhaustion points	∞	Soul strength	10
Attack time	9 + WM	Will	10
Saves		Sight	10
Black magic	0	Hearing	10
White magic	-10	Smell/taste	8
Red magic	0	Touch	10
Brown magic	0	Size	7 to 17
Blue magic	0	Poison/disease	∞
Clear magic	0	Insanity/fear	+50
Attack type	Strike/parry	Initiative	Damage
Any weapon or unarmed attack	+50	+20 ± WM	1 x WM

6.2.5 Skeleton: major

The greater skeleton is typically formed from the ancient remains of a champion, a warrior renowned in life

as a superior combatant. Skeletons are reanimated through ritual practices employed in dark religions. Major skeletons in particular are canny and lethal warriors, fighting with guile and skill; they use whatever arms and armour they possessed in life to defend themselves and lay low their opponents, and given their heritage may be in possession of superior or even magical arms. Major skeletons cause magical fear at strength 7. They are generally suffused with an eerie, pale white or green light and tend to lower the temperature in their immediate vicinity. The stats presented here are for roughly human-sized humanoid skeletons. Skeletons cannot be knocked out (make no knockout rolls) and do not suffer negative mods as a result of injury points sustained. Cumulative index will build up to affect death rolls in the standard manner.

Miscellaneous values		Statistics	
Resistance number	22	Strength	15
Flesh value	–	Constitution	15
Strike level	90	Agility	18
Dodge	+40	Dexterity	16
Pace	Sprint: 2.2	Intelligence	13
Exhaustion points	∞	Soul strength	10
Attack time	8 + WM	Will	12
Saves		Sight	10
Black magic	+20	Hearing	10
White magic	+10	Smell/taste	8
Red magic	+20	Touch	10
Brown magic	+20	Size	7 to 17
Blue magic	+20	Poison/disease	∞
Clear magic	+20	Insanity/fear	+70
Attack type	Strike/parry	Initiative	Damage
Any weapon or unarmed attack	+75	+40 ± WM	1.5 x WM

6.2.6 Vampire: minor

Minor vampires are ex-mortals who have been bitten by a vampire lord, but not drained of blood, and consequently have joined their new masters as undead. Even minor vampires are deadly opponents. In humanoid form they appear as attractive, dark-haired versions of their former mortal selves. However, they can also change form at will (taking one free action) to become a bat, or a cloud of smoke (as the wizard spell, cloud of smoke, but with an unlimited duration and no magic point cost). In bat form, their bite inflicts a strength 17 circulatory poison with an onset time of 30 seconds. Vampires rarely wear armour, but can bear a variety of weapons. They are intelligent and cruel, and may appear charming at first to gain information on prospective meals. They can also cause magical fear at will, at strength 10. Vampires cannot be knocked out (make no knockout rolls), but do suffer negative mods as a result of injury points sustained. Cumulative index will build up to affect death rolls in the standard manner.

HUMANOID FORM

Miscellaneous values		Statistics	
Resistance number	30	Strength	20
Flesh value	–	Constitution	20
Strike level	100	Agility	22
Dodge	+40	Dexterity	18
Pace	Sprint: 2.1	Intelligence	17
Exhaustion points	∞	Soul strength	18
Attack time	7 + WM	Will	18
Saves		Sight	25
Black magic	+35	Hearing	20
White magic	+10	Smell/taste	25
Red magic	+35	Touch	12
Brown magic	+35	Size	7 to 17
Blue magic	+35	Poison/disease	∞
Clear magic	+35	Insanity/fear	+90
Attack type	Strike/parry	Initiative	Damage
Any weapon or unarmed attack	+85	+50 ± WM	2 x WM
Bite	+55	+25	1.2

BAT FORM

Miscellaneous values		Statistics	
Resistance number	6	Strength	10
Flesh value	–	Constitution	8
Strike level	119	Agility	32
Dodge	+75	Dexterity	–
Pace	Flight: 3.5	Intelligence	17
Exhaustion points	∞	Soul strength	18
Attack time	4	Will	18
Saves		Sight	25
Black magic	+35	Hearing	25
White magic	+10	Smell/taste	15
Red magic	+35	Touch	12
Brown magic	+35	Size	2
Blue magic	+35	Poison/disease	∞
Clear magic	+35	Insanity/fear	+90
Attack type	Strike/parry	Initiative	Damage
Bite	+60	+65	0.6

6.2.7 Vampire: major

The vampire lord is a truly formidable undead opponent. Often served by numerous minor vampires and even mortal aids, they are strikingly attractive human-looking creatures with powerful charisma and deadly intelligence. In addition to the abilities of the minor vampire (change to bat form or a cloud of smoke at will) they can assume the form of a great black wolf (again, using one free action). In wolf form, their hide offers protection against attacks at 5/4, 3/2, 5/4, 5/4. Their bite (in human form), if not used to feed, is likely to turn its victim into a minor vampire in the lord's service; the bitten mortal must resist a strength 15 poison or succumb to life as an undead. In addition, vampire lords have a mesmeric gaze; if eye contact is gained (requiring a free action in combat) the victim must resist a strength 3d10 black magic attack or become vacant and docile, fascinated by the vampire and unable to take any action until injured in some way. In human form, vampire lords are immune to most physical attacks; they can only be damaged by magic or solid silver weapons (magic attacks affect them normally). As if this were not enough, they can cause magical fear at will (strength 15). Finally, they are often competent magic users themselves. They will have 20 magic points, and spell-casting abilities equivalent to an NPC wizard or psionic (depending on their bent) with 30 000 E.P.s (see section 6.6.12 of this chapter for details; spells known can be randomly generated using Table 23 of the TABLES booklet). Vampires cannot be knocked out (make no knockout rolls), but do suffer negative mods as a result of injury points sustained. Cumulative index will build up to affect death rolls in the standard manner.

HUMANOID FORM

Miscellaneous values		Statistics	
Resistance number	50	Strength	25
Flesh value	–	Constitution	30
Strike level	119	Agility	26
Dodge	+50	Dexterity	22
Pace	Sprint: 2.8	Intelligence	22
Exhaustion points	∞	Soul strength	22
Attack time	5 + WM	Will	22
Saves		Sight	25
Black magic	+55	Hearing	25
White magic	+35	Smell/taste	30
Red magic	+55	Touch	12
Brown magic	+55	Size	7 to 17
Blue magic	+55	Poison/disease	∞
Clear magic	+55	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Any weapon or unarmed attack	+95	+65 ± WM	2.5 x WM
Bite	+65	+45	1.5

BAT FORM

Miscellaneous values		Statistics	
Resistance number	8	Strength	10
Flesh value	–	Constitution	8
Strike level	119	Agility	32
Dodge	+85	Dexterity	–
Pace	Flight: 3.5	Intelligence	22
Exhaustion points	∞	Soul strength	22
Attack time	4	Will	22
Saves		Sight	25
Black magic	+55	Hearing	30
White magic	+35	Smell/taste	20
Red magic	+55	Touch	12
Brown magic	+55	Size	2
Blue magic	+55	Poison/disease	∞
Clear magic	+55	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Bite	+70	+75	0.6

WOLF FORM

Miscellaneous values		Statistics	
Resistance number	40	Strength	30
Flesh value	–	Constitution	30
Strike level	119	Agility	25
Dodge	+85	Dexterity	–
Pace	Sprint: 4.5	Intelligence	22
Exhaustion points	∞	Soul strength	22
Attack time	5	Will	22
Saves		Sight	25
Black magic	+55	Hearing	20
White magic	+35	Smell/taste	35
Red magic	+55	Touch	12
Brown magic	+55	Size	15
Blue magic	+55	Poison/disease	∞
Clear magic	+55	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Bite	+90	+75	1.8

6.2.8 Wraith minion (shadow)

Shadows may be merely the servants of wraiths, but they are terrifying and formidable opponents in their own right. They are fomless to the naked eye apart from two chilling white eyes that float in space, but shadows are usually seen as seemingly empty suits of clothing or armour moving in an eerie and graceful silence. They chill the blood of mortals, causing fear at strength 12 at all times, and fight with dark blades (equivalent to longswords) visible only as a black void. Upon wounding a mortal, a piece of these blades will break off and begin to work its way towards the heart. The effects are equivalent to suffering a strength 18 infection, with an immediate save causing the shard to fall harmlessly away from the wound. Shadows cannot be knocked out (make no knockout rolls) and do not suffer negative mods as a result of injury points sustained. Cumulative index will build up to affect death rolls in the standard manner.

Miscellaneous values		Statistics	
Resistance number	35	Strength	13
Flesh value	–	Constitution	30
Strike level	119	Agility	24
Dodge	+80	Dexterity	22
Pace	Float: 3.2	Intelligence	14
Exhaustion points	∞	Soul strength	16
Attack time	5	Will	16
Saves		Sight	20
Black magic	+30	Hearing	18
White magic	+10	Smell/taste	15
Red magic	+30	Touch	8
Brown magic	+30	Size	10
Blue magic	+30	Poison/disease	∞
Clear magic	+30	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Wraithblade (longsword)	+75	+80	1.6

Miscellaneous values		Statistics	
Resistance number	80	Strength	30
Flesh value	–	Constitution	50
Strike level	119	Agility	35
Dodge	+100	Dexterity	28
Pace	Float: 4.5	Intelligence	28
Exhaustion points	∞	Soul strength	25
Attack time	4 + WM	Will	28
Saves		Sight	20
Black magic	+80	Hearing	20
White magic	+50	Smell/taste	18
Red magic	+80	Touch	14
Brown magic	+80	Size	12
Blue magic	+80	Poison/disease	∞
Clear magic	+80	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Weapon (usually sword)	+110	+100 ± WM	3 x WM

6.2.9 Wraith lord

Perhaps the most powerful of all undead creatures, the wraith lord is a terrifying, shadowy reflection of a mortal whose evil acts have forever bound his spirit to the world of the living. Insubstantial yet overwhelmingly horrific, wraiths appear as dark, cloaked forms with piercing red eyes. They move with terrible, silent grace, and noticeably chill the air around them, causing constant magical fear at strength 22. Immune to all but magical weapons, and often bearing rune-blades themselves, they fear few mortal warriors. Additionally, wraith lords possess impressive magical abilities. They will have 50 magic points, and spell casting abilities equivalent to an NPC wizard with 75 000 E.P.s (see the section 6.6.13 of this chpater for details; spells known can be randomly generated using Table 23 of the TABLES booklet). Saves against the magic wielded by a wraith lord should be made against black magic. Additionally, they quite literally suck the life from those who come into contact with them. Any mortal creature within 15 feet of a wraith lord must save against a strength 15 black magical attack once every 5 seconds (50 counts) or lose one point of constitution. These losses are regained at a rate of one point per week, but falling to zero constitution results in an unresurrectable death. Wraith lords cannot be knocked out (make no knock-out rolls) and do not suffer negative mods as a result of injury points sustained. Cumulative index will build up to affect death rolls in the standard manner.

