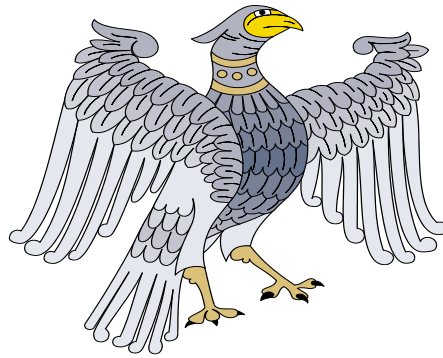


Mage & Warrior™



MAGE & WARRIORtm

The Combined 2nd Edition
of
Mage (1980) & Warrior (1981)



2000

Gamestuff Inc



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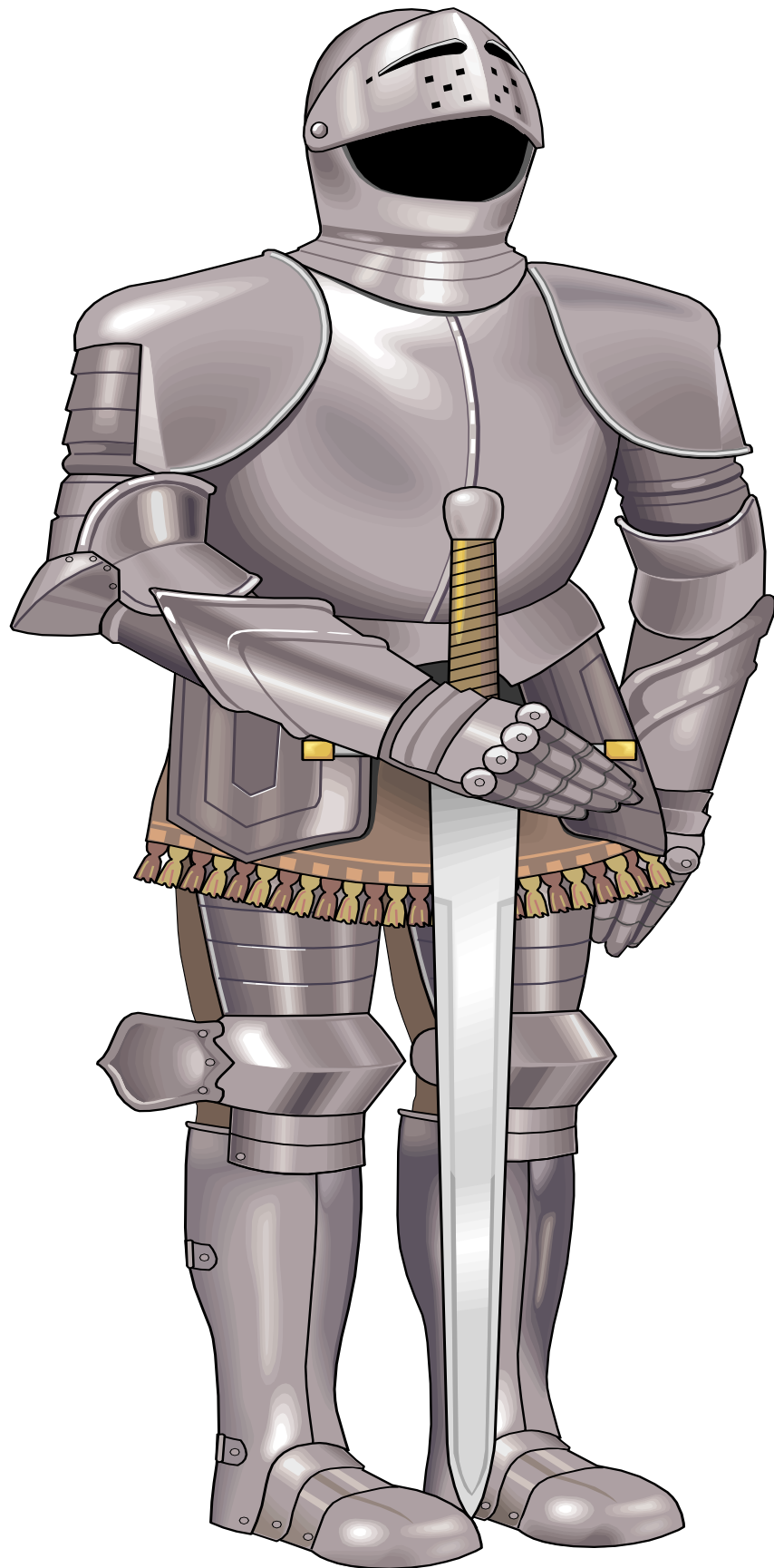
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Introduction

0.1 Introduction the combined 2nd Edition

Mage (1980) and *Warrior* (1981) were designed to provide generic role playing systems which were simple, easy to play, fun, comprehensive and realistic at the same time. The evolution of the role-playing hobby since this first edition has seen the rise and fall of many systems, games, and approaches to what is essentially improvised theatre. One of the ideas of *Mage & Warrior* is not having any restrictive character classes. A player can role-play anyone at all: someone who can do many things or is only good at only a few things. What is available will depend on opportunity, player choice and the amount of time available to learn skills.

The difference between a mage and other occupations lies in the amount of time required to acquire magical skills. A fighter can practice magic, be a thief, a cleric or anything else the player wished.

One of the things which has changed since the early days is the time available to set up a campaign and play a session. Players and GMs now avoid in-depth systems due to lack of time and the difficulty in getting others up to speed.

This edition of *Mage & Warrior* continues the tradition of *no character classes*. There are new skills added to the original lists. We have simplified the approach to both magic and combat.

In these 2nd Edition rules we retain the view of the 1st edition that there is very little distinction between what is done by mages and what is done by clerics. Being a cleric who does miracles is being a kind of mage. What other differences there are depend on the power of the god or gods invoked by a cleric. Nothing in *Mage & Warrior* prevents a cleric from being a warrior, using all of the weapons of a warrior. Clerics are not bound by any rule not to spill blood or not to use swords. What causes clerics not to be warriors is the amount of time needed to become an expert in miracles.

0.2 Introduction to *Mage* (1980)

Magic is the stuff out of which all fantasy comes. If magic is not assumed, there can be no fantasy - no strange creatures, terrible monsters, demons, powerful swords or great wizards. Magic has traditionally been conceived as both an ART and a SCIENCE. It is an art insofar as its effects are not totally predictable and depend upon the will of the individual mage to come about. Magic is nothing more than the direct and successful imposition of the will on a part of the world bringing about a desired effect. It is also a science in the sense of being organised according to certain laws and principles such as formulae, rituals and spells.

0.3 Introduction to *Warrior* (1981)

Hand to hand *personal* combat is one of the mainstays of role-playing games. The other is, of course, magic whose presence in a game makes it a fantasy role-playing game. Hand to hand combat adds spice and excitement to any role-playing game since it offers the dangerous possibility of the player's *persona* getting eliminated. In other systems, the simulation of hand to hand combat has tended to be either too simplistic, requiring no thought or player input - mere dice rolling - or it has been too complex, requiring the player to engage in a great deal of bookkeeping and calculation as well as many die rolls. The present rules, hopefully, have eliminated most if not all of these problems and allow for a combat simulation with but minimal bookkeeping and most of the time only one die roll per incident. *Warrior* contains rules for simulating *personal* combat in the period between 500 CE and 1500 CE. This period begins



with the advent on the European continent of the heavy horsemen of the barbarians and ends just prior to the rapier and dagger era. *Warrior* can be used both as an historical simulation or as a fantasy role-playing game as the player wishes.

0.4 Die Rolling Conventions

Various sorts and numbers of dice are used to generate characters, determine outcomes of choices and resolve combat and skill use. It has become customary in role-playing rules to refer to these various die rolls with the following convention: #D#. The '#' before the 'D' indicates the number of dice the player or Game Master (**GM**) must roll. The '#' after the 'D' indicates the type of die (number of sides per die) to be used. The following abbreviations are used:

1D6 - one six-sided die
 2D6 - two six-sided dice
 3D6 - three six-sided dice
 1D10 - one ten-sided die
 1D20 - one twenty-sided die roll
 1D100 - one hundred-sided die roll

In *Mage & Warrior* most die rolls which happen during the course of the role-play will be 1d20 rolls.

The original rules now combined in *Mage & Warrior* was intended to be easy, generic, expandable. It was a role playing system which could be used in any and all fantasy settings. There are no economic rules or price lists as those will have to be provided by GM's decisions regarding the setting or background.



Personae

The player runs a *persona* (plural *personae*) [what we call *persona* is called player character or PC. Persons not played by the players are called *characters* [called 'non-player characters' or NPC]. The *persona* is a relatively complex construct, moulded and shaped by the social and physical environments.

Mage & Warrior can be used to generate sentient humanoids of all sorts as *personae*. Some are quasi-magical in nature and may be natural psychics.

1.0.1 Humans

Those sentients who currently dominate the WORLD with their civilizations and tribes. They can be of all shapes, types and races.

1.0.2 The Fey and Giant Folk

These were the previous Dominate Sentients, the Fey who were pushed to the fringes where they had previously pushed the Giants.

The Fey are divided between the *Elves*, *Dwarves* and the '*Fey-Cyn*' or kin folk of the 'Fey' who are part human and part 'elf' or 'dwarf' living at the fringes between the human and 'fey' societies.

1.0.3 Goblins and Goblin-Cyn

These are the Dark Fey, the powerful brutish enemies of both Humans and the Fey. Goblins were the underclass of the Fey and came to the WORLD with the Fey invasion. They did much of the dirty work against the Giants and when the invasions were over were pushed to the fringes along with the Giants. Goblins were not as magically endowed as the Fey and relied on mass tactics to get their way in any situation. Some Goblins were mated with Giants and some with animals to get many of the horrible monsters that roam the WORLD to this day.

1.0.4 Giants and Giant-Cyn

The Titans were the great contenders with the Old Ones on behalf of the other sentients of the WORLD. The Old Gods defeated the Titans and slowly they degenerated into the Giants.

With their great power and strength being diminished they were further corrupted and embittered. They are rarely seen these days. Their descendants now include the Giant-Cyn: the Ogres and the Trolls.

1.0.5 All Sentients seem to have Human Culture

Humans are the dominant sentients of the WORLD and all other sentients mimic the organisation found in human culture. The Elves and Dwarves because of their close connection through the Fey-Cyn folk now mirror the structure and attitudes of human society.



1.1 Occupations

Players with the approval of the GM can play any kind of sentient they want. Each kind of sentient can be a Mage and a Warrior. How good of a Mage or Warrior will depend on what they have expertise in. It takes time to practice the proper techniques. A *persona* could dabble in everything and be a Mage/Warrior/ Thief/ Cleric/etc.

Players can choose gender, species and occupation of their *personae*.

The GM may prevent players from choosing to be Fey, Giants, or Goblins - since these are found only on the fringes of both Human and rarely are found travelling about having adventures. It is not impossible or against the rules for players to play *personae* which are monsters or Dark Fey. You could be a *friendly giant*.

Mage & Warrior does not use an *experience point* system which rewards players for killing monsters. Killing another *persona* merely because they are a Goblin, Ogre, or Giant will not necessarily do your *persona* any good at all or advance your expertise.

Any sentient type can have any of the typical adventure occupations The initial *persona* occupations which tend to support adventure: Free Lance Warriors, Brigands and Thieves, Scholars, Clerics and Mages and anyone else who makes a living moving from town to town. The ordinary occupations such as being a baker, butcher, candlestick maker are also available but tend to be a bit dull. Such persons are usually not found on adventures.

In *Mage & Warrior* there are no character classes, as in real life, *personae* can sometime change occupations but this has an Deed on their expertise. A *persona* who has been a warrior for a long time could decide to become a cleric, retaining much of what was learned as a warrior but not improving as a warrior very much anymore. Instead, they would now devote all their time and energy to their religion. The demands of being a cleric might be such that the former warrior skills become mere memory which can only be revived with effort.

In *Mage & Warrior* expertise is measured in levels called *Expertise Levels (EL)*. There are 9+ levels of **EL**. Raising your **EL** is a matter of survival and luck. The more time you devote to an occupation or skill the greater the chance that you are an expert. A pro-rated *persona* at the start of the game can have up to **EL9**. During the game you could raise the *persona* **EL** beyond **EL9**.

In real life it takes 3000 hours to become an expert at something and 30,000 to be a world class expert, i.e. one of the best. It is well known that it took 7 years of practice to be proficient as an English Long bowman. Assuming that you got about 10 hours in every week, this would give you around 520 hours per year and 3640 hours over 7 years. So in 7 years you are probably going to get in enough hours to be a expert archer.

In *Mage & Warrior*, after six years of practice you could have, depending on your luck, have between **EL2** and **EL7** in whatever area or skill you were practising. After twenty years the range would be between **EL5** and **EL9**.

1.1.1 The Problem with Magic

There is an important difference between being an expert in mundane things, such as combat, farming, or learning to read, and magic. You can practice a lot of different mundane things together at the same time, even become an expert in many of them. When you come to study



magic you can only do magical things, you cannot learn mundane things at the same time. This means that expert mages will have little time to acquire practical experience in much else.

1.2 The World

Mage & Warrior assumes certain things about the WORLD, a pre-modern culture, which you as GM are free to alter. Your GM will decide on how extensive the geography of the 'WORLD' is to be. The players decide how detailed they want their *personae* descriptions to be.

Making a quickly sketched *persona* for an evening's entertainment is quite different from creating a *persona* with a complete history and family tree.

The GM may restrict players geographically and have all *personae* and characters come from the same tiny part of a tiny kingdom or the GM could allow the players to have their *personae* come from anywhere in the known world and even beyond those confines.

The rules of *Mage & Warrior* are intended to be generic. They do not provide a detailed background beyond some rules for social class and the Deed of class background on skills and abilities. The rules do presuppose that the WORLD is in a period where the rich (owners of land) and powerful (warriors, mages, priests) have most of the advantages but these assumptions apply to a great many time periods and cultures.

1.3 Persona Creation

The procedure for creating a *persona* is as follows: The players choose the type and gender of humanoid to be created. Dice are rolled to determine Social Class, Family Status, Body Type, and Primary Characteristics. Primary Characteristics are used to determine the Attributes. The players then get to choose various Skills and determine the EL they have in these skills.

1.3.1 Social Class

After type and gender, social class has the most influence on the final qualities of a *persona*. Social class is one of the key factors in determining Body Type which is a key factor in determining Primary Characteristics. Fey-Cyn *personae* (i.e. those who are half Elf or half Dwarf, etc.) can choose the parent who donated most of their characteristics. With GM approval, your *persona* could be one of the Dark Fey-cyn: half goblin, half troll, half orge or half giant. Such creatures tend to be outcasts from both Fey and human society.

Class(1D100)											
Human		Elf		Dwarf		Goblin		Troll/Ogre		Giant	
01-16	Noble	01-10	Noble	01-05	Noble	01-02	Noble	01-05	Noble	01-08	Noble
17-65	Middle	11-75	Middle	06-80	Middle	03-40	Middle	06-40	Middle	09-50	Middle
66-00	Rabble	76-00	Rabble	81-00	Rabble	41-00	Rabble	41-00	Rabble	51-00	Rabble



1.3.2 family Status

Players and the GM can further define the status of *personae* or characters within each of the broad social classes by using the following charts to determine the status of the family from which the *persona* or character comes.

Nobles

The culture covered by *Mage & Warrior* represents those times when the nobility was THE professional military caste. The family occupation of a noble is being a warrior and then an estate manager. Any Noble *persona* can add six years to experience for the purpose of gaining fighting skills, courtly skills and other class based skills.

Most Nobles start the game as 'free lances' who set out to win fame and fortune by going on mercenary campaigns.

1D100	Child of
01-02	Major Ruler (e.g. King)
03-05	Minor Ruler (e.g. Prince)
06-08	Under Ruler (e.g. Duke)
09-15	Chief Administrator (e.g. Count)
16-60	Land Holder (e.g. Baron)
61-100	Military Servant (e.g. Knight)

Middle Class

The Middle Class during the period covered by *Mage & Warrior* was in the process of emerging in towns and cities. It was still composed of clerics and merchants.

01-10	Free Farmer
11-26	Priest or Scholar
27-30	Craftsman
31-80	Merchant
81-100	Mercenary Officer

Rabble

Life was always rough for the rabble. In the culture covered by *Mage & Warrior* the GM can decide whether most of the rabble are *serfs* or *slaves*. Serfs are tied to land and slaves are tied to their master. *Persona* Rabble escape their condition by becoming a trained soldier, mercenary or magus.

01-10	Craftsman, Laborer
11-20	Mercenary Soldier
21-60	Free Farmer
61-100	Serf / Slave

1.3.3 Sibling Rank

A *persona's* sibling rank in the family may have some bearing upon circumstances and skills at the start of the game especially if your *persona* is Middle Class. If your *persona* is Noble, there may be a chance of inheriting lands and titles as well as having an early education in Noble Class Skills and Combat. If Middle Class or Rabble, your *persona* may have special skills or secret knowledge of the family occupation.



The sibling rank will enable you to better understand your *persona*'s motivation and character. There are from one to six children in the typical family.

The chart below makes no difference between male or female regarding inheritance, but it does use the pattern of the eldest being the heir. It is up to the GM to determine if the eldest male or only male are heirs or whether there is an equal division among all children.

Roll 1d6 to determine how many other children there are in the family, then roll 1d100 to determine the sibling rank:

01-04: **An Inheritor**, *persona* learns the 'Death Bed Secret' of the family occupation (treat as +4 years of experience); Noble and Middle Class inheritors are heirs to all the property and titles available to the family.

05-15: **Eldest Child**, *persona* is well trained in Class Skills (+3 years) and in the family business (+3 years); you will inherit the family property and title unless you seriously misbehave.

16-25: **Second Child**, *persona* normally well trained in the family business (+3 years) and somewhat better trained in Class skills (+2 years), the *persona* will get some of the family fortune if there is one.

26-35: **Third Child***, *persona* trained in family business (+3 years) and Class Skills (+2 years)

36-50: **Fourth Child**, *persona* trained in family business (+2 years) and Class Skills (+2 years)

51-65: **Fifth Child**, *persona* barely trained in family business (+1 year) and Class Skills (+1 year)

66-80: **Sixth Child**, *persona* has little or no knowledge of family business or Class Skills (+1 year)

81-100: **Bastard**, *persona* takes social class and family status from mother rather than father. Mother's family trains *persona* in family business (+4 years) and Class Skills (+2 years)

*Which child your *persona* is depends on the actual number of children in the family. This chart should be adjusted to reflect your exact situation. If there are less than 6 children in the family roll first to determine if you are an Inheritor or Bastard. If neither roll again, if the result is beyond the number of actual children, your *persona* is the youngest of the actual number.



1.4 Characteristics

Persona Characteristics are Body Type, Size, Primary Characteristics and Attributes.

1.4.1 Action Type

Humanoids can be roughly divided into three body or action types: Ectomorph, Mesomorph, and Endomorph. These are distinct physical *and* mental types:

An *Ectomorph* (**Thinker**) is slight of build, almost fragile, with small bones, drooping shoulders, and relatively long legs, arms, fingers and neck. A *Mesomorph* (**Doer**) tends to be physically active with strong prominent bones, a relatively large body with an especially well developed chest and strong shoulder muscles with strong arms and legs. An *Endomorph* (**Enjoyer**) is generally a short fat happy person with a rounded face, large body, small bones, and 'ham-shaped' arms and legs.

