

Legendary Tales v.0.5 Beta

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Proof Reading: *No proof reading has been done yet...*

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Legendary Tales first words were written 28 of April 2004, last updated 14th of November 2007

This is a pen and paper roleplaying game created for high fantasy campaign worlds. This book contain the basic rules for the game, no campaign world is described, only the rules. There are many campaign worlds out there that this system will work perfect with, and the game master always have the option to create his own world. This game system is built on attributes and skills - no level system is used. The player characters get experience by raising their attributes and skills with training and experience rolls. The rules for this game are easy to learn, but the game it self is rather advanced because of the freedom the players and game master have while playing.

The Authors Comments

This pen and paper roleplaying game is the fourth complete game I have written. There have been other games that I never completed, and more ideas for others than I can count. With this game system I have tried to go a step further with my ideas, and you may notice many similar things to my old games in these rules. The other games I have created are *Zhoria*, Dark Fantasy RPG in Swedish, *Adrenalin*, Action RPG in Swedish and *S.E.R.S.*, Multi Genre RPG in English. A thing I wanted to do with this system is to step away from using spells and formulas that are learned by the player characters, and described in detail. These rules will give the magician a wider range, and it's only the player's fantasy that will stand in the way.

- Peter Samuelsson

Roleplaying

The best way to describe a roleplaying game is to compare it to a movie or a book, but in storytelling form, where the players describe what they do as they move forward in the story. The game is always lead by a game master who tell the story, describe the world and what happens in it, and play the non-player characters. Anything can happen in a roleplaying game, but there are frames that the players and the game master must stick to, otherwise things can get out of hand. The game master should never take any player's side or favour a player and not the others in anyway. In a way you can say that the game master is the opponent to the players, but he must be fair and use common sense when leading the game. At first a roleplaying game can be hard, but after a while you will find that it's not really that hard to master.

The most important thing when playing a roleplaying game is to have fun, and remember that the rules are there to aid the players and the game master, not to stop them. If a rule is to hard or in the way, change it to fit your group, or simply remove it from the game. But as a game master you must always state what rules are used, changed and removed for your players before the game session start.

Chapters in this Book

- 1 - Game System - how rolls and experience work
- 2 - Player Character - how to create a player character, and rules when playing one
- 3 - Skills - how skills work while playing
- 4 - Equipment - lists of equipment the character can buy and own
- 5 - Economics - economics system suitable for a fantasy campaign
- 6 - Time & Motion - travels and large-scale movement
- 7 - Spot Rules - miscellaneous rules that may be needed while playing
- 8 - Bestiary - races, creatures and monsters
- 9 - Encounters - wilderness and dungeons encounters
- 10 - Treasures - treasures and special items
- 11 - Playing the Game - examples on how to play the game
- 12 - Campaigns - Campaign suggestions for game masters

Game Aids

When playing a pen and paper roleplaying game the most important things are pen and paper, eraser, dice (3d6 and 2d10 per player), calculator and a game master screen (used to hide the game masters papers and notes from the players). Some players also use papers with squares, and something to act as the player characters and non-player characters, to figure out where everyone is in a combat situation.

Playing Styles

There are many play styles, but all comes from one of two different styles. The most common is when the game master rolls for skills and attributes that the players aren't sure that the player character have succeeded with or not. A few examples on such skills and attributes are hide, stalk, evaluate, perception and so on. The players roll for all other skills and attributes.

The second play style, mostly used by players that set the feeling of adventure and storytelling at first hand, are when the game master rolls all dice hidden, even all skill and attribute rolls for the player characters. The game master also notes the player characters wounds and magi power used. The players don't know anything more than what the game master share with them, and players using this game style never talk in numbers. If a player character is near death or badly injured, or if he have used almost all his magi power the game master tells him this in words not containing numbers at all, then the player must decide if he want to keep fighting or seek help, or if he wants to try to cast another spell or not before he have waited some time. This play style give the game master much to keep up with, but can be really awarding for the whole group in the long run.

Measurements, Weights & Temperature

We use the Metric system for measurement and weight in this game. For temperature we use the Celsius system. If you need to convert these to Imperial measurements and Fahrenheit and don't know how to there are plenty of information about this on the Internet, and in many dictionaries.

Fractions

When dividing a number you may get a fraction. In all these cases you should always round up unless the text says otherwise. Mostly it is when figuring out secondary attributes fractions will play a role, but there can also be fractions from other things in the game.

1 - Game System

This game system is created to be as easy as possible. Most rolls that are made while playing are skill rolls, to see if the player characters and the non-player characters succeed or fail with an action. There are also attribute rolls and resistance rolls that work just like skill rolls. Lastly we have the damage rolls that are rolled with a number of d6 to find out how much damage a player character or non-player character inflicts when an attack is successfully performed.

Dice

There are only two different types of dice in this game. Two ten-sided dice (d100) is used for skill, attribute and resistance rolls, and sometime for table rolls. The six-sided die (d6) is used mostly for damage rolls, but also for some other rolls. If there is a number noted before the die type, 2d6 for example, this number shows how many dice to roll. Sometimes there will be a modification to the die rolls, 2d6+2 or 4d6-3 for example, that shows how the final die result should be modified.

1d100

A d100 is rolled with two ten-sided dice where the first show the tens-column and the second show the ones-column. A result of 3 and 7 reads as 37, a result of 0 and 5 reads as 5, a result of 0 and 0 reads as 100, and so on. To make this easier you can use two d10 with different colours, and decide which one are the tens and which one are the ones.

Skill, Attribute & Resistance Rolls

All these rolls are done with a d100 where all results equal to, or below, the skills, attributes or resistance %V mean success and all the results above the %V mean failure. The die result 01-05 is always a success, and the die result 96-00 is always a failure, no matter how high or low the actual chance of success is.

Modifications

Sometimes the skills or attributes chance of success must be adjusted if the task is easier or harder than normal. See the table below for common situations when skills and attributes chance of success are modified. The game master is always the judge of how easy or hard a task should be.

Attributes & Skills	Modification
Routine	+60
Very easy	+40
Easy	+10
Average	±0
Below average	-10
Hard	-20
Very hard	-40
Extremely hard	-60
Absurd	-75

Critical Success

All d100 rolls for skills, attributes and resistance have a chance to be a critical success. If the roll is below or equal to the skill, and the ones-column die result is 5 or 0 the roll is a critical success. Lets say that the player character have a chance of 35% to succeed with a skill. All results of 05, 10, 15, 20, 25, 30 and 35 would be a critical success. A critical success means that the player character really shines.

Critical Failure

All d100 rolls for skills, attributes and resistance have a chance to be a critical failure. If the roll is above the skill, and the ones-column die result is 5 or 0 the roll is a critical failure. Lets say that the player character have a chance of 65% to succeed with a skill. All results of 70, 75, 80, 85, 90, 95 and 00 would be a critical failure. A critical failure means that the player character has failed miserably, and it can even lead to personal injuries.

Initiative Rolls

The initiative roll is used to see whom among the player characters and non-player characters act first in a situation. The initiative roll is made with a d10 and the attribute rank for quickness is added to the result. The character with the highest initiative acts first, then the one with the next highest, and so on. If two characters have the same initiative a new d10 (don't add quickness attribute) is rolled between them to see who acts first.

2 - Player Character

The first thing to do when creating a player character is to choose what race to play. Each race has advantages and disadvantages compared to each other. Each race has racial skills that the player character gets a skill rank of 1d6 to, these skills is listed below. Racial abilities and drawbacks are also listed below. Read about the different races below and choose which one to play.

Human

Human is the easiest race to play. We all know how humans work, and how to play one. A human can be of any complexion and have any hair and eye colour. The average height for humans is around 160 cm to 200 cm and the average weight is around 50 kg to 90 kg. Humans can have any occupation and can be of any religion. The average life span for humans is around 60 to 80 years.

Racial Skills: Catch, Climb, Hide, Jump, Stalk, Throw, Brawling and Dodge

Racial Abilities: None

Racial Drawbacks: None

Half-Elf

Half-Elf is the result from an elf and human. A half-elf can have any physical looks from both races, but they always get the elven eyes and their ears are slightly pointed. The average height for half-elves is around 150 cm to 180 cm and the average weight is around 40 kg to 80 kg. Half-elves can have any occupation and can be of any religion. The average life span for half-elves is around 250 to 500 years.

Racial Skills: Same as human or elf, depending on growing up environment.

Racial Abilities: Night Vision, like a cat. Need a light source to see well, stars, moon etc. Can't see any better than humans in pitch black. Good resistance against diseases, +10 to resistance value.

Racial Drawbacks: Fear of dying, each year above 100 years old, the half-elf must roll above 15 with a d100. If the roll is 15 or lower the half-elf will go into a shell of self-pity from fear of dying for 2d6 months, and is very hard to get close to. During this time the half-elf often want to seek out elves, and try to get the answer to why he ages, and they not.

Elf

Elves mostly live in forests where they build their cities up in the treetops. They are good rangers and magicians, but can be of most occupation, and think of them self as protectors of Mother Nature. Elves complexion is usually fair, and their hair is often white, sandy, red or brown, but some have darker hair colour also. Their eyes have the same shape as cat's eyes, and are usually green, violet or yellow. Elves have slightly pointed ears. The average height for elves is around 140 cm to 170 cm and the average weight is around 40 kg to 70 kg. Elves religions are usually nature and animal gods, with Mother Nature as the main piety. Elves are immortal, and can only be killed by physical force or due to sickness, and they always keep their youthful appearance.

Racial Skills: Catch, Climb, Fauna Lore, Flora Lore, Hide, Jump, Orientation, Stalk, Throw, Time Sense, Bow and Dodge

Racial Abilities: Night Vision, like a cat. Need a light source to see well, stars, moon etc. Can't see any better than humans in pitch black. Good resistance against diseases, +20 to resistance value.

Racial Drawbacks: Training time is doubled for elves because they live so long, and don't see time as any problem, they aren't in any hurry to master a skill or attribute by training. Most elves only learn the basics by training if they need to, and then master a skill by practical use. An elven saying is that if you must study to master a skill, do you really need that skill?

Dwarf

Dwarves usually live in the mountains, in great halls and towns. They work in stone and metal, and are considered one of the best smiths in the world. A dwarf can be of any complexion and have any hair and eye colour. All male dwarves have a beard, this show that they no longer are a child, a dwarf is thought of as a child until he get his beard. Female dwarves have no beard, but many think that they do. The average height for dwarves is around 100 cm to 120 cm and the average weight is around 60 kg to 100 kg. Dwarves mostly belong to the Mother Nature piety, but can belong to other religions as well. The average life span for dwarves is around 250 to 300 years.

Racial Skills: Catch, Climb, Evaluate, Hide, Jump, Stalk, Throw, Axe or Hammer or Sword and Dodge

Racial Abilities: Dark Vision, can see very well if there's a light source, and can see in pitch black, but no more than at an arms length away.

Racial Drawbacks: Most dwarves doesn't like open water and boats. They easily get sea sick, and think it's unnatural to sail on the seas. Dwarves also have a hard time when trying to learn how to ride, and mostly try to avoid horses, unless they can use a wagon. They get a negative modification of -15 when trying to ride.

Halfling

Halflings live in small villages where they work with agriculture and other normal things. Most halflings doesn't care much for the world outside their village, and most are not interested in adventures. Halflings can be of any complexion and have any hair and eye colour. Halflings never use shoes or boots of any sort. Halfling feet are

covered with more hair than humans, and the sole have a harder skin. The average height for halflings is around 80 cm to 100 cm and the average weight is around 30 kg to 50 kg. Halflings mostly doesn't care much for religions and such, but they have great respect for other people's religions. The average life span for halflings is around 125 to 150 years.

Racial Skills: Catch, Climb, Hide, Jump, Stalk, Throw, Dodge and Sling

Racial Abilities: Fast Reactions, +1d6 to all initiative rolls.

Racial Drawbacks: Most halflings like the good things in life, food, wine and beer. They have habits that they are used to from very early age. They eat breakfast when they wake up, after breakfast an hour or two later, lunch two to three hours later, dinner three to four hours later, supper three to four hours later and before bed snack before they go to bed. And often they eat something between all meals. This is not really a drawback for them, but can be thought of as a drawback for other races because the halflings usually never miss a meal, and can't understand why others doesn't understand how important this is. Can only use small and medium weapons.

Gnome

Gnomes can be found in most human cities and towns where they work as crafters and inventors. But there are also a few gnome settlements in the world. These settlements aren't big, and mostly contain shops and crafters. Gnomes usually don't like agriculture and other normal work, that's one of the reasons that they have moved out to live in human cities and towns. Gnomes can be of any complexion and have any hair and eye colour. The average height for gnomes is around 70 cm to 100 cm and the average weight is around 30 kg to 50 kg. Almost all gnomes think of religion as something bad, and don't want to be involved in the affairs of the Gods. The average life span for gnomes is around 150 to 200 years.

Racial Skills: Catch, Climb, Evaluate, Hide, Jump, Stalk, Throw and Dodge

Racial Abilities: Very handy with tools, all craft skills, that require tools to build things, %V +10.

Racial Drawbacks: Gnomes often want to check how machinery and other technical items work unless they already know it, and often pick apart different items to see how they work. This can be very annoying to other races if they are involved with gnomes in some way. It's very hard to get a gnome to listen to others when they have found something that they don't understand, and are in the process of picking apart the item, and rebuilding it to try to get it to function better than before. Can only use small and medium weapons.

Half-Orc

Half-Orcs are the result of an orc and human. The half-orc can have the physical looks from both races, but usually look more human than orcish. Sometimes orcs steal the child away to be raised by orcs, if they know that it's a half-orc, but most of the times half-orcs are raised by their human mother or killed after birth. The average height for half-orcs is around 150 cm to 180 cm and the average weight is around 60 kg to 90 kg. Half-Orcs can be of any religion. The average life span for half-orcs is around 50 to 70 years.

Racial Skills: Same as human or orc, depending on growing up environment.

Racial Abilities: Dark Vision, can see very well if there's a light source, and can see in pitch black, but no more than at an arms length away.

Racial Drawbacks: Bright light sources give them a penalty of -5 to all skills and attributes chance of success.

Orc

Orcs are a fierce race that lives in deep forests and mountains in small clans. They have many racial enemies and the elf and human is their worst one. Orcs usually have yellow eyes, pointed ears and dark or brownish skin. Many orcs have tusks. They usually don't have any facial hair. The average height for orcs is around 140 cm to 180 cm and the average weight is around 60 kg to 100 kg. One thing that makes orcs hated by most other humanoid races is that they usually eat the fallen enemies, and prisoners. Orcs is usually not religious, but they may pray to some dark god if they feel the need to do so. The average life span for orcs is around 40 to 60 years.

Racial Skills: Catch, Climb, Hide, Jump, Orientation, Stalk, Survival, Throw, Brawling, one Melee combat skill and Dodge.

Racial Abilities: Dark Vision, can see very well if there's a light source, and can see in pitch black, but no more than at an arms length away.

Racial Drawbacks: Bright light sources give them a penalty of -15 to all skills and attributes chance of success.

Troll

Trolls are big humanoids with large noses and pointed ears. Their eyes and hair can have any colour. And most trolls have a grotesque appearance compared to humans. They usually live alone or with their family in forests or mountains, where they hunt and sleep. Trolls are very protective of their territory and won't stop at nothing to chase invaders out. Most other humanoid races think of trolls as evil, but that's not always the truth. The average height for trolls is around 220 cm to 280 cm and the average weight is around 150 kg to 300 kg. Trolls don't belong to any religion. The average life span for trolls is around 150 to 300 years.

Racial Skills: Catch, Climb, Hide, Jump, Stalk, Throw, Brawling and Dodge

Racial Abilities: Very strong attack, damage bonus +3. Dark Vision, can see very well if there's a light source, and can see in pitch black, but no more than at an arms length away.

Racial Drawbacks: Weak intellect, -20 to chance of success when trying to solve problems.

Ogre

Ogres is said to be of troll breed, but no one know if this is true. Their appearance is that of a troll, but with more human traits and not as grotesque, and not as large as a troll. Ogres live in small clans in deep forests and mountains. Some ogres have moved to human areas, and have been accepted there, but this is not common. Many think that ogres are evil, but this is not true, they aren't too different from humans and they hate orcs and goblins just as much as humans and elves. The average height for ogres is around 190 cm to 250 cm and the average weight is around 130 kg to 180 kg. Ogres can be of any religion, but mostly they don't care much about such things. The average life span for ogres is around 90 to 140 years.

Racial Skills: Catch, Climb, Hide, Jump, Stalk, Throw, Brawling and Dodge

Racial Abilities: Strong attack, damage bonus +2.

Racial Drawbacks: Weak intellect, -10 to chance of success when trying to solve problems.

Goblin

Goblins are a small fierce race that seems to be brought here only to do mischief, fight and plunder. Goblins live in small clans in deep forests and mountains. Goblins are slender creatures with dark or brownish skin. Their eyes are usually green or yellow, and their hair can be of any colour. They have long pointed ears, small noses and a mouth full of sharp teeth. The average height for goblins is around 60 cm to 90 cm and the average weight is around 30 kg to 50 kg. Goblins are usually not religious, but they may pray to some dark god if they feel the need to do so. The average life span for goblins is around 50 to 70 years.

Racial Skills: Catch, Climb, Hide, Jump, Stalk, Throw, Brawling, one Melee combat skill and Dodge

Racial Abilities: Dark Vision, can see very well if there's a light source, and can see in pitch black, but no more than at an arms length away.

Racial Drawbacks: Quick to Anger and Paranoia, most goblins doesn't trust nobody but them self. Can only use small and medium weapons.

Dark-Elf

Dark-Elves mostly live in mountain halls deep under the mountains. They are good magicians and very dangerous fighters, but can be of most occupation. They are considered evil by most other humanoid races, and think of them self as the superior race. Dark-Elves complexion is usually greyish, and their hair is mostly white. Their eyes have the same shape as cat's eyes, and are usually violet or yellow. Dark-Elves have slightly pointed ears. The average height for dark-elves is around 140 cm to 170 cm and the average weight is around 40 kg to 70

kg. Dark-Elves religions are usually dark gods. Dark-Elves are immortal, and can only be killed by physical force or due to sickness, and they always keep their youthful appearance.

Racial Skills: Catch, Climb, Craft (torture), Hide, Jump, Stalk, Throw, Time Sense, Abjuration, Brawling and Dodge.

Racial Abilities: Total Dark Vision, can see very well in pitch black.

Racial Drawbacks: Bright light sources give them a penalty of -20 to all skills and attributes chance of success.

Attributes

There are ten attributes in this game - strength, constitution, dexterity, quickness, intelligence, self-discipline, aura, perception, intuition and presence. The attribute rank is rolled up with a set number of d6 according to the tables below when creating a new player character of the listed race. Player characters that have started with a lower attribute can raise it by training and hard work later in life. If any attribute rank for some reason is lowered to 0, or a negative number, the character dies.

Attribute	Human	Half-Elf	Elf	Dwarf	Halfling	Gnome
Strength	3d6	3d6-1	3d6-2	3d6+3	2d6	2d6
Constitution	3d6	3d6	3d6-1	3d6+2	3d6-2	3d6-2
Dexterity	3d6	3d6+1	3d6+2	3d6-2	3d6+3	3d6
Quickness	3d6	3d6+1	3d6+1	3d6-1	3d6+2	3d6
Intelligence	3d6	3d6	3d6	3d6	3d6	3d6+3
Self-Discipline	3d6	3d6	3d6	3d6	3d6	3d6
Aura	3d6	3d6+2	3d6+3	3d6-2	3d6+1	3d6
Perception	3d6	3d6+1	3d6+1	3d6	3d6	3d6+2
Intuition	3d6	3d6	3d6	3d6+1	3d6	3d6+1
Presence	3d6	3d6+1	3d6+2	3d6	3d6	3d6

Attribute	Orc	Half-Orc	Troll	Ogre	Goblin	Dark-Elf
Strength	3d6	3d6	4d6	3d6+3	2d6	3d6-2
Constitution	3d6+3	3d6+2	4d6	4d6	3d6-2	3d6-1
Dexterity	3d6-2	3d6-1	3d6-2	3d6-1	3d6+2	3d6+2
Quickness	3d6-2	3d6-1	3d6-2	3d6-1	4d6	3d6+1
Intelligence	3d6-2	3d6-2	3d6-2	3d6-2	3d6-2	3d6
Self-Discipline	3d6	3d6	3d6	3d6	3d6	3d6+1
Aura	2d6+1	3d6-2	2d6-1	2d6-1	3d6	4d6
Perception	3d6+2	3d6+1	3d6	3d6	3d6	3d6
Intuition	3d6	3d6	3d6	3d6	3d6	3d6
Presence	2d6	3d6-2	2d6	2d6	2d6	3d6+1

Strength

This attribute shows the player characters physical strength. Attribute rolls are made when the player character need to use strength to accomplish something.

Constitution

This attribute shows the player characters health and stamina. Attribute rolls are made when the player character is injured or runs a risk to become fatigued.

Dexterity

This attribute shows the player characters dexterity and balance. Attribute rolls are made when the player character need to use dexterity to accomplish something.

Quickness

This attribute shows the player characters quickness with physical manoeuvres. Attribute rolls are made when the player character need to do something fast, and to see who, if more than one is involved, act first.

Intelligence

This attribute shows the player characters intelligence and memory. Attribute rolls are made when the player character need to figure out a problem, or remember something.

Self-Discipline

This attribute shows the player characters mental strength. Attribute rolls are made when the player character face terror and boredom, and other similar things.

Aura

This attribute shows the player characters magical and supernatural strength. Attribute rolls are made when the player character try to figure out how to get a magical item working, and what it can do. No more than one roll per day may be made.

Perception

This attribute shows the player characters perception. Attribute rolls are made when the player character try to find something by using the senses.

Intuition

This attribute shows the player characters sixth sense. Attribute rolls are made when the player character has a chance to feel that something is wrong, or when walking into an ambush and things like that.

Presence

This attribute shows the player characters presence. Attribute rolls are made when the player character need to use sex appeal or charm someone. Trying this on other races can be twice as hard, game masters discretion.

Attributes %V

%V stands for percentage value, or chance of success. This is the value that all attribute rolls are checked with. See the table below for the attributes %V. All attribute rolls are made in the same way as normal skill rolls, explained in the first chapter. These rolls are only made when there is absolutely no skill that can be used to perform the task needed. The game master decides when and why an attribute roll must be made, and what happens with success and failure results.

Rank	%V	Rank	%V
1	5%	11	53%
2	10%	12	56%
3	15%	13	59%
4	20%	14	62%
5	25%	15	65%
6	30%	16	67%
7	35%	17	69%
8	40%	18	71%
9	45%	19	73%
10	50%	20	75%

For attribute ranks above 20 each new rank is equal to 1% in %V.

Attributes Experience Dice

Attributes experience dice, shortened to ED on the player character sheet, are the same combination of dice that was used to roll up your attribute ranks for the chosen race. The result from these dice must be above or equal to the current attribute rank to raise rank by +1. An attribute rank can never be raised above the racial maximum.

Training

An attribute can only be raised by training or practical use. To get an experience roll from training the attribute must be trained during one month to get a chance to raise the attribute rank by +1. Roll the same amount of d6 with the race modifications, as when creating the player character. If the result is above or equal to the current

attribute rank the rank is raised by +1. An attribute rank can never be trained above the racial maximum for the attribute.

Practical use of Attributes

When working or using an attribute in a mundane way they can rise over time. An attribute gets an instant experience roll after three months of practical use. For this to occur the player character must use the attribute daily during this time.

Secondary Attributes

When the attributes have been rolled up you have the base for your player character. Now it's time for the secondary attributes that always is calculated from the normal attributes, and sometimes modified with a die roll. There are ten different secondary attributes - critical level, magi power, damage bonus, actions / round, movement, resistance against disease, poison, magic, and terror, and lastly fate.

Critical Level

The critical level is equal to the player characters constitution rank plus 1d6. If the damage from a single injury is equal to, or above, the characters critical level it means that this is a severe injury, and it will lead to bleeding, and if an arm or leg is hit it means that it is cut off, or so severely injured that it needs to be amputated. A severe injury that hits the head will also lead to unconsciousness for 3d6 x1d6 minutes. If the total damage points from many injuries reaches above critical level multiplied by two, the character will die within 3d6 minutes unless the injuries are healed in some way. Damage points must be below or equal to critical level times two for the character to survive. Round up the percentage numbers of critical level if you get a decimal when calculating the different levels of injuries on your player character sheet. Critical level is shortened to CL on the sheet for this.

Total Damage Points Lost	Penalty*	Effect
Critical Level x0.5	±0	None
Critical Level x1.0	-10	None
Critical Level x1.5	-20	None
Critical Level x2.0	-30	Unconsciousness for 3d6 x1d6 minutes
Above Critical Level x2.0		Unconsciousness and Death within 3d6 minutes.

* This penalty is for all chance of success with skill and attribute rolls.

Bleeding: Severe injuries cause heavy bleeding until stopped with a successful physics roll, and will continue to inflict 1 damage point each round. This can lead to a swift death unless treated very fast.

Infections: Each day when injured a constitution roll must be rolled for each injury. If the roll are unsuccessful for an injury it is infected and will not heal that day, and a new constitution roll with halved chance of success must be successfully rolled to fight the infection. The roll to fight an infection is done each new day after the first. Infections will hinder the body to heal until it's fought, and will spread by doing 1 damage point each new day not fought. If damage from an infection worsens the damage of the injury to 100% of critical level, the character dies from the infection. The only way to stop an infection this serious is to amputate the body part before it spreads this much.

Natural Healing: When injured note each wound separately. Natural healing gives back 1d2-1 damage points each day per injury. This means that some days no damage points are healed, and some days they are. This way you never know exactly how long it may take for a wound to heal.

Hit Location: Each time a character is injured the player should roll on the hit table below to find out if the attack landed on a vital part of the body or a non-vital.

1d100	Location	Special
01-10	Head	Constitution roll to not become stunned* rest of this round and the next.
11-20	Left Arm	Dexterity roll to not drop weapon held in left hand, if any.
21-30	Right Arm	Dexterity roll to not drop weapon held in right hand, if any.
31-35	Left Hand	Dexterity roll to not drop weapon held in left hand, if any.
36-40	Right Hand	Dexterity roll to not drop weapon held in right hand, if any.
41-70	Torso	Strength roll to not be knocked back 1d2 meters.
71-80	Left Leg	Dexterity roll to not fall to the ground.

81-90	Right Leg	Dexterity roll to not fall to the ground.
91-95	Left Foot	Dexterity roll to not get movement halved for 1d6 rounds.
96-00	Right Foot	Dexterity roll to not get movement halved for 1d6 rounds.

* Stunned characters can't do anything but defend with half their %V.

Non-Humanoids: The hit table above is only used for humanoid races and creatures. For other types of creatures use the table below to find out if the attack landed on a vital part of the body or a non-vital. With the hit table below the game master must decide exactly where the attack landed and if he should use the special penalty for this creature or beast, or not.

1d100	Location	Special
01-35	Arm, hand, leg, foot, wing, tail	Dexterity roll to not become unbalanced, -20 to the next action.
36-75	Chest, abdomen, groin, back	Strength roll to not be knocked back 1d6 meters.
76-00	Head, face, neck, throat, spine	Constitution roll to not become stunned, as for humanoids.

Magi Power

The base magi power is equal to the player characters aura rank plus 1d6. Magi power can permanently change during play, even if the aura attribute doesn't change. Each time a spell is cast 1d6 magi power is used. If the magi power should fall to 0 or a negative number the player must roll 1d100, see the table below for what happens. Magi power is regenerated at the pace of one per hour.

1d100	Result
01-10	The character die from using too much power at once.
11-30	The character loses one magi power permanently and falls unconsciousness for 1d6 days.
31-50	The character falls unconsciousness until magi power is positive again.
51-75	The spell is cast, but the character will feel very tired until magi power is positive again.
76-95	The spell is cast, and the character get one magi power permanently.
96-00	The spell is cast, and the character get two magi power permanently.

Damage Bonus

Player characters with a high value in the strength attribute rank have a damage bonus that is added to melee, thrown and bow attack damage rolls. There are three weapons that the damage bonus never is added for, crossbows, slings and blowpipes. For all other attack types see the table below.

Strength	Melee	Missile	Strength	Melee	Missile
14-15	1	none	41-45	9	8
16-17	2	1	46-50	10	9
18-19	3	2	1-55	11	10
20-22	4	3	56-60	12	11
23-25	5	4	61-65	13	12
26-30	6	5	66-70	14	13
31-35	7	6	71-75	15	14
36-40	8	7	76+	15	15

Actions / Round

The dexterity and quickness attribute ranks added together show how many actions a player character can perform each round. When it comes to defensive manoeuvres they must be announced before the opponents attack roll is made, there's no way a character can tell if an attack is successful or not before it actually strikes. An action can be an attack, a defensive manoeuvre, drawing a weapon, casting a spell, throwing something, moving to a new position close by, and so on. Shouting orders and such doesn't count as an action. Add dexterity and quickness and check the table below for the player characters actions per round. A player character can use all his actions after each other or save some actions for later use during the same combat round.

Value	Actions
2-10	1
11-20	2
21-30	3
31-40	4

41, up

5

Movement

Quickness attribute rank divided by two (round up) is equal to how many meters a player character can move during one combat round, to figure out how long a player character can move during one action divide his movement with his number of actions. Longer travel and movement don't fall under this secondary attribute; this is only for actions during a combat round.

Resistance, Disease

Resistance against disease is equal to constitution attribute rank x3. A resistance roll is made with a d100, and if the result is equal or below the resistance value the player character have successfully resisted. If the resistance roll fails the disease affects the player character.

Resistance, Poison

Resistance against poison is equal to constitution attribute rank x3. A resistance roll is made with a d100, and if the result is equal or below the resistance value the player character have successfully resisted. If the resistance roll fails the poison affects the player character.

Resistance, Magic

Resistance against magic is equal to aura attribute rank x3. A resistance roll is made with a d100, and if the result is equal or below the resistance value the player character have successfully resisted. If the resistance roll fails the player character is affected by the spell. Resistance against magic is only used for mental spells, no resistance roll is made for spells that do physical damage, like fireball, bolts, and the like.

Resistance, Terror

Resistance against terror is equal to self-discipline attribute rank x3. A resistance roll is made with a d100, and if the result is equal or below the resistance value the player character have successfully resisted. If the resistance roll fails the player must roll on the table below to find out how the player character acts, and what happens to him.

1d6

Terror

- | | |
|---|--|
| 1 | Struck by fear, but may act with a penalty of -5 to all chance of success the next hour. |
| 2 | Struck by fear, but may act with a penalty of -10 to all chance of success the next hour. |
| 3 | Struck by fear, but may act with a penalty of -15 to all chance of success the next hour. |
| 4 | Looses consciousness for 1d6 minutes, have a penalty of -20 during the next hour. |
| 5 | Frozen by fear, can't move during 1d6 minutes, have a penalty of -25 during the next hour. |
| 6 | Mental overload, the character gets 1 insanity point. Roll on the table below one time. |

1d6

Mark of Fear (Permanent)

- | | |
|---|---|
| 1 | The character develops a phobia against what scared him; future terror resistance is -10. |
| 2 | The character develops a phobia against what scared him; future terror resistance is -15. |
| 3 | The character develops a phobia against what scared him; future terror resistance is -20. |
| 4 | The character develops a phobia against what scared him; future terror resistance is -25. |
| 5 | Mental overload, the character gets one insanity point. The character's hair turns white. |
| 6 | The character heart stops beating, and he dies within 3d6 minutes. |

Fate

Intuition attribute rank is equal to the player characters fate. Fate rolls are made with a d100, and if the result is equal to or below this value fate smiles on the player character. Fate rolls are only made as a last way out, and it's always the game master who decides if a roll is to be made or not. Example on when to use fate is when the player character is dying, captured with no way to escape, when the player character fall of a cliff, or anything else that is sure to end the player characters life or freedom in any way. Fate can be good to the player characters or bad, that's why it's called fate. No more than one roll may be made for one and the same situation. Fate can also show who gets attacked first, or who are always contacted for work and other positive things in a group.

Native Language

All player characters have a skill rank of 2d6+6 in their native language. This doesn't mean that they can read and write, only speak and understand. Some player characters get a bonus to their read and write skill for their native language, see background tables below.

Region Lore

All player characters have a skill rank of 2d6+6 in the skill region lore for their home area.

Background

There is a table for each player race below. Roll one time on the table for the race you have chosen to play, and write down the background skills, social status and culture for your player character. Each skill in the table gets a skill rank bonus of 1d6. Half-Elf characters roll on either human or elf depending on growing up environment and Half-Orc characters roll on either human or orc depending on growing up environment. Note that this is the player characters family background, and has nothing to do with his occupation choice after growing up. The player character also gets starting money from this table.