6.3 Demonic beings (death elementals)

6.3.1 Balrog

A major demon of immense power, the balrog is a creature of fire and death. In posture it is reminiscent of a predatory dinosaur, standing on two powerful hind legs, but with a lengthy tail and upper body that slopes forward (total length of around 30 feet, height of around 10 feet). However, the resemblance ends here. The balrog's hind legs end in hooves, and support a powerful, muscled upper body with humanoid arms and hands ending in cruel black claws. Its head is dog-like, projecting forwards towards vicious blackened canine teeth. The balrog has immense bat-like wings, flying at +55, and is covered about the back and lower body with thick black hair. Its tail is made entirely of flame, and its eyes are as glowing red coals against its thick black skin, which provides it with natural armour of 10 (8), 8 (6), 9 (7), 8 (6). Balrogs cannot be knocked out, cause magical fear at strength 15, and cannot be damaged by fire or fire-based attacks. In addition to their whip-like fiery tails (attacks as a 1-h chain), claws, and stomps/kicks, they can direct a jet of flame from their nostrils up to once per attack drive (attacks as a crossbow for relative weapon mod; cannot be parried except with a shield). Finally, they have magical abilities equivalent to an NPC psionic with 30 000 E.P.s and have 20 magic points (see section 6.6.12 of this chapter for details; spells known can be randomly generated using Table 23 of the TABLES booklet).

Miscellaneous values		Statistics	
Resistance number	75	Strength	70
Flesh value	20	Constitution	70
Strike level	60	Agility	15
Dodge	+20	Dexterity	12
Pace	Sprint: 4.5 Flight: 7.0	Intelligence	20
Exhaustion points	400	Soul strength	20
Attack time	10	Will	26
Saves		Sight	20
Black magic	+50	Hearing	10
White magic	+30	Smell/taste	25
Red magic	+60	Touch	10
Brown magic	+50	Size	35
Blue magic	+50	Poison/disease	∞
Clear magic	+50	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Claw	+95	+65	2.8
Bite	+75	+55	4.2
Fiery tail	+80	+65	3.2
Stomp/kick	+60	+25	2.45
Fiery jet	+60	+30	3

6.3.2 Demonic minion: lesser

An agile minor demon, the black-skinned lesser minion stands around 5 feet tall and is of roughly humanoid shape, but with bat-like wings extending from its back (flying at +70). They have a double set of razor-sharp white teeth, flat faces with two small holes indicating the position of the nose, dim red eyes and small horns projecting slightly forwards. Arms and legs are skinny but muscular, ending in vicious claws, and a small pot belly makes them look vaguely ridiculous. However, this impression is short lived, as the creatures attack with cruel ferocity, using their claws or, occasionally, a weapon of humanoid manufacture. Lesser minions cannot be knocked out, only killed outright.

Miscellaneous values		Statistics	
Resistance number	25	Strength	20
Flesh value	–	Constitution	25
Strike level	100	Agility	25
Dodge	+50	Dexterity	12
Pace	Sprint: 2.5 Flight: 7.0	Intelligence	12
Exhaustion points	100	Soul strength	15
Attack time	7 (+ WM)	Will	10
Saves		Sight	20
Black magic	+20	Hearing	10
White magic	0	Smell/taste	15
Red magic	+20	Touch	10
Brown magic	+20	Size	8
Blue magic	+20	Poison/disease	∞
Clear magic	+20	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Claw	+50	+50	0.8
Bite	+30	+40	1.2
Other weapon	+25	+50 ± WM	2 x WM

6.3.3 Demonic minion: higher

At seven feet tall, with wolf-like maw, a reptilian skin of black overlapping plates and leathery bat-like wings that join the space between its torso and arms, the higher minion is cruelty personified. Its plated skin gives it natural armour of 16 (12), 14 (11), 16 (12), 13 (10). It flies at +60, but cannot engage with its arms while in flight (as they drive its wings). This unusual wing structure means that its arms are hugely oversized relative to its otherwise humanoid form, around five feet long and ending in razor sharp talons. Higher minions have broad legs and extremely long, thin and prehensile tails, useful for fine manipulation when their claws prove cumbersome. In combat, they cannot be knocked out. While they are ill equipped to use other weapons, they can rely on their deadly claws and teeth to inflict devastating wounds.

Miscellaneous values		Statistics	
Resistance number	35	Strength	30
Flesh value	–	Constitution	30
Strike level	90	Agility	22
Dodge	+40	Dexterity	6
Pace	Sprint: 2.8 Flight: 7.5	Intelligence	14
Exhaustion points	130	Soul strength	15
Attack time	8	Will	14
Saves		Sight	20
Black magic	+25	Hearing	10
White magic	+5	Smell/taste	15
Red magic	+25	Touch	8
Brown magic	+25	Size	15
Blue magic	+25	Poison/disease	∞
Clear magic	+25	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Claw	+60	+40	1.5
Bite	+40	+30	1.8

6.3.4 Demonic minion: commander

A goat-like skull of blackened bone caps the commander minion and forms a suitable adornment to its muscular ten-foot tall humanoid frame. With cloven hooves, a thin, snakelike tail, great black feathered wings projecting from its back and powerful claws, it is a terrifying sight to behold, causing magical fear at strength 8 (flies at +55). The commander minion is encased in a bony exoskeleton, black rib-like tusks entwining about its limbs and body to provide natural armour of 20 (15), 20 (15), 12 (9), 16 (12) on all locations apart from the wings. They cannot be knocked out, and bear a variety of arms to assist in dispatching their unfortunate foes.

Miscellaneous values		Statistics	
Resistance number	45	Strength	45
Flesh value	–	Constitution	40
Strike level	80	Agility	18
Dodge	+35	Dexterity	10
Pace	Sprint: 3.4 Flight: 8	Intelligence	18
Exhaustion points	200	Soul strength	15
Attack time	9 + WM	Will	18
Saves		Sight	20
Black magic	+30	Hearing	10
White magic	+10	Smell/taste	15
Red magic	+30	Touch	12
Brown magic	+30	Size	22
Blue magic	+30	Poison/disease	∞
Clear magic	+30	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Claw	+80	+35	1.8
Other weapon	+60	+35 ± WM	4.5 x WM

6.3.5 Demon lord

The aristocrats of hell, demonic lords (Dukes) are quite simply the most terrifying and powerful beings a mortal will ever be unlucky enough to meet. Covered in overlapping black plate sections (armour at 25 (19), 23 (17), 24 (18), 20 (15)) they tower to a height of around 40 feet. They have no legs, their lower bodies instead dividing into three snake-like tails upon which they slither with malign intent. Four muscular arms culminate in mighty twisted claws, while their huge heads are crowned with a ring of vicious horns. In addition to their impressive physical traits (including immunity to knockout rolls), demon lords command devastating magic. They cause constant magical fear at strength 30, and are immune to fire and cold, both natural and magical. Most importantly, they know all wizard and psionic spells up to the 128000 E.P. level to strength 20 (that's almost every single spell!) and have 120 spell points per day to play with. Not recommended hunting.

Miscellaneous values		Statistics	
Resistance number	225	Strength	150
Flesh value	40	Constitution	150
Strike level	60	Agility	18
Dodge	+35	Dexterity	12
Pace	Slither: 5.0	Intelligence	30
Exhaustion points	∞	Soul strength	35
Attack time	6	Will	40
Saves		Sight	25
Black magic	+100	Hearing	20
White magic	+90	Smell/taste	15
Red magic	+100	Touch	12
Brown magic	+100	Size	80
Blue magic	+100	Poison/disease	∞
Clear magic	+100	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Claw	+150	+80	6
Tongue lash	+120	+120	4

6.3.6 Gargoyle

The gargoyle is a demonic being of stony complexion, quite literally a living statue. They come in a variety of shapes and sizes, but are usually of roughly human dimensions, with some combination of horns, bat-like wings, claws and tail. Striking facial features are common, such as elongated noses or chins or prominent cheekbones. The gargoyle's favourite ploy is to pretend to be an actual statue and surprise its prey with a sudden attack. They can bear a variety of weapons, cannot be knocked out, and their rock-hard skin protects them at 24 (18), 18 (14), 20 (15), 12 (9).

Miscellaneous values		Statistics	
Resistance number	30	Strength	24
Flesh value	-	Constitution	28
Strike level	65	Agility	15
Dodge	+15	Dexterity	14
Pace	Sprint: 2.7	Intelligence	10
Exhaustion points	85	Soul strength	12
Attack time	8 (+WM)	Will	9
Saves		Sight	16
Black magic	+15	Hearing	14
White magic	-5	Smell/taste	15
Red magic	+15	Touch	10
Brown magic	+15	Size	11
Blue magic	+15	Poison/disease	∞
Clear magic	+15	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Claw	+60	+25	0.96
Other weapon	+45	+20 ± WM	2.4 x WM

6.3.7 Hell hound (fenry)

The hell hound is a great black shaggy-haired canine of immense proportions (typically around eight feet long and five feet tall). With glowing red coal-like eyes and elongated white canines dripping blood-like mucus, they are fearsome to behold (causing magical fear at strength 6). Natural hunters, fenry love nothing more than hunting mortal prey, providing great sport for the overlords of hell. They cannot be knocked out, but have no natural armour.