Action Type is a function of humanoid type, social class and a 1d100 roll:

Action Type (1D100)					
Human			Elf		
	Type	Modifier		Type	Modifier
01-30	Thinker	Noble: -10	01-60	Thinker	Noble:-20
31-70	Doer	Middle: -5	61-90	Doer	Middle:-10
71-100	Enjoyer	Rabble: +5	91-100	Enjoyer	Rabble:+5
Dwarf			Goblin		
	Type	Modifier		Type	Modifier
01-05	Thinker	Noble:-5	01-02	Thinker	Noble:-1
06-90	Doer	Middle: +10	03-95	Doer	Middle:+5
91-100	Enjoyer	Rabble: +15	96-100	Enjoyer	Rabble:+15
Troll/Ogre			Giant		
	Type	Modifier		Type	Modifier
01-02	Thinker	Noble:-5	01	Thinker	Noble:-1
03-98	Doer	Middle:+5	02-80	Doer	Middle:-5
99-100	Enjoyer	Rabble:+10	81-100	Enjoyer	Rabble:+20



1.4.2 frame

The Frame (Light, Medium, Stout, Heavy) of a persona is based on Action Type and Species:

Frame (1D100)				
Species	Light	Medium	Stout	Heavy
Human	01-30	31-70	71-90	91-100
Dwarf	01-25	26-30	31-80	81-100
Elf	01-60	61-90	91-99	100
Goblin	01-20	21-80	81-90	91-100
Troll	01-10	11-20	21-90	91-100
Giant	01-05	06-10	11-60	61-100

1.4.2.2 Size

The Size of a persona is based on Action Type and Gender:

Size (1D100)				
<i>Action Type</i>	Male		Female	
<i>Thinker</i>	01-25 =	<i>Short</i>	01-40 =	<i>Short</i>
	26-60 =	<i>Average</i>	41-80 =	<i>Average</i>
	61-00 =	<i>Tall</i>	81-00 =	<i>Tall</i>
<i>Doer</i>	01-30 =	<i>Short</i>	01-60 =	<i>Short</i>
	31-60 =	<i>Average</i>	61-90 =	<i>Average</i>
	61-00 =	<i>Tall</i>	91-00 =	<i>Tall</i>
<i>Enjoyer</i>	01-20 =	<i>Short</i>	01-50 =	<i>Short</i>
	21-70 =	<i>Average</i>	51-80 =	<i>Average</i>
	71-00 =	<i>Tall</i>	81-00 =	<i>Tall</i>



1.4.2.1 Height & Weight

It is possible for the very tall person to be a natural giant such as the giant Knight Sir Ferrau or the Black King of Maiolgre. Powerful *personages* are often described as 'giants' in the romances which means that they are merely larger than ordinary people.

There are also non-human giants found in the 'Fey Realms' but these are demi-gods like the ancient Norse Giants, the Titans and other Giants that once walked the Earth.

Natural human giants are often the guards of important but evil persons or guardians of mysterious places. It is a good bet that a treasure trove or other quest destination is protected by either natural human giant guards or dragons.

If the player rolls 95+ on the Tall Chart they can choose to proceed to the Natural Human Giant Chart or take the result as a 95 on the Table

Dwarves [All Sizes] (1D100)					
	Height	Light	Medium	Stout	Heavy
01-25	3'9"	130	140	150	160
26-45	3'10"	135	145	155	165
46-65	3'11"	140	150	160	170
66-85	4'0"	145	155	165	175
86-95	4'1"	150	160	170	180
96-00	4'3"	155	165	175	185



Short Humans (Short/Average Elf and Elf-Cyn and all Dwarf-Cyn,Goblins) **(1D100)**

	Height	Light	Medium	Stout	Heavy
01-10	4'7"	75	90	80	90
11-20	4'8"	80	95	85	95
21-30	4'9"	85	100	90	100
31-40	4'10"	95	105	100	105
41-50	4'11"	100	110	105	110
51-60	5'0"	105	115	110	120
61-65	5'1"	110	130	115	125
66-70	5'2"	115	125	120	130
71-75	5'3"	120	130	125	130
76-80	5'4"	125	135	130	140
81-85	5'5"	130	140	135	145
86-90	5'6"	135	145	140	150
91-95	5'7"	140	150	145	155
96-00	5'8"	145	155	150	160



Average Humans (Tall Elf-Cyn) (1D100)					
	Height	Light	Medium	Stout	Heavy
01-25	5'7"	135	150	160	170
26-45	5'8"	140	155	165	175
46-65	5'9"	155	170	180	185
66-85	5'10"	160	175	195	200
86-95	5'11"	170	185	205	215
96-00	6'0"	180	195	215	225

Tall Humans (Trolls/ Ogres) (1D100)					
	Height	Light	Medium	Stout	Heavy
01-10	5'11"	160	185	195	205
11-20	6'0"	170	195	190	210
21-30	6'1"	180	200	195	220
31-40	6'2"	185	210	200	230
41-50	6'3"	190	225	210	240
51-55	6'4"	195	235	225	250
56-60	6'5"	200	250	235	260
61-70	6'6"	205	275	250	270
71-85	6'7"	210	300	275	280
86-95	6'8"	215	325	300	310
95+	Natural Giant Chart				



Natural Giant (Giants add +20) (1D100)					
	Height	Light	Medium	Stout	Heavy
01-50	6'7"	220	350	375	400
51-75	6'8"	225	375	380	405
76-80	6'10"	230	400	405	410
81-90	7'0"	235	425	410	415
91-95	7'6"	300	450	475	500
95-98	8'	350	500	525	550
99	9'	450	600	700	800
00	12'	500	700	800	1000



1.5 The Primary Characteristics

Your *persona*'s primary characteristics divide into two distinct sets - physical and psychological. They are all generated on a scale of 2 to 10.

1.5.0.1 Physical Characteristics

Strength (St) - represents the raw power of a *persona*'s arms, legs and chest

Agility (Ag) - represents your *persona*'s movement ability

Dexterity (Dex) - represents your *persona*'s hand -eye coordination and reflexes

Stamina (Sta) - represents your *persona*'s ability to cope with stress and hardship

1.5.0.2 Psychological Social Characteristics

Mental Ability (Ma) - this represents your *persona*'s basic attitude toward problem- solving. The lower it is the less likely your *persona* will think a problem through, preferring to use physical force instead.

Deadliness (De) - this represents your *persona*'s degree of cold bloodedness in combat and other competitive activities.

Social Attitude (SA) - this measures your *persona*'s social independence

Piety (Pi) - this is the extent of your *persona*'s religious feeling.

Sensitivity (Si) - this measures your *persona*'s intuition and perception.

Greed (G) - this measures your *persona*'s desire for possessions and power

1.5.1 Generating Characteristics

To generate these Primary Characteristics you can:

(1) Roll 1D6 for each and add the result to the factors found in the following table relating Size and Body Type.

(2) Roll 11 x 1D6 for a Dice Total and apply the results to each characteristic with the restriction that no characteristic can exceed 10.

(3) Use 50 points for Humans, Elves, Dwarves; 40 points for Goblins, Trolls, Ogres, Giants.

When using the Dice Total or point system, sentients other than Humans have the following restrictions:

Giants: Social Attitude=10 Deadliness=10 Strength=10 Stamina=10

Trolls: Strength=9 Greed=8 Deadliness=7 Social Attitude=7

Ogres: Strength=9 Greed=10 Deadliness=8 Social Attitude=8



Goblins: Greed=10 Deadliness=8

Dwarves: Strength=8 Greed=10 Deadliness=8

Elves: Dexterity=10 Agility =10 Sensitive

	Thinker			Doer			Enjoyer		
Characteristic	Short	Ave.	Tall	Short	Ave.	Tall	Short	Ave	Tall
Strength (St)	2	3	2	3	4	4	2	3	3
Agility (Ag)	4	3	2	4	4	3	2	2	1
Dexterity (Dex)	3	3	4	4	4	3	2	2	1
Stamina (Sta)	3	3	3	2	2	3	4	4	4
Mental Ability(Ma)	4	4	4	3	3	2	3	3	3
Deadliness (De)	4	4	4	2	2	3	2	1	1
Social Attitude(SA)	2	3	4	2	3	4	1	2	3
Piety (Pi)	4	4	4	3	3	3	2	2	2
Sensitivity (Si)	3	3	2	3	3	4	3	4	4
Greed (G)	3	3	2	3	3	4	3	4	4



1.5.2 Using Primary Characteristics

Primary Characteristics represent your *persona*'s raw talent and potential. They can be used as a guide to behavior and chances of success in circumstances not covered by the rules. The number resulting from adding to the factor from the chart constitutes a save or trigger factor depending on circumstances. E.g. a short Thinker rolls for Greed and gets a 3 on 1D6 (or adds 3) resulting 6 for Greed. In any situation where this *persona* may be tempted to take something for themselves without sharing or not give something up, roll 1D10. If the result is greater than 6, you resist temptation, while a 6 or less means you succumb.

1.6. Attributes

Attributes are secondary characteristics which combine various primary characteristics together and often support skills. Skill support means that the value of the Attribute is added to the Expertise Level of the Skill. Some skills use primary characteristics directly as support, others use some of the following Attributes and still others have attribute-like combinations of characteristics.

1.6.1 Endurance (EN)

This is the combined Deed of Stamina (Sta), Strength (St), species and body type. **EN** is derived using the following formula:

$$\text{Base} = 1/2 (\text{St} + \text{Sta})$$

To this Base (Humans, Elves and Goblins) add the following factor:

Size	Thinker	Doer	Enjoyer
Short	2	3	2
Ave.	3	3	3
Tall	3	4	4

This factor for Dwarves is x2, Trolls and Ogres x3 and Giants x 5.

The **EN** of the *persona* is equal to 2 times (Base plus the Size/Species Factors) rounded up to the nearest whole number.

When your *persona* is damaged by combat or other reasons you reduce your **EN**.

When your **EN** is **ZERO** you are dead.

1.6.2 Shock Resistance (SR)

Whenever a *persona* or character suffers from trauma induced by either a physical, psychological or magical blow, there is a chance that they will go into shock. The *persona*'s resistance to shock is derived as follows:

$$\text{SR} = 5 + 1/3 (\text{Ma} + \text{De} + \text{Sta})$$

The result is rounded up to the nearest whole number. To resist shock you must roll the **SR** or



less on a 1d20 roll. If you fail there is a shock reaction.

1.6.2.1 Shock Reaction

When a Shock Reaction occurs there is a temporary loss of 1 **EN** for 1D6 turns, your *persona* is also stunned for 1D6 actions which results in halving all Attributes other than **EN** for all purposes.

1.6.3 Behavior Pattern (BP)

This reflects how well your *persona* intellectually relates to the world, the higher the value the more organized and smarter they are:

$$\text{BP} = 1/3 (\text{Ma} + \text{Si} + \text{De})$$

Fractions are rounded up to the nearest whole number.

Humans:

Add + 2 if Middle Class and
subtract -2 if Noble or Rabble.

Elves, Dwarves:

Add + 3 if Middle Class and Noble
subtract -1 if Rabble.

Goblins, Trolls, Ogres

Add + 1 if Middle Class and
subtract -3 if Noble or Rabble.

Giants

Subtract - 1 if Middle Class and
subtract - 3 if Noble or Rabble.

The results are interpreted as follows:

BP 3 or less: Chaotic *Personality* in the sense of having no order in their affairs, being extremely impulsive.

BP 4 : Disorganized *Personality* basically careless about most things.

BP 5-6: Orderly *Personality* who is basically efficient in approaching problems

BP 7-8: Systematic *Personality* who is well organized

BP 9+: Fanatic *Personality* who has a mania about order and neatness.

Your *persona* **BP** is used to support most skills using mental activity.

1.6.4 Charisma (Chr)

This is the ability to dominate a social situation of one or more other people solely by the power of one's *personal* magnetism.



$$\text{Chr} = 1/3[(\text{Ma} + \text{Si} + \text{De} + \text{G}) - \text{SA}]$$

Round up to nearest whole number. **Chr** supports most socially based skills such as Bribe, Diplomacy and Haggle.

Whenever an appropriate situation arises a roll on 1D10 of the *persona's* **Chr** or less means a successful application of Charisma.

1.6.5 Lift Capacity (LC)

This is the ability required for carrying a load or burden from place to place.

$$\text{LC} = 1/3 (\text{St} + \text{Sta} + \text{Ag})$$

Round the result up to the nearest whole number.

LC is expressible in terms of what percentage of the *persona's* body weight can be carried without suffering penalties for being encumbered or burdened.

A *persona* may carry any load without penalty so long as they do not become encumbered thereby.

LC is relative to your Body Wt and your *persona* will become encumbered at 10 x **LC** expressed as % of Body Wt. Your *persona* will become burdened at 15 x **LC** and heavy burdened at 20 x **LC** expressed as % of Body Wt.

Encumbered - *persona* or character suffers a **+2 Strain Check** each carrying phase the load is carried

Burdened - *persona* or character suffers a **+4 Strain Check** each 'carrying phase'

Heavily Burdened - *persona* or character suffers a **+6 Strain Check** each 'carrying phase'

A 'carrying phase' equals 1 minute or 4 Turns.

1.6.6 Coordination (Co)

This is a combined Deed of your *persona's* Agility and Dexterity. It is derived as follows:

$$\text{Co} = 1/2 (\text{Dex} + \text{Ag})$$

Round up the result to the nearest whole number. **Co** is used for all non-combat and non-strenght physical skills.

1.6.7 Combat Potential (CP)

This is the measure of the *persona's* raw talent for hand to hand combat with or without melee weapons:

$$\text{CP} = 1/4 (\text{St} + \text{Sta} + \text{Co} + \text{De})$$

Round the result to the nearest whole number. **CP** supports all hand to hand combat weapons



systems and skills.

1.6.8 Marksmanship(Mms)

This is the measure of the *persona*'s natural ability to aim and fire a missile weapon (from a thrown bottle to a crossbow) at a desired target:

$$\text{Mms} = 1/3 (\text{ST} + \text{Dex} + \text{De})$$

Round up the result to nearest whole number. Mms is used for all missile weapons and even firearms if they are available in the WORLD.

1.6.9. The Magic Capacities

1.6.9.1 Visionary Capacity (VC)

This is the ability to enter into a trance or deep meditative state in which the *persona* experiences visions. It is used by Mages and Clerics.

$$\text{VC} = 2 (\text{Pi} + \text{Si})$$

Roll a 1D10 and any result equal to or less than **VC** means the *persona* is in a trance.

The number of turns your *persona* is in a trance is determined by 1D6 time **VC** minus the *persona*'s **BP**. If the turns of trance result is less than 1, no trance or vision takes place.

Whenever a *persona* is in shock, there is a chance they will slip into a visionary state. Roll 1D10, if the result is equal to or less than **VC** there is a vision as the result of the shock.

1.6.9.2 Psychic Capacity (PC)

This is the ability to create extraordinary Deeds without any apparent physical exertion:

$$\text{PC} = [1/2 (\text{Sta} + \text{SA} + \text{Si}) - \text{G}]$$

Round the result to nearest whole number.

PC will only operate during a trance state determined using **VC**.

Each turn of trance the *persona* must roll his **PC** or less on 1D10 to avoid suffering from Strain. A failure means a **Strain Check**.

1.6.9.3 Spirit Control (SC)

This is the measure of *persona* raw talent for controlling non-material sentients:

$$\text{SC} = 1/3 (\text{De} + \text{SA} + \text{Si})$$

Round the result to nearest whole number.

1.6.10 Strain Check



Strain causes temporary loss of **EN**. The amount of strain is determined by rolling 1D20 and adding any **Strain Factor**.

If the result is equal to or less than the *persona*'s current **EN** level, your *persona* temporarily loses 1 **EN** level.

If the result is greater than current **EN**, your *persona* temporarily loses 2 **EN** levels.

These temporary losses count in two areas: (1) if your *persona* is wounded and has **EN** reduced to zero while under strain; (2) if your *persona* **EN** is temporarily reduced to below 1/2, then Attributes are temporarily halved.

Losses from Strain can be recovered by resting for 5 minutes or by not straining again for 10 minutes for each **EN** level of temporary loss through Strain.

1.7 Advantages & Disadvantages

1.7.1 Age

Humans:

Personae start at age of 16 with some expertise (up to +10 years but usually +6 years) provided by **Sibling Rank**.

If you want an older *persona*, you can age your *persona* by:

(1) rolling 1D20 and adding the result to 16.

(2) The GM can have you simply state an age over 16.

As your *persona* ages you will acquire expertise (**EL** = Expertise Level) in whatever non-magical skills they have an opportunity to acquire as the result of class, prior circumstances and what they pick up along the way. Skills are related to experience by the number of years your *persona* has had the opportunity to learn and practice a particular skill.

1.7.1.1 Effects of Ageing

Normal humans have a life span of 'three score and 20' i.e. around 80 years of age. *Personae* under 35 have no adjustments to make in either mental or physical primary characteristics.

Age Under 20 Increase St, Ag, Dex by +1
 35: Reduce St, Sta, Ag, Dex by -1
 40+: Reduce St, Sta, Ag, Dex by -2
 50+: Reduce St, Sta, Ag, Dex by -3
 Ma, Si, De by -1
 60+: Reduce St, Sta, Ag, Dex by -4
 Ma, Si, De by -3

Expertise does not decline as your *persona* ages.

Non-Humans

Elves and Dwarves live much longer than humans but they come out of their youth later as well. Elves live to be 250 years and Dwarves live to be 200.

Elves start the game at age 30, Dwarves at age 35. Skills start being pro-rated at age 16 for



both Elves and Dwarves.

Goblins, Trolls and Ogres have a 70 year life span and start at 10.

Giants live around 100 years and start at 10.

1.7.2 Education

Your *persona* may be educated to some extent and at least be able to read and write. Roll a 1d6 and add the following factors:

Noble = +1

Middle Class = + 2

Rabble = -1

Ma of 7 or more = +2

The result is interpreted as follows:

1,2 = **Uneducated**: Your *persona* can only have knowledge skills after the start of the game, but at no higher **EL** than their Memorize Skill (see below under Skills)

3 = **Unlettered**: Your *persona* can only have knowledge skills after the start of the game.

4,5 = **Literate**: Your *persona* learned to read and write their own language pro-rated from age 10 plus one other knowledge skill. The rest are learned from age 16

6,7 = **Schooled**: Your *persona* learned to read and write their own language pro-rated from age 10 plus two other knowledge skills. The rest are learned from age 16

8,9 = **Educated**: Your *persona* learned to read and write their own language pro-rated from age 10 plus four other knowledge skills. The rest are learned from age 16

9+ = **Well Educated**: Your *persona* learned to read and write their own language pro-rated from age 10 plus all other knowledge skills.

1.7.3 Spending Habits

The Spending Habits of a *persona* are keys to *personality* and motivation. The need for more money, land, servants, and other disposable forms of wealth is frequently a matter of ego. A *persona's* spending habits are determined by rolling 1d20 and applying the following factors:

Modifiers

Class: Rabble - 4

Middle - 2

Noble - 6

Greed: Deduct the value of the characteristic



Behavior Pattern: Add the value of the
Attribute

1.7.3.1 Interpreting the Results

5 or less: *Crazy & Sybaritic* this *persona* always spends to excess. If Noble, dress will take precedence over gambling and drink. If Middle Class, gambling takes precedence over drink and dress. If Rabble, drink takes precedence over dress and gambling. This *persona* never dreams of saving

06 to 13: *Cool & Extravagant* - this person is fun to be with if one can keep the pace. This person will feel compelled to gamble, buy the finest clothes and drink only the best.

14 to 16 : *Normal* - such a person will save but also have a good time. The normal *persona* may drink, gamble and spend money on fashion as the player chooses.

17 or over: *Uptight & Prudent* - the mark of a cheerless and extremely cautious fellow who always saves money and treasure for hard times and only lends it out at interest. Dresses efficiently rather than fashionably, seldom drinks, gambles rarely and invests money at interest with money lenders and bankers. Jewelry is a form of investment not adornment.

1.7.4 Other Advantages & Disadvantages

1.7.4.1 Curses & Blessings

Each *persona* can choose a god or goddess who is the *persona's* patron and confers a blessing on the *persona*. Each god and goddess has enemies among the gods so may confer a curse on those whom these enemies bless.

The GM is free to design the domain of the Heavens any way they choose. They do not have to



have a pantheon of god and goddesses if that is not to their tastes.

Expertise

2.1 Expertise Levels

Unlike many other role-playing games, *Mage & Warrior* does not award experience points either for killing opponents or gathering loot. There is no overall experience or occupation level.

Expertise, rated in **Expertise Levels [EL]**, operates simply as a measure of your *persona*'s proficiency in a particular skill or technique. A *persona* can become proficient in any skill available. The number and types of skills available depends upon your *persona*'s social class, prior circumstances and your choice as player. In order to determine the **EL** your *persona* has achieved in a particular skill or technique, you must determine how many years your *persona* has been pursuing that skill or activity.

The **EL** for each skill is graded from **EL0** = mere acquaintance with the area to levels **EL9+**.

2.1.1 How EL and Attributes Work Together

When your *persona* wants to do something which may be difficult or risky, the GM may ask for an **Action Roll**. Combat is automatically resolved using *Action Rolls*.

An *Action Roll* uses a 1D20 roll which may be modified by various factors called Dice Modifiers [**DM**]. A DM roll is compared with the total of your *persona* **EL** and supporting Attribute. Any result which is equal to or less than this total is a success. Any result which is greater than this total is a failure. E.g. your *persona* has a Combat Potential of 7 and a *Brawl* **EL** of 5. In a fight any roll of 12 or less on 1D20 is a successful hit.

If you do not have even **EL0**, your supporting Attribute is reduced by 2 before making the attempted Action Roll.

2.1.2 Critical Results

No matter the **Die Modification**, any natural *Action Roll* of 1 is automatically a critical success and any natural *Action Roll* of 20 is a critical failure. The GM decides what this means.