Human (1d100)

01-10: Agricultural serf

Starting money: 1d6 bronze coins

Skills: Agriculture, Animal Handling, Fauna Lore and Flora Lore

11-20: Farmer

Starting money: 1d6 x10 bronze coins

Skills: Agriculture, Animal Handling, Bargain, Drive Wagon, Fauna Lore, Flora Lore and Ride

21-30: Mansion Servant

Starting money: 3d6 x10 bronze coins

Skills: Craft (cooking), Drive Wagon, Heraldry, Read / Write native language and Ride

31-40: Fisherman / Sailor

Starting money: 3d6 x10 bronze coins

Skills: Navigation, Row / Canoe, Sail and Swim

41-50: Soldier

Starting money: 3d6 x10 bronze coins

Skills: Heraldry, Law, Orientation, Physics, Ride, Survival, and two Combat skills

51-60: Crafter

Starting money: 3d6 x10 bronze coins

Skills: Bargain, two Craft skills, Drive Wagon, Evaluate, Read / Write native language and Ride

61-70: Trader

Starting money: 3d6 x10 silver coins

Skills: Bargain, Drive Wagon, Evaluate, Heraldry, Law, Mathematics, Read / Write native language and Ride

71-80: Priest

Starting money: 3d6 x10 silver coins

Skills: Heraldry, History, Law, Read / Write native language, Ride and Theology

81-90: Magician / Scholar

Starting money: 3d6 x10 gold coins

Skills: Geography, Heraldry, History, Read / Write native language and Ride

91-00: Noble / Royal

Starting money: 3d6 x20 gold coins

Skills: Dance, Geography, Heraldry, one Instrument, Law, Read / Write native language, Ride and Sing

Elf (1d100)

01-10: Dreamer (no occupation, mostly dreams of the old ages)

Starting money: 1d6 bronze coins

Skills: History, Read / Write native language, Sing and Time Sense

11-20: Wanderer (no occupation, mostly wanders around without any goal)

Starting money: 1d6 x10 bronze coins

Skills: Geography, Physics, Read / Write native language and Survival

21-30: Warrior

Starting money: 3d6 x10 bronze coins

Skills: Heraldry, Law, Physics, Read / Write native language, Survival and two Melee combat skills

31-40: Ranger

Starting money: 3d6 x10 bronze coins

Skills: Camouflage, Physics, Read / Write native language, Survival, Track and one Melee combat skill

41-50: Trader

Starting money: 3d6 x10 bronze coins

Skills: Bargain, Evaluate, one Language skill, Mathematics and Read / Write native language

51-60: Crafter

Starting money: 3d6 x10 bronze coins

Skills: Bargain, two Craft skills, Evaluate, one Language skill and Read / Write native language

61-70: Healer / Magician

Starting money: 3d6 x10 silver coins

Skills: one Language skill, Physics, Potions, Read / Write native language, Survival and Abjuration

71-80: Scholar

Starting money: 3d6 x10 silver coins

Skills: Geography, Heraldry, History, one Language skill, Read / Write native language and two Lore skills

81-90: High Council Member

Starting money: 3d6 x10 gold coins

Skills: Geography, Heraldry, History, Law and Read / Write native language

91-00: Royal / Elderman

Starting money: 3d6 x20 gold coins

Skills: Geography, Heraldry, History, Law, Read / Write native language and Tactics

Dwarf (1d100)

01-10: Miner

Starting money: 1d6 bronze coins

Skills: Craft (mining), Craft (stone working), Lore (stones) and Lore (metals)

11-20: Worker

Starting money: 1d6 x10 bronze coins

Skills: one Craft skill, Drive Wagon and Physics

21-30: Head Miner

Starting money: 3d6 x10 bronze coins

Skills: Craft (mining), Craft (stone working), Lore (caves), Lore (stones) and Lore (metals)

31-40: Head Worker

Starting money: 3d6 x10 bronze coins

Skills: one Craft skill, Drive Wagon, Physics and Read / Write native language

41-50: Warrior

Starting money: 3d6 x10 bronze coins

Skills: Heraldry, Law, Orientation, Physics, Read / Write native language, Survival, Shield and Crossbow

51-60: Tracker / Hunter

Starting money: 3d6 x10 bronze coins

Skills: Camouflage, Orientation, Physics, Read / Write native language, Survival, Track, Bow, Javelin and Spear

61-70: Crafter

Starting money: 3d6 x10 silver coins

Skills: Bargain, three Craft skills, Drive Wagon, Mathematics and Read / Write native language

71-80: Trader

Starting money: 3d6 x10 silver coins

Skills: Bargain, Drive Wagon, one Language skill, Mathematics and Read / Write native language

81-90: Clan Headman

Starting money: 3d6 x10 gold coins

Skills: Heraldry, History, one Language skill, Law and Read / Write native language

91-00: King / Royal

Starting money: 3d6 x20 gold coins

Skills: Geography, Heraldry, History, one Language skill, Law, Read / Write native language and Tactics

Halfling (1d100)

01-10: Servant

Starting money: 1d6 bronze coins

Skills: Craft (cooking) and Read / Write native language

11-20: Worker

Starting money: 1d6 x10 bronze coins

Skills: Agriculture, Animal Handling, one Craft skill, and Read / Write native language

21-30: Fisherman

Starting money: 3d6 x10 bronze coins

Skills: Row / Canoe, Sail, Swim and Read / Write native language

31-40: Shop Keeper

Starting money: 3d6 x10 bronze coins

Skills: Bargain, Evaluate, Mathematics and Read / Write native language

41-50: Crafter

Starting money: 3d6 x10 bronze coins

Skills: Bargain, two Craft skills, Evaluate and Read / Write native language

51-60: Farmer

Starting money: 3d6 x10 bronze coins

Skills: Agriculture, Animal Handling, Bargain, Fauna Lore, Flora Lore and Read / Write native language

61-70: Tavern Keeper

Starting money: 3d6 x10 silver coins

Skills: Bargain, Evaluate, Mathematics and Read / Write native language

71-80: Master Crafter

Starting money: 3d6 x10 silver coins

Skills: Bargain, two Craft skills, Evaluate and Read / Write native language

81-90: Counsellor

Starting money: 3d6 x10 gold coins

Skills: History, one Language skill, Law, Mathematics and Read / Write native language

91-00: Magistrate

Starting money: 3d6 x20 gold coins

Skills: History, one Language skill, Law, Mathematics and Read / Write native language

Gnome (1d100)

01-10: Servant

Starting money: 1d6 bronze coins

Skills: one Craft skill, one Language skill and Read / Write native language

11-20: Errand-Runner

Starting money: 1d6 x10 bronze coins

Skills: one Craft skill, one Language skill and Read / Write native language

21-30: Worker

Starting money: 3d6 x10 bronze coins

Skills: two Craft skills, one Language skill and Read / Write native language

31-40: Scribe / Cartographer

Starting money: 3d6 x10 bronze coins

Skills: one Craft skill, Craft (scribe), Craft (Cartographer), one Language skill and Read / Write native language

41-50: Scholar

Starting money: 3d6 x10 bronze coins

Skills: one Craft skill, Heraldry, History, one Language skill, one Lore skill and Read / Write native language

51-60: Crafter

Starting money: 3d6 x10 bronze coins

Skills: Bargain, four Craft skills, one Language skill and Read / Write native language

61-70: Trader

Starting money: 3d6 x10 silver coins

Skills: Bargain, two Craft skills, one Language skill, Mathematics, and Read / Write native language

71-80: Inventor

Starting money: 3d6 x10 silver coins

Skills: Bargain, four Craft skills, one Language skill, Mathematics and Read / Write native language

81-90: Master Trader

Starting money: 3d6 x10 gold coins

Skills: Bargain, two Craft skills, one Language skill, Mathematics, and Read / Write native language

91-00: Grand Master (Noble)

Starting money: 3d6 x20 gold coins

Skills: Bargain, four Craft skills, one Language skill, Mathematics, and Read / Write native language

Orc (1d100)

01-25: Worker

Starting money: 1d6 bronze coins

Skills: two Craft skills

26-50: Hunter

Starting money: 2d6 bronze coins

Skills: Camouflage, Track and Bow

51-75: Warrior

Starting money: 3d6 bronze coins

Skills: four Combat skills

76-90: Warlord

Starting money: 3d6 x25 bronze coins

Skills: Tactics and four Combat skills

91-00: Chief

Starting money: 3d6 x50 bronze coins

Skills: Tactics and four Combat skills

Troll (1d100)

01-25: No family

Skills: Survival

26-50: Family of 1d6+1

Skills: Survival and Track

51-75: Family of 1d6+2

Skills: Survival, Track and one Combat skill

76-90: Family of 1d6+3

Skills: Survival, Track and two Combat skills

91-00: Family of 1d6+4

Skills: Survival, Track and three Combat skills

Ogre (1d100)

01-25: Worker

Starting money: 3d6 bronze coins

Skills: three Craft skills

26-50: Hunter

Starting money: 3d6 x10 bronze coins

Skills: Camouflage, Track and Bow

51-75: Warrior

Starting money: 3d6 x25 bronze coins

Skills: four Combat skills

76-90: Warlord

Starting money: 3d6 x50 bronze coins

Skills: Tactics and four Combat skills

91-00: Chief

Starting money: 3d6 x100 bronze coins

Skills: Tactics and four Combat skills

Goblin (1d100)

01-25: Worker

Starting money: 1 bronze coin

Skills: two Craft skills

26-50: Hunter

Starting money: 1d6 bronze coins

Skills: Camouflage, Track and Bow

51-75: Warrior

Starting money: 2d6 bronze coins
Skills: three Combat skills

76-90: Warlord

Starting money: 3d6 bronze coins
Skills: Tactics and three Combat skills

91-00: Chief

Starting money: 3d6 x20 bronze coins
Skills: Tactics and three Combat skills

Dark-Elf (1d100)

01-25: Servant

Starting money: 3d6 x20 bronze coins
Skills: two Craft skills, Dance, one Instrument skill, Read / Write native language and Sing

26-50: Crafter

Starting money: 3d6 x25 silver coins
Skills: Bargain, four Craft skills, Evaluate, Read / Write native language

51-75: Soldier

Starting money: 3d6 x25 silver coins
Skills: Physics, Read / Write native language, Survival, Tactics and four Combat skills

76-80: Magician

Starting money: 3d6 x25 gold coins
Skills: Fauna Lore, Flora Lore, Potions, Read / Write native language and four Magical skills

81-95: Noble

Starting money: 3d6 x50 gold coins
Skills: Heraldry, History, two Language skills, Read / Write native language, Theology and two Combat skills

96-00: Royal

Starting money: 3d6 x100 gold coins
Skills: Heraldry, History, two Language skills, Read / Write native language, Theology and two Combat skills

Magical Traits

So you want to be a magician? Magic isn't easy for all, some may not even be able to cast spells even though they have magi power, and some may be able to learn magic in a way that one day will lead them to the path of the Arch Mage. An Arch Mage is a player character that has at least 21 in all twelve magic skills, but it's not an easy goal to achieve. Every player must roll one time on the table below when they create a new player character. The table will give them traits that are either bad or good for their magical skills, and will form their life as a magician, or hinder them in the craft called magic. Write down these traits as either virtues or drawbacks on the player character sheet.

3d6 + Aura Rank

4-7

8-11

12-15

16-19

20-23

24-27

28-31

32-35

36+

Magical Traits

Negative modification to experience rolls for magical skills of -6*

Negative modification to experience rolls for magical skills of -4*

Negative modification to experience rolls for magical skills of -2*

No penalty to experience rolls for magical skills

No penalty to experience rolls for magical skills and +1 Magi Power**

No penalty to experience rolls for magical skills and +1d2 Magi Power**

No penalty to experience rolls for magical skills and +1d3 Magi Power**

Bonus to experience rolls for magical skills of +1 and +1d6 Magi Power***

Bonus to experience rolls for magical skills of +2 and +1d6 Magi Power***

* You have no knack for magical skills, and should leave that art to the more capable.

****** You have powerful magical powers and will probably do well as a magician if you train and study hard.

******* You have a knack for magic and is probably the seventh son of a seventh son, or daughter. If you choose the way of magic, and study hard, you will probably be an Arch Mage some day.

Virtues & Drawbacks

The player may choose to have up to three virtues when creating his player character, but every virtue also give the player character 1d6 insanity points. To lower the insanity points the player need to get drawbacks for his player character, but is not obligated to do so unless he wants to. Each drawback lowers the insanity points by 2. Drawbacks can never lower the insanity points below 0.

Insanity Points: These points show how close to insanity a character is. If the value is 100 or higher the player character is not normal, in fact he is as strange as they come and some more. Exactly how to play this is up to the player, but it should make the player characters life hard in more than one way. A insane player character is hard to play, and to take this a step further the player must roll a d100 each time the game master announce a insanity check, usually when there's danger or the player character is in a very emotional state. Player characters with a insanity of 91+ must roll one roll daily, the game master decide when during the day. If the result is equal to or below the insanity points the player character will be struck by insanity, and must roll on the table below to see how he acts, the insanity will hold the player character in it's grip 1d100 minutes, or until someone can calm him down with a critical success on a presence or physics roll.

1d6	Insanity*
1	Paranoia, everyone is after you. You must flee and hide, trust no one.
2	Violent behaviour will scream and shout, 50% that he hurts someone.
3	Doesn't respond to anything, but can be lead around, will not talk.
4	Forget what he does will go do something else. Don't recognize his friends.
5	Schizophrenic, have other memories and personality, may know about other personalities.
6	Talks in tongues, people may think he's possessed. Don't know who or where he is.

* +1d6 insanity points each time a roll is done on this table.

When creating a player character he gets 1d6 insanity points per virtue. If the player character get a new virtue for some reason later on in game, he get no insanity points. Insanity points can be raised by one in four ways later in game. 1. When insanity strikes, +1d6 insanity points. 2. When the player character gets the sixth result on the critical failure table for spells, +1 insanity point. 3. When the player character gets the sixth result on the terror table, +1 insanity point. 4. When gaining to many piety points, +1d2, 1d3 or 1d6 insanity points.

Insanity Points	Insanity Level
1-25	The character can control his insanity most of the time.
26-50	The character may fall into insanity now and then, and is often called weird.
51-75	When insanity struck the character acts strange, and can turn at any time.
76-90	Most people think that the character is extremely strange, and that he need help.
91+	Insane in everyone's eyes, and can't be trusted by any except his closest friends.

There are drugs that can keep the insanity at bay, but this is only for the highly insane. They do more harm than good for a character, and the addiction factor is extremely high. If an insane person stops taking this drugs he will be struck by insanity much worse than before.

Virtues

1d6 Insanity Points / Virtue when creating a Player Character

Roll 1d100 to find out what kind of virtue the player character get.

01-03: Ambidextrous: The player character can use both hands simultaneous, and doesn't need to raise the *two weapon* skill to dual wield weapons in combat. Ambidextrous player characters get one extra action that can be used for an attack or a defensive manoeuvre with a weapon.

04-06: Animal Companion: The player character has an animal companion that is very intelligent for an animal. The companion will follow the player character everywhere he goes, and can do simple tasks. If the

animal would die an unnatural death the player character will become very sad about it, and will gain 1d6-1 insanity points.

07-09: Close Family Ties: The player characters family are very close to each other, and everyone in the family will do anything they can to help another family member. The player character doesn't need to be worried that he will be left alone to solve his problems, but remember that some day another family member will want to have the help of the player character, and there's no way to not lend a helping hand.

10-12: Common Sense: Every time the player says that his character will do something that won't work no matter how hard the player character try, or if he is thinking about a problem in the wrong way, the game master will tell the player about this. This virtue is the only way to get help like this from the game master.

13-15: Companion: The player character has a companion that follows him wherever he goes, and helps him as best he can. The companion is faithful to the player character, and would never do anything to go against his master's wishes in any way.

16-18: Divination: With this virtue the player character can foretell the future and see the past. This art is very hard to master, and no one that doesn't have this virtue will be able to even try. Everyone with this virtue get a skill with the same name to a value of 1d6, which is raised with experience later on in game. Normal success with this skill will give the player character a vague image of the future or the past, and a critical success will let the player character see the future or the past exactly how it is. A failure will only give the player character a hint, but not enough to go on, and a critical failure will give the player character a wrong image of the future and the past. The player character never know if he's successful or not, so the game master always roll for divination and tell the player what his character come up with. It is impossible to use divination on your self; it can only be used on others, and no more than one time each month.

19-21: Fast Caster: Player characters with this virtue can cast one spell each action instead of one every second action.

22-24: Fast Healer: Player characters with this virtue heal twice as fast as normal.

25-27: Fast Learner: While training or studying the player character have a bonus of +2 to all experience rolls. This is only used when training or studying, not for normal experience from adventuring.

28-30: Good Hearing: The player character has a very good hearing and gets a bonus of +15 to perception chance of success involving this sense.

31-33: Good Judge of Character: The player character can easily notice what kind of person other characters are most of the times. To success with this the player character must succeed with a roll that's under or equal to half his intuition after spending some time with the other person.

34-36: Good Memory: The player character remembers most things he have heard or read.

37-39: Good Reflexes: The player character acts very fast, and all initiative rolls have a bonus of +3.

40-42: Good Reputation: The player character has a good reputation and can easily get help if needed. To keep this reputation the player character must think about how he acts, and whom he helps. It is very easy to loose a good reputation if you don't keep up the good work.

43-45: Good Resistance: The player character has a bonus to his resistance value of choice, of +15.

46-48: Good Sight: The player character has a sharp sight and gets a bonus of +15 to perception chance of success involving this sense.

49-51: Good Smell / Taste: The player character has a very good smell / taste and gets a bonus of +15 to perception chance of success involving this sense.

52-54: Heir: The player character may not have much wealth at the moment, but there's a heritage waiting for him from someone in his family or from one of his good friends. This heritage can be wealth, land, title and power or just about anything, but no one know when it will be handed over to the player character, it may be

within a year, or as long as twenty years from now. Each year after the player character is started the game master roll a d100, and if the result is 15 or lower the player character get his heritage some time during the next year. This does give the player character some power even though he hasn't gotten his heritage yet.

55-57: High Critical Level: The player character can withstand damage better than normal, and has a bonus of +1d6 to his critical level.

58-60: Influence: People listen when the player character speaks, and he has some influence in the politics and among the leaders of a land. The player character can even become a leader to the people if they need someone to guide them in something, and he has many that look up to him, and treat him like a leader. The player character may want this, but it may also be like this just because something he did in the past, and he may not even want this role.

61-63: Knack: The player character has a knack with one skill, and gets a bonus of +3 to skill rank.

64-66: Light Sleeper: The player character sleeps very lightly, and wakes up very easy. It's extremely hard to sneak up on him while he's sleeping. The player character may roll for perception and intuition while sleeping with no modification to the chance of success.

67-69: Lucky: All skill and attribute rolls of 01-10 are always a success no matter how low the chance of success is.

70-72: Magic Item: The player character has a magic item. It may have been found in the past, or given to him by someone. Exactly how the magical item work is up to the game master, but it cannot be destroyed by any means, and it is attuned to the player character so that he can always find it even if it is stolen or lost in some way.

73-75: Musical Ear: The player character only needs to hear a song or a melody one time, and then he can play it or sing it. This requires that the player character have a musical skill.

76-78: Second Sight: The player character have second sight, he can see ghosts and invisible beings, even when they don't want to be seen. To see these entities the player character must succeed with an intuition roll.

79-81: Strong Attacker: The player character hits hard, and gets a bonus to all damage of +2, added to the normal damage bonus from strength.

82-84: Strong Magical Power: The player character has higher magical powers than normal, and has a bonus of +1d6 to his magi power.

85-87: Visions: The player character has visions that give him some vague information about the future, or what happens right now. These visions can be very strong and every time they occur the player character is unable to do anything else for 1d6 rounds. The visions never come when the player character is involved in something dangerous; they always show while the player character is in a mundane situation with no danger around him. The game master always decide when a vision show, the player character can never force a vision to appear. The game master shouldn't show visions to the player character to often though, they are very rare, but they should always be helpful to the player character, but somewhat difficult to understand.

88-90: Weather Sense: The player character can foresee the weather changes with a successful intuition roll.

91-00: Game Master's Choice: The game master choose a virtue, or let the player choose one freely.

Drawbacks

-2 Insanity Points / Drawback when creating a Player Character
Roll 1d100 to find out what kind of drawback the player character get.

01-03: Allergic: The player character is allergic to something. Every time he is affected by this he get a penalty of -15 to every skill and attribute chance of success for 1d6 hours.

04-06: Bad Hearing: The player character has bad hearing and gets a penalty of -15 to perception chance of success involving this sense.

07-09: Bad Reflexes: All initiative rolls are at -2.

10-12: Bad Reputation: The player character has a bad reputation for something he did in the past, and it is very hard for him to get help. It's not easy to get rid of a bad reputation, only way is to prove that the player character didn't do what ever it was, or do something good that will weight up the bad. But even then most people will look down on the player character. It's harder to forgive and forget than to see the things someone do for others to help.

13-15: Bad Resistance: The player character has a penalty to his resistance value of choice, of -15.

16-18: Bad Smell / Taste: The player character has a bad smell / taste ability and gets a penalty of -15 to perception chance of success involving this sense.

19-21: Bad Sight: The player character has bad sight ability and gets a penalty of -15 to perception chance of success involving this sense.

22-24: Black Sheep: The family don't like the player character and wouldn't do anything at all to help him in any way. According to them the player character has gone against them, and is no longer a member of their family. This drawback mostly gives the player character a bad reputation in the home area.

25-27: Cursed Item: The player character has come over a magical item with a curse. Exactly what the item do is up to the game master. Cursed items always find their way back to the player character because of a forced tie between item and owner, and are always indestructible. To get rid of this tie the item must be in another characters hands and used by him for at least one year. A cursed item often gives a bonus of +10 to something and a penalty of -30 to something else, but can also contain other bonuses and penalties.

28-30: Falling Sickness: The player character suffers from falling sickness (epilepsy), and it may give him attacks of it in any situation. The player character must succeed with a roll that falls below or equal to his half constitution to not have an attack happen some time during each day that the game master roll equal to or below 15 with a d100. The player never know when it will happen, the game master calls a roll some time during the day, and if this attack happens once during a day it may happen again. The game master rolls again for this, and calls it sometime later during the same day. Each time a player character has an attack there is a chance of death (96+ on d100) unless he get help from someone to not swallow his tongue.

31-33: Forgetful: The player character is very forgetful, and will forget most things very fast. He's not stupid though, but may act very distracted and thoughtful most of the hours awake. This can be a hard drawback to play, and may need the intervention from the game master now and then.

34-36: Heavy Sleeper: The player character is a very heavy sleeper, and is very easy to sneak up on while asleep. He doesn't notice much when asleep, and he also needs a minimum of eight hours sleep each night; otherwise he will be grumpy and tired the next day.

37-39: Hypochondriac: The player character always thinks he is sick in some way, and this can be very hard on him and his friends and family. He's always nervous and can't stop the feeling that he may be sick in some way. The constant worry about sicknesses and health lowers the characters average life length with 10%.

40-42: Lisps: The player character has a lisp that makes him hard to understand at stressful situations.

43-45: Low Critical Level: The player character can't withstand physical injuries as good, and have a penalty of -1d6 to his critical level.

46-48: Missing an Ear: The player character has an ear missing, and has a penalty of -20 to perception chance of success involving this sense.

49-51: Missing an Eye: The player character has an eye missing, and has a penalty of -20 to perception chance of success involving this sense.

52-54: Missing Limb: The player character is missing a limb; this can be a finger, a hand, an arm, a toe, a foot or a leg. This doesn't really affect the character more than that he can't do everything the same way as other do

them. The character has adapted to his new life and knows how to get by with certain tasks that once was very hard for him. Everyone with a missing arm, hand, leg or foot has a penalty of -2 to his initiative or movement.

55-57: Obese: The player character is fat and tires fast. After 1d6 rounds of physical strain he get a penalty of -15 to all skill and attribute chance of success. This penalty will be removed after the player character has rested for at least 3d6 rounds.

58-60: Phobia: The player character has a phobia, and the terror resistance value is modified with -10 to -25, roll on the table below to find out this phobias penalty.

1d6	Penalty
1-2	-10, Light Phobia
3-4	-15, Normal Phobia
5	-20, Heavy Phobia
6	-25, Severe Phobia

61-63: Sleepwalker: Each night there's a 35% chance the player character sleepwalks.

64-66: Slow Healer: Player characters with this drawback heal twice as slow as normal.

67-69: Slow Learner: The player character has a hard time learning new things while training and studying. He misunderstands most things, and need to train or study twice as long as normal to get an experience roll. This is only used when training or studying, not for normal experience from adventuring.

70-72: Small Bladder: The player character has a bladder problem, and must empty it often.

73-75: Sterile: The player character is sterile.

76-78: Stutters: The player character stutters, mostly when in stressful situation, but some even in normal situation. The player character must succeed with a roll below or equal to half his self-discipline to be able to say a whole sentence in a stressful situation.

79-81: Unlucky: All skill and attribute rolls of 90-00 are always a failure no matter how high the chance of success is.

82-84: Wanted: There's a price on the player character's head for some crime he did, or did not, do in the past. There may be one or more bounty hunter's after him.

85-87: Weak Attacker: The player character is nervous in combat and doesn't hit very hard, and gets a penalty to all damage of -2, added to the normal damage bonus from strength.

88-90: Weak Magical Power: The player character has low magical power, and has a penalty of -1d6 to his magi power.

91-00: Game Master's Choice: The game master choose a drawback, or let the player choose one freely.

Occupation Skills

There are no occupations *carved in stone* in this game. The player may instead chose ten skills freely and rolls 1d6 for each skill to find out the skill rank. These ten skills show the player characters occupation, or occupations. The player may even roll for skills that have already been given as racial or background skills, and therefore get a skill rank of 2 to 12. This shows great devotion to these skills, and the player character has learned them from a very young age. If the player want a higher skill rank in a skill that he only have as a occupational skill, he may choose to sacrifice another occupational skill to get another d6 bonus to the skill rank. No more than 2d6 may be rolled for any skill. Most skills will have a rank of 1 to 6 though for new player characters. Not many skills will be very high when the player character starts out, and therefore the player character shouldn't be to old.

Occupation Archetypes

Inexperienced players may feel that it is hard to come up with occupations for their player characters with no guideline to follow. Therefore we have added a few archetypes below that can be used by the players as a guideline to what is normal in a fantasy world. There are twenty archetypes described below that can be used as guidelines or as they are for your player characters.

Assassin: The assassin is a hired killer that use any means to get his work done. It can be with arrow, dagger and poison. The assassin mostly works in the cloak of night, and his services don't come cheap. Most assassins belong to a guild who hand out assignments to them, and they get 50 to 75% of the price. The rest goes to the guild. **Skills:** Climb, Disguise, Hide, Pick Locks, Potions, Sign Language (assassin), Stalk, Backstab, Blowpipe or Crossbow and Dagger

Bard: The bard can be of a bard guild or freelance. Most bards can entertain in many different ways, singing, storytelling, juggling, dancing and so on. If the bard is of a guild he usually work together with others, and the guild assign the different jobs, and take a fee of 20-40% of what the bard earn. A freelance bard usually works alone. **Skills:** Craft (storytelling), Dance, two Instrument skills, Juggling, one Language skill, Read / Write native language, Sing, Sleight-of-Hand and one Melee combat skill

Bounty Hunter: The bounty hunter take assignment to hunt down criminals. They often work alone, and get their jobs from sheriffs, and nobles that have been robbed. Their price can vary much, some are cheaper and some are more expensive. Bounty hunters must make them self a name before they can start to get good jobs and awards for their work. **Skills:** Geography, Heraldry, Law, Orientation, Ride, Stalk, Survival, Track and two Combat skills

Crafter: The crafter constructs or creates different items to be sold to others. Most crafters work from a shop in cities or towns, but there is also some that work in small villages. **Skills:** Bargain, four Crafts, Drive Wagon, Evaluate, Mathematics, Read / Write native language and one Skill of choice

Farmer: The farmer uses the land to grow food and herbs. He is also raising animals. A large number of the inhabitants in a land are farmers, or work on a farm. This is the most important business in a fantasy world. **Skills:** Agriculture, Animal Handling, one Craft, Drive Wagon, Evaluate, Fauna Lore, Flora Lore, Ride, and two Skills of choice

Healer: The healer usually work in a city or town where he belong to the Healer's House. There are also healers who travel the lands and give a helping hand where they can. Most villages also have a healer that the villagers can go to for help. **Skills:** Fauna Lore, Flora Lore, one Language skill, Lore (injuries and diseases), Physics, Potions, Read / Write native language and three Skills of choice

Hunter / Tracker: The hunter usually works alone, but may belong to a group of hunters at some times. Often the hunter is hired as a tracker in times of war, and to track wounded or crazed beasts at peace times. Many hunters also work as a protector of the forest owned by a nobleman or a king. **Skills:** Camouflage, Craft (basic skinning and preparing meat), Fauna Lore, Orientation, Physics, Ride, Survival, Track, Bow and one Melee combat skill

Knight: There are two types of knights, the normal knight have land and a castle and is the leather of a province. He answers under the king or leader in the land, and if there would be war he is one of the leaders that run the army. The free knight, also called vagabond knight, doesn't own land or castle, and isn't obligated to go to war even though they often do if their land needs them. A knight has been knighted by a royal member, often a king or prince, and is usually of noble birth. **Skills:** Heraldry, Law, Read / Write native language, Ride, Tactics, Armour Expertise and four Combat skills

Magician: There are several different types of magicians. But they all use the same magical skills to weave their magical spells, with just a few differences. One magician may use only half of the available spells within his knowledge because to use some may go against what he think is right and wrong. One example on this is the *Animist* and the *Necromancer*. They both use abjuration as their primary magical skill, but the *Animist* would never use his knowledge to animate corpses. The *Necromancer* on the other hand have no self-made boundaries, he will use both healing spells, and animate corpses to succeed with his goals. Other normal magician are the *Demonologist* who use conjuration and control to summon demons and control them, the *Elementalist* who use evocation to control the elements, the *Illusionist* who mainly use alteration, the *Mentalist* who use control to control living beings, the *Shaman* who use shamanism to control and talk to spirits, the *Witch* who mainly use

abjuration and alchemy, and so on. The list can be made very long. **Skills:** The magician's skills are mainly magical skills, but he may choose others as well. Choose ten Skills freely.

Monk: Monks are usually seen as religious scholars that have joined a church to study and live by their religious beliefs. Many monks have taken a vow to not use money and to not own any property except for what the church give them. There are also monks that travel the lands in search of knowledge, and to help the people. **Skills:** Craft (scribe), Drive Wagon, Fauna Lore, Flora Lore, Geography, History, one Language skill, Read / Write native language, Theology and one Skill of choice

Paladin: The paladin is a religious knight that works for a church. Their main subject is to protect the church in peace and in war, and strike down on the enemies of the church. Paladins are sometimes called templars. **Skills:** Heraldry, Law, Read / Write native language, Ride, Tactics, Theology, Armour Expertise and three Combat skills

Pirate: Pirates are often found where the trade ships run. They make their living by attacking and plunder traders on the seas. Most pirates belong to one ship and answers to one captain, but there are a few fleets with more than five pirate ships. **Skills:** Geography, Law, Lore (the seas), Navigation, Row / Canoe, Sail, Swim, Survival and two Combat skills

Priest: Priests is the leaders of the churches. There are many different positions amongst this occupation, and each priest answers to a higher priest except for the High Priest that only answer to the god(s). **Skills:** Heraldry, History, two Language skills, Law, Read / Write native language, Read / Write other language, Ride, Theology and one Skill of choice

Ranger: The ranger is a man of the forests; he can do most things that the normal hunter and tracker do, but have other obligations as well. The ranger usually works alone as a guardian or as a scout, or as a guide for a group of hunters or soldiers that need to travel from one area to another fast. **Skills:** Camouflage, Fauna Lore, Hide, Orientation, Physics, Ride, Survival, Track, Bow and one Melee combat skill

Rogue: The rogue is a highway thief that makes a living by robbing traders and travellers. The rogue usually belongs to a group that work together. Most rogue bands live in the forests and don't usually work near cities and towns. **Skills:** Camouflage, Drive Wagon, Evaluate, Orientation, Ride, Survival, Track and three Combat skills

Sailor: The sailor works on a ship, either for a trader or with an own ship. There isn't much time on land for sailors, often they sail from harbour to harbour and only get two to five days on land between each trip. **Skills:** Geography, Law, Lore (the seas), Navigation, Row / Canoe, Sail, Swim, Survival and two Combat skills

Scholar: Scholars is well-educated men and women. They study many different things and the reward they seek is usually the knowledge of something new. Many scholars travel the lands in search of new knowledge, but there are also scholars that live their life in a dusty library, or as a teacher. **Skills:** Fauna Lore, Flora Lore, Geography, History, two Lore skills, Mathematics, Read / Write native language and two Skills of choice

Thief: Most thieves belong to a guild who hand out assignments to them, but there are also a few freelance thieves out there. The thief's guild takes 30% to 50% of the income a thief make, the rest belongs to the thief. If a guild find out that a freelance thief work on their territory they will hunt him down and kick him out of town, or kill him if this isn't the first time. Thief is a hard occupation, and only the good ones can survive from it. **Skills:** Acrobatics, Disguise, Evaluate, Forgery, Pick Locks, Sign Language (thief), Sleight-of-Hand, Streetwise and two Combat skills

Trader: Traders usually owns a trading house. They buy merchandises cheap and sell them to make a profit. Many traders buy from far away and sell the merchandises at home, or the other way around. A trader usually doesn't just sell one type of merchandise; they buy whatever will get them the best profit when it's sold. **Skills:** Bargain, Drive Wagon, Evaluate, Geography, Law, Mathematics, Read / Write native language, Ride and two Skills of choice

Warrior: The warrior is a fighter, soldier or guard. They usually work for an army or as a guard in a city or town. They can also work as bodyguards for a trader or a noble. Some work for the one who pay the best price, and is called hired swords or mercenaries. **Skills:** Camouflage, Orientation, Physics, Ride, Survival, Tactics, Armour Expertise and three Combat skills

Skill Value

When all skill ranks are rolled up the player need to note his player character's skill values, shortened to SV on the player character sheet. Skill ranks and skill values are not the same thing. Ranks show how far the player character has come in mastering the skill, while skill value show the chance of success the player character have from skill ranks alone.