Miscellaneous values		Statistics	
Resistance number	35	Strength	30
Flesh value	-	Constitution	30
Strike level	75	Agility	19
Dodge	+40	Dexterity	-
Pace	Sprint: 6.0	Intelligence	7
Exhaustion points	180	Soul strength	10
Attack time	6	Will	9
Saves		Sight	15
Black magic	+10	Hearing	15
White magic	-10	Smell/taste	40
Red magic	+10	Touch	10
Brown magic	+10	Size	16
Blue magic	+10	Poison/disease	∞
Clear magic	+10	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Bite	+65	+45	1.8

6.3.8 Shapeshifter

A particularly devious and cruel denizen of the dimension of death, the shapeshifter can adopt the form of any mortal being but retains its own abilities (statistics etc.). Shapeshifters are not confined to humanoid bodies, but can take on animal form as well, and will often do so if uncovered for the purposes of fleeing. They are natural deceivers, full of hate for the mortals they so perfectly imitate, and are only given away by their tendency to radiate strong magic, detectable to those with arcane powers. When disguised as birds or fish, shapeshifters fly/swim at + 35. They have no natural armour, but can of course don it when in humanoid form. They will gain the natural weapons of whatever shape they adopt, and tend to bear weapons when in humanoid form. Shapeshifters are immune to knockout rolls, and can make use of the telepathy spell (see psionic spells in the MAGIC booklet) at strength 16 up to three times per day as a free action.

Miscellaneous values		Statistics	
Resistance number	20	Strength	20
Flesh value	-	Constitution	20
Strike level	80	Agility	18
Dodge	+35	Dexterity	16
Pace	2.0 to 4.5	Intelligence	15
Exhaustion points	100	Soul strength	16
Attack time	8 (+WM)	Will	16
Saves		Sight	16
Black magic	+40	Hearing	18
White magic	+20	Smell/taste	15
Red magic	+40	Touch	12
Brown magic	+40	Size	5 to 20
Blue magic	+40	Poison/disease	∞
Clear magic	+40	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Unarmed	+55	+40	2 x WM
Other weapon	+45	+40 ± WM	2 x WM

6.3.9 Succubus/incubus

The succubus is another disguised demon, a fabulously beautiful dark-haired woman luring unsuspecting men towards their sexual downfall. The Incubus is the male equivalent, a stunningly handsome seducer of women. Often, their intent is simply to take their victims' lives at the moment of sexual ecstasy, a time of maximum vulnerability. However, these foul demons may also act to produce half-mortal offspring, such that the ambitions of the dukes of hell might better be served on the mortal plane. In this capacity they are particularly likely to seek out powerful, heroic or influential partners. Succubi and incubi possess powerful magic, with 20 spell points per day and spells equivalent to an NPC psionic with 30 000 E.P.s (see section 6.6.12 of this chapter). They can bear human arms and armour (their natural form being human, with appearances of 20) but generally rely on their claws and razor sharp teeth, which spout at will to deal the surprise deathblow. Like all demons, they cannot be knocked out.

Miscellaneous values		Statistics	
Resistance number	18	Strength	15
Flesh value	–	Constitution	18
Strike level	80	Agility	19
Dodge	+45	Dexterity	15
Pace	Sprint: 3.5	Intelligence	14
Exhaustion points	100	Soul strength	18
Attack time	7 (+WM)	Will	18
Saves		Sight	16
Black magic	+45	Hearing	16
White magic	+25	Smell/taste	15
Red magic	+45	Touch	11
Brown magic	+45	Size	7 to 15
Blue magic	+45	Poison/disease	∞
Clear magic	+45	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Claw	+50	+45	0.6
Bite	+30	+25	0.9
Other weapon	+40	+45 ± WM	1.5 x WM

6.4 Other elementals and magical constructs

6.4.1 Elemental: air

Air elementals are as fierce as the north wind, strange creatures that resemble little else on the mortal plane. Looking like a rapidly moving whirlwind, they stand around eight feet high, broad at the middle and tapering at top and bottom. These living hurricanes move in sudden, jerky movements. Their rapid, swirling forms give a sense of substance despite their translucence, and reveal a single living feature, a pair of suspended yellow eyes. Air elementals are vulnerable to standard attacks, but all damage inflicted is considered non-locational (gains no locational damage modifier), and they cannot be knocked out. They can make physically damaging attacks with their lashing tail, which attacks as a whip for calculating relative weapon mods, but cannot entangle. They also possess two special attacks. They can cast wind rush (as the wizard spell) at will as a free action, taking one AT, at strength 2d10 (roll each time the ability is used). They can also attempt to engulf their victims. This attack is made in the standard way, and can only be dodged, not parried. If this dodge fails, the victim becomes contained within the body of the elemental, and suffers the effects of asphyxiation until released (see the chapter on the gaming environment, section 4.1.7, for details of asphyxiation damage). Having engulfed a victim, the air elemental must move with them, and cannot make any other attack or dodge incoming attacks. However, any blows directed against the elemental now also strike its captive; the elemental takes standard non-locational damage, but the blow is deflected inwards by its swirling exterior such that the victim is struck in a random location. Damage against them is then calculated in the standard manner, but the blow has been slowed a little such that 1d10 points are subtracted from the base damage before armour and location are taken into account.

Miscellaneous values		Statistics	
Resistance number	30	Strength	20
Flesh value	–	Constitution	20
Strike level	115	Agility	26
Dodge	+70	Dexterity	–
Pace	Flight: 10.0	Intelligence	12
Exhaustion points	∞	Soul strength	20
Attack time	7	Will	14
Saves		Sight	12
Black magic	+20	Hearing	12
White magic	+20	Smell/taste	–
Red magic	+20	Touch	–
Brown magic	0	Size	16
Blue magic	+20	Poison/disease	∞
Clear magic	+40	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Tail whip	+60	+60	1.2
Engulf	+20	+40	Special

6.4.2 Elemental: earth

The earth elemental is strange indeed to behold, a figure formed from molten-looking earth. Vaguely humanoid, but with a blank face and club like fisted hands, it moves on two legs that flow up from the ground beneath, never leaving the earth. It is around ten feet tall, with a slow grace, flowing like mud with seemingly unstoppable momentum. Earth elementals can be damaged by standard attacks, but have an infinitely high flesh value such that no damage penetrates towards internal organs (they actually have no internal organs). Their stony exteriors also offer effective armour, at 20 (15), 20 (15), 20 (15), 10 (8). The earth elemental has no special attacks; it simply pounds its victims to dust with its mighty fists of rock. It cannot be knocked out.

Miscellaneous values		Statistics	
Resistance number	60	Strength	100
Flesh value	∞	Constitution	60
Strike level	40	Agility	10
Dodge	0	Dexterity	-
Pace	Sprint: 2.0	Intelligence	12
Exhaustion points	∞	Soul strength	17
Attack time	10	Will	14
Saves		Sight	12
Black magic	+20	Hearing	12
White magic	+20	Smell/taste	-
Red magic	+20	Touch	-
Brown magic	+40	Size	24
Blue magic	+20	Poison/disease	∞
Clear magic	0	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Punch	+60	+20	3

6.4.3 Elemental: fire

A creature of pure flame, the fire elemental looks like an out of control bonfire, white hot at its flaming heart and surrounded by a swirling orange and yellow inferno. Eight feet high, it burns without giving off smoke and moves sluggishly, seeming to float across the floor. It is shaped like a teepee, conical and tapering, but with an elongated tail of flame projecting some 20 feet upwards from its "head". This whip-like appendage is used in combat, flailing at opponents and attempting to grip and burn them. It attacks as a whip, always entangling but not suffering the usual 0.25 damage mod for this type of attack. Follow-up attacks follow the standard rules for whips, but the elemental's tail cannot be cut (like a chain) and inflicts additional locational damage while in contact with a victim. One damage roll (using the tail's damage mod) should be made for every 10 counts of contact, unless the victim's armour is deemed fireproof. In addition to this attack, the fire elemental possesses dangerous magic. Once every 100 counts it can cast either blinding flash or fireball, both at strength 2d10, using a single action. The fire elemental is immune to fire-based attacks, but takes non-locational damage from other types of magic and physical blows (although its swirling flaming exterior makes it surprisingly difficult to strike). It cannot be knocked out, only killed outright.

Miscellaneous values		Statistics	
Resistance number	20	Strength	20
Flesh value	-	Constitution	16
Strike level	90	Agility	20
Dodge	+50	Dexterity	-
Pace	Float: 2.0	Intelligence	12
Exhaustion points	∞	Soul strength	20
Attack time	8	Will	14
Saves		Sight	12
Black magic	+20	Hearing	12
White magic	+20	Smell/taste	-
Red magic	+40	Touch	-
Brown magic	+20	Size	16
Blue magic	0	Poison/disease	∞
Clear magic	+20	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Tail whip	+60	+40	1.4

6.4.4 Elemental: water

Like all its elemental brethren, the water elemental is an unbelievable sight. It looks like a large cube of water, some ten feet square yet standing suspended against all natural laws. Bubbles and undercurrents eddy beneath its translucent surface, yet the impossibility of its suspension makes it seem somehow more viscous than it really is, almost jelly-like. When moving, it rolls gently forward like a slow wave, but attacks with sudden ferocity, sending a powerful spout of water towards a close target (within 20 feet), then retracting the resultant pool into itself like mercury to a magnet. Each of these high-pressure torrents attacks as a javelin, but can only be dodged or blocked with a shield, not parried using other weapons. They are treated as a standard attack in melee combat, but cause only non-locational damage to the victim (ignoring armour). However, they are likely to knock their targets from their feet; consider base damage to be multiplied by 5 for the purposes of calculating knock back (see the chapter on combat and movement, section 3.7.6). Standard tactics for a water elemental are to knock victims out using their spout attacks, then move over their prone forms to drown them. Water elementals cannot be knocked out and are unharmed by standard physical attacks, which simply splash into their watery forms. Weapons made to burn in some manner (such as by wrapping them in burning cloth) do normal damage, as do magical weapons, electrical attacks and most magical attacks (GM's discretion). All damage against a water elemental is non-locational.