2.2 Pro-rating EL

At the start of the game you pro-rate your *persona*'s skills and during the course of the game you may check to see if the **EL** has increased:

Determine how many years your *persona* has engaged in each skill chosen from those available. Normally skills are pro-rated from age 16, but noble *personae* can pro-rate military and courtly skills from age 10. Middle Class and Rabble get to add the year bonuses from Sibling Rank for the skill or skills making up the family occupation.

Periodic Checks: As the game proceeds the player can determine if there has been an increase in proficiency in a number of skills on a yearly basis. The number of skills which can be checked each year is based on your *persona* **BP**.



Extraordinary Performance: The GM may allow your *persona* to take an extra **EL** check prior to the yearly check, if you have demonstrated skill in handling a difficult situation. This check is usually done after an adventure and it applies only to 1 or 2 of those skills exhibited by your *persona* during the adventure.

2.2.1 **EL** Determination

The following chart allows you to determine the **EL** by the number of years your *persona* has practiced the skills. Roll 2D6 cross-referencing the result against the number of years of activity, the result is the initial **EL** for that skill.

Roll [2d6]	<i>Years Learning Skill</i>										
	<i>1</i>	<i>2</i>	<i>3</i>	<i>4</i>	<i>5</i>	<i>6</i>	<i>7</i>	<i>10</i>	<i>15</i>	<i>18</i>	<i>18+</i>
<i>2</i>	1	2	3	4	5	5	6	6	7	8	9
<i>3</i>	1	2	2	3	4	4	5	5	7	7	8
<i>4</i>	1	1	2	2	3	4	4	5	6	7	8
<i>5</i>	0	1	1	2	2	3	3	4	6	6	7
<i>6</i>	0	0	1	1	2	2	3	4	5	6	6
<i>7</i>	0	0	0	1	1	2	2	3	4	5	5
<i>8</i>	0	0	1	1	2	3	3	4	5	6	6
<i>9</i>	1	1	1	2	3	4	4	5	6	7	7
<i>10</i>	1	2	2	3	4	5	5	6	6	7	8
<i>11</i>	1	2	3	4	5	6	6	7	7	8	8
<i>12</i>	2	3	4	5	6	7	7	8	8	9	9



The assumption behind the **EL** system and these charts is that your *persona* will practice and exercise skills whenever the opportunity arises without the player having to log that fact or keep track of it, except for the occasional **periodic** or **extraordinary** check. A *persona* who is not being played in the course of the game still has an opportunity to increase in **EL** by way of **periodic** checks.

Once a game has started your *persona* can learn new skills using the periodic check and even the **extraordinary** check if your *persona* is being trained by some more experienced person.

Other Checks		
<i>Roll 2d6</i>	Periodic	Extraordinary
2	+2	+2
3	+1	+1
4	+1	+1
5	+1	+1
6	0	0
7	0	0
8	0	0
9	0	+1
10	+1	+1
11	+1	+2
12	+2	+2



2.3 Skills

The list of skills given here is not comprehensive and players are free to expand it. It normally takes 7 years to effectively learn a skill but players can decide how best to arrange their own *persona's* list of skills. When an **Action Roll** involving a skill is called for by the GM, the player's roll on a 1D20 (exceptions are listed in the Skill Descriptions) must be less or equal to the combined **EL** + *Attribute/Factor* listed with each skill. The skills are listed in alphabetical order in the following convenient areas

2.3.0.1 Knowledge Skills

(These skills are restricted by Education)

Ancient Languages	[BP]
Classics of Literature	[BP]
Folk Culture	[BP]
Geography	[BP]
History	[BP]
Mathematics	[BP]
Mineral Lore	[BP]
Modern Language (spoken)	$[(SA+Si)/2]$
Modern Language (Read/Write)	$[(SA+Ma)/2]$
Music	$[(SA+Si)/2]$
Native Code	$[(SA + BP)/2]$
Research	[BP]
Theology/Scriptural Studies	$[(BP + Pi)/2]$

2.3.0.2 Military Skills

Archaic/Exotic HTH Weapons	[CP]
HTH Sword	[CP]
HTH Cudgel/Mass Weapon	[CP]
Lance	[CP]
Marksmanship (Bow)	[Mms]
Marksmanship (Crossbow)	[Mms]
Military Knowledge	[BP]
Mounted Combat	$[(Co + St)/2]$
Off-Hand Weapons	[Co]
Pole-Arms	[CP]
Thrown Weapons	[Co]

2.3.0.3 Outdoor Skills

Animal Lore	[BP]
Camping	[BP]
Direction	[Si]
First Aid	[Co]
Hunting	[SA]
Observation	$[(Si + De)/2]$
Plant Lore	[BP]
Poison Lore	[BP]
Ride	[Co]
Track	[Si]

2.3.0.4 Magic Skills

Coping with Fear	[SC]
Magical Knowledge	[BP]
Magic Technique (Special)	[Varies]



Mystic Training	[VC]
Sense the Holy	[Pi]
Sense Unnatural	[Si]

2.3.0.5 Physical Skills

Bare Handed Combat (Brawling)	[CP]
Bare Handed Combat (Martial Art)	[Co]
Bare Handed Combat (Wrestling)	[LC]
Climbing	[Co]
Drinking	[(Sta + De)/2]
Survival	[Special]
Swimming	[(Co+ Sta)/2]

2.3.0.6 Professional Skills

Accounting	[BP]
Business (type)	[(SA+G)/2]
Calligraphy	[(Co + Si)/2]
Cartography	[(Co + Si + BP)/3]
Craftsmanship	[(BP + Co)/2]
Digging	[(LC + Co)/2]
Engineering	[BP]
First Aid	[Co]
Gambling	[(Co + Si + De)/3]
Illumination	[(Co + Si +BP)/2]
Law (type)	[BP]
Librarian	[BP]
Medicine	[BP]
Navigation	[BP]
Organization	[(SA + BP)/2]
Seamanship	[(Co + Si)/2]
Surgeon	[Co]
Teamster	[(St + Co)/2]

2.3.0.7 Social Skills

Artistic Appreciation	[(Si+SA)/2]
Bribe	[Chr]
Charm	[Chr]
Connections	[(SA +Chr)/2]
Diplomacy	[Chr]
Emotional Control	[(De+Ma)/2]
Etiquette	[SA]
Fashion Sense	[(Si + SA + G)/3]
Foul-Mouthed Speech	[(SA + De)/2]
Haggle	[(Chr + G)/2]
Interrogate	[(Chr + BP)/2]
Listen	[(Si + De)/2]
Leadership	[Chr]
Local Customs	[(BP+SA)/2]
Memorize	[(Ma + De)/2]
Musical Instrument	[(Si+Co)/2]
Oration	[(SA + Si)/2]
Politics	[(SA +De)/2]
Social Graces	[(Si + SA)/2]
Singing	[(SA + Si + BP)/3]



Street Smarts
Tasting

$[(BP+SA+G)/3]$
[Si]

2.3.0.8 Stealth Skills

Ambush
Codes/Cyphers
Conceal
Detect Ambush
Detect Traps
Disguise
Knife Fighting
Mimic
Scout
Shadow
Stealth
Sleight-of-Hand

[BP]
[BP]
 $[(Co + Si)/2]$
[Si]
[Si]
 $[(Co + MA)/2]$
[Co]
 $[(SA + De)/2]$
 $[(Si + De)/2]$
 $[(Co + Si + De)/3]$
 $[(Co + De)/2]$
[Co]

2.3.0.9 Technical Skills

Armorer
Blacksmith
Catch Fish
Locksmith
Rower
Set/Disarm Traps
Woodworking

$[(Co + BP)/2]$
 $[(Co + BP)/2]$
 $[(Co + Si)/2]$
 $[(Co + BP)/2]$
[CP]
 $[(Co + BP)/2]$
 $[(Co + BP)/2]$

2.3.0.10 Domestic Skills

Brewing
Cooking
Leatherwork
Needlework
Sewing/Tailoring

$[(Co+Ma)/2]$
 $[(Si + Co)/2]$
 $[(St + Co)/2]$
[Co]
[Co]

2.3.1 Detailed Skill Descriptions

2.3.1.1 Knowledge Skills

ANCIENT LANGUAGES: The Skill to read ancient languages

CLASSICS OF LITERATURE This person can quote from just about any famous book ever written.

FOLK CULTURE The Skill to understand and identify all sorts of native and non-civilized cultures.

GEOGRAPHY: The Skill to read a map and to know what the various land masses on a world map mean. It includes the Skill to calculate distances from map references or landmarks.

HISTORY: The Skill to understand the major events and chronology of what really happened in the part of the world studied. Each ancient culture has its own history which must be studied separately.

MATHEMATICS: This Skill should be seen as varying with level of Education from doing numbers and simple Arithmetic to Geometry and other computations. EL



limited by Education.

MODERN LANGUAGE (Spoken) The Skill to speak a modern, foreign language. Each language counts as a separate skill. Own language is a similar skill but is not restricted by Education.

MODERN LANGUAGE (Reading/Writing): The Skill to read and write any modern written language. Each language counts as a separate skill.

MUSIC: The skill of reading music and being able to understand musical theory.

NATIVE CODE The skill to understand a native communication system such as smoke signals, drumming, trade signs.

RESEARCH: Need to find a fact, look something up? It's called research. How much time research takes will depend on the difficulty of the problem

THEOLOGY/SCRIPTURAL STUDIES: The Skill to understand various interpretations of scriptures, rituals, theology of your denomination or religion.

2.3.1.2 Military Skills

ARCHAIC/EXOTIC HTH WEAPONS: The Skill of using hand-to-hand weapons from other cultures no one else has ever seen before. Such weapons must be approved by GM.

HTH WEAPON(Cudgel): There are times when something heavier than a walking stick is required to make one's presence felt and a cudgel certainly fits the bill. This is the generic skill of using axes, maces, clubs, morning stars, and ball & chain as close combat weapons.

HTH WEAPON(Sword):The Skill of using one handed long edged weapons to cut or thrust.

LANCE: The use of a spear or lance while mounted. You need at least **EL4** in *Riding* to use *Lance*. Using the lance also includes using a shield in defense.

MARKSMANSHIP(Bow) This proficiency is need to score a hit with any sort of bows. It includes the knowledge needed to take care of the equipment. Normally this is the ability to handle a short bow. However, the child of a Free Farmer may substitute the long bow if this weapon is native to the area. Skill in one type of hand bow can translate into other types. An unfamiliar bow will be rated at 1 **EL** less. Note: Crossbow is so different it has a separate skill category.

MARKSMANSHIP(Crossbow) : The art of using mechanical shoulder weapon, firing quarrels, and cocking by level methods. This does not cross-train with the bow skill above.

MILITARY KNOWLEDGE : The skill to employ military tactics and the skill to use field artillery such as catapults. The training, supply and morale of troops is also included here.

MOUNTED COMBAT: The skill of fighting on the back of a horse. Your **EL** cannot exceed *Riding* skill. No mounted combat without a separate *Riding* skill but this **EL** is used instead of your *Riding* **EL** when fighting from horseback.



OFF-HAND WEAPONS : It often helps to be left-handed, especially if someone has injured your right hand. This is the skill of using hand held weapons with the off-hand.

POLE-ARMS: The important military skill of using pole or shafted weapons such as quarter-staffs, halberds and spears

THROWN WEAPONS: This includes knives, spears, javelins, axes, and even slings.

2.3.1.3 Outdoor Skills

ANIMAL LORE: The Skill of knowing the ways of animals.

CAMPING: Knowing how to set up a camp site, pitch a tent, strike a tent and ward off hypothermia.

DIRECTION : Training in identifying your location even when it's dark or otherwise obscured.

FIRST AID: A rudimentary knowledge of bandaging wounds, making splints and administering crude medicines. This ability will improve the chances of stopping bleeding or reducing shock.

HUNTING: The complex of skills required to find game, kill it and preserve the meat or trophy.

OBSERVATION: The skill of spotting the unusual and the sought for.

PLANT LORE: The Skill of knowing the properties of plants.

POISON LORE: The cup that cheers and does not refresh. If you are a victim yourself you will need Poison Lore to identify poisons, the Deeds of poisons and the antidotes for them.

RIDE : The Skill to ride any sort of domesticated horse.

TRACK : A skill used in rural and forest settings to follow animals or people.

2.3.1.4 Magic Skills

COPING WITH FEAR : Certain people make it a habit to face down horrible (possibly demonic) things which completely frighten ordinary folk. Those who have this skill must specify which cause of fear they have learned to cope with. Your level in coping with the fear caused by magic can be used as a way of resisting magic. A failure to cope means an automatic Shock Check.

MAGIC KNOWLEDGE: This is basic magical lore, a prerequisite for all mages except natural psychics

MAGIC TECHNIQUE: Each style of magic, except natural talent psychic magic, has its own secret way of doing things which are taught only to members of the same magical order. It takes at least 7 years of concentrated training to acquire such a magical technique. During this time period your *persona* cannot be engaged in learning anything else.



MYSTIC TRAINING: This is one of the primary occult skills for anyone going in for clerical magic or psychic magic. It enables you to go into deep trances.

SENSE THE HOLY: The Skill to see that some creature or object is of a divine origin. Enables you to spot presence of divine action. Use [Pi] for your *persona*'s own religion and [BP] for all other religions on a per religion basis.

SENSE THE UNNATURAL: This is the skill to see that some action or creature is either natural or unnatural in form. This enables you to spot unnatural Skills and is an extremely valuable skill for dealing with magic things.

2.3.1.5 Physical Skills

BARE HANDED COMBAT (Brawling): This is the ability to fight free style with one's bare hands or improvised weapons.

BARE HANDED COMBAT (Martial Arts): The use of structured attack and defence methods to inflict or parry blows with your hands and feet. These skills can be used as a sport form in which wounds given are counted as causing 2 steps lower damage (i.e. Mortal wounds are serious, wounds, Grievous wounds are light and others are not counted.).

BARE HANDED (Wrestling): This skill helps you grapple or hold, break limbs or inflict choking damage. You get to escape more easily from being grappled, held, twisted or choked as well.

CLIMB: You feel the need scale over your neighbor's wall, or up or down a chimney, or a tree, a cliff, well then climbing is for you. Without it, it may be a long way down...

DRINKING: This is the measure of one's acquired capacity to consume alcoholic beverages without showing the effects. Saving against drunkenness should only start after a reasonable amount of drinking e.g. after the second pint of ale or third goblet of wine in a given hour. Drunk *personae* are considered 'stunned' for all purposes. If drinking continues after failing to save, with a second failure the *persona* falls unconscious for 1D6 hours.

SURVIVAL: This is a special skill which all *personae* acquire at the start of the game at **EL0**. It can be enhanced by the use of periodic or extraordinary checks during the course of the game like any other skill. The *Survival EL* is used to enhance your **EN**. Suppose you have an **EN** of 12 and Survival of **EL7**, for the purposes of taking wounds or strain your actual **EN** is 19. The 50% mark of your **EN** however is still 6.

SWIMMING: This is the skill of crossing a body of water using your limbs.

2.3.1.6 Professional Skills

ACCOUNTING: The Skill to keep books and proper financial records for any sort of business.

BUSINESS (BY TYPE): The skill to organize an activity into a profit making venture including the Skill to buy or sell at good prices and to identify a market trend. Each different kind of business has its own secrets and so must be learned separately.



CALLIGRAPHY: This is the skill of the professional scribe. You are able to write in a way which can be read by anyone who can read. Your skill cannot exceed your writing **EL**.

CARTOGRAPHY: The Skill to make proper maps.

CRAFTSMANSHIP(By Type): It is the skill of working with your hands to create or repair artefacts associated with farming, woodcraft, and domestic life.

DIGGING: The skill of using a pick and shovel to move dirt.

ENGINEERING: The Skill to build or destroy physical structures and facilities.

FIRST AID: The skill of how to apply a bandage, make splints, and administer drugs.

GAMBLING: Gambling takes the form of betting on events such as tourneys, cockfights, bearbaiting, dogfights, dice or other contests of chance. At the start of a gambling session your *persona* rolls 2D6, if the result is less or equal to **EL** then luck is with your *persona* and they get 2:1 odds on whatever the wager is every time they win. If your *persona* does not have luck it's merely 1:1. The gambler wins by rolling 1D10 with the result being equal or less than **EL**.

ILLUMINATION: This is the artistic skill of adding color and pictures to manuscripts. It presupposes **Artistic Appreciation** and your **EL** cannot exceed that skill.

LAW (By Type): Its often good to know which side of the law you are on in one of these chaotic out breaks. Does a chap no good to save the world only to be arrested for it. We will need a good lawyer or at least someone who has the Skill to know the law of one civilized modern nation.

LIBRARIAN: The organization of libraries is in its formative stages

MEDICINE: The Skill to diagnose all sorts of illnesses and medical problems and the Skill to prescribe a cure.

NAVIGATION: You seem to know where you are going. You must have the skill to get one's bearings with a compass and the use of maps and the sky to determine where one is relative to one's destination. It can be used at sea or on wide land expanses such as deserts or plains. Characters with **DIRECTION** do not need a compass for navigation.

ORGANIZATION: The Skill to organize and plan a major undertaking

SEAMANSHIP: The Skill to sail and navigate a boat.

SURGEON The Skill of being able to amputate limbs and remove organs from living creatures or people and cauterise wounds



TEAMSTER: The Skill to control horses or mules which are hitched to a wagon or coach.

2.3.1.7 Social Skills

ARTISTIC APPRECIATION(By Type): This is a specific skill when focused on a type of art but gives you an the appreciation of all forms of art.

BRIBE: The skill of giving bribes effectively and of soliciting them adroitly. If one is trying to bribe another *persona* or character, add the other's Greed to your *persona's* **EL**.

CHARM: The skill of using persuasion on a member of the opposite sex. If successful it results in the state of being 'smitten' by you.

CONNECTIONS: The skill of social networking to get something done. You also get a feel for who owes who a favor and getting things organized in general.

DIPLOMACY: This is the ability to convince another of the reasonableness of one's argument and of one's good will. If the result of a modified roll is success, the target is convinced and acts accordingly. After a failure, hostilities will only occur if the parties previously had hostile intentions.

EMOTIONAL CONTROL: This is what is expected of a hero in the face of danger. You can have no higher level of this skill than your De. It can be used as a skill in lieu of Coping With Fear.

ETIQUETTE: There is no quality more important for polite society. Manners are everything and this is a number of related proficiencies dealing with social matters such as dress, manners and polite conversation.

FASHION SENSE: The Skill of knowing exactly what clothes go with what occasion and of knowing exactly how to wear the latest fashion.

FOUL-MOUTHED SPEECH: This is the skill of roundly cursing, swearing and using crude language to stun the hearer. In order not to be stunned for one turn by such speech, the hearer must roll their natural *swearing* to save. Natural **EL** for Nobles is **4**, Middle Class is **3** and Rabble **5**. These **ELs** can be improved.

HAGGLE: I told him the price I was going to pay and he looked at me as though I had spit on his mother. I turned to go and he came after me suggesting another absurd sum. After a successful roll, you can buy at 10% + 1D20 less than the market price and you can sell at 10% + 1D20 more than market price

INTERROGATE : The Skill of asking questions and cross examining another person. It includes the ability to intimidate others.

LEADERSHIP The Skill to give commands to which people will listen. You can organize those around you into an unit and counter demoralization in those so organized.

LISTEN: The Skill to hear distant conversations and other sounds even if blocked by walls.

LOCAL CUSTOMS: Do you drink your wine with the left hand here? Do you praise the cook loudly or not? Do you address a lady in the street or not? These



and thousands of other details are learnt when you know the local customs.

MEMORIZE: The Skill to retain information in memory

MUSICAL INSTRUMENTS The skill to play a chosen instrument

ORATION: The skill of persuading an audience or crowd of people to go along with your suggestions.

POLITICS: The Skill to size up a current social situation and determine who is really in charge

SOCIAL GRACES: A complex of skills comprising:

- (1) Proper Dress
- (2) Proper Forms of Address: **EL + Chr**
- (3) Table Manners: **EL + Co**
- (4) Polite Conversation **EL + Chr**
- (5) Dancing **EL + Co**

The social graces are invariably accompanied with a highly developed sense of honor. A *persona* must save against being slighted by even the most trivial uncouth remark or action. To save roll 1d10, if the result is equal or less than 10 - **EL**, your *persona* is not insulted. If you are insulted, your *persona* will have to issue an immediate challenge or arrange for a Champion (e.g. if females are not allowed by the social conventions to issue challenges) to fight a duel to satisfy honor.

SINGING: The ability to sing songs of all sorts

STREET SMARTS: The skill of knowing the social graces from the rougher side of life. You get to know how to avoid getting into trouble and how to get things done.