Rank	Skill Value	Rank	Skill Value
1	5%	11	53%
2	10%	12	56%
3	15%	13	59%
4	20%	14	62%
5	25%	15	65%
6	30%	16	67%
7	35%	17	69%
8	40%	18	71%
9	45%	19	73%
10	50%	20	75%

For skill ranks above 20 each new rank is equal to 1% in skill value.

Attribute Bonus

All skills have a bonus from an attribute rank, shortened to AB on the player character sheet. Some player characters can use some skills in a better way than others, and also have it easier when it comes to learning, train and study some skills. Exactly which skill is better suited for your player character depends on his attribute ranks. Below are all skills listed, and after each skill you will find an attribute. The value from this attributes rank is equal to the attribute bonus for the skill. Even though all skills have an attribute bonus this doesn't mean that a player character with no skill ranks can use it. To be able to use a skill the player character must at least have one skill rank in it. The only exception to this is combat skills; all combat skills can be used with no skill rank to a %V equal to the attribute bonus for the skill. If the player character train or study a skill for at least a week he will get one skill rank.

Skills

Acrobatics (Dexterity)
Agriculture (Intelligence)
Animal Handling (Intelligence)
Bargain (Presence)
Camouflage (Intelligence)
Catch (Quickness)
Climb (Dexterity)
Contortion (Dexterity)
Craft* (Intelligence)
Dance (Dexterity)
Disguise (Intelligence)
Drive Wagon (Dexterity)
Evaluate* (Intelligence)
Fauna Lore* (Intelligence)
Flora Lore* (Intelligence)
Frenzy (Self-Discipline)
Forgery* (Intelligence)

Skills

Geography* (Intelligence)
Heraldry* (Intelligence)
Hide (Dexterity)
History* (Intelligence)
Instrument* (Dexterity)
Juggling (Dexterity)
Jump (Strength)
Language* (Intelligence)
Law* (Intelligence)
Lore* (Intelligence)
Mathematics (Intelligence)
Navigation (Intelligence)
Orientation (Perception)
Physics (Intelligence)
Pick Locks (Dexterity)
Potions* (Intelligence)
Read Lips (Perception)

Skills

Read / Write* (Intelligence)
Region Lore* (Intelligence)
Ride (Dexterity)
Row / Canoe (Dexterity)
Sail (Intelligence)
Sign Language* (Intelligence)
Sing (Constitution)
Sleight-of-Hand (Quickness)
Stalk (Dexterity)
Streetwise* (Intelligence)
Survival* (Intelligence)
Swim (Constitution)
Tactics* (Intelligence)
Theology* (Intelligence)
Throw (Strength)
Time Sense (Intuition)
Track (Perception)

Magical Skills

Abjuration (Aura)
Alchemy (Aura)
Alteration (Aura)
Conjuration (Aura)

Magical Skills

Control (Aura)
Divination (Aura)
Dream Magi (Aura)
Evocation (Aura)

Magical Skills

Ritual (Aura)
Runes (Aura)
Shamanism (Aura)
Twilight (Aura)

Combat Skills

Aiming (Perception)
Armour Expertise (Constitution)

Combat Skills

Crushing Blow (Strength)
Dagger (Dexterity)

Combat Skills

Shield (Dexterity)
Sling (Dexterity)

Axe (Strength)	Dodge (Quickness)	Spear (Strength)
Backstab (Dexterity)	Feint (Quickness)	Staff (Dexterity)
Blowpipe (Constitution)	Hammer (Strength)	Subdue (Strength)
Bolas (Dexterity)	Ignore Pain (Constitution)	Sword (Strength)
Bow (Dexterity)	Javelin (Dexterity)	Throwing Axe (Dexterity)
Brawling (Strength)	Martial Art (Dexterity)	Throwing Knife (Dexterity)
Chain (Dexterity)	Missile Defence (Quickness)	Throwing Spike (Dexterity)
Crossbow (Perception)	Pole-Arm (strength)	Two Weapons* (Strength)

* Skill must be learned separately for different areas.

Skills %V

The %V stands for percentage value, and is equal to skill value plus attribute bonus. This is the chance of success for each skill your player character has learned from the background, and will learn later in game. For more about skill rolls see the first chapter in this book.

Skills Experience Dice

Skills experience dice, shortened to ED on the player character sheet, is dependent on the attribute bonus for the skill. See the table below for what kind of experience dice is used for the different skills your player character has learned.

Attribute Bonus	Experience Roll*
1-5	1d6
6-10	2d6
11-15	3d6
16-20	3d6+1
21+	3d6+2

* The result from these dice must be above or equal to the current skill rank to raise rank by +1. Each rolled 6 will let the player roll another d6 to raise the result even more. There is no limit to how high the skills experience roll can become.

When to Roll for Experience

Each skill that has been successfully performed during an adventure has a chance to get an increase in skill rank by +1. The chance to raise a skill depends on the attribute bonus for the skill, higher attribute bonus means that the skill rank will go up faster, while lower attribute bonus means that the skill is hard to master for the player character. This roll is only done between adventures, or when the game master decides that the players may roll for experience. For longer adventures and campaigns the player character should roll for experience after each week in game.

Training & Studying

Skills can be trained or studied to gain experience. Each week that a skill is trained gives the player character an instant experience roll that works just as described above. To study or train a skill you will need either books of knowledge, or a teacher. When learning from books the character must have at least 8 skill ranks in read / write the language.

Practical use of Skills

When working or using a skill in a mundane way they can rise over time. A skill gets an instant experience roll after two weeks of practical use. For this to occur the player character must use the skill daily during this time.

Morality

There are six different kinds of morality. Each player must choose one morality for his player character, and follow it while playing. Morality is important to show the player characters beliefs and behaviour, and it gives the player a frame that show his player characters way of life. If a player doesn't play his player character according to his morality the game master can force him to change morality during play.

Diabolic: Player characters of this morality are evil and selfish. They can sell their own grand mother if they would win anything from it, and they only think of them self. Everyone else is a tool that can be used and abused to fulfil the player characters goals.

Scrupulous: Player characters of this morality are not much better than diabolic ones, and they have almost the same beliefs as diabolic characters. Scrupulous characters don't need to be evil though; they can have other goals, and work for a good cause.

Corruptive: Player characters of this morality can change beliefs fast, and are easy to get on your side, if you pay them well. Most corruptive characters have a thing for wealth, and would do almost anything to reach higher status and wealth. This doesn't mean that they are evil in any way, and many corruptive characters feel bad for what they do, but as long as they get some benefit from it it's worth it.

Neutral: Player characters of this morality are one of the hardest to play. They don't really care about right and wrong, as long as others don't get in their way. If someone tries to step in the way of a neutral character he can fall to any side, but in the end he will still claim that he is neutral.

Lawful: Player characters of this morality follow the law truthfully. He may not like it all the time, but he does his best to be a lawful person. It's easy to trust a lawful character, as long as you don't do anything that will make him suspicious of your own beliefs or doings.

Exemplary: Player characters of this morality are exactly like lawful characters, but they tend to over do it. They follow the laws blindly, and everyone that doesn't share their beliefs is probably criminals and evil. Exemplary characters always help the weak if they can, as long as they follow the right path.

Equipment

All player character needs equipment. Now its time to write down the things your player character will start with. He already has money, but instead of using the coins he have we will use the listing below for his equipment. The money he got from his background can't be used before the first game session start. Exactly what kind of equipment the player character will start with is dependent on his background and race. Find your race and background below and write down the equipment under it. This equipment is what the player character got when he left home to follow his occupation. After these lists there are seven different tables for additional equipment. Roll one time on the table that fit your occupation the best.

Human, Agricultural serf

Two sets of clothes, a sack, a small knife and 1d6 rations.

Human, Farmer

Three sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, walking staff and 1d6+2 rations.

Human, Mansion Servant

Three sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+2 rations.

Human, Fisherman / Sailor

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, five fishing hooks and a fishing line and 1d6+2 rations.

Human, Soldier

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, a medium used weapon and 1d6+2 rations.

Human, Crafter

Three sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a crafted item if useful and 1d6+2 rations.

Human, Trader

Three sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, riding horse, saddle, tack and saddlebags and 1d6+2 rations.

Human, Priest

Three sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a medium used weapon, riding horse, saddle, tack and saddlebags and 1d6+2 rations.

Human, Magician / Scholar

Three sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, riding horse, saddle, tack and saddlebags, 1d6 healing potions (heals 1d6+4) and 1d6+2 rations.

Human, Noble / Royal

Three sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a medium weapon, riding horse, saddle, tack and saddlebags and 1d6+2 rations.

Elf, Dreamer (no occupation, mostly dreams of the old ages)

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, bow and 1d6+2 rations.

Elf, Wanderer (no occupation, mostly wanders around without any goal)

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, bow and 1d6+2 rations.

Elf, Warrior

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, bow, a medium weapon and 1d6+2 rations.

Elf, Ranger

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, bow, a medium weapon and 1d6+2 rations.

Elf, Trader

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, bow, riding horse, tack and saddlebags and 1d6+2 rations.

Elf, Crafter

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, bow, a crafted item if useful and 1d6+2 rations.

Elf, Healer / Magician

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, bow, 1d6 healing potions (heals 1d6+4) and 1d6+2 rations.

Elf, Scholar

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, bow and 1d6+2 rations.

Elf, High Council Member

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, bow, a medium weapon, riding horse, tack and saddlebags and 1d6+2 rations.

Elf, Royal / Elderman

Two sets of clothes, belt purse, a small backpack, a knife, water skin, flint & steel, bow, a medium weapon, riding horse, tack and saddlebags and 1d6+2 rations.

Dwarf, Miner

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+2 rations.

Dwarf, Worker

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+2 rations.

Dwarf, Head Miner

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+2 rations.

Dwarf, Head Worker

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+2 rations.

Dwarf, Warrior

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a medium weapon and 1d6+2 rations.

Dwarf, Tracker / Hunter

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a medium weapon and 1d6+2 rations.

Dwarf, Crafter

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a crafted item if useful and 1d6+2 rations.

Dwarf, Trader

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a medium weapon and 1d6+2 rations.

Dwarf, Clan Headman

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a medium weapon and 1d6+2 rations.

Dwarf, King / Royal

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a medium weapon and 1d6+2 rations.

Halfling, Servant

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+4 rations.

Halfling, Worker

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+4 rations.

Halfling, Fisherman

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, five fishing hooks and a fishing line and 1d6+4 rations.

Halfling, Shop Keeper

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+4 rations.

Halfling, Crafter

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a crafted item if useful and 1d6+4 rations.

Halfling, Farmer

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+4 rations.

Halfling, Tavern Keeper

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+4 rations.

Halfling, Master Crafter

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a crafted item if useful and 1d6+4 rations.

Halfling, Counsellor

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+4 rations.

Halfling, Magistrate

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+4 rations.

Gnome, Servant

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a small set of tools and 1d6+2 rations.

Gnome, Errand-Runner

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a small set of tools and 1d6+2 rations.

Gnome, Worker

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a small set of tools and 1d6+2 rations.

Gnome, Scribe / Cartographer

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a small set of tools and 1d6+2 rations.

Gnome, Scholar

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a small set of tools, 1d3 knowledge books (skill rank able to train to equal to 3d6, game master choose skill for each book) and 1d6+2 rations.

Gnome, Crafter

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a large set of tools and 1d6+2 rations.

Gnome, Trader

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a small set of tools and 1d6+2 rations.

Gnome, Inventor

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a large set of tools and 1d6+2 rations.

Gnome, Master Trader

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a small set of tools and 1d6+2 rations.

Gnome, Grand Master (Noble)

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a small set of tools and 1d6+2 rations.

Orc, All classes

One set of clothes, a sack, a knife, water skin, fire bow, a medium weapon and 1d6 rations.

Troll, All classes

Animal hides used as clothes, a sack of plundered items from fallen enemies, a large club and fresh meat for 1d6 days.

Ogre, All classes

One set of clothes, a sack, a knife, water skin, fire bow, a medium weapon and 1d6 rations.

Goblin, All classes

One set of clothes, a sack, a small knife, water skin, fire bow, a medium weapon and 1d6 rations.

Dark-Elf, Servant

Two sets of clothes, belt purse, a servant's necklace that shows who your master is, flint & steel and 1d6+2 rations.

Dark-Elf, Crafter

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a crafted item if useful and 1d6+2 rations.

Dark-Elf, Soldier

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a medium weapon and 1d6+2 rations.

Dark-Elf, Magician

Three sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel and 1d6+2 rations.

Dark-Elf, Noble

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a medium weapon and 1d6+2 rations.

Dark-Elf, Royal

Two sets of clothes, belt purse, a small backpack, a small knife, water skin, flint & steel, a medium weapon and 1d6+2 rations.

Additional Equipment

The player character don't get equipment from their background alone, the occupation he chose to follow will also give him additional equipment that should fit in. Roll one time on the table that suits your occupation the best. Note that races that only can use small or mediums weapon will receive a medium weapon when rolling up a large weapon on the tables below.

1d100 Fighter

01-10	A medium weapon and a set of light armour
11-20	A medium weapon, a set of light armour and weapon and armour oils
21-30	A medium weapon, a set of light armour, weapon and armour oils and 1d6 snares
31-40	A medium weapon and a shield and a set of medium armour
41-50	A medium weapon and a shield, a set of medium armour and weapon and armour oils
51-60	A medium weapon and a shield, a set of medium armour, weapon and armour oils and 1d6
snares	
61-70	A large weapon and a set of medium armour
71-80	A large weapon, a set of medium armour and weapon and armour oils
81-90	A large weapon, a set of medium armour, weapon and armour oils and 1d6 snares
91-00	A high quality weapon, a set of medium armour and 1d6 healing potions (heals 1d6+4)

1d100 Ranger / Scout

01-10	A medium bow or spear
11-20	A medium bow or spear and 1d6 snares
21-30	A medium bow or spear, a set of light armour and 1d6 snares
31-40	A large bow or spear
41-50	A large bow or spear and 1d6 snares
51-60	A large bow or spear, a set of light armour and 1d6 snares
61-70	A medium bow or spear and a medium weapon, a set of light armour and 1d6 snares
71-80	A large bow or spear and a medium weapon, a set of light armour and 1d6 snares
81-90	A high quality bow or spear and a medium weapon, a set of light armour and 1d6 snares
91-00	A high quality bow or spear and a high quality weapon, a set of light armour and 1d6 snares

1d100 Thief / Assassin

01-10	A small weapon
11-20	A small weapon and rope and grappling hook
21-30	A small weapon, rope and grappling hook and a lock pick set
31-40	A medium weapon
41-50	A medium weapon and rope and grappling hook
51-60	A medium weapon, rope and grappling hook and a lock pick set
61-70	A medium weapon, rope and grappling hook, a lock pick set and a bag of thief's tools
71-80	A medium weapon, rope and grappling hook, a lock pick set and 1d6 poison (damage 2d6+4)
81-90	A high quality weapon, rope and grappling hook, a lock pick set and a bag of thief's tools
91-00	A high quality weapon, rope and grappling hook, a lock pick set and 1d6 poison (damage
2d6+4)	

1d100 Magician / Scholar

01-10	Quarterstaff, quill pen & ink, 3d6 parchments and a knowledge book*
11-20	Quarterstaff, quill pen & ink, 3d6 parchments and 1d2 knowledge books*
21-30	Quarterstaff, quill pen & ink, 3d6 parchments and 1d3 knowledge books*
31-40	Quarterstaff, quill pen & ink, 3d6 parchments and 1d6 knowledge books*
41-50	Quarterstaff, quill pen & ink, 3d6 parchments and 2d2 knowledge books*
51-60	Quarterstaff, quill pen & ink, 3d6 parchments and 2d3 knowledge books*
61-70	Quarterstaff, quill pen & ink, 3d6 parchments and 2d6 knowledge books*
71-80	Quarterstaff, quill pen & ink, 3d6 parchments and 3d2 knowledge books*
81-90	Quarterstaff, quill pen & ink, 3d6 parchments and 3d3 knowledge books*
91-00	Quarterstaff, quill pen & ink, 3d6 parchments and 3d6 knowledge books*

* Skill rank able to train to equal to 3d6. Game master choose skill for each book.

1d100 Bard / Harper

01-10	An instrument
11-20	An instrument and juggling equipment
21-30	An instrument, juggling equipment, quill pen & ink and 3d6 parchments
31-40	Two instruments, juggling equipment, quill pen & ink and 3d6 parchments
41-50	Three instruments, juggling equipment, quill pen & ink and 3d6 parchments
51-60	As 41-50 plus a story telling book, skill rank able to train, story telling, to equal to 3d6.
61-70	As 41-50 plus a songbook, skill rank able to train, sing and instrument, to equal to 3d6.
71-80	A high quality instrument, juggling equipment, quill pen & ink and 3d6 parchments
81-90	Two high quality instruments, juggling equipment, quill pen & ink and 3d6 parchments
91-00	Three high quality instruments, juggling equipment, quill pen & ink and 3d6 parchments

1d100 Crafter

01-10	One set of used tools
11-20	One set of used tools, quill pen & ink and 3d6 parchments
21-30	One set of used tools, quill pen & ink, 3d6 parchments and 1d3 knowledge books*
31-40	One set of new tools and a horse and wagon
41-50	One set of new tools, quill pen & ink and 3d6 parchments
51-60	One set of new tools, quill pen & ink, 3d6 parchments and 1d3 knowledge books*
61-70	One set of high quality tools and a horse and wagon
71-80	One set of high quality tools, quill pen & ink and 3d6 parchments
81-90	One set of high quality tools, quill pen & ink, 3d6 parchments and 1d3 knowledge books*
91-00	One set of high quality tools, a horse and wagon, quill pen & ink, 3d6 parchments and 1d3 knowledge books*

* Skill rank able to train to equal to 3d6. Game master choose craft for each book.

1d100 Trader

01-10	Horse and wagon
11-20	Horse and wagon and quill pen & ink and 3d6 parchments
21-30	Horse and wagon, quill pen & ink and 3d6 parchments and a contract to sell merchandises*
31-40	Horse and wagon, quill pen & ink and 3d6 parchments and 1d2 contracts to sell merchandises*
41-50	Horse and wagon, quill pen & ink and 3d6 parchments and 1d3 contracts to sell merchandises*
51-60	Horse and wagon, quill pen & ink and 3d6 parchments and 1d6 contracts to sell merchandises*
61-70	Horse and wagon, quill pen & ink and 3d6 parchments and 2d2 contracts to sell merchandises*
71-80	Horse and wagon, quill pen & ink and 3d6 parchments and 2d3 contracts to sell merchandises*
81-90	Horse and wagon, quill pen & ink and 3d6 parchments and 2d6 contracts to sell merchandises*
91-00	Horse and wagon, quill pen & ink and 3d6 parchments and 4d3 contracts to sell merchandises*

* The game master decides what kind of merchandises each contract is for. The player character already has the merchandises in store, and will need to sell it within a year, otherwise the contract is broken, and the merchandises will return to the owner. Each contract is worth 6d6+14 bronze pieces x100, and the player character will earn 50% of the profit if successful, and 10% of his own profit will go to storage rent. This will take the player character on a journey across the world, to find the best buyer. Since he still have no store this will be a good way for him to start his business, and he should be grateful for this opportunity. If the player

character isn't successful within a year he still has to pay the storage rent, and a fee of 5% of the value to the owner of the merchandises.

Finishing Touch

Now the player character is almost ready for his first game session, but there are still a few things to fill out on the character sheet. Where do he come from, do he have any political and religious beliefs, what is his family like, do he have any enemies, and most important what is his name? The player should also write down a short background story about his player characters life up till now.

3 - Skills

The skills listed below are the most common in a roleplaying game. The players may want to learn other skills, and the game master should allow this as long as they are well described and can be used while playing. There is no base chance for any skills in this game; the player characters get basic knowledge of all basic skills needed when creating their player character. If they want to pick up new skills later on in game they start at a skill rank of 1 after a weeks study or training in the skill.

Critical Success: Critical success for normal skills is described in the descriptions below for each skill.

Critical Failure: Critical failure for normal skills is described in the descriptions below for each skill.

Acrobatics (Dexterity)

This skill is used when performing acrobatic acts, like vaulting, stilt walking, line walking and the like. An acrobatic person may use this skill to dodge instead of the dodge skill. With a critical success the character do things that look amazing to others. With a critical failure the character is hurt for 1d6+2 damage points.

Agriculture (Intelligence)

Knowledge about agriculture mainly used by farmers. This skill is used when planting seeds, and when working on a farm. Use this skill every day that the farmer is working to make things grow. With a critical success the farmer will know if this will be a good crop or not, but remember that the weather can always make a difference in the long run. With a critical failure the farmer will destroy the seeds, or do something else that destroys part of the crop.

Animal Handling (Intelligence)

This skill is used to care for animals, mainly used by farmers and animal handlers. With a critical success the animal handler makes good contact, and know exactly what the animal need. With a critical failure the animals will become nervous and may flee from the handler.

Bargain (Presence)

This skill is used to bargain over a price. The seller and buyer rolls one time each for the skill, and the one with the best result (difference between %V and die result) will get the most benefit with the price. A critical success is always a success on the characters behalf, and if both get a critical success they must roll again. A critical failure is always a failure on the characters behalf, and he may think he did a good deal, even if he didn't. If both get a critical failure they must roll again.

Camouflage (Intelligence)

This skill is used to hide and camouflage people and camps in the wilderness. With a critical success it will be very hard to spot a camouflaged camp. With a critical failure it will be very easy to spot a camouflaged camp.

Catch (Quickness)

This skill is used to catch something that another character throw to you, or to catch a ledge or branch when falling. With a critical success the character will catch the item without loosing any action. With a critical failure the character is hurt for 1d6+2 damage points.

Climb (Dexterity)

This skill is used when climbing. Each successful climbing roll will take the character 1d6 meters. A failure means that the character must succeed with a dexterity roll not to fall. A critical success will double the range climbed. A critical failure means that the character falls, normal fall damage applies.

Contortion (Dexterity)

This skill is used to get free from tied ropes and the like. It usually takes some time to succeed, and the character must work for at least 2d6 minutes. With a critical success the time is halved. With a critical failure the character strains him self, and may get hurt, for 1d6-1 damage points. When the character gets a critical failure he must start over.

Craft (Intelligence)

There are several craft skills, and each craft must be learned separately. Some normal crafts in a fantasy world are Armour Crafting, Weapon Crafting, Fletching, Carpentry, Masonry, Leather Working, Tailoring, Cooking, Cartography, Scribe, Storytelling and so on. To craft an item takes time; exactly how long it takes depends on the item. See the equipment chapter for crafting times on different type of items. The *time to craft* in the table below is used to modify the time noted in the equipment chapter.

Craft	Quality	Skill Req.*	Skill Rolls**	Time to Craft	Mod***
Weapon	Low	1-10	1	x0.5	+10
Weapon	Average	11-15	2	x1	±0
Weapon	High	16-20	4	x5	-25
Weapon	Masterpiece	21+	6	x10	-50
Armour	Low	1-10	1	x0.5	+10
Armour	Average	11-15	2	x1	±0
Armour	High	16-20	4	x5	-25
Armour	Masterpiece	21+	6	x10	-50

* This is the skill rank requirement to be able to craft something of that quality.

** This is how many successful skill rolls must be made to complete the item. A critical failure when crafting means that the item is destroyed and the crafter must start over. A critical success is equal to two normal successful skill rolls.

*** This is the modification the crafter has to chance of success to craft the item.

Quality on Items: Each item has a quality that can be from low to masterpiece. Each quality, but average, modifies how easy the item is to use, and the power of it. Quality also modifies the cost to buy an item. See the table below for quality modifications. Low quality is mostly what apprentice crafters produce, average quality is what most crafters do, high quality is mostly specially ordered and masterpiece quality can be specially ordered if the buyer offer the right price, but is mostly done by a crafter to prove that he is able and truly a master.

Quality	Skill Bonus	Damage / Absorption	Durability	Cost
Low	-10	-2	-2	x 0.5
Average	±0	±0	±0	x 1
High	+5	+2	+2	x 10
Masterpiece	+10	+4	+5	Special*

* The cost for a masterpiece depends on how much the buyer is willing to pay. There is no set price for masterpieces. A crafter may have worked a very long time to finish a masterpiece, and most crafter only do just a few masterpieces in their life, if any. Therefore the buyer mostly gives the crafter an offer, and then the crafter accepts or declines. The price can vary greatly, but no crafter sell a masterpiece even close to the comparing low price for a item of high quality. Some crafters have given away a masterpiece as a gift, or want it to stay in the family to be passed on from father to son.

Materials: The weapons and armour described above is crafted in iron. But a weapon or armour can be crafted in other materials as well. See the table below for other material modifications.

Material	Damage / Absorption*	Durability	Cost **	Mod***
Bronze	-1	-2	x 0.8	+10
Iron	±0	±0	x 1	±0
Steel	+1	+2	x 2	-10
Silver	-2	-3	x 8	-20
Gold	-4	-4	x 10	-20
Mithril	+2	+3	x 15	-40 / Dwarfs -20

* Damage and Absorption modification is added to the same quality modification.

** The material *cost to buy* modification is added to the quality *cost to buy* modification. *Normal price for iron x Quality cost x Material cost = Total Price.*

*** This is the modification the crafter has to chance of success to craft the item.

Bronze: Bronze weapons and armour is cheap, and not as good as iron or above. Some cultures still use bronze items because of the level of their lifestyle, and others use bronze because it's cheaper.

Iron: This is the normal material for metal weapons and armour that most use.

Steel: Slightly better than iron. Most noble fighters have steel weapons and armour.

Silver & Gold: Armour crafted in silver and gold is normally a thin iron or steel armour with silver or gold layers on top. They are mainly used for parades and when the character need be formally dressed for some occasion that doesn't involve fighting. If combat armour has silver or gold adornments it doesn't affect the absorption, and the silver or gold modification to cost is halved. Weapons are usually not made in silver or gold, unless they are small weapons to enhance a nobleman's looks and status, like a knife or dagger.

Mithril: This is the legendary metal that was first found by the dwarves. No one can shape and craft items from Mithril as good as dwarven smiths. The dwarves don't hand out the secret of how to best work this metal to other races. Even though other races can work in Mithril, none of them do it as easy as dwarves, not even gnomes. No other material is as hard, strong and light as this metal.

Dance (Dexterity)

This skill is used when the character is dancing. It may be a formal dance at a ball, or as a performer. A critical success means that the character really shines, and people stop to stare in awe. A critical failure means that the character falls or trips, and makes a fool out of him self.

Disguise (Intelligence)

This skill is used when the character is trying to act like someone he's not. The character will need a great deal of work to disguise himself as someone else, and it will take time. With a critical success the character is extremely well disguised and not even the relatives to the impersonated character notice much difference. With a critical failure the disguised character think he have done a good job, but it simply won't work.

Drive Wagon (Dexterity)

This skill is used when driving a wagon. The character doesn't need to roll for this skill for everything that he wants to be done, mostly this skill is used in situations where something bad may happen, like in carriage chase, when being attacked and the like. A critical success means that the character can get through the most impossible areas with the wagon. A critical failure means that the carriage falls over, or is damaged in another way. It may also mean that the character falls of the wagon and is hurt. When crashing with a wagon in high speed everyone in it will take 2d6+4 damage at least.

Evaluate (Intelligence)

This skill must be learned separately for different areas. It is used to evaluate different things within the area of knowledge. With a critical success the character hits the head on the nail straight on, and knows the exact value of the item. With a critical failure the character really think he did as good as with a critical success, but he's really up in the blue with the value.

Fauna Lore (Intelligence)

This skill must be learned separately for different continents. It is used as a knowledge skill about animals, both wild and tamed. With a critical success the character will understand everything about the animal. With a critical failure the character will get the wrong idea about the animal, and may even tell his friends to flee when they see a peaceful animal.

Flora Lore (Intelligence)

This skill must be learned separately for different continents. It is used as a knowledge skill about flowers, plants and wild herbs. The character can find edible roots, berries and mushrooms with it. When searching for edibles in the wilderness the character can get food for one to two persons per hour, if there is any at all. With a critical success the character will tell you everything you can do with a specific plant. With a critical failure the character could poison the whole company with his finds.

Forgery (Intelligence)

This skill must be learned separately for different kinds of forgeries. It is used to copy something to look like the original. With a critical success the forgery is almost not notable. With a critical failure the forgery is very bad, but the character may think it's good until he take a closer look.

Geography (Intelligence)

This skill must be learned separately for different continents. It is used as a knowledge skill about how the lands lie, and what areas are mapped. With a critical success the character remembers most things about the continent. With a critical failure the character turns things upside down, and get confused.

Heraldry (Intelligence)

This skill must be learned separately for different countries or cultures. It is used as a knowledge skill about different weapon shields and titles in a country or culture. With a critical success the character knows most things about the emblem and can tell a little about the history of the shield. With a critical failure the character mix up different emblems, and get confused.

Hide (Dexterity)

This skill is used to hide from others. With a normal success others will get a penalty of -20 to find the character. With a critical success others will get a penalty of -40 to find the character. With a normal failure others will get no penalty to find the character. With a critical failure others will get a bonus of +20 to find the character.

History (Intelligence)

This skill must be learned separately for different countries or cultures. It is used as a knowledge skill about the history of a country or culture. With a critical success the character get most things right, and seem to be able to talk endlessly about the history. With a critical failure the character get things all wrong, or become a mute when someone ask him about the history.

Instrument (Dexterity)

This skill must be learned separately for different musical instruments. It is used to perform a song or an instrumental part. With a critical success the character plays really good, and the audience listens in awe. With a critical failure it sounds really bad, and the character should go home and practice more before trying again.

Juggling (Dexterity)

This skill is used when juggling with items. With a skill rank of 1-7 the character can juggle up to three items at once. With a skill rank of 8-14 the character can juggle up to five items at once. With a skill rank of 15 or higher the character can juggle up to 1d6+ 4 items at once. With a critical success the character do awesome juggling tricks that he didn't even think he could do. With a critical failure all the items will be dropped, and the character should be ashamed.

Jump (Strength)

This skill is used to jump long or high. See the table below for how far or high a character can jump in cm, length in the table is equal to the characters height in cm. With a critical failure the character falls, and is hurt for 1d6+2 damage points.

Skill Result

Failure

Success

Critical Success

Far

Length + 2d10

Length x2 + 3d10

Length x3 + 4d10

High

Length x0.5 + 1d10

Length x0.75 + 2d10

Length + 3d10

Language (Intelligence)

This skill must be learned separately for different languages. It is used when speaking the language, and it shows how much the character understands when spoken to. With a skill rank of 1-7 the character understand simple phrases, and can make him self understood if given time to do so. His pronouncements are very weak, and it's clear that he either has a speaking disorder or is from another part of the world. With a skill rank of 8-14 the character understand most things, and can speak pretty good. His pronouncements are still a bit weak, unless it's his native language, but it's not hard to understand what he says. With a skill rank of 15 or higher the character speaks very fluent, and can pass as a native if he succeeds with a skill roll. With a critical success the character uses the language very good, even with a lower skill value. With a critical failure the character is very hard to understand, and he can say the funniest things without knowing.

Law (Intelligence)

This skill must be learned separately for different countries or cultures. It is used as a knowledge skill about the laws and rules in a country or culture. With a critical success the character remember all the rules correctly. With a critical failure the character mix up the rules, and may get in trouble.

Lore (Intelligence)

There are many lore skills, and all is knowledge about something. This skill must be learned separately for different lore knowledge skills. If the player character wants a specific lore skill that isn't listed in this chapter this is the skill for him, just note what area of knowledge it is. With a critical success the character remembers most things about the lore, and can talk endlessly about it. With a critical failure the character get twisted around and either just ramble on about strange things, or just stand looking as a burned out candle.

Mathematics (Intelligence)

This skill is used as a knowledge skill about mathematics. With a skill rank of 1-7 the character can add and subtract, and figure out very simple formulas. With a skill rank of 8-14 the character can add, subtract, divide and multiply, and figure out normal formulas. With a skill rank of 15 or higher the character can figure out very hard formulas, and add, subtract, divide and multiply with decimals with ease. With a critical failure the character come up with the result very fast. With a critical failure the character can't think, and he will probably come up with a result extremely far from the right one.

Navigation (Intelligence)

This skill is used when navigating on the seas using the stars and the sun. With a critical success the perfect route will be calculated, and the boat or ship will save a few days on a long journey. With a critical failure the boat or ship will most likely hit a reef or a storm, and the risk is great, many days can be lost on a long journey.

Orientation (Perception)

This skill is used to find out what way north is in the wilderness. With a critical success the character only need to use this skill one time that day, and still be on the right track. With a critical failure the character will most likely end up lost in the wilderness.

Physics (Intelligence)

This skill is used to stabilize wounds and treat injuries. With a normal success the character can stop bleeding, and heal 1d3 points of damage. With a critical success the character can stabilize most wounds and injuries, and heal 1d6 points of damage. With a critical failure the character do more bad than good, and inflicts 1d3 damage point. Physics can only be used once on characters wounds. If injured again physics may be used again.