Miscellaneous values		Statistics	
Resistance number	20	Strength	10
Flesh value	–	Constitution	10
Strike level	40	Agility	10
Dodge	0	Dexterity	–
Pace	Slide: 1.5	Intelligence	12
Exhaustion points	∞	Soul strength	17
Attack time	10	Will	14
Saves		Sight	12
Black magic	+20	Hearing	12
White magic	+20	Smell/taste	–
Red magic	0	Touch	–
Brown magic	+20	Size	40
Blue magic	+40	Poison/disease	∞
Clear magic	+20	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Spout	+60	0	2

6.4.5 Angel (life elemental)

In the Korin-Thar world system, angels inhabit the dimension of life, just as other elementals live in their respective otherworldly plains (demons inhabit the dimension of death, or hell). Standing around 7 feet tall, they appear as strikingly beautiful humanoids, with androgynous features, golden hair and serene white flesh. White, feathered wings sprout from their shoulders, and they bear silver spears and target shields, with shining silver mail armour that protects them at 20 (15), 16 (12), 12 (8), 12 (9). Note that these weapons are made of the stuff of the dimension of life, and will rapidly disintegrate if separated from their angelic owners. Angels take standard locational damage, but cannot be knocked out. They fly at + 75, and permanently inspire those around them of suitable alignment (as the white priest spell *inspiration*, strength 15).

Miscellaneous values		Statistics	
Resistance number	40	Strength	20
Flesh value	–	Constitution	20
Strike level	85	Agility	20
Dodge	+60	Dexterity	20
Pace	Flight: 9.0 Sprint: 2.8	Intelligence	18
Exhaustion points	∞	Soul strength	20
Attack time	8 + WM	Will	16
Saves		Sight	20
Black magic	0	Hearing	10
White magic	+40	Smell/taste	10
Red magic	+40	Touch	10
Brown magic	+20	Size	15
Blue magic	0	Poison/disease	∞
Clear magic	+20	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
1-H Spear (AT 1, unbreakable)	+75	+60	1.6
Target shield (unbreakable)	+75	+50	0.7

6.4.6 Golem

The golem is a living statue, a broad-shouldered humanoid automaton with seemingly unstoppable intent. The origins of these strange, seven-foot lumbering creatures are obscure, but it is said that the simple commands they obey utterly and unthinkingly are written on a scroll placed behind their lifeless black eye pits. Whatever the case, a Golem will stand stationary indefinitely until required to fulfill its duties, usually guarding something of great value. They require no sustenance, air to breathe or companionship, and will obey their commands long after their original masters have perished. Golems are usually made of stone, but particularly impressive guardians can be made of iron or even mythryl. They are not damaged as a living creature, but rather according to the "breaking things" rules in the chapter on the gaming environment (except that damage is rolled on 2d10, not 1d10 + 10 as for braced objects). Each major section of a golem's body counts as a separate object: each arm, the head, the body, and each leg. If a section has its resistance value reduced to 0, it is destroyed. For arm and leg sections, this will render the golem unable to strike with that arm or move using that leg (-20 strike level and dodge). For the body and head sections, destruction leaves the golem utterly incapacitated; golems will usually attempt to block blows to these sections using their arms. Locational damage mods should not be applied. The golem has no mind as such, and cannot be affected by spells that attack the mind, mesmerise, charm and so forth. Resistance values are 20 for each section (30 for iron golems, 50 for mythryl golems).

Miscellaneous values		Statistics	
Resistance number	20/30/50*	Strength	120
Flesh value	–	Constitution	50
Strike level	30	Agility	5
Dodge	-25	Dexterity	7
Pace	Walk: 0.3	Intelligence	–
Exhaustion points	∞	Soul strength	–
Attack time	10	Will	–
Saves		Sight	10
Black magic	+30	Hearing	10
White magic	+30	Smell/taste	–
Red magic	+30	Touch	10
Brown magic	+30	Size	20
Blue magic	+30	Poison/disease	∞
Clear magic	+30	Insanity/fear	∞
Attack type	Strike/parry	Initiative	Damage
Punch (and block)	+50	-10	3.6

6.5 Monstrosities and magical creatures

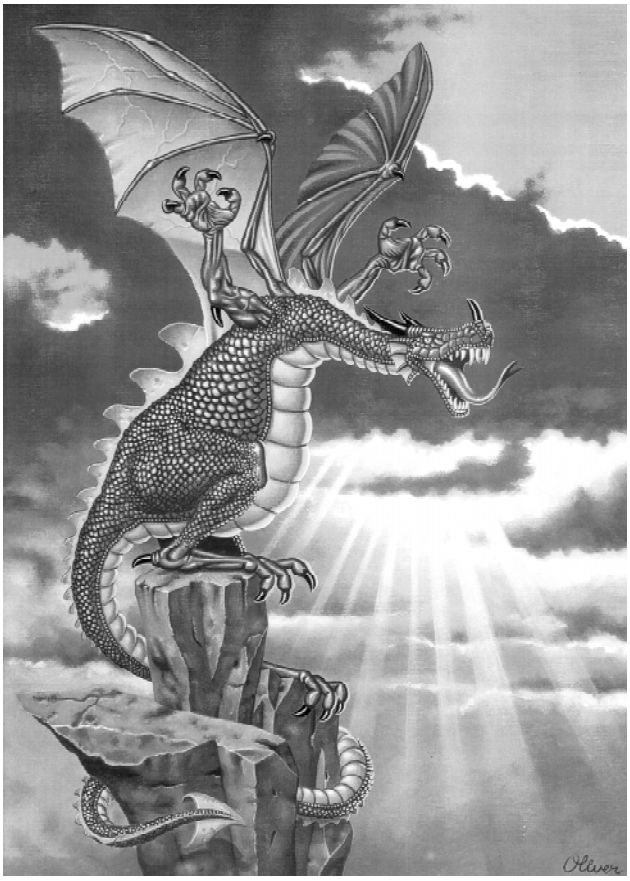
6.5.1 Basilisk (Cockatrice)

The basilisk is a lizard-like creature, some fourteen feet long and resembling a giant chameleon, but often standing erect on its stubby hind legs and with a beak rather than the traditional array of lizard teeth. In the popular imagination this creature is the product of a dragon hatching a chicken egg (a would-be cock); its actual origin is rather more obscure and almost certainly magical. The basilisk is reasonably intelligent, a natural hunter, and evil tempered in the extreme. In addition to cruel claws, it possesses a terrifying power; its gaze has the capacity to turn mortals to stone. Unwitting opponents will almost certainly make the mistake of catching the creature's yellow-eyed stare, which will instantly petrify them if they fails to save against strength 12 brown magic. For wily opponents attempting to avoid the creature's eyes, they must fight at –15 (staring at your feet is not conducive to combative success), and still have a 5% chance of catching the creature's gaze every time they attempt to strike, parry or dodge. Should the basilisk elect to use a free attack to capture someone's gaze, it will have a 60% chance of doing so unless they close their eyes, leaving them open to a standard follow up attack with their evasion attempt (parry or dodge) at – 45. The basilisk is also armoured by its thick scales at 10 (8), 10 (8), 10 (8), 8 (6).

Miscellaneous values		Statistics	
Resistance number	40	Strength	40
Flesh value	4	Constitution	40
Strike level	50	Agility	14
Dodge	+25	Dexterity	3
Pace	Run: 2.8	Intelligence	9
Exhaustion points	200	Soul strength	12
Attack time	8	Will	16
Saves		Sight	10
Black magic	+30	Hearing	13
White magic	+30	Smell/taste	-
Red magic	+30	Touch	10
Brown magic	+30	Size	22
Blue magic	+30	Poison/disease	+15
Clear magic	+30	Insanity/fear	+25
Attack type	Strike/parry	Initiative	Damage
Claw	+60	+35	1.6

6.5.2 Dragon

The dragon is perhaps the most formidable creature to inhabit the mortal plane. These enormous winged lizards are armoured from head to foot in thick scales that provide them with protection at 24 (18), 22 (17), 24 (18), 20 (15). Often exceeding 50 feet in length, they are extremely intelligent, typically versed in numerous languages, but also greedy, destructive and devious. Thankfully, they are also extremely rare and mindful of attracting the attention of civilised peoples and their armies. Dragons' natural weapons are formidable; they attack with great fanged mouths, claws and tail lashes to great effect. They are also able to breath out great gusts of fire at will, either in melee combat in place of a standard attack, or as a ranged weapon (range mod 0.5, range of 50 feet). In either case this fiery jet cannot be parried (except with a very large shield, which is likely to be ruined in the attempt), only dodged, but dragons must wait 100 counts (10 seconds) between each such breath. Fire breath damage is non-locational but ignores most armour (GM's discretion). As if their physical powers were not awesome enough, dragons are usually virtuoso magic users, with 100 spell points per day. They will be competent in two magical professions, with spell knowledge equivalent to an NPC practitioner with 150 000 E.P.s in each (see section 6.6.14 of this chapter for details; spells known can be randomly generated using Table 23 of the TABLES booklet). They also cause constant magical fear at strength 6, and fly at +55.



Miscellaneous values		Statistics	
Resistance number	130	Strength	140
Flesh value	30	Constitution	130
Strike level	50	Agility	12
Dodge	+15	Dexterity	3
Pace	Sprint: 2.5 Flight: 12.0	Intelligence	26
Exhaustion points	1000	Soul strength	24
Attack time	10	Will	36
Saves		Sight	25
Black magic	+80	Hearing	20
White magic	+80	Smell/taste	25
Red magic	+80	Touch	8
Brown magic	+80	Size	70
Blue magic	+80	Poison/disease	+100
Clear magic	+80	Insanity/fear	+100
Attack type	Strike/parry	Initiative	Damage
Claw	+70	+20	5.6
Bite	+50	-10	8.4
Tail lash	+50	+30	4.9
Fire breath (melee or missile)	+60	+50	5.0

6.5.3 Hydra

The hydra is another reptilian monster, with a heavy-set black-scaled body supported on four immense legs. It resembles a brontosaurus in most respects, but for a row of scales running the length of its back and its most striking feature; the hydra has not one long neck protruding from its shoulders but seven, each crowned with a cruel, dagger-toothed serpent head. Hydras are typically around 40 foot in length, naturally armoured at 14 (11), 14 (11), 14 (11), 12 (9), and are of only animal intelligence. However, their seven heads can act quite independently. In combat, a single hydra is considered as seven separate opponents. They have an overall resistance number, which is used to calculate injury points and index. Any blow striking the hydra will contribute towards knockout and death rolls against this value. They also have a second resistance number listed. Blows to one of the animal's heads or necks cause knockout and death rolls against that head independently (taking into account the hydra's overall index). Hence a hydra may have one or more heads disabled (knocked out or "killed") but will carry on fighting with its remaining ones. Only when all seven heads have been disabled or the creature has succumbed to a knockout or death roll against its overall resistance number is it defeated.