TASTING (By Type): Food, wine, poisons and many other ingredients can be discerned by tasting them

2.3.1.8 Stealth Skills

AMBUSH: This is the acquired capacity for planning and executing successful surprise attacks. Once a player has planned and set up an ambush, roll, if the result is a success the enemy is taken unawares, i.e. they may not react to any actions of the ambushing party for the first combat turn. The GM can modify the situation depending on the state of readiness of the party being ambushed.

CODES/CYPHERS: The skill and experience to deal with all sorts of codes, puzzles and ciphers, secret languages, etc.

CONCEAL : The Skill to hide an object or yourself from view for as long as necessary.

DETECT AMBUSH: The skill of seeing that an ambush is about to happen

DETECT TRAPS: The skill of spotting traps which are set to spring.

DISGUISE The Skill to conceal your true identity and pretend to be someone else.



KNIFE FIGHTING: This is the use of knives, daggers and short swords in close combat. The skill applies to both hand held and thrown weapons.

MIMIC : The Skill of *impersonating* the behavior and voice of another.

SHADOW: The Skill to follow the trails made by others in urban environments and to do so undetected.

STEALTH: The Skill to sneak along the ground silently and in the shadows.

SLEIGHT-OF-HAND The skill to hide and extract things from pockets, purses, bags and other places without anyone noticing.

2.3.1.9 Technical Skills

ARMORER: The ability to make armor and weapons

BLACKSMITH: The skill of forging things out of iron or steel

CATCHING FISH: The skill of using fishing equipment and preparing the fish caught for eating.

LOCKSMITH: The skill of making locks and keys and the opening of locks without keys.

ROWER: The ability to use an oar in both a small and large boat.

SET/DISARM TRAP: The Skill to set and disarm traps.

2.3.1.10 Domestic Skills

BREWING: The skill of making wine, beer and cordials

COOKING(By Type) This is a specific skill when focused on a type of cooking such as baking but gives you an the appreciation of all forms of cooking and food preparation

LEATHERWORK: The skill of working rawhide into leather and then processing the leather into shoes, clothes and belts.

NEEDLEWORK: The skill of knitting and decoracting with needlework.

SEWING/TAILORING: The skill of making garments of cloth

2.4 Skill Availability

What kinds of skills are available to players will depend on the nature of the WORLD and decisions made by your GM.

Between Age 16 and your starting age you acquire skills by simply by deciding to spend time learning them with at least 1 year devoted to each skill you choose to learn. The maximum number of skills which you can acquire in this fashion is equal to your Behaviour Pattern [BP].



Some skills are already acquired by your *persona* before any choices are made. These include skills everyone knows which are learnt from age 6, Class Skills (learnt from age 10), Family Occupation Skills (Varies) and those coming from Prior Circumstances (Varies). These skills can be further enhanced by your *persona* deciding to spend time learn more about them.

Mages and Clerics have to be careful in portioning out their time because of the time requirements for magic are different than those of ordinary skills.

2.5 What Everybody Knows

These are skills which everyone learns in the process of growing up. Your *persona* can pro-rate these skills from age 6. There are some additional skills which are gender based.

Ambush
Bare Handed Combat (Brawling)
Charm
Conceal
Detect Ambush
Detect Traps
Foul-Mouthed Speech
Knife Fighting
Local Customs
Memorize
Mimic
Own Language (Spoken)
Shadow
Stealth

Note non-Noble females would also be taught all the Domestic Skills, Noble females would be taught Needlework and 2 Social Skills of their choice. Noble Males can choose a combat skill or an increase of 1 level in Education.

2.6 Prior Circumstances

It is the assumption of these rules that your *persona*, prior to the start of the game, spent some time in activities which are relevant to your occupational choices. E.g. if your *persona* is a Warrior, then the prior circumstances involved military service of some sort.

The amount of time spent in these prior circumstances is some portion of your *persona's* 6 years over age 10 and whatever portion of time from age 16. Roll a 1D100 and this represents the % of years since age 10 that your *persona* was in this prior circumstance.

In the time period prior to 16 your *persona* is a page or apprentice. After 16 until 21, the *persona* is a senior apprentice or Warrior in training. At 21 the *persona* could be a seasoned Warrior or become a Journeyman in a craft.

For Warrior *personae* roll 1D100:

01 - 10 Mercenary service in international campaign

11 - 25 Mercenary service in national campaign

26 - 30 Mercenary service in local campaign



31 - 45 National Levy

46 - 100 Levy for local overlord.

2.7 Class Skills

Persona social class will greatly influence the number of skills one would have acquired from late childhood. Each Class Skill has been practised and learned since age 10 for humans.

Nobles: Since the trade of nobility is war, nobles are assumed to be extensively trained in fighting methods and skills. Nobles also know how to have a good time and have the means to do so! Since the sword is not only the mark of the nobility but also the chief tool of their trade, all nobles have sword as a skill in which they have been trained since age 10. As Warriors Nobles will be apprentices (Squires) if under 21 or Warriors (Knights) if over 21. They will be mounted, armed and armored accordingly. Nobles have the following Class Skills:

Gambling	Social Graces	Riding
Hunting	Sword	Lance
Leadership		

Middle Class: The Middle Class tends to be more prudent and business oriented than either the nobility or rabble. As Warriors the Middle Class tends to be armored infantry serving as mercenaries or in the civic militia of an urban area. Middle Class *personae* have the following skills:

Gambling	Haggling	Crossbow
Pole Arms	Archery	Leadership

Rabble: The Rabble come from both urban and rural backgrounds. They have no advantages in the social order covered by *Mage & Warrior* but they do have the following skills:

Drinking	Foul-Mouthed Speech	Archery
Pole-Arms	Knife Fighting	Brawling
Gambling		

2.7 Campaign Skills

It is assumed in *Mage & Warrior* that every *persona* who wants to have fighting skill will have taken part in some campaign or other prior to the game beginning. This prior military experience occurs *after* age 16.

Prior experience adds bonus years to your **EL** without you having to attribute real years to these skills. Suppose your *persona* is 24 and was a mercenary in a local campaign for 30% of the 8

years since 16 or 2.4 years. These 2.4 years are considered to be bonus years which are added to skills picked up while being a mercenary or can be used to enhance one skill if your *persona* already has it. Suppose your *persona* is a noble who has had swordsmanship since age 10, i.e. for 14 years, the choosing of swordsmanship from the mercenary list allows your *persona* to determine *Swordsmanship* **EL** using 16.4 years rather than 14. This means your *persona* uses the 15 Years rather than 10 Years column in determining *Swordsmanship* **EL**.



Local Campaign with Overlord or Urban Militia: Unless your *persona* is a noble, he will be equipped with hardened leather armor, a quilted jacket and a metal pot helm. He would also have acquired a short sword and either a pole-arm or bow. He may add one of the following skills for the number of years he was involved in the campaigning on the local scene to his list of skills without further cost in years:

First Aid	Pole Arm
Bow	Sword

National Campaigns for or against Ruler : Your *persona* will be equipped with a coat of mail and a kettle helm. He will have acquired a horse, a sword and either a pole-arm or missile weapon. He may add two of the following skills:

First Aid	Pole Arms	Sword
Crossbow	Riding	Leadership
Bow		

Mercenary in Local Campaign: All *personae* with this background will be armed as heavy cavalry if noble or middle class, and as heavy armored infantry if rabble. Full equipment includes: swords, armor, pole-arms, bows and the like. Your *persona* can add three of the following skills:

First Aid	Pole Arms	Sword
Crossbow	Riding	Leadership
Bow		

Mercenary in National Campaign: All *personae* with this background are Knights or Squires if noble and mounted sergeants if middle class or rabble. They are as fully equipped as the mercenaries in the local campaign and can have four of the skills listed there.

Mercenary in International Campaign: All *personae* with this background are treated as equivalent to knights. They are fully equipped and have an additional 100 gold coins from their previous employment. They have all the skills from the local mercenary list which they do not already have plus:

Exotic HTH Weapon

2.8 Ongoing Skill Improvement and Learning

After pro-rating your *persona* skills you can keep enhancing existing skills or adding new ones by periodic and extraordinary checks.

The number of skills on which you can use periodic enhancement or learning is limited by your Behavior Pattern [BP].

2.9.1 focusing Your Skill

Mages have to concentrate on acquiring control of the forces they will be calling on to produce the deed of wonder associated with the practice of magic. They must focus all of their efforts on this and do not learn much else while so engaged.

Ordinary *personae* can also focus on a smaller set of skills to concentrate on, if they so choose. Instead of enhancing or learning skills equal to your BP, your *persona* can focus on fewer skills. Each value of BP represents making a periodic check on 1 skill. E.g. a *persona* with BP10 could enhance 10 skills a year using a *periodic* check. By focusing you apply more



periodic checks to a skill. With **BP10** you could enhance 5 skills with 2 periodic checks each and so on. The extreme would be 1 skill with 10 **periodic** checks.

It will be up to the GM whether to allow focusing during the pro-rating of ordinary *personae*. If it is allowed then simply multiply the number of years available to learn a skill by the number of **BP** before checking for the **EL**.

E.g. your 21 year old fighter has a **BP** of 8 and could pro-rate 8 skills 5 years each. Without focusing your *persona* could check 8 skills such as **sword EL** at 5 years. If half the *persona*'s time has been spent on **sword** then the **EL** is tested at 20 years (4 BP applied to sword for the 5 years)

2.9.2 At Start of the Game

Every *persona* has *Survival EL0* at the start of the game.



Magic

3.0.1 Introduction

Magic is the successful imposition of the will of the magician on a part of the WORLD bringing about a desired Deed. Magical change can only take place if the FORCE the magician can generate, control or direct is able to overcome the natural RESISTANCE of the world to a magical change. Whether the potential magician operates by generating the required force from within their person, generating some aspects within but also exploiting such force as exists naturally externally, or whether they merely direct a more powerful center of the force (such as a *god*) will depend on various abilities of the magus.

Those familiar with the 1st edition *Mage* will notice that the approach to magic presented in this editions differs from the earlier work. The difference is mainly simplification of existing material and ideas. There is a different interpretation of Magic Potential. There are no Magic Degrees, or complicated rules for Spell Learning or even the original spell lists. The Modes of Magic which were restricted to certain mages are now available to all types of mages. This edition retains the use of Strain to limit magic as well the use of *Personal* Magic Devices to enhance magic.

This edition simplifies the rules by making more use of the **Expertise** system.

Mage & Warrior retains the previous edition's view that magic is a dangerous activity which can kill you if you are not careful.

In the 1st edition of *Mage* the creation of a magic *persona* was a complex process which took considerable amount of time. In *Mage & Warrior* this is all simplified.

3.1 The Types of Magic Users

There are three differing sources of magical power. *Mage & Warrior* describes these types as **Psychics**, **Magi**, and **Clerics**:

The *Psychic* Type have their source of magic internal or *inner* in nature manifesting itself in extra-sensory perceptions, clairvoyance, telekinesis, certain illusions and hypnotic suggestion. *Magi* Type whose psychic capacity usually weak but whose sense of organization and spirit control is strong. This is an approach employing both what *inner* talent they may have as well as external factors such as potions, rituals, chants and formulae. Lastly there are the theurgic or *Cleric* Type miracle workers who rely solely on their *God* as an external force to perform a miracle for them.

Psychics

These are individuals who are naturally magical without undergoing the extensive training of the mages or the deep religious commitment of clerics. A Psychic must have good **Psychic Capacity**.

Magi

Mages are not naturally born to magic but do have some ability which with the right training



allows those with little or no psychic talent to perform wonders. Mages must have good ***Spirit Control***

Clerics

Ordinary clerics are not miracle workers; they are business administrators whose business is promoting the worship of their *God* and the support of the priests of this God. Every so often, much to the embarrassment of these business types, a cleric or layman gets paid a visit from a god who begins to work through the person doing miracles in the name of the god. The god possessed cleric must have good ***Visionary Capacity***

These types are not mutually exclusive in *Mage & Warrior* and you could be a combination of Magi/Cleric or Psychic/Magi, etc. Your *persona* can also be a combination of Magi with some other occupation such as a warrior.

3.2 Choosing Magic Types

You may choose one or more magic Types for your *persona*. The only limit is time.

Psychic and Cleric Type

Your *persona* must devote at least 7 years exclusively to learning the first mode of the Psychic or Cleric Type.

It takes 7 years to learn the first mode of psychic or cleric, 3 years to learn the second mode and 1 year to learn the last mode of magic in a type.

At the end of 7 years you determine your *persona* **EL** as either a psychic or cleric.

As you go on to study the next mode you make a periodic check every year to see if your Type **EL** has increased. After the 3 years you have learned the second mode, and its **EL** is at your current **EL** for the Type. You acquire the third mode at your current **EL** after spending another year. It takes 11 years to learn all of the modes of either being a psychic or cleric.

Magi Type

Your *persona* must devote at least 7 years exclusively to learning *each* mode of the Magus Type. At the end of 7 years you determine your *persona* **EL** in the chosen mode of Magi Type. You may continue specializing in this mode for as long making a periodic check every year to see if your mode **EL** has increased.

At any time in the pro-rating process you can stop study in the first mode and switch to a second. After the 7 years you have learned the second mode, its **EL** is determined as you did the first mode. You acquire the third mode in the same fashion spending another 7 years. It takes 21 years to learn all of the modes of being a Magus.

What this means is that there is no Type **EL** at all for the Magi Type only 3 different mode **ELs**. When making the periodic check the GM would require the *persona* to choose which mode was being enhanced in the Type.

Note: The GM can make it easier on the Magus Type by allowing a Type **EL** just like the Psychic or Cleric Types. Study in the second or third mode enhances the Type **EL**. At the end of 21 years the Magi Type has all three modes at the same **EL**. This makes the Magi Type very powerful.



3.4 Magic Potential (MP)

The Magic Potential of your *persona* represents the ability to control the forces associated with various modes of magic, Deeds of Wonder and secret formulae. **MP** is to magic what **C(ombat) P(otential)** is to combat but unlike combat where **CP** is derived in the same way, the **MP** is derived differently for each type of magic.

Psychic

$$M(agic) P(otential) = (P(sychic) C(apacity) + B(ehavior) P(attern) + X)/3$$

Magi

$$M(agic) P(otential) = (S(pirit) C(ontrol) + Co(ordination) + X)/3$$

Cleric

$$M(agic) P(otential) = (V(ision) C(apacity) + X)/2$$

In all cases the result is rounded up to the nearest whole number. The *X* is the value of any one of the Primary Characteristics from the *persona* profile.

Personae who acquire more than one type of magic must use the MP appropriate to the type of magic.

Players should profile their *persona* separately under each type of magic so they will not mix the types in play. The time required to get good in one type of magic will be the restraint on those wishing to dabble in more than one type of magic.

3.5 Learning Deeds of Wonder

At the start of the game you will want to know how many **Deeds of Wonder** your *persona* has and at what **EL**.

Deeds of Wonder are organized according to Types and Modes of Magic as well as ranked in Magic Levels.

3.5.1 Number of Deeds of Wonder

Your *persona* may have 1 Deed of Wonder per magic level in a Mode per Mode **EL** minus the Level of the **Deed of Wonder**.

E.g. Abrino an **EL4** *Psychic* can have 3 *Level I*, 2 *Level II* and 1 *Level III* **Deeds of Wonder**.

3.5.2 EL of Deeds of Wonder

The **EL** of any Deed in a Mode of Magic is the current **EL** of the Mode minus the Level of the **Deed of Wonder**.

E.g. Abrino has 3 *Level I* deeds all at **EL3**, his 2 *Level II* deeds are all at **EL2** and his *Level III* deed is at **EL1**.

Once the game has started the **EL** of existing **Deeds of Wonder** can be improved by applying



an **extraordinary** check directly to a specific Deed. If this make the deed's **EL** higher than the mode **EL**, it maintains the difference as the mode **EL** goes up.

E.g. as a result of several extraordinary checks Abrino has the Deed **Bolido** at **EL7** while his mode *Mind Blow* is at **EL5**, as the *Mind Blow* **EL** is improved the **Bolido** **EL** increases by **+2** **EL** above the *Mind Blow* **EL**.

A periodic check will be applied to the entire Type **EL** for Psychics and Clerics improving any and all modes in the process. Depending on GM decision a periodic check will only improve one mode for Mages. As the **EL** a mode goes up so will the **EL** of all the current Deeds in the mode or Type. As the mode **EL** goes up the number of Deeds of Wonder which can be learned at each level also goes up. Your *persona* can add new Deeds to each level as a result.

3.5.3 Deeds and Strain

Casting magic can be personally draining for a Magus of any type. Strain must be checked by your *persona* whenever a Deed is saved against or there has been a critical failure in casting, whenever your *persona* is seeking to improve targeting chances and whenever the number of spells cast in a Type of magic per day exceeds the **EL** of the Type of magic.

3.5.3.1 Deed Duration

Each Deed has an Deed Duration which varies with the skill of the mage and with the type of Deed being cast. When a Deed refers to the mage's Deed Duration this means 1 Turn per **EL** plus 1 Turn per Strain Check the mage is willing to under go. A mage who has a PMD can double the Deed Duration to 2 Turns per **EL** before a Strain Check must be made.

3.5.2.2 Excessive Deed Casting

Every Deed of Wonder cast in a Type of magic during one 24 hour period which exceeds Type **EL** requires the *persona* to undergo a Strain Roll. As the number of Deeds cast increases the Strain increases as well:

- 1st extra Deed = Strain
- 2nd extra Deed = Strain +1
- 3rd extra Deed = Strain +2
- 4th extra Deed = Strain +3
- 5th extra Deed = Strain +4
- 6th extra Deed= Strain +5
- 7th extra Deed = Strain +6
- 8th extra Deed = Strain +7
- 9th extra Deed = Strain +8
- 10th extra Deed = Strain +9
- Each extra Deed beyond 10 = Strain +10

Some mages have **Personal Magic Devices** to reduce some of the Deeds of this sort of Strain.



3.6 Personal Magic Devices **PMD**

Magi and *Cleric* Type Magic allows for the use of **Personal Magic Devices** as a focus of magic increasing their **Shock Resistance**, reducing **Strain** and improve the targeting of Deeds. *Psychics* do not have such **Devices** so must rely entirely on their inner control.

Mage & Warrior allows you to choose any sort of object which could be carried or worn as your *persona's* **PMD**.

Clerical Type magic requires that the PMD express something about the religion of the cleric. It could be the sign of the god, a relic of the god or some previous Holy person, saint, or it could be some object which clerics are thought to wear or use on a regular basis such as a staff, hood, or symbol of the religion.

A Mage can have only one PMD at a time. If their PMD is lost or destroyed the Magus must either find it, learn a new mode in the type of magic or learn another Type of Magic

A PMD is only good for 1 mode in Magi Type Magic. If the Mage adds a second mode, a new PMD is acquired for that mode and the old one is used only for the prior mode.

A Cleric can use the same PMD for each mode, it just becomes stronger. A very powerful PMD might become a relic. A relic will add its existing **E(xpertise) L(evel)**, **S(hock) R(esistance)**, **EN(duurance)** benefits to a cleric or lay user of it provided that the Clerical **EL** of the user is less than the relic. As the user gets higher in **EL** the relic adds the difference between the user **EL** and the relic **EL**. Once the Clerical **EL** of the user and the relic are the same, the relic merely manifests the user.

Each Magus PMD adds the current mode **EL** to **S(hock) R(esistance)** and adds the current **EL** as additional **EN** for strain purposes. Strain reductions are applied to the PMD first, once it has been exhausted, the PMD must be allowed to rest for 1 hour per current **EL**. An exhausted PMD does not aid in **SR**.

Cleric PMDs and relics require prayer on the part of the cleric or user to revive. The cleric or user must take 1 hour per day of prayer per **EL**.

3.6.1 Ancient Items

Old PMDs have one spell of the owner permanently embedded [i.e. they become magic items] at the current **EL** for the spell with its original **SR** and Strain advantages. While the original Magus is alive only that Magus can use the PMD. If original Magus is dead the Old PMD starts becoming generic over time. In the first 7 years only a Magus of the specific mode or modes can use it, in the second 7 years only a Magus of the type can use it, in the third 7 years any Magus can use it and after 50 years any one can use the PMD as a magic item. The item adds 1 **EL** for every 7 years and when it becomes public it has a final +2 **EL**.



3.7 The Modes of Magic

Each Type of Magic has access to the following nine modes or magical techniques. There are many more possible modes of magic, the GM and players may wish to add other ways of doing magic which are not listed.

3.7.1 Three Psychic Modes

Psychic magic relies totally on the inner control of the Magus. Psychic magic is limited by the fact that they cannot rely on PMDs to take excess Strain or assist in Shock Checks.

3.7.1.1 Medium (Med)

This is **Psychic Type** mode involving spirit possession magic which depends on being possessed by the spirit of a dead person. It uses the **Psychic MP** to determine whether a successful Trance has occurred.