Pick Locks (Dexterity)

This skill is used to pick locks. The character will need one or more lock picks. It takes 1d6 minutes to pick a lock. With a critical success the time should be in rounds instead of minutes. With a critical failure the character break the lock pick and there's a 25% chance it will be stuck in the lock.

Potions (Intelligence)

This skill must be learned separately for different continents. It is used to prepare different potions from herbs and plants, and also from other ingredients. The character may need other skills to find the ingredients if not bought. A potion usually takes from one hour to several hours to create, roll 1d6-1 and if the result is 0 it takes under one hour. The difficulty for creating potions is different for different strengths, a weak potion is the easiest to create and have no modification to the skill value. An average potion has a modification of -20 to the chance of success to create, a strong potion has a modification of -30 to the chance of success to create and a deadly potion has a modification of -40 to the chance of success to create. See potions in the equipment chapter for different potions and their strength. With a critical success the potions strength or effect go up with +2. With a critical failure the character destroy the potion, and need new ingredients to create a new one.

Read Lips (Perception)

This skill is used to see what others are saying by looking at their lips movements. With a critical success the character will grasp everything the other said. With a critical failure the character think the other said something completely different.

Read / Write (Intelligence)

This skill must be learned separately for different languages. It is used when reading and writing the specific language. With a skill rank of 1-7 the character has it hard to understand what he read, and he can only write down simple phrases. With a skill rank of 8-14 the character can read most things, but still has a hard time with the spelling and grammar when it comes to writing things down. With a skill rank of 15 or higher the character is a very fluent writer, and understand most things read. With a critical success the character understands what he read very good, and he write fast. With a critical failure the character misunderstands everything he read, and no one but him self will understand what he just wrote down.

Region Lore (Intelligence)

This skill must be learned separately for different areas. It is used as a knowledge skill about the area, it can tell the character where to find a special store, where the nearest water is and so on. With a critical success the character knows exactly where to go, and can get there twice as fast as people without this skill. With a critical failure the character takes a wrong turn, and it takes longer for him to arrive.

Ride (Dexterity)

This skill is used when riding. The character don't need to roll for the skill for every manoeuvre, only when he need to ride fast, is chased or attacked while riding. With a critical success the character manoeuvre the horse like a master. With a critical failure the character falls of the horse, and is hurt for 1d6+2 damage points.

Row / Canoe (Dexterity)

This skill is used when rowing or paddling a canoe. The character don't need to roll for the skill for every manoeuvre, only in lively waters and when being attacked and the like. With a critical success the character manoeuvre the boat or canoe perfectly. With a critical failure the character falls in the water, turns the boat or canoe upside down or hits a rock. No matter what happens, it's not good.

Sail (Intelligence)

This skill is used to sail a small boat, or when working on a large ship. With a critical success the character get the wind in the sail and really get the boat to move fast over the water in a perfect way. With a critical failure the character put the boat with the bad side against the wind, and an accident is bound to happen, depending on the weather and wind. When working on a large ship many persons work together. Add all the characters skill values and divide it with the number of characters, and add +10. This is the actual chance of success for larger ship crews.

Sign Language (Intelligence)

This skill must be learned separately for different sign languages. It is used when using sign languages, to understand and to be understood. There are many sign languages in the world, some of the more common ones are; thieves language, assassins language, traders language, soldiers language, magicians language and so on. Most professions where the characters must be able to signal to each other have their own sign language. With a critical success the character understands all the signs perfectly, or sign well enough to let even an amateur

understand what he mean. With a critical failure the character just didn't get the message, or signed so badly that the other parts get the whole wrong idea.

Sing (Constitution)

This skill is used when singing. With a critical success the singer performs the song perfectly and the audience can't take their eyes off him, if someone should say something the risk for a brawl is big. With a critical failure the singer sound like a bad oiled cogwheel, and the only response he might get from an audience is *boo*.

Sleight-of-Hand (Quickness)

This skill is used to create mundane illusionary tricks and when pick pocketing. With a normal success the chance to be spotted is modified with -20. With a critical success the chance to be spotted is modified with -40. With a normal failure the chance to be spotted is modified with +20. With a critical failure others will spot the bluff, and it might lead to really bad things if spotted pick pocketing.

Stalk (Dexterity)

This skill is used when stalking. With a normal success the chance that others notice the stalker is modified with -20. With a critical success the chance that others notice the stalker is modified with -40. With a normal failure the chance that others notice the stalker is modified with +20. With a critical failure others will notice the stalker.

Streetwise (Intelligence)

This skill must be learned separately for different towns and cities. It is used as a knowledge skill about the laws and orders of thieves. It can be used to find a fence and the like. With a critical success all the rules are understood, and it will be very easy to find a fence. With a critical failure the character will misunderstand most things, and may get in trouble fast.

Survival (Intelligence)

This skill must be learned separately for different areas, like woodlands, mountains, swamps, seas, deserts, plains, and so on. It is used to find edibles and fresh water; 1d6 rations per hour if there are any edibles around, trap small wild preys and build camps that will protect the character and his group from nature. With a critical success the character find the double amount of rations in an hour, or build a camp that are perfect. With a critical failure the character may find bad edibles that leaves him and his group sick, unless they succeed with a resistance against poison, for 1d6 days, or build a camp that blows away at the first wind gust.

Swim (Constitution)

This skill is used when swimming. The character doesn't need to roll for the skill in calm water, only for long swims and in heavy weather. With a critical success the character will be able to swim a long way, even in heavy weather. With a normal failure the character will tire and there's a risk that he will drown unless he succeed with a constitution roll. With a critical failure the character is really tired, and will drown unless he succeed with a constitution roll under or equal to half his constitution. When swimming under water the character can stay under equal to his constitution value in rounds. Use the drowning and suffocation rules in the spot rules chapter after this time until the character hit the surface.

Tactics (Intelligence)

This skill must be learned separately for either land or naval tactics. It is used as a knowledge skill about large-scale combat tactics. It is used when setting up formation for attack and defence. In such a large-scale battle the one good soldiers skills doesn't count for much, and it's only the leaders that can make a difference in the outcome. Both sides make one roll and the side with the best result (difference between the skill value and die roll) will win in the end. See the table below for modifications. With a critical success the difference is modified with +20. With a critical failure the army will loose many men, and a miracle is needed to turn it around.

Your army	Modification
25% or less numbers in strength	-40
50% or less numbers in strength	-20
Bad, or tired soldiers	-10
Good, or alert soldiers	+10
Bad equipment	-5
Good equipment	+5

Won the last battle

+5

After each large-scale battle the numbers of deaths is often great on both sides. If the player characters was in such a battle the game master can play their fights individually amongst them, to see if they survived or not.

Theology (Intelligence)

This skill must be learned separately for different religions. It is used as a knowledge skill about the religion and the gods. With a high skill the character can use it to pray for miracles. This always takes 1d6 hours, and if the gods answer the miracle will be performed. But there is always a price to pay; the character will gain 1d6 piety points, for more about this see prayers below. A miracle can be just about anything, but it can't go against the beliefs of the gods in any way. With a skill rank of 1-7 the chance for a miracle is 5%, with a skill rank of 8-14 the chance is 10% and with a skill rank of 15 or higher the chance is 15%. A character can only pray for one specific miracle one time, if he fails and try again he will suffer the same fate as with a critical failure. With a critical success the character understands the religion correctly, and the time for a miracle to take place is halved. With a critical failure the character mix up the religion with another, or he angers the gods if praying for a miracle, and is injured for 2d6+2 damage points.

Prayers: Characters that live to serve a deity, mainly priests but also paladins and monks, will also be able to use prayers the same way a magician use spells but this is much harder than casting a normal spell, and can be very dangerous if done to often. With a skill rank of 8-14 the character can use basic prayers that are common to all religions. With a skill rank of 15-20 the character can use prayers from the grey, the white or the black circle. What circle is dependant on the deity; grey is equal to neutral gods, white is equal to gods of light and black is equal to dark gods. The difference between these circles is good and evil, light and dark or a balance between the two sides. With a skill rank of 21 or higher the character can use advanced prayers. When using a prayer the character must succeed with a theology roll modified depending on the type of prayer, see the table below. A prayer always takes two actions to perform; if the character only has one action the prayer is started in round one and takes effect in round two. Resistance against prayers is always the same as resistance against magic. A critical success with prayers means that no piety points are added to the characters piety points. A critical failure means that 2d6 piety points are added to the characters piety points. A priest, paladin or monk can cut of the power for a specific prayer that he have used at any time to stop it's effect. This only takes one action to do.

Prayer	Modification
Basic	none
Circle	-25
Advanced	-50

Basic Prayers: Range for these prayers are touch, which means that the character must touch the target for the prayer to affect it. Basic prayers can be the following. Create a sphere of light, heal 2d6 damage points, inflict 2d6+4 damage by touching someone, give a character a bonus to chance of success with an attribute or skill of +20, create a hallow glow around someone or something that absorbs 2d6 damage points when hit, and so on.

Duration for basic prayers is instant or equal to the priests, paladins or monks theology skill rank in minutes.

White Circle Prayers: Range for these prayers are line of sight, which means that the character must see the target for the prayer to affect it. White circle prayers can be the following. Heal 3d6 damage points, inflict 3d6+6 damage on the undead, calm someone so he listens to what is said, pacify someone so he can't attack anything, make someone fall asleep, inflict fear onto someone to keep them frozen in place, and so on.

Duration for white circle prayers is instant or equal to the priests, paladins or monks theology skill rank in hours.

Grey Circle Prayers: Range for these prayers are line of sight, which means that the character must see the target for the prayer to affect it. Grey circle prayers can be the following. Give a character a bonus to chance of success with an attribute or skill of +30, give a character a damage bonus of +1d6 to all damage done, create a human sized illusion to help fight (this illusion will feel so real that the opponents will actually think he's being hurt, and when a deadly injury is inflicted he must roll a resistance roll against terror to not die from it. If he survives he will be unconsciousness for 3d6 x1d6 minutes, and later wake up with no injuries at all), make someone clumsy so he get a negative chance of success with an attribute or skill of -15, and so on.

Duration for grey circle prayers is instant or equal to the priests, paladins or monks theology skill rank in hours.

Black Circle Prayers: Range for these prayers are line of sight, which means that the character must see the target for the prayer to affect it. Black circle prayers can be the following. Inflict pain on a victim so that he can't move or speak, Inflict 3d6+6 damage on a victim, make someone blind or deaf, paralyse a victim, turn someone into stone, inflict so much fear onto someone that he need to roll on the terror table, and so on.

Duration for black circle prayers is instant or equal to the priests, paladins or monks theology skill rank in hours.

Advanced Prayers: Range for these prayers are touch, which means that the character must touch the target for the prayer to affect it. Advanced prayers can be the following. Regenerate a limb (the limb will grow with 1 cm each day, and it's very painful), return a character from the dead (the dead must be of the same religion, and the character need all the remains of the body. The dead will return to life if the prayer is successful, but all attribute ranks will be at -1. There is only one chance to do this per death), curse someone (the character decide how the curse will function and affect the victim. Usually a curse lowers chance of success for a specific thing with -50 or all chance of success with -10, but it can also turn the victim into something else), bless someone (blessings usually give a character a chance of success of +50 for a specific thing, or all chance of success with +10. Blessings can also give a character +2d6 to critical level, magi power, +30 to resistance and so on). Advanced prayers can only be used on others, no priest, paladin or monk can use advanced prayers on them self.

The priest, paladin or monk always decides duration for advanced prayers; usually it is instant or until a task is fully performed. A blessing will stay until the task is done, a curse will stay until the victim fulfils something decided by the priest, paladin or monk.

Piety Points: Prayers doesn't use magi power when performed. The priest, paladin or monk borrows the power from the gods to be able to perform a prayer. Every time a prayer is successfully performed the character get 1d6 piety points. Critical success doesn't add any piety points, neither do failure, but a critical failure add 2d6 piety points and the prayer isn't successful. The character must balance out these points by normal prayers and services to the deity, otherwise he will be affected by the piety points, see the list below.

Piety Points	Effect
1-15	No effect
16-30	Prayer modification -20
31-45	Prayer modification -40, +1d2 insanity points each time piety points reach this high
46-60	Prayer modification -60, +1d3 insanity points each time piety points reach this high
61+	Prayer modification -80, +1d6 insanity points each time piety points reach this high

Piety points can be lowered by normal prayers and other services to the deity, see the list below.

Service	Piety Points
1hr prayer	-1
Attend mass	-1
Give charity	-1
Help temple or church	-3
Lead mass	-2
Attend big mass	-3
Lead big mass	-4
Small sacrifice	-1
Sacrifice	-2
Large sacrifice	-4

Note about Miracles and Prayers: Only priests, paladins and monks can use prayers. Any character that follows a deity can use miracles. Prayers and miracles can only be performed from one theology skill, the one that belongs to the characters religion.

Throw (Strength)

This skill is used when throwing something to someone else or at something. The range is strength attribute in meters, and with a small rock the character can inflict 1d6 damage points. With a larger rock the character can inflict up to 2d6 damage points, but with half the range. With a critical success the damage get a bonus of 1d6 extra damage points. With a critical failure the character strains him self, and is injured for 1d6 damage points.

Time Sense (Intuition)

This skill is used when the character try to figure out what time it is. With a critical success the character knows the exact time. With a critical failure the character will get the wrong time.

Track (Perception)

This skill is used to track something or someone in the wilderness. The character must roll for this skill every hour following a track not to loose it. With a critical success the character can follow the track for the next two hours. With a critical failure the character has lost the track, and can't find it again.

Magical Skills

When using magical skills the player character usually cast spells, but can also do other things with some of them. There are a few things to think about when casting spells. **Time to cast** is always two actions (if the player character only have one action per round, the spell is started in round one and cast in round two). Alchemy, Dream Magi, Ritual and Runes have other *time to cast*. See descriptions below for these magical skills. **Range** is always line of sight when casting a spell; the magician must see the target and where he wants the spell to hit clearly. **Duration** for all spells that can affect a target longer is always equal to the magician's aura rank in minutes, or until the magician let go. If the magician want he can hold one spell active longer than the duration, but if he do so he can't cast any other spells, and must concentrate on holding the spell active, the magician can do other things normally though. **Sensitivity to magic** is equal to the magician's aura attribute times ten in meters. This range shows how far away a magician can sense that other magicians use magic powers. This ability is always active. **Magi power** is only used when successfully casting a spell, or when a critical failure occurs. Normal failures and critical success doesn't cost any magi power. **Spell levels**, each magical skill is divided into three different levels - see the table below.

Skill Rank	Spell Level
1-7	1
8-14	2
15, up	3

There is also a **fourth level** under each magical skill, but not many magicians can use spells this high. The fourth level is called the impossible, and a magician with this power can return the dead to life. Alter a person into a dragon. Summon a demon lord or minor god. Perform a ritual to exchange the magicians or another willing persons soul for more power or wealth and luck in life for that person. Damage effect from the fourth level spells is 3d6+12 and bonuses are +50 for attributes and skills chance of success.

To be able to cast spells from the fourth level the magician must have 21 or higher in the skill rank, and every time he tries there is a penalty of -30 to chance of success. If the magician fails with the impossible there is a 10% chance that he dies from using too much power. If the magician succeeds he will grow stronger though, and get one permanent magi power for each successful spell this strong.

Critical Success: Critical success when casting a spell always mean that the spell doesn't cost any magi power. There is also a 10% chance that the magician gets a bonus of one permanent magi power. No other bonuses apply to magic spell casting with critical success.

Critical Failure: Critical failure when casting a spell always means that the magician must roll on the table below. A critical failure always cost magi power, just like when a spell is successfully casted.

1d6	Critical Failure
1	The spell work and affect the caster if meant for another, and another if meant for the magician.
2	The magician faint and when he wake up there is a 50% chance that he is blind for 2d6 days.
3	The magic power explodes in the hands of the magician and inflicts 2d6 damage.
4	The magician looses the ability to use magic spells for 2d6 days.
5	All the magician's magic power is used, and he is now at -1d6 magi power.
6	Mental overload, the magician gets 1 insanity point. Roll again on this table.

Abjuration (Aura)

Spells under this skill are used to manipulate with the essence of life. It can be used to heal wounds, cure disease, drain life, inflict pain, animate corpses and create life in dead objects like clay golems, constructs and the like.

First level guideline: Heal 1d6 damage. Cure light diseases and sickness. Inflict 1d6+2 damage. Cause light disease or sickness. Animate corpses and objects.

Second level guideline: Heal 2d6 damage. Cure moderate diseases and sickness. Inflict 2d6+4 damage. Cause moderate disease or sickness. Animate corpses and objects.

Third level guideline: Heal 3d6 damage. Cure heavy diseases and sickness. Inflict 3d6+6 damage. Cause heavy disease or sickness. Animate corpses and objects.

Note: See the bestiary chapter for information about the undead and animated golems and constructs, and how strong they are when created from different spell levels.

Alchemy (Aura)

There are no spells under this skill. It is used to create different potions and brews, and other magical liquids. Alchemy is used in conjunction with the other magical skills to create a potion with a special magical power, and to activate the magical power someone need to drink the potion, or use it in some other way that the magician have decided. Maybe throw a small vial that activates an explosion when it hit something.

When using alchemy the magician need a laboratory and special substances and ingredients from the flora, fauna and minerals of the world. An alchemy laboratory that will enable a magician to create most things will cost around 1000 gold crowns to start, and then 10 silver pieces per spell level of the magical brew or liquid that he craft. If the magician collect all the ingredients needed there is no cost per magical brew that he craft, but this will take up so much of his time that he won't be able to craft anything for a very long time most likely. Almost every magician that works with alchemy has servants and hired men that collect what he need to keep him busy.

Note: When using the ritual skill (see below) to enchant an item with a magical power the magician will need to use alchemy to create magical liquids to make the item have a permanent magical power, otherwise it will just work one time. It takes 1d6 hours to craft a potion, brew or magical liquid with alchemy. When creating an item with permanent magical power the magician must roll on the table below. This roll is only made when the magician succeeds with the alchemy skill.

1d100	Result
01-60	The ritual, spell and alchemy works as planned
61-65	The ritual, spell and alchemy works as planned, but the magician goes blind for 3d6 days
66-70	The magical item almost works as planned, but have a major flaw decided by the game master
71-75	The item and the laboratory is destroyed, but the magician is unhurt
76-80	The item is destroyed, and everyone in the laboratory is damaged by 3d6+6
81-85	The magician is transformed to an animal, and need help to return to his own form
86-90	The magician is trapped in the magical item, and can speak through it and activate it
91-95	The magician is teleported to another place of the world
96-98	The magician is teleported to another plane
99-00	The magician's body is turned inside out and he dies painfully

Level guideline: Same as with the magical skill that will be used to imbue the potion, brew, liquid, or same level as the enchanted magic power in an item.

Alteration (Aura)

Spells under this skill are used to alter something. It can be used to cause illusions, strengthen someone, teleport something a short distance (line of sight), force someone to fall asleep or in some other way change something physical in a way or another.

First level guideline: Cause a small illusion. Raise an attributes or skills chance of success with +10. Teleport a small object. Minor physical alteration, like changing the look of a person.

Second level guideline: Cause an illusion. Raise an attributes or skills chance of success with +20. Teleport an object. Moderate physical alteration, like changing the look and size of a person.

Third level guideline: Cause a big illusion. Raise an attributes or skills chance of success with +30. Teleport a big object or a person. Major physical alteration, like changing the look and size of a person, and grow wings that can be used to fly, or alter the sex and transform a person to an animal.

Conjuration (Aura)

Spells under this skill are used to summon an item of energy or a creature. It can be a weapon, a demon, an elemental or another creature, food or just about anything. After an item is summoned it will stay during the duration, and then return to where it came from. Demons and elementals can't return to their own plane because there is no duration on how long they stay. They simply stay until a magician banish them from this world or until they die in this world, then they return to their own plane and leave no trace behind, except for the demolition they have done in this world.

First level guideline: Summon or banish an item of energy with a bonus of +10 in a skill that the magician decides upon, or a weak creature to perform some easy task.

Second level guideline: Summon or banish a good item of energy with a bonus of +20 in a skill that the magician decides upon, or a strong creature to perform a task.

Third level guideline: Summon or banish a very good item of energy with a bonus of +30 in a skill that the magician decides upon, or a powerful creature to perform a task.

Note: See the bestiary chapter for information about demons and elementals, and how strong they are when summoned with different spell levels.

Control (Aura)

Spells under this skill are used to control creatures that have been summoned with conjuration spells, undead corpses that have been animated with abjuration, animated golems and constructs and also other creatures and beings. If the magician doesn't cast a control spell right away after he have summoned a creature or animated a corpse, or if the first try fails, the creature or undead will attack the magician and go free. Demons and elementals can only return to their plane when killed or sent back by the magician that summoned them. Undead corpses that haven't been controlled will function like an animal and go on instinct to survive. Animated golems and constructs rarely attack but they move around and may leave unless the magician controls them. Many magicians use ritual before summoning a creature, or animate a corpse or golem, and then control, which he concentrate to not break, and lastly alchemy to make them permanent and / or be permanently controlled by the magician (alchemy doesn't break the magicians concentrated control spell since alchemy isn't a skill that use spell casting); otherwise the risk is to great that they turn on the magician after the control is broken. If the magician that has control over a demon, elemental or animated creature would die, the control is broken and the creature is free. Exactly how each magician do to summon and animate creatures, and control them is very different from magician to magician, and if done in the wrong way extremely dangerous. The most important thing when dabbling with demons, elementals, the undead and golems is to have constant control. Many magicians have died because they didn't know what they should do after they have summoned or animated a creature.

First level guideline: Control a creature that has been summoned with a first level conjuration spell or an undead, or golem, animated with a first level abjuration spell. Control another living being.

Second level guideline: Control a creature that has been summoned with a second level conjuration spell or an undead, or golem, animated with a first level abjuration spell. Control another living being.

Third level guideline: Control a creature that has been summoned with a third level conjuration spell or an undead, or golem, animated with a first level abjuration spell. Control another living being.

Divination (Aura)

Spells under this skill are used to bend the rules of the world. It can be used to make something invisible, levitate an item, give the caster the power to fly, create a sphere of light that let the caster see in the dark and so on.

First level guideline: Make a small object or creature invisible. Levitate a small item, or the magician. Hurl a small item to attack someone with a damage of 1d6+2. Grant the target the ability to see the invisible.

Second level guideline: Make a human sized object or creature invisible. Levitate a moderate sized item. Hurl a small item to attack someone with a damage of 2d6+4. Cast a spell that gives the target the power to fly in a speed equal to normal human running pace. Grant the target the ability to see the invisible.

Third level guideline: Make a human sized or larger object or creature invisible. Levitate a large sized item. Hurl an item to attack someone with a damage of 3d6+6. Cast a spell that gives the target the power to fly with high speed. Grant the target the ability to see the invisible.

Dream Magi (Aura)

Dream magi hold a gate to a parallel world that appears as the player characters normal world, but there are only dreams that are alive in this world. Most of the characters that the magician can meet in the dream world are normal people that have dreamt their way in, and have no idea that this is not a normal dream. No one can ever take anything out from the dream world, but as long as a character stay in the dream world everything in there can be used. This doesn't change anything in the real world though. If a character dies, or are injured, in the dream world his physical body that is asleep also die, or is injured. To enter the dream world the magician need to fall asleep and succeed with two skill rolls. Only one try to enter, per each sleep period, may be made. It doesn't cost any magi power to enter the dream world.

First level guideline: The magician can use first level spells from any other magical skill, and change clothes and appearance of himself in the dream world. It is always the dream magi skill that is used when the magician change anything, or use spells from other magical skills in the dream world. The magician can only use spells from other magical skills that he has at least a skill rank of 15 or higher in while in the dream world. The magician can also enter another characters dream, but can only observe while there.

Second level guideline: The magician can use second level spells from any other magical skill, and change clothes and appearance of himself in the dream world. He can also summon items that he need, and move twice as fast as normal. It is always the dream magi skill that is used when the magician change anything, or use spells from other magical skills in the dream world. The magician can only use spells from other magical skills that he has at least a skill rank of 15 or higher in while in the dream world. The magician can also enter another characters dream, and can observe and talk to the dreamer.

Third level guideline: The magician can use third level spells from any other magical skill, and change clothes and appearance of himself in the dream world. He can also summon items that he need, move four times as fast as normal and instantly teleport to another part of the world by taking one step forward and think of the other place. It is always the dream magi skill that is used when the magician change anything, or use spells from other magical skills in the dream world. The magician can only use spells from other magical skills that he has at least a skill rank of 15 or higher in while in the dream world. The magician can also enter another characters dream, and can observe and talk to the dreamer. He can also affect the dreamer but have a penalty of -20 to all skills and attribute rolls, while the dreamer have a modification of +20 to all skills and attribute rolls. After all it's the dreamers fantasy you enter.

Evocation (Aura)

Spells under this skill are used to call upon the elements and to inflict damage. It can be used to cast balls of fire, create lightning, start a minor earthquake and other physical manipulations to cause harm.

First level guideline: Cast a physical spell with a damage of 1d6+2. Make the earth rumble within line of sight, and minor weather control.

Second level guideline: Cast a physical spell with a damage of 2d6+4. Make the earth shake within line of sight, and moderate weather control.

Third level guideline: Cast a physical spell with a damage of 3d6+6. Create a minor earthquake, and major weather control.

Ritual (Aura)

There are no spells under this skill. It is used in conjunction with the other magical skills to perform rituals. These rituals can be to create a magic item, open a port to another world that more than one can travel through, teleport a person or a group of persons a long way, cast a curse on someone or in any other way permanently

alter something. A ritual takes 1d6 hours to complete. To perform a ritual the magician must first succeed with the ritual, and then cast the spell (from one of the other magical skills) that will close the ritual.

To create a magical item with a ritual the magician need to have the item before he starts the ritual. Items can be enchanted with magical powers from one of the other magical skills, but an item can never have more than one magical power enchanted into them. If an item is constructed from more than one item each item can be enchanted with different magical powers, a sword can for example have a magical bonus of +10, +20 or +30 to the skill in the hilt and a magical bonus of +2, +4 or +6 to damage in the blade if it's enchanted with a harming spell. This may also make the swords blade glow when drawn from the scabbard if the magician wants.

Note: When enchanting an item with a magical power it will only work one time, and will have a power word bound to it to activate the magical power. To make an item have a permanent magical power the magician need to use the alchemy skill, see above for more about alchemy.

Level guideline: Same as with the magical skill that will be used to close the ritual.

Runes (Aura)

Spells under this skill are used to carve, burn or inscribe runes into items and parchments. Any character that can read the rune can later use the item. Each rune takes 1d6 hours to create for the magician. The rune items can hold one other spell from another magical skill or *rune power*. It only takes one action to use a rune. One item can only hold one rune at a time.

First level guideline: Create a power rune that holds 1d6+2 magi power - These magi power can be used by any magician as a reserve, but a magician must hold the power rune to use it's power instead of his own. When all the magi power in a power rune is used the rune vanish. Inscribe a rune that holds a spell from any other magical skill, of level one. When a rune item is used the rune vanish, and the item isn't magical any more.

Second level guideline: Create a power rune that holds 2d6+4 magi power - These magi power can be used by any magician as a reserve, but a magician must hold the power rune to use it's power instead of his own. When all the magi power in a power rune is used the rune vanish. Inscribe a rune that holds a spell from any other magical skill, of level two. When a rune item is used the rune vanish, and the item isn't magical any more.

Third level guideline: Create a power rune that holds 3d6+6 magi power - These magi power can be used by any magician as a reserve, but a magician must hold the power rune to use it's power instead of his own. When all the magi power in a power rune is used the rune vanish. Inscribe a rune that holds a spell from any other magical skill, of level three. When a rune item is used the rune vanish, and the item isn't magical any more.

Shamanism (Aura)

Spells under this skill are used to talk to spirits, and to drain a targets spiritual power out of them. This is the only way to kill a ghost or spirit, and the only way to banish a poltergeist or any other spiritual force that haunts a place.

First level guideline: Summon a weak spirit, and ask one question. The spirit doesn't have to tell the truth. Banish or kill a weak spiritual force, the spirit takes 1d6+2 damage per try. Drain a target of 1d6+2 spiritual power (magi power). If a magician drains another characters spiritual power, the target will die if the magician is able to lower his magi power to a negative value of the targets positive value.

Second level guideline: Summon a spirit, and ask two questions. The spirit doesn't have to tell the truth. Banish or kill a normal spiritual force, the spirit takes 2d6+4 damage per try. Drain a target of 2d6+4 spiritual power (magi power). If a magician drains another characters spiritual power, the target will die if the magician is able to lower his magi power to a negative value of the targets positive value.

Third level guideline: Summon a strong spirit, and ask three questions. The spirit doesn't have to tell the truth. Banish or kill a strong spiritual force, the spirit takes 3d6+6 damage per try. Drain a target of 3d6+6 spiritual power (magi power). If a magician drains another characters spiritual power, the target will die if the magician is able to lower his magi power to a negative value of the targets positive value.

Twilight (Aura)

Spells under this skill are used to travel to and from other planes, and a magician that is on another plane than his own must have this skill to be able to cast a spell from any of the other magical skills, and to understand the magical laws on other planes. Spells under this skill can only be used for the magician's own purpose. If he want to bring others he need to use the ritual skill to open a gate.

First level guideline: Travel to another plane similar to the magician's home world. And be able to use magic spells in that world. The magician must know the world, or have been told about it in detail.

Second level guideline: Travel to another plane different from the magician's home world. And be able to use magic spells in that world. The magician must know the world, or have been told about it in detail.

Third level guideline: Travel to another plane very different from the magician's home world. And be able to use magic spells in that world. The magician must know the world, or have been told about it in detail.

Combat Skills

Most combat skills that are used to attack with do different damage according to the skill rank. If the character has 0-7 the damage is 1d6 plus the base damage for the weapon, 8-14 the damage is 2d6 plus the base damage for the weapon, 15, and up, the damage is 3d6 plus the base damage for the weapon. Some combat skills doesn't have a damage roll but is used to give other skills a bonus, see the skill descriptions below. Small weapons can be used to attack faster and more often than other weapons and large weapons are slower and can't be used as often as small and medium weapons. See the table below.

Skill Rank	Damage	Weapon	Initiative	Actions
0-7	1d6	Small	+2	+1
8-14	2d6	Medium	±0	±0
15, up	3d6	Large	-2	-1

Critical Success: Critical success when attacking means that the attack didn't cost an action to perform. A critical success attack can only be parried, blocked or dodged with a critical success for a defensive skill. Critical success when defending means that the defender can make an instant riposte attack, the riposte attack doesn't take up any action, but can be defended against if the opponent has actions left. No other bonuses apply to attacking or defending with critical success.

Critical Failure: Critical failure when attacking or defending always means that the player character must roll on the table below.

1d6	Critical Failure
1	The combatant hits himself, or a friend 40% chance, and inflicts normal damage.
2	The combatant trips, and can only defend during the rest of the combat round.
3	The combatant loose balance and can only defend during this and the next combat round.
4	The combatant drop his weapon and / or can only defend during this and the next combat round.
5	The combatant falls to the ground and can only defend during this and the next combat round.
6	The combatant use his weapon badly, and there is a 40% chance that it breaks. He can only defend during this and the next combat round.

Aiming (Perception)

If the character uses one action before his actual attack action to use this skill and aim carefully, and succeeds with this skill, 1d6 (+2d6 with a critical success with this skill) is added to the normal damage roll. This skill can only be used with missile weapons, and the character can't be under attack when he uses this skill.

Armour Expertise (Constitution)

Most characters can put on armour, and be well protected, but it's another thing to perform physical manoeuvres when wearing armour. Weak and light armour is easy to use for all, and there is no need to have this skill if that's all the protection a character use. But if he wears medium or heavy armour this skill is a must. Every situation when the character performs physical manoeuvres, including combat, he must roll for this skill. With a success and a critical success he will be able to perform the manoeuvres during the situation with no penalty. With a failure the character will have a penalty of -20 to all attributes and skills chance of success, and with a

critical failure he will have a penalty of -40 to all attributes and skills chance of success. To remove this penalty the character must use 1d6 rounds where he isn't attacked or bothered in any other way to get the armour in place, and then try again. A situation can be a fight, a run through the forest, a climb up the mountainside, and so on.

Axe (Strength)

This skill is used with all axes, both one-handed and two-handed. Small axes have a damage base of 2, medium axes have a damage base of 4 and large axes have a damage base of 6. All axes have a defensive penalty of 10, which mean that the chance of success is lowered by 10 when trying to parry with an axe.

Backstab (Dexterity)

If the player character successfully sneaks up on someone and successfully uses this skill from behind and then succeeds with a dagger attack, 1d6 (+2d6 with a critical success with this skill) is added to the normal damage roll. This skill can only be used with daggers and knives, and the attack takes up two actions to perform.

Blowpipe (Constitution)

This skill is used with all blowpipes. No blowpipes have any damage base, and only 1d6 is rolled for damage. If damage is done the small arrow penetrate the skin, and the poison that always is used with blowpipes make contact with the targets body system. Range for all blowpipes are constitution attribute times two in meters.

Bolas (Dexterity)

This skill is used with all bolas. Small bolas has a damage base of 2, medium bolas has a damage base of 4 and large bolas has a damage base of 6. Range for all bolas is strength attribute in meters, but can be thrown up to double this range with half %V.

Bow (Dexterity)

This skill is used with all bows. Small bows have a damage base of 2, medium bows have a damage base of 4 and large bows have a damage base of 6. Range for all bows is strength attribute times the damage base in meters, but can be fired up to double this range with half %V.