Miscellaneous values		Statistics	
Resistance number	100/30	Strength	100
Flesh value	20	Constitution	100
Strike level	35	Agility	8
Dodge	0	Dexterity	-
Pace	Sprint: 1.9	Intelligence	3
Exhaustion points	500	Soul strength	5
Attack time	9	Will	5
Saves		Sight	12
Black magic	+15	Hearing	12
White magic	+15	Smell/taste	15
Red magic	+15	Touch	8
Brown magic	+15	Size	50
Blue magic	+15	Poison/disease	+70
Clear magic	+15	Insanity/fear	+30
Attack type	Strike/parry	Initiative	Damage
Bite (x7)	+55	+30	6

6.5.4 Scorpion: giant

There is little need to describe the giant scorpion, besides mentioning its terrifying nine-foot length. These creatures of the wilderness make ferocious hunters, armoured in an insect exoskeleton at 15 (11), 13 (10), 14 (11), 10 (8) and attacking with their spear-like tail mounted stings. Upon drawing blood the sting injects a strength 16 nerve poison with an onset time of 35 seconds; having struck once, the scorpion will often retreat to allow its venom time to take effect.

Miscellaneous values		Statistics	
Resistance number	30	Strength	24
Flesh value	-	Constitution	30
Strike level	75	Agility	16
Dodge	+20	Dexterity	5
Pace	Scuttle: 2.8	Intelligence	1
Exhaustion points	70	Soul strength	4
Attack time	8	Will	1
Saves		Sight	10
Black magic	+10	Hearing	6
White magic	+10	Smell/taste	12
Red magic	+10	Touch	12
Brown magic	+10	Size	20
Blue magic	+10	Poison/disease	+50
Clear magic	+10	Insanity/fear	+50
Attack type	Strike/parry	Initiative	Damage
Sting	+60	+40	1.2
Claw	+45	+20	1

6.5.5 Spider: giant cave-dweller

Giant cave-dwellers live in large communities, leaving networks of thick webbing to entangle and slow their prey before attacking en masse. Around three feet across, they spring to attack with a bite that inflicts a rapid action circulatory poison (strength 8, onset time 20 seconds). Creatures who stumble into their webbing are considered entangled (partially or fully depending upon circumstances at the GM's discretion), and can free themselves as if caught in a combat net (see the net entanglement section in the

chapter on combat and movement, section 3.7.11). The spiders' webbing is flammable, but will severely burn any creature caught up in it should it be set alight.

Miscellaneous values		Statistics	
Resistance number	8	Strength	12
Flesh value	-	Constitution	10
Strike level	70	Agility	18
Dodge	+40	Dexterity	3
Pace	Scuttle: 2.3	Intelligence	1
Exhaustion points	25	Soul strength	5
Attack time	7	Will	1
Saves		Sight	12
Black magic	0	Hearing	3
White magic	0	Smell/taste	5
Red magic	0	Touch	25
Brown magic	0	Size	5
Blue magic	0	Poison/disease	+60
Clear magic	0	Insanity/fear	+40
Attack type	Strike/parry	Initiative	Damage
Springing bite	+40	+30	0.7

6.5.6 Spider: giant desert-dweller

The giant desert-dwelling spider is a true monster at 12 feet in diameter. Its thick bulbous hide protects it at 16 (12), 14 (11), 16 (12), 13 (10). The spider will bury itself in sand to disguise its presence, sensing the approach of prey via the seismic waves their footfalls produce in the loose sand. Its bite inflicts a potent but slow acting circulatory poison (strength 18, onset time 200) that will paralyse rather than kill its prey (which will eventually die of dehydration). In this manner it is able to drag them to its lair and leave them for later, live food staying fresher for a little longer in the oppressive desert heat.

Miscellaneous values		Statistics	
Resistance number	40	Strength	25
Flesh value	-	Constitution	35
Strike level	40	Agility	12
Dodge	+25	Dexterity	3
Pace	Scuttle: 3.0	Intelligence	1
Exhaustion points	55	Soul strength	5
Attack time	9	Will	1
Saves		Sight	12
Black magic	+5	Hearing	3
White magic	+5	Smell/taste	5
Red magic	+5	Touch	25
Brown magic	+5	Size	24
Blue magic	+5	Poison/disease	+80
Clear magic	+5	Insanity/fear	+40
Attack type	Strike/parry	Initiative	Damage
Bite	+60	+10	1.5

6.6 NPCs (humanoid)

6.6.1 Human mercenary in light armour: 5000 E.P.s

The light mercenary carries 31.4 pounds of armour and equipment and is encumbered by 2 points, with a double encumbrance of 24 (x1 exhaustion point mod). The initiative, dodge and strike level values shown in the table below have been adjusted to take this into account. He fights with a shield and *either* the longsword *or* the mace and chain, not both, as well as carrying two throwing knives. The light mercenary also possesses the following skills (see overleaf) which have not been adjusted for encumbrance:

Miscellaneous values		Statistics	
Resistance number	15	Strength	14
Flesh value	-	Constitution	13
Strike level	39	Agility	12
Dodge	0	Dexterity	12
Pace	Sprint: 1.9	Intelligence	10
Exhaustion points	26	Soul strength	10
Attack time	9 + WM	Will	10
Saves		Sight	12
Black magic	+3	Hearing	roll
White magic	+3	Smell/taste	roll
Red magic	+3 (±)	Touch	roll
Brown magic	+3 (±)	Size	14 (± 2)
Blue magic	+3 (±)	Poison/disease	+6
Clear magic	+3 (±)	Insanity/fear	0

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Target shield (break 3)	+19/+55, 10	-10, 1	0.49, 48
Longsword (break 1)	+32/+8, 10	0, 2	1.4, 36
Mace and chain (break 4)	+32/+8, 10	-5, 2	1.4, 26
Throwing knife	+6, N/A	N/A,, N/A	0.7, N/A

Armour				
light mercenary - linen shirt, soft leather ringmail long gloves, tough leather ringmail leggings and short hauberk, boots, belt and scabbard or weapons harness				
	Cut	Chop	Thrust	Impact
Skull	-	-	-	-
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	8/6	6/5	8/6	5/4
U. arm	8/6	6/5	8/6	5/4
Elbow	8/6	6/5	8/6	5/4
Forearm	6/5	5/4	5/4	5/4
Hand	6/5	5/4	5/4	5/4
Chest	8/6	6/5	8/6	5/4
Abdomen	8/6	6/5	8/6	5/4
Hip	16/12	12/9	16/12	10/8
Groin	16/12	12/9	16/12	10/8
Thigh	8/6	6/5	8/6	5/4
Knee	8/6	6/5	8/6	5/4
Calf	13/10	9/7	11/8	10/8
Foot	5/4	3/2	3/2	5/4

Climb, +8; balance, 0; jump, +2; hide, 0; speak common, +25; heraldry, +1; sing, two parental skills, one craft and one other skill at a variable level (no E.P.s invested).

6.6.2 Human mercenary captain in light armour: 25000 E.P.s

The light mercenary captain carries 31.4 pounds of armour and equipment and is not encumbered for standard skill rolls, but has a double encumbrance of 19 points (x1 exhaustion point cost). He fights with a shield and *either* the longsword *or* the mace and chain, not both, in the former case carrying two throwing knives, in the latter case only one. The initiative mod shown for the throwing knife includes the special +35 modifier when using a throwing knife as a first attack in melee combat (combat and movement, section 3.7.11). The light mercenary captain possesses the following skills (not modified for double encumbrance):

Climb, +16; balance, +2; jump, +4; hide +3; speak common, +27; heraldry, +3; sing, two parental skills, one craft and one other skill at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	18	Strength	16
Flesh value	-	Constitution	15
Strike level	50	Agility	14
Dodge	+8	Dexterity	16
Pace	Sprint: 2.0	Intelligence	11
Exhaustion points	30	Soul strength	10
Attack time	8 + WM	Will	10
Saves		Sight	14
Black magic	+5	Hearing	roll
White magic	+5	Smell/taste	roll
Red magic	+5 (±)	Touch	roll
Brown magic	+5 (±)	Size	16 (± 2)
Blue magic	+5 (±)	Poison/disease	+10
Clear magic	+5 (±)	Insanity/fear	0

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Target shield (break 3)	+19/+55, 10	+27, 1	0.56, 52
Longsword (break 1)	+55/+19, 9	+37, 3	1.6, 39
Mace and chain (break 4)	+53/+19, 10	+22, 3	1.92, 33
Throwing knife	+30, 9	+72, N/A	0.8, N/A

Armour				
light mercenary - linen shirt, soft leather ringmail long gloves, tough leather ringmail leggings and short hauberk, boots, belt and scabbard or weapons harness				
	Cut	Chop	Thrust	Impact
Skull	-	-	-	-
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	8/6	6/5	8/6	5/4
U. arm	8/6	6/5	8/6	5/4
Elbow	8/6	6/5	8/6	5/4
Forearm	6/5	5/4	5/4	5/4
Hand	6/5	5/4	5/4	5/4
Chest	8/6	6/5	8/6	5/4
Abdomen	8/6	6/5	8/6	5/4
Hip	16/12	12/9	16/12	10/8
Groin	16/12	12/9	16/12	10/8
Thigh	8/6	6/5	8/6	5/4
Knee	8/6	6/5	8/6	5/4
Calf	13/10	9/7	11/8	10/8
Foot	5/4	3/2	3/2	5/4

6.6.3 Human mercenary in medium armour: 5000 E.P.s

The medium mercenary carries 52.3 pounds of armour and equipment and is encumbered by 20 points, with a double encumbrance of 63 (x3 exhaustion point mod). The initiative, dodge and strike level values shown in the table below have been adjusted to take this into account. He fights with a shield and *either* the longsword *or* the battleaxe, not both, as well as carrying a throwing axe. The medium mercenary also possesses the following skills, which have not been adjusted for encumbrance:

Climb, +8; balance, 0; jump, +2; hide, 0; speak common, +25; heraldry, +1; sing, two parental skills, one craft and one other skill at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	15	Strength	14
Flesh value	-	Constitution	13
Strike level	21	Agility	12
Dodge	-20	Dexterity	12
Pace	Sprint: 1.5	Intelligence	10
Exhaustion points	26	Soul strength	10
Attack time	10 + WM	Will	10
Saves		Sight	12
Black magic	+3	Hearing	roll
White magic	+3	Smell/taste	roll
Red magic	+3 (±)	Touch	roll
Brown magic	+3 (±)	Size	14 (± 2)
Blue magic	+3 (±)	Poison/disease	+6
Clear magic	+3 (±)	Insanity/fear	0

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Target shield (break 3)	+8/+28, 12	-28, 1	0.49, 48
Longsword (break 1)	+26/+8, 11	-18, 1	1.4, 36
Battle axe (break 3)	+28/+8, 12	-28, 1	1.82, 38
Throwing axe	+3, N/A	N/A, N/A	1.12, N/A

Armour				
Padding skull cap and short hauberk, double mail short hauberk, plate pot helm, tough leather ringmail leggings and long-sleeved gloves, tough leather boots, belt and scabbard or weapons harness				
	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	20/15	14/11	11/8	11/8
U. arm	20/15	14/11	11/8	11/8
Elbow	20/15	14/11	11/8	11/8
Forearm	8/6	6/5	8/6	5/4
Hand	8/6	6/5	8/6	5/4
Chest	20/15	14/11	11/8	11/8
Abdomen	20/15	14/11	11/8	11/8
Hip	28/21	20/15	19/14	16/12
Groin	28/21	20/15	19/14	16/12
Thigh	8/6	6/5	8/6	5/4
Knee	8/6	6/5	8/6	5/4
Calf	13/10	9/7	11/8	10/8
Foot	5/4	3/2	3/2	5/4

Miscellaneous values		Statistics	
Resistance number	18	Strength	16
Flesh value	-	Constitution	15
Strike level	50	Agility	14
Dodge	+17	Dexterity	16
Pace	Sprint: 1.6	Intelligence	11
Exhaustion points	30	Soul strength	10
Attack time	9 + WM	Will	10
Saves		Sight	14
Black magic	+5	Hearing	roll
White magic	+5	Smell/taste	roll
Red magic	+5 (±)	Touch	roll
Brown magic	+5 (±)	Size	16 (± 2)
Blue magic	+5 (±)	Poison/disease	+10
Clear magic	+5 (±)	Insanity/fear	0

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Target shield (break 3)	+18/+48, 11	+11, 1	0.56, 52
Longsword (break 1)	+48/+18, 10	+21, 3	1.6, 39
Military flail (break 4)	+44/+14, 11	+1, 3	2.24, 32
Throwing axe	+32, N/A	N/A, N/A	1.28, N/A

6.6.4 Human mercenary captain in medium armour: 25000 E.P.s

The medium mercenary captain carries 53.3 pounds of armour and equipment and is not encumbered for standard skill rolls, but has a double encumbrance of 43 points (x2 exhaustion point cost). He fights with a shield and *either* the longsword *or* the military flail, not both, in the former case carrying two throwing axes, in the latter case only one. The medium mercenary captain possesses the following skills (not modified for double encumbrance):

Climb, +16; balance, +2; jump, +4; hide, +3; speak common, +27; heraldry, +3; sing, two parental skills, one craft and one other skill at a variable level (no E.P.s invested).

Armour				
Padding skull cap and short hauberk, double mail short hauberk, plate pot helm, tough leather ringmail leggings and long-sleeved gloves, tough leather boots, belt and scabbard or weapons harness				
	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	20/15	14/11	11/8	11/8
U. arm	20/15	14/11	11/8	11/8
Elbow	20/15	14/11	11/8	11/8
Forearm	8/6	6/5	8/6	5/4
Hand	8/6	6/5	8/6	5/4
Chest	20/15	14/11	11/8	11/8
Abdomen	20/15	14/11	11/8	11/8
Hip	28/21	20/15	19/14	16/12
Groin	28/21	20/15	19/14	16/12
Thigh	8/6	6/5	8/6	5/4
Knee	8/6	6/5	8/6	5/4
Calf	13/10	9/7	11/8	10/8
Foot	5/4	3/2	3/2	5/4

6.6.5 Human mercenary in heavy armour: 5000 E.P.s

The heavy mercenary carries 66.6 pounds of armour and equipment and is encumbered by 26 points, with a double encumbrance of 82 (x4 exhaustion point cost). He fights with *either* a shield and longsword *or* a halberd, and bears a light crossbow, along with a quiver containing 12 quarrels. He is likely to drop the crossbow before entering melee combat, in which case he will be encumbered by 18 points and have a double encumbrance of 65 (x3 exhaustion point cost). The dodge, strike level, sprint and initiative values shown in the table below are divided by a "/" symbol, with the former value representing the case where the crossbow is still being held, the latter when it has been

dropped (AT is the same in both cases). The heavy mercenary possesses the following skills, which have not been modified for encumbrance:

Climb, +8; balance, 0; jump, +2; hide, 0; speak common, +25; heraldry, +1; sing, two parental skills, one craft and one other skill at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	15	Strength	14
Flesh value	-	Constitution	13
Strike level	15/23	Agility	12
Dodge	-24/-16	Dexterity	12
Pace	Spr: 1.3/1.5	Intelligence	10
Exhaustion points	26	Soul strength	10
Attack time	11 + WM	Will	10
Saves		Sight	12
Black magic	+3	Hearing	roll
White magic	+3	Smell/taste	roll
Red magic	+3 (±)	Touch	roll
Brown magic	+3 (±)	Size	14 (± 2)
Blue magic	+3 (±)	Poison/disease	+6
Clear magic	+3 (±)	Insanity/fear	0

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Target shield (break 3)	+10/+22, 13	-34/-26, 1	0.49, 48
Longsword (break 1)	+20/+8, 12	-24/-16, 1	1.4, 36
Halberd (break 3)	+22/+22, 14	(-14/-6)/ (-44/-36), 1	2.66, 60
Light crossbow	+6, N/A	N/A, N/A	1.8, N/A

Armour				
Padding hood and short hauberk, double mail aventail, plate full helm, arm grieves, aillettes, brassart and breast/back plates, tough leather ringmail leggings and long-sleeved gloves, tough leather boots, belt and scabbard or weapons harness				
	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	17/13	17/13	17/13	7/5
Neck	20/15	14/11	11/8	11/8
Shoulders	23/17	20/15	22/17	15/11
U. arm	23/17	20/15	22/17	15/11
Elbow	23/17	20/15	22/17	15/11
Forearm	17/13	17/13	17/13	7/5
Hand	8/6	6/5	8/6	5/4
Chest	23/17	20/15	22/17	15/11
Abdomen	23/17	20/15	22/17	15/11
Hip	14/11	9/7	13/10	13/10
Groin	14/11	9/7	13/10	13/10
Thigh	8/6	6/5	8/6	5/4
Knee	8/6	6/5	8/6	5/4
Calf	13/10	9/7	11/8	10/8
Foot	5/4	3/2	3/2	5/4

6.6.6 Human mercenary captain in heavy armour: 25000 E.P.s

The heavy mercenary captain carries 67.6 pounds of armour and equipment and is encumbered by 8 points, with a double encumbrance of 65 points (x3 exhaustion point cost). He fights with a shield and bastard sword (one or two handed) and bears a light crossbow, along with a quiver containing 12 quarrels. He is likely to drop the crossbow before entering melee combat, in which case he will no longer be encumbered and have a double encumbrance of 48 (x2 exhaustion point cost). The dodge, strike level, sprint and initiative values shown in the table below are divided by a "/" symbol, with the former value representing the case where the crossbow is still being held, the latter when it has been dropped (AT is the same in both cases). The heavy mercenary captain possesses the following skills (not modified for encumbrance):

Climb, +16; balance, +2; jump, +4; hide, +3; speak common, +27; heraldry, +3; sing, two parental skills, one craft and one other skill at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	18	Strength	16
Flesh value	-	Constitution	15
Strike level	36/44	Agility	14
Dodge	+3/+11	Dexterity	16
Pace	Spr: 1.5/1.7	Intelligence	11
Exhaustion points	30	Soul strength	10
Attack time	9 + WM	Will	10
Saves		Sight	14
Black magic	+5	Hearing	roll
White magic	+5	Smell/taste	roll
Red magic	+5 (±)	Touch	roll
Brown magic	+5 (±)	Size	16 (± 2)
Blue magic	+5 (±)	Poison/disease	+10
Clear magic	+5 (±)	Insanity/fear	0

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Target shield (break 3)	+18/+45, 11	0/+8, 1	0.56, 52
Bastard sword 2H (break 1)	+34/+34, 11	+3/+11, 2	2.4, 62
Bastard sword 1H	+40/+13, 11	0/+8, 2	1.84, 43
Light crossbow	+20, N/A	N/A, N/A	1.8, N/A

Armour				
Padding hood and short hauberk, double mail aventail, plate full helm, arm grieves, aillettes, brassart and breast/back plates, tough leather ringmail leggings and long-sleeved gloves, tough leather boots, belt and scabbard or weapons harness				
	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	17/13	17/13	17/13	7/5
Neck	20/15	14/11	11/8	11/8
Shoulders	23/17	20/15	22/17	15/11
U. arm	23/17	20/15	22/17	15/11
Elbow	23/17	20/15	22/17	15/11
Forearm	17/13	17/13	17/13	7/5
Hand	8/6	6/5	8/6	5/4
Chest	23/17	20/15	22/17	15/11
Abdomen	23/17	20/15	22/17	15/11
Hip	14/11	9/7	13/10	13/10
Groin	14/11	9/7	13/10	13/10
Thigh	8/6	6/5	8/6	5/4
Knee	8/6	6/5	8/6	5/4
Calf	13/10	9/7	11/8	10/8
Foot	5/4	3/2	3/2	5/4

6.6.7 Brown Orc: 5000 E.P.s

The Brown Orc carries 22.4 pounds of armour and equipment and is not encumbered, but has a double encumbrance of 13 (x1 exhaustion point mod). He fights with a 2-H spear and a composite bow, for which he carries 24 arrows in a quiver. The Brown Orc also possesses the following skills, which have not been adjusted for double encumbrance:

Climb, +8; balance, +12; jump +7; hide +10; speak Orc +15; survival –2; foraging +8; sing and one other skill at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	11	Strength	11
Flesh value	–	Constitution	11
Strike level	55	Agility	15
Dodge	+12	Dexterity	11
Pace	Sprint: 1.8	Intelligence	6
Exhaustion points	22	Soul strength	5
Attack time	8 + WM	Will	6
Saves		Sight	16
Black magic	-13	Hearing	roll
White magic	-13	Smell/taste	roll
Red magic	-13 (±)	Touch	roll
Brown magic	-13 (±)	Size	10 (± 2)
Blue magic	-13 (±)	Poison/disease	-2
Clear magic	-13 (±)	Insanity/fear	-12

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Composite bow	+32, N/A	N/A, N/A	0.94, N/A
2-H spear (break 3)	+7/+7, 11	+36/-4, 1	1.76, 42

Armour
Soft leather boots and leggings, tough leather tunic, belt

	Cut	Chop	Thrust	Impact
Skull	3/2	2/2	2/2	2/2
Face	3/2	2/2	2/2	2/2
Neck	3/2	2/2	2/2	2/2
Shoulders	8/6	5/4	5/4	7/5
U. arm	8/6	5/4	5/4	7/5
Elbow	8/6	5/4	5/4	7/5
Forearm	8/6	5/4	5/4	7/5
Hand	3/2	2/2	2/2	2/2
Chest	8/6	5/4	5/4	7/5
Abdomen	8/6	5/4	5/4	7/5
Hip	11/8	7/5	7/5	10/8
Groin	11/8	7/5	7/5	10/8
Thigh	6/5	4/3	4/3	5/4
Knee	6/5	4/3	4/3	5/4
Calf	9/7	6/5	6/5	8/6
Foot	6/5	4/3	4/3	5/4

6.6.8 Green Orc: 5000 E.P.s

The Green Orc carries 29.8 pounds of armour and equipment and is not encumbered, but has a double encumbrance of 20 (x1 exhaustion point mod). He fights with *either* a 1-H spear and target shield *or* a 2-H spear (not both), and also carries a throwing spear. The Green Orc also possesses the following skills, which have not been adjusted for double encumbrance:

Climb, +7; balance, -4; jump, +3; hide, -6; speak Orc, +15; survival, –2; foraging, -2; sing and one other skill at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	15	Strength	17
Flesh value	–	Constitution	14
Strike level	36	Agility	10
Dodge	0	Dexterity	10
Pace	Sprint: 1.8	Intelligence	6
Exhaustion points	28	Soul strength	5
Attack time	10 + WM	Will	6
Saves		Sight	11
Black magic	-10	Hearing	roll
White magic	-10	Smell/taste	roll
Red magic	-10 (±)	Touch	roll
Brown magic	-10 (±)	Size	14 (± 2)
Blue magic	-10 (±)	Poison/disease	+4
Clear magic	-10 (±)	Insanity/fear	-12

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
1-H spear (break 5)	+30/+12, 11	-1, 2	1.36, 36
Target shield (break 3)	+12/+30, 12	-16, 1	0.6, 54
2-H Spear (break 4)	+30/+30, 13	+14/-26, 2	2.72, 54
Throwing spear	+13, N/A	N/A, N/A	1.36, N/A

Armour
Tough leather boots, tunic, skull cap and leggings, fur tunic, belt and weapons harness

	Cut	Chop	Thrust	Impact
Skull	10/8	6/5	6/5	7/5
Face	5/4	3/2	3/2	2/2
Neck	5/4	3/2	3/2	2/2
Shoulders	14/11	9/7	10/8	13/10
U. arm	14/11	9/7	10/8	13/10
Elbow	14/11	9/7	10/8	13/10
Forearm	14/11	9/7	10/8	13/10
Hand	5/4	3/2	3/2	2/2
Chest	14/11	9/7	10/8	13/10
Abdomen	14/11	9/7	10/8	13/10
Hip	19/14	12/9	13/10	18/14
Groin	19/14	12/9	13/10	18/14
Thigh	10/8	6/5	6/5	7/5
Knee	10/8	6/5	6/5	7/5
Calf	15/11	9/7	9/7	12/9
Foot	10/8	6/5	6/5	7/5

6.6.9 Black Orc: 5000 E.P.s

The Black Orc carries 31.8 pounds of armour and equipment and is not encumbered, but has a double encumbrance of 10 (x1 exhaustion point mod). He fights with *either* a 1-H spear and target shield *or* a 2-H spear (not both), and also carries two throwing spears. The Black Orc also possesses the following skills, which have not been adjusted for double encumbrance:

Climb, +9; balance, -11; jump, +3; hide, -13; speak Orc, +15; survival, –2; foraging, -2; sing and one other skill at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	20	Strength	22
Flesh value	-	Constitution	16
Strike level	28	Agility	8
Dodge	-5	Dexterity	9
Pace	Sprint: 2.2	Intelligence	6
Exhaustion points	32	Soul strength	5
Attack time	11 + WM	Will	6
Saves		Sight	11
Black magic	-8	Hearing	roll
White magic	-8	Smell/taste	roll
Red magic	-8 (±)	Touch	roll
Brown magic	-8 (±)	Size	17 (± 2)
Blue magic	-8 (±)	Poison/disease	+8
Clear magic	-8 (±)	Insanity/fear	-12

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
1-H spear (break 5)	+36/+21, 12	-10, 2	1.76, 45
Target shield (break 3)	+21/+36, 13	-25, 1	0.77, 64
2-H Spear (break 4)	+36/+36, 14	+5/-35, 2	3.52, 64
Throwing spear	+17, N/A	N/A, N/A	1.76, N/A

Armour

Tough leather boots, tunic, skull cap and leggings, fur tunic, belt and weapons harness

	Cut	Chop	Thrust	Impact
Skull	10/8	6/5	6/5	7/5
Face	5/4	3/2	3/2	2/2
Neck	5/4	3/2	3/2	2/2
Shoulders	14/11	9/7	10/8	13/10
U. arm	14/11	9/7	10/8	13/10
Elbow	14/11	9/7	10/8	13/10
Forearm	14/11	9/7	10/8	13/10
Hand	5/4	3/2	3/2	2/2
Chest	14/11	9/7	10/8	13/10
Abdomen	14/11	9/7	10/8	13/10
Hip	19/14	12/9	13/10	18/14
Groin	19/14	12/9	13/10	18/14
Thigh	10/8	6/5	6/5	7/5
Knee	10/8	6/5	6/5	7/5
Calf	15/11	9/7	9/7	12/9
Foot	10/8	6/5	6/5	7/5

6.6.10 Ogre: 5000 E.P.s

The Ogre carries 31.8 pounds of armour and equipment and is not encumbered or double encumbered (x1 exhaustion point mod). He fights with *either* a 1-H spear and target shield *or* a 2-H spear (not both), and also carries two throwing spears. The Ogre also possesses the following skills:

Climb, +11; balance, -14; jump, +4; hide, -16; speak Ogre, +15; survival, –4; foraging, -2; sing and one other skill at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	18	Strength	28
Flesh value	-	Constitution	15
Strike level	24	Agility	7
Dodge	-6	Dexterity	9
Pace	Sprint: 2.4	Intelligence	6
Exhaustion points	30	Soul strength	5
Attack time	11 + WM	Will	6
Saves		Sight	11
Black magic	-9	Hearing	roll
White magic	-9	Smell/taste	roll
Red magic	-9 (±)	Touch	roll
Brown magic	-9 (±)	Size	18 (± 2)
Blue magic	-9 (±)	Poison/disease	+6
Clear magic	-9 (±)	Insanity/fear	-12

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
1-H spear (break 5)	+42/+27, 12	-14, 2	2.24, 53
Target shield (break 3)	+27/+42, 13	-29, 1	0.98, 76
2-H Spear (break 4)	+42/+42, 14	+1/-39, 2	4.48, 76
Throwing spear	+23, N/A	N/A, N/A	2.24, N/A

Armour

Tough leather boots, tunic, skull cap and leggings, fur tunic, belt and weapons harness

	Cut	Chop	Thrust	Impact
Skull	5/4	3/2	3/2	5/4
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	9/7	6/5	7/5	11/8
U. arm	9/7	6/5	7/5	11/8
Elbow	9/7	6/5	7/5	11/8
Forearm	9/7	6/5	7/5	11/8
Hand	-	-	-	-
Chest	9/7	6/5	7/5	11/8
Abdomen	9/7	6/5	7/5	11/8
Hip	14/11	9/7	10/8	16/2
Groin	14/11	9/7	10/8	16/2
Thigh	5/4	3/2	3/2	5/4
Knee	5/4	3/2	3/2	5/4
Calf	10/8	6/5	6/5	10/8
Foot	5/4	3/2	3/2	5/4

6.6.11 Troll: 5000 E.P.s

The Troll carries around 5 pounds of armour and equipment (relative weight; actual mass is far greater) and is not encumbered or double encumbered (x1 exhaustion point mod). He fights with a makeshift maul, or very occasionally with no weapon at all (unarmed attack/parry +9/+9). The Troll also possesses the following skills:

Climb, +6; balance, -28; jump, -7; hide, -31; speak Troll, +10; survival, +9; foraging, -2; track, +5; sing at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	52	Strength	65
Flesh value	-	Constitution	52
Strike level	10	Agility	4
Dodge	-6	Dexterity	7
Pace	Sprint: 3.2	Intelligence	4
Exhaustion points	104	Soul strength	5
Attack time	12 + WM	Will	4
Saves		Sight	11
Black magic	+26	Hearing	roll
White magic	+26	Smell/taste	roll
Red magic	+26 (±)	Touch	roll
Brown magic	+26 (±)	Size	26 (± 2)
Blue magic	+26 (±)	Poison/disease	+78
Clear magic	+26 (±)	Insanity/fear	-18
Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
2-H maul (break 4)	+37/+37, 14	-42/2	9.1, 169