The Spirit

At the start of the game your *persona* determines the nature of the spirit guide which they will be contacting using this technique. During the Mediumistic Trance the Spirit will take over and use the *persona's* attributes with the Spirit's skills. Your *persona* must pay the price in Shock, Strain or loss of **EN** which results. Roll 1D100:

01-20: A famous long dead Warrior. The Spirit was an extremely experienced fighting man who has all of the skills available to an International Mercenary at the 18+ years column for the warrior's fighting skills **EL**. Your *persona* can fight as though he was this Warrior during the Possession Trance. During the Possession the Deeds of all wounds are halved. The GM should determine the Deadliness and Greed of the Spirit.

21-80: An ordinary person with no other abilities other than those he had during his life. Expertise will be determined on the 18+ years column. Others can question the spirit while in the *persona* is in the Trance. The GM should determine the Deadliness and Greed of the Spirit.

81-100 A Magus of 18+ years who learnt modes which your *persona* does not know. The spirit Mage can practice magic using your *persona's* body. The GM should determine the Deadliness and Greed of the Spirit.

The Spirit that visits the **Medium** is always the same and is controlled by the Medium's Spirit Control Skill. This skill is acquired when the first possession takes place and the **EL** of the skill is the same as the mode.

The Spirit will seek to resist control by rolling 1D20 against the Spirit's **(De +G)/2** When the spirit is out of control, it possesses the body of the medium at the GM's control for 1D6 days.

The Medium Trance

This **Trance** is similar to the state resulting from shock except it is controlled by the Magus to some extent. The **EL** of the mode is the **EL** of the **Trance** and increases as the mode **EL**. The length of the trance is equal to 1D6 Turns. The **Trance** requires the magus to remain undisturbed for the length of the **Trance**, a disturbance will result in a Shock Check. This **Trance** is essential to the mode and sets up the possession trance.



The Possession Trance

The possession occurs during the **Medium Trance** and allows the spirit to act through the Magus' body. The possession happens when the magus rolls successfully using *Psychic MP* and *Medium EL*.

The possession lasts under Medium control for 1d6 Turns plus one extra turn for every successful EL roll on 1D10. Once the roll fails the possession ends with both an SR and Strain Check. If the magus chooses to go for extra turns of possession there is a chance of insanity. When roll to continue the possession fails, the magus rolls 1D20 and if a 20 is rolled the magus goes insane until cured by a cleric. It is also possible, at the GM's choice, for the spirit to become the *persona* until driven out by a cleric. During this time the *persona* is played by the GM.

3.7.1.2 Prophet (Pro)

Being a **Prophet** (seer) is a *Psychic Type* mode which involves seeing into the future and making accurate predictions as to how things will turn out. This places *personae* using this technique in a special relation with the GM since a successfully predicted event WILL happen in the WORLD. A **Pro** can never make predictions about themselves but can make predictions about other *personae* or characters. **Pro** uses the *Psychic MP*. If successful the GM must carry out the result.

The Trance

Pro requires a similar trance state similar to the **Med**. The trance last from 1D6 Turns.

Predictions

Pro can forecast events with such accuracy that it almost seems like they were brought about by the magus. A prediction is a Level 5 spell. The prediction is made sometime during the trance at your *persona*'s choice and every turn the magus spends in the trance reduces the die roll by -1 but with a Strain Check for every turn as a result.

Time for Outcome

If the GM determines that the magus was accurate, the time of the predicted event is then determined by rolling 1D100:

01-05 = 2 Turns away
 06-20 = 10 Turns away
 21-50 = 3 days away
 51-80 = 3 weeks away
 81-90 = 3 months away
 91-100 = 3 years away

The GM does not have to reveal to anyone what the result of this roll is. While the GM is bound to carry out a prediction, the prediction itself can be vague or subject to many interpretations. The GM can interpret the prediction in any way that is consistent with the words used by the magus making it.



3.7.1.3 Mind Blow (MB)

Mind Blow is an offensive **Psychic Type** mode directly attacking intelligent creatures. It only affects intelligent creatures and has no Deed on ordinary animals. It works as a disruption of higher brain functions. It uses *the Psychic MP*

Targeting

A **Mind Blow** must be targeted by a successful 1D20 roll. Other mages can resist this targeting by adding their Type EL to the caster's roll. A targeting roll which fails causes a Strain and Shock Check to the casting magus.

Distance

A **Mind Blow** can be delivered at 10' per EL plus an additional 5' per Strain Check the magus is prepared to risk. Add +1 to the roll for every 10' past the **EL** limit of 10' per **EL**.

Impact

When a **Mind Blow** lands there are several possible results which could occur. Roll 1D100

01-20 = Muscle Spasm, a muscle on the target of the caster's choice goes into spasm and cramps up for 1D6 turns.

21-70 = Stun for 2D6 Turns. The target crumbles and falls to the ground.

71-95 = Blackout, the target loses consciousness and 1 EN and needs to make a Shock Check

96-99 = Coma, the target collapses takes a serious wound and must do a shock check

100 = Death of the target.

Modifiers

- 5 per 10 ft distance to target after 10'

+ 5 per Strain and Shock Check the magus is willing to undergo.

3.7.1.4 Defenses to Mind Blow

Other Psychics

Other psychics defend against psychic combat by adding the target's **Psychic EL**

Magi

Magi use their **Personal Magic Device** to defend against **Mind Blow** by adding the target's **Magi EL** to the casting roll.



Clerics

A Cleric carrying a relic will add *Cleric EL* plus the *Rank of the God* to the attack roll.

3.7.2 Three Magi Modes

The Magi Modes are distinguished from both Psychic and Clerical magic by three things: (1) It takes a long time to learn Magi Type magic, (2) Magi Type magic is the source of many magic items such as potions and scrolls, and (3) While Magi Type magic relies heavily on PMDs and other material assistance such as brews, powders and chants, it can be cast directly, with or without PMDs, as though it were psychic magic with the magus paying the same prices in terms of Strain.

3.7.2.1 Conjuring (Con)

Conjuring is a *Magi Type* mode which relies on materials which are fused together in a liquid form. It is an early and primitive form of alchemy and is the source of most magical potions. Conjuring uses the *Magi MP*.

This mode of magic conjures up things from a special vat in which the favorite brew is bubbling as is done by the Witches from *Macbeth*. Since your *persona* cannot haul this vat or cauldron around with them when on an adventure, they normally carry some of the brew in a flask.

When casting a conjuring Deed your *persona* will either take a drink of the liquid or a portion of the liquid is poured on the ground. The liquid is tuned to a specific spell and prepared in advance. This has a significant advantage for your *persona* in that it is the liquid which absorbs all the Strain and Shock.

The PMD

Your *persona* can cast other conjuring *Deeds of Wonder* with a *Personal Magic Device* such as a bottle, cup, a chalice, a bowl or even a spoon. If casting without either the liquid or PMD, there are serious penalties to pay: *persona SR* is reduced by -1 per spell level and the costs of Strain to **EN** are doubled.

With a PMD which can contain liquid your *persona* can make a magic potion simply by casting a Deed into the wine or other expensive liquid contained by the PMD (Cauldron). This process makes 1 dose of the potion in the liquid.

The Brew

Your brew is very particular and *personally* attached and keyed to your *personality*. Depending on its age the brew could acquire a *personality* of its own based on your **SA** (*Social Attitude*), **Si** (*Sensitivity*) and **G** (*Greed*). The brew will respond to the mage's and no one else can use the brew to cast magic directly.

How much brew your *persona* has as a basis for Deeds depends on **EL** and the *personality* of the brew (**SA+Si+G**). The vat bubbling at home will contain **EL+Personality** of the Brew in gallons (1 gallon = 30 standard doses).

The mixture must never be allowed to drop below 1 gallon. The capacity of the brew is only increased with increasing Conjuring **EL**. If the mixture falls below one gallon, the conjurer cannot make the *periodic* check that year for any magic Type or Mode, but instead must make



an **extraordinary** check and REDUCE his current Conjuring **EL** by the result.

As long as the brew has at least one gallon in it the rest can be made into potions. Your *persona* may place any Deed which has been learned, whether as a conjuror or under some other form of magic, into one dose of the brew and store it in a flask or bottle.

Note: The GM can set the cost of replenishment of the brew, the cost of restoring the brew and the cost of starting the brew up as a beginning conjuror. Cost can be both the price of ingredients and the time needed to enchant them.

The flask

In addition to any potions which your *persona* may be carrying, a special flask containing 6 doses is usually carried. Your *persona* must choose whether the brew being carried will be drunk or poured when casting Deeds. When poured there are no Strain or Shock checks but the Deed targeting cannot be enhanced. Drinking allows your *persona* to enhance the Deed by Strain but it renders your *persona* liable to Strain and Shock and the possibility of poisoning.

3.7.2.2 Chaumaturgy (Cha)

Thaumaturgy is a *Magi Type* mode which relies on materials which are in a gaseous form such as smoke or smells. Thaumaturgy uses *Magi MP*.

Thaumaturgy works wonders which consist mostly of illusions. A thaumaturge should almost be a natural at sleight of hand and picking pockets. Thaumaturgy is practised mostly through the use of aromatic smoke created by tossing powder or perfume on a small fire. Scented oils or perfumes can be lit to create the smoke necessary for the illusions. Thaumaturses carry recipes for perfumes, powders and rituals in a book.

The Book

The book of the thaumaturge uses one page per Deed level. It is written directly by your *persona* in cypher that can only be understood by another thaumaturge or those with codes & cypher skill. A thaumaturge relates to her book in much the same way that a conjuror relates to his brew.

The book does not have to be carried on an adventure but the thaumaturge needs a scroll with a copy of a Deed on it. Each Deed needs a separate scroll. As long as the Book exists the scroll copies are effective to cast the Deed. When using a book or scroll, it takes 1 Turn per page to read the script of the Deed. After it is read the Deed will cast the next turn.

Thaumaturses use scrolls to get around the daily Deed limit since the use of the scroll, like the potion of conjuring, does not count against the Deed limit unless the **Deed of Wonder** was being specifically enhanced. A failure of an unenhanced Deed causes the scroll to ignite and burn up. A failure of an enhanced Deed only causes the usual Strain and Shock checks but the scroll remains intact.

A great many magic scrolls come about by being enhanced by thaumaturses many times. These scrolls develop a life of their own and eventually can be used by anyone who can read the scroll and has the right powder or perfume.

The All-Purpose Powder

Each Thaumaturge will develop a unique formula for an all-purpose aromatic powder. When



mixed with oil or wine the powder becomes a perfume. Perfumes are used to apply the magic directly to an object or person. It takes a month to grind, blend and properly infuse the powders together to make sufficient amount of the unique all-purpose powder to cast each of the current Deeds 3 times. To make a perfume use 1 pinch of the powder (sufficient to cast 1 Deed) in one cup of wine or oil. When casting with powder your *persona* gets to enhance the Deed only if a little of the powder is sprinkled on the *persona* before the smoke is created.

3.7.2.3 Enchantment (Enc)

Enchantment is a *Magi Type* mode which relies on sound - either of the spoken or chanted word or music played on an instrument. Enchantment uses *Magi MP*.

An enchanter uses sound as the carrier of magic. The sound can be made either by your *persona*'s own voice or by an instrument.

The Book

Like the Thaumaturge, the Enchanter writes **Deeds of Wonder** into a book. Using one page per magic level in a cypher which is understood by no one else unless the enchanter is dead in which case it can be read by those with Code/Cypher expertise. It takes one page per magic level to write out a Deed and it takes 1 Turn per page to read out a **Deed of Wonder**. Enchanters need to have their books present and be able to read from them to cast **Deeds of Wonder**.

Unlike a Thaumaturge without the book being present the Enchanter must rely on memory. There are no scrolls of enchantment. Without a book being present your *persona* can remember the details of any **Deed of Wonder** provided that they roll their **BP** (Behavior Pattern) or less on 1D10.

The PMD

Enchanters will carry a musical instrument of some sort even if they do not play such an instrument. Enchanters tend to use either musical instruments, rings or wands as PMDs.

Superior Memory

Carrying a wand or ring enables your *persona* to add +3 to BP for the wand and +5 to BP for a ring when trying to remember a Deed.

Immunity from Illusion

Enchanters who carry either a musical instrument or a wand are immune from **Illusion**. In the case of a wand, their book must be present but in the case of a musical instrument the book does not have to be present. This immunity can be negated by a Thaumaturge splashing perfume on your *persona* containing the **Illusion**.



3.8 Three Clerical Modes

The extent and power of the Cleric Type magic depends on the number and power of the gods in the WORLD. This is really up to the GM.

Mage & Warrior will support both polytheistic and monotheistic concepts of deity. Cleric or more precisely Theurgic magical practice differs from the other forms of magic as Cleric Type mages are only as good or as powerful as the rank of the god being called upon. In a polytheistic world, the GM should determine how many gods there are and should arrange the gods into good gods, evil gods and indifferent gods. The GM should also arrange the various gods on a power scale from 0 to 9. A local Lord of Flowers or Kitchen God would be a Level 0 god, while Odin All-Father would clearly be a Level 9 god. The power level of a god can shift over time as the followers become more or less important on the world stage. The All-Father or Great Mother of an insignificant tribe would be say a Level 1, whereas a formerly minor god could become the main Imperial Deity of a great nation (cf. The Humming Bird Lord of the Aztecs).

In a monotheistic world, the functions played by many gods has to be divided between what is reserved for the Holy One and what has to be done by lesser beings. The main principle of monotheism is that the Holy One created the WORLD and is still in charge. Everything else is a direct or indirect creation of the One Lord. There is little or no division of labor.

In a monotheistic world the GM has to decide what the source of evil is and the full power of the source of evil. Is evil an equal god as the Holy One, such as the Old Persian Lord of the Lie versus the Lord of Light? Is evil a fallen immortal who rebelled against the Holy One?

Many other games have presented rules for polytheistic arrangements. A WORLD of *Mage & Warrior* might be based on a monotheism based on a creator God some cultures called the One of the Shining Countenance. The exact nature of the Holy One is not completely specified - there are three different religious interpretations among the existing dominant religions of the WORLD. The Holy One is always ranked Level 9.

Fringe cultures, most of the Fey and Dark Fey, and peasants everywhere tend to cling to older polytheistic beliefs. These older gods are ranked Level 7 in their own area and Level 4 outside of it.

The Modes of Clerical Magic are Mysticism, Symbolist, and Agent of God.

3.8.1 Mysticism (Mys)

Mysticism is a **Cleric Type** mode which relies on attunement with a higher power. Mysticism uses the **Cleric MP**

These clerics commune with their god on a regular basis and *learn* to be possessed by the god as their first Deed. The possession Deed enables the cleric to be possessed by one ASPECT of the god for 2D6 Turns per **EL**. When an Aspect is called for the cleric must roll a result less or equal to the Cleric MP on 1D20 with +1 for every point of Greed over 5. Failure to attain this result means nothing happens except a SR and Strain Check. A critical failure means the god is angry with the cleric, the Cleric must make a SR check and Strain Check without the benefit of PMD and it will take a month of prayer to call the same Aspect again. A success means that the Cleric will manifest the divine Aspect for the amount of time determined with a SR and

Strain Check at the end of that time.



If the Cleric is critically successful in the roll, there is no SR or Strain Check but there is a chance that the god could absorb the Cleric. Roll another 1D20 if the result is less than Cleric MP, this means that the god has absorbed the cleric. The cleric can avoid this absorption by adding the average of his SA (Social Attitude), BP (Behavior Pattern), De (Deadliness) and G (Greed) to the result.

3.8.2 Symbolism (Sym)

Symbolism is a **Cleric Type** mode which relies on the use of the names and signs of the higher powers. Symbolism uses the **Cleric MP**. These Clerics are able to call down an aspect of their god through the use of a sign, name or other symbol of the god. This avoids the problem of being absorbed or suffering any physical hardship when the aspect is present. Symbolic Calling Down of an aspect is more difficult to achieve and lasts for a shorter period of time than the possession the Mystic can achieve. The cleric rolls 1D20 and a result less or equal to Cleric MP is a success with a + 1 for every point of Greed over 3.

3.8.3 Agent of God (AoG)

Being an Agent of God is a **Cleric Type** mode in which the cleric controls an Aspect of his God and further attempts to manifest in his own being this Aspect of the God.

An example of an AoG is *Necromancy*. Necromancers can be followers of a Death God or one of the Shadow Aspects of God. In the WORLD necromancers can be seen simply as servants of evil. The GM could specify that they were not specifically evil even though feared by everyone.

3.8.3.1 Necromancy (Nec)

Necromancy is a specialized form of the AoG mode which relies on communicating with the Dead. Necromancy uses the **Cleric MP**

Necromancers are followers of the Evil One who brings death into the WORLD and it is the Aspect of Death they seek to control. They do not fear death in any of its forms; they control the death aspect of creation and may use it like the psychic uses the **Mind Blow**. Necromancers tend to have undead (skeletons and zombies - the walking corpses) as servants. These servants are usually animated by the cleric. Necromancers are totally immune from **Illusion**

3.8.3.2.1 Hand of Death

Depending on its impact, the Hand of Death will cause stun, serious wound and even death. It has an Deed Level of 6 as a Clerical Deed of Power and is a Curse

Targeting (See Below Magic Conflict)

Range

Hand of Death can be projected 10' per **EL** with a + 1 added to targeting roll for every ten feet or less over the first ten feet.

Impact

With a successful or critically successful result roll 1d100:



01-20 = Stun - target dazed for 2d6 Turns and takes 1 light wound.

21-70 = Coma - target collapses for 2d6 hours and takes 1 serious wound

71-99 = Possible Death - target collapses for 2d6 days and takes 1 grievous wound.

100 = Death

Modifications:

-10% per 10' to target after initial 10'

3.8.3.3 Other God Divine Aspects

Every aspect of a god can be the subject of an **AoG** and could include Wisdom, Healing, Love, or Justice. Each could have a specialist cleric who manifests the powers of the Aspect in the way Necromancers manifest their Aspect.

Note: Necromancers have more Deeds available below in the **Deeds of Power**

3.9 Magic and Clerical Conflict

3.9.1 Targeting Magical or Clerical Attack

Magical Attack or Clerical is what Psychic, Magi and Necromancers use to target magic, Beni or Deeds of Power. All magical attacks use a 1D20 compared to your *persona's* Type **MP**.

Modifiers:

The roll is cumulatively modified by:

Size of Target

Man sized = -1
 1/2 Man sized = +1
 1/4 Man Sized = +2
 2 x Man Sized = -2
 An Area 10' x 10' = -3

Range of Target

Over 10' [3 yds/m] = +1
 Over 30' [10 yds/m] = +2
 Over 50' [16 yds/m] = +3
 Over 100' [30 yds/m] = +4
 Every extra 10' over 100' = +1

Obstructions

Smoke/Fog 10'+ thick = +1
 Forest or bushes = +2
 Wooden walls or doors = +3
 Metal walls or doors = +6



Stone walls or doors = +8

Movement of Target

Walking = +1

Running = +2

Evading = +3

3.9.1.1 Targeting Strain

Once the cumulative Deed of modifiers are known your *persona* can expend extra effort in order to reduce the Deeds of these modifiers. Your *persona* can make a temporary EN reduction as though your *persona* has a series of Strain Checks. For every -1 reduction of the targeting roll there is a temporary loss of 1 **EN**. If this reduction lowers your **EN** below its original 50% level, your *persona* loses consciousness for 1D6 hours.

If there is a critical failure (i.e a natural 20 has been rolled) while under targeting strain, your *persona* receives a wound equal to the EN reduction rather than a mere temporary reduction. If the initial reduction had reduced EN below the initial 50% and there is a critical failure, your *persona* is mortally wounded as well as unconscious.

Magi Types have the benefits of their PMD's extra EN when making these reductions.

3.9.1.2 Saves

Psychic and Magi Type magic can be turned aside by a **save**. To save the target rolls a 1d100. The basic save for any sentient creature is 20% plus modifiers.

Modifiers:

+5% per EL if target is a Magi or Psychic Type

+10% per EL if target is a Cleric Type

+3% per EL if target is carrying a PMD or has been blessed by a Cleric.

+20% if target is carrying a Holy relic.

3.9.1.2.1 Special Modifiers

Reducing Saves

An attacking mage using a PMD can reduce the save % of the target by -5% per temporary EN loss.

3.9.2.2 Increasing Saves

Magi and Psychic Types can increase the save % of one person who is within their immediate area of 10' per EL who is being attacked by magic by making Strain Checks. Psychics and mages without a PMD increase save % by +5 % per Strain Check. Those with PMDs may increase save % by +2 per EL per Strain Check and they may make one such transfer of benefit per EL.