Brawling (Strength)

This skill is used with hand-to-hand combat without any weapons equipped. There are some good unarmed combatants that can take down an opponent just as good as if he had a weapon. There is no damage base for brawling attacks, only the d6 from skill value, but this can be as deadly as any weapon if the combatant knows how to use his fists and legs. If unarmed combat manoeuvres are used against an opponent with heavy armour the brawler get 1d6-1 damage each time he hit his opponent. Brawling has an initiative bonus of +2.

Chain (Dexterity)

This skill is used with all flexible chain weapons, both one-handed and two-handed. Small chain weapons have a damage base of 2, medium chain weapons have a damage base of 4 and large chain weapons have a damage base of 6. All chain weapons have a defensive penalty of 20, which mean that the chance of success is lowered by 20 when trying to parry with a chain weapon. These weapons are also harder to block and parry against, and the defender have a penalty of -10 to all parry and block chance of success.

Crossbow (Perception)

This skill is used with all crossbows. Small crossbows have a damage base of 2, medium crossbows have a damage base of 4 and large crossbows have a damage base of 6. Range for all crossbows is perception attribute times the damage base in meters, but can be fired up to double this range with half %V.

Crushing Blow (Strength)

If the character put all of his strength and power into an attack, and successfully uses this skill and then succeeds with a melee attack, 1d6 (+2d6 with a critical success with this skill) is added to the normal damage roll. This skill can only be used with medium and large melee weapons, and the attack takes up two actions to perform.

Dagger (Dexterity)

This skill is used with all daggers and knives. Small daggers and knives have a damage base of 2 and medium daggers and knives have a damage base of 4. There is no large daggers or knives. All daggers and knives have a defensive penalty of 10, which mean that the chance of success is lowered by 10 when trying to parry with a dagger.

Dodge (Quickness)

This skill is used to dodge melee and some missile attacks. Bows, crossbows and slings can't be dodged, only thrown missile attacks.

Feint (Quickness)

This skill is used to fool an opponent that an attack is coming from the wrong side, and therefore get a better chance to hit. If this skill is successfully used the next defensive manoeuvre the opponent perform is at -20 (-40 with a critical success with this skill). The attack takes up two actions to perform.

Frenzy (Self-Discipline)

This skill is used to enter a state of frenzy. It takes 1d6 actions to enter this state, and the character can't do anything else but defending while trying. When a character is going berserk he doesn't defend at all, and will attack everything around him that moves with an extra damage bonus of +2, and with a positive modification to chance of success with all attacks of +20. The berserker mostly recognizes his friends and allies while in frenzy, but there is always a small chance that he hurt someone that he shouldn't. Roll a d100 each round the berserker fights, and if the result is 80 or higher one of his attacks will hit a friend or ally. The state of frenzy will leave the fighter 2d6 rounds after the fight is over, and he will be very tired for at least an hour, -10 penalty to all skills and attributes chance of success.

Hammer (Strength)

This skill is used with all hammers, both one-handed and two-handed. Small hammers have a damage base of 2, medium hammers have a damage base of 4 and large hammers have a damage base of 6. All hammers have a defensive penalty of 10, which mean that the chance of success is lowered by 10 when trying to parry with a hammer.

Ignore Pain (Constitution)

This skill is used to withstand pain, and is commonly used by light armoured martial artists. Every time the character gets hit and succeeds with using this skill he lowers the damage points by 1d6 (-6 with a critical success with this skill). Before someone may learn this skill he must have at least a skill rank of 8 in the skill martial art.

Javelin (Dexterity)

This skill is used with all javelins. Small javelins have a damage base of 2, medium javelins have a damage base of 4 and large javelins have a damage base of 6. Range for all javelins is strength attribute in meters, but can be thrown up to double this range with half %V.

Martial Art (Dexterity)

This skill works just like the brawling skill, but the martial artist get an extra damage bonus of +2 to all attacks and one extra action each round when using martial art attacks. The martial artist can parry weapons, and attack others in heavy armour without getting hurt. When using this skill the character can only wear light armour, otherwise the %V is halved. Martial art has an initiative bonus of +2.

Missile Defence (Quickness)

With this skill a martial artist can parry or catch missiles fired or thrown at him. He must see the projectile being fired or thrown against him. When using this skill the character can only wear light armour, otherwise the %V is halved. Before someone may learn this skill he must have at least a skill rank of 8 in the skill martial art.

Pole Arm (Strength)

This skill is used with all pole arms. There are no small or medium sized pole arms. All pole-arms have a damage base of 6. Pole Arms have no defensive penalty.

Shield (Dexterity)

This skill is used to block melee and missile attacks. All types of attacks can be blocked with a shield, but bow, crossbow and sling attacks is very hard to block, and the defender only have half his skill value when trying to block these attacks. Shields all have a bonus to block melee attacks; small shields have a bonus of 10 to %V, medium shields have a bonus of 20 to %V and large shields have a bonus of 30 to %V. Shields can also be used to attack with, but they have no damage base, and all shields do 2d6-2 damage only.

Sling (Dexterity)

This skill is used with all slings. Small slings have a damage base of 2, medium slings have a damage base of 4 and large slings have a damage base of 6. Range for all slings is strength attribute times 2 in meters, but can be used up to double this range with half %V.

Spear (Strength)

This skill is used with all spears, both one-handed and two-handed. Small spears have a damage base of 2, medium spears have a damage base of 4 and large spears have a damage base of 6. One-handed spears have a defensive penalty of 10, which mean that the chance of success is lowered by 10 when trying to parry with it. Two-handed spears have no defensive penalty.

Staff (Dexterity)

This skill is used with all staffs, both one-handed and two-handed. Small staffs have a damage base of 2, medium staffs have a damage base of 4 and large staffs have a damage base of 6. Staffs have no defensive penalty.

Subdue (Strength)

This skill is used to subdue an opponent. It can be used with any weapon or blunt item. If the attacker succeeds with this skill followed with a successful attack, where the damage is equal to or above the opponents critical level, he will lose consciousness for $3d6 +$ the skill value of subdue minutes. If a subdue attack is successful the opponent only takes 1d6-1 damage. The attack takes up two actions to perform.

Sword (Strength)

This skill is used with all swords, both one-handed and two-handed. Small swords have a damage base of 2, medium swords have a damage base of 4 and large swords have a damage base of 6. Swords have no defensive penalty.

Throwing Axe (Dexterity)

This skill is used with all throwing axes. Small throwing axes have a damage base of 2 and medium throwing axes have a damage base of 4. There are no large throwing axes. Range for all throwing axes is half the strength attribute in meters, but can be thrown up to double this range with half %V.

Throwing Knife (Dexterity)

This skill is used with all throwing knives. Small throwing knives have a damage base of 2 and medium throwing knives have a damage base of 4. There are no large throwing knives. Range for all throwing knives is half the strength attribute in meters, but can be thrown up to double this range with half %V.

Throwing Spike (Dexterity)

This skill is used with all throwing spikes. Small throwing spikes have a damage base of 2 and medium throwing spikes have a damage base of 4. There are no large throwing spikes. Range for all throwing spikes is half the strength attribute in meters, but can be thrown up to double this range with half %V.

Two Weapons (Strength)

This skill is used to combine the weapon techniques of two weapons, and fight with one in each hand. This skill must be learned separately for each weapon combination. Fighting with two weapons give the character a damage bonus of +2 to each attack, and one extra action. The skill rank for this skill can never be higher than that of the lowest weapon skill that is normally used with the weapons. Each attack and defensive manoeuvre when using two weapons goes under the two weapons %V.

4 - Equipment

This chapter contains most types of equipment that player characters need. We may not have covered all things that can be bought in a fantasy world, but the things not listed in this chapter should be easy for the game master to come up with if needed. All prices for the items that can be found in this chapter are noted in bronze pieces.

Weights

We haven't added any weights to the different items in this chapter, and there are no rules for encumbrance in this game. Such rules often don't turn out to be very realistic, or used at all anyway. We think that it's best to use common sense on what the player characters can carry and not.

Money

There are five different coins, tin coins (tin pieces), bronze coins (bronze pieces), silver coins (silver pieces), gold coins (gold crowns) and platinum coins (platinum crowns). The most common coin is bronze, and most prices are valued in this when for sale. Tin coins are used for very cheap items and mainly as change. Silver and gold are mostly used for big transactions, and in banks. The platinum coin is rarely used, and most people have never even seen a coin of this value. See the list below for coins and their values.

Coins	Value
Tin (tin piece)	1tp
Bronze (bronze piece)	10 tp
Silver (silver piece)	10 bp
Gold (gold crown)	10 sp
Platinum (platinum crown)	100 gc

Weapons

The damage base shows what type of weapon this is, 2 is equal to small weapons, 4 is equal to medium weapons and 6 is equal to large weapons. Damage base is added to the damage roll when attacking with the weapon. Durability shows how many damage points that must be inflicted when striking a weapon that parries or block to lower the weapon durability by one. When durability is lowered to 0 the weapon is broken and can no longer be used. If a weapon is hit with double its durability in damage points it breaks at once. See the skill descriptions to get the range for missile and thrown weapons. All weapons in the lists below are of average quality and of iron or wood.

Axes	Damage Base	Durability	Special	Price / Time*
Hand Axe	2	15	Parry -10	140 / 1 day
Beard Axe	4	16	Parry -10	220 / 1 day
Battle Axe	4	16	Parry -10	240 / 2 days
Two Handed Axe	6	16	Parry -10	350 / 2 days

Blowpipe	Damage Base	Durability	Special	Price / Time*
Short Blowpipe	None	5	Damage 1d6	40 / 1 day
Medium Blowpipe	None	5	Damage 1d6	60 / 1 day
Long Blowpipe	None	5	Damage 1d6	100 / 1 day

Bolas	Damage Base	Durability	Special	Price / Time*
Small Bolas	2	4	Critical success: Snares	30 / 2 hours
Medium Bolas	4	6	Critical success: Snares	40 / 2 hours
Large Bolas	6	8	Critical success: Snares	50 / 2 hours

Bows	Damage Base	Durability	Special	Price / Time*
Short Bow	2	5	-	150 / 2 days
Composite Bow	4	7	-	650 / 4 days
Longbow	6	9	-	450 / 4 days

Brawling Aids	Damage Base	Durability	Special	Price / Time*
Knuckle Iron	2	8	-	25 / 2 hours
Claws	4	10	-	60 / 1 day
Cestus	4	30	Combat Gaunts, Abs 2d6+4	125 / 2 days
Chain	Damage Base	Durability	Special	Price / Time*
Chain	2	10	Parry -20	50 / 2 days
Ball and Chain	4	16	Parry -20	250 / 4 days
Morning Star	4	16	Parry -20	360 / 5 days
War Flail	6	15	Parry -20	250 / 3 days
Crossbows	Damage Base	Durability	Special	Price / Time*
Hand Crossbow	2	6	-	400 / 5 days
Light Crossbow	2	7	-	420 / 5 days
Crossbow	4	8	-	500 / 7 days
Heavy Crossbow	6	10	-	700 / 9 days
Arbalest	8	20	Stationary	1200 / 14 days
Daggers	Damage Base	Durability	Special	Price / Time*
Small Dagger / Knife	2	16	Parry -10	50 / 1 day
Dagger / Knife	2	18	Parry -10	75 / 1 day
Long Dagger / Knife	4	20	Parry -10	100 / 2 days
Sword Breaker	4	17	Critical success: Traps blade	120 / 2 days
Hammers	Damage Base	Durability	Special	Price / Time*
Club	2	15	Parry -10	25 / 2 hours
Mace	4	16	Parry -10	210 / 2 days
War Hammer	4	16	Parry -10	150 / 2 days
War Mace	6	18	Parry -10	240 / 2 days
Maul	6	15	Parry -10	200 / 2 days
Javelins	Damage Base	Durability	Special	Price / Time*
Short Javelin	2	8	-	150 / 2 days
Javelin	4	10	-	200 / 2 days
Long Javelin	6	12	-	250 / 2 days
Pole Arms	Damage Base	Durability	Special	Price / Time*
Pole Axe	6	15	-	260 / 2 days
Halberd	6	15	-	450 / 2 days
Glaive	6	15	-	400 / 2 days
Pike	6	15	Defence against charging riders	120 / 1 day
Lance	6	15	Mounted attack only	100 / 1 day
Shields	Damage Base	Durability	Special	Price / Time*
Buckler	None	15	Damage 2d6-2, Blocking +10	50 / 2 hours
Round Shield	None	16	Damage 2d6-2, Blocking +20	160 / 4 hours
Tower Shield	None	18	Damage 2d6-2, Blocking +20	220 / 6 hours
Large Shield	None	20	Damage 2d6-2, Blocking +30	260 / 6 hours
Slings	Damage Base	Durability	Special	Price / Time*
Sling	2	4	-	35 / 1 hour
Long Sling	4	4	-	55 / 2 hours
Staff Sling	6	5	-	70 / 4 hours
Spears	Damage Base	Durability	Special	Price / Time*
Short Spear	2	10	Parry -10	50 / 2 days
Spear	4	12	Parry -10	75 / 2 days
Long Spear	6	14	-	120 / 2 days

Staffs	Damage Base	Durability	Special	Price / Time*
Short Staff	2	10	-	30 / 2 hours
Quarterstaff	4	12	-	40 / 1 hour
Combat Staff	6	16	-	130 / 1 day
Swords	Damage Base	Durability	Special	Price / Time*
Short Sword	2	24	-	280 / 2 days
Sabre	2	18	-	320 / 5 days
Cutlass	4	18	-	260 / 4 days
Scimitar	4	20	-	240 / 4 days
Broadsword	4	26	-	560 / 5 days
Long Sword	4	20	-	600 / 7 days
Bastard Sword	6	25	-	720 / 7 days
Two Handed Sword	6	30	-	860 / 14 days
Throwing Axes	Damage Base	Durability	Special	Price / Time*
Small Throwing Axes	2	5	-	40 / 1 day
Medium Throwing Axes	4	5	-	80 / 1 day
Throwing Knives	Damage Base	Durability	Special	Price / Time*
Small Throwing Knives	2	5	-	60 / 1 day
Medium Throwing Knives	4	5	-	100 / 1 day
Throwing Spikes	Damage Base	Durability	Special	Price / Time*
Small Throwing Spikes	2	5	-	50 / 1 day
Medium Throwing Spikes	4	5	-	75 / 1 day

* The time shows how long it takes to craft a weapon of average quality. For other qualities see the craft skill.

Armour

Absorption is the amount of damage points that the armour deflects. Durability shows how many damage points that must be inflicted above the absorption value to lower the armour durability by one. When durability is lowered to 0 it doesn't protect the wearer any longer. All armour in the lists below is of average quality and of cloth, leather or iron.

Weak Armour	Absorption	Durability	Covers	Price / Time*
Robe, heavy cloth	2	10	Torso, arms, legs	80 / 1 day
Hood, heavy cloth	2	10	Head	30 / 3 hours
Tunic, heavy cloth	2	10	Torso, arms	60 / 6 hours
Gloves, heavy cloth	2	10	Hands	30 / 5 hours
Pants, heavy cloth	2	10	Legs	60 / 6 hours
Socks, heavy cloth	2	10	Feet	20 / 2 hours
Full set of heavy cloth, not robe				200 / 1 day
Light Armour	Absorption	Durability	Covers	Price / Time*
Hood, leather	1d6+2	12	Head	30 / 4 hours
Tunic, leather	1d6+2	12	Torso	90 / 7 hours
Gloves, leather	1d6+2	12	Hands	50 / 6 hours
Sleeves, leather	1d6+2	12	Arms	50 / 7 hours
Greaves, leather	1d6+2	12	Legs	80 / 7 hours
Boots, leather	1d6+2	12	Feet	130 / 6 hours
Full set of leather				430 / 2 days
Medium Armour	Absorption	Durability	Covers	Price / Time*
Helmet, hard leather	2d6+2	14	Head	60 / 3 days
Breastplate, hard leather	2d6+2	14	Torso	200 / 3 days
Gaunts, hard leather	2d6+2	14	Hands	80 / 3 days

Sleeves, hard leather	2d6+2	14	Arms	80 / 3 days
Greaves, hard leather	2d6+2	14	Legs	120 / 3 days
Boots, hard leather	2d6+2	14	Feet	150 / 3 days
Full set of hard leather				690 / 14 days
Coif, chain mail	2d6+4	18	Head	300 / 4 days
Hauberk, chain mail	2d6+4	18	Torso	800 / 8 days
Gloves, chain mail	2d6+4	18	Hands	120 / 4 days
Sleeves, chain mail	2d6+4	18	Arms	400 / 4 days
Greaves, chain mail	2d6+4	18	Legs	500 / 6 days
Socks, chain mail	2d6+4	18	Feet	120 / 4 days
Full set of chain mail				2240 / 30 days
Heavy Armour	Absorption	Durability	Covers	Price / Time*
Helmet, scale	3d6+4	24	Head	500 / 4 days
Breastplate, scale	3d6+4	24	Torso	1000 / 8 days
Gaunts, scale	3d6+4	24	Hands	300 / 4 days
Sleeves, scale	3d6+4	24	Arms	450 / 4 days
Greaves, scale	3d6+4	24	Legs	500 / 6 days
Boots, scale	3d6+4	24	Feet	300 / 4 days
Full set of scale				3050 / 30 days
Helmet, plate	3d6+6	30	Head	750 / 2 days
Breastplate, plate	3d6+6	30	Torso	1500 / 6 days
Gaunts, plate	3d6+6	30	Hands	500 / 4 days
Sleeves, plate	3d6+6	30	Arms	650 / 2 days
Greaves, plate	3d6+6	30	Legs	750 / 2 days
Boots, plate	3d6+6	30	Feet	500 / 4 days
Full set of plate				4650 / 20 days

* The time shows how long it takes to craft armour of average quality. For other qualities see the craft skill.

Metals

The metal mithril in the list below is very rare, and is usually only mined by dwarves. To find out how many bars is needed to craft a weapon or a armour part take the base damage or the minimum absorption value times the number of bars needed, except for mithril where you only need half the bars because it's so light.

Metal Bars	Price per kg
Bronze	16
Copper	12
Gold	6000
Iron	8
Lead	14
Mithril	32000
Silver	600
Steel	32
Tin	10

Stones

The price below is for worked stones. The price for raw stones is x0.6. Time to work stones and gems is roughly a day or two, diamonds are usually worked at least a week before they are ready.

Stones	Price
Agate	9 / gr
Diamond	1600 / carat

Emerald	1400 / carat
Onyx	2 / gr
Opal	135 / gr
Pearl	38 / gr
Quarts	8 / gr
Ruby	1400 / carat
Sapphire	200 / carat
Topaz	40 / carat

Jewellery

The list below is only to get a basic knowledge about how much jewellery may be worth. The prices can vary greatly. Time to craft jewellery is roughly 4 to 5 days, but some work may take as long as several months.

Jewellery	Price
Antique silver torque	2500
Bronze ring	50
Gold amulet, for a king	15000
Gold ear rings with diamonds	6000
Gold ring	750
Gold ring with fine gemstone	4000
Kings crown	100000
Polished agate necklace	250
Silver brooch with emerald	2500
Silver ring	350

Magical Items

If someone visits a magician to buy a magical item with permanent power the price is often extremely high. This is not because the magical item is worth this much in it self, it's because of the risk the magician put him self in when creating it. Most magicians only create a handful magical item with permanent power in their lifetime because of the danger involved. Magical items that only work one time is more common, this is usually a way for the magician to make money, and most magicians live from what they get from selling non-permanent magical items.

Magical Item	Price*	Potion, brew	Price**	Permanent	Price***
Level one	20 sp	Level one	30 sp	Level one	500-1000 gc
Level two	30 sp	Level two	40 sp	Level two	1500-2000 gc
Level three	50 sp	Level three	60 sp	Level three	2500-5000 gc
Level four	100 sp	Level four	120 sp	Level four	Priceless

* The price is in silver pieces for magical items. Cost for the item's value without magic imbued is added to this price also, unless the customer gives the magician an item to imbue with magic.

** The price for alchemy potions and brews are a little higher than the basic price for normal magical items. This is because the magician needs ingredients to craft the potion or brew, and because the magician doesn't need an item to imbue the price for potions and brews will probably be less than for other magical items anyway.

*** The price is in gold crowns for permanent magical items.

There is really no market for magical items that a person may find, but if he finds a buyer the price is usually no more than 10% of the total price a magician would take to craft it. After all, the item doesn't come from a magician, and the buyer doesn't get any guaranty that it will work. Magicians almost never buy magical items from another person, the person must find a private buyer most of the times.

Clothes

The clothes below are for normal sized humans. For larger characters the price is x1.25, and for smaller characters the price is x0.75.

Clothes	Price / Time*
Belt	20 / 3 hours
Cloak	150 / 4 hours
Girdle	25 / 2 hours
Gloves	16 / 3 hours
Hat	15 / 4 hours
Hood	20 / 2 hours
Pants	55 / 4 hours
Shirt	75 / 4 hours
Skirt	60 / 4 hours
Soft leather boots	76 / 1 day
Soft leather shoes	52 / 1 day
Tunic	50 / 6 hours
Vest	42 / 4 hours

* The time shows how long it takes to tailor clothes of average quality. For other qualities see the craft skill.

Food & Beverage on Market

The prices on food and beverage can be modified by x0.5 and up to x5 depending on the quality, and where it is bought. To cook food and brew spirit is very different from crafter to crafter; some do it fast while others let it take quite some time, depending on what they do.

Food & Beverage	Price
Ale	1 / 5 dl
Apples	1 / 10 apples
Bacon	4 / 0.5 kg
Beans	1 / 0.5 kg
Berries	1 / 1 kg
Bird seeds	2 / 0.5 kg
Brandy	8 / 5 dl
Bread	1 / 4 loafs
Butter	1 / 0.5 kg
Cheese	2 / 0.5 kg
Chicken	4 / 0.5 kg
Cider	2 / 5 dl
Coffee	1 / gr
Crab	6 / 0.5 kg
Dried fish	4 / 0.5 kg
Dried fruit	2 / 0.5 kg
Dried meat	4 / 0.5 kg
Duck	4 / 0.5 kg
Eggs	3 / 12 eggs
Fish	2 / 0.5 kg
Flour	1 / 2 kg
Goat meat	4 / 0.5 kg
Goose meat	6 / 0.5 kg
Ham	4 / 0.5 kg
Lamb meat	6 / 0.5 kg
Mead	1 / 5 dl
Milk	1 / l
Oysters	3 / 0.5 kg
Pears	1 / 10 pears
Pie, fruit	2
Pie, meat	4
Plums	2 / 0.5 kg
Pork	4 / 0.5 kg
Pressed fruits	1 / 5 dl
Rabbit meat	3 / 0.5 kg
Rye	1 / 2 kg

Salt	2 / 0.5 kg
Spices & Herbs	10 / gr
Spirit	4 / 5 dl
Steak	5 / 0.5 kg
Sugar	3 / 0.5 kg
Tee	1 / gr
Vegetables	2 / 0.5 kg
Wheat	1 / 3 kg
Wine	6 / 5 dl

Accommodation

The price in the list below is per night. In finer inns breakfast usually is free for the ones that rent a room.

Accommodation	Price
Sleeping hall, slum	2
Sleeping hall, normal	3
Sleeping hall, fine	6
Private room, slum	4
Private room, normal	8
Private room, fine	10
Room for two, slum	6
Room for two, normal	12
Room for two, fine	25
Room for four, slum	10
Room for four, normal	24
Room for four, fine	50
Large private room, normal	50
Large private room, fine	75
Large private room, luxurious	100

Food & Beverage at Inn / Tavern

The food that is bought in dirty inns and taverns has a chance to give the customer food poisoning, 10% chance. At finer, and cleaner, inns and taverns this isn't a risk.

Food & Beverage	Price
Ale, slum	0.5 / 3 dl
Mead, slum	0.5 / 3 dl
Cider, slum	0.5 / 3 dl
Wine, slum	2 / decanter
Spirit, slum	1 / mug
Brandy, slum	2 / mug
Milk, slum	0.5 / 3 dl
Tee, slum	1 / mug
Coffee, slum	1 / mug
Pressed fruits, slum	1 / 3 dl
Light meal, slum	2
Normal meal, slum	4
Heavy meal, slum	6
Ale, normal	1 / 3 dl
Mead, normal	1 / 3 dl
Cider, normal	1 / 3 dl
Wine, normal	4 / decanter
Spirit, normal	2 / mug
Brandy, normal	4 / mug

Milk, normal	1 / 3 dl
Tee, normal	2 / mug
Coffee, normal	2 / mug
Pressed fruits, normal	2 / 3 dl
Light meal, normal	4
Normal meal, normal	12
Heavy meal, normal	20
Ale, fine	2 / 3 dl
Mead, fine	2 / 3 dl
Cider, fine	2 / 3 dl
Wine, fine	8 / decanter
Spirit, fine	4 / mug
Brandy, fine	8 / mug
Milk, fine	2 / 3 dl
Tee, fine	4 / mug
Coffee, fine	4 / mug
Pressed fruits, fine	4 / 3 dl
Light meal, fine	16
Normal meal, fine	28
Heavy meal, fine	45

Services

Prices for services can vary greatly depending on the quality of the hired service. Novices only take half the price while masters often takes double the price.

Services	Price
Adept lover	10 to 50 / hour
Barber	4
Bath	5
Ferry	2
Laundry	3 / set
Messenger, across town	1
Passage on boat or ship	8 / day +4 / horse
Physician	5 / per injury or illness
Physician	15 / day
Scribe	5 / hour
Shave	2
Skill training, per week	50
Stable	2 / day
Stable with food and care	4 / day

Animals

The list below doesn't contain even close to all animals that can be bought. Use the list as a guide to how much animals are worth. The list also contain price for skins.

Animals	Price / Skin
Bear	800 / 400
Big dog	180 / -
Big monkey	400 / -
Bull	440 / 80
Camel	1300 / -
Cat	15 / -
Chicken	5 / -
Cockroach	12 / -
Cow	400 / 60
Crocodile	400 / 80
Crow	60 / -
Dog	120 / -

Donkey	480 / -
Duck	12 / -
Eagle	320 / -
Elephant	2500 / -
Falcon	280 / -
Goat	100 / 20
Goose	15 / -
Hen	10 / -
Horse, riding	1440 / -
Horse, work	1000 / -
Lamb	120 / 16
Lion	600 / 280
Lynx	240 / 150
Monkey	200 / -
Mule	400 / -
Owl	100 / -
Ox	420 / 70
Pig	150 / -
Pigeon	20 / -
Pony	800 / -
Rabbit	20 / 12
Raven	80 / -
Small dog	60 / -
Small monkey	80 / -
Snake	100 / 20
Tiger	600 / 320
Wolf	250 / 80

Trained Animals

If the buyer is after an animal that is trained to do something special, or to be used for something, the basic price should be modified by the list below. Time to train an animal is usually one month for dogs and peaceful animals, and up to six months for predators and birds.

Training	Predators	Peaceful	Birds	Dogs
Attack	+50%	+500%	+300%	+75%
Carriage horse	-	+50%	-	-
Carrier Pigeon	-	-	+150%	-
Combat	+100%	+200%	+400%	+100%
Fetch	+75%	+200%	+500%	+50%
Follow	+100%	+100%	-	+75%
Guard	+125%	+200%	+400%	+100%
Herding	-	-	-	+100%
Here	+75%	+50%	+250%	+50%
Hunting	+150%	+300%	+200%	+100%
Quiet	+100%	+100%	+300%	+75%
Riding horse	+250%	+75%	-	-
Sledge dog	-	-	-	+75%
Speak (per word)	-	-	+50%	-
Stay	+100%	+75%	+300%	+75%
Tamed	+100%	+50%	+150%	-
Threaten	+100%	+350%	+400%	+100%
Track	+125%	+150%	-	+100%

Trained Animals Skills

Each training gives the animal a special skill that shows if they obey or not, or how good they are at it. All trained animals get 1d6 in the skill rank after a months training, and after that the skill is raised with normal experience. Other skills that the animal may know are the same as in the bestiary.

Boats & Ships

There are lots of boats and ships not listed below. Use the list as a guide for prices.

Boats & Ships	Price / Time*
Boat, one sail	1000 / 2 months
Canoe	100 / 7 days
Cargo ship	60000 / 1 year
Fishing boat	2400 / 2 months
Rowboat	480 / 1 month
Ship, three sails	21600 / 1 year
Ship, two sails	9600 / 1 year
War ship	80000 / 2 years

* The time shows how long it takes to build a boat or ship.

Wagons & Sleighs

There are lots of wagons not listed below. Use the list as a guide for prices. Price modification for covered wagons is x1.25.

Wagons & Sleighs	Price / Time*
Dog sleigh	210 / 3 days
Horse sleigh	430 / 3 days
Wagon, one horse	100 / 7 days
Wagon, two horses	480 / 7 days
Wagon, four horses	1496 / 7 days
Wagon, six horses	2000 / 7 days

* The time shows how long it takes to build a sleigh or wagon.

Houses & Castles

The prices below are for normal sized houses and castles. Use this list as a guide for prices.

Houses & Castles	Price / Time*
Small house, slum	1000 / 2 months
House, slum	2500 / 3 months
Large house, slum	5000 / 4 months
Small house, normal	5000 / 3 months
House, normal	10000 / 4 months
Large house, normal	15000 / 6 months
Small house, fine	15000 / 4 months
House, fine	25000 / 6 months
Large house, fine	50000 / 2 years
Small tower	10000 / 4 months
Tower	20000 / 6 months
Large tower	40000 / 1 year
Small castle	300000 / 5 years
Castle	600000 / 10 years
Large castle	1500000 / 20 years

* The time shows how long it takes to build a house or castle.

Potions

The list below is just a guide for how much different potions may cost. The potions below are not magical; they are created by normal means using the potion skill. For magical potions see magical items above. See the potion skill for how long it takes to create a potion.

Potions	Price
Weak poison (Damage 1d6+2)	200 / dose
Average poison (Damage 2d6+4)	360 / dose
Strong poison (Damage 3d6+6)	600 / dose
Deadly poison (Damage 3d6+12)	800 / dose
Weak sleeping potion (Sleeps 1d6 hr)	100 / dose
Average sleeping potion (Sleeps 2d6 hr)	240 / dose
Strong sleeping potion (Sleeps 3d6 hr)	400 / dose
Weak healing potion (Heals 1d3)	170 / dose
Average healing potion (Heals 1d6)	280 / dose
Strong healing potion (Heals 2d6)	500 / dose
Weak enhancement potion*	120 / dose
Average enhancement potion*	250 / dose
Strong enhancement potion*	500 / dose

* These potions are usually taken to enhance the feeling of comfort for the character. It's very easy to be addicted to these drugs, and it's not uncommon that they give the user illusions and insanity while under the effect of the drug.

Miscellaneous Equipment

The equipment below is very miscellaneous, most things that the player characters may need, not listed above, can be found here. There are no time to craft the items in this list, when it comes to tools and normal things it really doesn't take much time to craft, usually no longer than a day or just a few hours. The only exception to this is saw, which takes quite some time to craft.

Miscellaneous	Price
Arrow / Bolt / Bullets	2 / each
Backpack	30
Backpack, large	50
Backpack, small	15
Bandages	8 / wound
Barrel	28
Barrel, large	46
Barrel, small	15
Bed	100
Bellows	80
Belt purse for 100 coins	3
Blank book, 50 pages	60
Blanket, thin	20
Blanket, warm	30
Book shelf	138
Bowl	8
Broom	8
Brush	6
Bucket	8
Butchers knife	10
Cabinet	140
Candle, 4hr	1
Canteen	6 / 2 l
Carpet	80
Cauldron	24

Chain	130 / 3 m
Chair	24
Chest	130
Chest, large	210
Chest, small	64
Chisel	12
Cloth	20 / 1x1 m
Comb	4
Crayon	2
Deck of cards	40
Deck of cards, marked	80
Dice, two six-sided	8
Dice, two six-sided, balanced	37
Drum	20
Fire bow	8
Fire box	6
Fishing hooks	6 / 5 hooks
Fishing line	5 / 10 m
Fishing net	120
Flint & Steel	15
Flute	36
Fork	2
Frying pan	30
Glass flask, small	16
Glue	10 / dl
Grappling hook	60
Hammer	12
Harp	600
Holy amulet, bronze	8
Holy amulet, gold	40
Holy amulet, iron	6
Holy amulet, silver	32
Holy amulet, wood	4
Horn	40
Horse shoe	2
Hunting trap	25
Hunting trap, large	100
Hunting trap, small	3
Ink	6 / dl
Ladder	16 / 5 m
Lamp, 6hr	18
Lamp oil, 1hr	4
Lantern, 12hr	30
Leather	48 / 1x1 m
Leather bag	8
Leather bag, large	16
Leather bag, small	4
Line	1 / 10 m
Linen	8 / 1x1 m
Lock pick set	50
Lore book	100
Lute	400
Lyre	240
Metal saw	65
Mirror	300
Mirror, large	500
Mirror, small	150
Mug	3
Nails	12 / 50 nails
Needle	3

Oil for leather	15 / dl
Oil for metal	12 / dl
Ore / Paddle	17
Padlock	80
Paint	90 / 2 l
Paper, per sheet	4
Parchment, per sheet	2
Perfume	26 / 0.5 dl
Physicians knife	48
Pipe, whistle	4
Plate	2
Plough	96
Pole	5 / 2 m
Quill pen	2
Quiver	16
Razor	12
Religious book	60
Rope	3 / 5 m
Saddle bags	18
Saddle and tack	180
Saw	36
Scabbard, long	34
Scabbard, short	14
Sextant	350
Shelf	80
Shelf, large	130
Shelf, small	50
Shoulder bag	16
Shovel	18
Silk	46 / 1x1 m
Sledge hammer	30
Skis	68
Smoking pipe	8
Snow shoes	63
Soap	2 / dl
Spoon	2
String, bow	4
String, crossbow	6
Strings, instruments	5 / string
Table	72
Tar	20 / 2 l
Tent, for four	134
Tent, for two	54
Thread	2 / 10 m
Tin flask	8 / 2 dl
Tobacco	16 / 25 gr
Torch, 1hr	4
Vase	8
Violin	280
Wagon wheel	60
Wagon wheel, small	30
Wet stone	10
Wood board	18 / 4 m

5 - Economics

This chapter describe the fundamental parts in a lands economics and salaries for different professions. The text in this chapter should only be used as a guide to work from. Many countries may function completely different than others, but we can't add economics for all different type of cultures, so we have just entered the most usual one for a fantasy world.

