

*Chivalry & Sorcery:
The Rebirth
Vol. I - Core Rules*



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FOREWORD

Well, here it is – **Chivalry & Sorcery: The Rebirth**.

Some of you may be saying why "The Rebirth", why not just call it C&S4? Well as we enter the new millennium with a new home and publishers who are based in a country steeped in medieval history, with castles built to withstand the elements and the years, along with ancient and noble orders of knights that can trace their ancestry back to the time of Chivalry, we felt that it was truly a Rebirth.

Major sections of the rules have been re-constructed to provide what we feel is a streamlined but comprehensive set of rules. The rules have been provided in three separate volumes to assist in their use during gaming session and to allow players to obtain the rulebook that they require.

It is our intention to utilise the extensive source material that we now have access to, so that we can fully detail the mediaeval background that **Chivalry & Sorcery** truly deserves.

Good reading and fun gaming ...

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DEDICATED TO:

TO ALL THOSE WHO HAVE FOR THE LAST 23 YEARS

LOVED, CARED AND CONTRIBUTED TO

CHIVALRY & SORCERY

AS THEIR OWN.

BE THEY STILL HERE OR WATCHING FROM ABOVE.

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INTRODUCTION

Welcome to Volume One of the Core Rules of **Chivalry & Sorcery: The Rebirth™**. This first volume introduces you to the experience that is *Chivalry & Sorcery*, a medieval re-enactment game, which can also be called a role playing game. This is a detailed set of rules allowing you to present a fantasy or historical role-playing game with a touch of realism. By using a known social setting, that can be familiar to all users of the system, it is easier to describe the actions of characters and how they interact with the world around them.

The scope of this book is to provide a set of comprehensive rules for character generation, skills, vocations combat and a wealth of equipment. The vocations detailed herein cover the warriors and rogues of the medieval world. For those wishing to bring Wizards and Priests to the game we recommend **Magicks & Miracles (Vol. II - Core Rules)**.

WHAT IS A ROLE PLAYING GAME?

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

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

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

BEING A PLAYER

If you are a novice role player some of these rules may appear daunting but do not worry, as already stated they are merely a framework to resolve situations of conflict, such as when you want your character to climb a wall you need to know if he is a good climber; if your character wants to hit something with a sword, is he a good sword fighter, what is his chance to hit an opponent? The rules are there to answer such questions. As a player your job is to create an entire life and personality for your character (later referred to as the **Player Character** or **PC**).

By using the rules you determine the PC's basic physical, mental and social attributes, the base numbers from which the PC is fleshed out. Once the PC has been created, you the player assume the role of the PC, acting out his/her personality and actions to your audience, i.e. the Gamemaster and the other players. In turn you are their audience but in a role playing game audience participation is a must, as the others in the game play out their performance, they interact, heckle, argue etc. but always in character, the game is meant to be fun for everyone.

As your performance continues you will see the plots of stories told by the Gamemaster unfold before your very eyes and the evolving story-line will become enriched by your participation.

BEING A GAMEMASTER

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

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

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

For more detailed information on Gamemastering see **The Gamemaster's Companion (Vol. III - Core Rules)**.

SAMPLE OF PLAY

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

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

Gamemaster: Griselda, what are you doing?

Player 2 - Griselda: I ready my staff to assist with any magicks I may decide to employ, just in case whatever approaches proves to be hostile.

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

The action is over to you - have fun!



CHARACTER GENERATION

It is recommended that the Gamemaster devote an entire gaming session to a character design session with his players. Character creation is a serious matter and should not be rushed. The character a player creates becomes his **persona**, his **alter ego** in the fantasy world. It is in everyone's best interests that players are able to develop their characters in depth, for that makes the entire role-playing experience much more rewarding and enjoyable for everyone.

DEVELOPING CHARACTERS TAKES TIME

It is recommended a leisurely approach to creation of **Player Characters (PC)**. After all, the PC is someone a player is going to live with, literally, for quite some time. It is best the player gets to know his PC well. Only then will he be able to breathe life into his character and make that character become a "real person" in the world of the Fantasy Role-playing (FRP) campaign.

A Player Character (PC) grows and evolves over the course of a role-playing campaign. This unique character will begin to assert itself after a while so that the player will come to see the campaign through his PC's eyes rather than his own. He will react the way his PC is expected to react, he will say what his character is expected to say etc. As this occurs, the player will begin to feel "at home" in the fantasy world his Player Character and his companions inhabit.

THE CHARACTER CREATION SESSION

"The longest journeys begin with a single step," the ancient saying goes. Like all beginnings, that first step is important. Character creation starts what is hoped will be a long and fascinating journey into the realms of purest fantasy. If that beginning is rushed, it is possible, like any traveller to distant and unknown lands, to find that characters are not well prepared for the many adventures and challenges that await them. The character creation session is the foundation on which fantasy adventuring is built.

Chivalry & Sorcery has always stressed developing Player Characters in great detail. The more you know about your PC from the start, the faster you will develop his unique personality and give him a life of his own. Character creation establishes vital facts about the PC. It gives him a set of physical and psychological characteristics complete with a few special abilities, quirks and foibles. He has a social and family background that influences his early knowledge, skills, and attitudes. He has a place he can call "home" in a community populated by people he knows. This is important since no matter how far one ventures into the world, it is good to have a home to return to along with old friends and neighbours one knows and can trust and count on in times of trouble.

The Gamemaster can also make use of the unique qualities of a character's personality and background. These will help him to create the "story-line" that the players will be acting their way through as an adventure progresses. The more complete the character, the easier the task before the Gamemaster and the easier the player will find it to understand and develop his character. We provide various means to individualise PCs by bestowing on them various talents and special abilities, quirks, foibles and flaws. All part of making a PC truly a person in his own right.

By the end of the **Chivalry & Sorcery** character creation process, the PC will emerge as a person with a past, a present and also a future, so be patient. Creating a **Chivalry & Sorcery** Player Character takes time, but it can be an interesting adventure. Use it to explore the potential of your Player Character and prepare him for the adventures that are about to begin.

STEPS IN CHARACTER CREATION

Below are the steps to basic character creation.

- 1 Decide PC Race
- 2 Select a Character Creation method
- 3 Determine the Birth Omens and initial PC Points
- 4 Determine Personal Attributes
- 5 Determine PC's Background
 - a) Determine PC's Social Class
 - b) Determine PC's Social Status
- 6 Determine the PC's Sibling Rank
- 7 Determine the PC's Family Status
- 8 Determine "The Curse" (if required)
- 9 Determine Special Talents or Abilities
- 10 Determine Deficiencies or Defects
- 11 Determine Personal Fears
- 12 Determine Character Size
- 13 Determine Body Points, Recovery Rates etc.
- 14 Determine Fatigue Points, Recovery Rates etc.
- 15 Determine Lifting & Carrying Capacity
- 16 Determine Jumping Ability
- 17 Determine Movement Rates
- 18 Determine Birth Horoscope (optional)
- 19 Determine Character Age (optional)
- 20 Determine Personalising Character Traits (optional)

STEP 1 - DECIDE PC RACE

Humans

Humans are the most common race encountered in the basic **Chivalry & Sorcery** setting. We advise players who are new to role-playing to choose Human characters until they are "comfortable" in the fantasy world created by the Gamemaster.

Non-Humans

In basic **Chivalry & Sorcery** gaming, non-Humans are "outsiders" in a Human world. Subject to the Gamemaster's approval, various non-Human characters can be created using the appropriate **Chivalry & Sorcery** supplements. Each supplement details the nature, culture, and unique qualities of each non-Human character type. Such detail makes it easier to role-play them and we would recommend them to any player wishing to portray a non-Human character.

However, some players may wish to attempt to play such characters right away. Therefore to assist, brief outlines are provided for Elves, Dwarves and several other types of non-Human characters in **The Gamemaster's Companion** (see Vol. III Core Rules). However, be warned that these are only brief guidelines and barely reflect the scope and depth that can be found in the appropriate **Chivalry & Sorcery** supplements.

STEP 2 - SELECT A CHARACTER CREATION METHOD

In **Chivalry & Sorcery**, one needs to have some kind of a "campaign strategy" worked out when "custom designing" a PC and this strategy is usually decided on by the Gamemaster in order to reflect the kind of role-playing campaign that he wishes to create. Our character generation systems make it possible, within limits, for players to develop the type of characters they really want to role-play.



Note: The Gamemaster has final approval on the level of points available depending on the style of role-playing campaign he intends to run.

As a rule, those methods which produce truly superior PC's should be reserved for campaigns characterised as "High Fantasy", where great challenges await the PCs and so demand they possess extraordinary abilities if they are prevail.

CHIVALRY & SORCERY - RANDOM METHOD

The creation of the character is entirely left to the fate of luck and the roll of the dice regardless of the campaign type that the Gamemaster intends. Attributes, special abilities etc. are all rolled randomly except where defaults are given, when these can be selected as an alternative.

Note: Ignore all references to PC Points since they are not applicable to this method.

CHIVALRY & SORCERY - POINTS BASED METHOD

Historic Characters: Historic characters are generated using a method that results in a reasonably historical and realistic character. The character will possess slightly above average abilities but will not possess any capabilities that are greatly outstanding. You have **125 PC Points** to "buy" your PC's Attributes, special abilities etc.

Heroic Characters: Heroic characters are generated using a method that results in a character of truly superior abilities in some areas. Heroic Fantasy Role-play (FRP) demands such potential in PCs. At the same time, they will not possess Attributes that might be described as extraordinarily high. You have **150 PC Points** to "buy" your PC's Attributes, special abilities etc.

Super-heroic Characters: Super-heroic characters are generated using a method reserved for "High Adventure" campaigns requiring PCs of super-heroic stature and almost super-human capabilities. They will be subjected to high-order opposition in the FRP campaign and will probably not survive for long if they do not possess matching qualities. You have **175 PC Points** to "buy" your PC's Attributes, special abilities etc.

STEP 3 - DIVINE THE BIRTH OMENS

Many cultures believe supernatural forces influence destiny. Such influences are represented by **Aspect**.

To determine the character's birth omens:

- 1 Roll a D100 dice and compare the result to *Table 1.3a - Birth Omens*, or
- 2 Default to a Neutrally Aspected character, or
- 3 Elect to pay the appropriate PC Points cost as indicated in *Table 1.3a - Birth Omens* for a Well or Poorly Aspected character.

1D100	Aspect	PC Points ¹
01-15%	Well Aspected	-10
16-85%	Neutrally Aspected	0
86-100%	Poorly Aspected	+10

¹Postive numbers show the number of additional points gained if chosen, whilst negative numbers show the number of points that must be spent to obtain this Aspect.

TABLE 1.3A - BIRTH OMENS

Well Aspected: Your character was touched by supernatural forces and has a strong affinity to Magick. Well Aspected mages add **+10** to their **Personal Magick Factor (PMF)** in all Modes of magical practice. The character might even have a special Magical Ability right from birth. All Well Aspected Humans have **Magick Resistance (MR)** of **0%** because of their affinity to the Arcane. The Gamemaster might even provide some prophecy about the PC that was divined at his birth, which can be used later in the campaign to advance the action. The Hand of Destiny, as it were!

Neutrally Aspected: There is no strong magical presence in a Human character's blood. He has **MR 10%**. Neutrally Aspected characters usually cannot practice Magick in a world with minimal magical forces. In a world with moderate magical forces (or mana levels), they can practice Magick **only** if they choose a magical vocation.

Poorly Aspected: Dark Forces actively oppose your character or certain supernatural forces have taken an unhealthy interest in him. This does not make him Evil! Indeed, he may be destined to fight against Evil and due to this has attracted the active hostility of Dark Forces. Again, some prophecy divined at birth might be introduced.

Being Poorly Aspected carries some distinct advantages as well as a number of disadvantages, so it is not always undesirable. It may well be a requisite for some magical vocations (e.g. Necromancy). If a birth prophecy attends the PC, it might explain the apparent animosity of some supernatural enemy and set the stage for a later confrontation or even decide the very vocation a PC might follow (player's choice, of course).

At least one **Curse** afflicts a Poorly Aspected PC. However, being Poorly Aspected also bestows a powerful affinity to Magick. Mages who are Poorly Aspected add **+10** to their **Personal Magick Factor (PMF)** in all Modes of magical practice, giving them the same initial advantage as enjoyed by the Well Aspected magus. Of course, the PC will have a correspondingly reduced natural resistance to Magick directed against him (**MR 0%**), just like the Well Aspected PC.

STEP 4 - DETERMINE PERSONAL ATTRIBUTES:

THE ESSENCE OF THE PLAYER CHARACTER

Attributes are characteristics that define the overall nature and general capabilities of every character. The higher an Attribute, the more a character enjoys the benefits of various enhancements to learning and performing skills affected by that Attribute. Similarly, low Attributes may result in the impairment of a character's ability to learn and practice his skills.

The Nine Personal Attributes:

Agility (AGIL)	Strength (STR)	Constitution (CON)
Intellect (INT)	Wisdom (WIS)	Discipline (DISC)
Bardic Voice (BV)	Appearance (APP)	Piety (PTY)

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

Intellect (INT): This measures a character's ability to understand situations, concentrate, to reason and to remember. It is essential to intellect-based skills.

Bardic Voice (BV): This measures a character's ability to speak eloquently, sing etc., and is a very important Attribute for strong Charismatic skills.

Strength (STR): This measures the raw power of a character's body. It is important in determining Body and Fatigue Points and it affects physical and athletic skills.

Wisdom (WIS): This measures a character's judgement and insight into the deeper significance of things than might be apparent on the surface.

Appearance (APP): This measures a character's physical attractiveness. It affects his/her impact on relationships with others.

Constitution (CON): This is a measure of how healthy and durable a character is. It helps determine Body and Fatigue Points, influences how a character heals or resists disease, and affects survival.

Discipline (DISC): This measures your character's patience and ability to remain focused on a subject or goal. Disciplined characters tend to learn skills faster and their morale is higher as well.

Piety (PTY): This measures a character's religious faith or belief. It is of paramount importance to Clerics and has a major impact on the **Faith** skill (see **Magicks & Miracles (Vol. II Core Rules)**). Lay-people will find Piety provides many benefits.



If players wish for more detailed information on Attributes and other optional rules relating to them, more details are provided in **The Gamemaster's Companion** (see **Vol. III Core Rules**).

MAXIMUM & MINIMUM ATTRIBUTES

All Attributes have a maximum and minimum level and this is dependent on various elements, e.g. race, type of character etc.

Human characters have a minimum Attribute level of **02** and a maximum Attribute level of **20** for Historic characters, **22** for Heroic characters and **25** for Super-heroic characters.

For the maximum and minimum Attribute levels for non-Human characters see **The Gamemaster's Companion (Vol. III Core Rules)**.

RANDON METHOD OF ATTRIBUTE DETERMINATION

In order to randomly determine your character's Attributes you must roll **2D10**, eleven times and record the results. Discard the two lowest scores and allocate the remaining nine scores to the nine Attributes as you wish, ensuring that any minimum racial Attribute requirements are met.

PC POINTS-BASED METHODS OF ATTRIBUTE DETERMINATION

If you are using one of the PC Point-based methods to determine your character's Attributes, the following rules apply:

Humans normally may buy Attributes up to **Level 20**, although certain special circumstances may raise Attributes to Level 25 or even higher depending on the type of character being created (i.e. Historic, Heroic or Super-heroic). Attributes will cost **1 PC Point** per level up to and including Level 15, after which it will cost **2 PC Points** per level. Human characters **must** purchase a **minimum of 2 levels** for each of the Attributes unless there is a special case which allows a lower Attribute score. **A minimum of 18 PC Points must be spent to give the character Level 2 in all nine Attributes.**

ATTRIBUTE ROLLS

There are times when an action has to be performed for which the character has no skill or the situation calls for some reaction from the character. In this instance the Gamemaster may ask the player to make an **Attribute Roll (AR)** by rolling **equal to or under** a set percentage using a D100 along with a D10. The D10 die is referred to as the **Crit Die**. The result of the D10 or Crit Die roll reflects the measure of success or failure. The **Success Chance (SC%)** may be modified by a -% penalty or a +% bonus, depending on the degree of difficulty or advantage which the PC enjoys.

In order to make an **Attribute Roll (AR)** the player rolls three 10-sided dice (a percentile pair and critical die). A success on the percentile pair (D100), i.e. a result that is less than or equal to the percentage shown in **Table 1.4a** - *Attribute Rolls and Success Chance*.

Attribute Level	Success Chance (SC%)	Attribute Level	Success Chance (SC%)
2	20%	14	73%
3	25%	15	76%
4	30%	16	79%
5	35%	17	82%
6	40%	18	85%
7	45%	19	88%
8	50%	20	90%
9	54%	21	92%
10	58%	22	94%
11	62%	23	96%
12	66%	24	98%
13	70%	25+	99%

TABLE 1.4A – ATTRIBUTE ROLLS AND SUCCESS CHANCE

A 10 on the D10 Crit Die is called a **Critical Success**. A failure on the D100 and a 01 on the Crit Die is called a **Critical Failure**. Critical successes and failures bring special advantages or penalties.

Sometimes a character has to make an AR to see if he can accomplish a certain task. Typically, such tasks are not considered difficult enough to require a **Skill Check**, but there is still a chance of failure. At other times, a successful AR is needed as a "qualifying" roll **before** a character can apply a certain skill with maximum effect, or even apply it at all! This is particularly true in combat, where Agility or AGIL ARs determine the rapidity of one's reaction to tactical "surprises". Can the character react fast enough to employ all or any of his skill?

STEP 5 – PC BACKGROUNDS

Chivalry & Sorcery is usually played against a background based on or similar to that of medieval Europe. This means that the noble class is in charge. Status is everything in this world and decides who is the most important, who has the most power etc. Social mobility is difficult but not impossible. *Tables 1.5b to 1.5i – Father's Social Status* establish the rank of one's **father** in feudal society, which determines a PC's initial status in the social order. In feudal society, you were treated the way your father was, with little consideration for any superior personal merit you might have.

If one's PC is a commoner, he has to live with the fact that most people believe that men are **not** created equal. Everyone **knows** there is a divinely ordained "Great Chain of Being", and that everyone is **destined** to be born into a certain rank in society. If your PC is particularly ambitious, you should be prepared to meet others (typically NPC's played by the Gamemaster) with disapproving or resentful attitudes. Examples of this might be: "Who are you to question what the Deity has chosen for your place in life?"; "You aren't better than us!"; "Cease and desist with your upstart ways!" etc.

These types of comments will come from people who are your character's social equals and who might even be members of your PC's immediate family! Those higher in social class are less tolerant of "pushiness". (Besides, in a role-playing game, what point is there to being "noble" if it does not bring any special privileges?)

Class-consciousness is typical of all pre-modern cultures. Even if you do not feel it is at all "fair", your PC will find such attitudes are "normal". After all, he is a native of that fantasy world and is quite used to its ways, so you must deal with whatever fate has put on his plate.





CHARACTER GENERATION 1.4

The first step in determining a **Chivalry & Sorcery** character's background is to arrive at his general social class. Social class has a very important effect on who your character is, what he will know, and what he might or might not be able to do.

STEP 5A - DETERMINE PC'S SOCIAL CLASS

Players may choose to do one of the following:

- 1 Roll a D100 dice for random determination and compare the result to *Table 1.5a – Social Class*, **or**
- 2 Default to Rural Freeman or Townsman class, **or**
- 3 Pay the required number of PC Points to purchase the class required as shown in *Table 1.5a – Social Class*.

1D100	Social Class	PC Points ¹
01-10%	Servile or Serf	+4
11-50%	Rural Freeman	0
51-70%	Townsman	0
71-75%	Guildsman	-4
76-80%	Landless Knight	-6
81-90%	Landed Knight	-9
91-94%	Bannerette	-12
95-97%	Baron	-15
98-99%	Titled Noble	-20
100%	Royalty	-25

¹Positive numbers show the number of extra points gained if this class is chosen, whilst negative numbers show the number of points which must be spent in order to obtain that particular social class.

TABLE 1.5A – SOCIAL CLASS

STEP 5B - DETERMINE FATHER'S VOCATION & SOCIAL STATUS

This determines the character's precise family background. It establishes the vocation and social status of the PC's father and hence the character's childhood experiences, his basic social status and background skills.

Tables 1.5b to 1.5i – Father's Vocation determine the vocation and social status of a PC's father (or maternal grandfather if the character is illegitimate and unacknowledged). He enjoys his father's **basic** social status on entering the campaign. Circumstances may change later. He might win honours and a rise in social rank, promotion to high office, etc.

Note: The father's vocation is always rolled randomly.

1D100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-60%	Farmer	2 Agricultural Skills + 1 Skill ¹	05
61-70%	Horse Handler	Riding, Animal Handling + 1 Skill ¹	05
71-75%	Cowherd	Cattle or Dairy Herding, 1 Agricultural Skill + 1 Skill ¹	05
76-80%	Swineherd	Pig Raising, 1 Agricultural Skill + 1 Skill ¹	05
81-85%	Shepherd	Sheep Herding, 1 Agricultural Skill + 1 Skill ¹	03
86-90%	Castle Servant	Courtly Manners + 1 Skill ¹	03
91-92%	Cook	Cooking, Knife Fighting + 1 Skill ¹	05
93-94%	Blacksmith	Blacksmithing, Mace Combat + 1 Skill ¹	05
95-96%	Stable Hand	Animal Handling, Quarterstaff + 1 Skill ¹	03
97-100%	Labourer ²	Endurance, Conditioning, Lifting + 1 Skill ¹	03

¹Appropriate skill of the PC's choice

²Labourers receive **Endurance** and **Conditioning** at **Level 2** as standard.

TABLE 1.5B – FATHER'S VOCATION - SERVILES

Regardless of their social status, all PCs will have a basic knowledge of **Brawling**, and they are also considered to be reasonably fluent in their native tongue (spoken). Those PCs with **INT 12+** will also start with a basic knowledge of **Counting**.

Female characters may start out with one or more typical female skills instead of **Brawling**. If the character is of a class below that of Guildsman, replace **Brawling** with two of the following skills, **Cooking**, **Sewing** or **Weaving**. However, if the character is of the Guildsman class or higher, then replace **Brawling** with **Etiquette** and one of the following, **Cooking**, **Sewing** or **Weaving**.

The Servile Class

Serviles (also termed Peasants, Serfs or Villeins) are often but not always the poorest of the poor. The meaning of "serf" varies throughout the feudal period and also from place to place. To reflect this imprecision, we call all of the lowest class "Serviles". Initially, most of these wretches were barely above slaves and were bound to the land and could not leave the feudal manor without their lord's permission. Often, they were not allowed to own or even to carry weapons unless directed to do so by their lord.

By the 14th century, serfs in the royal domain in France had been freed from the land, a move eventually followed by many lords. Such men could be considered **Freemen**. In England, serfdom continued for a time after that and gained more precise judicial meanings. However, at one point in Germany, there were even "knight-serfs", men who were attached to a lord or to Church lands, who rose to positions of trust and considerable authority in their roles as servants of their masters, even having the training of Knights.

Selecting Servile status means the character can increase **two** skills in which they have basic knowledge by **one level**. This reflects a superior individual setting out to better himself in spite of social barriers. They also receive an additional **+2 Strength (STR)** (after all Attributes have been designated), up to the racial maximum. They also receive **Level 1** in **Conditioning** and **Level 1** in **Endurance** as background skills and gain **+3 Action Points**.

Should a Servile bear arms without his lord's express permission, he could well be deemed an outlaw.

By the common law (in England) a peasant could hide in a chartered town for a year-and-a-day. If successful, he was freed of his feudal obligations. A runaway Servile is an outlaw and can be reclaimed by his lord if found outside the boundaries of the town during the probationary year-and-a-day. In other parts of the feudal world, such a custom may or may not be in effect. In lands where it does not apply, a run-away never escapes his lord's claim and will be returned if discovered.



Rural Freeman

This group consists of all Freeman living in the rural part of the feudal nation. These include craftsmen (Miller, Baker, Blacksmith etc.), labourers (with little or no land), poor farmers through to wealthy farmers and Stockmen, Foresters, Fishermen, etc. Often they rent a plot of land from the local lord, although some may be freeholders who own their own land. Many might owe some feudal duty to the local lord. As a rule, most Freeman are expected to bear arms in the Lord's service. Military service ranges from being an Archer or Foot Soldier to "Sergeantry" (lightly armoured cavalry up to fully armoured troops who are not inferior to Knights in their equipment).

There is no great distinction in terms of wealth between the servile and the free. Rather, the difference is in the degree of personal freedom enjoyed. A Freeman does have some kind of feudal obligations, but these permit him to come and go more or less as he pleases.

However, while a character might choose an alternate occupation to the one followed by his father, it should be remembered that tradition often dictated that a person do as his father did! One reason family background skills are "inherited" by characters comes from this simple fact. In youth, such a character would have been taught such skills in the expectation that he would follow in Father's footsteps.

Freeman characters may increase **three** of their skills in which they have basic knowledge by **one level** and gain **+2 Action Points**.

Liveried Retainers are freemen serving in the household of the local lord. Their offspring enjoy an advantage in that, since they are present in their lord's household, they have an insider's chance of being noticed and being

accepted as retainers. They might have room and board in the manor house/castle grounds or they might have individual holdings similar to those of Serviles.

Freed Men are freed serfs. Many are in liveried service to their lord. These include PCs who have rolled 01–25% against *Table 1.5c - Father's Vocation - Freeman* and were accepted into higher vassalage by their lord. They are social equals to yeomen because of their free status. They have individual (usually rented) holdings similar to those of Serviles but are not bound to the land because they are freed from servile obligations.

Yeomen (or **Yoman** in Middle English) are essentially an English term, which we use to identify a special group of **freeborn** residents of the countryside who own smallholdings. The term Freeman is a good substitute. They are the backbone of the rural population and are strong supporters of the nobility. Some may be in liveried service (part of the lord's household). Others might rent their land from the local lord or might be freeholders who own their land in their own right, and some yeomen will be Foresters, Fishermen, rural tradesmen etc. Such individuals have (usually rented) holdings similar to those of Serviles but are not bound to the land, as are Serviles. It is likely that they owe some form of feudal service to the local lord, often as a condition attached to the rents they owe for their lands.

Freeholders are "yeomen" who own about 20-40 acres of land "in fee simple," meaning they can sell it and do not have to pay rent. However, they may still have some feudal obligations to the local lord, especially the duty of providing him with military service in times of war.

1D100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01%	Castle Chamberlain (L)	Write (Own Language), Counting, Calligraphy & Illumination + 1 Skill ¹	20
02-03%	Scribe Secretary (L)	Write (Own Language), Counting, Calligraphy & Illumination + 1 Skill ¹	18
04%	Sgt-Commander (L)	Riding, Mtd Combat + 2 Combat Skills	20
05-09%	Sergeant (L) ²	Riding, Mtd Combat + 2 Combat Skills	16
10-14%	Man-at-arms (L) ²	2 Combat Skills, Quarterstaff + 1 Skill ¹	10
15-17%	Archer (L)	Archery, Quarterstaff + 2 Skills ¹	10
18%	Chief Forester & Archery Master (L)	Archery, Quarterstaff + 3 Outdoor Skills	15
19-21%	Forester (L)	Archery, Quarterstaff + 2 Outdoor Skills	12
22%	Sergeant-Armourer (L)	Blacksmithing, Weaponsmith, Mtd Combat + 2 Combat Skills	19
23%	Castle Armourer (L)	Blacksmithing, Weaponsmith + 2 Combat Skills	15
24%	Castle Blacksmith (L)	Blacksmithing, Mace Combat + 1 Skill ¹	10
25%	Falconer (L)	Animal Training, Quarterstaff + 1 Skill ¹	10
26%	Horse Trainer (L)	Riding, Animal Training + 1 Skill ¹	10
27%	Master of Hounds (L)	Animal Training, Quarterstaff, Javelin, Throw Javelin + 1 Skill ¹	10
28%	Castle Cook (L)	Cooking, Knife-Fighting + 1 Skill ¹	10
29-30%	Rural Carpenter	Carpentry, Mace Combat + Quarterstaff	10
31-32%	Rural Mason	Masonry, Mace Combat + Quarterstaff	10
33-46%	Forester	Archery, Quarterstaff + 2 Outdoor Skills	10
47-51%	Fisherman	Fishing, Fisherman, Small Boats + Spear	10
52-55%	Village Blacksmith	Blacksmithing, Mace Combat + 1 Skill ¹	12
56-57%	Freehold Miller	Milling, Bargaining, Quarterstaff + 1 Skill ¹	12
58-85%	Freehold Farmer	2 Agricultural Skills, Quarterstaff + 1 Skill ¹	12
86-95%	Freehold Stockman	2 Animal Skills, Quarterstaff + 1 Skill ¹	15
96-100%	Petit Sergeant	2 Agricultural Skills, Animal Skills, Riding, Mtd Combat + 1 Combat Skill	18

¹Appropriate skill of the PC's choice

²The term "sergeant" is English and does not have the same meaning in other parts of Europe. Here we use it to distinguish retainers and freeholders who owe service as lightly armoured or well-armoured cavalry. Similarly, "Man-at-arms" is used to identify infantry troops of the common class. In other lands, the term "Man-at-arms" included well-armed and armoured foot soldiers that could be of the lesser gentility, almost the equivalent of knights except that they had not been knighted and did not hold lands equivalent to a knight's fee.

(L) Character's father is in liveried service in the household of a knight or great lord. Such characters have an excellent chance of being accepted into the service of the lord. This is a consequence of being in relatively close contact with him during their youth giving the lord the opportunity to take notice of their merits.

TABLE 1.5C – FATHER'S VOCATION - FREEMAN



CHARACTER GENERATION 1.6

1D100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-05%	Peddler	Bargaining, Con + 1 Skill ¹	08
06-07%	Tinker	Bargaining, Tinkering + 1 Skill ¹	08
08-09%	Beggar	Begging, Con + 1 Thievery Skill	0/12 ²
10%	Brothel Keeper	Intimidation, Con + Knife-Fighting	10
11-14%	Stable Hand	Animal Handling + Knife-Fighting	08
15%	Stable Owner	Animal Handling, Riding, Veterinary + 1 Combat Skill	12
16-19%	Cobbler	Leatherworking + Knife-Fighting	10
20-24%	Tailor	Tailoring, Bargaining + 1 Skill ¹	10
25-32%	Clothmaker	Spinning & Weaving, Dyeing + 1 Skill ¹	10
33-35%	Tanner	Leatherworking, Knife-Fighting + 1 Skill ¹	10
36-38%	Blacksmith	Blacksmithing, Mace Combat + 1 Skill ¹	12
39-43%	Shopkeeper	Bargaining, 1 Trade Skill + 1 Skill ¹	12
44-55%	Innkeeper	Innkeeping, Brewing + 1 Combat Skill	15
56-57%	Cook	Cooking, Knife-Fighting + 1 Skill ¹	10
58-62%	Harnessmaker	Leatherworking, Handle Animals + 1 Skill ¹	10
63-67%	Stall-keeper	Bargaining, Con + 1 Skill ¹	09
68-70%	Barber	First Aid, Knife-Fighting + 1 Skill ¹	10
71-75%	Butcher	Axe Combat + Knife-Fighting	10
76-80%	Baker	Cooking + 1 Skill ¹	10
81-83%	Wine Merchant	Wine Making, Bargaining + 1 Skill ¹	16
84-85%	Money Lender	Bargaining, Diplomacy & Politics + 1 Skill ¹	16
86-100%	Labourer	Endurance, Conditioning, Lifting + 1 Skill ¹	07

¹Appropriate skill of the PC's choice
²Second value indicates status within the Thieves' & Beggars' Guild

TABLE 1.5D – FATHER'S VOCATION – TOWNSMEN

Basically "sworn men", **Petit Sergeants** are well-to-do yeomen, typically large farm owners or stockbreeders with incomes able to maintain a horse and arms. Although freeholders with 40-60 acres of land or more, they usually still have feudal obligations to bear arms on behalf of the local lord when called upon to do so.

Alternatively, well to do Petit Sergeants might hold land from their lord in return for military service as armoured sergeants. These might hold 60-90 acres of land. If the term "Petit Sergeant" does not quite fit the feudal setting chosen for the campaign, a comparable term like **Squire** might be used instead, for such men sometimes were of gentle blood and had a military bent, but they possessed insufficient lands to qualify for Knighthood. A PC with such a family background automatically qualifies for mounted Searantry if he has the stature, strength, and robustness. If the Gamemaster (role-playing the father) approves, he may equip the PC as a sergeant! If not, a PC might be accepted as a sergeant retainer by the local lord and so equipped.

Townsmen: Urban Freemen

Townsmen are commoners forming the majority of urban dwellers and know how to deal with the urban scene. They are small businessmen, employees, and labourers who do the non-skilled and low-skilled tasks in the town. They range from lowly beggars, labourers, barmaids and servants to peddlers and stall-keepers. Their social status is comparable to that of lower-ranking Rural Freemen.

Despite the fact that the greater part of the urban population is composed of this group, they rarely have much to do with the power structure of medieval towns and cities, which were typically dominated by the Craft and Trade Guilds.

Townsmen gain **+3** to their **Agility** Attribute up to the racial maximum, in addition they can increase **five** skills in which they have basic knowledge by **one level**.

The Guildsmen: Leading Freemen of the Towns

Guildsmen form small but important and influential groups who carry out most of the trade and the manufacturing in the feudal state. The leading citizens of towns are wealthy merchants, master craftsmen, and professionals with social status ratings of 18+. This group comprises the skilled craftsmen of the town and is expected to maintain the good name and the secrets of their respective guilds.

Apart from the multitude of crafts and trades, Wizards and Priests are included in this social group. Guildsmen may bear arms, although some do not need to. It may be that some towns require Guildsmen to serve in the town watch, the militia, or even pay to hire mercenaries to protect the town.

Guildsman can increase **seven** skills in which they have basic knowledge by **one level**.

A **Master Guildsman** has a 25% chance of being a **Syndic** or officer on his Guild's governing council, which confers **+5 Status Points** to his basic status. If a **Syndic**, he then has a further 25% chance of being the **Guildmaster**, which confers another **+5 Status Points**.

Syndics or **Guildmasters** have a 25% chance of being **Town Councilors** (**+5 Status Points**). If on the Town Council, there is a further 25% chance of being the **Mayor** of the town (which confers an additional **+5 Status Points**). If the town population is ten thousand plus, it is a "city" with a **Lord Mayor**, this adds a further **+5 Status Points**.

Example:

A Master Shipbuilder, who is a mayor and the Guildmaster of the town's Shipbuilders' Guild would have a social status of 21 + 5 + 5 + 5 + 5 = 41 Status Points. If he were Lord Mayor of a city, he would have a total of 46 Status Points. Even though a commoner, his effective social position equals that of a baron of the realm!

CHARACTER GENERATION 1.7



1D100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01%	Mstr. Cloth Merchant	Bargaining, Spinning & Weaving, Dyeing, 1 Combat Skill + 1 Skill ¹	20
02-03%	Weaver	Spinning & Weaving + 2 Skills ¹	10
04%	Dyer	Dyeing + 2 Skills ¹	10
05%	Mstr. Mason	Masonry, Bargaining, Mace Combat + 1 Skill ¹	16
06-09%	Mason	Masonry, Mace Combat + 1 Skill ¹	10
10%	Mstr. Builder	Architecture, Masonry + 2 Skills ¹	20
11%	Mstr. Goldsmith ³	Gold/Silversmithing or Jewelsmithing, Bargaining + 2 Skills ¹	18
12-14%	Gold/Silversmith	Gold/Silversmithing + 2 Skill ¹	12
15%	Jewelsmith	Jewelsmithing + 2 Skills ¹	14
16-17%	Ship-owner/Captain	Bargaining, 3 Sea Skills, 1 Combat Skill + 1 Skill ¹	20
18%	Ship's Captain	Leadership, 3 Sea Skills, 1 Combat Skill + 1 Skill ¹	18
19%	Ship's Mate	Intimidation, 3 Sea Skills, 1 Combat Skill + 1 Skill ¹	15
20-22%	Mariner	3 Sea Skills, Knife-Fighting	10
23%	Mstr. Carpenter	Carpentry, 1 Specialised Woodworking Skill, Bargaining + Mace Combat	15
24-26%	Carpenter	Carpentry, Mace Combat + 1 Skill ¹	10
27%	Cabinetmaker	Carpentry, Bargaining, Mace Combat + 1 Skill ¹	12
28%	Barrelwright	Carpentry, Cooper + Mace Combat	10
29%	Cartwright	Carpentry, Cart-making + Mace Combat	10
30%	Mstr. Shipbuilder	Bargaining, Shipbuilding, Carpentry, Marine Architecture + 1 Sea Skill	21
31%	Shipbuilder	Shipbuilding, Carpentry + 1 Sea Skill	10
32-33%	Mstr. Armourer	Blacksmithing, Weaponsmithing, Engraving + 3 Combat Skills	20
34-37%	Armourer	Blacksmithing, Weaponsmithing + 2 Combat Skills	12
38%	Mercenary Captain	Riding, Mtd Combat, 3 Combat Skills, Leadership + 1 Thievery Skill	19
39-42%	Mercenary Sergeant	Riding, Mtd Combat, 2 Combat Skills + 1 Thievery Skill	13
43-47%	Mercenary Man-at-arms	2 Combat Skills + 1 Thievery Skill + 1 Skill ¹	8
48-49%	Mercenary Archer	Archery, Short Sword, 1 Thievery Skill + 1 Skill ¹	8
50-51%	Mercenary Cross-bowman	Crossbow, Short Sword, 1 Thievery Skill + 1 Skill ¹	8
52%	Mstr. Glassblower	Glassblowing & Glazing, Bargaining + 2 Skills ¹	16
53-54%	Glassblower	Glassblowing & Glazing + 2 Skills ¹	10
55%	Mstr. Potter	Pottery, Bargaining + 1 Skill ¹	15
56-57%	Potter	Pottery + 1 Skill ¹	10
58%	Mstr. Perfumer	Perfumery, Bargaining + 2 Skills ¹	15
59%	Perfumer	Perfumery + 2 Skills ¹	10
60%	Apothecary	Make Drugs, Poisons, Herbal Lore + 1 Written Language + 1 Skill ¹	15
61-70%	Entertainer	2 Artistic Skills + 2 Skills ¹	10
71%	Mstr. Artist	Painting + 3 Skills ¹	15
72%	Mstr. Sculptor	Sculpture + 3 Skills ¹	15
73%	Mstr. Foundryman	Bargaining, Smelting, Endurance + 1 Skill ¹	18
74%	Foundryman	Smelting, Endurance + 1 Skill ¹	09
75%	Mine Owner	Bargaining, Mining, Geological Lore + 1 Skill ¹	20
76-77%	Miner	Mining, Endurance + 1 Skill ¹	09
78%	Mstr. Engraver	Bargaining, Gold/Silversmithing, Engraving + 1 Skill ¹	18
79%	Mstr. Thief	3 Thievery Skills, Con + 1 Skill ¹	08/19 ²
80-81%	Thief	2 Thievery Skills, Con + 1 Skill ¹	08/12 ²
82%	Assassin	2 Combat Skills, Intimidation, Stealth, Skulking in Shadows, Disguise + 1 Skill ¹	08/15 ²
83-86%	Scribe/Clerk	Writing, Paper Making, Calligraphy & Illumination + 1 Skill ¹	15
87-89%	Physician	Writing, Herb Lore, First Aid + 3 Skills ¹	19
90-93%	Scholar	Writing, 5 Lore + 3 Skills ¹	19
94%	Arcane (Magus)	Writing, Ancient Language, 2 Magick Methods ⁴ or 1 Magick Method ⁴ & 2 Lore + 3 Skills ¹	19
95-100%	"Merchant Prince"	Bargaining, Con, 1 Craft, 1 Combat Skill, 3 Foreign Languages, Courtly Manners + 2 Skills ¹	20 + 1D10

¹Appropriate skill of the PC's choice

²Second value indicates status within the Thieves' & Beggars' Guild.