3.9.2.3 Other Circumstances

If the target of the Deed is not a sentient creature, the basic save is 10% plus the benefits of any blessing or other save increase.

3.9.2.4 Results of Save

If the save is successful roll another 1d100

01-20 = Deed backfires and attacks Magus who cast it whose save costs are doubled.

21-40 = Deed is off target by 5' per ML of Deed, if not an area Deed there must be another sentient which the Deed can target otherwise it dissipates without Deed.

41-60 = Off target behind as above

61-80 = Off target to left as above

81-95 = Off target in front as above

96-00 = Save increases the Deed's effect and causes the attacking Magus to take a Strain Check +3, target must attempt another save at 50% of initial success chance.

3.9.3.5 Targeting Cleric Type Miracles

Targeting a miracle or **Deed of Power** differs from targeting magic in that Graco Poento can be used to enhance the targeting chances and any diety protecting the target can increase the difficulty of such targeting. It all depends on Prayer and Preparation. The rule is the better the purpose (aiding target as opposed to hindering target), the more intense the prayer and the more extensive the preparation the greater chance of success.

Deeds of Power cannot be saved against unless they are Curses.

The Cleric Targeting die roll is modified by the difference in the Rank of the God of the Attacking Cleric versus the Rank of the Deity defending. If it is the same God, the comparison is made between the Cleric's Piety and the Target's piety. The result is always interpreted from the point of view of the attacking Cleric with ties being weighed in favor of the defender. If the defending Deity is of a higher rank then the difference is added to the attacking Cleric's targeting roll. If the defending Cleric is lower in rank the difference reduces the Attacking die roll. A deity will present only if there is a relic of the diety or one of the diety's saints or the target is praying for an Intervention or the target is a Cleric. In the case of an area effect, the target is the area and so the highest deity which might be present is the defending deity.



3.10. The Deeds Of Magic

3.10.1 Range

Deeds of Wonder (Psychics & Mages)

The normal range for a **Deed of Wonder** is 10' per **EL**. This can be enhanced in 2 ways, the use of Strain (5' per EL) and using the multiplying achieved by a PMD = Normal Range *times* **EL** of PMD. (*The EL of the PMD is the same as the mage's EL*). E.g. your *persona* is a **EL5 Enchanter** who would have an unenhanced range of 50' but with a PMD (% EL) would have a range of 250' [50'x 5]. Remember Psychics have no PMDs.

Deeds of Power (Clerics)

The normal range for a **Deed of Power** is 10' per **EL**. This is enhanced by Prayer (x 2 per hour of prayer prior to Deed), Purpose (x 2 if purpose is Good, x1.5 if purpose is Neutral, and x .5 if purpose is Evil or will cause harm). A Good purpose can be further enhanced times the *Rank of the Deity* when using a sign or relic. A purpose is Good relative to the god or god being called upon. E.g. a quick painless death might be a Good purpose from the point of view of the Death God.

3.10.2 Deeds of Wonder

3.10.2.1 Type Specific Deeds of Wonder

Bolido (Psychic Fire Ball) (Psychic: **MB**)

All Psychic Type mages of the **MB** mode have a form of mind projection - a psychokinetic induction - of fire and looks like a ball or sphere of flame is being projected from the Psychic. **Bolido** is both wound producing and shock inducing. A Bolido hit means that the target was either directly struck or was near enough that at least 50% of the target was within the Deed. The size of the Bolido starts out at 1' diameter for mode **EL1** and increases by 6" per mode **EL**.

Iluzio (Illusion) (Magi: **Tha**)

Every Thaumaturge has the ability to cast an **iluzio** (Illusion). **iluzio** is really the Magi's stock-in-trade, for it can be done as often as the Magi wishes with no penalty for Strain or Shock. A Magi can only have one **iluzio** in Deed at a time no matter how many *personae* or characters have been targeted by it.

iluzio must be targeted on its intended victim using Magi **MP + EL** rolling 1D20. The roll is modified by adding the victim's **BP**. If successful the illusion lasts the Deed duration. If the **iluzio** suggests that the victim has been hit by a missile or other wound, the victim must make an **SR** for every hit so suggested. The victim is never actually wounded using **iluzio**.

iluzio can occupy an expanse equal to the mage's Normal Range of 10' per EL if not enhanced by a PMD, but no more. It can suggest vast distances through the use of special Deeds and perspective and similar cunning.

Once an **iluzio** is target it lasts for the Deed duration and cannot be removed until this time is past. To continue a successfully targeted **iluzio** merely requires your *persona* to target the victim again, but with your *persona*'s own **BP** now reducing the die roll.

Like any Deed cast by a mage against a target there is always a chance that the target will



save.

3.10.3 Generally Available Deeds of Wonder

The following lists of **Deeds of Wonder** for *Psychic* and *Magi* Types are listed according to their predominant magical mode. **Deeds of Wonder** which are listed under a specific magical mode are also available to other modes but at higher Magic Levels which are listed after the text of the Deed. E.g. **Carma Besto**, a Magic Level 1 *Psychic* Deed, can be acquired by any of the *Magi* as a Magic Level 2 Deed: [*Magi* 2]. Sometimes a Deed will be acquired by different types of mages at different Magic Levels and this will be listed. E.g. [*Ps* 5, *Con* 3, *Enc* 3]

Magic Level 1

Auskulti [*All*] This Deed causes the Mage's hearing to be improved as a passive Deed. Your *persona* will be able to overhear any conversation within the limit of the Deed's range for the duration of the Deed. The range is reduced for the following: per inch of wall -5ft, per inch of door -5ft, per 2 inch of metal -10ft.

Carma Besto [*Ps*] This Deed is genus specific, i.e. mammals, insects, fish, etc. with each genus of the animal kingdom requiring a separate form of this Deed. The Deed must be targeted on an individual animal and allows the magus to exercise direct verbal control over the targeted animal. Control allows the magus to direct the animal's activity for as long as the animal is subject to the Deed. The animal attempts to break on a weekly basis by rolling 1D20 against SR. [*Magi* 2]

Carma Persono [*Enc*] This will affect any human or other sentient humanoid including Elves, Dwarves, Goblins and the like. This is an offensive Deed and so must be targeted. If successful the targeted person will obey the mage as a loyal servant might obey a master. The initial duration of the Deed is the Mage's magical duration of 1 Day per EL during which time the victim obeys the Mage without resistance. Thereafter the victim must check to see whether the Deed can be broken. If the victim has an **Ma** or **De** of 7 or better the check is made every day otherwise the check is once a week. To break the hold the victim must roll **BP** or less on 1D20. [*Con* 2, *Ps* 2, *Tha* 2]

Dormo [*All*] This must be target on an individual person per EL who is put to sleep The Deed lasts for 10 minutes per **EL**. The Targeting is at current Deed ranges.

Legi Lingva [*All*] Provided the casters can read their native languages, this Deed allows your *persona* to read one page per **EL** of an unknown language as though it was a native language.

Legi Magio [*All*] This is a passive Deed which does not need to be targeted and allows the caster to read one page per EL that the caster is trying to decypher of magical writings written by someone else but in the caster's native language. If it is written in another language, the caster must either know that language and make a successful roll to read that language or cast a successful **Legi Lingva** before trying to read the magical writing.

Resanigo [*All*] This is the beginning of medical magic. It is a cure for Light Wounds. The Mage will be able to cure 1 EN per EL. Range is touch.

Rimarki Magio [*All*] This will reveal whether a person, place or thing is magical itself or is being affected by magic. It is an active Deed which must be targeted on some area, person or thing. Range and duration are dependent on the Mage's



current **EL** and PMD.

Rimarki Substanto [Ps] This is a passive Deed and will reveal whether there is a particular substance within the Magus' Deed range during the Magus' Deed duration. If the substance is within the area the Magus will be able to determine where it is and roughly the amount present. [Magi 3]

Rimarki Vivo [Ps] The magus must learn a separate Deed for each kind of living thing (plants, animals, enemies, friends) he wishes to detect. This Deed will reveal numbers and direction to the limit of the Deed range. [Magi 3]

Silento [Enc] This allows a magus to move in complete silence or to silence a source of sound within Deed range for 1 minute per **EL**. [Con 3, Tha 2, Ps 3]

Ventroparol [Enc] This Deed allows the magus to project their voice from anywhere within the Deed range for the Deed duration. [Ps 3, Con 2, Tha 2]

Magic Level 2

Direktado Vetro [Ps] This enables the Magus to create one of the following weather Deeds: Rain/Stop Rain, Wind/Stop Wind, Heat Wave/Stop Heat Wave, Cold Wave/Stop Cold Wave. The Deed will have as its radius the Deed range and will last for the Deed duration. [Magi 3]

Lumo [A/I] This illuminates an area around your persona equal to 1/3 the persona's Deed range with low level candle light for 1 hour per **EL**.

Nevidebla [Tha] This enables the magus or a targeted object or person to be invisible for the magus' Deed duration. A person rendered invisible can only be attacked if they are detected by a Thaumaturge using **Rimarki Nevidebla** or by a Magus casting **Malkasi Nevidebla**. [Ps 5, Con 3, Enc 3]

Rimarki Eksternatura [Ps] This is a passive Deed which informs the mage that another is using psychic power within the Deed range for the duration of the Deed. The mage finds out the direction and type and source if it is within the Deed range. [Con 4, Tha 4, Enc 3]

Rimarki Malbono [A/I] An actively targeted Deed which informs the magus of the presence of evil within Deed range. It must be targeted to determine whether this or that object or person is evil or intends evil to the mage or any of the mage's party.

Rimarki Nevidebla [A/I] This informs the mage of the presence of any invisible creature or object within the Deed range for the Deed duration. It enables a Thaumaturge to actually see the invisible presence.

Rimarki Penso [Ps] This allows the magus to detect the thoughts of others in a specific direction within the Deed range for the Deed duration. [Enc 4, Tha 4, Con 5]

Sono [Enc] This enables the Magus to create meaningless background noise such as shuffling, rustling, growling anywhere within the Deed range for the Deed duration. [Ps 4, Tha 3, Con 3]

Vekigo [Enc] This enables the magus to cancel the Deeds of natural sleep and **Dormo**. It is an active Deed and must be targeted on one individual at a time



within the magus' Deed range. The Deed is not a matter of duration, the magus may target one individual per **EL**. [Ps 3, Con 4, Tha 4]

Magic Level 3

Bridi [A/I] This Deed prevents a sentient creature or animal from moving or engaging in any activity. It lasts for the Deed duration.

Hipermetropa [Ps] This is a passive Deed which allows the magus to see in total darkness or through walls to the limit of the Deed range for the Deed duration provided the Deed is not being neutralized by another magus. [Enc 5, Tha 4, Con 4]

Levigo [Con] This enables the magus to levitate themselves, or a targeted object or person, The mass which can be lifted is 200 lb plus 20 lb per EL. The Deed will lift up by 1 foot per **EL** per Turn and will allow horizontal movement of 1 foot per **EL** per Turn for the Deed duration. {Ps 4, Tha 4, Enc 5}

Malkasi Nevidebla [Con, Tha] This will reveal any invisible object or creature within the Deed range for the Deed duration. What is revealed will be outlined in a blue glow at night and a black outline during the day. [Ps 4, Enc 5]

Neutraligi Eksternatura [Ps] This allows the mage to neutralize any psychic Deeds occurring within the mage's Deed range provided the Deed to be neutralized are of equal or less EL than the casting mage. [Con 5, Tha 5, Enc 5]

Nevidebla Objekto [Tha] This Deed renders an object completely invisible until it is neutralized by **Malkasi Nevidebla**. [Con 4, Enc 4, Ps 6]

Psika Sirmo [Ps] The mage stipulates a list of Deeds or effects from which they wish protection. The list can be as large as the current **EL** of this Deed. When attack by a magical Deed which is on the list, casting mage add this Deed's EL as a DM to the die roll of the magical attack. The protection will last as long as the Deed being cast. Only one Deed can be protected against at the same time. Any magical wounds from a listed Deed are reduced by one level and it neutralizes any shock resulting from a listed Deed. [Con 5, Tha 5, Enc 5]

Resanigo Prepari [A/I] This is the next stage of medical magic. It is a cure for Serious Wounds. The Mage will be able to cure 3 EN per EL. Range is touch.

Sugesti [Enc, Tha] This is an imposed trance on a target after which the mage can suggest anything short of self-destruction to the victim. It must be targeted and is effective for only so long as the Deed duration. [Con 5, Ps 4]

Magic Level 4

Carma Monstro [Enc, Tha] This will charm intelligent non-humanoid creatures but only for the Deed duration. It must be targeted. [Con 6, Ps 5]

Flugi [A/I] This enables the mage to fly off the ground 10' per **EL** indoors and 100' per **EL** outdoors. The mage can move at running speed per Turn indoors and double running speed per Turn outdoors. Indoors it will last the Deed duration. Outdoors the Deed will last 1 hour per **EL**. The mage must make a Strain Check after the Deed runs out.



Konfuzo [*Tha, Enc*] This causes confusion within the ranks of an opposing group. The mage can confuse one person or creature per EL merely by targeting the area the group occupies. **Konfuzo** lasts for the Deed duration and each turn the confused being, if not already engaged in combat, roll 1D6:

- 1= Attacks or charges the caster's party
- 2=Attacks friend to left
- 3=Attacks friend to right
- 4=Attacks friend to rear or side
- 5=Delays a Turn
- 6=Delays two Turns

Once the confused being engages in combat the Deed continues but now as an illusion that the other combatant is his worst enemy. When the Deed duration is over, combat will continue unless the confused being roll 1D10 against the target's **Mental Approach**. [*Con 5, Ps 5*]

Malrapida [*All*] This can be targeted by the mage on one creature per **EL** causing all movement abilities to be halved for the Deed duration. The Deed needs to be targeted only on unwilling subjects.

Rapidemo [*All*] This can be targeted by the mage on one creature per **EL** causing all movement abilities to be doubled for the Deed duration. The target must make a Shock Check when Deed is over. The Deed needs to be targeted only on unwilling subjects.

Stormo [*Con*] This is one of a series of Deeds which allows the mage to pelt an area with hailstones [*Other Damage*] or lava stones (+ 2 **ML**) [*Fire Damage*] or noxious gas (+ 1 **ML**) [*Poison Damage*]. The storm will last for the Deed duration. To do produce damage, the Deed must be targeted against an individual in the affected area each turn. [*Enc 5, Tha 5, Ps 6*]

Transformo [*All*] This is a shape shift which allows the mage to appear as any other creature as long as desired but without the creatures abilities. Touch by an observer will neutralize the Deed.

Magic Level 5

Blinda [*Enc*] This actively targeted and causes the victim to loose sight for 1D6 hours. [*Con 7, Tha 6, Ps 6*]

Devigo [*All*] This is a short duration geas which compels the target to perform a desired task. Any attempt to deviate from the compelled task result in a Shock Check. The compulsion lasts the Deed duration in hours.

Forpuso [*Tha*] This actively targeted Deed causes the target to run away from the caster for the Deed duration and keep moving away for every Turn that the victim fails to roll BP or less on 1D20.[*Enc 6, Con 6, Ps 6*]

Mensa Skuo [*All*] This actively targeted Deed will stun the mind of an opposing mage. The victim needs to Shock Check and is unable to use magic during the Deed duration.

Senkonsciigi [*Enc*] This actively targeted Deed stuns a target by forcing a Strain and Shock Check. It prevents any activity for the caster's Deed duration and will then knock out the target for 1D6 minutes. [*Con 6, Tha 6, Ps 6*]



Magic Level 6

Fabrikado [*Con, Tha*] This allows the mage to manufacture public magic items which can be used by anyone with the secret knowledge of how they operate. The mage gets to place one **Deed of Wonder** plus an additional **Deed of Wonder** per 3 **EL** into the item. It takes one week per **Deed of Wonder** being placed into the item and at the end of the week the mage tests the item by rolling 1D20 which must be less than **MP + EL**. A failure prevents the merging of the Deeds and requires another week with a +3 **DM**. A critical failure wipes out the item completely. A critical success allows for an extra **Deed of Wonder** to be placed in the item without having to wait a week. In making such an item the mage must decide the order in which the Deeds are cast, whether the device can be used more than once a day, what Strain and Shock costs are associated with success or failure. [Enc 7, Ps 10]

Resanigo Kuracado [*All*] This is the final stage of medical magic. It is a cure for Grievous Wounds. The Mage will be able to cure 5 EN per EL. Range is touch.

Televojagi [*Con*] This Deed allows the magus to transport any person or object up to twice the mage's body weight for a distance of 100' per EL through any substance or combination of substances provided that the caster successfully remembers the appearance of the desired destination. To test memory use the Memorize Skill and roll 1D20. [Enc 7, Tha 7, Ps 7]

Magic Level 7

Areo Mensa Skuo[*All*] This causes the Mensa Skuo to be targeted on anyone the mage wishes out of all those within the Deed Range. The mage can stipulate those not affected by the Deed.

Diserigi Metallo[*Enc*] This actively targeted Deed allows the magus to destroy a mass of metal equal to 10 lbs per **EL** provided the target is within the Deed range. It takes 1 Turn per 10 lbs of material to destroy this mass of metal. [Con 8, Tha 8, Ps 8]

Gravito Direktado [*Ps*] An actively targeted Deed which allows the magus to increase or decrease the effect of gravity on any object or person within Deed range for the Deed duration. The mage will be able to effect any object or person weighing up to twice the body weight of the casting mage. Reverse gravity is a form of levitation and allows the mage to lift a target up to the limit of the casting range, for example, pin a person to a ceiling. Increasing gravity allows the mage to pin an object or person to the ground or to pluck it out of the air during the Deed duration. [Con 8, Enc 8, Tha 8]

Magic Level 8

Diserigi Roko[*Tha*] This actively targeted Deed allows the mage to destroy a mass of rock 1' thick with a surface area of six square feet per **EL** provided the target is within the Deed range. [Enc 9, Con 9, Ps 9]

Formo Sangi [*Con*] This Deed causes any person or object to really change from one state to another as the Magus desires and for as long as he desires if self



directed. A change directed toward another with hostile intent must be targeted and will only last for the Deed duration. [*Enc 9, Tha 9, Ps 9*]

Mensa Senesprima [*Con, Ps*] This actively targeted Deed prevents the detection or conveyance of information by magic, psychic or even supernatural means. The mage can cast it on themselves or others but it must be targeted if subject is unwilling. [*Enc 9, Tha 9*]

Tempo Halti [*All*] This can be targeted on anyone in the Deed range. It stops time for the target for the Deed duration and places the target into a self-contained stasis field preventing interaction with everything else.

Magic Level 9

Halti Magio [*All*] This Deed completely neutralizes all Deeds below **Magic Level 7** cast within the Deed range. It has a 50% chance of stopping **Magic Level 8** Deeds and a 25% chance of halting **Magic Level 9** or higher Deeds.

Tertremo [*Con*] This causes an earthquake to occur with its epicentre within the mage's Deed range for the Deed duration. [*Enc 10, Tha 10, Ps 11*]

More Magic

The players and the GM can always add more Deeds to this list if they wish by stipulating a magic mode for an Deed and the level at which it is acquired together with the details of the effect.

3.11 Deeds of Power

3.11.1 Interventions and faith

The Clerical approach is similar to that of mages except of course that clerics see themselves as instruments of their god and not the source directly or indirectly of any of the uncanny things which accompany someone being a devoted servant of the high one. None of the Deeds of Power can be accomplished by a magus using either Psychic or Magi Type magic. Another difference between Clerical Type magic and other Types is that at the lower levels it is open to anyone who is a devoted follower of the god in question.

3.11.2 Clerical Deeds of Power

Clerics use *Cleric MP* plus their Clerical Mode **EL** when performing **Deeds of Power**. They roll 1D20 and any result which is less or equal to their modified **MP** plus **EL** is a success. With success of a **Deed of Power**, the requested **Beni or Blessing** is granted the Cleric. The *Rank of the Deity* only becomes an issue when fighting Clerics of other gods.

Non-clerics must use their **Piety** alone modified as is **MP** and roll 1D20.

There are no saves against Blessings or **Graco**. If the GM allows Evil Clerics or Servants of



Evil, they deal in Curses and these can be saved against.

3.11.3 The costs of Beni or Deeds of Power

Miracles are not like **Deeds of Wonder**, they cannot be simply commanded at the cleric's whim. The god or gods must be asked and prayers directed to this end.

Preparation

A Cleric can store up a *Fount of Blessing* or **Graco Poento** (**Grace Points**) by ritual preparation and prayer. Days spent in prayer, Major Rituals in favour of the god officiated or attended by the cleric and vows of service made by the cleric will all assist.