Money

There are five different coins in this game, tin piece, bronze piece, silver piece, gold crown and platinum crown. Some countries will have other types of coins as well, but these are usually common for traders all around the known world. Each land will have their coins marked with a special emblem that show what type of coin it is, when it was created and what country it's from. The list of coins below is also present in the beginning of the equipment chapter.

Coins	Value
Tin (tin piece)	1tp
Bronze (bronze piece)	10 tp
Silver (silver piece)	10 bp
Gold (gold crown)	10 sp
Platinum (platinum crown)	100 gc

Exchange Currency

If the character wants to exchange one type of currency for another there's a fee of 3% of the value. Exchange currency can be done in banks and at some traders.

Banks

When depositing money in a bank the bank will take a fee of 5% of the value the character deposit. This fee is used to run the bank, and to give the customer a safe place to store his money or valuables. The banks also loan money to characters with a safety, and with a fee of around 10% of the value when it's time to pay them back.

Trading

Trading is mostly done with money as payment for goods, but most traders are open for other valuables also and the right thing can give you more trade value than actual money does in some situations. In market and in rural areas money isn't used very often, trades are usually done with valuables and goods.

Taxes

Once a year the tax collectors of the land travel around to collect the taxes from the people. This tax goes to the leader of the land, the king, the church or both. The money is used to pay salaries for the army, and to keep the country running in many ways. See the list below for taxes.

Profession	Years Tax
Non worker	no tax
Poor worker	5 bp + 10% of the years income
Worker	10 bp + 10% of the years income
Trader / Crafter	20 bp + 10% of the years income
Farmer	12 bp + 10% of the years income
Nobles	50 bp + 10% of the years income
Others	10 bp + 10% of the years income

Sales Tax

Traders that doesn't have a store in a city, but uses the city market to sell goods must pay a sales tax of 5% of what they earn. This tax must be paid at the end of each day and can be done by visiting a tax collectors office or when leaving the city by the gates. Every one that use the city market must have permission to do so, and to get one they must speak to a tax collector.

Tolls

At some city gates, bridges and harbours there's a toll. This toll is usually no more than 1 bronze piece per person, animal and wagon for gates and bridges. Some towns don't have tolls at the gates at all, but a few do. Harbour toll is around 50 bronze pieces for smaller boats and ships, and around 100 bronze pieces for large ships, per week.

Salaries

The salaries in the list below are per day, and are often paid once a week or after the work are done. The list isn't complete by any means, and is meant as a guide to salaries. The salaries are in bronze pieces.

Profession	Salary*	Profession	Salary*
Serf	none	Scholar / Teacher	40
Servant	15	Magician	60
Worker	20	Priest	40
Good worker	30	Soldier	15
Crafter's Apprentice	15	Officer	40
Crafter	40	Knight	75
Trader's Helper	25	Paladin	50
Trader	50	Healer	40

* The salaries listed here are for normal status in the profession, masters get at least double this value in salary, and grand master gets at least five times as much.

6 - Time & Motion

In this chapter we will describe different form of travel and how long a character can travel during an eight-hour period or during a day. If nothing else is stated in the tables below travel distance is during an eight-hour period. The modifications to the right are for different situations while travelling in this way.

Walking & Running	km	Modification	Mod***
Walking	30	Heavy terrain**	-2d6 km
Marching	40	Snow / desert	-1d6 km
Long distance running*	50	Storm	-1d6 km

* The runner must succeed with a constitution roll each hour, otherwise he needs to stop and rest for 3d6+6 minutes.

** Heavy terrain can be deep forests, swampland, mountain areas, and the like.

*** All these modifications are cumulative with each other. If the characters is travelling in heavy terrain and there's snow and a storm the modification to km travelled in eight hours is -4d6 km. This can mean that they aren't getting anywhere unless they are marching or running.

Riding	km	Modification	Mod***
Normal	40	Heavy terrain**	-2d6
Fast	60	Snow / desert	-1d6
Very fast*	80	Storm	-1d6

* The horse must succeed with a constitution roll each hour, otherwise the rider needs to stop and let the horse rest for 3d6+6 minutes.

** Heavy terrain can be deep forests, swampland, mountain areas, and the like.

*** All these modifications are cumulative with each other. If the characters is travelling in heavy terrain and there's snow and a storm the modification to km travelled in eight hours is -4d6 km.

Wagon	km	Modification	Mod***
Normal	30	Heavy terrain**	-3d6
Fast	50	Snow / desert	-2d6
Very fast*	60	Storm	-1d6

* Every hour the driver must succeed with a skill roll to not damage the wagon. If the wagon is damaged a stop must be made and repair the wagon. Each stop will cost the travellers at least one hour.

** Heavy terrain can be deep forests, swampland, mountain areas, and the like.

*** All these modifications are cumulative with each other. If the characters is travelling in heavy terrain and there's snow and a storm the modification to km travelled in eight hours is -6d6 km. This can mean that they aren't getting anywhere unless they are driving fast or very fast.

Boat & Ship	km	Modification	Mod*
Canoe / rowing	30	Heavy wind	-2d6
Small sailing boat	60	Rain	-2d6
Large Ship	150 / day	Storm	-3d6

* All these modifications are cumulative with each other. If the characters is travelling in heavy wind and there's rain and a storm the modification to km travelled in eight hours is -7d6 km. If in a canoe or rowing this can mean that the travellers didn't really get anywhere.

7 - Spot Rules

This chapter describes spot rules that aren't described in any other place in this book. These rules are very useful for certain situation during play. If you don't find any rule for something you want to perform, or about something that occurs, check in this chapter.

Acid & Fire

Acid and fire have a base damage value when first hit, and then another damage value per round until removed or put out. To put out a fire or remove acid can go fast, but it can also take some time. Each round after the first the character must roll an attribute roll under or equal to half his self-discipline. The round he succeeds with the roll the fire is put out or the acid is removed. When removing acid the character will need to use some cloth or something else that can be used to remove it. See the table below for acid and fire damage.

Acid & Fire	Base Damage	Damage / Round
Small	1d6	1
Large	2d6	1d6
Enormous	3d6	1d6+1

Aging

Under each race the average life span is noted in two numbers. The minimum number is the age when the character is starting to get old. From this age, and every year after, the character must roll 2d10 for each attribute. When the character reaches the maximum age listed in the race description, a roll must be made each month. If the result is equal to or above the attribute value, the attribute is lowered by -1. For attributes above 20 it will be lowered by -1 when a result of 20 is rolled. When an attribute is lowered to 0 the character dies from old age.

Air Combat

Air combat rules are used if two, or more, flying magicians are involved in combat, or when a character is flying on a beast and attack from it's back. When in the air all the chance of success for combat are halved because the character need to keep his control to not fall down. The characters actions are modified with -1. If a character is hit so hard that he falls normal rules for falling is applied. If charging someone in high speed, mounted or high level fly spell, the character get a bonus to damage of +1d6.

Alcohol

Alcohol will modify the characters behaviour and how well he can perform with skills and attributes. See the list below for modifications to skill and attributes chance of success when drunk. Drunkenness often passes in eight to twelve hours, depending on the level of it.

Level of Drunkenness	Modification
Just had a few mugs...	-10
Drunk	-20
Very drunk	-30
Extremely drunk	-40

Ambush

If a ambush is successfully performed and no one of the opponents notice you before you attack, the ambushing side will have one full round where the enemy can't do anything but defend with half %V. After the first round normal rules apply to the fight.

Area Attack

Large creatures and characters with long weapons can perform an area attack. This attack takes up two actions, and is hard to perform, a penalty of -20 to chance of success. When successfully used it will hit up to six (1d6) targets close to the character or creature. Each target will take normal damage from the attack if they don't manage to defend against it. This rule may be used for magicians using area of effect spells as well, with double time to cast.

Break through Doors

Sometimes a door is in the way for the characters, and the only way to get through is to either pick the lock or break it down. Every door has a number of points that show how much damage it can withstand before breaking. See the table below for strength on doors. Each attack against a door takes one round, and the damage done is depending on a strength attribute roll. A normal success is equal to 2d6 damage, a critical success is equal to 4d6 damage, a normal failure is equal to no damage at all and a critical failure means no damage at all, and that the character is hurt for 1d6 damage points. If using a crowbar or other tool that will make it easier to break the door open a damage bonus of 1d6 is added.

Door	Points
Weak	10-25
Normal	50-75
Strong	100-500

Broken Weapon or Armour

Weapons and armour can loose durability points, see the equipment chapter. If a weapon or armour is repaired before its durability reaches 0 the durability will go up to it's original value again. If it's not repaired before durability reaches 0 it's to late. A crafter can repair weapons and armour for a price of 10% of the normal price for the weapon or armour.

Chasing

When being chased the character must succeed with a quickness roll, while the chaser fails with a quickness roll, to get away. But that's not all that needs, after the quickness roll is successful for the chased and not the chaser a constitution roll must be succeeded to outrun the chaser, while the chaser fails with a constitution roll. If the chaser wins any of these rolls the chased will be captured. Each roll takes 1d6 rounds to perform. When chasing someone the chaser can use missile attacks with half his %V, but no more than one per round.

Cold

When being in very cold areas the risk of dying is always great unless the character have the right equipment. The risks are many, the lungs can fill with water, and the character easily tires and can freeze to death and so on. Each hour without the right equipment the character takes 1d6-1 damage points.

Competition

When it comes to competitions the opponents usually roll for one attribute or skill each, and the one with the best result (difference between the attributes %V and die roll) win. See the table below for a few competitions that these rules are used for.

Competition	Attribute or Skill
Arm Wrestling	Strength
Card & Board Games	Intelligence
Wrestling as a Sport	Brawling
Physical Games	Strength, Constitution, Dexterity or Quickness

Cover

When a character is behind cover with a body part, or more than one, and get attacked there's a chance that the attack hit the cover instead of the character, depends on the hit location roll. Exactly which body parts are covered in different situations are up to the game master to decide.

Darkness & Light Sources

Use the table below for penalties when fighting or working in darkness.

Light Source	Normal	Night Vision	Dark Vision	Dark Elves
Moonlight	-10	±0	±0	±0
Bon fire	-10	±0	±0	±0
Torch light	-20	-10	±0	±0
Candle light	-30	-15	±0	±0
Darkness	-40	-30	-20	±0

Disarming

Instead of attacking to injure the opponent the character can chose to try and disarm him. This is harder than a normal attack, and the character get a penalty of -20 to chance of success. If successful the opponents weapon will be disarmed unless he succeed with a dexterity roll, and the weapon will land 1d6 meters away.

Diseases

There are many diseases in the game world, far more than we can describe here. Therefore we will only present you with a table that shows the penalty from some common diseases, and how they are fought.

Disease	Penalty	Chance to Fight the Disease, Natural / Medicines
Light disease	-10	Constitution %V -5 / Constitution %V*
Average disease	-20	Constitution %V -10 / Constitution %V -5*
Heavy disease	-30	Constitution %V -20 / Constitution %V -10*
Deadly disease	-40	Constitution %V -30 / Constitution %V -20**

* One roll per day until fought. A critical failure has a 30% chance to lead to death.

** One roll per day until fought. A failure will inflict 1d6 damage points to the body. A critical failure will lead to death.

Drowning & Suffocation

This rule is not applied to normal swimming, it's only used when someone is trying to suffocate or drown another character. Every round the victim loses 1d6-1 constitution points. When constitution reaches 0 the character dies from drowning or suffocation.

Encumbrance

There are no rules for encumbrance in this game. We suggest that the game master use common sense on how much a character can carry without any penalties. See the table below for a guideline.

Encumbrance	Penalty
Light	±0
Backpack	-10
Heavy backpack	-20
Heavy backpack and sacks	-30
Enormous load	-40

Explosions

Explosions are not very common in a fantasy world, but they can occur from natural causes and by magical means. See the table below for explosion rules. The damage below is for all living creatures and items in the radius.

Explosion	Damage
Small, 3m radius	1d6+2
Normal, 5m radius	2d6+4
Large, 10m radius	3d6+6
Enormous, 20m radius	3d6+12

Falling

Falling damage is 1d6 for each meter above three. The type of ground can modify the damage roll, but we leave this to the game master to decide by using common sense. Armour doesn't protect against falling damage.

Fatigue

There is no fatigue points system in this game. Most fights are over fast, and rules for fatigue is almost never used. If the character have fought or done any physical tiresome action for more rounds than his constitution attribute value he will suffer a penalty of -15 to all skills and attributes chance of success. This penalty will be removed after the player character has rested for at least 3d6 rounds.

Fighting while Down

If the character falls and continues to fight while down he get a penalty of -15 to all physical skills and attributes chance of success. It takes one action to stand up again, and the character must have initiative to be able to do so.

Fleeing

If the character has initiative he can turn around and flee. If a try to flee is done his opponent will get one free action to stop him. If the free action to stop the character is unsuccessful rules for chasing apply if the opponent is starting to chase the character.

Heat

When being in very hot areas the risk of dying is always great unless the character have the right equipment. The risks are many, one is dehydration, and the character easily tires and can get heavy sunburns and so on. Each hour without the right equipment the character takes 1d6-1 damage points.

Hunting Games

When hunting games normal combat rules often are in the way, and therefore we will use other rules for this. To find the prey the hunter may need to succeed with other skills like track, stalk, hide and so on. Once the hunter has his prey close enough to try to take it down he must succeed with an attack roll. With a normal success the prey is down, and unconsciousness. With a critical success the prey is dead. With a normal failure the hunter missed his target, and the prey will probably flee. With a critical failure the prey is wounded, and will flee.

Large Scale Battles

See the skill tactics for large-scale battles.

Mounted Combat

When fighting from horseback the characters combat skill values is never higher than his ride skill value, and his actions is modified with -1 action per round. When charging only one attack may be performed. The rider also get a bonus to damage of +1d6 when performing a charging attack.

Permanent Damage

Every time the character suffers from a severe injury (one injury with a total damage points of the characters critical level or higher) he will suffer permanent damage, if he survives. See the table below for permanent damages descriptions.

Hit Location	Permanent Damage 1d6
Head	1-2: Missing an ear* 3-4: Missing an eye* 5-6: Brain damage, intelligence rank -2
Arm	1-3: Must be amputated 4-6: Arm is cut of or totally crushed*
Hand	1-3: Must be amputated 4-6: Hand is cut of or totally crushed*
Torso	1-2: Nerve damage, dexterity rank -2 3: Organ damaged, constitution rank -2 4-5: Nerve damage, quickness rank -2 6: Organ damaged, strength rank -2
Leg	1-3: Must be amputated 4-6: Leg is cut of or totally crushed*
Foot	1-3: Must be amputated 4-6: Foot is cut of or totally crushed*

* See drawbacks for more information.

Poisons

There are lots of different poisons in the game world. Some are meant to do harm, leave the victim unconsciousness or just used as a drug to enhance the characters life in a way or another. All poisons used by a character can lead to addiction or death in the long run. For damage from poisons see the equipment chapter. If the character use a drug for a long time see the table below for addiction rules.

Poison	Addiction Value*
Enhancement	+1d6 each time the character use it
Sleeping potion	+1d6-2 each time the character use it
Healing potion	+1d6-4 each time the character use it

* This is the value the character must roll over each new day with a d100 to not become sick, and get a penalty of -25 to all skills and attributes chance of success. This penalty is removed when the character get a new dose from the drug or potion, or it might be gone if he get at least eight hours sleep.

It is possible to get rid of an addiction, but it takes time and is often painful. Each week free from the drug or potion the character lose 1 addiction value.

Sea Battles

See the skill tactics for large-scale sea battles.

Siege

Use the skill tactics for siege battles. The defender always has a bonus of +25 to the %V. For each ram or large siege machine a bonus of +5 is added to the %V, the same goes for large defence machinery like ballista, and heated oil, and the like.

Slippery Surfaces

When fighting or doing something physical in slippery surfaces the character has a penalty of -20 to all skills and attributes chance of success. A failure with a physical skill or attribute means that the character falls unless he succeed with a average dexterity roll, and takes 1d6-1 damage points.

Small & Large Target

When attacking small and fast targets there's a penalty to the skill and when attacking large and slow targets there's a bonus to the skill. See the table below.

Target	Modification
Tiny and fast	-30
Small and fast	-25
Small	-20
Large	+20
Large and slow	+25
Enormous	+30

Stun & Shock

This rule is mostly used when struck by an electrical spell, or by any other form of electricity. When struck the character must succeed with a self-discipline roll to not be stunned or shocked for 1d6 rounds. While stunned or shocked the character can't do anything for the duration.

Tight Space

When fighting in tight spaces like in a heavy forest, a cluttered room or a small corridor there's a penalty of -20 to all physical skills and attributes chance of success.

Underwater Combat

Underwater combat is very tiresome and only creatures that live in the water can use attacks with no penalty. All physical skills and attributes chance of success are halved, and the character has -1 action per round. Damage done under water is modified with -3 due to the massive water around that slow down the movement speed. When the character has been under water above his constitution value in rounds use the drowning and suffocation rules above until the character hit the surface.

8 - Bestiary

This chapter present you with quite a few beasts and creatures. All attributes and skills are noted as an average for the kind of creature, and the number of dice used to roll up an own version of the beast is noted next to the average number. Skills can actually be of any %V that the game master desire, but we suggest that you keep the value close to the average skills %V. Attributes %V isn't noted on each creature, if needed use the same table as for player characters to figure it out, or use this formula; attribute ranks 1-10 equals 5 %V per rank, 11-15 equals 3 %V per rank, 16-20 equals 2 %V per rank and ranks above 20 equals 1 %V per rank.

Brownie

Brownies are related to faeries, but not as childish and they rarely do any mischief like the faeries do. Brownies look just like humans, and can have the same physical appearance as humans. They live in small villages in deep forests. They work, and hunt and craft items and tools that they use in their everyday life. A brownies average size is around 25 to 30 cm tall. They usually don't reveal them self to other races and most of them want to keep to them self. They especially dislike humans and other big-legs, as they call them.

Attribute	Rank	Secondary Attributes	Skills
Strength	3, 1d6	Critical Level 7	Tiny Weapon 40% (1d6)
Constitution	7, 2d6	Damage Bonus ±0	Brawling 40% (1d3)
Dexterity	11, 3d6	Magi Power 10	Dodge 50%
Quickness	11, 3d6	Actions 3	Stalk 75%
Intelligence	9, 2d6+2	Movement 6	Hide 90%
Self-Discipline	11, 3d6	Res. Disease 36%	
Aura	7, 2d6	Res. Poison 21%	
Perception	11, 3d6	Res. Magic 21%	
Intuition	11, 3d6	Res. Terror 33%	
Presence	11, 3d6	Fate 11	Absorption None

Special: Low critical level, no extra d6 is rolled for critical level. +15 to resistance against disease.

Inflict Fear: No

Construct

A construct is an animated armour, or an animated being crafted from metal. A construct can only get life from the magical force, and will only live for a short period of time unless the magician that created the construct makes it permanent. There are four levels of constructs; the first level can be created with a first level spell, and so on. The first level is only small constructs, only up to 50 cm tall. They aren't very strong, and can't do much to help. The second level constructs can be up to 100 cm tall, and are quite strong. They are very useful as servants or when the magician needs help with physical labour. The third level construct can be up to 150 cm tall, and can be very powerful beings in physical strength. Magicians often use them as guards or fighters. The fourth level construct is an extremely powerful creature that can stand up to 300 cm tall. Not many magicians use constructs this powerful, unless they really need to. Because of the fourth level constructs semi intelligence they can learn skills on their own if they are created to have a permanent life, and they also have a will of their own. Unless a fourth level construct is created to have a permanent life they become very hard to control (chance of success halved) because they know that they will soon be gone from this world, and will do what ever it takes to be able to survive.

Construct, level 1

Attribute	Rank	Secondary Attributes	Skills
Strength	5, 1d6+2	Critical Level 13	Perform easy tasks 45%
Constitution	9, 2d6+2	Damage Bonus ± 0	Brawling 35% (1d6)
Dexterity	7, 2d6	Magi Power 6	Small Weapon 35% (1d6+2)
Quickness	7, 2d6	Actions 2	Dodge 45%
Intelligence	3, 1d6	Movement 4	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	3, 1d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 9%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption 1d6

Special: Poison and disease can't affect a construct. Constructs don't regenerate damage points. A magician needs to use abjuration spells on them to heal them.

Inflict Fear: No

Construct, level 2

Attribute	Rank	Secondary Attributes	Skills
Strength	13, 3d6+2	Critical Level 16	Perform easy tasks 45%
Constitution	13, 3d6+2	Magi Power 6	Brawling 45% (2d6)
Dexterity	11, 3d6	Damage Bonus ± 0	Small Weapon 45% (2d6+2)
Quickness	11, 3d6	Actions 3	Medium Weapon 45% (2d6+4)
Intelligence	3, 1d6	Movement 6	Dodge 45%
Self-Discipline	11, 3d6	Res. Disease -	
Aura	3, 1d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 9%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate	Absorption 1d6

Special: Poison and disease can't affect a construct. Constructs don't regenerate damage points. A magician needs to use abjuration spells on them to heal them.

Inflict Fear: No

Construct, level 3

Attribute	Rank	Secondary Attributes	Skills
Strength	16, 4d6+2	Critical Level 19	Perform easy tasks 45%
Constitution	16, 4d6+2	Magi Power 6	Brawling 55% (3d6)
Dexterity	11, 3d6	Damage Bonus 2 / 1	Small Weapon 55% (3d6+2)
Quickness	11, 3d6	Actions 3	Medium Weapon 55% (3d6+4)
Intelligence	3, 1d6	Movement 6	Large Weapon 55% (3d6+6)
Self-Discipline	11, 3d6	Res. Disease -	Dodge 45%
Aura	3, 1d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 9%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption 2d6

Special: Poison and disease can't affect a construct. Constructs don't regenerate damage points. A magician needs to use abjuration spells on them to heal them.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of construct.

Construct, level 4

Attribute	Rank	Secondary Attributes	Skills
Strength	20, 4d6+6	Critical Level 23	Perform tasks 100%
Constitution	20, 4d6+6	Damage Bonus 4 / 3	Brawling 65% (3d6)
Dexterity	11, 3d6	Magi Power 14	Small Weapon 65% (3d6+2)
Quickness	11, 3d6	Actions 3	Medium Weapon 65% (3d6+4)
Intelligence	7, 2d6	Movement 6	Large Weapon 65% (3d6+6)
Self-Discipline	13, 3d6+2	Res. Disease -	Dodge 45%
Aura	11, 3d6	Res. Poison -	Heal Construct 75% (3d6)
Perception	14, 4d6	Res. Magic 33%	
Intuition	11, 3d6	Res. Terror 39%	
Presence	3, 1d6	Fate 11	Absorption 3d6

Special: Poison and disease can't affect a construct. Constructs don't regenerate damage points. A magician needs to use abjuration spells on them to heal them. This kind of construct can learn new skills by it self, and is semi intelligence. It can also use abjuration to heal him self and other constructs, but it can't cast any other spells besides heal construct. If the magician that controls this kind of construct should die, this construct will take over the control of any other construct that the magician may have had, or any other free construct that they come upon. If the magician had control over more than one level four construct they will fight over the control of other constructs until there is only one left.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of construct.

Demon

There are many different types of demons. Not only in levels, there is almost no demon equal to another in abilities and the way they fight. There are three levels of demons, weak, average and strong. What kind of demon a magician summons depends on what spell level he uses. Level one spell summons weak demons, level two summons average demons and level three summons strong demons. Weak demons can be 25 to 100 cm tall, average demons are usually human sized and strong demons can be 200 to 300 cm tall. The appearance can be just about anything, some even look like ordinary humans. But they all do have fangs and claws. A demon is very aggressive and an extremely dangerous enemy. The demons doesn't come from the normal world, they live in another plane called chaos by most men.

Demon, level 1

Attribute	Rank	Secondary Attributes	Skills
Strength	13, 2d6+6	Critical Level 20	Fangs & Claws 45% (1d6+2)
Constitution	17, 3d6+6	Damage Bonus ±0	Dodge 55%
Dexterity	14, 4d6	Magi Power 14	
Quickness	14, 4d6	Actions 3	Demon ability, see below.

Intelligence	11, 3d6	Movement	7		
Self-Discipline	14, 4d6	Res. Disease	51%		
Aura	11, 3d6	Res. Poison	51%		
Perception	14, 4d6	Res. Magic	33%		
Intuition	11, 3d6	Res. Terror	42%		
Presence	7, 2d6	Fate	11	Absorption	None

Special: Roll 1d10 for demon ability. 1. Fire breath 45%, 1d6+2 damage (close range only). 2. Scales or armour, +1d6 absorption. 3. Acid attack 45%, 1d6+2 damage. 4. Poisonous, +1d6 damage. 5. Tail 60%, 1d6+2 damage. 6. Regenerates, 1d6 damage per round. 7. Evocation Magic 60%, 1d6+2 damage. 8. Uses weapons 60%, 1d6+2 damage. 9. Turn invisible 60%, uses it for ambush and to flee. 10. Horns 60%, 1d6+2 damage.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of demon.

Demon, level 2

Attribute	Rank	Secondary Attributes	Skills
Strength	17, 3d6+6	Critical Level 21	Fangs & Claws 55% (2d6+4)
Constitution	19, 3d6+8	Damage Bonus 2 / 1	Dodge 55%
Dexterity	14, 4d6	Magi Power 14	
Quickness	14, 4d6	Actions 3	Demon ability, see below.
Intelligence	11, 3d6	Movement 7	
Self-Discipline	14, 4d6	Res. Disease 57%	
Aura	11, 3d6	Res. Poison 57%	
Perception	14, 4d6	Res. Magic 33%	
Intuition	11, 3d6	Res. Terror 42%	
Presence	7, 2d6	Fate 11	Absorption 1d6

Special: Roll 1d10 for demon ability. 1. Fire breath 55%, 2d6+4 damage (close range only). 2. Scales or armour, +2d6 absorption. 3. Acid attack 55%, 2d6+4 damage. 4. Poisonous, +2d6 damage. 5. Tail 70%, 2d6+4 damage. 6. Regenerates, 1d6 damage per round. 7. Evocation Magic 70%, 2d6+4 damage. 8. Uses weapons 70%, 2d6+4 damage. 9. Turn invisible 70%, uses it for ambush and to flee. 10. Horns 70%, 2d6+4 damage.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of demon.

Demon, level 3

Attribute	Rank	Secondary Attributes	Skills
Strength	19, 3d6+8	Critical Level 24	Fangs & Claws 65% (3d6+6)
Constitution	21, 3d6+10	Damage Bonus 3 / 2	Dodge 55%
Dexterity	14, 4d6	Magi Power 14	
Quickness	14, 4d6	Actions 3	Demon ability, see below.
Intelligence	11, 3d6	Movement 7	
Self-Discipline	14, 4d6	Res. Disease 63%	
Aura	11, 3d6	Res. Poison 63%	
Perception	14, 4d6	Res. Magic 33%	
Intuition	11, 3d6	Res. Terror 42%	
Presence	7, 2d6	Fate 11	Absorption 1d6

Special: Roll 1d10 for demon ability. 1. Fire breath 65%, 3d6+6 damage (close range only). 2. Scales or armour, +3d6 absorption. 3. Acid attack 65%, 3d6+6 damage. 4. Poisonous, +3d6 damage. 5. Tail 80%, 3d6+6 damage. 6. Regenerates, 1d6 damage per round. 7. Evocation Magic 80%, 3d6+6 damage. 8. Uses weapons 80%, 3d6+6 damage. 9. Turn invisible 80%, uses it for ambush and to flee. 10. Horns 80%, 3d6+6 damage.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of demon.

Demon Lord

This kind of demon can only be summoned with a level four spell, and is extremely dangerous. The magician only have half the chance of success to control this kind of demon, and if unsuccessful the demon will most

likely take the magicians life in a heartbeat. Demon lords are the masters and leaders of demons. They can control lesser demons in a way that any magician can only dream of. If a demon lord is in the area where there are lesser demons they will be drawn to him, unless they are controlled by another demon lord or magician, and obey his every command. Demon lords can stand as tall as 300 to 600 cm. The demons doesn't come from the normal world, they live in another plane called chaos by most men.

Attribute	Rank	Secondary Attributes	Skills
Strength	24, 4d6+10	Critical Level 29	Fangs & Claws 75% (3d6+6)
Constitution	26, 4d6+12	Damage Bonus 5 / 4	Dodge 55%
Dexterity	14, 4d6	Magi Power 17	Demon ability, see below.
Quickness	14, 4d6	Actions 3	
Intelligence	14, 4d6	Movement 7	
Self-Discipline	14, 4d6	Res. Disease 78%	
Aura	14, 4d6	Res. Poison 78%	
Perception	14, 4d6	Res. Magic 42%	Absorption 1d6
Intuition	14, 4d6	Res. Terror 42%	
Presence	11, 3d6	Fate 14	

Special: Roll 1d10 for demon ability. 1. Fire breath 75% (close range only), 3d6+6 damage. 2. Scales or armour, +3d6+6 absorption. 3. Acid attack 75%, 3d6+6 damage. 4. Poisonous, +3d6+6 damage. 5. Tail 90%, 3d6+6 damage. 6. Regenerates, 2d6 damage per round. 7. Evocation Magic 90%, 3d6+6 damage. 8. Uses weapons 90%, 3d6+6 damage. 9. Turn invisible 90%, uses it for ambush and to flee. 10. Horns 90%, 3d6+6 damage.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of demon.

Dragon

The dragon is a legendary beast who are highly intelligence and extremely powerful. The most fearful attack a dragon can perform is the fire breath. It's range is equal to the dragons constitution in meters, and the dragon can use it 1d6+2 times each hour, then it need to build up it's power for at least another hour. Beside the fire breath dragons can fight very well with their claws and fangs, and have an extremely powerful tail attack. They can also use their wings if there's enough room to form a mighty wind that will force even a ox 2d6+6 meters back, and all captured in this wind must succeed with a dexterity roll to not fall to the ground. Dragons can have all colours and their appearance can vary greatly. Some have horns and spikes, while others have none. Dragons can be 12 to 16 meters from tail to head, and they have a wing span that is x1.5 of their body length.

Attribute	Rank	Secondary Attributes	Skills
Strength	68, 5d6+50	Critical Level 41	Fire Breath 65% (3d6+6)
Constitution	38, 5d6+20	Damage Bonus 10	Fangs & Claws 65% (3d6+6)
Dexterity	18, 5d6	Magi Power 21	Tail 60% (3d6+6)
Quickness	18, 5d6	Actions 4	Wing Attack 55%, see above
Intelligence	14, 4d6	Movement 18	Horns 55% (3d6+6)
Self-Discipline	14, 4d6	Res. Disease 114%	Absorption 3d6+8
Aura	18, 5d6	Res. Poison 114%	
Perception	14, 4d6	Res. Magic 54%	
Intuition	14, 4d6	Res. Terror 42%	
Presence	11, 3d6	Fate 14	

Special: Dragon blood is venomous and inflicts 1d3 damage per round to non-magical materials and victims not protected by magic. Dragon's collects loot from their fallen enemies; mostly warriors that have tried to kill them, and keep it in their dungeon. Myths and legends say that if you defeat a dragon and find its treasure you will find riches that can only be dreamed of. This is not always the truth though, dragon treasures can be big but it's not certain that it's worth a lot of money. As normal animals dragons have a movement of equal to their quickness attribute rank.

Inflict Fear: Yes, a terror roll must be rolled when facing a dragon.

Dryad

Dryads belong to the faerie race, but are larger and not as hard to deal with. They are very egoistic but at least you can talk to them. There are no male dryads, and the dryads need to find a human man, or another humanoid

male that they like, to breed. All dryads are bound to a tree that is the same age as them; it was planted at the same day, as the dryad got pregnant. If the tree would die the dryad dies too. Dryads live in forests, usually inside big trees. Dryads often live in a group of five to twenty, with a queen, the oldest dryad in the group, as their leader. Their average height is around 130-150 cm and their average weight is around 30-40 kg. They look just like humans, but in appearance they always look very young. If a human would guess their age he would say max 14-16 years old, but in fact that dryad can be well over 500 years old. It's not uncommon that dryads learn magic and use spells, but the most common weapon is the bow.