³Although only the Mstr. Goldsmith is referred to here, the vocation includes Mstr. Silversmiths and Mstr. Jewelsmiths.

⁴This skill can be found in **Magicks & Miracles** (see **Vol. II Core Rules**)

Mstr. = Master Guildsman licensed to have his own establishment.

TABLE 1.5E – FATHER'S VOCATION - GUILDSMEN



1D100	Father's Vocation	PC's Starting Skills (Basic Knowledge)	Social Status
01-10%	Knight-Errant	Basic Chivalric Training	20
11-55%	In Household of a Landed Knight	Basic Chivalric Training + Reading (if INT 13+)	23
56-70%	In Household of a Bannerette	Basic Chivalric Training + 1 Combat Skill + Reading (if INT 13+)	24
71-80%	In Household of a Baron of the Realm	Basic Chivalric Training + 1 Combat Skill + Reading (if INT 12+)	25
81-90%	In Household of a Titled Nobleman	Basic Chivalric Training + 1 Combat Skill + Reading (if INT 12+)	26
91-97%	In Household of the Royal Family	Basic Chivalric Training + 1 Combat Skill + Reading (if INT 11+)	27
98-100%	In Household of the King	Basic Chivalric Training + 1 Combat Skill + Reading (if INT 11+)	30

TABLE 1.5F – FATHER'S VOCATION - LANDLESS KNIGHTS

Any PC with such an influential background is well connected (provided he stays in his father's good graces and can count on his influence). Lesser Guildsmen (not designated as “**Mstr.**” for “Masters”) are generally skilled employees, known as Journeymen, and are not licensed to open their own establishments. Professionals (e.g. Sages, Mages, Physicians, Scribes, Apothecaries, Ship-owners, etc.) are all considered as “Masters”.

The term “**Merchant Prince**” is not used here in the classic Italian Renaissance sense. Rather, it distinguishes a Merchant who acquires notable wealth, so much so that even those of the lesser nobility show him some deference. The variable 21 to 30 Status Points indicates just what level of success, wealth, and influence he has obtained.

Except in the Dark Ages and the Early Feudal Period, the Guilds played a dominant role in town life and in trade and commerce within a feudal nation and internationally.

The Feudal Gentry

Squires, Knights (including Unlanded Knights), and others of “gentle” blood form the **Gentry** of feudal society. Contrary to modern popular opinion, not every manorial lord was a knight. Some English manorial lords even tried to avoid knighthood because they did not want the extra governmental responsibilities or the hazardous obligations of personal military service.

The Gentry itself might be expanded to include common-born individuals who are Bailiffs, Royal Magistrates and Judges, and certain other important positions in the Royal Bureaucracy, as well as higher-ranking Church officials (Bishops, Archbishops, Abbots, Priors, etc.).

All “gentle” PC's gain **+3 Action Points** and enjoy a **-1 DF** bonus to the skills of **Courtly Love** and **Renown**.

Basic Chivalric Training includes **Riding**, **Riding a Warhorse**, **Mounted Combat**, **Cavalry Lance**, 2 other Combat skills, **Wearing Armour**, plus **Courtly Manners**. He might also have **Reading** if the INT requirement is met (this is usually due to instruction by a Priest who notices the character's promise or at the orders of the Lord).

Landless Knights

Knights-Errant were “lordless” and hoped to enter the service of some great lord and perhaps win the grant of a fief. Some became mercenaries in Free Companies or fought in the Tournament circuit for prizes and ransoms. Some were Knights on great and dangerous quests that took them to strange and distant places.

Landless Knights in Service were Chivalric Household Troops of some feudal lord. If they distinguished themselves and earned their lord's favour, they might one day receive a fief.

1D100	Father's Vocation	Feudal Holding (Sq. Miles)	PC's Starting Skills (Basic Knowledge)	Social Status
01-06%	Knight (A)	4	Basic Chivalric Training + 1 Combat Skill ¹	25
07-12%	Knight (B)	8	Basic Chivalric Training + 1 Combat Skill ¹	25
13-18%	Knight (C)	12	Basic Chivalric Training + 1 Combat Skill ¹	25
19-24%	Knight (D)	18	Basic Chivalric Training + 2 Combat Skills ¹	26
25-30%	Knight (E)	22	Basic Chivalric Training + 2 Combat Skills ¹	26
31-36%	Knight (F)	26	Basic Chivalric Training + 2 Combat Skills ¹	26
37-42%	Knight (G)	30	Basic Chivalric Training + 2 Combat Skills ¹	27
43-48%	Knight (H)	34	Basic Chivalric Training + 2 Combat Skills ¹	27
49-54%	Knight (I)	38	Basic Chivalric Training + 3 Combat Skills ¹	27
55-60%	Knight (J)	42	Basic Chivalric Training + 3 Combat Skills ¹	28
61-66%	Knight (K)	46	Basic Chivalric Training + 3 Combat Skills ¹	28
67-72%	Knight (L)	50	Basic Chivalric Training + 3 Combat Skills ¹	28
73-80%	Bannerette (M)	60	Basic Chivalric Training + 3 Combat Skills ¹	29
81-87%	Bannerette (N)	80	Basic Chivalric Training + 3 Combat Skills ¹	29
88-93%	Bannerette (O)	100	Basic Chivalric Training + 3 Combat Skills ¹	29
94-100%	Bannerette (P)	124	Basic Chivalric Training + 4 Combat Skills ¹	30

¹As an option, the PC can replace any or all of the Combat Skills with the Charismatic skill of **Leadership**, the Noble skills of **Courtly Love**, **Chess** and **Heraldry**, or skills in managing a manor.

TABLE 1.5G – FATHER'S VOCATION - LANDED KNIGHTS & BANNERETTES



1D100	Father's Vocation	Feudal Holding (Sq. Miles)	PC's Starting Skills (Basic Knowledge)	Social Status
01-25%	Baronet (Q)	144	Basic Chivalric Training + 4 Combat Skills ¹	31
26-45%	Baronet (R)	162	Basic Chivalric Training + 4 Combat Skills ¹	31
46-60%	Baronet (S)	182	Basic Chivalric Training + 4 Combat Skills ¹	31
61-70%	Baron/Viscount (T)	190	Basic Chivalric Training + 4 Combat Skills ¹	32
71-80%	Baron/Viscount (U)	220	Basic Chivalric Training + 4 Combat Skills ¹	32
81-90%	Baron/Viscount (V)	240	Basic Chivalric Training + 4 Combat Skills ¹	33
91-100%	Baron/Viscount (W)	260	Basic Chivalric Training + 4 Combat Skills ¹	35

¹As an option, the PC can replace any or all of the Combat Skills with the Charismatic skills of **Leadership** and **Diplomacy & Politics**, the Noble skills of **Courtly Love**, **Chess** and **Heraldry**, or skills in managing a manor.

TABLE 1.5H – FATHER'S VOCATION - BARONETS AND LESSER BARONS

Roll a D100 and compare this to *Table 1.5f - Father's Vocation - Landless Knights* to find out their **overlord type**.

In order to find out the size of their Overlord's feudal holding, roll a D100 again and compare the result to the appropriate table for Landed Gentry, if necessary increasing the result to the lowest level of Landed Gentry necessary to ensure that the character has the correct Overlord type.

Example:

Sir Robert rolls 59% on D100 and finds he is the son of a chivalric retainer in the service of a Knight Bannerette (see *Table 1.5f - Father's Vocation - Landless Knights*). He rolls D100 again and compares the result against *Table 1.5g - Father's Vocation - Landed Knights & Bannerettes*. His result is 42%, this gives a Landed Knight with a "G" type feudal holding. However, since Sir Robert serves a Bannerette, we give him service with the lowest ranking Knight Bannerette (at 73-80%, with an "M" type holding).

Landed Knights and Knights of higher rank (the Titled Nobility) hold fiefs of varying sizes, strengths, and wealth, as indicated by the letter codes and the size of the feudal holding as shown in square miles. The higher the letter code the "stronger" the knight. Further details on the breakdown of the various holdings can be found in the **Knights Companion**.

Landed Knights & Bannerettes

Knights Bannerette are knights with sufficient vassals to merit carrying their own banners into battle. The rank of bannerette is essentially a military one and is not strictly speaking hereditary.

Baronets & Lesser Barons

Baronets, Barons, and Viscounts are lords with extensive and powerful holdings. Sometimes, they control towns or cities, which further enhances their wealth, prestige, and power. Their baronial strongholds are at least stout shell keeps and often are formidable castles.

In a feudal society, the Barons are truly a force to be reckoned with. The more powerful and influential amongst the Barons of the Realm were able to field armies of reasonable power without depleting their domains of an adequate force of defenders. They were an independent-minded, fairly unruly group always ready to exercise their own authority and privileges. Most significant, in the absence of a strong central royal authority, the Barons were prone to act with a great deal of independence and even open defiance of the king.

Titled Nobility & Kings

Now we arrive at the level of the truly privileged in society, those born to such high rank, wealth, and lands that they stand literally head and shoulders above all others in the social order. Members of this social class enjoy great political power and privilege.

"Tenants-in-chief" are the great titled nobles of the realm. They hold vast tracts of land directly from the King. They "subinfeudate" these lands by handing them out to lesser vassals who would then owe their loyalty directly to their feudal overlord rather than to the King.

Even the "least" of these great lords directly rules over thousands of subjects. The mightiest of them all have holdings extending over many hundreds of square miles. Indeed, some may be independent rulers in their own right, not owing homage and fealty to any sovereign!

1D100	Father's Vocation	Feudal Holding (Sq. Miles)	PC's Starting Skills (Basic Knowledge)	Social Status
01-20%	Count/Earl (X)	280	Basic Chivalric Training + 4 Combat Skills ¹	32
21-35%	Count/Earl (Y)	300	Basic Chivalric Training + 4 Combat Skills ¹	34
36-50%	Count/Earl (Z)	320	Basic Chivalric Training + 4 Combat Skills ¹	36
51-60%	Count/Earl (AA)	340	Basic Chivalric Training + 4 Combat Skills ¹	38
61-70%	Count/Earl (BB)	362	Basic Chivalric Training + 4 Combat Skills ¹	40
71-80%	Count/Earl (CC)	382	Basic Chivalric Training + 4 Combat Skills ¹	42
81-85%	Count/Earl (DD)	402	Basic Chivalric Training + 5 Combat Skills ¹	44
86-89%	Count/Earl (EE)	422	Basic Chivalric Training + 5 Combat Skills ¹	46
91-94%	Marquis (FF)	444	Basic Chivalric Training + 5 Combat Skills ¹	48
95-96%	Duke (GG)	464	Basic Chivalric Training + 5 Combat Skills ¹	50
97-98%	Duke (HH)	504	Basic Chivalric Training + 5 Combat Skills ¹	53
99%	Sovereign Prince (PR)	806	Basic Chivalric Training, Diplomacy & Politics + 5 Combat Skills ¹	60
100%	King (KG)	962	Basic Chivalric Training, Diplomacy & Politics + 5 Combat Skills ¹	75

¹As an option, they can replace any or all of the Combat Skills with the Charismatic skills of **Leadership** and **Diplomacy & Politics**, the Noble skills of **Courtly Love**, **Chess** and **Heraldry**, or skills in managing a manor.

TABLE 1.5I - FATHER'S VOCATIONS - TITLED NOBILITY



“Sovereign Princes” are titled nobles or Princes who rule their lands completely in their own right, independent of any obligation or duty owed to an overlord. While provision can easily be made for independent Counts, Marquises, and Dukes, we have only the “Sovereign Prince” or PR category here to represent an independent ruler of a Principality who enjoys genuinely royal prerogatives. In actual fact, such a prince might easily have lands equivalent to several PR holdings, effectively giving him rule over a small nation.

Roll a D100 and compare the result to *Table 1.5i - Father's Vocation - Titled Nobility*. Characters who have rolled **Royalty** as their father's social class should add **+50%** to the dice result, whilst characters who have rolled **Titled Nobility** as their father's social class should read a 99% or 100% result as 98% or Duke.

The “Scholarly” Option

Offspring of Landed Knights, higher Nobility and Royalty: All have the option of turning away from a chivalric vocation if they are female or if they are males who are not heirs. Often it was the practice to send a junior son to University (if he was reasonably clever) or to place him in Holy Orders. Thus offspring of nobles except for the heirs apparent may choose to study in their youth to become Scholars, Physicians, Clergymen, or even Mages.

When choosing the “Scholarly Option,” a noble PC may acquire initial basic knowledge in the following skills instead of **Basic Chivalric Training**:

Riding	Own Written Language (if INT 9+) ¹
Any Lore ¹	Any Foreign Language (spoken & written, if INT 10+) ²
Any Noble Skill	Any Ancient Language (spoken & written, if INT 13+) ²

¹The language will be learned in written and spoken form as if **one** skill if the INT requirement is met **and** self-discipline is DISC 12+.

²Latin was, historically, the learned language used by scholars in the Dark Ages, the Middle Ages, and the Renaissance, but a purely imaginary language could do here in the case of any fantasy world created by the Gamemaster. Again, the language will be learned in written **and** spoken form as if **one** skill if the INT 13 requirement is met **and** self-discipline is DISC 14+.

Offspring of Landless Knights: These do not have the opportunity nor the resources to do serious scholarship unless circumstances intervene (in the form of the Gamemaster making a ruling that some special event has made it possible).

Offspring of Master Guildsmen: These may opt for a scholarly vocation rather than learning Guild skills. Their families are wealthy enough (and ambitious enough) to afford a son in University. If so, they acquire basic knowledge in any **three** skills listed for their status plus **1 + ½D10** skill types listed above, except they will have no **Riding** skill unless their background suggests they might.

Offspring of Merchant Princes: These may opt to acquire the same academic preparation as offspring of Master Guildsmen, again at the cost of the Guildsman skills they would otherwise receive. They acquire basic knowledge in any **three** skills listed for their status plus **seven** of the skill types listed above, reflecting their advantageous backgrounds.

STEP 6 - DETERMINE SIBLING RANK

We assume the character is the **youngest** of up to 6 legitimate children if you choose not to roll D100 dice. If you do roll, there will be **1/3 D10** (round down) or 1-3 siblings younger than your PC.

In order to determine the character's position in the family, players may choose to do one of the following:

- 1 Roll 1D100 for random determination and consult *Table 1.6a - Sibling Rank, or*
- 2 Default to the youngest of 6 legitimate children, **or**
- 3 Pay the number of PC Points needed to purchase the sibling rank required as shown in *Table 1.6a - Sibling Rank*.

To determine if one's siblings are male or female, roll D10 for each sibling in the family: Odd = Male, Even = Female.

1D100	PC's Sibling Rank in Family	PC Points
01-10%	Illegitimate and unacknowledged offspring ¹	+5
11-20%	Illegitimate and acknowledged offspring ²	+3
21-30%	6th child	-
31-40%	5th child	-1
41-55%	4th child	-2
56-70%	3rd child	-3
71-85%	2nd child	-4
86-100%	1st child	-5

¹If a character is illegitimate and unacknowledged by the father, then the character's Social Status will be **one quarter** of his father's Social Status (rounding down).

²If a character is illegitimate but acknowledged by the father, then the character's Social Status will be **three quarters** of his father's Social Status (rounding down).

TABLE 1.6A – SIBLING RANK

STEP 7 - STATUS IN ONE'S FAMILY

This step determines how much a PC is in or out of favour with the head of his family. It will affect the amount of influence that might be exerted on his behalf, family support he can expect, and also his initial status in society.

In order to determine a PC's status in his family, players may elect to do one of the following:

- 1 Roll 1D100 for random determination and consult *Table 1.7a – Family Status, or*
- 2 Default to **“Credit to the Family”** status without incurring a penalty, **or**
- 3 Pay the appropriate PC Points cost for the required status, as shown in *Table 1.7a – Family Status*.

Note: If the PC is an **heir** (any character first in line to inherit the family titles, lands and fortune) adds a bonus of **+21%** to the D100 dice roll.



1D100	Family Status	PC Points
01-15%	Black Sheep	+5
16-85%	Credit to the Family	-
86-100%	Good Son/Daughter	-5

TABLE 1.7A – FAMILY STATUS

Black Sheep: The PC is badly out of favour and banished from the family until he redeems himself. The PC receives only **three-quarters** of his normal status (minimum 03 Status Points) and can not call upon the head of the family to exert influence on his behalf. If the heir, then he had been disinherited and cast out as a shameful disgrace. The PC receives only **half** the usual starting funds available to him.

Credit to the Family: The PC is a dutiful offspring who has fulfilled all expectations. Although welcome at home and able to count on the support of his family, the PC prefers to seek his fortune in the world. The character is always able to return home to a warm welcome, and any friends he brings with him will also be assured of the same warm welcome. The PC begins with the usual amount of starting funds. In addition, if the heir of a family who are of gentile status, he will be equipped with suitable arms, armour and a war horse befitting the family's station if he elects to follow a knightly vocation.

Good Son/Daughter: The favourite of the head of the family regardless of their sibling rank. The PC is always welcome at home and may count on the full support of the family in whatever vocation chosen. The PC begins with **twice** the usual starting funds to reflect a doting father. In addition, if the heir of a family who are of gentile status, he will be equipped with suitable arms, armour and a war horse befitting the family's status if he elects to follow a knightly vocation.

STEP 8 - THE "CURSE"

Note: For Table 1.8a - Curses see overleaf.

Poorly Aspected PC's **must** roll 1D100 against Table 1.8a – Curses. Remember how the omens warned at the PC's birth that powerful forces might be at work opposing him? A Curse lying upon the character is part of the outcome of that less than auspicious beginning.

Neutrally Aspected and **Well-Aspected** PC's do not have to roll for a Curse unless it is indicated they must do so later on. However, a player can always opt for his character having a Curse in order to make things "interesting". In such an instance, roll randomly or be allowed to choose the Curse you want for the PC, depending on the Gamemaster's discretion in the matter. While a Curse might be seen by some to be a detriment, others find it to be a fascinating complication that only "spices up" their role-playing. Curses can be fun to deal with. Some players actually insist on having one for their PCs, whether or not the Aspects call for it!

Note: If a player decides to roll for a Curse voluntarily and they are using a PC Points method of character generation, they gain a bonus of **+5 PC Points**.

For more details and hints on how to use curses during role-play, see Chapter Two – Special Abilities and Defects.

1D10	Allergy
01-02	Fur/hair, i.e. allergy to animal fur etc. May result in sneezing or watering of the eyes, and causes an additional penalty of -2D10% to dexterity and vision based skills.
03-04	Dust. May result in sneezing or watering of the eyes, and causes an additional penalty of -2D10% to dexterity or vision based skills.
05-06	Insect bites, i.e. allergy to a specific kind of insect, e.g. spider, bee. May result in a severe skin rash or swelling. If multiple bites occur, there is a 13% chance the reaction will increase to the next level, i.e. a mild reaction will become serious etc. A severe reaction will have 13% chance of proving fatal.
07-08	Common food allergy. The PC is allergic to a common type of food, e.g. eggs, wheat, berries etc., which may result in a severe rash or a gastric upset. There is a 13% chance of the reaction increasing one level, i.e. a mild reaction may prove serious. A severe reaction has a 13% chance of proving fatal, and a 33% chance of completely incapacitating the victim.
09	Uncommon food allergy. The PC is allergic to an unusual or exotic foodstuff. The effects are the same as for a common food allergy.
10	Mold. The PC has an allergy to mildew (even damp earth if severe). May suffer almost constant sneezing and will suffer an additional penalty of -2D10% to all dexterity or vision dependant skills. A severe reaction has a 7% of proving fatal.

TABLE 1.8B - ALLERGIES





1D100	Curse lying upon the Character	1D100	Curse lying upon the Character
01-04%	Character is a "Jonah" and seems to attract back luck to those around him. There is a 13% chance each day that bad luck afflicts someone near by. The victim suffers a -13% penalty to all success chances for that day.	64-66% ¹	You suffer a severe allergic reaction. This is the same as a serious reaction but the PC also suffers a high fever, rash etc. Attacks last for 1D10 x 20 minutes or for as long as the victim is in contact with the allergen. The character also suffers a -60% penalty to physical skills, a -39% penalty to non-physical skills, and loses -1 Fatigue Point per level that CON is less than 20. The lost Fatigue Points cannot be regained until the attack is over. See <i>Table 1.8b – Allergies</i> to determine the nature of the allergy affecting the PC.
05-08%	You mysteriously lose things, only to find them later, often when they are not required. There is a 13% chance of losing such an item each day, and a 21% chance (checked daily thereafter) of finding the lost item.	67%	The PC has an unusual birthmark on his left shoulder, referred to as a "witchmark" by the intensely superstitious. There is a 21% chance the character will be denounced as being in league with Dark Forces if seen by a superstitious person. If the character chooses Witchcraft as a vocation, the mark offers a 33% chance that the spirits approve and enables the PC to enjoy a bonus of +13% to all success chances when performing Witch Magicks .
09-12%	You can sometimes be very uncoordinated. At the start of each day make an Agility AR check with a -13% penalty. If he should fail then any skill involving Agility or Dexterity used that day suffers a -21% penalty to that skill. However there are days when you possess a superlative level of co-ordination. If the character succeeds with his Agility AR he has a +21% bonus when employing any skills involving AGIL or DEX.	68%	The PC has a "wandering eye", and there is a 21% chance that this will be viewed as "the Evil Eye" by someone who is intensely superstitious. The PC gains a bonus of +33% when using the skill Intimidation against such a person. However, there is a 7% risk (checked first) that he will be accused of Black Sorcery and need to deal with a fear crazed mob.
13-16%	Animals are uneasy in your presence. The PC suffers a -13% penalty to the skills of Animal Handling and Riding . You can not learn the skill of Animal Training under any circumstances. There is also a 13% chance that other animals may react if you come within 10 feet of them, or a dangerous animal may attack if you come within 30 feet of them.	69-71%	You easily manage to get your clothes dirty and ripped. There is a 13% chance per day of this occurring.
17-20%	Animals will not let you ride them. The PC suffers a penalty of -21% to his Riding skill. There is also a 13% chance that the animal will react badly when you come within 10 feet of it.	72-75%	You are haunted by evil dreams. There is a 13% chance per night of this happening and the PC is unable to recover any Fatigue Points.
21-24%	Dogs snarl and bark whenever you come near to them even though you love dogs! There is a 21% chance of dogs not snarling or attacking when you approach. However, cats love you even though you loathe them.	76-77%	Others feel uncomfortable in your presence. The PC gains a +2D10% bonus to his Intimidation skill. This is rolled randomly each time.
25-28%	Cats arch their backs and hiss malevolently at you! There is a 21% chance of them not reacting when you approach. They will scratch and bite you if you attempt to pick them up.	78-79%	Bright sunlight bothers you. You suffer a penalty of -10% to all TSC% in cloud cover of less than 40%.
29-32%	Stinging insects always seem to single you out. There is a 21% chance of this not happening.	80-81%	Animals you own or care for get sick and die. There is a 3% chance per day of the animal becoming sick. If the next roll is also within the 3% chance limit, the animal dies.
33-36%	Poisonous snakes like you and seek you out. There is a 21% chance of this not happening. Any new snakes you see may also want to become your friend and there is a 13% chance of this happening. Snakes do not attack you either and this causes some people to view you with suspicion unless you are clearly a pious person (PTY 18+) and behave accordingly.	82-83%	Major phobia. Roll against <i>Table 1.11a – Phobias</i> .
37-38%	It is rumoured you are demon-sired, since occasionally when angry, your eyes seem to glow fiery red. When this happens you gain a +21% bonus to the Intimidation skill. The PC also has a 33% chance of bearing a "witchmark" on his left shoulder (qv 67%).	84-90%	Noticeable but socially "acceptable" physical deformity, e.g. a large nose. The PC suffers a -1 penalty to his Appearance.
39-40%	An animal you own appears to have the gift of human speech. There is a 13% chance of this happening but it is not your fault that it sounds human.	91%	Serious physical deformity, e.g. facial scar etc. The PC suffers a -1/3 D10 (rounding up) penalty to his Appearance.
41-42%	Cows tend to go dry, milk sometimes curdles in your presence, and hens stop laying. There is a 13% of this happening per day.	92%	Severe physical deformity, e.g. hideous scars, hump back etc. The PC suffers -1/2D10 (minimum -3) penalty to his appearance. There is also a 13% chance that the deformity is of a crippling nature, e.g. lame leg that leads to a physical impairment (as determined by the Gamemaster).
43-44%	Flames glow blue in your presence. There is a 13% chance of this happening.	93%	You exude a strong unpleasant body odour. The PC suffers -1/3 D10 to his Appearance and incurs a penalty of -2D10% to Charisma skills performed within 5 feet of the person you wish to influence.
45-46%	Living plants may wither from your touch. There is a 13% chance of this happening.	94-95%	Mild speech impairment, e.g. slight stutter, harsh voice etc. The PC suffers -1 to their Bardic Voice and a -1D10% penalty to any voice dependant skills.
47-50%	You burn very quick when exposed to the sun, and suffer 2 Body Points of damage per hour unprotected, to a maximum of 1/2 Body Points or -13 points (whichever is lower).	96%	Noticeable speech impairment, e.g. a pronounced stutter etc. The PC suffers a -1/3 D10 (round down) to their Bardic Voice and suffers a -2D10% penalty to any voice dependant skills.
51-60% ¹	You suffer a mild allergic reaction with red, itchy eyes, watering nose and some sneezing. Attacks last for 1/2 D10 x 10 minutes or for as long as the PC is in contact with the allergen. The character also suffers a penalty of -10% to all skills. See <i>Table 1.8b – Allergies</i> to determine the nature of the allergy affecting the PC.	97%	Severe speech impairment. The PC suffers a -1/2 D10 (minimum -3) penalty to their Bardic Voice and suffers a -2D10 + 10% penalty to any voice dependant skills.
61-63% ¹	You suffer a serious allergic reaction. This is the same as above but the PC also suffers some shortness of breath. Attacks last for 1/2 D10 x 20 minutes or for as long as the character is in contact with the allergen. The character also suffers a -39% penalty to physical skills, a -13% penalty to non-physical skills and -1 Fatigue Point per 2 levels that CON is less than 20. The lost Fatigue Points can not be regained until the attack is over. See <i>Table 1.8b – Allergies</i> to determine the nature of the allergy affecting the PC.	98-99%	Twice cursed. Roll twice on <i>Table 1.8a – Curses</i> .
		100%	Thrice cursed. Roll three times on <i>Table 1.8a – Curses</i> .

¹ An allergy is not possible if the PC has a CON 20+. If so, roll again.

TABLE 1.8A – CURSES



STEP 9 - SPECIAL TALENTS & ABILITIES

Is YOUR PC GIFTED?

Table 1.9a – *Special Abilities Outcomes* enables you to find out if your character possess any special abilities or talents.

Note: Any PC who acquires a special ability or talent, must also determine if the PC has a Flaw. Even if the PC possess several special abilities or talents you need to check if you have a flaw only once (refer to *Step 10 – Character Flaws, Deficiencies & Defects*).

To determine if your character has any special abilities or talents, you may choose to do one of the following:

- 1 Roll a 1D100 for random determination and compare the result to *Table 1.9a – Special Abilities Outcomes*, **or**
- 2 Elect to have no special talents or abilities, **or**
- 3 Purchase up to 3 special talents or abilities at the appropriate PC Points cost as shown in *Table 1.9b – Special Abilities & Talents*.

1D100	Special Abilities Outcome
01-03%	3 special abilities. Roll 3D100 and consult <i>Table 1.9b – Special Abilities & Talents</i> .
04-09%	2 special abilities. Roll 2D100 and consult <i>Table 1.9b – Special Abilities & Talents</i> .
10-50%	1 special ability. Roll 1D100 and consult <i>Table 1.9b – Special Abilities & Talents</i> .
51-99%	No special abilities.
100%	Select any special ability you desire for the character!

TABLE 1.9A – SPECIAL ABILITIES OUTCOMES



DETERMINE SPECIAL ABILITY OR TALENT

Special abilities in **bold** face are limited to Well Aspected and Poorly Aspected characters.

Special abilities denoted **(w)** are limited to Well Aspected characters **only**. Should you roll one of these and **not have the required Aspect**, read **down** to the **next** special ability in regular print.

Some special talents and abilities are available **only** if the player rolls randomly on *Table 1.9b - Special Abilities & Talents* and the required dice result turns up. They cannot be purchased!

Note: If a player who is using a PC Points method of character generation wishes to purchase a "random only skill" he must pay **13 PC Points** for the privilege of rolling randomly for such a special ability. However, the result of the 1D100 roll stands even if he does not get the ability or talent he wanted. He does not incur a further cost if the roll lands on a non-random ability.

For more detailed descriptions of the various special abilities and hints on how they can affect role-play, see *Chapter 2 – Special Abilities and Defects*.

1D100	Special Ability/Talent	PC Point Cost
01-02%	Ambidextrous	-10
03-04%	Beserker Rage	-10
05-09%	Born with an aptitude for a skill	Random roll only
10%	Clairvoyance	Random roll only
11-15%	Enhanced Sight	-5
16-18%	Extra Magical Spells	-10
19%	Extraordinary Beauty	Random roll only
20%	Extraordinary Potential	-10
21-24%	Fey Affinity (w)	-5
25-27%	Fey Blood (w)	-5
28%	Healing Powers	Random roll only
29%	Herculean Strength	Random roll only
30%	Highly Resistant to Disease	Random roll only
31%	Highly Resistant to Magick	Random roll only
32%	Highly Resistant to Poison	Random roll only
33%	Incredibly Lucky (w)	Random roll only
34-36%	Incredibly Strong	Random roll only
37-41%	Keen Hearing	-3
42-46%	Light Sleeper	-5
47-51%	Low Metabolic Rate	-5
52%	Naturally Charismatic	Random roll only
53-56%	Night Vision	-5
57-59%	Premonition	-7
60%	Primitive Talent Magical Powers	Random roll only
61-65%	Resistant to Disease	-5
66-70%	Resistant to Magick	-10
71-75%	Resistant to Poison	-5
76-80%	Scholarship	-5
81-82%	Sense Auras	-7
83-84%	Sense Good & Evil	-5
85-86%	Shape Shifting	-7 to -21 ¹
87-89%	Speak with Animals (w)	-7
90-91%	Superbly Conditioned	Random roll only
92-94%	Unerring Sense of Direction	-5
95%	Very Persuasive	Random roll only
96-100%	Well Conditioned	-10

¹For further information see *Chapter 2 – Special Abilities & Defects*, *Table 2.1 – Animal Types*

TABLE 1.9B – SPECIAL ABILITIES & TALENTS



1D100	Deficiency/Defect	PC Point Bonus
01-03%	Absent-Minded	+10
04-06%	Angry	+5
07-09%	Argumentative	+3
10-12%	Arrogant	+10
13-15%	Avaricious	+10
16-18%	Cannot Hold Liquor	+7
19-21%	Clumsy	+10
22-24%	Compulsive Gambler	+10
25-27%	Compulsive Liar	+7
28-29%	Cowardly	+15
30-33%	Deep Sleeper	+5
34-35%	Disrespectful	+7
36-38%	Drunkard	+7
39-41%	Envious	+5
42-44%	Frivolous	+5
45-47%	Gluttonous	+5
48-50%	Hypochondriac	+3
51-53%	Impatient	+3
54%	Kleptomaniac	+10
55-58%	Larcenous	+5
59-61%	Lazy	+3
62-63%	Letcherous	+7
64-66%	Lustful	+5
67%	Major Phobia ¹	+10
68%	Manic-Depressive	+7
69%	Megalomaniac	+7
70-72%	Minor Phobia ¹	+5
73-75%	Over-confident	+7
76-78%	Overly Trusting	+10
79%	Severely Phobic	+13
80-82%	Rude	+5
83-85%	Poor Hearing	+4
86-88%	Poor Vision	+4
89-90%	Paranoid	+5
91-92%	Pessimistic	+5
93-94%	Slovenly	+3
95-96%	Slothful	+7
97-98%	Tactless	+10
99%	Vengeful	+10
100%	Roll 1D10:	
	01-05	Minor Phobia & roll again for another Flaw ¹
	06	Major Phobia & roll again for another Flaw ¹
	07-08	Cursed ²
	09	Twice Cursed ³
	10	Thrice Cursed ⁴

¹Roll 1D100 dice against *Table 1.11a – Phobias* to identify the PC's phobia.
²Roll 1D100 dice against *Table 1.8a – Curses* to identify the PC's curse.
³Roll 1D100 dice twice against *Table 1.8a – Curses* to identify the curses afflicting the character.
⁴Roll 1D100 dice three times against *Table 1.8a – Curses* to identify the three curses afflicting the PC.

TABLE 1.10A – FLAWS

STEP 10 – CHARACTER FLAWS, DEFICIENCIES & DEFECTS

Characters who possess a special talent or ability **must** find out if they also have a **Flaw** to their character. This goes with the blessings of having unusual abilities.

To determine if the character does possess any flaws, you may choose to do one of the following:

- 1 Roll a 1D100. There is a **40%** chance your character will possess a Flaw. This is **mandatory** if your character possesses any special talents or abilities, **or**,
- 2 Select a Flaw for your PC. This confers no additional bonuses but enables the player to “spice up” the role-play by making the character truly individual. In this case it is worth selecting one that you can role-play effectively and also have fun with, **or**
- 3 If using a PC Points method, select Flaws from Table 1.10a – Flaws to gain a maximum bonus of +25 PC Points. This is **only** if your character **does not possess** any special talents or abilities.

Note: Only Option 3 above enables the player to gain any additional PC Points and this option is only available to characters using a PC Points based method of character generation and who do not possess any special talents or abilities.

For detailed descriptions of the deficiencies and defects and hints on how they can affect role-play, see *Chapter 2 – Special Abilities and Defects*.

Note: If using a PC Points character generation method, no additional bonuses are gained from any selection made against *Table 1.11a – Phobias* or *Table 1.10a – Flaws*.

STEP 11 – PERSONAL FEARS

Many people suffer from irrational fears acquired in early years or from a traumatic experience. Some fears may be basic to the psyche. Player Characters **and** Non-Player Characters (NPCs) are subject to fear. We assume **every** NPC or creature or supernatural being has a weakness or vulnerability. Everyone has anxiety about something. It need not be full-blown panic, just a nervousness that leads to hesitation or revulsion when confronted by the source of irrational fear.

Phobias provide for a potentially fatal “Achilles’ Heel” and may force a character to act in a certain way under “fearful” conditions.

Any player desiring a Phobia for his character can either:

- 1 Roll a 1D100 and compare the result with *Table 1.11a – Phobias*, **or**
- 2 Select a Phobia from those listed in *Table 1.11a – Phobias*. There is no cost or gain of PC Points for electing to have a Phobia, it only needs to be something you can role-play well.

Note: If the character obtained a Phobia earlier in the character generation process (either as a curse or flaw) it does not preclude the player electing to have a further Phobia at this stage. It is the player's choice.

Phobias can have differing intensities from minor to severe. There is a **13%** chance that any minor phobia will be a major one, and a further **13%** chance that a major phobia will be a severe one. This means the fear is so intense that it is pathological and effects the character's response if there is only the barest chance of exposure to the thing he fears.

Note: If the Phobia is due to a curse or a flaw possessed by the character, the degree of phobia will already have been stated, i.e. minor, major or even severe.

For further details on fears and their effects in role-playing, see *Chapter 2 – Special Abilities and Defects*.



1D100	Type of Phobia	
01-04%	Acrophobia	Fear of heights
05-07%	Agoraphobia	Fear of open and public spaces
08-10%	Algophobia	Fear of pain
11-13%	Ailurophobia	Fear of felines
14-16%	Androphobia (Female) or Gynophobia (Male)	Fear of men or Fear of women
17-20%	Arachniphobia	Fear of spiders
21-23%	Astrophobia	Fear of thunder & lightning
24-26%	Autophobia	Fear of being alone
27-30%	Claustrophobia	Fear of close spaces
31-33%	Cynophobia	Fear of dogs
34-36%	Demophobia	Fear of large crowds
37-40%	Entomophobia	Fear of insects
41-44%	Florophobia	For fear of some plants/flowers
45-47%	Heliophobia	Fear of sunlight
48-50%	Haemophobia	Fear of blood.
51-53%	Heptaphobia	Fear of being touched by anyone, even a close friend or a family member
54-57%	Hydrophobia	Fear of water
58-60%	Hypnophobia	Fear of sleeping and also of dreaming
61-63%	Kronophobia	Fear of ageing
64-66%	Musophobia	Fear of mice/small rodents
67-69%	Mysophobia	Fear of being contaminated by dirt and filth
70-72%	Necrophobia	Fear of corpses, Undead etc.
73-75%	Neophobia	Fear of new things, new ideas, or change in general
76-79%	Nyctophobia	Fear of darkness & night
80-82%	Orphidophobia	Fear of snakes & reptiles
83-84%	Photophobia	Fear of intense light
85-87%	Pyrophobia	Fear of fire
88-90%	Thanophobia	Fear of personal death
91-93%	Toxicophobia	Fear of being poisoned
94-97%	Xenophobia	Fear of strangers
98-100%	Zoophobia	Fear of large animals

TABLE 1.11A - PHOBIAS

MORALE CHECK VS FEAR & PHOBIAS

When exposed to conditions that might render a PC or NPC fearful, he must succeed with a "morale check" to deal with fear.

Whenever a character is exposed to an experience that might produce fear in him, he will need to make a standard morale check in the form of a roll against his **Willpower** skill:

- When confronted by a **minor phobia**, the character is required to make a **Willpower** roll at **3/4 TSC%**.
- When confronted by a **major phobia**, the character is required to make a **Willpower** roll at **1/2 TSC%**.

- When confronted by a **severe phobia**, the character is required to make a **Willpower** roll at **1/3 TSC%**.
- If a person has a phobia, a **Fear** spell has an effect equivalent to his being exposed to whatever it is that really scares him! Consequently, he resists at a limited capacity, dependant on the level of his Phobia.
- If a person does not have a phobia, he resists a **Fear** spell with a **Willpower** roll at his **full TSC%**.
- Highly self-disciplined characters may be able to maintain inner control even when confronted with terrible fear. Characters with **DISC 16+** may elect to employ **3/4 of their Discipline AR%** instead of making a **Willpower** roll.
- Pious lay characters may be able to maintain inner control even when confronted with **Fear** emanating from supernatural creatures or magical **Fear** by relying upon their faith that a higher power will protect them. Characters with **PTY 13+** may elect to employ **2/3 of their Piety AR%** instead of making a **Willpower** roll.

See *Chapter 3 – Core Game Mechanics* for further information on making skill rolls.

Failure produces a whole range of possible reactions.