A Day in Prayer = +1 **Graco Poento**
 Weekly Ritual = +2 **Graco Poento**
 Major Ritual = +10 **Graco Poento**
 The Vow = + 50 **Graco Poento**
 The Great Blessing = 2d6 **Graco Poento**
 Symbols = *Rank of Deity* + 2d6 **Graco Poento**
 Relics = 2d6 + in **Graco Poento** depending on the GM

Once an adventure is underway the cleric can do none of the things needed to add to the store of **Graco Poento**.

Note: If the Cleric is an Agent of Evil such as a Necromancer, the **Graco Poento** is replaced by **Profundo Malbono** (Depths of Evil). They are acquired not by prayer but only by Weekly Rituals sacrificing victims to the Evil One.

Weekly Ritual = +EN of victim
 Major Ritual = +EN and Pi of the Victim
 The Vow = + 100
 Symbols = *Rank of Deity*(8) + 3d6
 Relics = 2d6 + depending on the GM

Another difference between Servants of Good and Servants of Evil is that the Servants of Evil do not believe in sacrificing themselves when others will do. **Profundo Malbono** can be used in lieu of their own **EN** in cases of Strain or Shock.

The *Rank of the Evil One* will be up to the GM, thus it can be as high as the Good Gods or God or it may be a little lower. It all depends on how monotheistic is the major religion of the WORLD.

Note: Relics are a body part or an object which belonged to a past hero of the religion (a Saint or Holy Person). The actual amount of Graco Poento in a Relic should remain a secret with the GM unless the object is examined using **Sense the Holy**. Relics use up their **Graco Poento** and then will replenish them over time on a Weekly basis at a rate determined by the GM. Non-Clerics can use Relics as a way of accessing the **Beni**. The Cleric may carry many relics but is allowed to use only one at a time.

Note: Symbols are signs or items manifesting the name or some Aspect of the Deity. The true power of the symbol should be secret except to those who **Sense the Holy**. The GM can determine whether there is a replenishment rate for any particular holy object serving as a Symbol. Only 1 Symbol can be relied on at a time.



GM Note: Nothing in these rules prevents a Cleric from being something else as well such as a Warrior or a Magus. The GM can decide for the WORLD whether this will be allowed in general, for there could be costs to Clerics in the form of reduced Graco Poento for being a warrior and killing things or for being a magus and consorting with the Dark Powers. Having **Graco Poento** could interfere with the ability to kill opponents or could make magic more difficult.

3.11.3.1 Using Graco Poento

The *Rank of the Deity* in the WORLD for most Clerics is 9. This is a measure of the resistance to the occurrence of any miracle.

A Cleric can only access **Beni** (Blessings) or **Deeds of Power** whose Level is equal to or less than their Mode **EL**. A Deity may not be able to grant a **Beni** whose Level exceeds the *Rank of the Deity*.

The *Spiritual Cost* of any particular **Beni** is the Level times the *Rank of the Deity*. Every time a miracle is requested the spiritual cost is paid for in **Graco Poento** which reduces the Cleric's store of them.

When the Cleric completely runs out of **Graco Poento**, the *Rank of the Deity* is added to the Level of all **Beni**. If the Cleric does not have enough **Graco Poento** to cover the *Rank of the Deity*, the difference is added to the **Beni** Level.

3.11.3.2 Directing the Beni or Deed of Power

Unlike **Deeds of Wonder** which are cast, **Beni** or **Deeds of Power** are merely directed by the cleric.

The procedure is similar to casting in that the Cleric rolls a 1D20. The result must be equal to or less than Modified Clerical **MP** + Mode **EL**.

The **MP** of the Cleric is reduced by the Level of the **Beni** being accessed after the sufficient number of **Graco Poento** are used to affect access. The Cleric can counter this modification by attempting to recover **MP**. For each **MP** recovered the Cleric undergoes a Strain Check after the **Beni** is directed.

Non-Clerical prayer is based solely on prayer and the accumulation of Graco Poento due to attendance at a ritual. Deities will often grant favors to devoted followers which they might not grant to professional clerics. The non-cleric however, unlike the cleric, cannot simply count on being able to pull it off all the time. The GM can decide whether on any particular occasion a non-cleric deserves a god's attention.

3.11.3.3 Shock Checks

Clerics and non-Clerics (unless exempted by the GM) must make a **Shock Check** + the **Level** after directing a **Beni**. The Cleric can assign **Graco Poento** to reduce the Level for the purpose of this roll.

3.11.3.4 Results

If the request for the **Beni** or **Deed of Power** was a success, the Cleric/Non-Cleric must make the required Strain and Shock checks. Only the Cleric receives the *Rank of the Deity* in **Graco Poento**.



If the result was a Critical Success, a natural 1 on 1D20, the Cleric has the **Beni** happen without Strain or Shock and recovers all of the **Graco Poento** used to access the **Beni** in the first place.

If the result was a failure, the Cleric must make any Strain Check required but no Shock Check is necessary. The Cleric receives +1 **Graco Poento** as a reward for the effort.

If the request of the god was a critical failure, the Strain and Shock Checks are required and your *persona* is knocked unconscious and in a Coma for 1d6 days. Critical failures means that the god has turn away from the Cleric and the current store of **Graco Poento** is reduced by 50% not counting Relics or Symbols.

3.11.4 Interventions

The number in () represents the Level of the **Beni**. Any **Beni** can be attempted by a non-Cleric but unlike other Types of magic, all Clerical **Beni** reduce the **MP** by the **Level**. The higher the Level the lower the **MP** of the Cleric. Non-Clerics can only access Beni and not any Mystic or Agent of God defined **Deeds of Power**.

3.11.4.1 The Vision of the Holy

Anyone present at a successful **Beni** or **Deed of Power** or other Intervention performed by Clerics whose Level number is higher than their current piety will be subject to having their piety increased by +1. This is very difficult to resist and applies to all who witness the intervention. This can have dramatic results. If the *persona*'s piety is increased beyond either **De** or **G** (which ever is greater) your *persona* will cease being a non-clerical type such as warrior, mage, thief, or hunter will devote the rest of their lives to becoming a monk or nun. A Beni granted to a non-Cleric can be dismissed as luck and has no religious effect as such.

3.11.4.2 The Blessings of the Good Gods

The Blessing are those **Beni** attempted by Clerics in the Mode of the **Symbolist**, they can also be prayed for as Miracles by non-Clerics. Professionals are good at what they do even in the area of **Beni** so there is slightly more predictability when a **Beni** is prayed for by a cleric. Non-

Cleric always roll 2D6 for any amount or number involved or covered by the miracle. Example, a Cleric restore the Endurance of a wounded person by 1D6 + the Cleric's EL. A non-Cleric would roll a 2D6 for the same **Beni**.

- (1) *Sanktigi*: A Blessing which makes an object or person Holy allowing the object to act as a Holy Sign. Sanktigi can be used to turn unholy things such as the Undead away
- (2) *Sanstato*: A Blessing which once a day will restore 1D6 + the Cleric EL in EN on one person at a time. When prayed for as a miracle this **Beni** cures 2D6 levels of EN in the people prayed for.
- (3) *Purigi Akvo*: A Blessing that renders 1 flask per EL of tainted/poisoned water fit for consumption. If poured on a wound such purified water will restore 3+1D6 **EN** lost to Strain. (Clerics Only)
- (4) *Purigi Nutrajo*: A Blessing that renders spoiled, tainted or poisoned food usable. The condition of the food must be known before the blessing and the act affects enough food for 1D6 + **EL** persons. For Non-clerics its 2D6 persons.



(5) *Forigi Malbeni*: A Blessing which will lift a curse or damage due to Deeds or Curses such as wounds due to magic.

(6) *Resanigi Malsano*: A Blessing that will arrest a disease and begin recovery. It may be attempted only once per illness.

(7) *Grandi Resangi*: A Blessing which once a day will completely heal up to the Mortally Wounded one person per Cleric EL. A Relic can double the number who might benefit from this Blessing. Persons heal using this Blessing must make a Holy Vow to perform a task pleasing to the God within one year and a day of receiving the Blessing. This Blessing can be received only once by a person.

3.11.5 Other Deeds of Power

Mystics and **Agents of God** can perform a whole range of player defined miracles based on the calling down or controlling an **Aspect** of the a deity.

3.11.5.1 Mystics

The players can develop from a description of such an Aspect a list or series of **Deeds of Power** similar to the **Beni**. They should all feature or manifest the Aspect of their Deity. There can be up to 1 Deed per Level of Piety of the Cleric. The GM will set the Level of the various Deeds proposed by the player.

They can go as high as the GM allows but should no go beyond Level 12. They would be treated the same as the Beni except they cannot be prayed for as miracles by non-Clerics. Such a list could be constructed out of any of the **Deeds of Wonder** available to *Psychics* and *Magi* with +1 being added to Magic Level to get an equivalent Clerical Deed Level.

3.11.5.2 Agents of God

Agents of God are more like mages than clerics. They study and seek to control an Aspect of God without having to be possessed by the god or gods.

3.11.5.3 Necromancers

Necromancers are an example of an **Agent of Evil**.

GM Note: Depending on the WORLD Agents might be the servants of the Good Gods or God, or the servants of Evil Powers. If necromancers are servants of evil then they do not collect or store **Graco Poento**. What they store are the **Profundo Malbono** (Depths of Evil) which operate the same as **Graco Poento** with some exceptions:

3.11.5.4 Necromantic Curses

(1) **Paroli Mortinta** This curse allows the Agent to disturb the dead and ask questions of any dead bodies found by them. How effective this curse is will depend on the mode **EL** of your *persona*. Agents up the **EL3** can speak only with the recently dead (1 to 6 days), Agents up to **EL6** can speak with those dead for up to six months, Agents over **EL6** can speak with any remains not completely turned to dust. Speaking last for the Deed duration. The GM should make this discussion as difficult as possible without being wholly unfair to the Agent.



(2) **Mallumo** This curse enables the Agent to create an absolute darkness of a kind that light will not penetrate or disperse. The radius of the area of **Mallumo** is up to the Agent as long as it is within the Deed range. **Mallumo** will last as long as the Deed duration. This curse must be directed to the centre of the area to be affected using the Clerical Targeting rules (see above at 3.9.3.5). Only the Agent directing the curse or another Necromancer can see anything in the affected area. Psychics will be able to detect objects within the area.

(3) **Terura** This curse is the Fear of the Unknown and allows the Agent to induce a Shock Check in any creature successfully targeted. It can be targeted once a turn against a person or intelligent creature until the Deed duration runs out.

(4) **Malvarma** The absence of life puts a cold pall over everything and this curse enables the Agent to lower the temperature in an area to well below freezing. The cold lasts for the Deed duration. It must be targeted to the area and those affected by the cold check for wounds each turn they fail to save on the *Other* wound line for magical wounds.

(5) **Paniko** This curse enables the Agent to induce a Shock Check with +1 DM per Agent **EL** when successfully targeted on an individual within the Deed range.

(6) **Kadavro Direktado** This curse allows the Agent to animate the recently dead for a period equal to one day per Deed duration turn. After the time elapses the corpse decays completely and turns to dust. The Agent may animate one recently dead per **EL**. The **Kadavro**(Zombie) has an **EN** of 2 x (3 +1D6) and does not suffer from Shock.

(7) **Skeleto Direktado** This curse allows the Agent to animate a corpse from which the flesh has rotted away. This animation will last for the one week for every Deed duration turn. Afterwards the bones turn to dust. One **Skeleto** per Agent **EL** can be animated at a time. The **Skeleto** has an **EN** of 2 x (2 +1D6) and does not suffer either Strain or Shock.

(8) **Frostigi** This curse allows the Agent to lower the temperature in an affected area to the point where solids shatter, liquids solidify, and gases become liquid. It can only be used on non-living objects which will not immediately impact of any living creature such as doors, walls, etc. The Deed lasts for one minute per Deed duration turn.

(9) **Inspiri Morto** This is the signature of the Agent and represents the highest curse as it allows the Agent to permanently restore the dead to activity. These *Living Dead* will serve the Agent faithfully for as long as the Agent is alive unless they are destroyed. When the Agent dies the **Inspiri Morto** are locked in place and cannot move beyond an area of the Agent's former Deed range. Destroyed **Inspirii Morto** turn to dust. The Agent may have one such servant per **EL** who are entirely under the control of the Agent whether they are within the Deed range or not. The Agent is directly linked to the servants and sees what they see and hears what they hear. The **Inspiri Morto** have an **EN** of 2 x (3+1D6) and do not suffer Shock Checks.



Combat

4.0.1 Introduction

Combat can vary from individual duels to multi-*personae* actions involving men and horses.

The original *Mage & Warrior* combat rules were oriented to a fairly detailed simulation of individual combat. This edition presents a simpler set of Basic Combat Rules so larger actions involving many combatants can be run without being too cumbersome.

4.1 The Combat Turn

Whether you are using Basic or Advanced rules the pattern for a combat **Turn** is the same:

- (1) Missile Fire
- (2) Movement
- (3) Melee Combat

The effects of any wounds or damage inflicted in one phase are applied before going on to the next phase.

4.1.1 Scale and Sighting

Scale

The scale used in *Mage & Warrior* is a 1:1 scale - one figure (counter or pencil mark) equals one person or creature, one hex using hexagon grid (or 1 cm) equals 1 yd/m; a combat Turn is long enough to load and fire a light crossbow. Figures or counters should be used to represent the combatants and the area should be divided into some sort of grid using squares or hexagons.

Sighting

During combat or other tense situation your *persona*'s vision will tend to become restricted. This is assumed to be a function of your *persona*'s weapon expertise (this is usually a combination of **CP** + **EL**) plus **BP** and is reduced by a helmet.

Vision Base = Weapon Expertise + **BP** minus Class of Helm (See Armor Rules)

The results mean:

5 or less = *persona* can only see and react to events directly to the front.

6 to 15 = *persona* can see and react to things both to the side and front.

15 + = *persona* has 360 degree awareness

No *persona* or character may react to something of which they are not aware.



The GM should watch carefully that this does not occur.

At the beginning of every Turn combatants determine who they can spot and can take action against.

4.2 Actions

During a Turn an unburdened *persona* or character can do **two** of the following three Actions. A burdened *persona* or character can do one of these Actions.

- (1) Missile & Magic
- (2) Move & Load
- (3) Melee Combat Attack

Every Turn these Action Segments are performed in the same order: Fire/Move/ Fight.

4.2.1 Initiative

The Initiative of a *persona* or character is determined by Co + De. The combatant with the highest Initiative gets to go first in every Action segment. All action is simultaneous within each segment for combatants with the same Initiative. Damage inflicted at the same time is assessed at the same time otherwise damage inflicted as it occurs. An attack with higher Initiative can inflict damage on a slower reacting opponent before the combatant with lower Initiative can respond..

4.2.2 Missile Use

Prior to actually getting within melee range combatants may try to attack one another with missiles weapons.

The combat Turn is the amount of time required to load and fire a light Crossbow. A regular bowman can get off 3 to 4 arrows in the same time period. A combatant throwing weapons could toss 2 javelins or axes in the same time period.

4.2.2.1 Missile Attack

The Attack Base of missiles weapons varies.

***Thrown Weapons* = Co + EL**

***Other Missile Weapons* = Mms + EL**

All missile attacks use 1d20 modified by the following:

Range: Point Blank +1

Short 0

Medium +1

Long +3

Firer: Moved in previous Turn +2

Seriously Wounded or Higher +2

In Shock +3

Target: Moved prior Turn +4



Soft Cover +3
 Hard Cover +5
 Armored +2
 Mounted/Oversized -4
 Below Firer -2

Misses

A missile weapon which misses its target may hit another near by within 2m (2 hexes) of the target. Roll a 1d6 to determine the scatter of the missile with a 1 being North, and counting clockwise around the original target location.

Ranges

Ranges for the various missile weapons are covered under each type of weapon. Players should record the ranges on their *Persona* Profile together with the Dice Modifier applying at that range. E.g. Point Blank range for a Short Bow is 30m with a +1 DM. See the chart under Weapons.

4.3 Magical Attack

A magical attack can be launched at the same time as missile weapons provide the Deed is ready to fire. A Deed takes 1 Turn per level to be prepared provided the magus is undisturbed during the preparation phase. If the magus does get disturbed, the Deed does not work but it counts against the mages daily strain free Deed limit and causes the magus to undergo both SR and Strain.

4.4 Movement

Normally an unburdened man can walk 3.7 miles per hour or about 25 yards in one Turn.

To keep combat within bounds we reduce the basic unencumbered walking rate to 10 yards (10 hexes if using a grid)

Modifications for different forms of movement are as follows. The numbers are yards or hexes:

Action	Normal	Encum	Burdened
Walk	10	6	3
Run	20	10#	6#
Crawl	4	2	1

Note# = a Strain Check

A *persona* or character wearing armor may be encumbered if the armor level worn exceeds armor capacity.



4.5 Melee Combat

If movement brings a combatant within 1m (or the adjacent hex) of the front of an opposing combatant when armed with a sword or shorter weapon and within 2m (or 2 hexes away) when armed with a pole arm, the combatants are engaged in **Hand-to-Hand or Melee combat**.

4.5.1 Attacks

Combatants engaged in Melee at the beginning of the Melee phase can Attack each other if neither has performed more than one other action in the Turn. E.g. a combatant who fired a missile and moved becomes engaged during the movement phase. He cannot initiate an attack this turn. Our combatant can only defend. A combatant who either only fires a missile or only moves can still attack if they are engaged at the beginning of a melee phase.

4.5.1.1 Number of Attacks & Parries

The number of attacks you can make in melee depends on your weapon expertise: **EL0 to EL3** = 1 Attack, **EL4 to EL8** = 2 Attacks, **EL8+** = 3 Attacks.

No matter what else a combatant is doing during a Turn they can always Defend against at least one Melee Combat Attack. Combatants with a Weapon **EL** of 4 or better can defend against 2 such attacks and those with **EL** above 8 can defend against 3.

E.g. a combatant with **EL9** who cannot attack in the melee phase can still defend against 3 attacks.

4.5.2 How to Attack

The attacker rolls 1D20 which is modified by a couple of factors and if the result is equal or less than the combatant's **base attack** the attack scores a hit.

$$\text{Base Attack} = \text{Weapon EL} + \text{Attribute}$$

For most weapons and attacks the Attribute is the *Combat Potential* [**CP**]

The attack roll is modified by:

- (1) the Attacker moved toward defender this turn -2
- (2) the target was moving away from attacker this turn +4
- (3) the target was moving toward the attacker this turn -2
- (4) attacking the rear or attacking a fallen target -8

4.5.3 How to Defend

The combatant facing an attacker rolls 1D20 to defend against each attack. As long as the defender has a parry left they announce a parry and apply the Base Parry

$$\text{Base Parry} = \text{Base Attack} + \text{Shield Value}$$

Whenever defenders run out of parries, they apply 1/2 the **Base Parry** to the subsequent attacks and take a *Strain Check* at the end of the Turn.



If the roll is equal or less than the Base Parry or 1/2 Base Parry, the attack is blocked.

This system clearly gives the advantage to the defense which is a consequence of combatants using shields and wearing armor.

If the defender is unarmored, as in no helmet or body armor of any sort, add +4 to the parry die roll. If the defendant is partially armored, wearing at least a helmet, add +2 to the parry roll.

If the initial attack was a critical hit, the parry must be a critical success to stop it.

4.5.4 Melee Bashing

A combatant could be bashed and knocked over during a melee encounter. Bashing can take place in two ways: (1) being run over by a heavier opponent (2) being seriously wounded or worse in melee combat.

The first kind of bash results from the opponent using a brawl or wrestling attack and having the initiative after moving into the melee combat. A successful bash coming for the front can be resisted and saved against by rolling **LC** or less on 1D10. A bash coming from the rear cannot be stopped if the opponent is equal in weight or heavier than the target. If the opponent is lighter the target can roll against **LC** to save.

The second kind of bash is the result of suffering a serious wound or higher. If the target saves against Shock, the target also has to save against falling over by rolling 1D10 against **LC**.

A bash staggers the target away from the attacker. If the target is stunned by the attack as well, there is a knock down which renders the target totally inactive for 1 Turn.

4.6 Mounted Combat

Mage & Warrior covers the period when heavily armored cavalry dominates warfare. Horses are a very important part of combat outside of towns and buildings. Horses add to combat the dimensions of increased mobility and mass. They can also be used as weapons themselves.

The horse anchors the fighting man with his lance, improving his ability to strike opponents. The normal situation in mounted combat involves fighting between horsemen or between horsemen and foot soldiers. In horse versus horse fights there would be an initial charge where the riders try to get the benefits of momentum. This could be with couched lance, cavalry spear or sword. The charge would be followed by a swirling melee of riders striking each other with swords, axes, maces or other short weapons while their horses kicked and bashed each other and trampled any hapless rider who fell. In horse versus foot combat, there may be an initial cavalry charge against standing infantry followed by general trampling and bashing of the foot troops by the horses while their riders attack from above with swords, etc. The foot could keep the horses away by the use of Pole Arms such as pike.