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 14	Abjuration 45% (level 1-2 spells)
Constitution	11, 3d6	Damage Bonus ± 0	Bow 65% (2d6+4)
Dexterity	14, 4d6	Magi Power 17	Dagger 45% (2d6+2)
Quickness	14, 4d6	Actions 3	Dodge 65%
Intelligence	11, 3d6	Movement 7	Hide 75%
Self-Discipline	11, 3d6	Res. Disease 63%	Stalk 75%
Aura	14, 4d6	Res. Poison 63%	Climb 75%
Perception	11, 3d6	Res. Magic 42%	Jump 75%
Intuition	11, 3d6	Res. Terror 33%	
Presence	14, 4d6	Fate 11	Absorption None

Special: All dryads have high resistance against disease and poison and get a bonus of 30% to resistance.

Inflict Fear: No

Elemental, Earth

This kind of elementals power lies in the physical strength. It's not very fast and not very agile, but it can destroy most things and even use strength to dig hallways in mountains. Earth elementals consist of stone and dirt, and can be attacked with normal weapons, but it's extremely hard to kill the more powerful of this creature. There are four levels of elementals; the first level one can be up to 75 cm tall, the second level one can be up to 125 cm tall, the third level one can be up to 175 cm tall and the fourth level one can be up to 350 cm tall. The fourth level elemental is hard to control, and the magician only has half the chance of success. Elementals are from another plane, but there are many different planes where elementals live. Magicians and Scholars have never found any elemental that are of our own world though.

Earth Elemental, level 1

Attribute	Rank	Secondary Attributes	Skills
Strength	13, 2d6+6	Critical Level 14	Brawling 65% (2d6+2)
Constitution	11, 3d6	Damage Bonus ± 0	Earth Bolt 50% (2d6+2)
Dexterity	3, 1d6	Magi Power 10	Dodge 35%
Quickness	3, 1d6	Actions 1	
Intelligence	7, 2d6	Movement 2	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption 1d6

Special: Elementals can't be affected by disease and poison. Earth bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: No

Earth Elemental, level 2

Attribute	Rank	Secondary Attributes	Skills
Strength	17, 3d6+6	Critical Level 17	Brawling 65% (2d6+4)
Constitution	14, 4d6	Damage Bonus 2	Earth Bolt 60% (2d6+4)
Dexterity	3, 1d6	Magi Power 10	Dodge 35%

Quickness	3, 1d6	Actions	1		
Intelligence	7, 2d6	Movement	2		
Self-Discipline	11, 3d6	Res. Disease	-		
Aura	7, 2d6	Res. Poison	-		
Perception	11, 3d6	Res. Magic	21%		
Intuition	7, 2d6	Res. Terror	33%		
Presence	3, 1d6	Fate	7	Absorption	2d6

Special: Elementals can't be affected by disease and poison. Earth bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: No

Earth Elemental, level 3

Attribute	Rank	Secondary Attributes	Skills
Strength	20, 4d6+6	Critical Level 21	Brawling 65% (3d6+4)
Constitution	18, 5d6	Damage Bonus 4	Earth Bolt 70% (3d6+4)
Dexterity	3, 1d6	Magi Power 10	Dodge 35%
Quickness	3, 1d6	Actions 1	
Intelligence	7, 2d6	Movement 2	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption 2d6

Special: Elementals can't be affected by disease and poison. Earth bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of elemental.

Earth Elemental, level 4

Attribute	Rank	Secondary Attributes	Skills
Strength	24, 5d6+6	Critical Level 24	Brawling 65% (3d6+6)
Constitution	21, 6d6	Damage Bonus 5	Earth Bolt 80% (3d6+6)
Dexterity	3, 1d6	Magi Power 10	Dodge 35%
Quickness	3, 1d6	Actions 1	
Intelligence	7, 2d6	Movement 2	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption 2d6

Special: Elementals can't be affected by disease and poison. Earth bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of elemental.

Elemental, Fire

This kind of elementals power lies in the heat and fire control. It's very fast and extremely agile. Fire elementals consist of heat and fire, and can't be attacked with normal weapons; it can only be killed with water (1d6 damage per litre, or spell damage as normal) or an extreme wind. There are four levels of elementals; the first level one can be up to 75 cm tall, the second level one can be up to 125 cm tall, the third level one can be up to 175 cm tall and the fourth level one can be up to 350 cm tall. The fourth level elemental is hard to control, and the magician only has half the chance of success. Elementals are from another plane, but there are many different planes

where elementals live. Magicians and Scholars have never found any elemental that are of our own world though.

Fire Elemental, level 1

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 17	Brawling 65% (2d6+2)
Constitution	14, 4d6	Damage Bonus ± 0	Flame Bolt 50% (2d6+2)
Dexterity	14, 4d6	Magi Power 10	Dodge 70%
Quickness	14, 4d6	Actions 3	
Intelligence	7, 2d6	Movement 7	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Flame bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters. Attacks will ignite clothes and burnable items and continue to do 1d6 damage per round until put out.

Inflict Fear: No

Fire Elemental, level 2

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 21	Brawling 65% (2d6+4)
Constitution	18, 5d6	Damage Bonus ± 0	Flame Bolt 60% (2d6+4)
Dexterity	18, 5d6	Magi Power 10	Dodge 70%
Quickness	18, 5d6	Actions 4	
Intelligence	7, 2d6	Movement 9	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Flame bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters. Attacks will ignite clothes and burnable items and continue to do 1d6 damage per round until put out.

Inflict Fear: No

Fire Elemental, level 3

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 24	Brawling 65% (3d6+4)
Constitution	21, 6d6	Damage Bonus ± 0	Flame Bolt 70% (3d6+4)
Dexterity	21, 6d6	Magi Power 10	Dodge 70%
Quickness	21, 6d6	Actions 5	
Intelligence	7, 2d6	Movement 11	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Flame bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters. Attacks will ignite clothes and burnable items and continue to do 1d6 damage per round until put out.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of elemental.

Fire Elemental, level 4

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 27	Brawling 65% (3d6+6)
Constitution	24, 5d6+6	Damage Bonus ±0	Flame Bolt 80% (3d6+6)
Dexterity	24, 5d6+6	Magi Power 10	Dodge 70%
Quickness	24, 5d6+6	Actions 5	
Intelligence	7, 2d6	Movement 12	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Flame bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters. Attacks will ignite clothes and burnable items and continue to do 1d6 damage per round until put out.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of elemental.

Elemental, Water

This kind of elementals power lies in the physical strength and water control. It's very fast and extremely agile in water, but slow on land. Water elementals consist of water, and can't be attacked with normal weapons; it can only be killed with fire (1d6 damage per torch attack, or spell damage as normal) or an extreme wind. There are four levels of elementals; the first level one can be up to 75 cm tall, the second level one can be up to 125 cm tall, the third level one can be up to 175 cm tall and the fourth level one can be up to 350 cm tall. The fourth level elemental is hard to control, and the magician only has half the chance of success. Elementals are from another plane, but there are many different planes where elementals live. Magicians and Scholars have never found any elemental that are of our own world though.

Water Elemental, level 1

Attribute	Rank	Secondary Attributes	Skills
Strength	11, 3d6	Critical Level 18	Brawling 65% (2d6+2)
Constitution	15, 3d6+4	Damage Bonus ±0	Water Bolt 50% (2d6+2)
Dexterity	11, 3d6	Magi Power 10	Dodge 50%
Quickness	11, 3d6	Actions 3	
Intelligence	7, 2d6	Movement 6	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Water bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: No

Water Elemental, level 2

Attribute	Rank	Secondary Attributes	Skills
Strength	13, 3d6+2	Critical Level 20	Brawling 65% (2d6+4)
Constitution	17, 3d6+6	Damage Bonus ±0	Water Bolt 60% (2d6+4)
Dexterity	11, 3d6	Magi Power 10	Dodge 50%
Quickness	11, 3d6	Actions 3	
Intelligence	7, 2d6	Movement 6	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Water bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: No

Water Elemental, level 3

Attribute	Rank	Secondary Attributes	Skills
Strength	15, 3d6+4	Critical Level 23	Brawling 65% (3d6+4)
Constitution	20, 4d6+6	Damage Bonus 1	Water Bolt 70% (3d6+4)
Dexterity	11, 3d6	Magi Power 10	Dodge 50%
Quickness	11, 3d6	Actions 3	
Intelligence	7, 2d6	Movement 6	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Water bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of elemental.

Water Elemental, level 4

Attribute	Rank	Secondary Attributes	Skills
Strength	17, 3d6+6	Critical Level 27	Brawling 65% (3d6+6)
Constitution	24, 5d6+6	Damage Bonus 2	Water Bolt 80% (3d6+6)
Dexterity	11, 3d6	Magi Power 10	Dodge 50%
Quickness	11, 3d6	Actions 3	
Intelligence	7, 2d6	Movement 6	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Water bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of elemental.

Elemental, Wind

This kind of elementals power lies in the force of air and wind control. It's extremely fast and extremely agile. Wind elementals consist of air, and can't be attacked with normal weapons; it can only be killed with fire (1d6 damage per torch attack, or spell damage as normal) or an extreme amount of water. There are four levels of

elementals; the first level one can be up to 75 cm tall, the second level one can be up to 125 cm tall, the third level one can be up to 175 cm tall and the fourth level one can be up to 350 cm tall. The fourth level elemental is hard to control, and the magician only has half the chance of success. Elementals are from another plane, but there are many different planes where elementals live. Magicians and Scholars have never found any elemental that are of our own world though.

Wind Elemental, level 1

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 14	Brawling 65% (2d6+2)
Constitution	11, 3d6	Damage Bonus ± 0	Wind Bolt 50% (2d6+2)
Dexterity	14, 4d6	Magi Power 10	Dodge 75%
Quickness	14, 4d6	Actions 3	
Intelligence	7, 2d6	Movement 7	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Wind bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: No

Wind Elemental, level 2

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 17	Brawling 65% (2d6+4)
Constitution	14, 4d6	Damage Bonus ± 0	Wind Bolt 60% (2d6+4)
Dexterity	16, 4d6+2	Magi Power 10	Dodge 75%
Quickness	16, 4d6+2	Actions 4	
Intelligence	7, 2d6	Movement 8	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Wind bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: No

Wind Elemental, level 3

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 21	Brawling 65% (3d6+4)
Constitution	18, 5d6	Damage Bonus ± 0	Wind Bolt 70% (3d6+4)
Dexterity	18, 4d6+4	Magi Power 10	Dodge 75%
Quickness	18, 4d6+4	Actions 4	
Intelligence	7, 2d6	Movement 9	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Wind bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of elemental.

Wind Elemental, level 4

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 24	Brawling 65% (3d6+6)
Constitution	21, 6d6	Damage Bonus ±0	Wind Bolt 80% (3d6+6)
Dexterity	20, 4d6+6	Magi Power 10	Dodge 75%
Quickness	20, 4d6+6	Actions 4	
Intelligence	7, 2d6	Movement 10	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	7, 2d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 21%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption None

Special: Elementals can't be affected by disease and poison. Wind bolt can be used as many times as the elemental wants, and range is equal to perception rank in meters.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of elemental.

Faerie

Faeries are small humanoid creatures with wings. They are no more than 15 to 30 cm tall, and look just like small humans. They don't age, and can only be killed by physical force. They always keep their youthful appearance. Faeries only live to make mischief and fool around with everyone that they find. Usually they live in the forest, but they can travel far for a bit of fun when they put that foot forward. Farmers often blame the faeries for things that go wrong on the farm; even if there is no proof that it's faeries around.

Attribute	Rank	Secondary Attributes	Skills
Strength	3, 1d6	Critical Level 7	Tiny Weapon 45% (1d6)
Constitution	7, 2d6	Damage Bonus ±0	Brawling 40% (1d3)
Dexterity	14, 4d6	Magi Power 10	Faerie Dust 50%
Quickness	14, 4d6	Actions 3	Dodge 60%
Intelligence	9, 2d6+2	Movement 7	Hide 75%
Self-Discipline	11, 3d6	Res. Disease 56%	Stalk 75%
Aura	7, 2d6	Res. Poison 21%	Climb 75%
Perception	11, 3d6	Res. Magic 21%	Jump 75%
Intuition	11, 3d6	Res. Terror 33%	
Presence	11, 3d6	Fate 11	Absorption None

Special: Low critical level, no extra d6 is rolled for critical level. +35 to resistance against disease. All faeries carry small bags of faerie dust. They can throw them strength rank in meters, and if hit the victim inhales the fumes from the dust, and may be affected by a level one alteration spell (roll a normal resistance roll against magic).

Inflict Fear: No

Giant

Giant is a rare race. They usually live alone or in small families in the wilderness, far away from other intelligence races. Giants are usually peaceful, but most others think that they are aggressive and evil because old stories and myths. A giant will fight aggressively to keep his home a secret place for others, but if you get to be friend with a giant they will help you as best as they can. But first you must swear with your own blood that you will never ever tell anyone about where he live, and how to get there. If betrayed the vengeance will not be light. Giants look just like humans, but can be as tall as 400 to 600 cm.

Attribute	Rank	Secondary Attributes	Skills
Strength	26, 4d6+12	Critical Level 29	Brawling 60% (3d6+6)
Constitution	26, 4d6+12	Damage Bonus 6 / 5	Club 60% (3d6+6)
Dexterity	11, 3d6	Magi Power 10	Dodge 45%
Quickness	17, 3d6+6	Actions 3	Hide 55%
Intelligence	9, 2d6+2	Movement 9	Stalk 25%
Self-Discipline	11, 3d6	Res. Disease 78%	Climb 45%
Aura	7, 2d6	Res. Poison 78%	Jump 45%
Perception	11, 3d6	Res. Magic 21%	
Intuition	11, 3d6	Res. Terror 33%	
Presence	11, 3d6	Fate 11	Absorption None

Special: When they hide in forests and mountains they usually disguise them self with bushes and rocks, and lie perfectly still. A group of adventures could pass just a few steps from a giant and never see him.

Inflict Fear: Yes, a terror roll must be rolled when facing a giant.

Giant Spider

The giant spiders often live in mountain caves. They have a body that can be 100 to 200 cm long, and legs twice this length. They usually attack with their legs and bites with their tusks, but they also have a poisonous sting in the back end of their body, which they use to render their victims paralysed with. Their web is extremely strong, and the only way to get out of their web is to successfully roll a strength roll and it takes 1d6 rounds for each try.

Attribute	Rank	Secondary Attributes	Skills
Strength	14, 4d6	Critical Level 17	Stomp 45% (2d6+6)
Constitution	14, 4d6	Damage Bonus 1	Bite 50% (2d6+6)
Dexterity	13, 3d6+2	Magi Power 6	Sting 45% (1d6+2)
Quickness	16, 4d6+2	Actions 3	Dodge 45%
Intelligence	3, 1d6	Movement 16	Climb 75%
Self-Discipline	11, 3d6	Res. Disease 42%	Jump 75%
Aura	3, 1d6	Res. Poison 42%	
Perception	14, 4d6	Res. Magic 9%	
Intuition	11, 3d6	Res. Terror 33%	
Presence	3, 1d6	Fate 11	Absorption 2d6

Special: If they penetrate the skin with their sting the victim must roll a resistance roll against poison. With a failure to resist the victim is totally paralysed for 2d6 hours, enough time for the spider to strung it in its web, and hang it up in it's lair for later use. As normal animals giant spiders have a movement of equal to their quickness attribute rank.

Inflict Fear: Yes, a terror roll must be rolled when facing a giant spider.

Ghost

Ghosts are spirits of once living beings. They usually became ghosts because they have unfinished business or because they simply didn't want to leave the land of the living. They usually haunt a building or area, and see this place as their domains. If anyone enters that they don't want to have in their presence they will try to scare him away, and if that doesn't work they will kill him. Ghosts have four skills that they can use; physical manipulation is used to wield and affect real physical items, and do damage. Turn invisible is used to hide and stalk. Inflict fear is used to scare victims. Drain life is used to drain a living beings life out of them by touching them, 1d6 damage points per round. To resist a ghost's drain life ability a normal resistance roll against magic must be successful. If the first roll isn't successful 1d6 damage points is drained, if the second resistance roll isn't successful another d6 damage points is drained, and so on. While trapped in a ghost's life drain nothing can be done to get away, a successful resistance roll must be made to stop the ghost's drain life attack. Magic and magical weapons are the only things that can damage a ghost, but only with half damage. But if damaged the ghost will most likely turn invisible and flee. To get rid of a ghost a shaman is most likely needed.

Attribute	Rank	Secondary Attributes	Skills
Strength	-	Critical Level 23, 3d6+12	Drain Life 50% (1d6 per round)
Constitution	-	Damage Bonus ±0	Physical Manipulation 75%

Dexterity	-	Magi Power	Spec	Turn Invisible 75%
Quickness	-	Actions	3	Inflict Fear 75%
Intelligence	x1	Movement	12	
Self-Discipline	x1	Res. Disease	-	
Aura	x2	Res. Poison	-	
Perception	x2	Res. Magic	Spec	
Intuition	x1	Res. Terror	-	
Presence	x1	Fate	Spec	Absorption None

Special: Ghosts have no physical attributes at all, but all the mental attributes remain from when the ghost was alive, but altered with a multiple. Use the new attributes to get magi power, resistance magic and fate values.

Inflict Fear: Yes, a terror roll must be rolled each time the ghost use the inflict fear skill and succeeds.

Golem

A golem is constructed out of clay that the magician animates with abjuration. A golem can only get life from the magical force, and will only live for a short period of time unless the magician that created the golem makes it permanent. The golem is equal to constructs in most things, but are usually stronger. Golems are harder to create than constructs though, because of the work that needs to be done with forming the clay before the magician can animate it. There are four levels of golems; the first level can be created with a first level spell, and so on. The first level is only small golems, only up to 50 cm tall. They aren't very strong, and can't do much to help. The second level golem can be up to 100 cm tall, and are quite strong. They are very useful as servants or when the magician needs help with physical labour. The third level golem can be up to 150 cm tall, and can be very powerful beings in physical strength. Magicians often use them as guards or fighters. The fourth level golem is an extremely powerful creature that can stand up to 300 cm tall. Not many magicians use golems this powerful, unless they really need to. Because of the fourth level golems semi intelligence they can learn skills on their own if they are created to have a permanent life, and they also have a will of their own. Unless a fourth level golem is created to have a permanent life they become very hard to control (chance of success halved) because they know that they will soon be gone from this world, and will do what ever it takes to be able to survive.

Golem, level 1

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 13	Perform easy tasks 45%
Constitution	9, 2d6+2	Damage Bonus ± 0	Brawling 35% (1d6)
Dexterity	7, 2d6	Magi Power 6	Small Weapon 35% (1d6+2)
Quickness	7, 2d6	Actions 2	Dodge 45%
Intelligence	3, 1d6	Movement 4	
Self-Discipline	11, 3d6	Res. Disease -	
Aura	3, 1d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 9%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption 1d6

Special: Poison and disease can't affect a golem. Golems don't regenerate damage points. A magician needs to use abjuration spells on them to heal them.

Inflict Fear: No

Golem, level 2

Attribute	Rank	Secondary Attributes	Skills
Strength	14, 4d6	Critical Level 16	Perform easy tasks 45%
Constitution	13, 3d6+2	Magi Power 6	Brawling 45% (2d6)
Dexterity	11, 3d6	Damage Bonus +1 / ± 0	Small Weapon 45% (2d6+2)
Quickness	11, 3d6	Actions 3	Medium Weapon 45% (2d6+4)
Intelligence	3, 1d6	Movement 6	Dodge 45%
Self-Discipline	11, 3d6	Res. Disease -	

Aura	3, 1d6	Res. Poison	-		
Perception	11, 3d6	Res. Magic	9%		
Intuition	7, 2d6	Res. Terror	33%		
Presence	3, 1d6	Fate		Absorption	1d6

Special: Poison and disease can't affect a golem. Golems don't regenerate damage points. A magician needs to use abjuration spells on them to heal them.

Inflict Fear: No

Golem, level 3

Attribute	Rank	Secondary Attributes	Skills
Strength	18, 4d6+4	Critical Level 19	Perform easy tasks 45%
Constitution	16, 4d6+2	Magi Power 6	Brawling 55% (3d6)
Dexterity	11, 3d6	Damage Bonus 3 / 2	Small Weapon 55% (3d6+2)
Quickness	11, 3d6	Actions 3	Medium Weapon 55% (3d6+4)
Intelligence	3, 1d6	Movement 6	Large Weapon 55% (3d6+6)
Self-Discipline	11, 3d6	Res. Disease -	Dodge 45%
Aura	3, 1d6	Res. Poison -	
Perception	11, 3d6	Res. Magic 9%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption 2d6

Special: Poison and disease can't affect a golem. Golems don't regenerate damage points. A magician needs to use abjuration spells on them to heal them.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of golem.

Golem, level 4

Attribute	Rank	Secondary Attributes	Skills
Strength	22, 4d6+8	Critical Level 23	Perform tasks 100%
Constitution	20, 4d6+6	Damage Bonus 4 / 3	Brawling 65% (3d6)
Dexterity	11, 3d6	Magi Power 14	Small Weapon 65% (3d6+2)
Quickness	11, 3d6	Actions 3	Medium Weapon 65% (3d6+4)
Intelligence	7, 2d6	Movement 6	Large Weapon 65% (3d6+6)
Self-Discipline	13, 3d6+2	Res. Disease -	Dodge 45%
Aura	11, 3d6	Res. Poison -	Heal Golem 75% (3d6)
Perception	14, 4d6	Res. Magic 33%	
Intuition	11, 3d6	Res. Terror 39%	
Presence	3, 1d6	Fate 11	Absorption 3d6

Special: Poison and disease can't affect a golem. Golems don't regenerate damage points. A magician needs to use abjuration spells on them to heal them. This kind of golem can learn new skills by it self, and is semi intelligence. It can also use abjuration to heal him self and other golems, but it can't cast any other spells besides heal golem. If the magician that controls this kind of golem should die, this golem will take over the control of any other golem that the magician may have had, or any other free golems that they come upon. If the magician had control over more than one level four golems they will fight over the control of other golems until there is only one left.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of golem.

Harpy

The harpy is a beast with the lower body, with feathers and talons as an eagle. It also has wings, and can fly very well. Their upper body is that of a female human, as is their head. They have fangs and red eyes. The harpy is the creation of a magician eons ago, and has survived somehow. It is not known how they breed, if they do at all, or if they only exist with the numbers they are. Harpies rarely hunt alone; they hunt and live together in a flock of at least five to twelve. They are very aggressive and mostly just hunt to eat and survive. But sometimes a magician

binds them to him and controls them to act as scouts and fighters for him. They are semi intelligent and can talk, but the word that comes out mostly has to do with bloodshed and their need to eat.

Attribute	Rank	Secondary Attributes	Skills
Strength	11, 3d6	Critical Level 16	Bite 45% (2d6+4)
Constitution	13, 3d6+2	Damage Bonus ±0	Talons 45% (2d6+4)
Dexterity	11, 3d6	Magi Power 10	Dodge 35%
Quickness	16, 4d6+2	Actions 3	Hide 50%
Intelligence	7, 2d6	Movement 16	Stalk 50%
Self-Discipline	11, 3d6	Res. Disease 39%	Track 45%
Aura	7, 2d6	Res. Poison 39%	
Perception	11, 3d6	Res. Magic 21%	
Intuition	11, 3d6	Res. Terror 33%	
Presence	3, 1d6	Fate 11	Absorption None

Special: As normal animals harpy have a movement of equal to their quickness attribute rank.

Inflict Fear: Yes, a terror roll must be rolled when facing a harpy.

Hydra

The hydra is a four-headed serpent, not unlike the dragon but not as intelligent and not as large. The hydra can be 6 to 8 meters between tail and heads. The hydra can perform four bite attacks in different directions at the same time, one with each head. While the other heads attack one head can use its claws or tail to attack with. Hydras can have any colour and have dragon like scales that covers their body.

Attribute	Rank	Secondary Attributes	Skills
Strength	34, 4d6+20	Critical Level 27	Bite 50% (3d6+6)
Constitution	24, 4d6+10	Damage Bonus 6	Claws 50% (3d6+6)
Dexterity	11, 3d6	Magi Power 6	Tail 50% (3d6+6)
Quickness	11, 3d6	Actions 3 / head	
Intelligence	5, 1d6+2	Movement 11	
Self-Discipline	11, 3d6	Res. Disease 72%	
Aura	3, 1d6	Res. Poison 72%	
Perception	21, 6d6	Res. Magic 9%	
Intuition	11, 3d6	Res. Terror 33%	
Presence	3, 1d6	Fate 11	Absorption 2d6

Special: If one head is cut off the hydra doesn't die; it's only wounded, and will continue to fight. Each head has it's own set of critical level, and an attacker must kill them all, or attack the body of the hydra to kill it. Count critical level for each head, and for the body. As normal animals hydra have a movement of equal to their quickness attribute rank.

Inflict Fear: Yes, a terror roll must be rolled when facing a hydra.

Mummy

This kind of undead is created with abjuration magic. Mummies are a very powerful undead, and is often used as guards in tombs and pyramids. It takes roughly one hour to create a mummy because of all the work that needs to be done before the magician can actually animate it. There are four levels of mummies, but they all look the same. The lower level mummies are mostly used to frighten grave robbers, but aren't that powerful when attacked. The higher level a mummy is the fiercer it is in battle. The fourth level mummy is rarely used because of its high intelligence, this type of mummy remembers how it was when he was alive, and is now trapped as a mummy forever. Some times fourth level mummies are created as a punishment to him in death, and sealed in a sarcophagus in a pyramid to be forever tortured by his undead life in the dark. The fourth level mummy is hard to control, and the magician only has half the chance of success.

Mummy, level 1

Attribute	Rank	Secondary Attributes	Skills
Strength	x1.5	Critical Level Spec	Perform easy tasks 45%
Constitution	x1	Damage Bonus Spec	Brawling 35% (1d6)
Dexterity	x0.5	Magi Power Spec	Small Weapon 35% (1d6+2)
Quickness	x0.5	Actions Spec	Medium Weapon 35% (1d6+4)
Intelligence	3, 1d6	Movement Spec	Large Weapon 35% (1d6+6)
Self-Discipline	x1	Res. Disease -	Shield 35%
Aura	x0.5	Res. Poison -	Dodge 35%
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A mummies attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Mummies doesn't regenerate damage points, a magician must heal it using abjuration spells. Mummies are weak to fire, and take double damage from fire.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of mummy.

Mummy, level 2

Attribute	Rank	Secondary Attributes	Skills
Strength	x2	Critical Level Spec	Perform easy tasks 45%
Constitution	x1.5	Damage Bonus Spec	Brawling 45% (2d6)
Dexterity	x1	Magi Power Spec	Small Weapon 45% (2d6+2)
Quickness	x1	Actions Spec	Medium Weapon 45% (2d6+4)
Intelligence	3, 1d6	Movement Spec	Large Weapon 45% (2d6+6)
Self-Discipline	x1	Res. Disease -	Shield 45%
Aura	x0.5	Res. Poison -	Dodge 35%
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A mummies attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Mummies doesn't regenerate damage points, a magician must heal it using abjuration spells. Mummies are weak to fire, and take double damage from fire.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of mummy.

Mummy, level 3

Attribute	Rank	Secondary Attributes	Skills
Strength	x2.5	Critical Level Spec	Perform easy tasks 45%
Constitution	x2	Damage Bonus Spec	Brawling 55% (3d6)
Dexterity	x1	Magi Power Spec	Small Weapon 55% (3d6+2)
Quickness	x1	Actions Spec	Medium Weapon 55% (3d6+4)
Intelligence	3, 1d6	Movement Spec	Large Weapon 55% (3d6+6)
Self-Discipline	x1	Res. Disease -	Shield 55%
Aura	x0.5	Res. Poison -	Dodge 35%
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A mummies attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Mummies doesn't regenerate damage points, a magician must heal it using abjuration spells. Mummies are weak to fire, and take double damage from fire.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of mummy.

Mummy, level 4

Attribute	Rank	Secondary Attributes		Skills	
Strength	x3.5	Critical Level	Spec	Brawling	65% (3d6)
Constitution	x3	Damage Bonus	Spec	Small Weapon	65% (3d6+2)
Dexterity	x1	Magi Power	Spec	Medium Weapon	65% (3d6+4)
Quickness	x1	Actions	Spec	Large Weapon	65% (3d6+6)
Intelligence	x1	Movement	Spec	Shield	65%
Self-Discipline	x1	Res. Disease	-	Dodge	35%
Aura	x0.5	Res. Poison	-	Heal Mummy	75% (3d6)
Perception	x1	Res. Magic	Spec		
Intuition	x1	Res. Terror	-		
Presence	3, 1d6	Fate	Spec	Absorption	None

Special: A mummies attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Mummies doesn't regenerate damage points, a magician must heal it using abjuration spells. Mummies are weak to fire, and take double damage from fire. This kind of mummy can learn new skills by it self, and is intelligence. It can also use abjuration to heal him self and other mummies, but it can't cast any other spells besides heal mummy. If the magician that controls this kind of mummy should die, this mummy will take over the control of any other mummies that the magician may have had, or any other free mummies that they come upon. If the magician had control over more than one level four mummies they will fight over the control of other mummies until there is only one left.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of mummy.

Pegasus

The Pegasus is a rare white winged horse. It can't be tamed, but it can take a rider of it's own free will. The Pegasus is said to be a horse of the gods, and it only appear before a knight or warrior that fights for peace and freedom, to bestow him with his help. No one knows how much of this is true, but there are many legends that describe how a white winged horse have carried heroes to victory in fierce battles.

Attribute	Rank	Secondary Attributes		Skills	
Strength	18, 4d6+4	Critical Level	23	Kick	50% (3d6+6)
Constitution	20, 4d6+6	Damage Bonus	3	Ram	50% (3d6+4)
Dexterity	15, 3d6+4	Magi Power	14	Bite	35% (2d6+2)
Quickness	15, 3d6+4	Actions	3	Hide	35%
Intelligence	9, 2d6+2	Movement	15	Stalk	35%
Self-Discipline	11, 3d6	Res. Disease	60%	Climb	25%
Aura	11, 3d6	Res. Poison	60%	Jump	65%
Perception	14, 4d6	Res. Magic	33%		
Intuition	11, 3d6	Res. Terror	33%		
Presence	11, 3d6	Fate	11	Absorption	1d6+1

Special: The Pegasus will only appear before the purest of fighters, and will only help if there's need for it and no other way to freedom and peace. With its glory it will strike fear into the enemies and leave them with a penalty of -25 to chance of success for the tactics skill. As normal animals Pegasus have a movement of equal to their quickness attribute rank.

Inflict Fear: No

Sea Serpent

The sea serpent is a powerful beast, only matched by the dragon or hydra, but not as intelligent. It acts just like a beast of pray, and that's what it is. It can be up to 20-30 meters long, and often attack large ships and other large beasts in the sea. It can spend years on the bottom of the sea and rest, and suddenly hit down on a ship or another beast of the sea to eat. It's shaped just like a snake, and there are sea serpents of many different colours. Some have horns while others don't.

Attribute	Rank	Secondary Attributes	Skills
Strength	38, 4d6+24	Critical Level 41	Bite 65% (3d6+6)
Constitution	38, 5d6+20	Damage Bonus 7	Ram 65% (3d6+6)
Dexterity	14, 4d6	Magi Power 6	Crush 65% (3d6+6)
Quickness	14, 4d6	Actions 3	Horns 50% (3d6+6)
Intelligence	3, 1d6	Movement 14	
Self-Discipline	11, 3d6	Res. Disease 114%	
Aura	3, 1d6	Res. Poison 114%	
Perception	11, 3d6	Res. Magic 9%	
Intuition	7, 2d6	Res. Terror 33%	
Presence	3, 1d6	Fate 7	Absorption 2d6

Special: As normal animals sea serpent have a movement of equal to their quickness attribute rank.

Inflict Fear: Yes, a terror roll must be rolled when facing a sea serpent.

Skeleton

This kind of undead is created with abjuration magic. Skeletons are one of the easiest undead to create since you only need the bones from the dead, and are often used as guards or servants. There are four levels of skeletons, but they all look the same. The lower level skeletons are mostly used as servants, and aren't that powerful when attacked. The higher level a skeleton is the fiercer it is in battle. The fourth level skeleton is rarely used because of its high intelligence, this type of skeleton remembers how it was when he was alive, and is now trapped as a skeleton forever. Some times fourth level skeletons are created as a punishment to him in death, and used as a servant to be forever tortured by his undead life in the service of a evil magician. The fourth level skeleton is hard to control, and the magician only has half the chance of success.

Skeleton, level 1

Attribute	Rank	Secondary Attributes	Skills
Strength	x1	Critical Level Spec	Perform easy tasks 45%
Constitution	x1	Damage Bonus Spec	Brawling 25% (1d6)
Dexterity	x0.5	Magi Power Spec	Small Weapon 25% (1d6+2)
Quickness	x0.5	Actions Spec	Medium Weapon 25% (1d6+4)
Intelligence	3, 1d6	Movement Spec	Large Weapon 25% (1d6+6)
Self-Discipline	x1	Res. Disease -	Shield 25%
Aura	x0.5	Res. Poison -	Dodge 25%
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A skeletons attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Skeletons doesn't regenerate damage points, a magician must heal it using abjuration spells.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of skeleton.