Each Phobia differs from all the others. Also, individuals react very differently to fear. A panicked character could flee, faint, or freeze in his tracks. He might even attack the cause of his fear! Sometimes fear shows itself as nervousness, clumsiness, inability to recall something important, inability to focus or concentrate, etc.

Instead of our prescribing a specific response, it is better that the Gamemaster exercise discretion and tailor the responses to a specific fear so that it takes into account the character's own nature. The Gamemaster should also consider the circumstances in which the fright or anxiety is occurring.

STEP 12 - DETERMINE CHARACTER SIZE

The type of character being created (e.g. Historic, Heroic or Super-heroic) along with the character's sex determines the **Height (HT)**, **Build (BLD)** and **Weight (WT)** of any character. However, it is the player's choice as to whether the PC is male or female.

DETERMINE CHARACTER'S HEIGHT

The player has the choice of the following:

- Roll the **Height Die** as indicated in *Table 1.12a – Height & Build Determination*. Add the appropriate modifier to give the **Height Factor**. This is the PC's height in inches, **or**
- Default to the average height for the PC as shown in *Table 1.12a – Height & Build Determination*, **or**
- Pay **5 PC Points** to increase or decrease the PC's average height by up to 6 inches.

Example:

Steve has a "Historic" Human Male character. He rolls the 2D10 Height Dice as per *Table 1.12a – Height & Build Determination* and obtains 5 + 7 = 12. The dice modifier for his type of character is +57, so he calculates the Height Factor as 12 + 57 = 69. This gives a height of 69 inches, Stephen finds his character is 5'9" tall.

Type of Player Character	Height Dice	Range of Height Factors	Average PC Height	Build Die	Range of Build Factors	Average PC Build
Historic Human Male	2D10 + 57	59-77	68 = 5' 8"	1D10 + 1	02-11	06 = Average
Historic Human Female	2D10 + 54	56-74	65 = 5' 5"	1D10 - 1	0-09	04 = Average
Heroic Human Male	2D10 + 62	64-82	73 = 6' 1"	1D10 + 2	03-12	07 = Heavy
Heroic Human Female	2D10 + 59	61-79	70 = 5' 10"	1D10 - 1	0-09	04 = Average
Super Heroic Human Male	2D10 + 67	69-87	78 = 6' 6"	1D10 + 3	04-14	08 = Heavy
Super Heroic Human Female	2D10 + 64	66-84	75 = 6' 3"	1D10 + 1	02-11	06 = Average

TABLE 1.12A – HEIGHT & BUILD DETERMINATION



DETERMINE CHARACTER'S BUILD

The player has the choice of the following:

- 1 Roll the **Build Die** as indicated in *Table 1.12a – Height & Build Determination*. Add the appropriate modifier as shown and if applicable, further modify the result by the following:
 - If a PC has **Agility 15-19**, reduce the result by –1
 - If a PC has **Agility 20+**, reduce the result by –2
 - If a PC has **Constitution 15-19**, increase the result by +1
 - If a PC has **Constitution 20+**, increase the result by +2This will give you the PC's **Build Factor**, or
- 2 Default to the average build for the PC as shown in *Table 1.12a – Height & Build Determination*, or
- 3 Pay **5 PC Points** to increase or decrease the PC's Build Factor by one level. The Build Factor can be modified by a maximum of 3 levels.

DETERMINE CHARACTER'S WEIGHT

The basic Weight (WT) of any character is 10 lbs plus 5 lbs for every inch in height over 40 inches. To modify this in respect of the PC's build compare the PC's Build Factor to *Table 1.12b – Weight Modifiers* and amend the basic weight calculation by the given percentages (rounding up any fractions).

Modified Roll	Build	Weight Modifier
Less than 1	Very Light Build	Reduce weight by 30%
1	Very Light Build	Reduce weight by 25%
2	Light Build	Reduce weight by 20%
3	Light Build	Reduce weight by 15%
4	Average Build	Reduce weight by 5%
5	Average Build	No change in basic weight
6	Average Build	Increase weight by 5%
7	Heavy Build	Increase weight by 10%
8	Heavy Build	Increase weight by 15%
9	Heavy Build	Increase weight by 20%
10	Massive Build	Increase weight by 25%
11	Massive Build	Increase weight by 30%
12	Massive Build	Increase weight by 35%
13 & over	Massive Build	Increase weight by 40%

TABLE 1.12B – WEIGHT MODIFIERS

Example:

Steve rolls 5 on 1D10 Build die, to which he adds +1 die modifier: $5 + 1 =$ Build Factor 6. He gains no further additional modifiers from his Agility and Constitution. When compared against *Table 1.12b – Weight Modifiers*, he gains a weight modifier of +5% to his character's basic weight. With a height of 5'9" the basic weight is 155lbs (69" tall – 40" = 29" x 5 lbs = 145 lbs + 10 lbs). Applying the weight modifier of +5% gives the PC a weight of 163 lbs (155lbs x 105% = 162.75 lbs rounded up).

Example: PC Points Method

Sue is using a PC Points method to generate her character. Her female, historic character has an average height of 5' 5" and average build of 04. She decides to spend 5 PC Points to increase her height by 4" so making her height 5' 9". (She could have added a maximum of 6" but decided 4" was enough). At this modified height, her weight will be 148 lbs (her basic weight of 155 lbs less 5% for her 04 Build Factor = 147.25 lbs rounded up). Sue decides that this is a little too light for her character, so she decides to spend a further 5 PC Points to increase her Build Factor to 05. This means there is no change to her basic weight of 155 lbs. Therefore at a cost of 10 PC Points, Sue has a character of height 5' 9" and weight 155 lbs.

STEP 13 - DETERMINE CHARACTER BODY POINTS

Body is a "secondary" characteristic arising from Constitution, body mass, etc., and represents the amount of physical damage that a PC may sustain.

DETERMINING BASIC BODY POINTS

To find your character's **Body Points**:

- 1 Add Body from *Table 1.13a - Weight Factor*
- 2 Add **Constitution** attribute
- 3 Add **1/2 Strength** attribute (rounded down)

Weight (lbs)	Body	Weight (lbs)	Body	Weight (lbs)	Body
Under 44	10	129-144	18	278-300	26
45-53	11	145-160	19	301-324	27
54-64	12	161-177	20	325-348	28
65-75	13	178-196	21	349-373	29
76-87	14	197-215	22	374-400	30
88-100	15	216-235	23	401-427	31
101-113	16	236-256	24	428-455	32
114-128	17	257-278	25	456-484	33

TABLE 1.13A – WEIGHT FACTOR

Example:

Brother Arbutus the Monk is a Human male of massive build 11 and standing 5' 8" tall and weighing 222 lbs. He has CON 17 and STR 12. Brother Arbutus has BODY = $23 + 17 + (12 / 2) = 46$.

RECOVERING BODY POINTS

The **Body Recovery Rate (BRR)** is the rate at which a character recovers lost Body Points through natural healing. *Table 1.13b – Body Recovery Rates* shows the percentage of Body Points recovered each day (rounded up) and is dependent on the level of Constitution a character possesses.

Example:

Brother Arbutus has CON 17 and BODY 46. When comparing his CON to *Table 1.13b – Body Recovery Rates*, he has the following recovery rates: 8% or **4 Body Points** ($0.08 \times 46 = 3.68$ rounded up) in a day of complete rest; 5% or **3 Body Points** ($0.05 \times 46 = 2.3$ rounded up) in a day of light activity, and 3% or **2 Body Point** ($0.03 \times 46 = 1.38$ rounded up) in a day of moderate activity.

Only complete Body Points are restored at the beginning of the next day following a day of rest and recuperation. No character recovers Body Points if strenuously active.

Example:

Brother Arbutus recovers at BRR 8% when at complete rest = 4 Body Points per day. The next day, his Body goes up by +4 and if he continues to rest it will continue to increase by +4 per day until he is back to his maximum Body Points.



CON	Descriptor	Total Rest per day	Lt. Activity per day	Active per day	Resist Disease (RD%)
02	Sickly	1%	0%	0%	30%
03	Infirm	2%	1%	0%	40%
04	Feeble	2%	1%	1%	50%
05	Frail	2%	1%	1%	55%
06	Weak	3%	1%	1%	60%
07	Unsound	4%	2%	1%	65%
08	Average	5%	3%	1%	70%
09	Average	5%	3%	1%	75%
10	Fit	6%	3%	1%	80%
11	Lively	6%	3%	1%	82%
12	Energetic	6%	3%	1%	84%
13	Hardy	7%	3%	1%	86%
14	Stalwart	7%	4%	2%	88%
15	Robust	7%	4%	2%	90%
16	Rugged	8%	4%	2%	92%
17	Vigorous	8%	5%	3%	94%
18	Dynamic	8%	5%	3%	96%
19	Vibrant	8%	5%	3%	97%
20	Vital	9%	6%	3%	98%
21+	Weatherproof	10%	6%	4%	99%

TABLE 1.13B – BODY RECOVERY RATES (BRR)

This system rates recovery **relative** to Body Points. A person with BODY 34 and CON 17 recovers **at the same rate** as a person with BODY 26 and CON 17. Both will recover at a rate of 8% per day of complete rest, but one will recover 3 Body Points (0.08×34 rounded up) and the other will recover 2 Body Points (0.08×24 rounded up).

It is possible to have a Body Recovery Rate of less than 1 Body Point per day. In those instances, round to the nearest 0.25 Body Point.

Example:

Ograine the Cobbler has CON 09 and BODY 17. Far from robust, he recovers 5% or 1 Body Point in a day of complete rest ($0.05 \times 17 = 0.85$ rounded up). However, with light activity this drops to 3% or 0.75 Body Points per day ($0.03 \times 17 = 0.51$ rounded up to nearest 0.25). He needs two full days before he recovers 1 Body Point. And, if he is active, he recovers only 1% or 0.25 Body Points per day ($0.01 \times 17 = 0.17$ rounded up to nearest 0.25). Now he needs four full days to recover 1 Body Point.

Computations need to be done once. Record them on the character's Profile Sheet for future reference to save yourself having to continually recalculate them.

NEGATIVE BODY LIMITS

When a character's Body is reduced to **negative values**, he is not necessarily dead. One can sustain negative damage up to his CON and still remain alive, although deeply unconscious. When Body Points fall below a negative level equal to or lower than CON then death occurs.

Example:

Brother Arbutus (BODY 46) can have his Body Points fall to $46 / 2 = -23$ and still recover. However, he will be comatose until his Body Points returns to +1. If his Body fell to -24, he would be **irretrievably dead** under most circumstances short of a miraculous intervention.

RESIST DISEASE (RD%)

Resist Disease (RD%) is the normal chance a PC has of either being immune to or else fighting off an infection. A PC's RD% can be modified by the nature of the disease, the circumstances, etc. *Table 1.13b – Body Recovery Rates* shows the basic RD% possible.

STEP 14 - DETERMINE CHARACTER FATIGUE POINTS

Fatigue represents a character's endurance and his energy levels. Fatigue is measured in **Fatigue Points (FP)**.

DETERMINING BASIC FATIGUE POINTS

To calculate your PC's Fatigue Points:

- 1 Add **Constitution** and **Strength**, or
- 2 Add **Constitution** and **Discipline**

Example:

Brother Arbutus has CON 17, STR 14, and DISC 19. Brother Arbutus would do better by combining his Constitution and Discipline levels rather than his Constitution and Strength levels. His Fatigue Points would therefore be $CON + DISC = 17 + 19 = 36$ Fatigue Points.

RECOVERING FATIGUE POINTS

A PC uses up energy quickly in highly stressful situations, particularly in combat or the practice of magick. The rate a PC "recharges" personal energy levels is the **Fatigue Recovery Rate (FRR)**. The level of Constitution that a PC has reflects how quickly he can recover.

CON	Sleep 1 hour	Rest 10 min	CON	Sleep 1 hour	Rest 10 min
01-06	5 FP	2 FP	18	10 FP	7 FP
07-10	6 FP	3 FP	19	12 FP	8 FP
11-13	7 FP	4 FP	20	13 FP	9 FP
14-15	8 FP	5 FP	21+	15 FP	10 FP
16-17	9 FP	6 FP			

TABLE 1.14A – FATIGUE RECOVERY RATES (FRR)

The amount of Fatigue Points regained after 10 minutes of rest, as shown in *Table 1.14a - Fatigue Recovery Rates* is the amount of Fatigue Points recovered in the first 10 minutes of rest following any form of activity. This requires the individual PC to simply sit and do nothing, gradually "getting his breath back".

A PC can extend this resting period up to a **maximum of 1 hour** and still recover some Fatigue Points. The recovery rate after the first 10 minutes of rest is **1 FP** per 10 minutes of additional rest for a PC with CON 15 or less and **2 FP** per 10 minutes of additional rest for a PC with CON 16+. If the PC wishes to recover more he needs to sleep. A character can then recover Fatigue Points at the sleeping rate which has no maximum period for sleep.

Example:

With CON 17 and Fatigue Points 39, Brother Arbutus' FRR = 6 FP for 10 minutes resting plus 2 FP per additional 10 minutes to a maximum of 1 hour. Suppose he ran his Fatigue Points down to 6 FP by fighting. He may restore $6 + (2 \times 5) = 16$ FP by resting for the maximum of 1 hour. For greater benefit, he **must** sleep. An hour's nap restores an additional +9 FP, so if Brother Arbutus then sleeps for 2 hours he would restore the remaining 17 FP he needs and bring his Fatigue Points back to 39 FP.



NECESSITY FOR SLEEP

After 24 hours, one **must** sleep sometime. This need is represented by a PC's "effective" CON being **reduced by one level** for every hour he goes past 24 hours without sleep.

Example:

Brother Arbutus has not slept for 26 hours. This is 2 hours over the limit. His "effective" CON level is **assumed** to be $17 - 2 = 15$ when working out how long he can stay active. Now he gains +6 FP for 10 minutes' rest not +7 FP. The longer he stays awake, the lower his "effective" CON becomes, and also the lower his Fatigue Recovery Rate (FRR) becomes. This is because he is drawing on his reserves and is risking exhaustion and collapse.

A base CON AR at a penalty of $-2\% \times \text{hours awake}$ can be made to try to stay awake longer. Check hourly. Once a PC's "effective" CON level drops below CON 0, he **will** sleep!

Example:

Brother Arbutus has now not slept for 28 hours. His "effective" CON is now assumed to be $17 - 4 = 13$. In order to stay awake he must make a CON AR at a penalty of $-2 \times \text{the hours he has been awake}$, i.e. $-2\% \times 28 \text{ hours} = -56\%$ to his Attribute roll

A PC must sleep **an extra hour per -3 CON levels** he temporarily "lost" by pushing himself over the limit. One can perform at almost super-human levels for a time, but must pay the price! This adjusted CON level applies only to fatigue recovery and the need for sleep. Use the character's normal CON level when resolving other situations and problems that rely on a CON AR or upon Constitution as a factor.

STEP 15 - DETERMINE CHARACTER LIFTING & CARRYING CAPACITY

In most situations, the character will be operating well within acceptable limits, and there will be little need of having to consider whether or not he could carry or lift a burden. However, there are times when the issue can make a significant difference to the outcome of the action. In such instances, a precise determination may be required.

The following rules need not always be enforced to the letter. Characters usually operate within their limits, thus players will rarely need to check Lifting Capacity (LCAP) and Carrying Capacity (CCAP) unless it is very important to the situation.

LIFTING CAPACITY (LCAP)

Lifting Capacity (LCAP) is the weight a character can lift over his head. To determine a character's lifting ability, compare his Strength rating to Body weight as shown in *Table 1.15a – Strength/Body Ratio*.

CARRYING CAPACITY (CCAP)

Not only in modern times but also throughout history, infantry carried a burden of 50 to 100 lbs of armaments, ammunition and equipment. In good condition and with the weight properly distributed by a decent backpack, etc., infantry can march for many miles under that load over all manner of terrain!

To reflect this, Carrying Capacity is calculated as $1/2 \times \text{LCAP}$ (rounding up).

Example:

Fabian's LCAP = 126.5 = 127 lbs. He can carry half that weight or 63.5 = 64 lbs (rounding up) without undue Fatigue. This is a reasonably heavy load for Fabian.

STR	LCAP	STR	LCAP
02	5 lbs + 25% of Body Weight	17	5 lbs + 140% of Body Weight
03	5 lbs + 30% of Body Weight	18	5 lbs + 150% of Body Weight
04	5 lbs + 35% of Body Weight	19	5 lbs + 160% of Body Weight
05	5 lbs + 35% of Body Weight	20	5 lbs + 170% of Body Weight
06	5 lbs + 40% of Body Weight	21	5 lbs + 180% of Body Weight
07	5 lbs + 50% of Body Weight	22	5 lbs + 190% of Body Weight
08	5 lbs + 60% of Body Weight	23	5 lbs + 200% of Body Weight
09	5 lbs + 70% of Body Weight	24	5 lbs + 210% of Body Weight
10	5 lbs + 80% of Body Weight	25	5 lbs + 225% of Body Weight
11	5 lbs + 90% of Body Weight	26	5 lbs + 250% of Body Weight
12	5 lbs + 100% of Body Weight	27	5 lbs + 300% of Body Weight
13	5 lbs + 105% of Body Weight	28	5 lbs + 350% of Body Weight
14	5 lbs + 110% of Body Weight	29	5 lbs + 400% of Body Weight
15	5 lbs + 120% of Body Weight	30	5 lbs + 450% of Body Weight
16	5 lbs + 130% of Body Weight	31	5 lbs + 500% of Body Weight

TABLE 1.15A – STRENGTH/BODY RATIO

Exceeding Carrying Capacity (CCAP)

If a character exceeds his carrying capacity, he suffers a penalty of **-1 Fatigue Point** for every 20% of the character's CCAP that he exceeds it, for every hour or part of an hour he carries it.

Example:

To carry 127 lbs Fabian is carrying an amount of 63 lbs over his carrying capacity. This means he is $63 \text{ lbs} / (0.2 \times 64 \text{ lbs}) = 63 / 12.8 \text{ lbs} = 4.9 = 5$ (rounded up) times over his carrying capacity. Therefore he expends -5 Fatigue Points per hour he carries the burden and thus tires rapidly if overloaded. His friend Cedric has an LCAP of 421 lbs. He can carry half that weight or 211 lbs at no loss of Fatigue. This may sound incredible, but Cedric is a big fellow at the limit of normal Human strength.

We assume a PC will use a load-bearing aid to carry heavy weights. If he merely carries the burden in his hands etc., his effective **CCAP** is cut in **half**.

Example:

Fabian carries a chest of coins weighing 100 lbs in his arms. His normal CCAP is 64 lbs ($127 / 2$) but since he is carrying the burden in his hands, this is reduced by half to 32 lbs. For every 20% above his effective CCAP he carries, he subtracts -1 FP per hour he carries the chest. Therefore he is carrying $100 \text{ lbs} - 32 \text{ lbs} = 68 \text{ lbs}$ above his effective CCAP, so it will cost him 11 Fatigue Points ($68 \text{ lbs} / (0.2 \times 32 \text{ lbs}) = 68 / 6.4 \text{ lbs} = 10.6 = 11$ times) for every hour (or part of the hour) he carries it.

Sharing a Load:

If several characters share a load, divide the weight by the number carrying it to find the burden each person carries.

CHARACTER GENERATION 1.19



STEP 16 - DETERMINE CHARACTERS JUMPING ABILITY

All characters are capable of jumping across a distance. However, how far they can jump depends on their Strength, Agility, racial characteristics, and the load they are bearing. Distances may be improved by the Athletic skill of **Jumping**.

The basic **Jump Factor** is calculated as $1/4 \times (\text{STR} + \text{AGIL})$ (rounding up).

Example:

Harold has STR 15 and AGIL 13 = $1/4 \times (15 + 13) = 28 / 4$ giving him a basic Jump of 7 feet.

A character's **Jump** is further modified by racial background, Humans add **+2 feet** to their **Jump**.

Example:

Harold has a basic JUMP of 7 feet. Being Human, he adds +2 feet to reflect his background to obtain JUMP 9 ft.

Running vs Standing Jumps

To compute how far a character can jump in a given situation, consider if he is running at it or making a standing jump to cross the distance:

Running Jump Distance = JUMP + $1/2$ D10

Standing Jump Distance = $1/2$ basic JUMP

Jumping While Encumbered

We assume the jumper is at his best when unencumbered by a load of any kind. However to take into account a load he may be carrying the PC will suffer a penalty of **-1 foot from the distance for every 10% of CCAP the jumper is carrying (rounding up)**.

Example:

Unencumbered by any load, Harold can make a running jump of 9 ft + $1/2$ D10 ft, a range of 10 ft to 14 ft. He has a CCAP of 100 lbs. He loses -1 ft from his JUMP for every 10% of 100 lbs = 10 lbs he carries. Harold finds himself carrying a load of 35 lbs. This is between 30% and 40% of CCAP, so he deducts -4 feet from his JUMP distance. Harold is now capable of a running jump of between 6 ft to 10 ft and a standing jump of 3 ft to 5 ft.

STEP 17 - DETERMINE CHARACTERS MOVEMENT

DETERMINING BASE ACTION POINTS (BAP)

Base Action Points (BAP) determines what can be done in a given period of time. BAP is found by considering either purely physical capabilities or a combination of physical and mental capacity. Apply the more advantageous of the following methods:

- 1 Add **Agility** and **Constitution**, then divide by 2, **or**
- 2 Add **Agility** and **Intellect**, then divide by 2

Round fractions **down** when computing Base Action Points (BAP). Factor in AGIL levels over 20 but **do not factor in** INT or CON levels above INT 20 or CON 20.

The relationship of quick reflexes, constitution, conditioning and rapid movement is obvious. In the second method of computing BAP, consider Intellect to be a combination of planning and determination. Thus a person with a lower Constitution may still be able to move quickly because he substitutes force of will for physical capabilities.

APPLYING BAP

Later in these rules, you will see how Base Action Points (BAP) are applied to modify the distances a character may move, etc. However, BAP not only involves covering distances, but it also concerns what a character is able to do in combat.

Example:

Eleanor has AGIL 16, CON 8 and INT 17. Her best choice is AGIL + INT = $16 + 17 = 33 / 2 = 16.5 = \text{BAP } 16$ (rounded up). However, Henry has AGIL 21, CON 15 and INT 10. His best choice is AGIL + CON = $21 + 15 = 36 / 2 = \text{BAP } 18$.

STEP 18 - DETERMINE CHARACTERS HOROSCOPE (Optional but strongly recommended)

Divination was practised earlier than 3000 BC to determine if the omens were favourable or unfavourable to some particular project or venture etc. It was common practice not only in Europe, but in many other lands as well, stretching across the Middle East and all the way to China.

CASTING THE HOROSCOPE

This step is **optional** because not all players and Gamemasters look favourably on it. For those who do, we offer a "Life Reading" of a Player Character's Astrological Chart.

The player may elect to either:

- 1 Roll a 1D100 and compare the result to *Table 1.18a – Birth Signs & Skills (Western Astrological Divination)*, **or**
- 2 If using a PC Points based method of character generation, pay **-10 PC Points** to choose the Birth Sign desired.

1D100	Sign	Favoured Skills & Benefits	
01-08%	Aries	Combat; Arts & Entertainment	Mar 21 - Apr 19
09-16%	Taurus	Athletic; Scientific Lore	Apr 20 - May 20
17-24%	Gemini	Crafts; Thievery	May 21 - June 20
25-32%	Cancer	Crafts; Arts & Entertainment	June 21 - July 22
33-40%	Leo	Combat; Outdoor	July 23 - Aug 22
41-48%	Virgo	Lore; Materia Magica	Aug 23 - Sept 22
49-56%	Libra	Lore; Perception	Sept 23 - Oct 22
57-64%	Scorpio	Combat; Materia Magica	Oct 23 - Nov 21
65-72%	Sagittarius	Agriculture; Seafaring	Nov 22 - Dec 21
73-80%	Capricorn	Charisma; Materia Magica	Dec 22 - Jan 19
81-88%	Aquarius	Charisma; Scientific Lore	Jan 20 - Feb 18
89-96%	Pisces	Crafts; Materia Medicina	Feb 19 - Mar 20
97-100%		Select any Birth Sign	

TABLE 1.18A – BIRTH SIGNS & SKILLS (WESTERN ASTROLOGICAL DIVINATION)

BIRTH SIGN SKILLS

Each Birth Sign favours two skill categories and a player may choose either:

- 1 **Two** skills from one of the two favoured categories, **or**
- 2 **One** skill from **each** of the favoured categories.

If one of the auspicious skills selected if one of the PC's primary vocational skills then the skill is considered as **Mastered** at **-2 DF** with basic knowledge and **+2 levels** of skill (this is a "free" Mastery slot). If the auspicious skill is not part of his primary vocational skills, the PC still has basic knowledge and **+2 levels**, but only improves the skill at a bonus of **-1 DF**. This choice includes Modes and Methods of Magic for Materia Magica.

**BIRTH SIGNS & EXPERIENCE BONUSES**

Any vocational skills that are in the two categories affected by the character's birth sign gain an additional bonus to their experience points gained when the skills are used. For skills other than magick, the PC gains:

- Well Aspected = **+15%** to Experience points gained
- Neutrally Aspected = **+10%** to Experience points gained
- Poorly Aspected = **+5%** to Experience points gained

For skills involved in the practice of Magick, i.e. any Mode or Method of Magick, or Materia Magica skill, the PC gains:

- Well Aspected = **15%** to Experience points gained
- Neutrally Aspected = **5%** to Experience points gained*
- Poorly Aspected = **10%** to Experience points gained

*Priestly Magick gains at **+10%** to Experience points gained

Example:

A Leo's favoured skills categories are **Combat** and **Outdoors**. Albert, a Fighter, wants a skill from each category and chooses **Slashing Swords** from the Combat category and **Tracking** from the Outdoor skills. Combat skills are in a Fighter's primary skills, so he has a "free" Mastery in **Slashing Swords**. He therefore starts with basic knowledge and +2 levels in the skill and he improves it at -2 DF. Outdoor skills are not in a Fighter's primary skills, so although Albert has basic knowledge and +2 skill levels he only learns and improves **Tracking** at -1 DF.

SUCCESS BONUSES FOR HAVING WELL ASPECTED SKILLS

A Well Aspected PC enjoys a **+5%** TSC bonus to any skills in categories favoured by his Birth Sign.

Example:

A Well Aspected Aries enjoys +5% to his TSC% of any Combat skill, whether he has basic knowledge or not. He is considered to have a "natural" predilection for combat decreed by the Stars at his birth. He also has a +5% predilection for Arts & Entertainment skills, but that is not strange. Many a Knight was renowned for his skill with lute and song as well as with a lance or sword.

OTHER KINDS OF DIVINATION

There are many methods of divining omens and some are included in **Magicks & Miracles** (see **Vol. II Core Rules**). In other **Chivalry & Sorcery** supplements, we will reflect on practices and beliefs of other cultures.

1D100	Character's Starting Age	Experience Points	PC Point Cost
01-05%	13	2,500	+10
06-10%	14	3,000	+8
11-20%	15	3,500	+6
21-30%	16	4,000	+4
31-40%	17	4,500	+2
41-60%	18	5,000	—
61-65%	19	5,500	-2
66-70%	20	6,000	-4
71-75%	21	6,500	-6
76-80%	22	7,000	-8
81-85%	23	7,500	-10
86-90%	24	8,000	-12
91-100%	25	8,500	-14

TABLE 1.19a – PC AGE

STEP 19 - CHARACTER AGE**(Optional)**

Within **Chivalry & Sorcery**, it is age which determines a character's starting experience. Therefore these optional rules enable a character to start either younger or older than the base age of 18 years.

A player has the opportunity to:

- 1 Roll a 1D100 and compare the result to *Table 1.19a – PC Age*, or
- 2 Default to the base age of 18, or
- 3 Pay the appropriate amount of PC Points as shown in *Table 1.19a – PC Age* to select the character age required.

The experience points obtained can be spent on skills etc. and may result in the character starting higher than Level 1. (For further details refer to *Chapter 9 – Experience*.)

STEP 20 - DETERMINE CHARACTER'S PERSONALISING TRAITS**(Optional)**

A character becomes more of an individual the more a "personalises" him. *Table 1.20a – Personal Features* may assist you with a few ideas to make your character "come alive". If you think of anything else that enables you to paint a picture of how your character looks and acts, do not be afraid to use it to flesh him out! Remember in **Chivalry & Sorcery**, the more detail, the better!

NAMING THE PLAYER CHARACTER

Names are **important**. When choosing a name for your character, consider what you are trying to say about him or her. If the campaign has a definite cultural tone, a name that fits into that culture might be most authentic. However, in the end, it is the player's choice! He has to live with it!

PERSONAL FOIBLES

While a character might not start with any behaviours or habits that become "hallmarks" of his personality, keep it in mind that most people do tend to have a distinct voice, maybe an accent or favourite expressions, pet peeves, particular preferences in clothing, food, drink etc. As you role-play your character, you might note down all the things that make him truly individual and unique and try to build these into your role-playing repertoire.

Eye Colour	Hair Colour	Hair Features	Complexion	Skin Texture	Unusual Features
Violet	Sun-bleached blonde	Short	Wan (very pale)	Silky	Large nose
Blue-grey	Strawberry blonde	Long	Milky	Smooth	Hawk nose
Blue	Flaxen blonde	Straight	Untanned	Average	Bulbous nose
Dark blue	"Dirty" blonde	Wavy	Average	Rough	Long nose
Emerald green	Red	Curly	Tawny	Seamed	Snub nose
Green	Auburn	Bald	Golden tanned	Weather-beaten	Wide nostrils
Hazel	Light brown	Tonsured (Clerical)	Deeply tanned	Wom	Narrow nostrils
Brown	Chestnut brown	Tonsured (Druidic)	Swarthy	Leathery	Wide-eyed
Dark brown	Dark brown	Shaved	Reddish-brown	Wrinkled	Narrow-eyed
Intense brown	Black	Pageboy cut	Coppery-brown	Very wrinkled	Squinty-eyed
	Silver-streaked	Braided	Brown		Jutting jaw
	Grey		Black		Thin-lipped
			Albino		Clean shaven
					Moustache / Beard
					Scar or mole etc.

TABLE 1.20a – PHYSICAL FEATURES



SPECIAL ABILITIES & DEFECTS

The following defines the nature and limits of the special talents and abilities the character may have acquired in Step 9 of the Character Generation process.

Ambidextrous

The PC is equally proficient when performing a task with either hand and suffers no penalties when doing so. Ambidextrous PC's may use a sword or other weapon in either hand without penalty. They may also learn **Two-Weapon Fighting** at **-1 DF**.

Berserker Rage

There is a difference between mere anger and the battle fury that overwhelms the true Berserker. Although the Nordics put a name to this terrifying condition, it is not just reserved for those of Northern blood. Any true warrior has a chance of being able to fight amok. A successful **Willpower** roll at **1/2 PSF%** is necessary to **prevent** a Berserker from losing control and wading into a fray, heedless of the odds.

A Berserker is a formidable adversary who cannot be stopped except by chopping him literally into pieces! Nothing stirs a Berserker's blood like a proper fight. Consequences do not concern him in his unquenchable need to slay until all his enemies are dead. He cannot willingly retreat once the battle fury is upon him. A Berserker always carries the fight to the enemy, strikes with super-Human strength gaining a bonus of **+4** points of damage, and loses no fighting efficiency when his Fatigue Points are exhausted. If his Body Points are reduced to negative values, he **continues** on his feet, seemingly untouched, unless he sustains a critical hit to the spine or head. Even if his Body Points are reduced to fatal values and he is assured of dying, he still fights for **3 combat rounds**.

See also the Command Magick spell **Berserker Rage**. However, unlike the magical spell, there is no fixed duration for natural **Berserker Rage** because, as the Vikings say, it is a gift from the God of Battles.

Born with an Aptitude for a Skill

The character is born with a remarkable aptitude for one specific skill. Choose the skill from either his background skills or vocational skills as a "free" Mastery skill. During his youth, the character acquires **3 levels** of proficiency in that skill without cost.

Clairvoyance

The character has a natural ability that operates like the Transcendental Magick spell, **Clairvoyance**, with a range of 100 miles. The PC loses no Fatigue Points when he has a clairvoyant vision. However, he has no control over when the visions occur. The Gamemaster controls what the PC sees in sudden and unpredictable "visions" and this provides the Gamemaster with an explainable way of making the PC aware of events that may occur.

Enhanced Sight

The character has very keen vision and gains a **7 + 1D10%** bonus to his **Alertness: Sight** PSF%. He also reduces range penalties for firing/hurling missile weapons by **-1** range level. This does not give him a hit bonus, it simply enables him to fire/hurl missiles at success percentages others enjoy at closer ranges.

Extra Magical Spells

The PC starts with a **1D10** additional spell points in those Methods of Magicks in which he has basic knowledge. If the PC is not going to practise Magick as a vocation, he may re-roll 1D100 for another special talent. More information can be found in **Magicks & Miracles** (see **Vol. II Core Rules**).

Extraordinary Beauty

The PC possesses truly exceptional good looks. Increase Appearance by **1D10 - 3 (minimum 2)** if Well Aspected; by **1D10 - 5 (minimum 1)** if Neutrally Aspected; or by **1D10 - 7 (minimum 1)** if Poorly Aspected.

Extraordinary Potential

One of the character's Attributes is raised, the number of levels being dependent on Fate. This special ability enables an Attribute to be raised above the racial maximum. To find out the increase, add the result of a **1/2D10** roll to the elected attribute.

Note: Regardless of whether the ability has been rolled randomly or purchased using PC Points, the amount the Attribute is raised is entirely dependent on the roll of the dice.

Fey Affinity (w)

The PC is in tune with the Fey World and enjoys a bonus of **11 + 1D10%** to his chances with any Charismatic skills when dealing with Faeries.

Note: If using the optional derived attribute of **Natural Charisma**, he gains an additional **+3** levels in the skill. For further details see **The Gamemaster's Companion (Vol. III Core Rules)**.

Fey Blood (w)

The character has either Faerie or Elvish blood in him (player's choice).

If he chooses to be somewhat Elfin in nature and outward appearance (**Half-Elven**), he receives either **Night Vision** or **Enhanced Sight**. His Build will always be Light or Very Light (player's choice), with **+2** to Agility at no additional cost. The Well-Aspected Half-Elven PC also has a natural talent in casting **1 + 1/2D10** total MR's in spells of **Divination**, **Illusion**, and **Ward Magick**, the spells to be selected by the player. Basic knowledge of the spells is at **BCS 30%**, and the PC improves at **+4%** in proficiency in each spell for every 5000 Experience Points he acquires. If he becomes a Magus, this natural talent is manifested as **-1 DF** (**-2** if for Mastery) in these three Magicks instead of the ability to cast specific spells.

If he prefers to retain a Human nature and appearance, he has **MR 30%** when resisting all **Illusion** Magick spells. If he chooses a magical vocation, he acquires **-1DF** (**-2** if for Mastery) in any three Magicks he learns.

Healing Powers

The PC has a miraculous ability to cure illness or heal wounds by the laying on of hands. He has a **BCS 21%**, which is increased by **+3% x Piety** if the PC has Piety 11+. Success restores the recipient's Body and Fatigue Points (or cures the illness) and he will return to normal in **1D10** minutes. However, the effect of healing is exhausting. The Healer is required to make a CON AR roll. If he succeeds he loses **half** his total Fatigue Points. If he fails he loses **all** his Fatigue Points. In either case he can be left with a minimum of **1 FP**. If he has less than 10 FP when he begins, he also suffers **1/2D10** Body Points of damage.

Note: The character's level of Piety or his religious orientation are not of issue. The healer is merely a conduit for divine healing and it is an additional "bonus" if he possesses a high Piety. A PC with PTY 02 will still possess a 21% success change, in the same way as a PC with PTY 10.



Herculean Strength

This remarkable special ability is restricted to Human Warrior PC's destined to become true Heroes "famed among the nations." (Non-warrior Humans and other races go to **Incredibly Strong** (qv) instead. The PC literally possesses super-Human strength quite beyond that normally associated with exceptionally powerful Human beings. Roll **2+1D10** and add the result to the character's Strength Attribute.

Note: This special ability may take a character's Strength beyond the racial maximums allowed.

- 1 Increase the PC's **CCAP** to reflect his new STR rating. If he has STR 32 or more, increase his CCAP by 250 lbs for each level over STR 31.
- 2 Add **+1 Fatigue point** for each +1 STR level he acquires.
- 3 Add **+1 Body point** for every +1 STR levels he acquires.
- 4 In addition to the usual STR bonus associated with damage inflicted in combat for weapons having a Strength requisite, **also add +1 damage point** per +2 STR levels acquired here when using **any** weapon, whether or not it has a Strength requisite.

Highly Resistant to Disease

The character is very resistant to diseases of all kinds and gains a bonus of **10 + 1D10%** to his Resist Disease percentage (see *Table 1.13b – Body Recovery Rates*). If he already has Resist Disease of 90%+, his resistance is automatically raised to 99% against infection.

Highly Resistant to Magick

The PC is very resistant to Magick and adds a bonus of **11 + 1D10%** to his BMR when resisting any magical spell he does not wish cast upon him. If he is a practising Magus, he **also** adds the bonus to the TSC% of any **Ward Magick** spells he casts.

Highly Resistant to Poison

The character enjoys a bonus of **11 + 1D10%** to his CON AR when making a Resist Poison or Resist Drug roll.

Incredibly Lucky

Luck is written in the Stars, and those who gain the favour of Lady Luck are highly honoured. The PC gains three Luck Bonuses that can be added to any skill, Attribute or resistance roll in any given day (player's choice). The Luck Bonus is **11 + 1D10%** and is rolled each time the player wishes to be "lucky".

Note: Well-Aspected characters gain an additional Luck Bonus per day. This special ability will also counter any unlucky effects of being in the presence of a "Jonah" but will utilise three Luck Bonuses for each day the PC is in the "Jonah's" presence.

Incredibly Strong

Roll **1/2D10** and add the result to the character's Strength Attribute. Modify the character's CCAP accordingly.

Keen Hearing

The PC has very sharp hearing and receives a **7 + 1D10%** bonus to his **Alertness: Hearing** skill.

Light Sleeper

The PC is easily roused. Whenever anything strays within a 30-foot radius of the character while he is asleep, he can make an **Alertness: Hearing** check without penalty, i.e. as if he were awake and alert. If the character is a Forester, add an additional **+1D10%** (rolled each time a check is made) to his **Alertness** skills whether asleep or awake, since he is especially attuned to unusual noises and stealthy movement sounds.

Low Metabolic Rate

The character has a highly efficient metabolism. He requires **half** the normal amount of food per day to sustain his health and energy levels. His Fatigue Points are restored by **1/3 D10 FP** (rounded down) above normal levels per hour sleeping or **+1 FP per 10 minutes** resting.

Naturally Charismatic

The PC enjoys a bonus of **1D10%** to all success chances when using or countering any Charismatic skill.

Note: If using the optional Attribute of **Natural Charisma** then the PC gains a bonus of **1+1/2D10** levels. For further details see **The Gamemaster's Companion** (Vol. III Core Rules).

Night Vision

This near-magical faculty enables a person to see catlike in the dark. There must be **some** light present, however faint. In near-total darkness, he can still see shapes dimly at distances under 20 feet. Only in the absolute darkness of the Arcane Magick spell **Darkness of the Pit** will the PC be as "blind" as anyone lacking the ability.