4.6.1 Acquisition of Horses

Many *personae* will enter the game with some sort of prior military service (see *Prior Circumstances* 2.6) during which time they may have acquired a horse. The class of horse so acquired will depend upon the *persona*'s social class as well as the kind of military service:

Horse Acquisition (Class of Horse) 1D100						
	Levy			Mercenary		
Roll	Noble	Middle Class	Rabble	Noble	Middle Class	Rabble
01-10	2	1	-	2	2	1
11-25	2	2	1	2	2	2
26-60	3	2	1	3	3	2
61-80	3	3	1	4	3	2
81-90	4	3	2	4	4	3
91-100	4	4	2	4	4	3

4.6.2 Attributes of Horses

There are four grades or qualities of horses: The Common Horse/Palfrey (1) and three grades of War Horses - Light (2), Medium (3) and Heavy (4).

The attributes necessary for game purposes of these grades of horses are determined as follows:

Endurance [EN]

This attribute is determined for each horse based on its class. Apply the following formula:

$$\text{EN} = 2 \times (\text{Class Value} + 2d6)$$

Class Value: (1) Common Horse: 8
 (2) Light War Horse: 10
 (3) Medium War Horse: 12
 (4) Heavy War Horse: 14



Shock Resistance [SR]

This attribute is determined by $5 + 1d6$

Lift Capacity [LC]

This attribute is determined by $3 + 1D6$. The result means the following:

Lift Capacity	Class of Horse			
Score	1	2	3	4
4	275	375	575	675
5	300	400	600	700
6	325	425	625	725
8	375	475	675	775
9	400	500	700	800

A horse carrying weight in excess of these numbers is encumbered and must make a **Strain Check** every 30 minutes with a +1 added for each roll after the first. If the horse is reduced to 50% or less of its original **EN** by strain, it will immediately collapse from exhaustion.

Combat Potential [CP]

The combat potential of a horse is **Class** + $1D6$



4.6.3 Mounted Movement

A mounted man or woman can move much faster than one on foot once the mount is up to speed. The following table gives the **normal/encumbered** rates of movement for four speed a horse might be travelling. It takes one movement phase to speed up a level of movement but only one phase come to a complete stop from a charge. The movement is in yards/turn:

Horse Movement (Unencumbered/encumbered)				
Class	Walk	Trot	Canter	Charge
1	10/8	20/15	30/20	50/na
2	15/10	25/20	35/25	60/na
3	12/9	15/10	25/15	40/na
4	10/8	12/8	20/12	35/na

4.6.4 Mounted Combat factors

The weapons and armor used on horseback are the same as used on foot. Certain weapons are not used such as halberds or two-handed swords or two-handed flails. Horsemen used swords, spears and lances. Horses used their teeth and hooves as weapons.

4.6.4.1 Mounted Combat and Defense Bases

The Attack base of a mounted fighter is a function of weapon EL, Mounted Combat EL and the class of the horse. The Defense base of the mounted fighter against another fighter is 1/2 the Attack Base:

$$\text{Mounted Attack} = \text{Weapon EL} + \text{Mounted Combat EL} + \text{Horse Class}$$

$$\text{Mounted Defense Base} = 1/2 \text{ Attack Base} + \text{Shield Value}$$



86 4.6.4.2 Horse Attack and Defense

In melee combat a trained horse can assist its rider by also fighting and defending itself.

Horse Attack Base = CP + 1d6

Horse Defense Base = 1/2 Attack Base

4.6.4.3 Horse Kick and Bash

A horse moving faster than a walk always delivers an Impact Bash to a target in its path. The target can evade a bash only by rolling **Co** or less on 1D10. A horse will automatically bash down a target from the rear unless the target has a *Vision Base* of 16+. A successful kick inflict damage as a Heavy Improvised weapon using the horse **CP**.

4.7 Weapons

4.7.1 Hand Held Melee Weapons

The weapons used by combatants in *Mage & Warrior* are relatively unsophisticated but deadly at close range. For game purposes they are grouped below into three broad categories: weapons for use in brawl combat, hand weapons, and missile weapons.

Many variations of each type of weapon exist. Players should consider the ones listed as the generic version which stands for all weapons of that type.

The players and GM are free to add any specific weapon they wish. Weapons which strike more than 4' from the user, such as Pole Arms are designated with *. If no * is listed it is a short range weapon. The longer weapons get to strike first when facing a shorter weapon.

Bare - Handed Weapons

Fist: This is an attempted blow with any part of the body above the waist to poke or hit an opponent including a head butt, elbow jab, shoulder push, rabbit punch, etc.

Kick: This is a blow with any part of the body below the waist to poke or hit an opponent. It includes a body bash with the side of the body. A true kick with feet or boots can do real damage, while a kick with other parts of the body below the waist can only result in a bash. The attackers must specify whether they are kicking or bashing.

Grapple: This is the use of any part of the body to ensnare an opponent and only a bash can result from a grapple. Choking is a specialized form of grapple which is more difficult to achieve.

Light Improvised Weapons: This includes any object less than 2 lbs/1kg and under 1 yd/meter in length, that one might pick up and use as a weapon.

Knives: These includes any short bladed instrument that may be lying around or carried. A knife can be thrown or used as a cutting or thrusting weapon.



Melee Weapons

Daggers: These are slightly longer than knives, designed primarily to thrust having many different shapes of blades.

Swords:

Military Short Sword: The short thrusting sword preferred by troops trained in tight formations.

Barbarian Long sword: A cutting or slashing weapon used one handedly.

Broadsword: An evolved from of the **Barbarian Long sword** used as both a cutting or thrusting weapon with one hand.

Bastard Sword: A long sword which can be used either one handed or two handed.

*Two-Handed Sword **: A heavy long sword which has some of the range of a Pole Arm used for both cutting and thrusting.

Estoc: A thrusting sword very effective against plate armor.

Falchion: A machette like heavy short sword use for cutting and crushing armor plate.

Maces

Mace: A shaft with a single weight on the end made of stone or metal.

War Hammer: A shaft with a large hammer head on the end of it.

Morning Star: A shaft with a chain having a ball at the end of the chain.

Flail : A short or long shaft with a chain and a smaller shaft at the end of the chain. The long shafted flail counts as a Pole Arm.

Axes:

Axes are favorite weapons of some sentients such as the Dwarves.

Two-Handed Barbede Ax : A weapon with the range of a Pole Arm which has a single cutting edge and an extended flange which can be used as a shield hook

Two-Headed Double Ax : A double bladed ax with a long shaft handle having the range of a Pole Arm

Small Ax: A small shafted one handed ax.

Pole Arms

Spear : Used on foot one handed as a short thrusting pike with a shield or as a two-handed thrusting weapon. Spears can be used mounted.

Pike : A long two-handed spear from 9' to 16' in length.



Partisan : A 6' to 7' shafted weapon with both a spear and ax head at its end.

Halberd : A 6' to 7' shafted weapon with both a spear and a double bladed ax head at its end.

Bardiche : A 6' to 7' shafted weapon with a single long blade head at its end.

Lance : A spear reinforced to withstand the greater stress involved in using it in a couched mounted charge.

Farm Implements: Peasants often use ordinary farm implements as Pole Arms including hoes, scythes, flails, pitchforks and staffs.

Heavy Improvised Weapons

This category comprises those miscellaneous objects over 2lbs/1kg and over 1 yd/m in length, that may be used as hand weapons in emergencies. Combatants must not become burdened by lifting such objects if they want to use them.

4.7.2 Missile Weapons

For the effective ranges of missile weapons see the chart below.

Thrown Objects:

These include anything a fighter can pick up and throw at an opponent.

Javelins/Darts

Very short and light spears thrown at an enemy and preferred by light troops.

Throwing Axes

A small ax with a larger head tossed at the enemy. Used by Northern Barbarians and Dwarves.

Slings:

Hand Sling: Usually took the form of a strip of leather with a pocket at one end. Used by light troops and skirmishers to fire small stones and lead pellets.

Staff Sling: A sling attached to the end of a 4 to 6 foot pole. A difficult but effective weapon to use.

Bows

Short Bow: The normal hand-drawn bow used by most nations.

Long Bow: A large hand drawn bow 5 or 6 feet long made of yew or ash. Used by Northern peoples and Elves. This kind of bow weakens in extremely dry climates.

Composite Bow: A heavy hand drawn recurved bow made of laminated horn and wood. Effective in dry climates but ineffective in wet climates where moisture weakens the glue holding the bow together.



Crossbows

Light Crossbow: A weapon consisting of a short stout bow of wood and horn, set at right angles to a stock. The string is made of gut and pulled back by some sort of lever. The weapon is fired by a trigger mechanism.

Heavy Crossbow: A larger more powerful crossbow whose bow is made of metal and drawn by a pulley or other mechanical device.

4.7.2.1 Missile Ranges

Missile Ranges				
Weapon	Point Blank	Short	Medium	Long
Javelin	3	6	15	30
Throwing Ax	3	6	10	15
Sling	10	20	50	75
Staff Sling	30	50	75	100
Short Bow	20	40	75	100
Horse Bow	15	30	50	75
Long Bow	30	50	100	200
Composite Bow	30	50	150	250
Lt. Crossbow	30	50	100	200
Hy. Crossbow	50	75	150	300
War Engine	75	100	200	350



4.8 Armor & Shields

In *Mage & Warrior* armor has three components: body armor, helms and shields. Each of these components is assigned a value. When a *persona* or character is wearing armor the value of the armor is totalled with the value of the helm and the value of the shield and this total is compared to the *Armor Capacity* [**AC**]

$$\text{AC} = \text{Co} + \text{LC}$$

If the value of the armor total exceeds your *persona's* **AC**, your *persona* is encumbered. Note when your *persona* attributes are halved as the result of **EN** reduction to 50% or less, **AC** is also halved. This might result in immediate strain due to excess armor and further **EN** reductions.

4.8.1 Armor Values

The effect of armor is to reduce the impact of a blow which may reduce the severity of the wounds you receive. Armor does not make you harder to hit just a little tougher to kill. The benefits of armor are off-set by its weight. A full suit of chain weighs about 70 lbs and a full suit of fine plate weighs about 55 lbs.

For game purposes your *persona* should be wearing body armor and a helmet of equal value. Wound assessment will be based on the Body Armor in these Basic Combat Rules.

Body Armor

- 1 Padded cloth or soft leather
- 2 Hardened Leather
- 3 Scale
- 4 Chain
- 5 Heavy scale or Brigantine
- 6 Combination Chain & Plate
- 7 Full Plate

Helms

- 1 Leather Helm
- 2 Conical Helm
- 3 Helm with Some Face Guard
- 4 Closed Face Helm
- 5 Closed Face Deflecting Helm
- 6 Visored Closed Face Deflecting

Shields

- 1 Object or weapon
- 2 Buckler
- 3 Center Bosse Round
- 4 Large Cavalry
- 5 Large Infantry



4.9 Wounds

4.9.1 Type of Wounds

Whenever your *persona* receives a wound, the **EN** level drops. How far depends on the nature of the wound:

Light Wound [L] -2 **EN**
Serious Wound [S] -4 **EN**
Greivous Wound [G] -8 **EN**
Mortal Wound [M] -10 **EN**

EN can be temporarily reduced as the result of shock or strain. Remember your *personae* must check for shock whenever they receive a serious wound or worse or whenever they receive a wound inflicted by magic.

Remember that *Survival* **EL** is added to **EN**

4.9.2 Effect of Wounds

Whenever your *persona* **EN** level drops below 50% of the original total, all other attributes or primary characteristics are reduced by 50% rounded up to nearest whole number. Whenever your *persona* **EN** drops below ZERO, your *persona* could be dead. The actual point of death is up to the GM. We recommend that a *persona* who loses another 50% of their **EN** is DEAD. Once the *persona* is below 0 **EN** they would be unconscious and rapidly slipping toward death if medical aid is not forth coming.

4.9.3 Wounding Charts

Whenever a hit is scored in combat the target may receive a wound. When a wound is scored consult the following charts and modify the result of the hit according to the listed modifiers. There are ten columns in the charts, you cross index the weapon used to inflict the hit with the CP of the attacker and then add or subtract columns by moving left or right according to the modifiers.

Modifiers

Hand-held Weapons

Target Armored 1 Column Left per Armor Value
 Attacking Rear 2 Columns Right
 Lance 1 Columns Right per Horse Class

Missile Weapon

Point Blank 3 Columns Right
 Medium R. 2 Columns Left
 Long R. 3 Columns Left
 Soft Cover 2 Columns Left
 Hard Cover 3 Columns Left
 Target Armor 1 Columns Left per Armor Value



Optional Modifiers:

Very experienced personae or characters can vary damage by moving 1 to 3 Columns left or right: **EL7+** = 1 Columns Left or Right **EL9+** = 3 Columns Left or Right

Parries which fail but are close can also reduce damage by 1 Column Left due to a partial deflection.

Bare-Handed Damage											
Weapon	Attacker's Modified CP										
	0	1	2	3	4	5	6	7	8	9	9+
Bash	-	-	-	-	-	L	L	L	L	L	S
Grapple	-	-	-	-	L	L	L	L	L	S	S
Fist	-	-	-	L	L	L	L	L	S	S	S
Kick	-	-	-	L	L	L	L	S	S	S	G
Light Imp.-	-	-	L	L	L	L	S	S	S	G	G
Knife	-	-	L	L	L	L	S	S	S	S	G



Melee Weapon Damage											
Weapon	Attacker's Modified CP										
	0	1	2	3	4	5	6	7	8	9	9+
Hy.I-mp.	-	-	L	L	L	L	S	S	S	S	G
Dagg-er	-	L	L	L	L	S	S	S	S	G	G
Mace	L	L	L	L	L	S	S	S	S	S	G
War Ham-mer	L	L	L	L	L	L	S	S	S	S	G
Farm Impl.	-	L	L	L	L	S	S	S	S	S	G
Small Ax	-	L	L	L	S	S	S	S	S	G	G
Falc-hion	-	L	L	L	S	S	S	S	G	G	M
Broad S/Est-oc	-	L	L	S	S	S	S	S	S	G	G
B.Lo-ngsw-ord	-	L	S	S	S	S	S	S	S	G	G
Basta-rd S.	L	L	S	S	S	S	S	S	G	G	M
2H Swor-d	L	L	S	S	S	S	S	G	G	G	M
2H Ax		L	L	S	S	S	S	G	G	M	M
Flail		L	L	S	S	S	S	G	G	G	M
Spea-r/Pik-e	L	L	S	S	S	S	S	S	G	G	M
Parti-san		L	L	S	S	S	S	G	G	G	M
Halb-erd		L	L	S	S	S	S	G	G	G	M
Mor-ning Star	L	L	S	S	S	S	G	G	G	M	M



Missile Damage

Wea- pon	Attacker's Modified CP										
	0	1	2	3	4	5	6	7	8	9	9+
Obje- ct<1- 0lb	L	L	L	L	L	S	S	S	S	S	S
Obje- ct>1- 0lb	L	L	L	S	S	S	S	S	S	S	G
Knife	-	-	-	-	L	L	L	L	S	S	G
Javel- in/D- art	-	-	-	L	L	L	L	S	S	S	G
Ax	-	-	L	L	L	L	S	S	S	G	G
Sling	-	-	L	L	L	L	S	S	S	S	G
Staff Sling	-	L	L	L	S	S	S	S	S	S	G
Short Bow	-	L	L	S	S	S	S	S	S	G	G
Long Bow	L	L	S	S	S	S	S	S	G	G	M
Com- p. Bow	L	L	S	S	S	S	S	G	G	G	M
Lt. Xbow	L	L	S	S	S	S	S	G	G	M	M
Hy.X- bow	S	S	S	S	G	G	G	G	M	M	M



Magic Wounds

Whenever a hit is scored by magic the target may receive a wound particularly when fire, poison gas, or similar Deeds are employed. When your *persona* receives a magic wound you must do a shock check unless your *persona* is a magus as well. When using the following table apply these modifiers:

Target beyond 1/2 Range: 1 Column Left

Target Moving: 1 Column Left

Target Non-Magus 2 Column Right

Target Wearing Magic Protection: 2 Column Left

Magic Damage											
Effect	Caster's EL										
	0	1	2	3	4	5	6	7	8	9	9+
Fire	-	L	L	S	S	S	G	G	G	M	M
Pois- on	-	-	L	L	L	S	S	S	S	G	G
Other	-	-	-	L	L	L	L	S	S	S	G



Wound Recovery

The rate of recovery from a wound depends on the seriousness of it and is measured in days, weeks and months of game time. Less serious wounds and their **EN** are recovered in the time required to recover the more serious wound.

Light Wounds - 1d6 days per wound up to 5, any Light Wounds over 5 are concurrently healed with those wounds below 5. You recover 2 EN per Lt Wound recovered.

Serious Wounds - 1d6 weeks per wound up to 3 (wounds over 3 are recovered concurrently with those below 3). You recover 4 EN per serious wound recovered.

Grievous Wounds - 2d6 weeks per wound up to 2, with a 50% chance of amputation of a limb being required, because of a medical opinion, (player choice). A successful amputation reduces the wound to a serious wound. An unsuccessful one increases the wound to a Mortal Wound. You recover 8 EN per grievous wound recovered.

Mortal Wound - 2d6 months per wound up to two. Mortal wound other than arm or leg wounds are fatal 75% of the time.

Healing

The speed of recovery can be increased through medicine, blessings and magic. Magic will recover EN and Blessings will recover both EN and the kind of wound suffered.



Characters

Characters is what *Mage & Warrior* calls the non-player characters. They are all played by the GM even though they may be retainers or fellow travellers of the *personae*.

A character is a much simpler creation than a *persona* for they often have to perform only a single function - the servant who enters the room and picks up the empty dishes and leaves. For example, a *persona* Magus who is dealing with a government official in order to renew his license to practice magic need not confront the whole man but merely a subset of attributes and skills such as Greed, ability to be bribed, spending habits and expertise in his official area. If magic is not being used, the character need not have anything noted regarding magic attributes or MP.

5.1 Combat Attributes and Skills

It is an assumption of *Mage & Warrior* that characters will never be quite as proficient as *personae*

5.1.1 Attributes

To generate a Warrior Character, roll as indicated for each of the following attributes:

Endurance = $2 \times (2 + 1D6)$
 Coordination = $1 + 1D6$
 Shock Resistance = $3D6$
 Behavior Pattern = $2 + 1D6$
 Combat Potential = $1 + 1D6$
 Lift Capacity = $1 + 1D6$
 Marksmanship = $1 + 1D6$

5.1.2 Character Combat Skills and EL

Character Warriors will have $1D6$ combat skills from the Local Mercenary list or whatever skills the GM requires for the situation. Each skill will have $1 + 1D6$ in EL.

Warriors will be equipped as the GM requires.

Major Warriors or Major Villians should be created using the full *persona* rules

5.1.3 Magical Attributes and Skills

It is assumed that the mage character is just that a mage without being a warrior.

5.1.3.1 Attributes

To generate a Warrior Character, roll as indicated for each of the following attributes:

Endurance = $2 \times (2 + 1D6)$
 Coordination = $1 + 1D6$



Shock Resistance = 3D6
 Behavior Pattern = 2 + 1D6
 Vision Capacity = 2+ 1D6
 Spirit Control = 2+ 1D6
 Psychic Capacity = 1+ 1D6

5.1.4 Type of Mage

Roll 1D6 and consult the following table to determine type and mode

1,2 = Psychic: 1D6	1,2 Medium
	3,4 Prophet
	5,6 Mind Blow
3,4 = Magus: 1D6	1,2 Conjuror
	3,4 Thaumaturge
	5,6 Enchanter
5,6 = Cleric: 1D6	1-4 Symbolist
	5 Mystic
	6 Agent

5.1.4.1 Deeds of Wonder Power and EL

The mode **EL** is determined by 1 + 1D6. The character has the **Deeds of Wonder/Power** as per the regular rules for determining these.

5.2 Non-fighter Non-Mage Characters

These are ordinary persons which the *personae* meet in the course of the adventure. They can be generated with fewer attributes than Mages or Warriors:

Endurance = 2 x (2+1D6)
 Coordination = 1 + 1D6
 Shock Resistance = 3D6
 Behavior Pattern = 1+1D6

Ordinary characters are skilled in whatever the GM needs them for at 1+1D6 EL. The GM can assess their success by rolling 1D10 against their EL.

5.3. Animals

Animals which are not monsters nor intelligent have the following Attributes based on size of animal

Endurance: Large Animal = 2 x (5 +2D6)
 Medium Animal = 2 x (2 +1D6)
 Small Animal = 2D6
 Tiny Animal = 1D6