Skeleton, level 2

Attribute	Rank	Secondary Attributes	Skills
Strength	x1.5	Critical Level Spec	Perform easy tasks 45%
Constitution	x1.5	Damage Bonus Spec	Brawling 35% (2d6)
Dexterity	x1	Magi Power Spec	Small Weapon 35% (2d6+2)
Quickness	x1	Actions Spec	Medium Weapon 35% (2d6+4)
Intelligence	3, 1d6	Movement Spec	Large Weapon 35% (2d6+6)
Self-Discipline	x1	Res. Disease -	Shield 35%
Aura	x0.5	Res. Poison -	Dodge 25%
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A skeletons attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Skeletons doesn't regenerate damage points, a magician must heal it using abjuration spells.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of skeleton.

Skeleton, level 3

Attribute	Rank	Secondary Attributes	Skills
Strength	x2	Critical Level Spec	Perform easy tasks 45%
Constitution	x2	Damage Bonus Spec	Brawling 45% (3d6)
Dexterity	x1	Magi Power Spec	Small Weapon 45% (3d6+2)
Quickness	x1	Actions Spec	Medium Weapon 45% (3d6+4)
Intelligence	3, 1d6	Movement Spec	Large Weapon 45% (3d6+6)
Self-Discipline	x1	Res. Disease -	Shield 45%
Aura	x0.5	Res. Poison -	Dodge 25%
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A skeletons attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Skeletons doesn't regenerate damage points, a magician must heal it using abjuration spells.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of skeleton.

Skeleton, level 4

Attribute	Rank	Secondary Attributes	Skills
Strength	x3	Critical Level Spec	Brawling 55% (3d6)
Constitution	x3	Damage Bonus Spec	Small Weapon 55% (3d6+2)
Dexterity	x1	Magi Power Spec	Medium Weapon 55% (3d6+4)
Quickness	x1	Actions Spec	Large Weapon 55% (3d6+6)
Intelligence	x1	Movement Spec	Shield 55%
Self-Discipline	x1	Res. Disease -	Dodge 25%
Aura	x0.5	Res. Poison -	Heal Skeleton 75% (3d6)
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A skeletons attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Skeletons doesn't regenerate damage points, a magician must heal it using abjuration spells. This kind of skeleton can learn new skills by it self, and is intelligence. It can also use abjuration to heal him self and other skeletons, but it can't cast any other spells besides heal skeleton. If the magician that controls this kind of skeleton should die, this skeleton will take over the control of any other skeletons that the magician may have had, or any other free skeletons that they come upon. If the magician had control over more than one level four skeletons they will fight over the control of other skeletons until there is only one left.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of skeleton.

Unicorn

The unicorn is a rare and shy white horned horse with a yellow or white mane, protected by the elves. To kill a unicorn is a crime that means death if the elves find out who the killer is. Unicorns are impossible to tame, but they can aid others if they choose to do so. They are very intelligent for an animal, and have healing powers. If touched by the unicorn's horn a wound is healed for 2d6 damage points, if this is the unicorn's intention.

Attribute	Rank	Secondary Attributes	Skills
Strength	16, 4d6+2	Critical Level 21	Kick 50% (3d6+6)
Constitution	18, 4d6+4	Damage Bonus 2	Horn 45% (3d6+6)
Dexterity	13, 3d6+2	Magi Power 6	Ram 50% (3d6+4)
Quickness	11, 3d6	Actions 3	Bite 35% (2d6+2)
Intelligence	5, 1d6+2	Movement 11	Hide 35%
Self-Discipline	11, 3d6	Res. Disease 54%	Stalk 35%
Aura	9, 2d6+2	Res. Poison 54%	Climb 25%
Perception	14, 4d6	Res. Magic 27%	Jump 65%
Intuition	11, 3d6	Res. Terror 33%	
Presence	7, 2d6	Fate 11	Absorption 1d6+1

Special: Some think that the horn has healing powers if taken from a unicorn, but this is only a myth. Once removed it loses its powers. As normal animals unicorns have a movement of equal to their quickness attribute rank.

Inflict Fear: No

Vampire

The vampire is a high undead, created by another vampire. No one knows how the first vampire came to be, or who he is. If completely drained from blood the victim will die, but if he tastes the blood of a vampire before he dies, he will turn into a vampire himself after 1d6 days. Vampires only take half damage from normal weapons; it takes magic or magical weapons to do full damage. Silver and wood that puncture their skin also do full damage. To kill a vampire he needs to be lured outside when the sun is up (1d6 damage per round), or get his head chopped off and then be burned. A stake through the heart doesn't kill the vampire, but it puts him in a coma state until the stake is pulled out again, then he will awake once he tastes blood again.

Attribute	Rank	Secondary Attributes	Skills
Strength	x4	Critical Level Spec	As when alive
Constitution	x3	Damage Bonus Spec	Turn into Mist* 75%
Dexterity	x2	Magi Power Spec	Turn into a Wolf* 75%
Quickness	x2	Actions Spec	Turn into a Bat* 75%
Intelligence	x1	Movement Spec	Instant Teleport*, line of sight, 75%
Self-Discipline	x1	Res. Disease -	Hypnotize* 45%
Aura	x2	Res. Poison -	
Perception	x2	Res. Magic Spec	* cost 1d6 Magi Power
Intuition	x1	Res. Terror -	
Presence	x1.5	Fate Spec	Absorption None

Special: A vampire's attributes remain from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Vampires need to drink the blood of a living being once every night, or it will lose 1d6 damage points. Should damage points reach zero the vampire can't wake before he in one way or another tastes blood again. One living being of the same race as the vampire once was heals 1d6 damage points if the vampire is hurt. The hypnotize ability the vampire possesses can be resisted with a resistance magic roll, one try per round.

Inflict Fear: Yes, a terror roll must be rolled when facing a vampire.

Werewolf

Lycanthrope is a disease. If a werewolf bites a person he will get the disease unless he succeeds with an absurd constitution roll. A werewolf only transforms into this beast when the moon is full. Once the moon is gone the werewolf turns back to his human self. The transformation takes 2d6 rounds and is very painful. The human can never remember where he has been or what he has done while in werewolf shape, but most people know what they do; hunt, kill and feed, like a wild beast. There is no cure for this disease. Killing a werewolf isn't easy; they only take half damage from normal weapons when in werewolf form. Magic, magic and silver weapons do full damage. When in human form the lycanthrope takes damage as normal.

Attribute	Rank	Secondary Attributes	Skills
Strength	x3	Critical Level Spec	Fangs & Claws 65% (3d6+6)

Constitution	x3	Damage Bonus	Spec	Brawling	65% (3d6)
Dexterity	x2	Magi Power	Spec	Dodge	65%
Quickness	x2	Actions	Spec	Hide	75%
Intelligence	x0.1	Movement	Spec	Stalk	75%
Self-Discipline	x1	Res. Disease	Spec	Climb	75%
Aura	x1	Res. Poison	Spec	Jump	75%
Perception	x2	Res. Magic	Spec	Track	75%
Intuition	x2	Res. Terror	Spec		
Presence	x0.1	Fate	Spec	Absorption	1d6

Special: The attributes, and skills above are only when in werewolf form. When in normal human form all attributes and skills are like normal.

Inflict Fear: Yes, a terror roll must be rolled when facing a werewolf.

Zombie

This kind of undead is created with abjuration magic. Zombies are one of the easiest undead to create since you only need a corpse, and are often used as guards and fighters. Zombies are rarely used as servants because of their foul stench. There are four levels of zombies, but they all look the same. The lower level zombies are mostly used to frighten intruders, and aren't that powerful when attacked. The higher level a zombie is the fiercer it is in battle. The fourth level zombie is rarely used because of its high intelligence, this type of zombie remembers how it was when he was alive, and is now trapped as a zombie forever. Some times fourth level zombies are created as a punishment to him in death, and used as a servant to be forever tortured by his undead life in the service of a evil magician. The fourth level zombie is hard to control, and the magician only has half the chance of success.

Zombie, level 1

Attribute	Rank	Secondary Attributes	Skills
Strength	x1	Critical Level Spec	Perform easy tasks 45%
Constitution	x1	Damage Bonus Spec	Brawling 35% (1d6)
Dexterity	x0.5	Magi Power Spec	Small Weapon 35% (1d6+2)
Quickness	x0.5	Actions Spec	Medium Weapon 35% (1d6+4)
Intelligence	3, 1d6	Movement Spec	Large Weapon 35% (1d6+6)
Self-Discipline	x1	Res. Disease -	Shield 35%
Aura	x0.5	Res. Poison -	Dodge 35%
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A zombies attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Zombies doesn't regenerate damage points, a magician must heal it using abjuration spells.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of zombie.

Zombie, level 2

Attribute	Rank	Secondary Attributes	Skills
Strength	x1.5	Critical Level Spec	Perform easy tasks 45%
Constitution	x1.5	Damage Bonus Spec	Brawling 45% (2d6)
Dexterity	x1	Magi Power Spec	Small Weapon 45% (2d6+2)
Quickness	x1	Actions Spec	Medium Weapon 45% (2d6+4)
Intelligence	3, 1d6	Movement Spec	Large Weapon 45% (2d6+6)
Self-Discipline	x1	Res. Disease -	Shield 45%
Aura	x0.5	Res. Poison -	Dodge 35%
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A zombies attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Zombies doesn't regenerate damage points, a magician must heal it using abjuration spells.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of zombie.

Zombie, level 3

Attribute	Rank	Secondary Attributes	Skills
Strength	x2	Critical Level Spec	Perform easy tasks 45%
Constitution	x2	Damage Bonus Spec	Brawling 55% (3d6)
Dexterity	x1	Magi Power Spec	Small Weapon 55% (3d6+2)
Quickness	x1	Actions Spec	Medium Weapon 55% (3d6+4)
Intelligence	3, 1d6	Movement Spec	Large Weapon 55% (3d6+6)
Self-Discipline	x1	Res. Disease -	Shield 55%
Aura	x0.5	Res. Poison -	Dodge 35%
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A zombies attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Zombies doesn't regenerate damage points, a magician must heal it using abjuration spells.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of zombie.

Zombie, level 4

Attribute	Rank	Secondary Attributes	Skills
Strength	x3	Critical Level Spec	Brawling 65% (3d6)
Constitution	x3	Damage Bonus Spec	Small Weapon 65% (3d6+2)
Dexterity	x1	Magi Power Spec	Medium Weapon 65% (3d6+4)
Quickness	x1	Actions Spec	Large Weapon 65% (3d6+6)
Intelligence	x1	Movement Spec	Shield 65%
Self-Discipline	x1	Res. Disease -	Dodge 35%
Aura	x0.5	Res. Poison -	Heal Zombie 75% (3d6)
Perception	x1	Res. Magic Spec	
Intuition	x1	Res. Terror -	
Presence	3, 1d6	Fate Spec	Absorption None

Special: A zombies attributes remain, except intelligence and presence, from when it was alive, but altered with a multiple. Use the new attributes to get secondary attributes. Zombies doesn't regenerate damage points, a magician must heal it using abjuration spells. This kind of zombie can learn new skills by it self, and is intelligence. It can also use abjuration to heal him self and other zombies, but it can't cast any other spells besides heal zombie. If the magician that controls this kind of zombie should die, this zombie will take over the control of any other zombies that the magician may have had, or any other free zombies that they come upon. If the magician had control over more than one level four zombie they will fight over the control of other zombies until there is only one left.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of zombie.

Animals

We won't describe every animal in detail. Below you will find six listed, three for beasts of pray and three for peaceful animals. Use these lists for animals of different kinds. The game master decides what type to use for each animal, and what skill values the animal have. Below each type you will find guidelines to figure out what animals go under this category.

Large Beasts of Pray

Attribute	Rank	Secondary Attributes	Skills
Strength	18, 4d6+4	Critical Level 21	Claws & Fangs 70% (3d6+6)
Constitution	18, 4d6+4	Damage Bonus 3	Talons & Beak 70% (3d6+6)
Dexterity	17, 3d6+6	Magi Power 6	Tail 60% (3d6+4)
Quickness	17, 3d6+6	Actions 4	Hide 45%
Intelligence	3, 1d6	Movement 17	Stalk 65%
Self-Discipline	11, 3d6	Res. Disease 54%	Track 50%
Aura	3, 1d6	Res. Poison 54%	Climb 45%
Perception	14, 4d6	Res. Magic 9%	Jump 65%
Intuition	11, 3d6	Res. Terror 33%	
Presence	7, 2d6	Fate 11	Absorption 2d6

Special: Bears, Tigers, Lions, Crocodiles, Large Lizards, Sharks and so on.

Inflict Fear: Yes, a terror roll must be rolled when facing this type of animal.

Beasts of Pray

Attribute	Rank	Secondary Attributes	Skills
Strength	11, 3d6	Critical Level 18	Claws & Fangs 60% (2d6+4)
Constitution	15, 3d6+4	Damage Bonus ± 0	Talons & Beak 60% (2d6+4)
Dexterity	17, 3d6+6	Magi Power 6	Tail 50% (2d6+2)
Quickness	17, 3d6+6	Actions 4	Hide 65%
Intelligence	3, 1d6	Movement 17	Stalk 75%
Self-Discipline	11, 3d6	Res. Disease 45%	Track 50%
Aura	3, 1d6	Res. Poison 45%	Climb 45%
Perception	14, 4d6	Res. Magic 9%	Jump 65%
Intuition	11, 3d6	Res. Terror 33%	
Presence	7, 2d6	Fate 11	Absorption 1d6

Special: Lynx, Wolf, Eagle, Hyena, Wild Hound, Large Dogs and so on.

Inflict Fear: No

Small Beasts of Pray

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 14	Claws & Fangs 50% (1d6+2)
Constitution	11, 3d6	Damage Bonus ± 0	Talons & Beak 50% (1d6+2)
Dexterity	18, 4d6+4	Magi Power 6	Tail 45% (1d6)
Quickness	18, 4d6+4	Actions 4	Hide 75%
Intelligence	3, 1d6	Movement 18	Stalk 80%
Self-Discipline	11, 3d6	Res. Disease 33%	Track 50%
Aura	3, 1d6	Res. Poison 33%	Climb 45%
Perception	14, 4d6	Res. Magic 9%	Jump 65%
Intuition	11, 3d6	Res. Terror 33%	
Presence	7, 2d6	Fate 11	Absorption 1d6-1

Special: Fox, Small Dog, Cat, Crow, Owl, Large Snake (decide poison strength) and so on.

Inflict Fear: No

Large Peaceful Animals

Attribute	Rank	Secondary Attributes	Skills
Strength	16, 4d6+2	Critical Level 21	Kick 50% (3d6+6)
Constitution	18, 4d6+4	Damage Bonus 2	Horns 45% (3d6+6)

Dexterity	13, 3d6+2	Magi Power	6	Ram 50% (3d6+4)
Quickness	11, 3d6	Actions	3	Bite 35% (2d6+2)
Intelligence	3, 1d6	Movement	11	Hide 35%
Self-Discipline	11, 3d6	Res. Disease	54%	Stalk 35%
Aura	3, 1d6	Res. Poison	54%	Climb 25%
Perception	14, 4d6	Res. Magic	9%	Jump 65%
Intuition	11, 3d6	Res. Terror	33%	
Presence	7, 2d6	Fate	11	Absorption 1d6+1

Special: Ox, Horse, Moose, Camel, Bison, Razorback and so on.

Inflict Fear: No

Peaceful Animals

Attribute	Rank	Secondary Attributes	Skills
Strength	11, 3d6	Critical Level 14	Kick 50% (2d6+4)
Constitution	15, 3d6+4	Damage Bonus ±0	Horns 45% (2d6+4)
Dexterity	13, 3d6+2	Magi Power 6	Ram 50% (2d6+2)
Quickness	11, 3d6	Actions 3	Bite 35% (1d6+2)
Intelligence	3, 1d6	Movement 11	Hide 35%
Self-Discipline	11, 3d6	Res. Disease 45%	Stalk 35%
Aura	3, 1d6	Res. Poison 45%	Climb 25%
Perception	14, 4d6	Res. Magic 9%	Jump 65%
Intuition	11, 3d6	Res. Terror 33%	
Presence	7, 2d6	Fate 11	Absorption 1d6

Special: Donkey, Pony, Cow, Deer, Mountain Goat, Wild Boar, Goat, Pig and so on.

Inflict Fear: No

Small Peaceful Animals

Attribute	Rank	Secondary Attributes	Skills
Strength	7, 2d6	Critical Level 10	Kick 50% (1d6)
Constitution	11, 3d6	Damage Bonus ±0	Horns 45% (1d6)
Dexterity	15, 3d6+4	Magi Power 6	Ram 50% (1d3)
Quickness	13, 3d6+2	Actions 3	Bite 35% (1d3)
Intelligence	3, 1d6	Movement 13	Hide 35%
Self-Discipline	11, 3d6	Res. Disease 33%	Stalk 35%
Aura	3, 1d6	Res. Poison 33%	Climb 25%
Perception	14, 4d6	Res. Magic 9%	Jump 65%
Intuition	11, 3d6	Res. Terror 33%	
Presence	7, 2d6	Fate 11	Absorption 1d6-1

Special: Lamb, Hare, Rabbit, Large Birds and so on.

Inflict Fear: No

Animals & Combat

Animals don't use evade they will do one of two things in combat, flee or attack. When attacking they ignore all attacks against them and counter attack all the time. Even though animals don't evade they move very quick, and therefore it's always harder to hit them than normal. The attacker always has a penalty of -10 to his attack skill chance of success when attacking an animal that fights back.

Animals & Movement

Animals are much faster than player characters, and when you need the movement for them per combat round or action it's equal to their quickness attribute in meters per round. To get the number of meters they can move

during one action divide their quickness attribute with their number of actions per round. Movement is only used while in combat, when running longer distances animals are usually even faster than this.

9 - Encounters

This chapter contains encounter tables for different areas. The tables are not meant to be used all the time, only when the game master have no plans for the players or when they travel from a place to another. The game master can decide to use an encounter table any time he wants, but he shouldn't do so to often. The result 01-75 on each table means that the game master decide if there is no encounter, or he can choose a own encounter or choose something else in the tables. Even from other tables if he wishes.

1d100 Village

01-75	No encounter, or GM's choice.
76-80	A crazy old man starts to talk to the player characters.
81-85	Love struck one of the player characters.
86-90	The village bully starts to push someone around, villager or player character.
91-95	Someone steals something form the player characters.
96-00	The village is attacked by evil creatures; are they searching for something or someone?

1d100 Town

01-75	No encounter, or GM's choice.
76-80	1d6 of the player characters get pick pocketed.
81-85	Love struck one of the player characters.
86-90	A brawl starts, but who started it and why?
91-95	Fanatic religious men visit the town to convert and find new members.
96-00	A crime has been committed; some may think the player characters are responsible.

1d100 City

01-75	No encounter, or GM's choice.
76-80	The player character witnesses a robbery or fall victims to robbery.
81-85	Love struck one of the player characters.
86-90	Fire starts, arson or accident?
91-95	1d6 of the player characters get pick pocketed.
96-00	A murderer is on the loose; the player characters may be next on the list.

1d100 Road

01-75	No encounter, or GM's choice.
76-80	Highway thieves, stand and deliver!
81-85	The player characters encounter a trader's caravan.
86-90	Soldiers stop the player characters. They are searching for something or someone.
91-95	The player characters spot a big animal or a beast near the road.
96-00	While making camp or sleeping, the player characters are attacked by thieves or beasts.

1d100 Wilderness

01-75	No encounter, or GM's choice.
76-80	The player characters spot animals or beasts in the distance.
81-85	The player characters find an old crypt or graveyard.
86-90	The player characters find a dungeon, what will they find inside?
91-95	Stalked by a beast of prey or evil creatures.
96-00	Attacked by large beasts of pray or evil creatures.

1d100 Open Water

01-75	No encounter, or GM's choice.
76-80	The player characters spot animals or beasts in the distance.
81-85	The player characters spot another boat or ship.
86-90	The player characters are attacked by another boat or ship. Pirates?
91-95	Another boat or ship is starting to follow the player characters.
96-00	Attacked by large beasts of pray or evil creatures.

Note: The tables above gives the game masters something to build up an encounter from, but it doesn't tell exactly how, when and what the player characters encounter. Village, town, city and road encounters are used while in that area. Wilderness encounters are used in forests, mountains, jungles, swamps, steppes, tundra, savannah, and so on. Open water encounters are used on seas, rivers, oceans and the like.

10 - Treasures

Here you will find treasures and a guide when and how to use the items in this chapter. You will also find tables that can be used to roll up money that are found on fallen enemies if the game master doesn't have their wealth written down. The treasures in this chapter shouldn't be too common for the players to find, the best thing is if the game master just uses them as a guide to what can be created with magic and how big a treasure can be.

Loot

These items are found on fallen enemies, and are usually up for grabs to the player characters. The game master should always write down every item a non-player character have on him or her. Remember that items like most weapons, clothes, armour and the like is noticeable when the player characters first see the non-player character.

Money & Valuables

Most of the times when the players have survived an encounter with a non-player character they will most likely search him or her for items and money. While we can't write lists or tables for all items they can find on fallen foes we can use the table below for wealth and special items. Roll once for each special fallen foe that the players search for loot and money. With a special foe we mean one that have a chance of having riches and valuables worth taking. For all others it's up to the game master to decide what kind of money they had.

1d100	Money & Valuables
01-10	1d6 bp and one valuable item worth 1d6 x50 gc
11-20	2d6 bp
21-30	2d6 bp and 1d6 sp
31-40	3d6 bp, 2d6 sp and 1d3 gc
41-50	3d6 bp, 3d6 sp and one valuable item worth 1d10 x50 gc
51-60	4d6 bp, 3d6 sp and 1d6 gc
61-70	4d6 bp, 4d6 sp and 2d6 gc
71-80	5d6 bp, 4d6 sp and 2d6 gc
81-90	4d6 bp, 3d6 sp, 1d6 gp and one valuable item worth 1d10 x100 gc
91-95	5d6 bp, 5d6 sp and 3d6 gc
96-97	4d6 bp, 5d6 sp and 4d6 gc
98-99	4d6 bp, 5d6 sp and 5d6 gc
00	4d6 bp, 5d6 sp, 6d6 gc and one valuable item worth 1d100 x100 gc

Note that the nature of the valuable item is up to the game master to decide. The value of the item is what the player character would get if he sold it to someone.

Treasures

Treasures can be of different nature, and may be found on very different locations. The most legendary treasures are probably the dragon's treasure, and for some campaigns the pirate treasure. Treasures aren't common, but there will come a time when the player characters will find a treasure in all campaigns.

Most of the times it's the dragon's treasure that will charm the player characters, but remember that even though it may contain many items it's not always worth as much as the player characters think it is. The most valuable treasure is the dragon's corpse. His blood can be sold to alchemists for a lot of gold, if there's a way to transport it, but remember that it will dry up fast, and become worthless, unless the player characters have magic skins or vials that can be used to transport it. The dragon's skin can be used to manufacture great armour, if the player character can find someone that is able to work with it. Other parts from the dragon are often worth a lot of gold for magicians and alchemists also. The normal treasure that the dragon has collected over time is mostly old junk from warriors and dragon slayers that have tried to kill it. There may be a few magic items lying around, which may be worth some or can be used by the player characters if they figure out what it is. Gold, silver and gems

that often is described in overflow when a legend is told about a dragon's treasure is most of the times just fantasies from the story tellers or bards that have written the story or song.

Dragon Treasure

50% chance that there's a magic item in the treasure, then 40% chance that there's a second magic item, then 30% chance that there's a third magic item, then 20% chance that there's a fourth magic item, then 10% that there's a fifth magic item, then 10% chance that there's a sixth magic item, and so on. Roll until a roll fails, this means that there are no more chances to find a magic item. Other items in a dragon's treasure will be worth $1d100 \times 1d100$ gp. This is normal items, gold, jewels and such that haven't been corrupted by time.

Dragon's Corpse

This is where the real riches are. A litre of dragon blood is worth roughly $2d20$ gp (depends on the buyer most of the times), and there are enormous amounts of blood in a dragon, but it would be impossible to transport it all. Teethes, claws and horns can often be sold for $1d10$ gp each, and can be used to create daggers and other blade weapons that have a damage of +2 and a durability of +4 (these weapons, or items, can only be crafted with magic). The skin is what is worth the most; it can be used to manufacture armour parts for at least ten large men if the dragon is fully-grown. This armour must be crafted with magic, and it will have an absorption of $3d6+8$ and a durability of 40. Each full set of armour will be worth at least 10000 gp for the right buyer. If the player characters need help to craft the armour it won't cost them anything most of the times, but the crafter will want skin and scales enough for one extra armour per armour he craft for the player characters. If they want to sell the skin alone it will bring them at least half of what the armour would be worth. Other parts from the dragon can be sold for lots of gold; an eye will be worth $1d100$ gp, a dragon's heart will be worth at least 250 gp, a lung $1d100$ gp, a tongue $1d100$ gp and so on.

Pirate Treasures

These treasures are hard to find, but now we really talk about riches. If the player character would find a pirate treasure they will be able to walk away with at least $1d100 \times 1d100$ values of gp each, and if they would take the whole treasure (if they are able) they would have values of $1d1000 \times 1d1000$ gp. The only problem would be to get out with it alive. Most pirates leave guards, and often have a magician curse the treasure if someone else would try to steal it from them. Often thieves of pirate treasures live a short and painful life after they took the treasure. The only way to get around the curse is to return the treasure, all of it. But then again, can they be sure that the treasure they find are cursed or guarded...

Artefacts

Artefacts are old ancient magical items with great powers. They are priceless, and are often found in tombs and in old forgotten temples, and sometimes on the most common place, but no one can tell what it is. Artefacts can't be destroyed by anything but magic. Some examples of an artefact can be a sword that drain $3d6$ damage each time it damage a foe in a normal way and gives the user that many points as a bonus to his skill for an hour. The more damage the sword does the better the wielder become at fighting with it. A necklace that gives the wearer the power to find anyone, anywhere in the world, and teleport to that place in a few seconds. A ring that can be used to heal any injury or sickness in a few seconds, and can return the dead to life if they hasn't been dead more than equal to their constitution rank in hours. An armour that will teleport the wearer to safety if he falls unconsciousness from injuries, and then heals his wounds. An artefact can do just about anything, and it doesn't use any power from the wearer at all. It may be used on commando, or act on it's own. Artefacts are extremely rare, and not many player characters will ever find one. Keep them rare, and they will be so much more worth once you introduce an artefact in your campaign.

11 - Playing the Game

In this chapter we will present a few gaming examples on how to play the game. The gaming examples are meant as guides to new players, but it doesn't hurt if experienced players and game masters read them too.

The Game Master

The game master is the referee and the one that tells the story of a roleplaying game session. Often it's the owner of the game that takes on the role as the game master. He describes the world around the player characters, and plays the non-player characters. He also must keep track of all the rules, and use them in his story to create a fun environment for the players and him self to use.

When leading the roleplaying session the game master should describe everything that is important, but leave some to the player's fantasy. If things that aren't important to the game session are described in detail all the time it can easily become boring and time consuming for everyone. Think of the session as a book, the author almost never describe everything in detail, he leaves out many things that are filled by the readers fantasy instead, and by doing so it becomes a better experience for the reader.

The Players

The player's role is to solve mysteries and find a way to continue the story. Often they are the heroes of the story, but it's not uncommon that they are anti-heroes or even villains in some campaigns. They play one player character each, and tell the game master what they do in the story. There are no winners in a roleplaying game, but you could say that if the players succeed with solving the mystery and play well they are all winners in one way. Roleplaying is all about having fun, and creating a fantasy and story together. There can be just one player and one game master to play a roleplaying game, but it's more fun if there are at least three to four players at least, or even more. The players should work together, but this is not always possible. Some times a player character doesn't work well with the other players because of his background and believes, and if that happens the player should rethink his idea with his player character or create a new one. Some players can take on the role of a misfit well, and make it a fun gaming session even though he doesn't fit in. In that case it's ok.

Playing the Game

The text below describes a gaming example. In this example there are three players and one game master. We have written this example to show you how a gaming session can be, and what the different roles for the players and the game master are.

The game master will be called GM in the text below. The first player will be called Alyna, a female thief, the second is Theron, a male fighter and the third is Raan, a male magician. All are new player characters, and this is the beginning of their first game session together. They have just meet on a travellers inn where they are approached by the village elder.

GM, Alyna, Theron, Raan

GM – The three of you find your self together by a small round table in the inn. There are many different kinds of people here, and it's very crowded. You were all lucky that you found this table to sit by. You may describe how you look for the other players, Alyna you start. Then Theron and lastly Raan.

Alyna – Well, I'm short and slender, around 20 to 25 years old. I have black long hair and green eyes. I wear travelling clothes, and a heavy cloak with a hood, but it's not up now. My only weapon is a long dagger in my belt. I have a shoulder bag on the floor by my feet.

Theron – I have a long red beard and hair. Brown eyes and seems even shorter than the girl... Yeah, I'm a dwarf. Very heavy build, but it's all muscles. I have a big backpack next to my chair, and a large battle-axe leaned against it. I wear ring and leather armour. It's hard to tell how old I am, but I look old to most humans it seems, and very tired at the moment.

Raan – I'm around 30-40 years old. I have a grey beard and moustache, and grey short hair. My eyes are steel grey. I'm of normal height and average built. I wear a heavy brown robe and a belt with many pouches and two small knives. I have no backpack or bag of any kind. A large quarterstaff is leaned against my chair. I present my self as Raan to the dwarf and the girl.

Alyna – Alyna, nice to meet you.

Theron – My name is Theron, from the Kadrin clan. Fighter and hunter... Now where's that innkeeper, or whatever you call them on the low lands?

GM – When you look around for the waiter you notice an old man, very well dressed for this village that looks at you. When he sees that you are looking at him he walks towards your table.

Theron – Ah... Here's the innkeeper now (Smiles).

Alyna – I don't think that's the innkeeper Theron, looks like a noble or something.

Theron – Oh... I keep looking for the innkeeper.

GM – The old man stops at your table and asks if he may offer you some wine and something to eat?

Theron – I knew he was the innkeeper. I'll have meat, dark meat, well done, and a large beer. No make that two beers. I have travelled along way today. Do you have tobacco here, I just ran out a few hours ago?

GM – The old man look at you and all you hear from him is: Eh!? While you where ordering your food Theron another young girl have come to the table from the other side, and she asks if you want anything to eat or drink?

Theron – Eh!?

Alyna – I'll have chicken and a bottle of wine, thank you.

Raan – Same here.

Theron – Eh!? Hm, well... Dark meat, well done, and two beers...

GM – Anything else? The old man orders a goblet of wine, and tells her that he will pay for everyone. The girl walks away to get your order. Then the old man looks at you all and asks if he may sit down by your table?

Raan – Sure, why not. Was there anything you wanted to talk to us about?

GM – My name is Dervall, I'm one of the village elders here, and major. Yes... I noticed you when you walked in, and if I'm not mistaken you are a magician, and you must be a warrior? You look like a group that can take care of your self. And I have an offer for you, if you want to hear me out?

Raan – This is Alyna, Theron and my name is Raan. Go ahead... So far you've been right.

GM – The girl return with your wine and beer. Food will be ready in a few minutes.

Alyna, Theron, Raan – Thank you.

GM – Our village healer has gone missing. The last sighting of him was three days ago when he entered the woods to the north to collect herbs and other things for his medicines. A hunter that passed by told us he had heard screams and thought he saw a beast of some sort in the woods, dragging a body of a human towards the mountains. He tracked the beast but lost track of it near the mountains to the north. He said he would try again, but wanted help from our village, so I gave him five men to help, all good hunters and trackers. But no one returned. The day after they was all found near the mountain, slaughtered. It was terrible. And then we noticed that our healer had never returned home. We are afraid to send out more hunters, so I'm asking if you would be able to try and find out what has happened? We'll pay you for your time. We just want to know what this beast is, and if possible have it killed. And also, we want to know what happened to our healer.

Theron – Sounds like a job I could do. So, how much is the reward for killing this beast?

Raan – Forgive my friend, you know how dwarves are when it comes to money. We will take the job, and find this beast. We don't need to talk about the reward now, I'm sure Dervall here will give us a reward that is more than enough if we succeed. We'll be heading out at first light in the morning.

Theron – Mumbles something... Sure we will help (with a look at Raan). If my dear good friend Raan here says that the reward will be good I trust him, oh yes, I do trust him. More mumbling...

Alyna – I could use some money, so I'm in.

GM – Thank you very much. I'll show you where our healer entered the woods in the morning. Thank you so much. The reward will be to your liking if you succeed, and I'm sure you will. Thank you. Well, I'm off to bed. I will return at the first light. Good night. Then Dervall walks out of the inn, and leave you alone to finish your meal that is served on your table now.

Theron – Hey, he said he would pay, and he just walked away?

GM – Don't worry master dwarf, it's all taken care of. The servant girl smiles at you all after these words, then she head back to her business.

Theron – Master dwarf. Hm, I like that (Smiles).

After this meeting the player characters get to know each other, but Ayna doesn't tell the others that she's a thief. She says that she's just a young adventurer that travels around to see the world. When they wake up the next morning Dervall waits for them down stairs, and after breakfast he takes them to the northern woods and show them where the healer usually enters the woods. He also describes how to get to the place where the hunters where found slaughtered. And the player characters enter the woods to search for tracks and to find and kill the beast, and try to figure out what has happened to the village healer. All this is played as above, but we'll jump ahead in the story some to describe the more important events of the game. When we meet the player characters again they have found the place where the hunters where slain, and start to look for tracks.

12 - Campaigns

This chapter contain suggestions on different campaigns and how to lead them. This chapter is for the game master alone, and contain adventure suggestion and plots that can be used in his campaigns.

Under Construction