Armour				
loin-cloth				
	Cut	Chop	Thrust	Impact
Skull	26/20	23/17	25/19	16/12
Face	26/20	23/17	25/19	16/12
Neck	26/20	23/17	25/19	16/12
Shoulders	26/20	23/17	25/19	16/12
U. arm	26/20	23/17	25/19	16/12
Elbow	26/20	23/17	25/19	16/12
Forearm	26/20	23/17	25/19	16/12
Hand	26/20	23/17	25/19	16/12
Chest	26/20	23/17	25/19	16/12
Abdomen	26/20	23/17	25/19	16/12
Hip	26/20	23/17	25/19	16/12
Groin	26/20	23/17	25/19	16/12
Thigh	26/20	23/17	25/19	16/12
Knee	26/20	23/17	25/19	16/12
Calf	26/20	23/17	25/19	16/12
Foot	26/20	23/17	25/19	16/12

6.6.12 Human wizard/psionic: 30 000 E.P.s

30000 E.P. mages carry a quarterstaff (and may also bear a spell book with 15 spells in it). They carry around 10 pounds in clothing and equipment and are not encumbered or double encumbered. They have 10 spell points per day, with three 1000 E.P. spells (one at 100%, two at 70%), three 2000 E.P. spells (one at 100%, two at 70%), two 4000 E.P. spells (one at 100%, one at 70%), two 8000 E.P. spells (one at 100%, one at 82%), and one 16000 E.P. spell (at 70%). Any *one* of the 100% spells can be bumped up to 120%. 30000 E.P. mages also possess the following skills:

Climb, 0; balance, 0; jump, 0; hide, +2; speak Human, +34; write (first script), +34; speak (2 further languages), +24; write (additional script), +24; sing and two parental skills at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	10	Strength	10
Flesh value	-	Constitution	10
Strike level	40	Agility	10
Dodge	+3	Dexterity	10
Pace	Sprint: 2.0	Intelligence	14
Exhaustion points	20	Soul strength	16
Attack time	10 + WM	Will	12
Saves		Sight	10
Black magic	+14	Hearing	roll
White magic	+14	Smell/taste	roll
Red magic	+14 (±)	Touch	roll
Brown magic	+14 (±)	Size	10 (± 2)
Blue magic	+14 (±)	Poison/disease	+2
Clear magic	+14 (±)	Insanity/fear	+6
Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Quarterstaff (break 4)	+11/+11, 10	+12, 1	0.9, 40

Armour				
Robes, tough leather boots				
	Cut	Chop	Thrust	Impact
Skull	-	-	-	-
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	-	-	-	-
U. arm	-	-	-	-
Elbow	-	-	-	-
Forearm	-	-	-	-
Hand	-	-	-	-
Chest	-	-	-	-
Abdomen	-	-	-	-
Hip	-	-	-	-
Groin	-	-	-	-
Thigh	-	-	-	-
Knee	-	-	-	-
Calf	5/4	3/2	3/2	5/4
Foot	5/4	3/2	3/2	5/4

6.6.13 Human wizard/psionic: 75 000 E.P.s

75000 E.P. mages carry a quarterstaff (and may also bear a spell book with 22 spells in it). They carry around 10 pounds in clothing and equipment and are not encumbered or double encumbered. They have 23 spell points per day, with four 1000 E.P. spells (two at 50%, one at 75%, one at 100%), four 2000 E.P. spells (one at 50%, two at 75%, one at 100%), four 4000 E.P. spells (one at 50%, one at 75%, two at 100%), four 8000 E.P. spells (one at 50%, one at 75%, two at 100%), two 16000 E.P. spells (one at 75%, one at 100%), two 32000 E.P. spells (one at 75%, one at 100%), and two 64000 E.P spells (one at 100%, one at 70%). With the exception of the 64000 E.P. spell, any two of the 100% spells can be bumped up to 150%, and further one can be bumped up to 200%. 75000 E.P mages also possess the following skills:

Climb, 0; balance, 0; jump, 0; hide +2; speak Human +37; write (first script), +37; speak (2 further languages), +27; write (additional script), +27; sing and two parental skills at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	12	Strength	10
Flesh value	–	Constitution	10
Strike level	40	Agility	10
Dodge	+6	Dexterity	10
Pace	Sprint: 2.0	Intelligence	15
Exhaustion points	20	Soul strength	17
Attack time	10 + WM	Will	13
Saves		Sight	10
Black magic	+17	Hearing	roll
White magic	+17	Smell/taste	roll
Red magic	+17 (±)	Touch	roll
Brown magic	+17 (±)	Size	10 (± 2)
Blue magic	+17 (±)	Poison/disease	+3
Clear magic	+17 (±)	Insanity/fear	+9

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Quarterstaff (break 4)	+14/+14, 10	+12, 1	0.9, 40

Armour				
Robes, tough leather boots				
	Cut	Chop	Thrust	Impact
Skull	–	–	–	–
Face	–	–	–	–
Neck	–	–	–	–
Shoulders	–	–	–	–
U. arm	–	–	–	–
Elbow	–	–	–	–
Forearm	–	–	–	–
Hand	–	–	–	–
Chest	–	–	–	–
Abdomen	–	–	–	–
Hip	–	–	–	–
Groin	–	–	–	–
Thigh	–	–	–	–
Knee	–	–	–	–
Calf	5/4	3/2	3/2	5/4
Foot	5/4	3/2	3/2	5/4

6.6.14 Human wizard/psionic: 150 000 E.P.s

150000 E.P. mages carry a quarterstaff (and may also bear a spell book with 38 spells in it). They carry around 10 pounds in clothing and equipment and are not encumbered or double encumbered. They have 44 spell points per day, with six 1000 E.P. spells (all at 100%), six 2000 E.P. spells (all at 100%), six 4000 E.P. spells (all at 100%), six 8000 E.P. spells (all at 100%), four 16000 E.P. spells (all at 100%), four 32000 E.P. spells (all at 100%), four 64000 E.P. spells (all at 100%) and two 128000 E.P. spells (both at 100%). With the exception of the 128000 E.P. spells, any seven of these can be bumped up to 150%, and a further three can be bumped up to 200%. 150000 E.P mages also possess the following skills:

Climb, 0; balance, 0; jump, 0; hide +2; speak Human +39; write (first script), +39; speak (2 further languages), +29; write (additional script), +29; sing, two parental skills and two further skills at a variable level (no E.P.s invested).

Miscellaneous values		Statistics	
Resistance number	10	Strength	10
Flesh value	–	Constitution	10
Strike level	40	Agility	10
Dodge	+12	Dexterity	10
Pace	Sprint: 2.0	Intelligence	16
Exhaustion points	20	Soul strength	18
Attack time	10 + WM	Will	14
Saves		Sight	10
Black magic	+20	Hearing	roll
White magic	+20	Smell/taste	roll
Red magic	+20 (±)	Touch	roll
Brown magic	+20 (±)	Size	10 (± 2)
Blue magic	+20 (±)	Poison/disease	+4
Clear magic	+20 (±)	Insanity/fear	+12

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Quarterstaff (break 4)	+23/+23, 10	+12, 1	0.9, 40

Armour				
Robes, tough leather boots				
	Cut	Chop	Thrust	Impact
Skull	–	–	–	–
Face	–	–	–	–
Neck	–	–	–	–
Shoulders	–	–	–	–
U. arm	–	–	–	–
Elbow	–	–	–	–
Forearm	–	–	–	–
Hand	–	–	–	–
Chest	–	–	–	–
Abdomen	–	–	–	–
Hip	–	–	–	–
Groin	–	–	–	–
Thigh	–	–	–	–
Knee	–	–	–	–
Calf	5/4	3/2	3/2	5/4
Foot	5/4	3/2	3/2	5/4

6.6.15 Human true priest: 75 000 E.P.s

The true priest carries 49.3 pounds of weapons and armour, fighting with a war hammer and target shield. He is not encumbered, but has a double encumbrance of 40 (x2 exhaustion point cost). He has 13 spell points per day, with one 1000 E.P. spell (80%), one 2000 E.P. spell (80%), one 4000 E.P. spell (80%), one 8000 E.P. spell (80%), one 16000 E.P. spell (80%), and one 32000 E.P. spell (80%). In addition to these, he can select an additional two spells at 32000 E.P.s or below which are both at 125%, or select one at 150% and one at 100%. The true priests has the following skills, which have not been adjusted for double encumbrance:

Climb, +8; balance, +3; jump, +3; hide +5; speak Human +31; ritual at +15; cookery at 0; sing and two parental skills at a variable level (no E.P.s invested); two from: speak (second language), +21; write (script), +31; astrology, +9; physician, +7.

Miscellaneous values		Statistics	
Resistance number	20	Strength	13
Flesh value	-	Constitution	11
Strike level	60	Agility	13
Dodge	+5	Dexterity	12
Pace	Sprint: 1.7	Intelligence	13
Exhaustion points	26	Soul strength	13
Attack time	9 + WM	Will	11
Saves		Sight	10
Black magic	+8	Hearing	roll
White magic	+8	Smell/taste	roll
Red magic	+8 (±)	Touch	roll
Brown magic	+8 (±)	Size	13 (± 2)
Blue magic	+8 (±)	Poison/disease	+3
Clear magic	+8 (±)	Insanity/fear	+3

Weapon	Strike/parry, AT	Initiative, max attacks	Damage, strength
Target shield (break 3)	+10/+50, 11	+13, 1	0.45, 46
warhammer (break 2)	+49/+9, 10	+18, 3	1.3, 38

Armour				
Padding skull cap and short hauberk, double mail short hauberk, plate pot helm, tough leather ringmail leggings and long-sleeved gloves, tough leather boots, belt and weapons harness				
	Cut	Chop	Thrust	Impact
Skull	23/17	20/15	22/17	15/11
Face	-	-	-	-
Neck	-	-	-	-
Shoulders	20/15	14/11	11/8	11/8
U. arm	20/15	14/11	11/8	11/8
Elbow	20/15	14/11	11/8	11/8
Forearm	8/6	6/5	8/6	5/4
Hand	8/6	6/5	8/6	5/4
Chest	20/15	14/11	11/8	11/8
Abdomen	20/15	14/11	11/8	11/8
Hip	28/21	20/15	19/14	16/12
Groin	28/21	20/15	19/14	16/12
Thigh	8/6	6/5	8/6	5/4
Knee	8/6	6/5	8/6	5/4
Calf	13/10	9/7	11/8	10/8
Foot	5/4	3/2	3/2	5/4