Illumination of a Quarter Moon or better: PC sees as if in full daylight and is able to read scripts.

In moonlight or starlight: PC sees as if it were a very dull, overcast day and is able to read scripts.

Overcast night or inside a dark room: PC sees as if by bright moonlight but unable to read scripts.

Premonition

This is an irregular and unpredictable talent enabling one to "see" into the future and its frequency is left to the Gamemaster. Usually, they occur in moments of peril or stress. The Gamemaster makes sure the feeling is strong and unmistakable. We recommend that the Gamemaster communicate a Premonition to the player in a brief note, the contents of which the player is free to reveal or withhold from his companions.

Whatever knowledge is forthcoming is fairly sketchy and may involve symbolism, as in a dream, rather than a literal view of what will happen. It is up to the player to interpret his character's visions. A character might feel a sense of foreboding. The classic "I have a **bad** feeling about this!" is very typical and serves to alert the character to some immediate danger to him or those close to him. **Premonition** might offer a sense of hopefulness or even a certainty about something, e.g. "Put 5 Crowns on that horse to win!" might be a "lucky hunch" that is not just a hunch at all.

Primitive Talent Magical Powers

The PC is a natural magician, a primitive talent able to cast spells without studying the Arcane Arts.

Resistant to Disease

The PC enjoys a bonus of **3 + 1D10%** his Resist Disease percentage as shown in *Table 1.13b – Body Recovery Rates*. If this bonus gives the PC a Resist Disease percentage of 99% he becomes virtually immune to **all** natural diseases.

Resistant to Magick

The PC is naturally resistant to Magick and gains a bonus of **3 + 1D10%** to his BMR. If a practising Magus, he **also** adds that bonus to his TSC% when casting any **Ward Magick** spells.

Resistant to Poison

The character enjoys a bonus of **3 + 1D10%** to his CON AR when making a Resist Poison or Resist Drug roll.

Scholarship

The PC has spent a good deal of his early life at some form of institution of learning, a monastery, or in the presence of a true scholar. In such an environment, his learning was significantly enhanced, so he has gained basic knowledge in **5 Lore Skills** in addition to the basic knowledge acquired from his social background.

SPECIAL ABILITIES & DEFECTS 2.3



If the character possess high Intellect and/or Wisdom, he gains further levels as follows, with any bonuses being cumulative:

If **INT 13-16**, +2 levels of proficiency in any 3 initial **Lore Skills**.

If **INT 17+**, +2 levels of proficiency in **all** initial **Lore Skills**.

If **WIS 17+**, +2 levels of proficiency in any 3 initial **Lore Skills**.

If **INT 17+**, **WIS 17+**, and **DISC 15+**, add a further +2 levels to **all** initial **Lore Skills**.

Sense Auras

The PC can see the auras of others and judge the general nature of their current mood. He must concentrate for **one** round, after which he has a **67%** chance of seeing the auras of those within **30 feet** of him providing he maintains unbroken concentration. Due to this intense concentration the PC loses **-3 FP per round**.

The PC discerns the feelings emanating from the aura, i.e. good, evil, anger, happiness, sorrow, fear, etc. Gamemasters are encouraged to "colour code" auras and indicate the intensity of emotion by the brightness or dimness of the aura. For example, a softly glowing green aura might indicate the character comfortably happy, whilst a fiery red aura might indicate a raging fury. A PC with the ability to **Sense Good & Evil** (qv) will be able to gauge the **precise degree** of goodness or the depth of evil in the person he is observing.

Sense Good & Evil

Unless he rolls **10** on a **1D10 Crit Die** to acquire the ability to detect both Good **and** Evil, the PC has the innate ability to detect either the presence of Good **or** Evil (player's choice) within a radius of **30 feet**. This sense reveals the intrinsically good or evil nature of a person, place or object. The PC must deliberately activate the power and concentrate for **one** round, he suffers a penalty of **-3 FP per round** in the process. In the next round, the moral nature of his immediate surroundings is revealed 50% of the time, the chance might be higher when especially good or evil intentions are directed towards him or his companions.

If a truly great malevolence is present and the PC does not anticipate it, the Gamemaster may prompt him, as if he were having a **Premonition**, saying: "You are starting to have a very bad feeling about this (person or thing)!" In this instance the PC suffers an additional penalty of **-2 FP**.

Shape Shifting

The PC can literally change into an animal. Any shape-shifting requires a **minimum of 2 rounds** and costs **20%** of one's full Fatigue Points when changing back from animal to Human form. The PC is able to remain in animal form for **one hour x DISC**.

PCs possessing this supernatural ability are **not** Were-creatures as such, though others may easily mistake them for Were-beasts and will react accordingly. Rather, they have the appearance and all the senses and abilities of natural, living creatures. They retain their own Fatigue Points but have the Body Points of the creature, which in some instances may render them more vulnerable.

Note: A shift from animal to Human form leaves a character naked. His clothes, weapons, etc. are not carried with him in animal form, after all!

The player may elect to:

- 1 Roll a 1D100 and compare the result to *Table 2.1 – Animal Types*, **or**
- 2 Elect to pay the appropriate amount of PC Points if using a Points-based method of character generation (as shown in *Table 2.1 – Animal Types*) for the animal of their choice.

Small Animal: The character may become a small animal, e.g. mouse, rat, squirrel, rabbit, lizard, cat, fox, weasel, etc.

Bird: The character may become a bird, e.g. crow, thrush, raven, etc.

1D100	Animal Type	PC Point Cost
01-50%	Small Animal	-7
51-70%	Small Bird	-7
71-90%	Attack Bird/Animal	-13
91-100%	Large Attack Animal	-21

TABLE 2.1 – ANIMAL TYPES

Bird of Prey or Attack Animal: The character may become an bird of prey **or** an attack animal. Birds of prey (falcons, hawks, eagles, etc.) have limited offensive capability but have the advantages of small size, speedy flight, and very acute eyesight. Attack animals (dogs, wolves, etc.) have keen hearing and smell, move fast over broken ground, and are well armed. The character may choose a large attack animal like a bear or lion if he rolls **or** buys **Large Attack Animal**. Alternatively, he may elect to become a horse or some similar creature instead.

The character will take damage in the normal way but if the animal's Body Points are reduced to **zero or less**, the PC immediately returns to Human form but loses all Fatigue and Body Points. They are also stunned for a period of **1D10 minutes**. Thereafter any further damage is assessed against the PC's Human Body and Fatigue levels.

Speak with Animals (w)

The PC gains the skill **Beast Tongue**, which gives the innate ability to converse with a particular type of animal. To determine which animal type, roll a 1D100 and compare the result to *Table 2.2 – Beast Tongue – Type of Animal*.

1D100	Animal Skill
01-20%	Talk with birds
21-40%	Talk with canines & foxes
41-60%	Talk with felines
61-80%	Talk with hoofed animals
81-99%	Talk with small wild creatures (rodents, reptiles, etc.)
100%	Talk with any three of the foregoing creature categories.

TABLE 2.2 – BEAST TONGUE – TYPE OF ANIMAL

In order to determine the PC's fluency, roll 1D10 and compare the result to *Table 2.3 – Beast Tongue – Fluency*.

1D10	Fluency
01-02	Minimal Skill
03-06	Marginal Fluency
07-09	Fluent
10	Accomplished

TABLE 2.3 – BEAST TONGUE - FLUENCY

Superbly Conditioned

The PC has basic knowledge in **Conditioning** and **Endurance** and improves them at **-1 DF**. He also gains **+1/2D10 levels** (rounded up) to his initial CON level, which can take his CON above racial maximums. In addition he gains the following with bonuses being cumulative:

If **CON 16+**, **+1/2D10 levels** (rounded up) to be allocated between **Conditioning** and **Endurance** as required.

If **DISC 14+**, **+1/2D10 levels** (rounded up) to be allocated between **Conditioning** and **Endurance** as required.

If the character has both **Conditioning** and **Endurance** as Vocational Skills, **+1/2D10 levels** (rounded up) to be allocated between these skills as required.



Unerring Sense of Direction

The PC has the innate ability to find True North and to know the direction in which he is travelling, whether inside, underground or outdoors. When beneath the earth, he also knows if he is ascending or descending.

Very Persuasive

The PC gains a bonus to his PSF% in **four** of the following skills: **Bargaining, Begging, Charm, Conning Others, Diplomacy & Politics, Intimidation, Leadership, Oratory** and **Courtly Love**. The bonus gained is **+2D10%** and is rolled separately for each skill selected, the result being a permanent increase to the PSF% for that skill.

Well Conditioned

The PC automatically starts with basic knowledge in the skills of **Conditioning** and **Endurance** and develops them at **-1 DF**. If he possesses either or both skills as a background vocational skill, he also gains **+2** levels of proficiency that he can allocate between the skills to improve them as wished.

DEFICIENCIES & DEFECTS

Absent-Minded

The PC has a forgetful nature and may fail to recollect some important detail at an inconvenient moment, especially if the detail is of a practical nature. There is a **33%** chance that the PC will prove absent-minded. The character will then be required to make an **INT AR** at a penalty of **-10%**.

Angry

The PC is prone to fits of extreme anger whenever he is frustrated or thwarted. At such times, he must succeed with a **DISC AR** or he will explode in fury. If the PC is pushed still further, he will be required to make a further **DISC AR** to maintain control.

Argumentative

The PC is prone to take issue with what others say and is always ready to debate a point just for the sake of arguing about it. A successful **WIS AR** is needed for him to recognise those moments when it is better to bite his tongue and keep silent or, if in the middle of what is becoming a heated discussion, to realise that it is time to stop arguing before a real fight ensues.

Arrogant

The PC is conceited and sometimes pompous in his self-admiration and his manner may strike others as cocky and cavalier at best. There are times he can be infuriatingly patronising or presumptuous. He has a classic "attitude" problem, and his brash, superior manner can get him into plenty of difficulty. His arrogance is especially evident when dealing with social inferiors, but also manifests itself in his behaviour toward equals. It is when he is arrogant in his manner to social superiors that he truly risks trouble. A **Willpower** roll at **1/2 TSC%** or a **DISC AR** at **1/2 AR%** is required to rein in behaviour that might prove offensive to others.

If this arrogance is manifested while attempting to apply a **Charismatic Skill**, then the PC will suffer a penalty of between **-13%** to **-33%** (assessed by the Gamemaster) depending on the situation.

However, the PC is resistant to such attempts by others, who suffer similar penalties when attempting to influence him. This is an extremely "difficult" person, and his self-centred moodiness makes him very hard to manipulate or convince. He is, however, very vulnerable to outright flattery and sycophantic behaviour. After all, is he not the Greatest and he will look favourably on those who have the intelligence to see that and treat him accordingly!

Avaricious (Greedy or Miserly)

The PC's avarice is virtually insatiable. He always wants more and covets what others have with a voracious envy that eats away at him and turns him bitter and resentful. The PC expects others to be generous towards him and is usually disappointed by their "tight-fistedness". Yet he is a grasping, stingy and miserly with his own money as one could ever imagine. When

confronted by real wealth, the urge to possess it all is almost a madness upon him. He is the kind of person who would run into a burning building or who would go below decks of a sinking ship to save his (or someone else's) money chest. If a thief or robber with few scruples about property rights, he will dare all to satisfy his rampant greed. A **Willpower** roll at **1/2 TSC%** or a **DISC AR** at **1/2 AR%** is needed to fight this often self-destructive compulsion to possess it all and not to part with a single copper coin!

Cannot Hold Liquor

The character cannot drink alcoholic beverages in any quantity without becoming seriously intoxicated. When drunk, he is quite out of control and may do almost anything. Even worse, he does not accept he cannot drink excessively and seems to go out of his way to prove that he can.

Assume a character can drink **1/2 pint** of beer or one measure of spirits or one glass of wine per **2 points of Constitution** before becoming intoxicated. At this point the character must make a **CON AR** at a penalty of **-75%** every **5 minutes** to continue functioning. For detailed rules on Intoxication see **The Gamemaster's Companion (Vol. III Core Rules)**.

Clumsy

Note: This flaw is limited to characters with **AGIL 12 or less**. If the PC has **AGIL 12+** either roll again or select another flaw if using a PC Points method.

The PC has a tendency to botch up manual tasks by fumbling and dropping things. In non-threatening situations, it serves as more of an embarrassment to him than anything else. He may be penalised fairly severely when attempting skills such as **Sleight of Hand, Juggling**, etc. He seems always to be the unlucky individual who jostles a stranger in a pub (someone who has an "attitude" and is spoiling for a brawl), spills a drink or food, drops something tossed to him, trips or falls without warning or whatever. From time to time the Gamemaster may require him to make an **AGIL AR** or a **DEX AR** to see if he has failed some task he is attempting to perform.

Compulsive Gambler

The character has an uncontrollable itch to get involved in almost any game of chance he comes upon. He will bet on almost anything, and he can go through his entire purse trying to win back his losses. Give him some gold or silver and he will find a game! A **Willpower** roll at **1/2 TSC%** or a **DISC AR** at **1/2 AR%** is required to overcome the gambling compulsion.

Compulsive Liar

The character cannot resist embellishing the truth by adding a few "fictitious" details to any story or account. Sometimes, this is merely exaggeration, but it can take on a more sinister quality when the opportunity arises. A **Willpower** roll at **1/2 TSC%** is needed to hold back a lie that might result in serious consequences for someone.

Cowardly

The PC is a coward and a courageous act on his part should be regarded as extraordinarily "heroic". He will typically choose the "coward's way out" of a difficult situation that gives rise to any risk to his precious skin! Any morale check or **Fear** check is made by making a **Willpower** roll at **1/2 TSC%**.

This does not mean the character always behaves like an abject coward. Indeed, he may go to great lengths to disguise his fearful, timid nature so that others will not recognise it. In doing so, he might even put himself in danger to avoid what he regards as a greater peril, namely discovery that he has a yellow streak three leagues wide down his back!

While cowardice is a definite weakness, it can be a strength in disguise. If the character has **INT 15+** or **WIS 15+**, any paranoid feelings he has (the Gamemaster can give "prodding" hints in this direction when appropriate) could be regarded as instinctive awareness of impending or immediate danger not unlike a **Premontion**. However, it is far from infallible and can also be used by the Gamemaster to operate as outright paranoia and lead to fear of people and situations that are perfectly innocuous and harmless.



Deep Sleeper

The PC has trouble being aroused from sleep and has to be shaken awake if he has not had his normal amount of sleep for the day. His **Alertness** senses plain turn off the moment he closes his eyes.

Disrespectful

The PC has a tendency to forget his manners and acts disrespectfully toward his social equals, especially toward social inferiors. This does not win him friends and he suffers a **-13%** penalty to all his Charismatic skills. A **Willpower** roll or **DISC AR** is needed to rein in behaviour that might prove offensive.

Drunkard

The character is very fond of all forms of alcoholic beverages. He gladly drinks himself into insensibility whenever the opportunity arises. A **Willpower** roll at **1/2 TSC%** or **DISC AR** at **1/2 AR%** is needed to prevent this.

Envious

The character has difficulty dealing with the good fortune of others, their greater fame, higher social rank, etc. This is far more than the character never being satisfied with his own lot in life, for he not only feels envy but **blames** others for the fact that they enjoy what he wants, as if he had been somehow cheated by them. His reaction is often one of "sour grapes", and he also secretly delights in any misfortune suffered by those he envies. He may even be moved to "arrange" a misfortune or two for them just to "cut them down" to his level. Even close friends are not immune from this all-consuming passion and the dark resentments arising from it. At worst, his envy can lead to outright treachery and base betrayal.

Envy is such a complex state of mind that no game mechanics have been attached to it. Instead, it is left entirely to role-play and not only the player but also the Gamemaster will have a key part in how it is played out. The Gamemaster can raise the "green-eyed" monster of envy at any time, and the player must cope with the consequences!

Frivolous

The character has a fundamentally capricious and carefree manner, often behaving in a nonchalant, flighty or flippant manner. Indeed, such superficial personalities can be scatterbrained, maddeningly petty by dwelling on inconsequential and superficial matters, incredibly impractical and sometimes outright irresponsible, though usually not to a deadly degree. To resist this tendency to superficiality, a PC must make a **Willpower** roll at **1/2 TSC%** or **DISC AR** at **1/2 AR%**.

Gluttonous

The character has great difficulty refraining from eating. He literally will make a "pig" of himself at table, often eating two or three times the amount considered usual for "normal" appetites. If he has Strength levels under STR 12 and a Heavy Build, he is chubby. If under STR 12 with a Massive Build, he is truly overweight! Worst of all, he has no self-control and can hold back from the table only by making a **Willpower** roll at **1/3 TSC%** or **DISC AR** at **1/3 AR%**.

Hypochondriac

The PC is constantly worried about the state of his health and forever seems to be coming down with some ailment or complaining about this or that ache or pain. It is all in his mind, of course, but he is forever fussing about dampness, drafts, etc., consults physicians and folk healers and carries a collection of folk remedies, charms and the like, to ward off sickness. Being near sick people, of course, makes him very nervous and can amount to a virtual phobia.

Impatient

The character is a person of immediate action and is constitutionally unable to wait out a situation. He becomes restive quickly and is prone to impulsive action if things do not start developing quickly. He must make a **Willpower** roll at **1/2 TSC%** or **DISC AR** at **1/2 AR%** to resist the impulse.

Kleptomaniac

The character is unable to resist stealing tempting objects that catch his eye. It does not matter that he has money in his purse to make a purchase or that he does not really have a pressing need for the desired item. Nor does he weigh the risks involved of taking something that will certainly be missed by the owner. When the urge comes upon him to steal (at the Gamemaster's discretion), he can hold back only by making a **Willpower** roll at **1/4 TSC%** or **DISC AR** at **1/4 AR%**.

Larcenous

While not an obsessive kleptomaniac, the character has the conscience of a born thief and will gladly steal anything not nailed down! However, he is not moved by blind impulse and will act only when he has a good chance of success without being discovered. The problem is that he may sometimes be moved to steal from his friends as well as strangers. A **Willpower** roll at **1/2 TSC%** or **DISC AR** at **1/2 AR%** is needed to prevent him trying to steal from a friend when the chance presents itself. Whereas with strangers, he is almost sure to steal the item he desires if it looks like he can get away without detection.

Lazy

The character is difficult to motivate and may be prone to slope off from his duties unless he is kept under close supervision and forced to stick to the task at hand. He is also likely to complain about all the work that he is expected to do, etc. A **Willpower** roll at **2/3 TSC%** or **DISC AR** at **2/3 AR%** is needed to keep a lazy person at a task he finds boring or tiring.

Lecherous

The PC is utterly unprincipled when it comes to seducing members of the opposite sex and is **always** trying to make a new conquest. In fact, this urge is so irresistible that the PC goes into seduction mode whenever a pretty face catches his eye, regardless of the consequences! When this character is in town, it is best to lock up your daughters and wives, or sons and husbands! A **Willpower** roll at **1/3 TSC%** or **DISC AR** at **1/3 AR%** is needed to stop from "making a play" for the current object of affection.

Lustful

The PC has a true passion for members of the opposite sex and has difficulty resisting the temptation to yield to romantic advances or, for that matter, to resist pursuing an attractive person who catches his eye. A **Willpower** roll at **2/3 TSC%** or **DISC AR** at **2/3 AR%** is needed to stop him from "making a play" for the current object of one's affections.

Major Phobia

This is a severe and irrational **fear** of something or someone, which may take hold of a character and seriously affects his actions. Roll 1D100 on *Table 1.11a - Phobias* to make a random selection regardless of method of character generation.

Manic-Depressive

The PC is prone to alternating moods of excitability, hyperactivity, and elevated energy states and then sudden and massive depression and inability to cope with most of the problems and pressures of everyday life. In a manic state, he is capable of almost incredible levels of activity. When he is in a manic state, increase his Fatigue Points by **+1D10** and all his skills gain a bonus of **+10%** to their TSC%. However, in a depressed state, he lacks energy and motivation, so decrease his Fatigue Points by **-1D10** and all his skills suffer a penalty of **-10%** to their TSC%.

Megalomaniac

Megalomania is the affliction of all petty tyrants. Give such a person any power and they are guaranteed to abuse it. The PC has classic infantile delusions of grandeur and such an inflated sense of his talents and abilities that one might say he believes that he possesses almost godlike omnipotence. This trait completely overrides the PC's better judgement, so reduce all **WIS ARs** by **-21%** and a further **-1D10%** when the character is faced with assessing his capability to overcome some obstacle in his path.



Minor Phobia

This is basic **nervousness** in the presence of something or someone rather than full-blown fear that can drive one to panic levels. Roll 1D100 on *Table 1.11a - Phobias* to make the random selection regardless of method of character generation.

Over-confident

The PC has an inflated view of his own capabilities. He is often contemptuous or disdainful of the abilities of others, especially those who oppose him. This may lead him to gravely underestimate his adversaries and lead him into imprudent, even rash action. A **WIS AR** at **1/2 AR%** is needed to overcome such over-confidence and take a "reality check" on the situation at hand.

Overly Trusting

The character is an unsuspecting innocent. Being completely guileless, he is naive to a fault. Naturally honest and almost childlike in his trust of others, he is ready to confide in others and just as ready to trust what they say is true as well. He is so credulous, in fact, as to be terribly vulnerable and gullible to any "half-baked" tale he hears. He really needs a "keeper" in the form of a protective friend who keeps the con artists at a distance. To resist this trusting nature in himself, the PC must make a **Willpower** roll at **1/2 TSC%** or a **DISC AR** at **1/2 AR%**. However, if he has **WIS 15+**, he may use his **WIS AR** at its full percentage. If he fails, he is a certain victim of any con job done on him that succeeds and cannot offer any resistance to it unless the price is just too high even for someone as trusting as he is.

Severely Phobic

The character has an irrational **fear** that is so severe and obsessive that he is almost invariably panic-stricken and rendered nearly helpless when confronted by anything that triggers that fear. He may go to great lengths and resort to all manner of stratagems to avoid the object of his fears and also to deny knowledge of it to others. Roll 1D100 on *Table 1.11a - Phobias* to make the random selection regardless of method of character generation.

Rude

The character lacks the finer points of the social graces. Reduce all skills that involve influencing others by **-2D10%**. Clearly, the worse the penalty the ruder the PC will act. A penalty of **-20%** or more indicates an individual utterly without manners or refinement in his dealings with others.

Poor Hearing

The character is rather hard of hearing and receives a **-2D10%** penalty to his **Alertness: Hearing** TSC%.

Poor Vision

The character has below normal vision and receives a **-2D10%** penalty to his **Alertness: Sight** TSC%. Also increase the range penalties for firing/hurling missile weapons by **two** range levels. Note: this is not a penalty to hit, rather it forces the character to fire using success percentages others have at longer range.

Paranoid

The character does not trust anyone, not even his closest friends. He always suspects someone is plotting against him or seeking to do him harm. If not successful in life or if a junior sibling not in family favour or an underling not shown favour by his lord or master, he will attribute his failures to the sheer malice of others who have worked against him to deny him his due place in the world. Depending on his nature as a character and the degree of his resentment, he may or may not seek vengeance against those he suspects of harming his fortunes. Due to this heightened awareness of his surroundings, he receives a bonus of **+21%** to his TSC% in both **Alertness: Sight** and **Alertness: Hearing**, for he is ever vigilant for any sign of treachery or ambush.

Pessimistic

The character always seems to focus on the dark side of any issue and rarely sees much to be hopeful about. He is always miserable and can be a veritable "wet-blanket" at times who dashes cold water on the enthusiasm and excitement of others. His grim, almost fatalistic manner can be demoralising to subordinates looking to him for encouragement in times of stress or great peril. To reflect this lack of enthusiasm, reduce his **Leadership** skill by **-2D10%**.

Slovenly

The character is exceedingly messy in his personal habits and pays little attention to his physical appearance and the condition of his clothes. Reduce his **APP AR** by **-2D10%**. He also suffers rather severe penalties of between **-13%** to **-33%** (Gamemaster's discretion depending upon the situation) in the skills of **Charm**, **Diplomacy**, **Leadership**, and **Courtly Love**.

Note: If using the optional Natural Charisma Attribute, this is also reduced by **-2D10%**. For further detail on this optional rule see **The Gamemaster's Companion (Vol. III Core Rules)**.

Slothful

The PC is a paragon of idleness and laziness, a completely unmotivated and an unrepentant, irresponsible parasite lacking any ambition and blissfully content to let others pull his share of the load. Indolence is his ideal state of existence and he will do as little as possible, even for himself. A **Willpower** roll at **1/3 TSC%** or a **DISC AR** at **1/3 AR%** is needed to keep a slothful person at a task he finds boring or tiring in any way.

Tactless

The PC has an unfortunate tendency to select the wrong words in the most inappropriate moments and can shock or offend others with surprising ease. Reduce the character's TSC% in **all** Charismatic skills by **-2D10%** and the Noble skill of **Courtly Love** by **-3D10%**.

Vengeful

The character cannot easily forget nor forgive any injury or slight done to him or to those who are dear to him. He is implacable in his pursuit of revenge, conducting vendettas and blood-feuds with chilling ruthlessness. Often lacking passion or pity, he believes that revenge is best served up cold. To overcome the urge for revenge (for the moment) requires a **Willpower** roll at **2/3 TSC%** or a **DISC AR** at **1/3 AR%**. Remember this does not extinguish the vengeful feelings, but merely enables the PC to put off taking revenge until later.

Cursed

The character has somehow managed to incur the ill will of some unknown Magus, who has placed a **Curse** on him. That this is a "magical defect" rather than a natural one will simply not occur to the PC or anyone around him for a period of 2 months to one full campaign year. After that time, however, the truth will begin to dawn on him, and he may seek help in having the **Curse** removed either magically or by an **Act of Faith**.

Twice Cursed

The character must roll **1D100 twice** and compare the results to *Table 1.8a - Curses*. The character's Aspect does not have any effect here, since some supernatural Malevolent Force or a very powerful magical enemy clearly bears a grudge against the PC.

Thrice Cursed

The character must roll **1D100 three** times and compare the results to *Table 1.8a - Curses*. The PC has acquired a very malevolent enemy in the form of a powerful and implacable supernatural force and it is determined to ruin his life.



CORE GAME MECHANICS

There are two main game mechanics that are regarded as being intrinsic to *Chivalry & Sorcery*. The first of these is the art of influencing people or the **Influence Factor**. When generating your character you will have noticed that your character was assigned a social status score. This reflects his position in society, a major factor in anyone's life throughout history.

The second is **Skillscape™**, the game mechanic used in *Chivalry & Sorcery* for skill resolution.

INFLUENCE

Status within a feudal society is based on the circumstances of a person's birth and how much power a person has, both in military and in financial terms. Influence is the ability to obtain the assistance or even support of others when dealing with other characters. Influence can take the forms of favours or Debts of Honour, which can be shown in symbolic form by the giving of a ring, scarf, token etc.

INFLUENCE FACTOR (INF)

The **Influence Factor (INF)** is calculated for a character as follows:

$$\text{Influence Factor} = (\text{INT} + \text{WIS} + \text{BV} + \text{APP}) / 4 + \text{Social Status}$$

A character's **Influence Factor (INF)** can also be temporarily increased by the support of a friend or by the use of currency.

If a friend or another person can be persuaded to aid the character, then the character is able to **add 1/4** of that person's **Influence Factor** to boost his own.

The character can also spend money in trying to bribe officials into assisting. In this case the character will gain **+1** to his **Influence Factor** for every **five shillings** (60 pennies) spent. The more money spent the more likely the official is to accept the bribe.

To find out if the bribe is accepted, the official must make a DISC AR at a penalty of the amount of funds spent, in pennies, trying to bribe him divided by the official's social status. If he fails the roll, the official accepts the bribe and the PC can **add 1/2** of the official's **Influence Factor** to his own. If the official succeeds he will refuse the bribe and it may result in further problems for the character.

Example:

Stephen decides he needs to gain more influence over the local cook from the local castle so he decides to offer a bribe of 10 shillings (120 pennies). The Castle Cook has a social status of 10 and DISC 12. The Castle Cook needs to succeed with a DISC AR of $66\% - (120 / 10) = 66\% - 12 = 54\%$ in order to refuse the bribe. However, Stephen also gains additional influence from the bribe, since he gains 1 point of influence per five shillings he has spent, since he spent 10 shillings, he gains an additional 2 points of influence.

EXERTING INFLUENCE

Once a character has arrived at his final **Influence Factor**, after adding any bonuses etc., as shown in *Table 3.1 – Influence Modifiers*, he can attempt to use this influence. The character compares his **Influence Factor** with that of the person he wishes to influence. The difference between the two is compared to *Table 3.2 – Influence Bonus*, to find out the modifier to the character's TSC% in the appropriate Charismatic Skill.

Situation	Influence Modifier
Out of favour with the influential person	-5
Influential person of different political faction	-4
Influential person of the same political faction	+4
Influential Person is ones Liege Lord	+2
PC is Lord of person to be influenced	+5
PC is of lower social class	-2
PC is of same Guild or Order	+2
PC is of a competing Guild or Order	-3
PC is a foreigner	-5
PC is a foreigner but has a native friend	-2
Influential person is a member of the Royal Household	-4 ¹
Influential person is a sworn enemy	-10
Influential person is an enemy of a friend	-5
PC is presenting a Debt of Honour given by the person	+10
PC possesses a Royal Favour	+8 ²
PC is petitioning the King and has a Royal Favour	+10
PC is a member of the opposite sex	+1 / APP over 13

¹This only applies to non-royalty and those not of the royal household.
²The favour is not expended, simply used to impress.

TABLE 3.1 – INFLUENCE MODIFIERS

Difference in Influence Factors	TSC% Bonus
21+ points lower	-15%
16-20 points lower	-12%
11-15 points lower	-9%
6-10 points lower	-6%
1-5 points lower	-3%
Equal	+0%
1-5 points higher	+3%
6-10 points higher	+6%
11-15 points higher	+9%
16-20 points higher	+12%
21+ points higher	+15%

TABLE 3.2 – INFLUENCE BONUS

SKILLSCAPE™

Skillscape is the skill resolution system used in *Chivalry & Sorcery*. It uses a percentile dice, otherwise known as a Percentile Pair (two ten-sided dice representing a random roll from 01 to 100, and sometimes referred to as a D100), and a further ten-sided dice (D10) referred to as the Crit Die. More details on this are given later in the chapter.

In Skillscape, a character's chance to succeed at any skill is based on four things:

- 1 How difficult a skill is to learn or its Difficulty Factor (DF).
- 2 Any innate talent a character might have in that skill called his Attribute Bonus.
- 3 How much the character has studied the skill or his Skill Level.
- 4 Is there anything happening or are there conditions which make using that skill easier or harder.

The character's chance of succeeding is really the addition of these four numbers, all of which should be noted on the player's character sheet before play to provide the **Total Skill Chance** or **TSC%** (qv).



WHAT IS A SKILL?

A skill is the ability to use any area of one's knowledge effectively to perform a task. Skills can involve almost anything from doing carpentry to riding a horse, fighting or casting magick. A skill is learnt, developed and improved by further practice, study and the actual experience in using the skill in one's daily activities. Provision is also made for learning and improving skills not only during actual role-playing, but also in "Down Time", the time between adventures.

There are two kinds of skills in *Chivalry & Sorcery*, these are:

Standard Skills: These are the majority of skills and refers to the fact that these skills have a constant improvement rate, that is, the success chance rises by +3% per improvement "level" purchased.

Non-standard Skills: These are skills that do not have a uniform level of improvement and function differently from Standard Skills. They are identified as **(NS)** in the skill list and their skill description gives details of their special functions.

In addition to these there are three other specialised categories into which the Standard and Non-standard Skills fall. These categories are important when selecting vocations for a character. They are Background Skills, Primary (or Vocational) Skills, Secondary Skills and Tertiary (or Hobby) Skills and each gives various modifiers to the Difficulty Factors (DF) of the skills. These categories are detailed in *Chapter 4 – Vocations*.

HOW DIFFICULT IS A SKILL?

Each skill is rated as having a **Difficulty Factor (DF)** which determines:

- 1 The **Basic Chance of Success (BCS%)**, shown as a percentage, that a character has of performing the skill successfully.
- 2 How much experience is needed in order to advance a skill by one level of proficiency.

The Difficulty Factor (DF) may be subject to certain modifications in special circumstances and *Table 3.3 – Difficulty Factors* sets out the essentials concerning the levels of difficulty in the Skillscape system.

The higher the Difficulty Factor (DF) the more demanding a skill is to perform, a skill with DF 1 is extremely simple and it is unlikely that a character would fail to perform the task, whilst a skill with DF 10 is virtually impossible for a character to perform. Therefore by reducing the Difficulty Factor (DF) this has the benefit of increasing the Basic Chance of Success (BCS%) to perform the skill successfully and also changes the Minimum and Maximum Success Chances (Min% and Max%) for such skills. Also skills with lower Difficulty Factors (DF) cost less Experience Points or Skill Points to learn or to improve.

INNATE TALENT IN A SKILL

Standard skills are usually modified by two Attributes. These Attributes can represent any innate talent, or lack of it, a character might possess. (Non-standard skills may have special modifiers, which will be indicated in the skill description.) If a character's attributes are high (or low) enough, he will receive a dice modifier when rolling **1D100** dice to see if he can perform the skill successfully.

To find the **Attribute Bonus/Penalty** of a standard skill, add together the two Attributes that affect the skill and compare the result to *Table 3.4 – Attribute Bonus/Penalty*.

Attribute Total	Dice Modifier	Attribute Total	Dice Modifier
4 or less	-20%	25-26	+2%
5	-18%	27-28	+4%
6	-16%	29-30	+6%
7	-14%	31-32	+8%
8-9	-12%	33-34	+10%
10-11	-10%	35-36	+12%
12-13	-8%	37	+14%
14-15	-6%	38	+16%
16-17	-4%	39	+18%
18-19	-2%	40	+20%
20-24	+0%	41+	+20% +1% x pts over 40

TABLE 3.4 – ATTRIBUTE BONUS/PENALTY

Example:

Steve and Sue are both learning **Short Sword**, which has Attributes of Strength and Agility. Stephen has STR 13 and AGIL 12. Sue is weaker at STR 11 but is more agile at AGIL 16. After consulting *Table 3.4 – Attribute Bonus/Penalty*, we find that Stephen gains a bonus of $(13 + 12) = 25 = +2\%$ to his skill with the **Short Sword**, but Sue has a better chance at $(11 + 16) = 26 = +4\%$.

The **Attribute Bonus/Penalty** and skill level bonuses are added to find the character's **Personal Skill Factor (PSF%)** in a skill.

DF	Description	Unskilled BCS%	Skilled BCS%	Min%	Max%	Exp Cost	SKP Cost
1	Very simple	50%	60%	08%	99%	300 Exp	3
2	Simple	40%	50%	06%	98%	400 Exp	4
3	Average	30%	40%	05%	97%	500 Exp	5
4	Challenging	20%	30%	04%	95%	600 Exp	6
5	Demanding	10%	20%	03%	92%	700 Exp	7
6	Difficult	05%	10%	02%	90%	800 Exp	8
7	Very Difficult	03%	07%	01%	85%	1,000 Exp	10
8	Extremely Difficult	02%	03%	01%	75%	1,200 Exp	12
9	Nearly Impossible	01%	02%	01%	65%	1,500 Exp	15
10	Impossible	00%	01%	01%	50%	2,000 Exp	20

Description: A word or brief phrase describing the difficulty a character will encounter in learning, improving and performing the skill.

Unskilled BCS%: The basic chance of success, expressed as a percentage, which a character has to do a task without having basic knowledge of the skill. Some skills cannot be attempted unless the character has basic knowledge of the skill.

Skilled BCS%: The basic chance of success, expressed as a percentage, which a character has when attempting to do some task once he has at least basic knowledge of the skill.

Min%: The minimum chance of success, expressed as a percentage, that a person has of performing the skill at this level.

Max%: The maximum chance of success, expressed as a percentage, that a person has of performing the skill at this level.

Experience Cost: The "price" in experience points earned by a character which must be "paid" in order to acquire basic knowledge in a skill or to advance one skill level.

SKP Cost: The "price" in Skill Points (SKP) which a character must "pay" in order to acquire basic knowledge in a skill or to advance one skill level. One SKP is equal to 100 Experience Points and is used as an alternative for purchasing skill levels and was introduced in *Chivalry & Sorcery Light*.

TABLE 3.3 – DIFFICULTY FACTORS



PERSONAL SKILL FACTOR (PSF%)

The **Personal Skill Factor (PSF%)** is a percentage skill bonus, which is added to (or subtracted from) a character's BCS% in a particular skill. It is an individual bonus for each skill.

The Personal Skill Factor (PSF%) for a standard skill is found by

- 1 Taking the Attribute Bonus or Penalty for the skill; **and**
- 2 Adding on a **+3%** bonus for each level of proficiency that has been attained for **Standard Skills**. Standard **magical** skills may gain a +2% to +4% bonus depending upon the character's aspect, (see **Magicks and Miracles (Vol. II Core Rules)** for further details); **and**
- 3 Adding any other bonuses the character may receive due to any Special Abilities or Talents, magical items, weapons etc.

Note: Some Non-standard Skills may have a special method of factoring in the PSF% or may not involve using PSF% at all, so read carefully those skills marked **(NS)**.

Occasionally the PSF% will also be modified by special conditions imposed by the use of Magick, or in combat or due to exhaustion of Fatigue Points.

TOTAL SUCCESS CHANCE (TSC%)

By this point the character will have all the numbers necessary to calculate his chance to succeed in a skill. The **Total Success Chance (TSC%)** is calculated as follows:

- 1 **Basic Chance of Success (BCS%)** as shown in *Table 3.3 – Difficulty Factors* (either skilled or unskilled as appropriate); **plus**
- 2 The character's **Personal Skill Factor (PSF%)** in the skill; **plus**
- 3 Any modifiers effecting the character's performance of the skill, these may relate to the circumstances in which the skill is being performed, etc.

Example:

Stephen is skilled in carpentry and has PSF 17% in the skill. Carpentry is a DF 4 (Challenging) skill and has a skilled BCS% of 40%. Therefore in normal circumstances, Stephen has a TSC% of 57% to succeed (40% + 17%). However, it is harder to saw wood in the dark. The Gamemaster assigns a hefty penalty of -25% to reflect this, therefore Stephen's TSC% is now 40% + 17% - 25% = 22% to reflect the increased difficulty. If on the other hand, Stephen was working in good light with a proper workbench and tools, the Gamemaster might allow a +7% bonus to Stephen's TSC% so giving him a 40% + 17% + 7% = 64% chance of succeeding.

It is conceivable that a character that is highly skilled with many levels in a particular skill may possess a TSC% above the **Maximum Chance of Success (Max%)** for a skill at that DF. *Table 3.3 – Difficulty Factors* shows the minimum and maximum chances of success available for each Difficulty Factor. In this instance the TSC% is equal to the Maximum Chance of Success (Max%) for the given skill. The reverse may also be true in that a character's TSC% may be lower than the **Minimum Chance of Success (Min%)** for a given DF especially if he is unskilled. In this case the character's TSC% is equal to the Minimum Chance of Success (Min%) for the skill.

However, any amounts above or below the maximum and minimum levels are not ignored, they provide either bonuses or penalties to the Crit Die result. For further details see the section *Min% and Max% Success Chances* later in this Chapter.

Example:

Sir Gallant is a highly experienced knight who has a TSC% of 116% in **Great Swords**. For him, this is a DF 3 skill with a Maximum Chance of Success (Max%) of 97%. This means that Sir Gallant has a TSC% that is 19% above the Max% for the skill (116% - 97%). However, this 19% is not wasted as this is translated into a bonus to his Crit Die result. (See the section *Min% and Max% Success Chances* (qv) for full details of the bonus available.)

MAKING A SKILLS CHECK

A skills check is made to find out whether a character succeeds or fails with a particular skill at a given moment. The skill check is made up of two elements, the result of the **Percentile Pair™** or D100 roll and the result of the **Crit Die™** or D10 roll.

The Percentile Pair™ (D100)

The Percentile Pair are a pair of ten-sided dice with one die having "0" after the number (this is the 10's die) and the other being the units die.

Example:

The player rolls a 50 and a 3, this equates to 53%. If he rolled 00 and 6 this would equate to 06% and if he rolled 00 and 0 this would be 100%. (A roll of 10 and 0 is 10%).

If you do not have these specialised dice, roll two ten-sided dice of different colours, one designated a ten's die and the other the one's die.

Example:

Don has a red D10 and a blue D10. He designates the red die to be the 10's and the blue die to be the 1's. He rolls an 8 on the red die and a 4 on the blue die. The red 8 is really 10 x 8 = 80, and the blue 4 is 1 x 4 = 4. Adding 80 + 4, we find he has rolled 84%. A red 0 and a blue 6 = 0 + 6 = 06 or just 6%! A red 5 and a blue 0 = 50 + 0 = 50%. A result of 0 on both dice is equal to 100%, whilst a 1 on the red die and a 0 on the blue die equates to 10%.

The Crit Die™ (D10)

The third ten-sided die should be a different colour from the percentage dice. This is the Crit Die and it should be rolled **at the same time** as the Percentile Pair. It is used to indicate the level of success or failure the character has achieved. The Crit Die result is compared to the appropriate table and the result noted. A 01 result is always a **Critical Failure** (qv) and a 10 is always a **Critical Success** (qv). Each of these bring their own special penalties and bonuses.





ATTRIBUTE ROLLS (AR)

From time to time, a character may be called upon to make an **Attribute Roll** to perform a general task not falling under a formal skill, or where the PC does not possess the appropriate skill. Also the character may have to make an Attribute Roll if he is trying to resist a particular skill.

Attribute Rolls (AR) are made in exactly the same way as skill rolls, with the player needing to roll under their appropriate AR percentage, and the Crit Die showing the measure of success or failure.

MODIFIERS TO SKILL ROLLS

The Gamemaster may impose a modifier to a character's skill roll attempt to represent an advantage enjoyed by the character or a disadvantage working against the character's chance of success.

A percentage modifier is a number added to or subtracted from a character's TSC%. It affects the success chance of the character that receives the modifier. Such modifiers generally lie within a range of +/-5 to +/-50, depending on the circumstances, see *Table 3.5 – Skill Roll Modifiers*. However, the Gamemaster may impose a higher modifier if he deems it is necessary (more specific modifiers can be found in the **Gamemaster's Companion – Vol. III Core Rules**).

Modifier	Type	
+/- 01-10%	Minor	The character has a slight advantage or slight disadvantage due to circumstances.
+/- 11-20%	Moderate	The character has a middling but hardly substantial advantage/disadvantage.
+/- 21-30%	Major	The character has a significant but not entirely decisive advantage/disadvantage.
+/- 31-40%	Astounding	The character enjoys a huge advantage or is handicapped by a grievous disadvantage.
+/- 41-50%	Overwhelming	The character enjoys a massive advantage or is labouring under a truly crushing disadvantage.
+/- 51-75%	Catastrophic	The character enjoys a decisive advantage or is at an almost insurmountable disadvantage.

TABLE 3.5 – SKILL ROLL MODIFIERS

Note: A character's TSC% cannot be modified so that the result is outside the Maximum (Max%) or below the Minimum Success Chance (Min%) for a skill.

TSC% modifiers are always cumulative so if a character had modifiers of +10%, +5% and –5%, the result is a +10% to his success chance as the +5% and –5% cancel each other out.

Example:

Rolf is attempting to climb up a cliff face. He has PSF 40% in **Climbing**, a DF 3 skill with BCS% of 40% so his TSC% is 80%. However, it has been drizzling steadily, the rocks are slick and the runoff is streaming down the cliff face. The Gamemaster deems the disadvantage facing Rolf is important and imposes a moderate -20% penalty. Since the climb is being made up a crumbling rock face, he imposes an additional moderate -20% penalty for this. Therefore, Rolf's TSC% for climbing a section of the cliff is now 80% - 20% - 20% = 40%.

If that is not bad enough, Rolf startles a nesting cliff bird and is startled himself as the screaming bird explodes past him in flight! The Gamemaster grimly imposes a further -8% minor penalty for the sudden shock the surprise has given Rolf. Now our intrepid climber is down to a 40% - 8% = 32% chance of success. This is becoming a deadly matter!

SUCCESS OR FAILURE

In order to succeed in any skill roll the player must throw under or equal to the character's TSC%. Once this has been determined he can consult the Crit Die to find out the measure of success or failure.

Example:

A character has a TSC 76% in a given skill and rolls a 53% on his D100 roll. The result means he will have succeeded so he now checks the Crit Die result and compares it with the appropriate table to see if there are any special events arising from the success. On the other hand, if the character rolled 85% it would result in a failure and if he rolled a 01 on the Crit Die it would mean the character has suffered a Critical Failure that is likely to have very serious consequences.

Critical Successes & Failures

The Crit Die (D10) (rolled with the Percentile Pair) determines if a character has a **Critical Success** or **Critical Failure** when attempting to perform a skill. The Crit Die may receive modifiers which raise or lower the score but a 10 (or higher) on the Crit Die **always** indicates a Critical Success whilst a 01 (or lower) **always** indicates a Critical Failure.

Success with Crit Die		Result
01	Mediocre	The task is just barely successful. It could easily have been a total failure. However luck intervened. A scarcely adequate technique led to marginal success.
02-05	Middling	The task is performed with a colourless and an uninspiring show of basic competence. Flawed technique can be discerned in the work, so beware of future mistakes.
06-09	Competent	The task is accomplished with real style and expertise. It is a fine display of competence and skill that comes close to perfect execution of the skill in practice.
10	Critical	The task is accomplished with flare and professionalism, a stunning display of outstanding skill worthy of a true Master of the craft. If it is a resisted skill, the one who is resisting the effects must obtain Critical Success to fully resist the character. A regular success in resisting it will only reduce the Critical Success to a regular success.
Failure with Crit Die		Result
01	Abysmal	The task is a complete and dismal failure and maybe dire consequences might arise. One cannot do any worse even if one were trying to fail!
02-05	Botched	The task fails. The reasons are obvious. The attempt was so sadly incompetent and so badly flawed that such efforts will prove to be catastrophic if repeated very often.
06-09	Disappointing	The task is a disappointing effort marked by some potentially disastrous flaws in execution that could result in disaster if they become habitual.
10	Heartbreaking	The task is a failure, but it could so easily have been a success save for blind luck. Better luck next time!

TABLE 3.6 – CRITICAL OUTCOMES - GENERAL



Many skills in **Chivalry & Sorcery** are accompanied by specialised Critical Results tables, which set out a range of possible outcomes for successful and failed percentage rolls. The different critical levels represent a series of increasingly favourable or unfavourable outcomes. These exceptions are always found detailed in the appropriate skill description.

To use these tables simply compare the Crit Die result (after modifiers) to the appropriate Critical Result table for the skill. For skills not having a specialised Critical Outcome tables, use *Table 3.6 – Critical Outcomes – General*. However, Gamemasters are obviously free to modify these outcomes as they see fit to suit their needs.

Note: All outcome tables included in these rules are merely broad guidelines, and the Gamemaster is encouraged to tailor them to suit his campaign requirements and also the events taking place in the game.

MAX % & MIN % SUCCESS CHANCES

Each of the ten Difficulty Factors for skills has a maximum and minimum chance of success. It may be that a character's TSC% might rise above or fall below the **Maximum Chance of Success (Max%)** and **Minimum Chance of Success (Min%)** allowed by the Difficulty Factor (DF). If a character's TSC% exceeds the Max% or is less than the Min%, it will give rise to a Crit Die Modifier

If the task succeeds, for every 20% (rounding down) the TSC% exceeds the Max%, add +1 to the Crit Die roll. If the task fails, for every 20% (rounding up) the TSC% is less than the Min%, subtract -1 from the Crit Die roll. A maximum bonus of +5 or a maximum penalty of -5 may be added to/subtracted from the Crit Die.

Example:

Roderick, the Physician, has PSF 82% in **Chirurgery**, which is a DF 4 skill reduced to DF 2 due to his Mastery in the surgical arts. Consequently, his BCS% is 50% for a DF 2 skill. He is attempting what is, for a Physician of his skill, a relatively easy task, the extraction of an arrowhead from the shoulder of Sir Miles. The wound is not a grievous one and the operation is being done in favourable circumstances, so the Gamemaster awards a major advantage of +25%. This increases Roderick's TSC% to $82 + 50 + 25 = 157\%$! However, a DF 2 skill can have a Max% of 98%. Our physician has $157\% - 98\% = +59\%$ in hand.

This surplus is used to modify Roderick's Crit Die roll. The modifier is calculated as $59\% / 20 = 2.95$ (rounded down) = +2 to his Crit Die if he succeeds in his D100 roll.

To succeed Roderick needs to roll less than or equal to the 98%, he rolls 36% on the Percentage Pair and 8 on the D10 Crit Die, which is raised by +2 to 10, resulting in a Critical Success! He not only removes the arrow but does it with consummate skill, hardly distressing the wounded knight at all. Sir Miles will have a very good chance at a fast recovery, without complications.

However, it is also possible a character may have a very poor chance of succeeding, which may bring opposite effects.

Example:

Thomas is attempting to brew beer, **Brewing** is a DF 4 skill with a BCS% of 30%. However, Thomas has only basic knowledge in Brewing and is making a batch for the first time. He has no bonuses for his relevant Attributes, and since he has no experience either, his PSF% is 0%. What is worse, he naively purchased his materials from a supplier who "conned" him and sold him mouldy barley. The Gamemaster kindly assesses only a major penalty of -30%, though he easily might have gone higher.

Thomas therefore has a $TSC\% = 30 - 30 = 0\%$. However, he cannot have lower than a 4% minimum chance of success with a DF 4 skill. With a TSC% of 0%, he is -4% below that minimum and so suffers a penalty to his Crit Die roll of $-4 / 20 = 0.2$ (rounded up) = -1. Still, he does have a 4% chance of managing a veritable miracle and brewing up some half-drinkable beer! Thomas rolls 61%, a failure. His Crit Die result is 4, which is reduced by -1 to 3. He not only failed, but his brew is really bad!

Any negative modifiers are deducted from the Total Success Chance (TSC%), not from the Max% to successfully perform the skill.

Example:

Remember Roderick with his 157% chance of withdrawing the arrow from Sir Miles' shoulder? He has a Max% of 98% of doing so. Now suppose that just as he was about to perform the surgical procedure, five enemy fighters burst into the cottage and were engaged by the two sergeants and the squire, who were also there attending their wounded knight.

The Gamemaster rules a major penalty to Roderick's chances of -25% because of the disturbance and potential danger. This penalty is subtracted from the TSC% of 157%, reducing Roderick's TSC% to 132%. Since this is still well over the Max% of 98% for his **Chirurgery** skill. Roderick now has a $132\% - 98\% = +34\%$ in hand. This now gives a modifier of $34\% / 20 = 1.6$ (rounded down) = +1 to his Crit Die roll if he succeeds with his skill roll now.

Most standard skills allow a character some chance of success in using the skill, even if he has no basic knowledge in it. This is considered to be a reasonably lucky "guess" at how to do something. If he is successful, he may receive "dedicated" experience points that may be used solely toward purchasing basic knowledge in the skill later on. Such attempts use the unskilled BCS% rather than the skilled BCS%. The character can still add his Attribute bonus as well as any other bonuses or subtract any penalties that apply.





However, when **failing** an unskilled attempt to accomplish a task, all Crit Die results are reduced by -2.

A skill denoted [~] in the skill list at the end of this Chapter cannot be attempted by a character without basic knowledge because a mere guess at how to do it just will not work in such circumstances.

RESISTED SKILLS

A **Resisted Skill** is any skill that can be countered by another character's skill and is denoted by **RES** or the word **Resisted** in the skill description. Each resisted skill description indicates how that skill may be resisted.

A resisted skill differs from an ordinary skill because it allows another character to defend against it in some way and either avoid the effects entirely or else reduce them.

- 1 The character performing the Resisted Skill must first make a successful skill roll in order to gain the opportunity to be successful with that skill.
- 2 If he is successful, the defender might be able to make a resisted roll to avoid some or all of the consequences by making a successful skill roll using the indicated Resisted (RES) skill.
- 3 The defender's TSC% is reduced by the **-PSF%** of the character successfully performing the skill the defender is trying to resist.

Other factors arising from the situation may add a bonus or subtract a penalty from the defender's TSC% to resist.

Note: The defender's PSF% is not adjusted by such modifiers just his Total Success Chance (TSC%).

If both are successful, the defender must equal the success level of the skill being resisted in order to counter it. The success level is determined by the Crit Die result each player achieves.

If the skill roll resulted in a normal success, the defender also needs a normal success to resist the skill and avoid the consequences.

If the skill roll resulted in a Critical Success, then the defender needs a Critical Success to resist the skill completely.

However, if the skill roll resulted in a Critical Success, and this is met with only a normal success by the defender, the skill is still successful but not to the extent that the defender has resisted the skill entirely. In this instance the Critical Success is reduced to a normal success, so no special bonuses or additional damage effects are attributable to the skill.

Example:

Sophie is trying to use her **Charm** skill to charm Sir Anthony into performing a task for her. She has PSF 34% in the skill. She approaches Sir Anthony and using her womanly wiles, she sweetly requests his assistance. Sophie makes a skill roll against her **Charm** skill and if successful Sir Anthony can attempt to resist her blandishments. To do so he must make a skill roll using his **Willpower - Sophie's PSF% in Charm**. Sir Anthony has **Willpower** of TSC 74%. Therefore, he needs to roll less than or equal to $74 - 34 = 40\%$ in order to resist Sophie's request.

Sometimes a character may substitute another skill for the one designated for the resistance roll, if that skill is related to the one that he is trying to resist. Of course, it is the Gamemaster who has the final decision whether the substituted skill can or can not be used.

Example:

Albert is trying to con Bors into buying a horse that is little more than a nag. Albert is representing it to be a fine specimen. Normally, **Conning Others** is resisted by **Willpower**. However, Bors is very skilled in **Animal Handling (Horses)** and **Animal Husbandry (Horse-Breeding)**. He has knowledge that enables him to judge the worth of the horse being foisted on him. If either of these skills gives him a better chance of resisting Albert's blandishments, Bors can substitute that better chance for his **Willpower** in order to resist being "taken in" by the wily horse trader.

Willpower is used to resist many skills directed against a character. It is not of course, the only way that resistance can be attempted. As seen in our example, there are instances when other skills may do as well or better and can logically be substituted. The Gamemaster decides whether or not another skill can be substituted for a designated resistance roll. In many instances, other skills besides **Willpower** will be called for when a character is attempting to resist. Sometimes it may even be an Attribute Roll (AR) that he must make successfully. Whatever the nature of the resistance that can be put up by a defender, it will be stated in the description of the RES skill he is trying to resist.

A great degree of flexibility has been built into the application of skills and also flexibility in how one can put up resistance to skills. As the saying goes, "there is more than one way to skin a cat," and Skillscape takes that into account. The Gamemaster and the players should try to be alert to such opportunities when they arise during the game play.

TIME TAKEN TO PERFORM A SKILL

How long and under what conditions a skill may be performed depends on the circumstances. Some skills may be performed quickly. Others may take hours, days, or even weeks. If no guidelines are given in the skill description, the Gamemaster should use his own judgement about how long it takes. If it can be done in one or several combat rounds, it might have to be assigned an Action point (AP) cost.

IMPROVING A SKILL

Learning a skill is simulated by the use of **Experience Points (Exp)** or **Skill Points (SKP)**. The easier a skill is to learn the fewer points that are required to learn it and to improve one's performance when applying that skill to accomplish some task. Also the easier the skill is to learn, the better a character will be to begin with since he will have a higher BCS%.

Example:

Nigel wants his character to learn how to brew beer. **Brewing** has DF 3 and costs 500 Experience Points (Exp), or 5 Skill Points (SKP) to learn or to improve by one level. Nigel has basic knowledge or is at Level 0, this means he has a BCS% of 40% of succeeding. His friend, Sue's character, is learning the harder skill of **Artifact Lore**, which costs 800 Experience Points or 8 SKP to learn or improve. However, due to the greater difficulty, Sue has only a BCS% of 10% of succeeding at Level 0.

Before a character may buy levels in a skill to improve it, they must first acquire basic knowledge to obtain **Level 0** in the skill. To gain basic knowledge, the character must pay the Experience Point or Skill Point cost of that skill. It may also be necessary for the character to acquire a teacher, a book or other form of reference on which he can base his initial learning.



Basic knowledge is the minimum knowledge and practice required for a character to be considered "skilled"! Characters who have been in the campaign for awhile must spend time to learn basic knowledge in new skills, they can not continually improve existing skills. How this is done is explained in *Chapter 9 - Experience*. Some skills can be attempted without basic knowledge. These can be attempted using the Unskilled BCS%. Other skills are too complex or require too high a level of a specialised skill and therefore a character must have basic knowledge if he is to perform the skill with any chance of success at all. All these skills are identified by a [-] in the skills descriptions.

Once a character has basic knowledge in a skill, the Skilled BCS% is used. Typically, this involves only a modest 10% difference in the success chance to begin with. However, that chance can now be improved by taking time to study and practice and to gain experience in using the skill. The first level learnt (Level 0) represents the difference between having learnt the basics and having a guess.

Example:

Steve and Sue are each trying to make a bench to sit outside Steve's father's Inn. Steve knows nothing about carpentry but Sue is a Carpenter's daughter and therefore enters the game knowing the basics (Level 0 unless improved). **Carpentry** is a Challenging DF 4 skill. With basic skill Sue's chances start at 30%, whereas Steve who is unskilled has a less handy 20% chance of successfully fashioning a bench.

Carpentry is a skill that one may attempt without having any particular basic skill, just a willingness to attempt by trial and error. Other skills, however, are so demanding that they cannot be performed at all without first acquiring basic knowledge. Mere intuition and common sense just are not enough to give even a minimal chance of success!

We assume that a character has learned a few things during his youth due to his background and apprenticeship into his chosen vocation. As he enters the game, he is also entering adulthood. While not highly experienced, he will have at least basic knowledge (Level 0) in his background skills and Level One in his vocational skills.

EXPERIENCE

On entering a fantasy campaign player characters are assumed to have reached a certain age and therefore have already acquired some knowledge and experience. They start out with a number of Experience Points (Exp) in their **Accumulated Experience**. These experience points can be expended to purchase:

- 1 Basic knowledge in additional starting skills, or
- 2 One or more levels of proficiency in the skills they already possess.

A player need not spend all his initial Experience Points at once. Should a starting character have Experience Points left after buying the skills he wants, he may keep them in his Accumulated Experience, to be spent later.

Note: If the optional Age Rules are used (see *Chapter One – Step 19 – Character Age*), a character may start out with a greater or lesser amount of experience points with which he may purchase his initial skills.

Accumulated Experience

Experience Points are what a character accumulates during his adventures and also in downtime by studying, practising, or working on projects. These Experience Points have been earned but not yet spent on advancing his skills and are stored in his **Accumulated Experience**. As he spends these Experience Points, the total in his Accumulated Experience reduced accordingly. You could consider Accumulated Experience to be like a bank account for Experience Points.

Total Experience

Total Experience is the total number of Experience Points that a character has spent in the campaign to obtain and improve skills and it determines the **Experience Level (ExL)** a character has attained.

Experience Level (ExL)

This determines how much experience a character can earn in "down time" between adventures. It also acts as a governor on how far a character can advance his skills without paying an inflated experience cost to rise a level in skill. See *Chapter 9 – Experience* for further details.

PURCHASING LEVELS OF SKILL PROFICIENCY

Skill Level is the level of proficiency a character currently has in applying a learned skill. When you create your character, you may spend your starting experience to buy extra levels in skills acquired as part of your vocation or learn skills from those listed as secondary to your chosen vocation. Your character also acquires basic knowledge in some skills during his youth, without cost since these are background skills naturally picked up because one has grown up in an environment in which such skills were part of the character's daily life.

Improving a Known Skill to

One's Current Experience Level

A character can raise his level of skill in any area up to his **Experience Level (ExL)** at the DF base cost of the particular skill.

Example:

Don's character, Sir Miles has now reached ExL 3. However, he has only Level 1 the skill of **Great Swords**, and he wishes to buy to Level 3. Sir Miles is a Knight and was able to learn and develop **Great Swords**, a DF 5 skill as a Mastery skill at -2 DF. Thus he purchases Level 1 in **Great Swords** at DF 3 cost or 500 Exp. Since he has $3 - 1 = 2$ levels to make up, the cost is $2 \times 500 = 1000$ Exp to raise **Great Swords** to Level 3. If our Sir Miles had only wanted to raise his skill to Level 2, it would have cost 500 Exp, the cost of +1 level in the skill.

Improving a Known Skill beyond

One's Current Experience Level

If a character wishes to "push the envelope" and increase his Skill Level beyond his current Experience Level, it will be necessary to spend additional Experience Points to do so. To find this added cost:

- 1 Subtract the character's current Experience Level from the level of the skill required.
- 2 Multiply the difference in Levels by the skill's experience cost at the DF the character enjoys with the skill. This is the cost for +1 level!

Now let's apply this to a possible situation:

Example:

Don's character, Sir Miles, at ExL 3, wishes to develop as much skill with his favourite weapon as he can. He is already at Level 3 in **Great Swords**, but what is the cost of rising to Level 4 in **Great Swords**? Subtract Sir Miles' ExL from the Skill Level he wants to purchase, i.e. $4 - 3 = +1$. Multiply the difference x Exp Cost for +1 level: $1 \times 500 = 500$ Exp need to be spent to raise **Great Swords** skill to Level 4. Suppose Sir Miles wanted to purchase Level 5! He is at ExL 3, so to increase from Level 3 to Level 4 costs $4 - 3 = +1 \times 500 = 500$ Exp. To increase from Level 4 to Level 5 will cost Sir Miles $5 - 3 = 2 \times 500 = 1,000$ Exp. Thus he must pay 1,500 Exp in order to rise from Level 3 to Level 5.

The greater the difference between a character's current Experience Level and the level of skill he wishes to purchase, the more dramatic the cost increase. Advancement becomes harder the further a character's Skill Level is from his Experience Level. He can raise one skill to very high levels, but it will cost dearly if his Experience Level has not kept pace.



The reason for this is simple. The character is learning far above his current Experience Level, which is a measure of his overall ability to learn and improve. He is outrunning his current competence and understanding. It is like trying to do work several grades above one's current standing in school, not impossible, just very hard. Experience can represent time and effort, and the more one reaches, the more time and effort needed to advance in knowledge and skill!

Example:

Suppose Sir Miles wanted to purchase Level 9 in **Great Swords**. He is at ExL 3, so $9 - 3 = 6$ levels of difference. The first level increase would cost 500 Exp, the second 1,000 Exp, the third 1,500 Exp and so on, a total of 10,500 Exp. To rise a level at a time, keeping step with one's current Experience Level would cost a mere 3,000 Exp! Rushing things is not always advisable.

Using more time and effort to learn the skill can bring a kind of "payoff", too. Because he is spending more of his Accumulated Experience to raise the skill, he injects more experience into his Total Experience. Obviously, that will work to raise Experience Level which, in turn, affects learning/improvement costs. Still, the whole process of hurrying things along remains very costly.

THE EFFECTS OF IMPROVING SKILLS

With basic knowledge, one advances in ability by spending accumulated experience points. The cost of learning/advancing a skill at a given DF is listed in *Table 3.3 – Difficulty Factors* under Experience Cost. Time is involved in advancing in a skill level. Remember that "experience" represents time as well as familiarity with and the practising of a skill. Each level purchased in a Standard Skill typically increases the character's chance of performing the skill by +3% so raising the character's PSF%. Some skills are Non-standard Skills and do not follow the basic Skillscape system. Such skills are marked [NS] and the skills descriptions describe how they are to be applied.

CORE SKILLS

Every character starts out with basic knowledge in eight "core" skills. These are learned as a matter of course during one's youth and below is a list of Core Skills all characters have on entering the campaign:

Alertness - Sight	Language - Spoken (Own)	Stamina
Alertness - Sound	Local Geography	Willpower
Dodge	Brawling	

HOW TO PURCHASE SKILLS IN THE SKILLSCAPE SYSTEM

The following is an example of how to purchase skills using Skillscape.

Jane has picked a Fighter Vocation for her character, Brigit the Bold. Her primary and secondary Attributes of STR 18 and CON 16. She is entitled to five Mastery skills but decided to reserve two. Opting not to use the optional age rules, Jane's character starts with the standard 5,000 accumulated experience points for a beginning character of 18 years.

Along with her vocational skills, we find Brigit already comes equipped with certain skills that will serve her quite well in the world:

- Born the second daughter of a well-to-do wine merchant who regards her as a "Good Daughter", she automatically starts with basic knowledge in the background skills of **Winemaking** and **Bargaining**.
- With an INT 13, she has basic knowledge in **Counting**.
- Like all characters, she starts with basic knowledge in the eight Core Skills: **Alertness - Sight, Alertness - Sound, Dodge, Language - Spoken (Own), Stamina, Willpower, Local Geography** and **Brawling**.
- Brigit starts with 10 vocational skills at Level 1, she decides to dedicate three of her Mastered Skills to specific Combat skills. She chooses **Slashing Swords, Archery: Shortbows** and **Heavy Shieldplay**. These she learns at -1 DF because they are a Fighter's vocational skills, and at another -1 DF because she selected them for Mastery:

Master Skill	Base DF	Base Exp Cost	Brigit's DF	Brigit's Exp Cost
Slashing Swords	4	600 Exp	2	400 Exp
Archery: Shortbows	5	700 Exp	3	500 Exp
Heavy Shieldplay	4	600 Exp	2	400 Exp

Since these are Mastered Skills, as well as being Vocational, Brigit automatically gains Level 2 in these skills without paying any Experience Points for them.

To find her TSC% and PSF in these skills:

- Jane finds Brigit's BCS% for her three Mastered Skills. She then calculates her Attribute Bonus in these skills, Brigit has STR 18 and AGIL 15, a total of 33. Comparing this result to *Table 3.4 – Attribute Bonus/Penalty*, Jane finds 33 Attribute Points = +10% to each of her three combat skills.

- To start with additional fighting prowess, Jane buys a few additional levels in several of Brigit's Mastered Skills.

- She decides against buying any levels in **Archery: Shortbows** and is content to advance her skill later on in role-play.
- She purchases one level in **Heavy Shieldplay**, which costs 400 Exp per level. As she is ExL 1 and the skill is already at Level 2 it will cost 800 Exp to raise by one additional level (Skill Level 3 – ExL 1 = difference of 2 times the cost of the skill 400 Exp). This raises her skill to Level 3, adding +3% to her PSF%.
- She purchases three levels in **Slashing Swords**. Since this is above her current experience level (ExL 1), she pays a high price for higher levels. The cost is found by subtracting her current skill level (Level 2) from the level she is buying and multiplying the difference by the base cost:
Level 3 in **Slashing Swords** costs $3 - 1 = 2 \times 400 \text{ Exp} = 800 \text{ Exp}$
Level 4 in **Slashing Swords** costs $4 - 1 = 3 \times 400 \text{ Exp} = 1,200 \text{ Exp}$
Level 5 in **Slashing Swords** costs $5 - 1 = 4 \times 400 \text{ Exp} = 1,600 \text{ Exp}$
Thus an additional three levels in **Slashing Swords** cost:
 $800 + 1,200 + 1,600 = 3,600 \text{ Exp}$.

Her purchases have the following effect on her Mastered Skills:

	DF	BCS%	Skilled Attributes	Att Bonus	Skill Levels	PSF%	TSC%
Slashing Swords	2	50%	STR+AGIL	+10%	5: +15%	+25%	75%
Archery: Shortbows	3	40%	STR+AGIL	+10%	2: +6%	+16%	56%
Heavy Shieldplay	2	50%	STR+AGIL	+10%	3: +9%	+19%	69%

Jane has spent $800 + 3,600 = 4,400 \text{ Exp}$ to increase the levels of two of her Mastered Skills. She deducts this from her Accumulated Experience and deposits 4,400 Exp in her Total Experience. She has 600 Exp remaining to spend on basic knowledge in new skills or to improve the levels of the other entry skills. On the other hand, she could choose to keep the 600 Exp in Brigit's Accumulated Experience for use at a later time.

Finally, Jane purchases **Swimming**, a DF4 skill costing 600 Exp for basic knowledge.

This expends the final 600 Exp in Brigit's Accumulated Experience that is transferred to her Total Experience, now at 5,000 Exp. In another 1 Exp, she will pass the 5,001 Exp barrier to enter Experience Level 2.

Jane calculates her BCS%, PSF%, and her total success chance in **Swimming** and her eight Core Skills.



VOCATIONS

In *Chivalry & Sorcery* vocations represent the way of life that characters are attracted too because of their natures and backgrounds, or some other such calling. The vocation that a player chooses for his character describes the skills the character can learn as part of his training. In many societies it was usual for apprentices to craftsmen to begin their apprenticeship as young as 10 years old. Sons of nobles would begin their training for Knighthood as pages at a similar age. The early age that these apprentices commenced their training channelled their development along routes that made vocational skills easily learnt.

There are various categories of skills available and these reflect the various types of skills that a character will come in contact with.

Background Skills

Background skills are the skills a character has contact with in early childhood. They represent the skills of the father or mother, where the youngster may have been required to assist in some small part to help the family as a whole. Before skills and skill levels are selected, the character begins with Level 0 in those skills listed for his father's vocation (see *Table 1.5b - 1.5i - Father's Vocation*). For skill promotion they are treated as **Secondary Skills** (qv) unless they are listed as **Primary (or Vocational) Skills** (qv) for the character's chosen vocation.

In addition to these background skills, all characters begin play with the following skills that can also be regarded as Background skills unless listed under the vocation as Primary Skills.

Alertness - Sight	Language - Spoken (Own)	Stamina
Alertness - Sound	Local Geography	Willpower
Dodge	Brawling	

Primary (or Vocational) Skills

Primary or Vocational Skills are skills that are essential to the vocation chosen by the character. The PC learns Primary Skills at a **Difficulty Factor (DF)** of **-1 DF**. This is to reflect the ease of learning and improving a skill, which the PC has lived with during his apprenticeship, or training. Any initial Primary Skills the PC selects are gained at Level 1. Once play has commenced, any additional Primary Skills are learnt at Level 0.

Note: Warriors have access to all combat skills so a limit is placed on the number of initial combat skills they gain a Level 1 at no charge.

All Primary Skills can become **Mastered Skills** (qv) so giving the PC further benefits.

Secondary Skills

Secondary Skills may also form part of the character's vocation but they are not considered as practised or as necessary as Primary Skills. They may be skills that a PC learnt to aid his vocation, e.g. First Aid, if a warrior he does not need this skill to fight but it may prove useful after the fight! These skills are learnt and improved at their standard **Difficulty Factor (DF)**, and can be mastered if wished. These are learnt at Level 0 unless selected as one of the PC starting skills, when they are learnt at Level 1. A PC can select a maximum of **four** Secondary Skills when choosing their starting skills.

Secondary Skills can also become **Mastered Skills** (qv) so giving the PC additional benefits.

Tertiary (or Hobby) Skills

During the game there may be occasions, when a character may wish to learn a skill that falls outside his background, Primary or Secondary Skill lists. These skills are referred to as **Tertiary (or Hobby) Skills**. They are learnt at an increased **Difficulty Factor (DF)** of **+1 DF** to reflect the lack of time a character can truly spend on such a hobby. Neither can these skills be treated as mastered initially, since they have no bearing on the character's vocation.

Total of INT + DISC	Tertiary Skills
Under 20	1
20-29	2
30-35	3
36-39	4
40+	5

TABLE 4.1 – NUMBER OF TERTIARY SKILLS

A character can begin (at no cost) with a number of Tertiary Skills at Level 0. The actual number of skills is dependent on the character's Intellect and Discipline. In order to find out the number of Tertiary Skills available, add the two Attributes together and compare the result to *Table 4.1 - Number of Tertiary Skills*.

These Tertiary Skills can be used on a regular basis throughout the game. It may transpire that any regularly used Tertiary Skills can be promoted to Secondary Skills.

Mastered Skills

There are times when a character favours a skill to such an extent that it can be said he has truly mastered the skill. **Mastered Skills** therefore reflect those skills that a character prefers to use above all others, e.g. a Knight may always use a mace instead of a sword. **Mastered Skills** gain a bonus of **-1 DF** to its learning and improving rates. In addition, a player will gain one additional level in skills that are initially mastered when selecting his ten starting skills, therefore any such Primary (or Vocational) Skills begin at Level 2 and -2 DF and any Background and Secondary skills begin at Level 1 and -1 DF when mastered.

Each character begins play with **five Mastered Skills** which can initially be applied to any skill except Tertiary (or Hobby) Skills. Further **Mastered Skills** as time progresses but these must come from the character Primary (or Vocational) Skills and Secondary Skills, and must be skills the character already has a knowledge of. Once a new **Mastered Skill** has been obtained, the character must state what the next skill is that he intends to master. The point at which further skills can be mastered is dependent on the character's experience level. This reflects both time and also the experience a character has gained in his vocation. All vocations have a Primary, which reflects the attribute that is central to the vocation, and a Secondary Attribute which, although not central to the vocation, is deemed to strongly influence the vocation.



To determine when the character may gain an additional **Mastered Skill**, add together the Primary Attribute and Secondary Attribute (or Discipline if greater) and compare the result to *Table 4.2 – Mastered Skills*.

Attribute Total	Mastered Skills
Under 20	10 levels
21 to 24	9 levels
25 to 28	8 levels
29 to 31	7 levels
32 to 34	6 levels
35 to 36	5 levels
37 to 38	4 levels
39	3 levels
40+	2 levels

TABLE 4.2 – MASTERED SKILLS

Example:

Master James, Yeoman Forester has CON 16 and AGIL 17 giving an attribute total of 33. Every 6 levels he will be able to consider one additional skill to be mastered, so at levels 6, 12, 18, 24 etc. he will add an extra mastery.

Whereas Sir Chandos, a Knight of many years experience, with STR 20 and CON 20, who is now Level 16 will have a total of 13 skills mastered. Most of them probably being combat skills. This is made up of his 5 original mastered skills and 1 additional mastered skill obtained at Experience levels 2, 4, 6, 8, etc. as he is able to master one additional skill every 2 levels as a result of his attribute total of 40.

However, the new lower costs for improving skills are **not** retrospective and only apply to skill development from the point when the skill is promoted. Once any Experience Points have been spent you cannot go back in time to re-value acquired experience. The level of the skill remains unchanged. The immediate benefit of the skill being promoted is that the overall Total Success Change (TSC%) is improved due to the Basic Chance of Success (BCS%) increasing. Obviously as further development of the skill takes place and it increases in level, costs are reduced and skill improvement becomes easier.

Sergeant's Primary Skills (-1 DF to learn) ¹	Sergeant's Secondary Skills (-1 DF if for Mastery)
Animal Riding ² Mounted Combat ³ Conditioning Endurance Any Combat Skills (except K Only)	Any K Only Combat Skills ⁴ Weaponsmithing & Armoury Leadership First Aid Stamina Any background skills
Initial Number of Combat Skills	6

¹Any vocational skills that are selected for Mastery carry a -2 DF advantage.
²**Animal Riding** must be selected as the first skill chosen for Mastery. Characters qualified by birth and background to become feudal Sergeants have basic knowledge.
³**Mounted Combat** must be the second skill selected for Mastery. It was the Sergeants role to fight alongside his Knight! It was not enough to have fighting prowess, his identity as a mounted warrior was based on his prowess in the saddle.
⁴Knight only combat skills are restricted to **Ride a Warhorse**, **Wear Battle Armour** and **Cavalry Lance**. Sergeants-at-Arms would be more likely to have Knightly Secondary Skills than Petit Sergeants would because they have a greater chance of obtaining regular training in them.

TABLE 4.3 – VOCATIONS – SERGEANTS-AT-ARMS

Following are a number of vocations for character who do not use either spell casting or other such talents. Priest and Mage vocations will be included in **Magicks & Miracles (Vol. II Core Rules)**.

All characters begin play with Level 1 in **ten** of the skills listed for their vocation and **at least six** of these must be from those listed as Primary (Vocational) skills. They are gained at no cost to the PC. There are some Vocational skills which are also listed as Background skills. These skills receive no additional bonuses for being part of the Characters background.

Notes:

- 1 Vocations which have combat skills as part of their vocation will state the maximum number of primary combat skills they may begin with at Level 1 at no cost. Any additional combat skills above the starting level must be purchased as normal.
- 2 In all Vocations, the Gamemaster may exclude certain skills, especially combat skills, if they are not appropriate to the character's culture, social background or the military and historical accuracy of the people of the time.

WARRIOR VOCATIONS

"Warriors" are characters who elect for a martial vocation. They focus on training for combat. A martial career requires that a man rely on brute strength, fast reflexes, physical toughness and bulldog tenacity, with quick wits thrown in for good measure. Above all, he is a **fighting** man, pure and simple. His goals in life are to seek glory, honour, and loot, to build and maintain a good reputation, and to be remembered after his death as a doughty warrior and a true hero.

FIGHTERS: THE COMMON WARRIORS

Fighters include all warriors lacking aristocratic backgrounds. While not enjoying the privileges of nobility, the common Fighter often has greater freedom of action. An ordinary feudal fighting man is not strictly bound by the Code of Chivalry which Knights are expected to observe in their daily conduct. On the other hand, neither are they protected by the Code, which is what dictates "correct" treatment of prisoners of chivalric rank.

It is the PC's social background, along with his ability to outfit himself accordingly, which establishes the type of Fighter he can choose to be to begin the fantasy role-playing campaign. One can not train to be a particular type of fighter without the appropriate equipment, i.e. how can you be a mounted warrior without a horse.

Fighters can choose from a wide range of combat skills. Of course, these choices will reflect personal preferences, but they will also be strongly influenced by a Fighter's social and cultural backgrounds.

For instance, a Viking will probably be a proficient horseman, but it is unlikely he will have skill in mounted combat. Nordics rode whenever possible. Horses were commonly used for rapid movement but only rarely as battle steeds. Northmen traditionally fought on foot. They were very good at it, not only because of their renowned ferocity but also because they were disciplined infantry who trusted in their proven shield wall formation and time-tested battle tactics to win the day.

Sergeants-at-Arms & Petit Sergeants

Primary Attribute: **Strength (STR)**
Secondary Attribute: **Constitution (CON)**

In the feudal scheme of things, the **Sergeant** is a mounted Fighter who has many of the fighting skills of a Knight.

A **Sergeant-at-Arms** is a "professional" fighting man, typically a serving retainer of a Knight or Lord. A **Petit Sergeant** is a small landholder with enough income to maintain a horse but not enough to qualify for knighthood.

A character coming from such a background is deemed adequately equipped and having an opportunity to follow a martial occupation. Other characters of common birth have to be able to purchase the requisite equipment to qualify.



Other Mounted Warriors

Primary Attribute: Strength (STR)
Secondary Attribute: Constitution (CON)

There are other types of mounted fighters, but these will tend not to come from a feudal setting. Examples are the Saracen cavalryman or the Mongol warrior. While each type would possess qualities and skills unique to their specific cultures, the following guidelines are designed to apply to such warriors in general.

Mounted Warrior's Primary Skills (-1 DF to learn) ¹	Mounted Warrior's Secondary Skills (-1 DF if for Mastery)
Animal Riding ² Horse Archery ³ Mounted Combat Conditioning Endurance Any Combat Skills (except K Only)	Any K Only Combat Skills ⁴ First Aid Stamina Any background skills
Initial Number of Combat Skills	5
¹ Any vocational skills that are selected for Mastery carry a -2 DF advantage. ² Animal Riding must be selected as the first skill chosen for Mastery. Those characters qualified by birth and background to become Mounted Warriors have basic knowledge. ³ Horse Archery must be selected as the second skill for Mastery if the character comes from a culture with a strong tradition of Horse Archery. Mongols, for example, specialised in Horse Archery. Some Saracens/Arabs/Moors might also be included in this group. Archery and Riding are pre-requisites for this skill. ⁴ Highly unlikely unless the culture has a tradition of armoured cavalry warfare.	

TABLE 4.4 – VOCATIONS – MOUNTED WARRIORS

Common Men-at-arms & Barbarian Warriors

Primary Attribute: Strength (STR)
Secondary Attribute: Constitution (CON)

In **Chivalry & Sorcery** terms, **Common Men-at-arms** are "professional" Fighters who specialise in foot combat. Some specialise in long-range armaments like the bow or crossbow. However, many will specialise in infantry close combat. They might be light infantry or they might learn to wear heavy armour and wield large shields. Their weapons of choice are armaments effective in the battle line, e.g. spears, javelins, pole arms, axes, swords and as weapons of last resort, daggers or short swords.

Man-at-arms' Primary Skills (-1 DF to learn) ¹	Man-at-arms' Secondary Skills (-1 DF if for Mastery)
Any Combat Skills (except K Only) ² Conditioning Endurance Stamina	Any Combat Skills (except K Only) First Aid Animal Riding Any background skills
Initial Number of Combat Skills	5 (including 2 selected as Mastery)
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage. ² At least 2 of the initial Combat Skills must be selected as the skills first chosen for Mastery. Archery is a specialisation and it is unlikely it would be selected by a line infantryman, who would be more likely choose hurling a javelin or axe for Mastery.	

TABLE 4.5 – VOCATIONS – COMMON MEN-AT-ARMS & BARBARIAN WARRIORS

FORESTERS: WARRIORS OF THE WILDLANDS

Primary Attribute: Constitution (CON)
Secondary Attribute: Agility (AGIL)

Foresters are characters who make their livelihoods in the wilds. They are the hunters and trappers, game wardens, guides, scouts, rangers, etc. of the campaign world.

Yeomen naturally suit this character class. They grow up in a rural setting and could easily spend a good deal of their youth gaining experience in the wilder regions of the countryside. Also, tradition and history cast such types in Forester roles.

Serfs also fit into the Forester class. If we want to be historically accurate, feudal peasants were not particularly free to roam around. It is also historically a fact that poaching was one way that many an enterprising peasant lad helped fill his poor family's soup pot. Also peasants were often employed as dog-handlers, game-drivers and so on by their feudal lords, who had a voracious passion for the hunt.

Townsmen are far less likely to make effective Foresters. They spend their youth in an urban setting and have early life experiences far removed from those dwelling in the countryside. Depending on the nature of the fantasy world he is depicting, the Gamemaster may have to rule on the eligibility of town-born characters for Forester vocations.

As a general rule, characters who are portraying **Nobles** are unlikely to opt for a Forester vocation simply because it is a commoner's proper calling and beneath their station. However, junior offspring of very minor knights might choose such a calling, especially if driven to it by harsh circumstances. The members of the nobility are, after all, passionate hunters and there is always the tradition of Robin Hood to fall back on.

These are merely guidelines for basic qualifications for the Forester vocation. Gamemasters preferring extreme realism and a traditional rendering of a feudal world might easily restrict membership in the Forester class. A character's background has a significant impact on his youthful experience and the likelihood of his following such a vocation. At the same time, it should be emphasised that Gamemasters are always free to set their own standards for membership, based on the nature of their fantasy worlds and the cultures in it.

Note: Foresters must select at least **half** of their Mastery skills from **Outdoor Skills**. One of the defining elements of the Forester vocation is his **hunting role**, and one can not hunt properly unless one can kill prey at a distance!

Forester's Primary Skills (-1 DF to learn) ¹	Forester's Secondary Skills (-1 DF if for Mastery)
Archery or Hurling Javelins ² Any Outdoors Skills ³ Combat skills (marked F) Bestiary Lore Regional and National Geography ⁵ Regional and National History ⁵ Herbalism	Any Combat skills not K only Conditioning ⁴ Endurance ⁴ Stamina ⁴ First Aid Bowery & Fletching Any background skills
Initial Number of Combat Skills	4
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage. ² Either Archery or Hurling Javelins must be the first skill selected for Mastery. ³ Outdoor skills are mandatory for any Forester and he possess a minimum of three of these skills. Also half of their Mastery slots must spent on Outdoor Skills. If the PC's father's vocation is a Forester, the character will start with background knowledge in any four Outdoor Skills. ⁴ If born to a Forester background, the character will have basic knowledge in these athletic skills. ⁵ Foresters only learn knowledge of forests within these skills.	

TABLE 4.6 – VOCATIONS – FORESTERS

**KNIGHTS: THE CHIVALRIC WARRIORS**

Primary Attribute: Strength (STR)
Secondary Attribute: Constitution (CON)

Automatic qualification for entry into the exclusive military-political class known as Knighthood is limited to characters from noble and chivalric backgrounds. Historically, nobles alone trained from childhood in the chivalric martial arts. Anyone of noble background therefore begins with significant, you might even say overwhelming, advantages.

A noble character desiring to become a feudal lord **must** elect for Knighthood. The feudal lord was a military as well as a political leader. He was expected to personally command his troops in battle. Any noble heir to lands and titles **must** become a knight if he expects his followers to respect him and follow him steadfastly.

Junior offspring of titled nobility may choose another vocation. However, if they inherit the family lands and titles, they will have to be knighted if they wish to exercise their authority and prerogatives to the fullest extent. This means acquiring Knightly fighting skills later in their careers.

Note: If the **Age** option is used (see *Step 20 of the Character Generation process*), a nobly born character who is under 18 begins as a **Squire** except in exceptional circumstances. A **Knight** must either be 18 or, if younger, he must have performed a great deed of valour or completed a major quest to have won his spurs.

A commoner PC might win Knighthood during the course of a role-playing campaign, but he may not start his career as a candidate for knighthood. A commoner must win knighthood "the hard way". His logical route for advancement to chivalric rank requires that he become a mounted **Sergeant-at-Arms** if at all possible and the sooner the better. Only in this way can he most readily acquire the all-important Knightly skills without the benefit of early training and growing up in a chivalric household. He must win renown in battle. His "worthiness" must be recognised by a feudal lord willing to confer knighthood upon him as a reward for valour and loyalty.

Knight's Primary Skills (-1 DF to learn) ¹	Knight's Secondary Skills (-1 DF if for Mastery)
Animal Riding ² Mounted Combat ² Any 3 Combat skills marked (K) ³ Conditioning ⁴ Endurance ⁴ Stamina ³ Battlefield Tactics ⁵ Leadership Any Noble skills	Any other Combat skills First Aid Any background skills
Initial Number of Combat Skills	7 (includes 3 selected as Mastery)
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage. ² Animal Riding and Mounted Combat constitute the essential skills for any Knight and must be selected for Mastery before any other skills. ³ The next three skills selected for Mastery must be Combat skills characteristic of Knighthood. ⁴ If from a chivalric or noble background Conditioning , Endurance and Stamina training are part of a character's rigorous preparation for Knighthood and are learned and improved as a matter of course at -2 DF and need not be selected for Mastery. ⁵ A character of noble background and with INT 14+ and WIS 14+ will learn Battlefield Tactics at -2 DF and need not select it for Mastery. This is a part of his fundamental training as a membership of the feudal leadership class and because his intellectual capabilities alone enable him to master the skill.	

TABLE 4.7 – VOCATIONS – KNIGHTS

The Code of Chivalry

*Knights were expected to live up to the ideals of the Code of Chivalry. The Code held that a "true" Knight was a champion of women, a protector of the innocent and the weak and a defender of the Faith. He should give alms to the poor. He should conduct himself at all times with "courtoisie" (courtesy) which means according to the dictates of the **Courtly Manners** of the age.*

As a lord, he should be stern but just and fair in his dealings with his sworn vassals and lesser subjects. To loyal vassals, he gives largesse openly, freely and generously, rewarding and honouring them, as they deserve. In battle, he should be steadfast and fearless, an example to all men. In victory, he should be magnanimous and courteous to defeated enemies he has taken captive and holds for ransom. A true Knight will always choose the path of truth and right and justice.

This was the ideal and many tried to attain it. Alas, many did not. History and legends are filled with tales of outlaw knights and robber barons, of deeds of treachery and the basest dishonour, of oaths broken, atrocities committed and false betrayals.

How a character chooses to serve out his Knighthood is up to the player, of course. He might well prefer to play the scoundrel knight. Yet he might well remember that true Knights take their honour seriously and defend it eagerly with lance and sword and mace.

*Those wishing a more in-depth treatment of Knighthood should consult the **Chivalry & Sorcery** supplement, **Knights Companion**.*

All of this is very unlikely and for good reason. The very idea of chivalry assumes the innate superiority of the noble-born over the commoner. In the feudal scheme of things, to be a Knight is to have the unquestioned **right to command** social inferiors. Being a commoner is to have the unquestioned **duty to obey** social superiors.

Democratic equality is non-existent in feudal society and Knighthood means belonging to a small, highly privileged group very jealous of its powers, prerogatives and exclusivity. Were it otherwise, what value lies in being a Knight? If you have a commoner for a character and want Knighthood for him, the only way to attain that lofty goal is to prove his right by hard service and valiant deeds! In fact, he will most likely will have to demonstrate considerably **superior** prowess to that of most Knights in order to get himself noticed.

THIEVISH VOCATIONS

One of the favourite vocational classes in role-playing has been the "Thief". However, this vocation has been badly abused.

Again, a distinction should be made between the **vocation** of "Thief" and the **occupation**. To choose the vocation of Thief is to elect for proficiency in skills that enable one to engage in "shady" behaviour even if he is not a "thief" by occupation. For example, a character might follow the **occupation** of travelling minstrel and acquire skills like playing musical instruments. However, he chooses the **vocation** of "Thief" to develop proficiency in skills enabling him to augment his living with what he might be able to "pick up" here and there from "good" citizens who are less than vigilant.

We all like to play a rogue from time to time and that is what a Thief is, a rogue living by his wits and trying to beat the system. However, the real "secret" of being a proper Thief character is **not to advertise it!** "Oh, and what is your character?" is a common question, often answered by an offhand remark like, "I'm a really good Thief!"



Right! And in any society worth mentioning, he has just blown his cover. The last thing a Thief does is to reveal his vocation to anyone except for a few trusted friends and business associates. He is more likely to say, "Well, I'm a Mariner, if you want to know," when he actually means he is a **Pirate**. All the rest of the world knows you as an honest and trustworthy seafaring man who is really handy on board a ship, and that is the way you like it. After all, in your case, that particular undetected lie a day keeps the gallows away!

All thievish characters receive the following basic Primary (Vocational) Skills. However, in addition each of the specialist types of thief has their own special areas of competence.

Basic Thieves' Primary Skills (-1 DF to learn) ¹
Streetwise Dodge Concealing and Finding Any Underworld Lore Detecting Thievery
¹ All "Thief" types may chose from these skills for Mastery at -2 DF.

TABLE 4.8 – VOCATIONS – THIEVES BASIC SKILLS

In **addition** to these basic skills common to almost anyone practising a thievery profession, the following skills are more specific to each group's Mastery areas of special competence.

Burglars

Primary Attribute: **Agility (AGIL)**
Secondary Attribute: **Strength (STR)**

Burglars seek Mastery in skills like picking locks, stealth, detecting and disarming traps, etc. A Master at breaking and entering, he prefers to acquire his loot by secretive and non-violent means. His "cover" may be a legitimate and respectable occupation. Stealth and secrecy are vital to plying his trade.

Burglar's Primary Skills (-1 DF to learn) ¹	Burglar's Secondary Skills (-1 DF if for Mastery)
Picking Locks ² Stealth of Thieves & Assassins ³ Detecting Mantraps ⁴ Setting & Disarming Mantraps Climbing Evaluating Loot Skulk in Shadows	Knife & Dagger Fighting Back-stabbing Hearing Rumours Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage. ² Picking Locks must be selected as the first skill chosen for Mastery. ³ Stealth must be selected as the second skill chosen for Mastery. ⁴ Detecting Mantraps must be selected as the third skill chosen for Mastery.	

TABLE 4.9 – VOCATIONS – BURGLARS

Cut-Purses' Primary Skills (-1 DF to learn) ¹	Cut-Purse's Secondary Skills (-1 DF if for Mastery)
Picking Pockets ² Stealth of Thieves & Assassins ³ Mugging ⁴ Knife & Dagger Fighting Sleight of Hand Skulk in Shadows	Back-stabbing Maces, Hammers & Clubs Evaluating Loot Garrotting Con Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage. ² Picking Pockets must be selected as the first skill chosen for Mastery. ³ Stealth must be selected as the second skill chosen for Mastery. ⁴ Mugging must be selected as the third skill chosen for Mastery.	

TABLE 4.10 – VOCATIONS – CUT-PURSES

Cut-Purses

Primary Attribute: **Agility (AGIL)**
Secondary Attribute: **Strength (STR)**

Cut-Purses seek Mastery in skills like picking pockets, cutting purses, stealth and mugging. Unlike Burglars, they are basically thugs and have few scruples about confronting their victims. Neither are they the least bit reluctant to use the "direct approach" and resort to violence if unavoidable. However, like the Burglar, any half-intelligent thug still prefers not to be seen (and possibly be recognised) by his victims or by witnesses when he is plying his trade.

Beggars

Primary Attribute: **Intellect (INT)**
Secondary Attribute: **Bardic Voice (BV)**

Beggars are, in many cultures, true professionals who first chose Masteries in **Begging** and **Conning**. They may also be masters at **Disguise** because their very specialised trade involves faking physical deformities and assuming various pitiful guises to arouse pity and the bestowing of alms. In fact, Beggars starting with a large number of mastery slots may choose skills like **Costume & Design** or **Stage Performance** to polish their act.

The Beggar unabashedly practises his trade in the open. Indeed, he depends on being seen (and pitied). All this is not to say that the Beggar will not acquire skills appropriate to a proper thief. He will likely be able to pick pockets, cut purses, etc., but it is less likely that he will specialise in them as Mastery skills.

Beggars' Primary Skills (-1 DF to learn) ¹	Beggar's Secondary Skills (-1 DF if for Mastery)
Begging ² Con ³ Disguise ⁴ Hearing Rumours Acting: Costume & Design Sleight of Hand Skulk in Shadows Picking Pockets Evaluating Loot	Storytelling Acting: Performance Knife & Dagger Fighting Any 3 Lore Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage. ² Begging must be selected as the first skill chosen for Mastery. ³ Con must be selected as the second skill chosen for Mastery. ⁴ Disguise must be selected as the third skill chosen for Mastery.	

TABLE 4.11 – VOCATIONS – BEGGARS



Assassins

Primary Attribute:

Agility (AGIL)

Secondary Attribute:

Strength (STR)

Assassins evidence many of the qualities of Fighters. However, their areas of Mastery combine Thievish skills, which stress stealth and awareness of danger, with the use of deadly force of both an overt and covert nature. It is in their being "knives for hire", as it were, that really sets them apart from other members of the feudal underworld. Other thieves regard them with a mixture of contempt and outright fear.

Assassin's Primary Skills Skills (-1 DF to learn) ¹	Assassin's Secondary Skills (-1 DF if for Mastery)
Disguise ² Stealth of Thieves & Assassins ³ Back-stabbing ⁴ Garrotting ⁵ Skulk in Shadows ⁶ Administer Drugs/Poisons Knife & Dagger Fighting Throwing Knives & Daggers Any 1-hand Weapon Skill	Any 2 x 1-hand Weapon Skills Sleight of Hand Detecting Mantraps Setting & Disarming Mantraps Climbing Pharmacology Swimming Hearing Rumours Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage. ² Disguise must be selected as the first skill chosen for Mastery. ³ Stealth must be selected as the second skill chosen for Mastery. ⁴ Back-stabbing must be selected as the third skill chosen for Mastery. ⁵ Garrotting must be selected as the fourth skill chosen for Mastery. ⁶ Skulk in Shadows must be selected as the fifth skill chosen for Mastery.	

TABLE 4.12 – VOCATIONS – ASSASSINS

Physician Vocation

Primary Attribute:

Intellect (INT)

Secondary Attribute:

Agility (AGIL)

Strictly speaking, the role of the surgeon and the physician was separated until recent times, with surgery being performed by **Barbers**, while the diagnosis of disease and its treatment was left to **Physicians**. Indeed, it was only in the 19th century that surgeons were recognised as physicians by the medical fraternity and accorded a much higher social status than they hitherto enjoyed.

If the Gamemaster believes it is desirable in his campaign to reflect the realities of the distinction between Surgeons and Physicians, he may make **Pharmacology** the -2 DF primary skill for a Physician (-3 DF if chosen for Mastery). **Chirurgery** can be relegated to just a normal Primary skill category to reflect the fact that a Physician would not necessarily choose it but could become skilled with a scalpel.

Since a Chirurgery involves knowledge about vital points on the human body, any skill acquired with a weapon might be more lethal than normal. Consequently a +1 modifier might be added to the Crit Die when the Physician is wielding an edged or pointed weapon once he has acquired PSF 33% skill with it.

Physician's Primary Skills Skills (-1 DF to learn) ¹	Physician's Secondary Skills (-1 DF if for Mastery)
Chirurgery ¹ All Other Materia Medica Administer Poisons & Drugs Regional & National Geography All Weapon Skills ²	All Ancient Languages All Foreign Languages Animal Riding Any Background Skills
¹ At -2 DF to learn (-3 DF if chosen for Mastery) ² Physicians know the vital points on the human body and thus do well with weapons.	

TABLE 4.13 – VOCATIONS – PHYSICIANS

ADVENTURER VOCATIONS

The **Adventurer** in *Chivalry & Sorcery* is literally **everyone else in the world!** There are lots more callings one might follow besides the vocations of Fighter, Thief, Priest, or Magus (for further details on the last two vocational types see **Magicks & Miracles – Vol. II Core Rules**). The "Adventurer" is a character vocation that enables the role-player to design a unique character type. Let us consider a few examples:

Seaman	Travelling Merchant
Travelling Miller	Wine Merchant
Troubadour	Wandering Player (actor)
Master Miner	Wandering "Strong-man"
Weaponsmith	Fortifications Engineer
Innkeeper	Holy Relics Salesman
Barber-chirurgeon	Physician
Scholar	Gold/silversmith
Master Bowman	Herald
Tinker	Farmer

Remember the list is endless.

Designing the Adventurer Character

The rules for do-it-yourself character vocation designing are simple, straight forward, and few in number:

- 1 It is the Gamemaster's world, so discuss your character with him and you will need to agree about what your PC's primary skills should be.
- 2 Focus on what your character is going to do with his life. What is his occupation? What should he learn? What is he likely to be able to learn in his early years, given his situation in life?
- 3 Pick two related skills to be the character's specialised fields of knowledge. These skills **must** be bought with a Mastery slot and are learned at -2 DF. The Attributes for these skills determine the primary and secondary Attributes in the vocation and the rate at which additional Mastery slots are obtained.
- 4 The character then selects a further **eight** skills to form the specialisation skill's categories (or related categories). These become part of his **Primary (Vocational) skills** and are learnt at -1 DF. By devoting a Mastery slot to learning them, he can enjoy -2 DF when improving them.
- 5 A character's **Secondary Skills** consist only of the skills he learnt in his youth because of his social background, etc., or any skills that are peripherally relevant to the character's vocation.
- 6 The Gamemaster may veto any of the player's choices and suggest others appropriate to the character type. Also, he may allow more skills in the vocational and secondary skills.

Chivalry & Sorcery systems enable you to design a character that can be literally anything! That character should make sense and be created in the spirit of the rules. **Chivalry & Sorcery** has a social system in order to give structure to the world, something solid and tangible, a "real" world despite the fantasy elements, the magick, the High Adventure. Since a character comes from a definite background, that background affects what he might learn, what he can choose to do. The Gamemaster is within his rights to say an escaped Serf has no chance of learning skills that would start him off as a fledgling diplomat.

And that is how it is done! Not at all hard, really and a new character vocation is born. Have fun inventing your own!



SKILLS

AGRICULTURAL SKILLS

Many characters will have originated from rural background as such they will have acquired agricultural skills as part of the grouping up process. Although it may seem as though they have no immediate use to an adventurer they form the mainstay of the skills required for a feudal economy.

All Agricultural skills are dependant on the type of harvest, whether good, bad or average and *Table 5.1 – Agricultural Harvest Modifiers* shows the modifiers to a character's TSC% and Crit Die for the type of harvest. The Gamemaster will decide on the type of harvest and guidance for the decision can be found in **The Gamemaster's Companion (Vol. III Core Rules)**.

Harvest	Modifiers to		Harvest	Modifiers to	
	TSC%	Crit Die		TSC%	Crit Die
Disastrous	-50%	-06	Above Average	+05%	+0
Terrible	-40%	-05	Good	+10%	+0
Awful	-30%	-04	Very Good	+15%	+01
Very Poor	-25%	-03	Fine	+20%	+01
Poor	-20%	-02	Excellent	+25%	+02
Below Average	-10%	-01	Bountiful	+30%	+02

TABLE 5.1 – AGRICULTURAL HARVEST MODIFIERS

Field Crops

Attributes: Strength & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character knows how to plough, plant, cultivate, harvest, thresh and store wheat, barley, rye, oats, hay, etc. To establish a farm initially costs 2 Crowns per acre to buy tools, clear fields, etc. A skill check using the appropriate modifiers from *Table 5.1 – Agricultural Harvest Modifiers* is made at harvest time to find out the success or failure of the harvest.

In all cases one bushel per acre is kept aside for the next planting except when there has been a critical failure and nothing has been produced.

Success with Crit Die	Amount per Acre	Failure with Crit Die	Amount per Acre
01-08	8 bushels	04-10	4 bushels
09	10 bushels	02-03	2 bushels
10	12 bushels	01	No crops

TABLE 5.2 – FIELD CROPS - HARVEST

Fruit Crops:

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character knows how to grow, harvest and store fruit and berry crops, with sub-skills in grafting, cross-pollination, etc. To establish an orchard costs 4 Crowns per acre and it takes between 1-3 years to produce a saleable crop. The income from a saleable crop amounts to **Crit Die x 5 shillings** per acre.

Vegetable Crops

Attributes: Wisdom x 2
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character knows how to plant, cultivate, harvest and store beans, lentils, beetroot, carrots, cucumbers, etc. Large-scale gardening is a modern farming practice unknown in feudal times and precise garden size is therefore unimportant. However, the larger the farm, the larger the garden. A large garden costs 50 pennies plus 10 pennies per acre of the entire farm. This yields surpluses and extra income. Anyone with access to a small plot of land, about half of an acre in size, may put in a garden for 50 pennies that will meet a family's minimal dietary needs. Larger gardens will earn surplus income of **Crit Die x 1 shilling** per acre.

Viniculture

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character knows how to manage and tend a vineyard. Growing grapes is labour intensive and is done on a small scale. Yeomen might have 1-6 acres in vines, Petit-Sergeants might have 6-10 acres and Landed Knights might have 10-20 acres. To establish a vineyard costs 5 Crowns per acre. Several years are needed to produce a saleable crop. The income from a saleable crop amounts to **1 Crown + Crit Die x 0.1 Crown** per acre.

ANIMAL SKILLS

As noted in **Agricultural Skills**, many characters have rural backgrounds. Many therefore acquire skills in the raising of animals, their handling, riding and even veterinary care. Such expertise may be useful to an adventurer as well as to someone who will stay home most of the time.

Animal Husbandry

Attributes: Intellect & Wisdom
Characters with suitable backgrounds have basic knowledge in any **three Animal Husbandry** skills at a special cost of **DF 3 (BCS% 40%; 500 Exp; 5 SKP)**, for example the son of a stable hand. Once in the game these skills advance at their **normal** DF rates.

Bee-Keeping

Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character knows how to build hives, care for bees and properly harvest honey. It costs 1 Crown per hive to set oneself up to keep bees. Each hive requires an area of 100 square feet and a single hive can produce 5 lbs of honey.

Cattle Herding

Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character knows how to breed, herd and care for beef cattle. It costs 4 Crowns per acre to set oneself up as a cattle herder.

Horse Breeding

Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character knows how to breed and care for horses. It costs 7 Crowns per acre to set oneself up as a horse breeder.

Running a Dairy

Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character knows how to breed, herd and care for dairy cattle. The skill also covers the milking of dairy cattle and the storing of milk. It costs 5 Crowns per acre to set oneself up in a Dairy business.



Pig Raising

Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character knows how to breed, herd and care for pigs. It costs 2 Crowns per acre to set oneself up raising pigs.

Poultry Raising

Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character knows how to breed and care for chickens, geese, ducks etc. It costs 1 Crown per acre to set oneself up raising poultry.

Sheep Herding

Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character knows how to breed, herd and care for sheep. The skill also involves the shearing of fleeces for market. It costs 3 Crowns per acre to set oneself up raising sheep.

Note: A shepherd needs **trained sheepdogs** to assist in managing and guarding sheep.

Animal Handling & Drover

Attributes: Intellect & Wisdom

Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character has the skills as a drover or mule skinner and is able to calm and control draft animals and pack animals. When animals are particularly spooked (at Gamemaster's discretion), make a "resisted roll," with animal's **Willpower - PSF% of the handler** to see if control can be maintained.

Success with Crit Die	Result
01-08	Animals do the handler's bidding for up to 1 minute in a crisis situation. If they stay in a skittish or stubborn mood, check each minute.
09-10	The character has the animal(s) under control and need not check again in this "emergency".
Failure with Crit Die	Result
02-10	The animals persist in their skittish or stubborn behaviour. The handler is still fighting for control.
01	Animals are out of control for 1D10 x 10 seconds.
Note: For characters without basic knowledge of this skill, a failure with Crit Die 01-07 leads to total loss of control and a runaway, etc.	

TABLE 5.3 – ANIMAL HANDLING & DROVER - RESULTS

Animal Riding

Attributes: Strength & Discipline

Level: Variable – see below

This skill enables a character to ride a particular kind of animal and maintain control in most situations. *Table 5.4 – Animal Riding – Difficulty Factors* shows the DF's which apply to riding various animals. Skill with one type of animal does not necessarily mean skill with another.

It will be necessary to make a skill roll if the following takes place. *Table 5.5 – Animal Riding – Results* shows the result of any roll.

- 1 The rider attempts to vault into the saddle.
- 2 The rider mounts/dismounts from a moving animal.
- 3 The rider attempts to jump the animal over a fence, wall or other low obstruction, or across a ditch. Donkeys and camels are poor jumpers so the Gamemaster should assess appropriate penalties. Ponies and mules will match a riding horse in most situations.
- 4 The rider attempts to control a frightened, skittish or stubborn animal.

Animal	DF	BCS%	Exp	SKP
Donkey	2	50%	400	4
Horse, Pony, Mule ¹	3	40%	500	5
Camel ²	4	30%	600	6
Exotic Animal ³	5	20%	700	7
Mythical/Legendary Beast ⁴	6	10%	800	8

¹Riding (Horse) is a pre-requisite for the specialised combat skill **Riding a Warhorse**.
²Reduce the DF of this animal by **–1 DF** if the character has **Animal Training** with PSF 33%+ or **Riding a Warhorse** at PSF 33%+.
³Reduce the DF of this animal by **–1 DF** if the character has **Animal Training** with PSF 33%+ or **Riding a Warhorse** at PSF 33%+. Exotic animals include elephants, lions etc.
⁴Reduce the DF of this animal by **–1 DF** if the character has **Animal Training** with PSF 33%+ or **Riding a Warhorse** at PSF 33%+. Mythical/Legendary Animals are unicorns, Pegsii, Gryphons etc.

TABLE 5.4 – ANIMAL RIDING – DIFFICULTY FACTORS

Animal Training [~]

Attributes: Bardic Voice & Discipline

Level: DF 3; BCS 40%; 500 Exp; 5 SKP

Resisted: Animal's Willpower – PSF% of trainer

The character knows how to train one class of animal. The player selects the kind of animal training he wishes his character to develop. *Table 5.6 – Animal Training – Time Necessary* shows the time required to train the animal. It really takes several **years** to train a warhorse or an elephant, not mere months. However, we made concessions for game playability since several game years is quite a while, after all!

Success with Crit Die	Result
01-08	The rider succeeds in his actions and retains control of the animal, if the animal remains skittish, check every 2 minutes.
09-10	The rider succeeds in his actions and retains full control and need not check again in this "emergency".
Failure with Crit Die	Result
02-10	The rider fails in his action and a second skill roll is required to find out if the rider remains in the saddle (a successful roll) or is thrown to the ground (a failure).
01	The rider not only fails in this action, but the animal becomes out of control. A second skill roll made to see if the character can bring the animal back under control (a success) or whether it begins to buck (a failure). If the character fails the second time, he makes a third skill roll but suffers a suitable penalty to his TSC%. A success means he brings the animal back under control, whilst a failure means the animal throws the rider to the ground.

TABLE 5.5 – ANIMAL RIDING – RESULTS

At the end of appropriate period of time, make a skill roll to find out the result of the training, compare the result to *Table 5.7 – Animal Training – Results*.

On each **Animal Training skill roll**, the animal tries to oppose the trainer's efforts to tame him. This is shown by the animal making a "resisted roll" by using its **Willpower** less the PSF% of the trainer. If the beast succeeds repeatedly in resistance, it may prove to be untrainable.



Animal	Time
Riding Horse	8 weeks
War Horse	20 weeks
Draft & Pack Animals:	
Horse	3 weeks
Mule	3 weeks
Donkey	3 weeks
Ox	2 weeks
Exotic Animals:	
Elephant	20 weeks
Camel	8 weeks
Wild Animals	8-20 weeks
Hunting/War Dogs	8 weeks
Birds of Prey (Falcon/Eagle/Hawks etc.)	8 weeks

TABLE 5.6 – ANIMAL TRAINING – TIME NECESSARY

Success with Crit Die	Result
01-08	The animal has been trained up to a level such that it can be trusted to be reliable and compliant.
09-10	The animal is exceptional and can be taught special "tricks".
Failure with Crit Die	Result
03-10	The animal requires further training. Check again in 2 weeks, with a -10% penalty to TSC%. Note: There is now no chance of an exceptional creature). A second failure doubles the time to the next check and adds a further -10% penalty to the first one and so on.
01-02	Not only is more training required but the animal may also have some unreliable quality or quirk which the Gamemaster decides at his discretion. Such qualities will reflect the nature of the beast, of course.

TABLE 5.7 – ANIMAL TRAINING – RESULTS

Animals: Veterinary [~]

The skill involves knowledge of animal ailments and injuries and is split into two sub-skills. A veterinarian can diagnose problems and prescribe treatments for animals in much the same way as a Physician applies his skills.

Veterinary Surgery

Attributes: Intellect & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This skill allows the character to properly carry out emergency first aid, surgery and setting of bones with injured animals.

Veterinary Medicine

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill allows the character to prepare cordials and unguents to help heal animals suffering from various ailments.

A Veterinarian knows enough general medical lore to perform **some** healing tasks on patients of higher races. Medicine before modern times was not particularly sophisticated or knowledgeable. A Veterinarian's chances of treating injured people are comparable to having the skill of **First Aid** and also some surgical skills (at 1/2 PSF%).

ARTS & ENTERTAINMENT SKILLS

Arts & Entertainment skills strongly impact on general role-play. The skills of **Performance** and **Disguise** (a Thievery skill), for instance, enable a character to conceal his identity and assume another. Some skills like dancing, singing, or playing a musical instrument will enhance one's social graces. In some warrior cultures, reciting your lineage and deeds in an impressive manner was essential to maintain your reputation or even to just introduce yourself.

Acting: Costume & Make-Up

Attributes: Intellect & Discipline
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This skill involves changing the appearance of oneself or another through the use of clothing, wigs, grease paint etc. Thus a PC can develop disguises for himself and his companions. If the character possesses **Acting: Performance** and/or **Disguise** (see **Thievery** skills), any **Acting: Costume & Make-up** skill roll will enable the character to receive modifiers to the next time he uses them. These are shown in Table 5.8 – *Acting: Costume & Make-up – Modifiers*.

Success with Crit Die	Disguise Skill Modifier	Acting: Performance Skill Modifier
01-02	+0%	+3%
03-05	+3%	+5%
06-07	+6%	+8%
08	+9%	+12%
09	+15%	+18%
10	+21%	+25%

TABLE 5.8 – ACTING: COSTUME & MAKE-UP – MODIFIERS

If the person wearing the disguise has **Acting: Performance**, he adds the appropriate bonus to his **Acting: Performance** TSC% whenever the disguise is tested. If he has **Disguise**, he adds the appropriate bonus to his **Disguise** TSC%.

Acting: Performance

Attributes: Bardic Voice & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill involves a dramatic performance in a professional manner, using spoken lines or by mime (no words, just facial expression, gestures and body movement) to portray a character. When used with **Acting: Costume & Make-Up**, the skill enables one to produce effective impersonations and disguises. If the character has **DISC 19+**, add +1 to Crit Die rolls. If the character has **BV 19+ and DISC 19+**, add +2 to Crit Die rolls.

Acting: Ventriloquism

Attributes: Bardic Voice & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill involves the ability to "throw" one's voice, although it is actually only the ability to speak without moving the lips. Once a character attains maximum proficiency with the skill, a **Success with a Crit Die 07-10** means he is **literally** able to create the perception that the source of the voice is up to 30 feet away from where he is standing. If the character has **BV 19+**, add +1 to Crit Die rolls. If the character has **BV 19+ and AGIL (or DEX) 19+**, add +2 to Crit Die rolls.



Calligraphy & Illumination [~]

Attributes: Agility & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

Calligraphy is the art of writing artistically with pen or brush and ink with elegant and beautiful penmanship. **Illumination** is the art of illustrating and decorating pages of a manuscript with elaborate and highly stylised pictures and designs in coloured inks and gold and silver leaf. If the character has **AGIL 17+ and DISC 17+**, add +1 to Crit Die. However, if the character has both **AGIL 20+ and DISC 20+**, add +10% to his PSF% and +2 to Crit Die.

Dancing: Court Dancing

Attributes: Agility & Discipline
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

Court dancing is skill in the courtly dances of "gentle" society and is a "must" for PCs intending to spend time in the presence of nobles. It is also valuable in winning the favour of nobles of the opposite sex and particularly impresses the ladies. If the character has **AGIL 18+**, add +10% to his PSF% and +1 to Crit Die. If the character has **AGIL 10 or less**, subtract -10% from his PSF% and -1 from Crit Die.

Dancing: Folk Dancing

Attributes: Agility & Discipline
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

Folk dancing is skill in the dances of the people and they are valuable if one desires to win the favour of commoners of the opposite sex. If the character has **AGIL 18+**, add +10% to his PSF% and +1 to Crit Die. If the character has **AGIL 10 or less**, subtract -10% from his PSF% and -1 from Crit Die.

Juggling

Attributes: Agility x 2
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

Juggling is a popular entertainment skill that involves keeping a number of objects moving in the air, etc. For **AGIL 18+**, add +10% to the **Juggling** PSF% and +1 to Crit Die. For character's with **AGIL 10-13**, subtract -10% from his PSF% and -1 from Crit Die. For characters with **AGIL 10 or less**, subtract -21% from his PSF% and -3 from Crit Die.

Someone with this skill is able to **catch** objects unerringly, including thrown knives, axes, javelins etc. with their **Juggling** TSC% as the chance of catching the object or weapon.

Musical Instruments

The character can play a class of musical instruments. Each class of instrument has its own special requirements and this means each must be learned and improved as a **separate** skill:

Bagpipes

Attributes: Constitution & Bardic Voice
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This includes playing the Scottish, Irish and German bagpipes etc.

Drums

Attributes: Agility x 2
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

This includes playing the kettle drum, war drum, tambour, tambret, tambourine, timbrel, cymbals, etc.

Flutes

Attributes: Agility & Bardic Voice
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This includes the fife, hautboy (medieval oboe), shepherd's pipes (pan-pipes), recorder, shawm (double-reed woodwind), whistle, etc.

Horns

Attributes: Constitution & Bardic Voice
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This includes the hunting horn, sackbut (mediaeval trombone), serpent (wooden horn), trumpet, war horn, etc.

Strings

Attributes: Agility x 2
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This includes all harps, lyre, bandore, cithera, lute, archlute, psaltery, etc.

Painting & Sketching

Attributes: Agility x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character acquires skill in rendering pictures with brush and pigments, sketches using charcoal, etc. The skill also includes preparation of pigments, surfaces (canvases, walls, etc.) to be painted and so on.

Poetic Composition

Attributes: Bardic Voice & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

Poetic Composition involves composing poetic works of high quality. The character may create short poems or song lyrics quickly. Longer, more complex works are subject to time penalties reflecting the difficulty of creating them. **Poetic Composition** is never easy, even when one knows the theory. Unskilled characters may have severe difficulty penalties assessed against success and/or Crit Die rolls.

Characters with **INT 14** and **WIS 13** have the wit to compose **Satires**, biting poems ridiculing some prevailing vice or folly or lampooning someone to make him appear ridiculous. During feudal times, troubadours used satires to embarrass nobles who, in their opinion, needed taking down a peg or two.



Poetic Recitation

Attributes: Bardic Voice & Intellect
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This skill involves public recitation of poetic works in a dramatic and entertaining manner. It also provides a degree of class to magical incantations, religious ceremonies, etc. **Poetic Recitation** is necessary for a bard, troubadour etc. It is a good social skill because recitation was widely enjoyed.

If a character has **Poetic Composition**, he learns/improves **Poetic Recitation** at -1 DF and the character acquires the ability to:

- 1 Learn poems and commit them to memory.
- 2 Recall poems from memory.
- 3 Recite poems in an interesting and dramatic manner.

Unless a character has **INT 15+** the Gamemaster may assess penalties when the character tries to remember specific poems requested by an audience. This reflects whether he knows the poems and whether or not he can remember them accurately.

Sculpting

Attributes: Agility & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill involves the artistic rendering of figures and designs in clay and stone. A character with **DISC 18-19** adds a bonus of +1 to the Crit Die. A character with **DISC 20+** adds a bonus of +10% to TSC% and +2 to Crit Die. A character with **Gold & Silversmithing** may cast modest-sized sculptures in bronze, silver, gold etc. If the character **also** has **Foundryman** he can cast large sculptures in metal.



Singing

Attributes: Bardic Voice & Intellect
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

Singing involves public performance of songs. Everyone has some natural **Singing** skill, but it must be "purchased" to order to develop proficiency. The nobility regarded singing well as a mark of courtly manners and social grace. It is utterly necessary for a troubadour, minstrel, bard, etc. The character acquires ability to:

- 1 Learn songs and commit them to memory.
- 2 Recall songs from memory.
- 3 Recite songs in an interesting and dramatic manner.
- 4 Compose music.

Unless a character has **INT 15+**, the Gamemaster may assess penalties when he is trying to remember specific songs requested by an audience. This reflects whether he knows the songs or not and can remember them accurately. If the character has **BV 17-18**, add +1 to Crit Die roll. If the character has **BV 19+**, add +10% to TSC% and +2 to Crit Die.

If accompanying himself on a musical instrument, such as a harp, lyre or lute, the singer adds +10% to his **Singing** PSF%, provided his instrument PSF% is not less than his singing skill.

Poetic Composition is needed if a singer wishes to compose decent lyrics to his own music. If his **Poetic Composition** PSF% is **more than 10%** above his **Singing** PSF%, he adds +10% to his **Singing** PSF% to reflect the added bonus of having good lyrics when performing his own songs.

Sleight of Hand

Attributes: Agility x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill enables a character to perform "astounding magical feats" of prestidigitation and legerdemain, e.g. pulling rabbits from hats, making coins to appear or disappear. If the character has **DISC 18+**, add +1 to Crit Die. If he **also** has **AGIL 19+**, add +10% to his PSF% and +2 to Crit Die, in order to reflect exceptional co-ordination and control.

Storytelling

Attributes: Bardic Voice & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

Storytelling is the telling of stories in prose. The character may compose his own stories as well as remember those that he has heard. He can also make very accurate, detailed reports of what he has witnessed, a valuable skill for Heralds, scouts, or spies.

If a character has **Storytelling** and has also learned **Oratory**, he may learn and develop **Storytelling** at -1 DF. If before an audience, he may add +10% to his **Storytelling** PSF%, provided he first succeeds with an **Oratory** skill roll. If the Oratory roll is a Critical Success with a Crit Die of 10, the bonus is doubled to 20%.

ATHLETIC SKILLS

All characters are able to perform some physical activities, but the following skills are new skills that can be learnt or skills that enhance secondary characteristics.

Boxing

Attributes: Strength & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Dodge – PSF% of boxer

Boxing is a specialised unarmed fighting skill that focuses on fisticuffs, the landing of solid blows and the blocking of counterblows. **Boxing** is relatively ineffective against non-bipedal creatures, but if defenders are of humanoid form and in the general size range of the boxer, they make fair targets. Another boxer can use **Dodge** to avoid a blow, but in order to hit back, he must counter a boxer's punches using either his **Boxing** or his **Brawling** TSC%.

A non-boxer may counter a boxer's punches with his **Brawling** skill at 1/2 PSF%. Similarly, his punches are made using his **Brawling** skill at 1/2 PSF% when countered by a boxer, who is trained to block such relatively unskilled blows with ease.

Those trained in the noble art gain a Crit Die modifier of +2 when using fists.



Climbing

Attributes: Strength & Constitution
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

Climbing enables a character to use handholds, footholds and a variety of specialised climbing equipment to ascend or descend the face of a cliff or wall, climb up or down a tree, etc.

A character's **Climbing Speed** depends upon the climbing conditions, the skill of the climber and the climbing aids being used (if any) and are as follows:

- 1 foot per AP expended if using a rope secured overhead, etc.
- 1 foot per 2 AP expended if using handholds and footholds.
- 1 foot per 3 AP expended if unskilled.

The **distance** a character may climb is determined first by his Strength and Constitution, it is then modified by his Fatigue Points. *Table 5.9 – Climbing – Distance* sets out the distance a character may climb at a cost of **1 Fatigue Point**. The costs assume the PC is climbing a sheer rockface, wall, or tree, using handholds, footholds, etc.

STR + CON	Distance	STR + CON	Distance
Under 10	10 feet	30-31	100 feet
10-12	20 feet	32-33	110 feet
13-15	30 feet	34-35	120 feet
16-18	40 feet	36	130 feet
19-21	50 feet	37	140 feet
22-23	60 feet	38	150 feet
24-25	70 feet	39	160 feet
26-27	80 feet	40	170 feet
28-29	90 feet	41+	180 feet

TABLE 5.9 – CLIMBING - DISTANCE

Example:

Sir Tancred has STR 17 and CON 18, for a total of 35, giving him a climbing distance of 120 feet per Fatigue Point expended. He has 27 Fatigue Points, so if he climbed steadily to exhaustion, he could cover 120 feet x 27 = 3,240 feet.

Check every 10 feet climbed to determine if a character is proceeding successfully or not in his ascent or descent. Bonuses or penalties of between +/- 5% to +/- 50% may be assigned to reflect the degree of ease or difficulty encountered during the climb. Use *Table 5.10 – Climbing – Results* to judge the amount of success or failure.

Success with Crit Die	Result
01-09 10	The character climbs steadily. The character climbs easily, gaining +1 foot per 10% of his PSF% when climbing without aids and +1 foot per 5% of his PSF% when climbing with aids.
Failure with Crit Die	Result
04-10	The climber stalls in place. He can not find a handhold etc. and must pause for one round to look for one.
02-03	A skilled climber slides or falls 3 feet x 1D10 , with -4 points of crush damage per 10 feet fallen (-2 points per 10 feet if onto soft turf). Unskilled climbers suffer damage as for Crit Die 01 results.
10	The climber suffers of bad fall of 5 feet x D10 , with -6 points of crush damage per 10 feet fallen (-4 points per 10 feet if onto soft turf).

TABLE 5.10 – CLIMBING – RESULTS

Conditioning (NS) [~]

Attributes: Body Points
Level: DF 5; n/a; 700 Exp; 7 SKP

Conditioning is a Non-standard Skill that enables a character to increase his Body Points. When he purchases a skill level his Body Points increase by +1 point. The maximum increase possible is **+1/4 of his initial Body Points**.

Endurance (NS) [~]

Attributes: Fatigue Points
Level: DF 4; n/a; 600 Exp; 6 SKP

Endurance is a Non-standard Skill that enables a character to increase his Fatigue Points. When he purchases a skill level, his Fatigue Points increase by +1 FP. The maximum increase possible is **+1/2 of his initial Fatigue Points**.

Jumping (NS) [~]

Attributes: Jump Distance
Level: DF 3; N/A; 500 Exp; 5 SKP

Jumping may be purchased as a Non-standard Skill and enables a character to increase his jump distance by **+1 foot** per skill level. **Maximum Jump Increase = +1/2 base Jump distance**.

Stamina

Attributes: Strength & Constitution
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

Stamina is a **Core Skill** and all characters start with Basic Knowledge (or Level 0) and can be improved, like any Standard Skill. It is the capacity to keep on going, no matter how tough the going gets, even if Fatigue Points are exhausted. It is also the ability to resist stunning blows and incapacitating shocks to the system, etc.

If a **Stamina** check is successful, the character can keep on as if he had Fatigue Points to burn (with a check being made **every** minute). However, if he has no FP left, he is really draining his reserves. On failing a later **Stamina** roll, he does not just slow down, he **collapses** from his superhuman exertions because he has nothing left!

A **successful Stamina roll with a Crit Die of 10** prevents a character from being incapacitated, whatever the cause, short of death itself.

Swimming

Attributes: Strength & Constitution
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

In past times, swimming was not a common activity. Many could either not swim at all or else could only manage a few strokes.

Swimming Speed is about 1.75 mph or 35 feet per 15 seconds at best, as the kinds of strokes were limited in number and speeds were relatively slow. The character's Strength and Constitution determine the **Swimming Distance**. *Table 5.11 – Swimming – Distance* sets out the distance one may swim at a cost of **1 Fatigue Point**.

STR + CON	Distance	STR + CON	Distance
Under 10	10 feet	30-31	500 feet
10-12	20 feet	32-33	600 feet
13-15	30 feet	34-35	800 feet
16-18	50 feet	36	1,000 feet
19-21	80 feet	37	1,200 feet
22-23	100 feet	38	1,400 feet
24-25	200 feet	39	1,600 feet
26-27	300 feet	40	1,800 feet
28-29	400 feet	41+	2,000 feet

TABLE 5.11 – SWIMMING - DISTANCE



Example:
Sir Tancred has STR 17 and CON 18, for a total of 35, giving him a swimming distance of 800 feet per FP expended. He has 27 Fatigue Points. If he swam to exhaustion, he could cover 800 feet x 27 = 21,600 feet.

Each level of skill purchased by a character increases his swimming distance by **50 feet** until he reaches **Level 10**, after which each additional level increases his swimming distance by **100 feet**.

Example:
Sir Tancred starts at 800 feet per FP expended. Suppose he trained to Level 15. The first 10 levels give him 50 feet x 10 = +500 feet, while the last 5 levels give him 100 feet x 5 = +500 feet, a total of +1,000 feet. Now he can swim 1,800 feet per FP. He has 27 Fatigue Points, so he could cover 1,800 feet x 27 = 48,600 feet.

Treading Water: When a character that is treading water, makes a successful swimming skill roll, he expends no Fatigue Points for an initial period of 5 minutes. He then must make a further skill roll every 5 minutes to remain afloat at the cost of **1 FP** per 5 minutes.

In any swimming or treading water activity the results shown in Table 5.12 – *Swimming – Results* will apply.

Success with Crit Die	Result
01-09	The character remains afloat or swims competently.
10	The character is an accomplished swimmer and his total Fatigue cost for Swimming is reduced by -1 FP .
Failure with Crit Die	Result
06-10	The swimmer flounders about and loses -1 FP trying to keep his head above the water.
01-05	The swimmer flounders badly and begins to swallow water etc. and loses -2 FP . Check again in 15 seconds, with -10% to TSC% and -1 to Crit Die. Another failure means the character is in danger of drowning and must succeed on the third attempt.

TABLE 5.12 – SWIMMING - RESULTS



Holding One's Breath: What happens when a character finds himself under water (or, in an unb reathable or noxious atmosphere)? Holding one's breath is sometimes the only way to survive. **Everyone can do this**, provided panic does not set in. The character **must** draw a lung full of fresh air before any emergency was upon him. Make a **Willpower** check to see if he had the presence of mind to do this.

Make a **CON AR** half way through the time indicated in Table 5.13 – *Swimming – Holding One's Breath* to find out if he can last beyond that to his limit. When the character runs out of time he will drown or suffocate if he cannot draw a fresh lung full of air.

CON	Inactive ¹	Active ²	CON	Inactive ¹	Active ²
01-05	30 sec	15 sec	16-17	120 sec	90 sec
06-09	60 sec	30 sec	18	150 sec	120 sec
10-12	75 sec	45 sec	19	180 sec	135 sec
13-15	90 sec	60 sec	20+	210 sec	150 sec

¹**Inactive:** This is minimum movement or no movement. The character is attempting to conserve oxygen as long as possible.
²**Active:** This is swimming half-speed underwater, walking slowly, etc. Swimming at full speed or walking at normal speed halves the active time available.

TABLE 5.13 – SWIMMING – HOLDING ONE'S BREATH

Wrestling

Attributes: Strength & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Dodge – PSF% of Wrestler

Wrestling is a specialised unarmed fighting skill that focuses on restraining holds, kicks and throws. It is also a very popular sport, with heavy wagering involved.

Non-wrestlers counter a Wrestler's moves with **1/2** of their PSF% in **Brawling**. Similarly, their grapples and throws are made with **1/2** of their PSF% in **Brawling** when countered by a Wrestler. Table 5.14 – *Wrestling – Results* shows the various results available.

Restraining operates in much the same way as a throw, except this time **any success** means the Wrestler has grappled and momentarily restrained his opponent. The question is now whether the Defender can break the hold or not. To find out if the hold is broken, the Defender makes a "resisted roll" with wrestlers use their **Wrestling** TSC% and non-wrestlers using their **Brawling** skill at **1/2 PSF%** to break the hold.

The Defender must:

- 1Make a successful skill roll; and
- 2Roll equal to or better than the Att acker's D10 Crit Die roll.

Any failure to break the hold gives the Defender the advantage on the next move and the roles are reversed, with the Defender gaining the initiative. If he chooses to maintain the hold, he does so with **+10%** to his TSC%. If he chooses to make a toss, he does so with **+10%** to his TSC%. The Defender loses **-1 FP** per attempt to break the restraint. If he fails, he loses an additional **-1 FP** for his futile struggling.

A **Trial of Strength** where the two Wrestlers are locked together in combat, costs the Defender **-2 FP** and the Att acker **-1 FP** per combat turn and is undertaken as follows:

- 1Both wrestlers make a **STR AR**.
- 2To break the hold, the Defender must succeed with his AR roll. However, if the Att acker also succeeds, the Defender must roll **higher** on his D10 Crit Die to break the hold.

If the hold is broken, the advantage goes to the escaping fighter (**+10%** to his TSC% on his next move) and the former Att acker loses **an additional -2 FP** for his vain attempt to prevent the escape.



Success with Crit Die	Result
01-05	This staggers the opponent. A non-wrestler must succeed with an AGIL AR and Crit Die 09-10 to stay on his feet! A Wrestler must "parry" the throw successfully with his Wrestling skill to avoid being staggered. The victor has the initiative and gains +10% to his TSC% to his next wrestling move. A staggered opponent subtracts -1% x Attacker's Crit Die result from his TSC% in his next skill attempt.
06-08	This throws the opponent to the ground. A non-wrestler is stunned by the throw if he fails a Stamina check. A Wrestler can successfully "parry" with Crit Die 06-10 to counter the throw. If he fails, he goes down and makes a Stamina check. In any event, the loser subtracts -2% x Attacker's Crit Die result from his TSC% in his next skill attempt. The initiative and a +20% bonus to his TSC% goes to the victor in his next wrestling move.
09-10	This results in a clean toss. The loser must succeed in a Stamina – Attacker's Wrestling PSF% to avoid being stunned by the impact. The victim loses -3% x Attacker's Crit Die result from his TSC% in his next skill attempt. The victor has the initiative and a +30% bonus to his TSC% in his next wrestling move.
Failure with Crit Die	Result
06-10	The wrestler fails to make a good grapple, his opponent gains an opening which gains a bonus of +10% to the TSC% for the opponent's next attack.
02-05	The wrestler stumbles, allowing his opponent to make a free attack with a bonus of +15% to TSC%, immediately followed by the opponent's normal attack.
01	The wrestler trips falling to the floor prone face down, requiring a Stamina check to avoid being momentarily stunned, as if he had been thrown (with a Crit Die result of 06-08 as detailed above).

TABLE 5.14 – WRESTLING - RESULTS

There is a down side to a **Trial of Strength**. Should the Defender fail in any way to break the hold, he loses an **additional -2 FP** for his desperate but vain struggling! That means a total of -4 Fatigue Points lost in the turn. With the Attacker still in charge and having the advantage, the Defender is tiring fast and is in serious trouble!

Wrestling is relatively ineffective against non-bipedal creatures in the case of tosses. However, provided that the Wrestler is big enough and strong enough, he may be able to grapple and successfully restrain a four-footed animal under favourable circumstances. Using a **Trial of Strength** he pits his Strength against the Strength of the Animal.

CHARISMATIC SKILLS

Charisma is personal "magic" which arouses special enthusiasm or great loyalty in people. It is most useful to political or military leaders, but having Charisma is valuable to anyone desiring to influence others. Applied with finesse, it is very effective in moving others to your point of view.

Social Status affects Charisma skills as already described in *Influence* in Chapter 3 – Core Game Mechanics.

Bargaining

Attributes: Bardic Voice & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Resisted: Willpower – PSF% of Bargainer

Bargaining enables a PC to negotiate better deals for himself when engaged in haggling with NPC's. The impact of his will and bargaining skills on the other is measured by how effective or ineffectual his arguments are.

Note: *Chivalry & Sorcery* reflects historical reality. Haggling over prices was the rule in pre-modern times. Indeed, many looked forward to a hard bargaining session. Prices were never set in stone, as they often are today.

Begging

Attributes: Bardic Voice & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Resisted: Willpower – PSF% of Beggar

The giving of alms to the needy was a moral duty. There were no formal welfare programs. Often the only means of survival for the destitute was begging. Begging was also a profession, sometimes a profitable one. Some cultures might even require a character to have a begging licence.

Charm

Attributes: Bardic Voice & Appearance
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Willpower – PSF% of Charmer

Charm is the natural ability to captivate another with one's voice and physical attractiveness. It may be used to seduce members of the opposite sex. However, it is primarily used in non-hostile situations to gain new friends. Should a hostile situation exist, some other skill may have to be employed to alter the other's mood and conduct to the point that he becomes receptive to the character's "charming" ways.

Con

Attributes: Bardic Voice & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Willpower – PSF% of Con Artist

"Conning" is gaining someone's confidence to take advantage of him or her. A con artist might try to sell merchandise that is not all it appears to be or he may be talking his way out of a "difficult" situation. Success means the "conned" person believes the story.

A **WIS AR** may also be employed to resist a **Con** attempt, as may any skill that bears closely upon the nature of the actual con being perpetrated. A "con" is quick and to the point. It cannot be used to draw out a reaction that would not be normal. If successful its effects are temporary with the victim making a further roll **10 minutes x Crit Die** later to see if he realises he was conned.

Depending on the con artist's "story", the Gamemaster may decide to impose a further modifier. A good "story" may gain the character a bonus of between +10% to +30% whilst a poor one may result in a penalty of between -10% to -30%.

Diplomacy & Politics

Attributes: Bardic Voice & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Willpower – PSF% of Diplomat

This skill involves knowledge of who the important personages are, political factions and intrigues, the way one seeks favour or negotiates with men of rank, power and substance etc. Such knowledge is needed to find a way through the twisted labyrinths of the halls of power. The skill is used only in calm circumstances (i.e. not in combat). Any **Failure with a Crit Die 01-02** means that one has made a political enemy, an outcome to be avoided! A **WIS AR** may also be employed to resist a diplomatic ploy.

Intimidation

Attributes: Strength & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Willpower – PSF% of Intimidator

Intimidation is threatening others so that they do the character's bidding. In effect, he "flexes his muscles" and carries "a big stick", or rather, he seems to be doing that, which makes others apprehensive and compliant. Failure to intimidate can backfire and bring aggressive reactions.



Leadership

Attributes: Bardic Voice & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Willpower – PSF% of Leader

Leadership is the ability to command others by force of personal will and strength of character. Military commanders need **Leadership** to enforce their orders on subordinates in moments of crisis, etc. The character with this skill compels his followers to obey, not out of fear, but out of personal loyalty and commitment.

Oratory

Attributes: Bardic Voice & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Willpower – PSF% of Orator

Oratory involves delivering inspiring speeches to sway crowds by the force of one's will and the apparent truth and compelling appeal of what one says. The effects of **Oratory** last only briefly but can be long-lived if followed up with strong, successful action. **Oratory** sways large crowds in a radius of **20 feet x PSF%/10** around the Orator, who may influence **20 people x PSF%**.

A character with **Bargaining, Begging, Con, Diplomacy & Politics** or **Leadership** increases his TSC% with those skills by **+2% x Crit Die** result through a successful **Oratory** skill roll. If he has a **Success with Crit Die 10**, this increases his TSC% in these skills by **+30%**.

COMBAT SKILLS

Most Combat skills are **resisted skills** and will be denoted **RES**. Basically, a successful hit with any combat skill can be opposed in four ways:

- 1 By **Dodge** - PSF% of the attacker's skill with that weapon type.
- 2 By **Weapon Parry** - PSF% of the attacker's skill with that weapon type.
- 3 By **Shield Block** - PSF% of the attacker's skill with that weapon type.
- 4 By using **Magick**.

Combat skills are learned at different levels of difficulty, depending on the vocation of the character and his social and cultural background:

- 1 **Fighters** learn combat skills as **vocational** skills at **-1 DF** except ones marked **(K Only)**, which are learned at **base DF**.
- 2 **Knights/Squires** learn knightly **(K)** combat skills in their vocational category at **-1 DF**. Other combat skills are learnt at **base DF**.
- 3 Any skill marked **(K Only)** shows that only a **Knight/Squire** may learn these combat skills at **-1 DF**; others learn them at **base DF**.
- 4 **Foresters** learn combat skills marked **(F)** in their vocational category at **-1 DF**. They learn other combat skills at **base DF**.
- 5 All other character types learn combat skills at **base DF**.

Archery

Attributes: Agility x 2
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Resisted: As above

This is a missile combat skill in judging range and windage, firing the weapon and maintaining the weapon. There are a number of sub-skills which can be specialised in at the cost of an extra 500 Experience Points (5 SKP) each. Every sub-skill gives modifiers to the TSC% of the general **Archery** skill.

Crossbow	+20 to TSC%
Composite Bow	+10 to TSC%
Elven Longbow - Non-Elves:	+0 to TSC%
- Elves:	+10 to TSC%
Longbow	+5 to TSC% and +1 to Crit Die
Shortbow/Selfbow	+15 to TSC%

Note: Skill in Elven Longbows is rarely taught to non-elves.

Axes (K) (F)

Attributes: Strength x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: As above

This is a melee combat skill with war or battle axes, etc. and improvised chopping arms (e.g. meat cleavers, hatchets, wood axes, sickles).

Battlefield Tactics (K Only)

Attributes: Intellect & Wisdom
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Resisted: Special – see section below

Battlefield Tactics involves leading formations of troops in the field. The skill confers advantages when two groups confront each other. Provided the character knowing **Battlefield Tactics** has been able to survey the battle area and has enough information about the opposition, he will be able to make a Battle Plan.

If successful in his skill roll, all those under his command have an advantage in the first round of their attacks. This bonus is available to each PC and NPC whom he makes contact with and who can attack the foe. Some in the group may enjoy this first round attack bonus later on if they are not committed to battle from the first (according to the Battle Plan).

In skirmishes, the Crit Die determines the advantages enjoyed by the leader **and by those who obey his orders**. Initial attacks gain a bonus of **+2% x Crit Die** and **1/2 Crit Die x AP** in extra Initiative. However, a **Success with Crit Die 10** yields a bonus of **+30%** to initial attacks and **+7 AP**.

If both sides have leaders with the skill of **Battlefield Tactics**, then it becomes resisted:

- 1 If both leaders succeed, they **neutralise** each other and both side use normal attack values.
- 2 If one side **succeeds** and the other **fails**, the successful side enjoys a standard first attack bonus.
- 3 If one side has a **Critical Success with Crit Die 10** and the other is **unsuccessful**, the leader has a Brilliant Plan and maximum first attack bonuses apply.
- 4 If one side has a **Critical Success** and the other an **ordinary success**, the Critical Success is downgraded to a ordinary success and the standard first attack bonus applies.

Brawling (K) (F)

Attributes: Strength & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Resisted: As above

This is basic unarmed combat, hand to hand with punches, kicks and simple grapples or throws.

Cavalry Lances (K Only)

Attributes: Agility & Discipline
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Resisted: As above
Prerequisite: Mounted Combat

This is a melee combat skill in using a lance while fighting from horseback, whether in the charge or otherwise. One cannot maintain one's seat, withstand the shock of impact when tilting, etc., without this skill.

Chivalric Great Blow (K Only) (NS) [~]

Attributes: None
Level: DF 5; n/a; 700 Exp; 7 SKP

By expending **-2 FP** a Chivalric character may deliver a devastating blow to inflict **+1** point of damage per **3** levels of skill he has with a weapon. In addition, this adds **+1** to the Crit Die. When he reaches Level 21 with the weapon, add **+2** to the Crit Die. However, **Chivalric Great Blow** cannot be more than **3** skill levels below that he has with the weapon he is wielding for bonuses to apply.

**Dodge (K) (F)**

Attributes: Agility & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Resisted: As above

Dodge is a **Core Skill** and is the art of getting out of the way of trouble. It is applied not only to melee combat, but to evade many types of perils.

Fighting Staves (K) (F)

Attributes: Strength & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: As above

This is a melee combat skill fighting with the quarterstaff and other staves. (Even a short spear or the Zweihander heavy infantry sword can be used like a staff when one has this skill.)

Flails (K Only)

Attributes: Strength & Discipline
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Resisted: As above

This is a melee combat skill using mace & chain or the military flail. These are weapons which non-chivalric characters rarely learn to use.

Great Swords (K)

Attributes: Strength x 2
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Resisted: As above

This is a melee combat skill with a large sword wielded two-handed for maximum power and effect. These include the Great Sword, two-handed scimitar and the 6-foot Zweihander heavy infantry sword.

Hurling Axes (K) (F)

Attributes: Strength & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Resisted: As above
Prerequisite: Axes

This is a missile combat skill in judging range and accurately throwing one-handed chopping weapons.

Hurling Javelins (F)

Attributes: Strength & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Resisted: As above
Prerequisite: Spears

This is a missile combat skill in judging range and accurately throwing darts, one-handed spear and javelins. Far from being a purely military skill, many rural people use the skill for hunting.

Horse Archery

Attributes: Agility x 2
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Resisted: As above
Prerequisites: Animal Riding & Archery

This is skill in using a short bow (self-bow, compound bow, composite bow) or a light crossbow on horseback. Medium and heavy crossbows cannot be reloaded on horseback because they have to be braced against the ground and wound up with an attached winching mechanism. **Animal Riding** is needed to control one's mount. The PC's **Archery** TSC% can be no higher than his **Horse Archery** TSC% while firing from the saddle. Severe penalties will be assessed without this skill.

Knife & Dagger Fighting (K) (F)

Attributes: Agility x 2
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Resisted: As above

This is a melee combat skill using a short blade. It is more of a "gutter" skill rather than a formal fighting style. The use of knives is typical of Townsmen, particularly Thieves, but is not exclusive to them.

Maces, Hammers & Clubs (K) (F)

Attributes: Strength x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: As above

This is a melee combat skill with mace, club, or war hammer, either one-handed or two-handed, as appropriate. The skill also enables the PC to wield improvised clubbing weapons.

Mounted Combat (K Only)

Attributes: Agility x 2
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Resisted: As above
Prerequisite: Animal Riding

The skill **Animal Riding** is needed to control one's mount and to use any weapon skill to full effect while in the saddle. Success chances with melee weapons can be no higher than the **Mounted Combat** TSC% while fighting from the saddle. Using a **cavalry lance** and a **horsebow** are separate skills in themselves.

Pole Arms

Attributes: Strength & Discipline
Level: DF 6; BCS 10%; 800 Exp; 8 SKP
Resisted: As above

This is a melee combat skill using any two-handed pole arm (poleaxe, bill, battle scythe, halberd etc.). Improvised arms like an agricultural scythe are also included in this skill.

Riding a Warhorse (K Only)

Attributes: Agility x Discipline
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Resisted: Special – see section below
Prerequisite: Animal Riding (Horse)

The skill enables one to ride a spirited warhorse in battle, to control the animal, calm it and stay in the saddle. It also confers:

- 1 The character can vault into the saddle of a standing horse even if wearing armour, **without** making a skill roll.
- 2 The character can vault into the saddle of a moving horse (moving at no more than 1/4 speed) on making a successful skill roll.
- 3 If **resisted** the rider can control a frightened, skittish, or stubborn mount. Failure means the animal is out of control for one action sequence before it is possible to make another attempt to control it. A second failure means the animal begins to buck. A third failure means the rider has been thrown.
- 4 The rider may control his mount **in battle** by guiding it with his knees, leaving his hands free to wield weapons, shield etc. Only if a rider is badly injured does he need to make a skill roll to determine if he can maintain control in this manner, with failure requiring him to take the reins.
- 5 On a successful skill roll, the rider may jump his mount across a ditch **11+ feet** wide or jump a fence, wall, or obstruction **3-5 feet** high. If he fails, the rider makes a second skill roll to find if he keeps his seat or is thrown. Shorter distances or heights may be jumped safely most of the time.
- 6 The rider may leap from his mount to engage a foe in combat without a skill roll if his mount is barely moving. At faster speeds (up to 1/2 speed), a **failed** skill roll means the character stumbles and falls on landing, losing **-3 FP**.



A leap from the horse is also possible, with the rider landing on and grappling an enemy. A successful skill roll must be made, as failure means he misses his intended target. The consequences of this will depend upon the situation.

- 7 The rider may drop down along the side of his mount, using the horse's body for a shield. This manoeuvre can be performed **only** when wearing light or no armour. An attack cannot be delivered from this position and the rider must spend **-5 AP** to resume his seat in the saddle. The skill also restricts attacks against the rider to those made under the following conditions:

- a) A **Success** means an enemy can hit the rider only by making a successful resisted attack less the rider's **Riding a Warhorse** PSF%. However, he may try to strike the horse at normal hit probabilities.
- b) A **Failure** means the enemy has a normal chance of hitting.
- c) A **Failure with Crit Die 01** means the rider falls from his horse!

Shield Play: Light Shields (K)

Attributes: Strength & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: As above

This is skill in actively wielding a light buckler-type shield to ward off blows (shield block) and make shield punches.

Shield Play: Heavy Shields (K)

Attributes: Strength & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: As above

This is skill in actively wielding a heavier target or heater-type shield (or a tower shield) to ward off blows (shield block) and to deliver buffets with the shield (shield bashes) in order to push back a foe, throw him off balance etc. This is a separate skill from **Shield Play: Light Shields** because entirely different techniques are used.

Short Swords (K) (F)

Attributes: Strength & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: As above

This is a melee combat skill with an 16"-27" blade used primarily with a thrusting rather than a slashing stroke.

Slashing Swords (K) (F)

Attributes: Strength & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: As above

This is a melee combat skill with a 24"-48" blade used one-handed with a slashing stroke (an occasional thrust may be attempted). These include weapons like the longsword, falchion and scimitar, but a broadsword, great sword, or two-handed scimitar wielded with one hand also falls into this weapon skill category.

Slings (F)

Attributes: Agility x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: As above

This is a missile combat skill in judging range and windage and accurately firing the shepherd's sling or the military staff sling.

Spears (K) (F)

Attributes: Strength & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: As above

This is melee combat skill using spears, either one or two-handed.

Throwing Knives & Daggers (F)

Attributes: Agility x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: As above
Prerequisite: Knife & Dagger Fighting

This is a missile combat skill in judging range and accurately throwing knives. This skill is typical of "shady" characters.

Throwing Objects

Attributes: Agility x 2
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Resisted: As above

This is a missile combat skill in judging range and accurately throwing a variety of small objects as improvised weapons, literally anything from a small rock to a chair.

Wearing Light Armour (K) (F) (NS) [~]

Attributes: None – Only Basic Knowledge Required
Level: DF 3; n/a; 500 Exp; 5 SKP

This is skill in wearing light body armour so one retains one's balance and agility. This includes reinforced or hardened leathers, brigandines etc., protecting the torso (including the abdomen and groin) against a Critical Hit or Targeted Strike. Arms may be protected as well. After basic knowledge, no further learning is needed and one can learn to **Wear Heavy Armour**. If the character attempts to wear light armour without this skill, the character will suffer a penalty of **-15%** to their TSC% to his dodges etc. Also any attacker will gain a **+10%** bonus to their TSC% when attacking the character.

Note: A character will need a helmet or coif to protect the head. Armour protection skills involve wearing armour on the body, that is, from the shoulders down. Typically, helmets tend to be in the same basic class as the armour itself. That is, one would be unlikely to wear a "battle helm" with light armour or no armour.

Wearing Heavy Armour (K) (NS) [~]

Attributes: None – Only Basic Knowledge Required
Level: DF 4; n/a; 600 Exp; 6 SKP
Prerequisite: Wearing Light Armour

This is skill in wearing heavy body armour predominately of metal (e.g. scale or chain mail shirt, banded corselet, breast and backplate, etc.), to protect the torso (including the abdomen but not the groin) and perhaps also the arms against a Critical Hit or Targeted Strike. It also includes lighter hauberks of reinforced (studded) leather or ring mail. After basic knowledge, no further learning is needed and one can learn to **Wear Battle Armour**. If the character attempts to wear heavy armour without this skill, the character will suffer a penalty of **-15%** to their TSC% to his dodges etc. Also any attacker will gain a **+15%** bonus to their TSC% when attacking the character.

Wearing Battle Armour (K Only) (NS) [~]

Attributes: None – Only Basic Knowledge Required
Level: DF 5; n/a; 700 Exp; 7 SKP
Prerequisite: Wearing Heavy Armour

This is skill in wearing 3/4-length hauberks or full battle armour so that one retains one's balance and agility, etc. Battle armour includes any predominantly metal armour that protects most or all of the body of the wearer against Critical Hits and Targeted Strikes. (Hauberks are 3/4 armour protecting all parts of the body except the lower legs.) After basic knowledge, no further learning is needed. If the character attempts to wear battle armour without this skill, the character will suffer a penalty of **-15%** to their TSC% to his dodges etc. Also any attacker will gain a **+20%** bonus to their TSC% when attacking the character.



Two-Weapon Fighting

Attributes: Agility x 2
Level: DF 7; BCS 05%; 900 Exp; 9 SKP
Resisted: As above
Prerequisites:

- 1 A minimum of **STR 11** and **AGIL 13**; and
- 2 A minimum of **basic knowledge** in the use of weapons wielded

Characters who are naturally **Ambidextrous** learn at **-1 DF** plus other DF bonuses, but **must** still have the minimum prerequisites.

This is the fine art of fighting with a smaller, lighter weapon in one hand (typically a dagger) and a longer, somewhat slower weapon in the other (e.g. a sword or war axe) was used by gladiators in the Roman arena, by Nordic, Celtic and Gaelic warriors and by some specialists in the early forms of Oriental martial arts. It reached its zenith in the West in the "rapier-and-dagger" fighting styles of the 16th and 17th centuries. The fighting style may be uncommon or entirely alien to the accepted fighting styles of some cultures, so the Gamemaster should not be too willing to let just anyone learn it.

Any combination of one-handed weapons can be used, provided the user has sufficient Strength and Agility. To wield anything except a Light Weapon in the off hand (usually, the left), requires **STR 15+** and **AGIL 15+**. Weapon combinations should suit the situation. As long as he can select the right weapons, a fighter will be adaptable and able to take full advantage of this unique and deadly style. Also, the style confers the added bonus that should the fighter lose the use of one arm or hand, he can still use the other with equal skill.



COOKING & BREWING SKILLS

Brewing [~]

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character knows the fine art of brewing ale, beer and mead. The skill affects the income of an innkeeper, but any character is free to learn **Brewing**, for the product, needless to elaborate, is very popular. *Table 5.15 – Brewing – Results* shows the quality of the ale/beer/mead produced and the modifiers available to the character's basic month income.

Success with Crit Die	Quality	Income ¹
01-02	Just bearable	-10%
03-05	Passable	0%
06-08	Good	+25%
09-10	Great	+50%
Failure with Crit Die	Quality	Income ¹
06-10	Thin, rather poor	-25%
01-05	Swill, not fit for pigs	-50%

¹The percentages are applied to modify the basic monthly income.

TABLE 5.15 – BREWING - RESULTS

Cooking

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character is able to prepare food. *Table 5.16 – Cooking – Results* shows the quality of the meal. All professional cooks (and innkeepers) are required to make a monthly check to find the overall quality of the food they have prepared/sold.

The cook acquires skill in any **five** of the following areas of **Cooking**. Additional areas cost an extra **100 Experience Points (1 SKP)** each to learn and add to one's **Cooking** skill. The DF remains at **DF 3 (BCS 40%; 500 Exp; 5 SKP)** when improving a level, regardless of the number of areas are being developed. **Cooking** is a single broad skill and all areas are checked in a body at the same success percentages once they are added to Cook's culinary repertoire.

Camp Cooking: This is the preparation of a basic meal over a campfire, roasting meat on a spit, baking bannock and making simple stews or soups.

Baking Bread: This is skill in baking fresh breads, rolls, bannocks and hard tacks.

Baking Pastries & Making Desserts: This is the preparation of fruit pies, pastries and confections.

Soups & Stews: This is skill in cooking soups, stews and other dishes containing meat and vegetables mixed together.

Butchering Fresh Meat: This is skill in slaughtering animals, then skinning, cleaning, de-boning and cutting fresh meat and fowl into attractive cuts, e.g. steaks, chops, roasts.

Cooking Meat: This is skill in the roasting, braising, frying and boiling meats and fowl.

Banking Meat Pies: This is skill in the preparation of meat-filled pies and pastries.

Preserving Meat: This is skill in smoking, spicing and curing hams, bacon, sausages, salt pork, beef, or fish, etc., so that they do not readily spoil.

Cooking Seafood: This is the preparing of freshwater and saltwater fish, clams, mussels, oysters, shrimps, lobsters, scallops, etc.



Success with		Quality		Income ¹
Crit Die				
01-04	Average Fare	Average Fare	The food is reasonable tasty and satisfying, about what one would expect but not anything special.	0%
05-07	Above Average Fare		The food is tasty fare that is definitely worthy of seconds, maybe even thirds. The cook receives a hearty slap on the back and is told what a find fellow he is.	+10%
08	A Truly Fine Meal	A Truly Fine Meal	The food is very good, the kind of fare that brings eager pleas for seconds, a smile to the cook's face and an even bigger smile to an innkeeper's face because he knows he will enjoy plenty of repeat business.	+25%
09	Fit for a Feast!		The food is truly fit for a feast, a lordly table has been set. The cook deserves and gets high praise for his efforts. An innkeeper with such fare served in his establishment will survice even a disastrous brew of beer.	+40%
10	Cullinary Masterpiece	Cullinary Masterpiece	The food is superb haut cuisine worthy of a Royal Table! The cook is roused from the kitchen to a standing ovation and treated to drinks. An innkeeper serving such fare can expect booming business.	+1D100 + 40%
11+	Food fit for the Gods!		The aromas coming from the kitchen are enough to have everyone salivating like starving wolves. The food's mere appearance to the eye is so perfect that it almost seems a crime to disturb it. Every mouthful is a miracle to be savoured, the taste, texture and temperature exactly right! A cook with such skill is a treasure and an innkeeper serving such fare will be very prosperous.	+200%
Failure with		Quality		Income ¹
Crit Die				
09-10	Below Average Fare	Below Average Fare	The food is not up to scratch. Only a hungry man would not hesitate before asking for seconds.	-5%
07-08	Rather Disappointing		The food is sub-standard. Complaints are in order and a few will be clearly voiced.	-10%
05-06	Really Unappetising	Really Unappetising	Something is very wrong with the food! It does not look, taste or smell right, or it is burned, sorched, overdone, or underdone; too salty; too flat in taste etc. The food can be eaten by anyone able to make a CON AR or DISC AR to control the gag reflex.	-15%
03-04	Slop fit for Pigs!		The food is practically inedible! In fact, even pigs would think twice before eating it. A stout soul with a cast-iron stomach can just barely get the meal down (make a CON AR or DISC AR). Many dark looks and grumbling complaints are directed at the cook.	-20%
01-02	Irretrievably Ruined	Irretrievably Ruined	The food is indescribably awful! Even an old, starving troll would not rubbish like this. The cook is not at all popular right now and he is soundly cursed by all for his miserable efforts!	-25%

¹The percentages are applied to modify the basic monthly income.

TABLE 5.16 – COOKING - RESULTS

Herbs, Spices & Seasonings: This is knowledge of how to use a variety of herbs, spices, etc., to enhance the taste and aroma of foods. The skill adds +1 to the Crit Die when preparing meat and seafood dishes.

Haut Cuisine: To possess this area of **Cooking** the character must have at least six other cooking skills, including **Cooking - Herbs, Spices, & Seasonings**). Possessing this skill adds +10% to TSC% and +1 to the Crit Die when preparing any food.



Winemaking [~]

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character knows how to make wine, assess wine quality etc. Making wine requires an initial investment of 12 Crowns per acre of vines to acquire a press, barrels etc. An investment of 1 Crown is needed per year to maintain equipment and continue production. Calculate income based on wine produced not the value of the grape crop.

However, the grape harvest affects wine quality. The Gamemaster will decide on the quality of the harvest and the appropriate TSC% and Crit Die modifiers from *Table 5.1 – Agricultural Harvest Modifiers* should be applied to the character's skill roll to find out the results of his efforts. *Table 5.17 – Winemaking – Results* shows the vintage of the wine and the likely income from it.

Computing Wine Quantity: For those players who just have to know the **amount** of wine produced, assume the wine price is that charged at the inn. This is unrealistic in actual marketing terms (producers get less than retail prices), but it is an easy way of figuring out the amount of wine obtained from the pressing. Multiply the **quantity of wine x number of acres** in the vineyard to find out how much you have produced.

Example:
A successful skill roll with a Crit Die 01-02 produces an Average vintage wine. It produces 40% of average quality wine at 1.5 pennies per pint and 60% of poor wine at 0.5 pennies per pint. The total value of the wine is 9 Crowns per acre. Therefore it produces (2,160 pennies / 1.5 pennies x 0.4) = 576 pints per acre of average quantity wine and (2,160 pennies / 0.5 pennies x 0.6) = 2,592 pints per acre of poor quality wine.



Success with Crit Die	Vintage	Percentage of Wine Produced that is:						Year's Income (per Acre)
		Sour	Poor	Average	Good	Fine	Vintage	
01-02	Average	-	70%	30%	-	-	-	9 Crowns
03-04	Average	-	60%	40%	-	-	-	12 Crowns
05-06	Good	-	40%	50%	10%	-	-	18 Crowns
07	Fine	-	-	75%	20%	5%	-	27 Crowns
08	Very Fine	-	-	60%	30%	10%	-	36 Crowns
09	Truly Great	-	-	40%	40%	15%	5%	48 Crowns
10	Grand Cru	-	-	20%	45%	20%	10%	60 Crowns
Failure with Crit Die	Vintage	Percentage of Wine Produced that is:						Year's Income (per Acre)
		Sour	Poor	Average	Good	Fine	Vintage	
09-10	Below Average	20%	70%	10%	-	-	-	6 Crowns
07-08	Below Average	50%	40%	10%	-	-	-	4 Crowns
03-06	Below Average	60%	40%	-	-	-	-	3 Crowns
02	Very Poor	80%	20%	-	-	-	-	1 Crown
01	Disastrous	90%	10%	-	-	-	-	50 pennies
Quality Key Sour Wine: A very poor quality, approaching wine vinegar. Poor Wine: A wine of low quality, drinkable but harsh and hardly a delight to the discriminating palate. Average Wine: A passable wine, quite adequate to the taste of a wine-lover and definitely most satisfactory to the average person, who would regard it as "good wine!" Good Wine: A wine of superior quality with a colour, clarity, bouquet and lingering aftertaste of some complexity. Fine Wine: A highly superior wine with a definite, pleasing "character" all its own, a wine to be savoured by anyone with a discriminating palate. Very Fine Wine: A superb vintage of outstanding complexity, a true delight to the eye, the nose and the palate. Grand Cru: A vintage of superlative quality, literally the best!								

TABLE 5.17 – WINEMAKING - RESULTS

CRAFT & TRADE SKILLS

Table 5.18 – Craft Skills – Results shows the general results available for any craft skill. Refer to the actual skill descriptions for any additions or modifications to these general results.

The time taken to make an item or to complete a task vary greatly, depending on the craft, the skill of the craftsman and what is being done. Some things, like weapons, have average production times and these are given in the

goods lists in Chapter 8 – The Marketplace. For others, some guidelines may be suggested in the skill descriptions, whilst for others, no guides are given and it is left to the Gamemaster's discretion. It is suggested you allow for leisurely completion times as in pre-industrial, crafts-oriented societies, things were done with painstaking thoroughness. Craftsmen just did not rush a job.

Success with Crit Die			Failure with Crit Die		
Result			Result		
01	Mediocre	The task is barely successful. It could easily have ended in failure. However, luck intervened and a barely adequate technique has produced acceptable results. Give a slight discount to the price.	10	Heartbreaking	The task is a failure, but so nearly a success. Better luck next time. Yet all is not lost as such an item/task can be offered at a moderate discount.
02-05	Middling	The task is accomplished in an adequate but not inspiring show of basic competence. The work has a few small flaws, nothing very important but still noticeable to a practised eye.	06-09	Disappointing	The task is a truly disappointing effort marked by some potentially disastrous flaws in execution that could reduce business severely if they become habitual. Give a significant discount.
06-09	Competent	The task is accomplished with style and expertise in a display of competence and skill that comes near to perfect execution. Any craftsman would be proud to associate his name with the work.	02-05	Botched	The task fails because the skill was incompetently applied and the work so badly done that it could lead to loss of reputation if it is offered for sale. Such an item/task can be heavily discounted.
10	Outstanding	The task is accomplished with flare in an outstanding display of professional skill. It is a work of a true master craftsman and is well worth the price it commands in the marketplace. Charge a premium of +10% to +25% for such an item/task.	01	Abysmal	The task has ended in a complete and dismal failure. There is no way to save the work. One could not have done any worse, not even if he was actually trying to fail! The product is rubbish!

TABLE 5.18 – CRAFT SKILLS - RESULTS



Blacksmithing

Attributes: Strength & Constitution
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character has skill in forging and shaping base metals into useful items and is also skilled in the art of shoeing horses. In addition, a blacksmith can fashion basic arms and armour, but never better than average in quality.

Note: Arrowheads are always of average quality regardless of the skill roll.

Bowery & Fletching

Attributes: Intellect & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character knows how to work with wood, horn, leather, glues etc. to make bows and the arrows (without arrowheads) for them. If he is not already skilled in metalworking he still needs someone to forge arrowheads of metal. Composite bows are not possible until the Bowyer has achieved PSF 21% or higher in the skill.

A success **must be** rolled when a bow is completed or it is ruined. Whilst in the case of arrows, failure means that the arrow shafts shatter on impact and cannot be recovered and re-used. A **Failure with Crit Die 09-10** means the arrows are flawed and cause the person firing them to suffer a penalty of $-1/2 \times \text{TSC\%}$ when fired!

Carpentry

Attributes: Strength & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character knows how to work in wood and may perform a wide range of tasks from building houses to making furniture and chests. He can make many things from experience, but complex or unusual equipment may require either the personal direction or plans drafted by a Master Builder, Military Engineer, etc. At every fourth Level of experience in this skill the character may specify one item he has specialised in e.g. cabinets. When making one of his speciality items he receives a bonus of **+2** to Crit Die.

Cartwright & Wheelwright [~]

Attributes: Strength & Agility (or Dex)
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character knows how to build carts and wagons, make and repair wheels, etc. If the character has basic knowledge of **Carpentry** the skill is learnt/improved at **DF 2**.

Cooper [~]

Attributes: Strength & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character knows how to make and repair kegs and barrels of all types. If the character has basic knowledge of **Carpentry** the skill is learnt/improved at **DF 2**. A good Ship's Carpenter almost always has this skill.

Clothes: Sewing, Embroidery & Knitting

Attributes: Agility x 2
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character is able to make clothes of average quality, mend clothes, etc. This is a skill that may reach fairly high levels in the hands of an experienced seamstress.

Clothes: Tailoring [~]

Attributes: Agility x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Prerequisite: Clothes: Sewing, Embroidery & Knitting

The character can design and make clothes of superior quality and is a rather high-order craft skill.



Cloth Making: Dyeing [~]

Attributes: Agility (or Dex) x 2
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character knows how to make his own dyes and can dye cloth so that the colours are fixed and will not run.

Cloth Making: Spinning & Weaving

Attributes: Agility (or Dex) x 2
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character knows how to prepare raw wool (clean, card), linen from flax, etc., spin yarn and weave cloth on a loom.

Fashioning Arrowheads

Attributes: Intellect & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character knows how to fashion arrowheads from non-metallic materials, like flint, obsidian and bone. Such arrowheads all suffer a **-3** penalty to damage inflicted when fired at metal armour or metal-reinforced shields, but are at full damage effect otherwise. Damage is based upon type, i.e. War Arrow, Hunting Arrow etc.

Foundryman: Smelting & Casting

Attributes: Strength & Constitution
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character has skill in smelting and refining metals from ore. He might also cast metal into ingots and make moulds to cast specific objects etc.

In pre-industrial times, metals were refined on a small scale in crucibles and small furnaces. Metalworking was also done on a small scale with hammer, anvil and forge. Blast furnaces, machine tools and other technological marvels just did not exist. The time needed to complete a task was considerable as craftsmen worked at a leisurely pace. A horseshoe might take from half an hour to an hour to make. An iron pot might require a day or more of work. So it is up to the Gamemaster to use his common sense to figure out the time a task might reasonably take.



The amount of metal that can be smelted ultimately depends on the size of furnace being used in the refining process. A given "melt" takes from 2 to 5 days from start to finish. A foundry rarely had more than two or three furnaces. Further, its output would not be much more than 1,000 lbs of metal a week.

A Blacksmith or Weaponsmith can smelt small amounts of base metal (from 10 to 20 lbs at a time). A Gold/Silversmith can smelt small quantities of precious metals (from 1 to 5 lbs at a time). However, a character with **Foundryman: Smelting & Casting** can smelt or cast 50 lbs of metal for each 10% of his TSC% (divide TSC% by 10 and round down). For instance, a Foundryman with TSC 75% can smelt or cast 7 x 50 lbs = 350 lbs of metal per melt.

Gem Cutting [~]

Attributes: Agility & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character has skill in cutting and polishing raw gems, identifying gems and making accurate appraisals of gem values. The craft was not developed to the high levels known today, so values of cut stones are only several times that of raw stones. *Table 5.19 – Gem Cutting – Values* shows the price modifiers once a raw gem has been cut.

Note: It is up to the Gamemaster to assign values to any raw stones. For further details see *The Gamemaster's Companion (Vol. III Core Rules)*.

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 15%	2.0 x raw gem value	1.50 x raw gem value
16-29%	2.5 x raw gem value	1.75 x raw gem value
30-45%	3.0 x raw gem value	2.00 x raw gem value
46-59%	4.0 x raw gem value	2.50 x raw gem value
60%+	5.0 x raw gem value	3.00 x raw gem value

Current PSF%	Failure (Crit Die 01-09)	Dismal Failure (Crit Die 10)
Under 15%	0.4 x raw gem value	0.1 x raw gem value
16-29%	0.8 x raw gem value	0.4 x raw gem value
30-45%	1.0 x raw gem value	0.7 x raw gem value
46-59%	1.3 x raw gem value	1.0 x raw gem value
60%+	1.5 x raw gem value	1.0 x raw gem value

TABLE 5.19 – GEM CUTTING - VALUES

Example:

Simeon who has PSF 33% in **Gem Cutting** succeeds in cutting and polishing a rare 10 Ct. ruby valued at 100 Crowns. When finished it weighs 8 Ct. but with a Crit Die of 08 the final value of the gem is 2 x 100 Crowns = 200 Crowns.

Glassblowing & Glazing [~]

Attributes: Constitution & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character knows how to make glass objects and small panes of clear and coloured glass. He also has skill in fitting stained glass windows etc. This skill is useful to Alchemists and Mages who work with sensitive chemicals and potions and require special equipment to perform their experiments and magicks. A success is needed to make any glass object, glaze a pane of glass, etc. **Failure of any kind** means just that, glassmaking is an exacting skill that allows for no errors.

Gold & Silversmithing

Attributes: Agility & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character acquires skills in the craft of working precious metals and in being able to make accurate appraisals of value, purity etc. This skill is also needed for the proper ornamentation of fine weapons and armour.

Table 5.20 – Gold & Silversmithing – Values sets out the increase in value of items made from gold or silver bullion (bars/ingots of precious metal).

Note: It is up to the Gamemaster to assign values to any bullion. For further details see *The Gamemaster's Companion (Vol. III Core Rules)*.

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 15%	1.75 x bullion value	1.25 x bullion value
16-29%	2.00 x bullion value	1.50 x bullion value
30-45%	2.25 x bullion value	1.75 x bullion value
46-59%	2.50 x bullion value	2.00 x bullion value
60%+	3.00 x bullion value	2.25 x bullion value

Current PSF%	Failure (Crit Die 01-09)	Dismal Failure (Crit Die 10)
Under 15%	1.0 x bullion value	1.0 x bullion value
16-29%	1.1 x bullion value	1.0 x bullion value
30-35%	1.2 x bullion value	1.0 x bullion value
46-59%	1.3 x bullion value	1.1 x bullion value
60%+	1.5 x bullion value	1.3 x bullion value

TABLE 5.20 – GOLD & SILVERSMITHING - VALUES

Example:

Alberta who has PSF 33% in **Gold & Silversmithing** suffers a dismal failure when producing a gold necklet from gold bullion valued at 25 Crowns. He has a Crit Die of 10, so the final value of the necklet is 1 x 25 Crowns = 25 Crowns no more than the original bullion value.

Leatherworking & Tanning

Attributes: Constitution & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character has skill in preparing leathers and furs from raw hides and skins. He can fashion and repair leather gear, harness, clothing and also leather armour of average quality.

Masonry & Stonecutting

Attributes: Strength & Constitution
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character has skill in working with plaster, stone and brick. He can do basic carving in stone, including fluting and capitals for columns, lettering and simple designs. When he attains a high PSF%, he acquires enough skill to do decorative work in plaster and stone. *Table 5.21 – Masonry & Stonecutting – Area* shows the amount of wall that the character can either decorate or build at a given PSF%.



Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 60%	12 cu.ft. of wall	10 cu.ft. of wall
60-69%	14 cu.ft. of wall	10 cu.ft. of wall
70-79%	16 cu.ft. of wall	12 cu.ft. of wall
80-86%	18 cu.ft. of wall	14 cu.ft. of wall
87%+	20 cu.ft. of wall	16 cu.ft. of wall
Current PSF%	Failure (Crit Die 01-09)	Dismal Failure (Crit Die 10)
Under 60%	6 cu.ft. of wall	3 cu.ft. of wall
60-69%	7 cu.ft. of wall	5 cu.ft. of wall
70-79%	8 cu.ft. of wall	6 cu.ft. of wall
80-86%	10 cu.ft. of wall	8 cu.ft. of wall
87%+	12 cu.ft. of wall	10 cu.ft. of wall

TABLE 5.21 – MASONRY & STONECUTTING - AREA

Once a Mason has reached PSF 21%, he can also supervise unskilled labourers and Table 5.22 – *Masonry & Stonecutting – Supervision* shows the number of labourers doing such tasks as quarrying or shaping stone or laying walls that he can supervise.

Current PSF%	Number Supervised	Work per Man
21-65%	1 labourer x PSF / 5 1 labourer of x PSF / 10	Quarry/shape 9 cu.ft of stone Lay 12 cu.ft. of wall
66%+	1 labourer x PSF / 3 1 labourer x PFS / 5	Quarry/shape 12 cu. ft. Lay 12 cu.ft. of wall

TABLE 5.22 – MASONRY & STONECUTTING – SUPERVISION

Mining & Tunnelling

Attributes: Strength & Constitution
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This is skill in driving a tunnel through rock or other material; shoring up tunnels, galleries and chambers; reading the nature of the rock, fracture and fault lines; etc.

Under normal conditions, in **1 hour** a miner can remove the volume of hard rock indicated in Table 5.23 – *Mining & Tunnelling - Results*. Two miners can work side-by-side to carve out a wider/taller tunnel, but they cannot drive a deeper one. There is only room for one person at a time to do the actual mining inward into the rock directly in front of him!

The time involved includes clearing out rubble and properly shoring up the works to prevent cave-ins. It is assumed that the miner has an assistant clearing out the rubble, otherwise the production rate is cut in **half**.

When tunnelling through soft rock (like tufa), the rate increases to **one and a half times** the rate to tunnel through hard rock.

When tunnelling through soft material like earth, the rate can be increased from **one and a half times to twice** the rate through hard rock.

A cubic foot of hard rock weighs about 275 lbs; soft rock about 175-200 lbs; and soft material from 75-175 lbs, depending on what the material is and whether it is dry, damp, wet, etc.

Table 5.23 – *Mining & Tunnelling – Results* shows the result per hour of mining. A work shift is 10 hours and even with rest breaks, a miner expends **-2 FP** per hour.

Current PSF%	Resounding Success (Crit Die 10)	Success (Crit Die 01-09)
Under 10%	4 cu.ft. excavated	3 cu.ft. excavated
10-19%	6 cu.ft. excavated	4 cu.ft. excavated
20-29%	8 cu.ft. excavated	5 cu.ft. excavated
30-49%	10 cu.ft. excavated	6 cu.ft. excavated
50%+	13 cu.ft. excavated	7 cu.ft. excavated
Current PSF%	Failure (Crit Die 01-09)	Dismal Failure (Crit Die 10)
Under 10%	1 cu.ft. excavated	120 cu.ft. caves in
10-19%	2 cu.ft. excavated	100 cu.ft. caves in
20-29%	3 cu.ft. excavated	80 cu.ft. caves in
30-49%	4 cu.ft. excavated	60 cu.ft. caves in
50%+	5 cu.ft. excavated	40 cu.ft. caves in

TABLE 5.23 – MINING & TUNNELLING - RESULTS

A cave-in under an ocean, lake, river, or stream will begin flooding if “luck” is not on the side of the miner(s). The chance of **flooding** is **110% - PSF% of the (chief) miner**. If flooding occurs, the Crit Die indicates the number of inches the water is rising per 60 minutes. A 10 on the Crit Die means an **inch** of water is coming in **per 5 minutes**! In short, get out of there, fast! Unless, of course, the way out is blocked! If so, **DIG!**

Paper & Ink Making [~]

Attributes: Intellect & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character can make sheets of parchment, linen (rag) paper and papyrus, a variety of coloured inks, book covers and scroll cases. Bookbinding is also part of this skill.

Perfumery [~]

Attributes: Intellect & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character can prepare a variety of perfumed essences and powders from musk, from flower petals etc. Apart from the aesthetic value, such items also find use in magical preparations.

Pottery

Attributes: Intellect & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character is skilled in working with clay, using a potter's wheel, glazing of pottery and ceramics and then firing his works in a kiln to harden and waterproof them. A branch of this craft is involved in the making of tiles which is employed primarily in the flooring of religious establishments.

Seal Making, Engraving & Coinage [~]

Attributes: Agility & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

Seal Making & Engraving involves the working inscriptions and designs into metal. Seals and signet rings were used to impress an identifying pattern into wax to mark the authorisation of a document by some important person. Engraving is not only decorative but also may be essential to placing a magical spell into an object, especially into magical weapons and armour.

Coinage involves cutting dies (using seal making and engraving skills) and then striking coins from them. The skill includes the appraisal of precious metal in coins and bars or ingots of bullion.



The critical results involved in these tasks are given in *Table 5.24 – Seal Making, Engraving & Coinage – Critical Results*. Success means the work is satisfactory, the higher the Crit Die result the better the job. A resounding success means a virtually perfect piece of work whilst a failure indicates the presence of flaws, the more so the lower the Crit Die result. A dismal failure means a totally botched job.

Current PSF%	Resounding Success (Crit Die Result)	Dismal Failure (Crit Die Result)
Under 10%	10	01-04
10-19%	10	01-03
20-29%	09-10	01-02
30-49%	08-10	01
50%+	07-10	01

TABLE 5.24 – SEAL MAKING, ENGRAVING & COINAGE – CRITICAL RESULTS

Weaponsmithing & Armoury

Attributes: Strength & Constitution
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Pre-requisite: Blacksmithing

This ancient and noble craft involves the forging of bronze, iron and steel, as well as working with leather and quilted fabrics, to fashion and repair arms and armour. The skill **Weaponsmithing & Armoury** should be learnt as two separate specialised skills beyond **Level 1** in the skill.

A Weaponsmith will start with **Level 1** in **Weaponsmithing & Armoury**, but must then decide whether he wishes to specialise in one or both skills. From **Level 2** onwards **Weaponsmithing** is developed separately from **Armoury**. If the Weaponsmith wants **Level 2** in both he must pay the cost of increasing both skills by one level. In many cases, this means an Armourer is excellent in constructing armour but has only basic skills in making weapons. Likewise, a skilled Weaponsmith would have some basic knowledge in making armour. The very best in the craft are skilled in making both.

Note: For further details on this skill see the **Armourers Companion**.

Success with Crit Die		Result
01-02	Marginal	Character has some knowledge but lacks the depth and detail needed to give him a firm grasp of the matter. He realises he ought to do more research to obtain additional information or to verify the truth of what he does know or suspect. When performing knowledge-based tasks, since he may have missed something significant. He suffers a penalty of -10% to his TSC% until he does more research.
03-09	Acceptable	Character has a good grasp of the question/problem. He has reasonably correct and detailed information, although it is sketchy in some areas, the more so the lower the Crit Die result. When performing knowledge-based tasks, he obtains satisfactory results.
10	Outstanding	Character has a superb grasp of the question/problem. He finds much important information that is accurate and detailed. When doing any knowledge-based task, he performs with ease. He gains a bonus of +10% to his TSC%.
Failure with Crit Die		Result
09-10	Marginal	Character has incomplete and inaccurate information. Fortunately, he is aware of the holes in his knowledge and may do more research to increase his understanding. If performing a knowledge-based task, he suffers a penalty of -15% to his TSC% until he does increase his understanding.
03-08	Serious	The character has incomplete information. Some of it is misleading, inaccurate, even false and may lead him far astray. If performing a knowledge-based task, he suffers a penalty of -25% to his TSC%. The important thing here is that he believes he is using the correct procedure, but in reality he has no idea and does not think it necessary to find out more. Only a failure at a task will alert him to the fact that he needs to do further study and research. Until that time, he automatically suffers a -25% penalty to his TSC% until he fails and realises he is lacking key understandings and must do more research.
01-02	Dismal	The character has no information or very incomplete and erroneous information that leads him seriously astray. He is certain he knows enough and does not suspect just how faulty his knowledge is! If performing a knowledge-based task, he suffers a penalty of -50% to his TSC%. If successful, he misses the fact that he was wrong and just plain lucky. If he repeats the task at a later date without doing further study and research, apply the -50% penalty automatically until he fails and the light finally dawns that he does not know the correct procedures at all and must do more research.

TABLE 5.25 – LORE RESEARCH

LEARNED LORE

All “skills” involving the mastery of some area of formal knowledge are called “**Lore**” in **Chivalry & Sorcery**. **Lore** enables characters to “recall” information they know about their world. Since they “live” in the fantasy world of the role-playing campaign, **characters** know a lot more than their **players** do. **Lore** enables us to find out what they do know. **Lore** skills may be used to “research” particular questions or problems if one has access to the appropriate resources (books, scrolls, inscriptions carved in stone etc., or knowledgeable people he can question). Skills like **Architecture & Engineering** can be used to invent new mechanisms, design various kinds of equipment, draft plans for a castle, etc.

Learning Lore Skills

In order to learn **Lore** of any kind, a character must use one or several of the following resources:

- Learning from a Master:** Anyone who has a minimum of **PSF 40%** in the **Lore** skill and is **at least PSF 9%** higher in skill than the student may teach him about the skill in question. Such tutelage will reduce the learning time by **-5%** for every 10% of PSF the Master possesses to a maximum of **-50%** of the standard learning time.
- Learning from a book:** Any book dealing with the skill can be used to learn about it. If the book is specific and detailed in its treatment of the skill, standard learning times apply. If the book is only a general text and requires much interpretation and thought to make sense of it, learning time is **150%** of the standard time.
Note: A “book” may be interpreted as meaning a scroll or even an inscription found in a tomb, on a monument, etc. The value of such an item as a learning device can be set by the Gamemaster, who may rule that the learning time is between 125-250%, depending on the usefulness of the item and the degree of clarity or obscurity of the information given.
- Learning From a Library:** If the character is fortunate enough to have an entire Library to consult, **each** book on the skill will reduce the standard learning time by **-10%** to a maximum of **-50%** of the standard learning time.



4 Learning from a Master and from books: The ideal is to have both a Master teaching you and also a reference book or Library to consult. The standard learning time is reduced by **-10%** for every 10% of PSF the master possesses and by **-5%** per book consulted on the skill, to a maximum of **-75%** of the standard learning time.

At the end of each learning period, the character makes a skill roll in the particular **Lore** skill he is researching and compares the result to *Table 5.25 – Lore Research* to find out if he has grasped the lessons.

LANGUAGE LORE

There are many languages for characters to learn for *Chivalry & Sorcery* role-playing. Learning and improving their use is comparable to other skills, but Languages are treated as **Non-standard skills**. In gaming practice the Language skills are handled in a different way than most other skills. The TSC% is a measure of one's ability in using a Language.

Learning Languages: A character must have someone to teach him or else a book in a new language from which he may learn. **Purchasing a level in a language** adds **+3%**, **+5%**, or **+10%** to PSF, depending on the language to be learned/improved.

Fluency: This measures how well one understands others or how well one can make oneself understood in a given language. The guidelines on making Language checks are shown in *Table 5.26 – Languages – Fluency*. Use the Crit Die result to gauge the degree of clarity or fogginess in conveying or understanding any communication. The higher a successful Crit Die the better the understanding. The lower a failed Crit Die the greater the misunderstanding. This result is increasingly significant the lower the Fluency PSF%. For instance, a Crit Die of 06 on a failure to communicate is far less severe for a character with PSF 75% than for a character with PSF 32%. At PSF 75%, a character is fluent and, while he might make a mistake, the gist of the message will still be reasonably clear. At PSF 32%, a character's skill is very limited and any mistakes in understanding are far more likely to be serious.

However, a **Success with Crit Die 10** always shows that the meaning is conveyed or understood by the character with clarity and there is no misunderstanding.

Fluency	TSC%	Description
Minimal	Less than 40%	The character has considerable difficulty making himself understood or understanding others. Make a language check every time he speaks or attempts to understand another.
Marginal	40-65%	The character speaks hesitatingly and has a limited vocabulary. He may be misunderstood quite easily and may misunderstand some of what he hears. A language check should be made on a regular basis to see if he does understand.
Fluent	66-79%	The character can both make himself understood and also understand what others say. A language check should be made occasionally to confirm that no simple errors have arisen.
Accomplished	80%+	The character has great skill with the language and only very rarely has to make a language check. If it is a foreign language, a character can pass himself off as native-born simply by rolling a language check successfully with a Crit Die 6-10 to establish that his accent is correct in all respects.

TABLE 5.26 – LANGUAGES – FLUENCY

A **Failure with Crit Die 01** always shows that the meaning is conveyed or understood very badly by the character and the misunderstandings that arise can prove to be a most serious breakdown in communication.

Reading and Writing: The lower a character's Intellect, the harder it will be for them to learn to read and write. In *Chivalry & Sorcery* it is assumed player characters have the opportunity to learn to read and write as well as use spoken language. However, in a highly historical game, the opportunity to learn to read and write may be reduced and the Gamemaster may require characters to go to considerable lengths to learn how to read and write. It should always be remembered that for game purposes you must have at least marginal fluency in a language before you can learn to read and write that language.

Speaking and reading/writing a language are considered to be **separate** skills. Literate characters record a separate TSC% for the ability to read/write a language that they know how to speak. *Table 5.27 – Language – Read/Write Modifiers* shows the DF modifier, which can be used when learning to read/write a language, that one has a marginal fluency in.

Note: The modified DF cannot be greater than DF 7 or less than DF 1:

Intellect	DF Modifier	Intellect	DF Modifier
05-06	+3 DF	11-12	+1 DF
07-08	+2 DF	13-18	basic DF
09-10	+2 DF	19+	-1 DF

TABLE 5.27 – LANGUAGES – READ/WRITE MODIFIERS

Own Language (NS) [~]

Attributes: Spoken: Intellect & Bardic Voice
Written: Intellect & Agility
Level: DF 1; BCS 60%; 300 Exp; 3 SKP
Improve: +10% per level

This skill involves speaking one's native tongue and always sounding like a native regardless of low his TSC%. He may have a local accent (that is recognisable by others of his nationality), which identifies his birthplace, etc. as is the case for all languages.

Note: Remember that being able to read and write one's own language is still a separate skill.

Using a medieval European model, the languages shown in *Table 5.28 – Medieval Languages* could be available for characters to learn. Of course, different languages could be substituted for an entirely imaginary world. Some of the languages listed below might be unavailable or harder to learn. Such languages are **Foreign Languages** if one is not born into a land in which they are commonly used.

In some instances, the written language is more difficult to learn than the spoken language because a simple alphabet is not used. Examples include written Chinese and Japanese (both of which can be learnt at **DF 4; BCS 30%; 600 Exp; 6 SKP** and improved at **+3% per level** and requiring **Calligraphy**) and written Arabic and Hebrew (both of which can be learnt at **DF 3; BCS 40%; 500 Exp; 5 SKP** and improved at **+3% per level**).

Such languages would be rated at **+1 DF** for foreigners to learn how to write because they are difficult to begin with.



English ¹ Welsh Scots Gaelic Irish Gaelic Nordic ²	French ³ Spanish ³ Italian ³ German ² Finnish	Slavonic ² Medieval Greek ⁴ Turkish Arabic Other ⁵
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¹In feudal England, members of the aristocracy are likely to have **both** English and French as native tongues because they were typically bi-lingual in the Norman and post-Norman period (c.1066-1300). Treat such cases as having **one** language for learning/improvement purposes.

²The language actually consists of several sub-languages which might be considered as separate languages which a "native" could learn at **1 DF** but others must learn at **2 DF**. E.g. Nordic could break down into the sub-languages of Danish, Swedish and Norwegian.

³French, Spanish and Italian are related Romance Languages that grew out of ancient Latin and have many words in common. Someone knowing one of these would **learn** basic knowledge of one of the others as a **Foreign Language**, but after attaining TSC 66%+ (Fluent), he can **improve** his skill as if the language was at **DF 1**.

⁴Medieval Greek, spoken in the Byzantine Empire, is different from Ancient Greek, but someone who knows Medieval Greek could learn the ancient language at **-1 DF**.

⁵Other languages would include any from lands or peoples that might be included in the scope of the campaign; e.g. Mongolian, Chinese¹, Japanese, East Indian². Also, any minority languages like Hebrew/Yiddish are included in this group.

TABLE 5.28 – MEDIEVAL LANGUAGES

Common Tongue (NS) [~]

Attributes: Spoken: Intellect & Bardic Voice
Written: Intellect & Agility
Level: DF 2; BCS 50%; 400 Exp; 4 SKP
Improve: +10% per Level

Common Tongue is a simple **trade language**, with a vocabulary of about 1,500 words, which was developed by merchants to do business with foreigners. It can be used for simple communication when a common language is not shared. Such "Tradespeech" is likely to be understood by most members of "enchanted races" and by intelligent monsters.

Note: A **Common Tongue** is optional and does not have to be included in a campaign.

Foreign Language (NS) [~]

Attributes: Spoken: Intellect & Bardic Voice
Written: Intellect & Agility
Level: DF 2; BCS 50%; 400 Exp; 4 SKP
Improve: +10% per Level

This is the ability to speak a foreign language. A character always has a foreign accent until he reached TSC 80%+ (Accomplished), after which he has a **chance** of sounding like a native. Use *Table 5.28 – Medieval Languages* or else one the Gamemaster has developed for a purely imaginary world of his own design.

Note: Some foreign languages may be made more difficult to learn than **DF 2** at the Gamemaster's discretion.

Ancient Language (NS) [~]

Attributes: Spoken: Intellect & Bardic Voice
Written: Intellect & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Improve: +5% per Level

This is the ability to speak a "dead" language, an ancient tongue like Latin or Greek. To reflect history, an ancient language can be the language of learned men, as in the case of Latin becoming the "common tongue" of educated men in medieval times.

The ability to read such a language proves useful when researching some subject of ancient lore or when confronted with an inscription found in ancient ruins. Some ancient languages may be made more difficult than **DF 3**, if desired again at the Gamemaster's discretion.

Dwarven Tongue (NS) [~]

Attributes: Spoken: Intellect & Bardic Voice
Written: Intellect & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Improve: +5% per Level

This is the ability to speak the language of the Dwarves. If taught by a Dwarf, one improves at **+10%** per level. Of course, Dwarves learn it as their **Own Language**. Several dialects are suspected to exist, which Dwarves can easily understand and use, but which may prove difficult or impossible for non-Dwarves to comprehend unless they have learned each dialect separately.

Elven Tongue (NS) [~]

Attributes: Spoken: Intellect & Bardic Voice
Written: Intellect & Agility
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Improve: +3% per Level

This is the ability to speak the language of the Elves. It is very difficult to learn. However, if taught by a Elf, one improves at **+10%** per level. Elves learn it, of course, as their **Own Language**. The language is not only exquisitely beautiful but also has the virtue of being in tune with Nature and also with Magick.

Mage Speech (NS) [~]

Attributes: Spoken: Intellect & Bardic Voice
Written: Intellect & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Improve: +5% per Level

Mage Speech is not a language unique to magick-users. Rather, it is one of the Ancient Languages selected by Mages when inscribing their knowledge and spells on parchment scrolls and in books. Since Mages do have a vocabulary all their own, the ability to read **Mage Speech** aids in researching and interpreting the Lore recorded by the Mages of old. It gives a bonus of **+10%** to the TSC% of any Materia Magica skill when a character makes a Lore Research roll. Characters with **Elven Tongue** at a TSC 80%+ (Accomplished) learn **Mage Speech** at **+10%** per level.

If a spell caster has a TSC 66%+ (Fluent) in **Mage Speech** they automatically gain a bonus of **+5%** to TSC% when targeting spells. Power Word Mages with a TSC 66%+ (Fluent) automatically enjoy a bonus of **+10%** to TSC% when targeting in **Mage Speech**. While not essential, **Mage Speech** is particularly valuable to the Power Word Magus as it, alone, is **always** able to harness and focus magick power in a single word or phrase instead of an incantation.

Note: For further information see **Magicks and Miracles (Vol. II Core Rules)**.





“Monster” Tongues (NS) [~]

Attributes: Spoken: Intellect & Bardic Voice
Written: Intellect & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Improve: +5% per Level

There are a number of “Monster” Tongues spoken by sentient enchanted races of a monstrous aspect. These are somewhat difficult to learn but are open to anyone with the time and patience to master them. Of course, the “monsters” learn their own Tongue as their **Own Language** at **DF 1**. The Gamemaster decides which languages may be written (if any). Examples of monster tongues are shown in *Table 5.29 – Monster Tongues* but new “Monster” Tongues can be added by the Gamemaster for races or cultures he introduces into his own campaign world.

Goblin Tongues ¹ Trollish Tongues ¹	Saurian Tongues ¹ Ogre Tongues ¹
¹ The language actually consists of several sub-languages which might be considered as separate languages which a “native” could learn at 1 DF but others must learn at 2 DF .	

TABLE 5.29 – MONSTER TONGUES

Beast Tongues (NS) [~]

Attributes: Spoken: Intellect & Bardic Voice
Written: n/a
Level: DF 6; BCS 10%; 800 Exp; 8 SKP
Improve: +3% per Level

There are a large number of **Beast Tongues**, languages spoken by the creatures of nature. These are usually difficult to learn. However, anyone with **Elven Tongue** at TSC 80%+ (Accomplished) will be able to learn **Beast Tongues** with an improvement of +5% per level. Examples of beast tongues are shown in *Table 5.30 – Beast Tongues* but new **Beast Tongues** can be added by the Gamemaster for beasts he introduces into his own campaign world.

Avian (Bird) Tongue ¹ Canine Tongues ¹ Feline Tongues ¹ Hooven Tongues ¹	Primate Tongues ¹ Rodent Tongues ¹ Reptilian Tongues ¹ Piscan (Fish) Tongues ¹
¹ The language actually consists of several sub-languages which might be considered as separate languages which a “native” could learn at 1 DF but others must learn at 2 DF .	

TABLE 5.30 – BEAST TONGUES

Mythical and legendary beasts speak the **Beast Tongue** most suited to them. Some of the highly intelligent ones may also understand one or more of the Languages of the sentient races.

Knowing a **Beast Tongue** improves **Animal Training** because a character can now communicate directly with the animal. *Table 5.31 – Beast Tongues – Advantages* shows the advantage gained to a character’s TSC% in **Animal Training** if he also has **Beast Tongues**.

TSC% in Beast Tongue	Advantage to Animal Training	
	TSC%	Time Reduction
Under 50%	none	none
51-65%	+5%	none
66-79%	+10%	-1/4
80-99%	+15%	-1/2
100% and up	+20%	-1/2

TABLE 5.31 – BEAST TONGUES – ADVANTAGES

LORE HISTORICAL

Lore Historical deals with geographical, historical and legendary knowledge on a local, regional, national and world level. As a rule, the farther away one goes from “home” and the farther back into the past, the vaguer, more general and often more imprecise and incomplete the information becomes. Indeed, distant lands and distant times often are presented in a strange mix of fact, fiction and pure fantasy. Even the most “trustworthy” authorities cannot be trusted too much when it comes to the truth of the matter. Still, a little knowledge may be better than no knowledge at all. But, always remember buried beneath the wildest myth or legend, there may be an element of truth and being able to discern that truth may unlock the answer to difficult problems and reveal long-forgotten secrets.

Local Geography

Attributes: Intellect x 2
Level: DF 1; BCS 60%; 300 Exp; 3 SKP

This is a **Core Skill** and the character possesses highly detailed knowledge about the countryside within a radius of 20 miles around his birthplace. In feudal times, few ever went more than one or two days’ journey from home during their entire lifetime. Therefore, people were familiar with the locality in which they lived. The character usually knows where he is and if he gets “lost”, it is a momentary setback at worst.

Most locals are recognised on sight, even if the character does not know them well. This means any strangers to the area will be readily detected. The character also knows the “Who’s Who” of the immediate area, where important personages and others of note may live, what his immediate neighbours do, local gossip, etc. Outsiders to the area acquire such knowledge as a **DF 2** skill.

Regional & National Geography

Attributes: Intellect x 2
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character has a broad and general knowledge about the geography of the region/country where he was born, such as the names and details about important places, features, people etc. Foreigners acquire such knowledge as a **DF 3** skill.

World Geography [~]

Attributes: Intellect x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character has a general knowledge of the present-day, known fantasy world. The farther away one is from one’s birthplace, the more general, vague and even inaccurate the information becomes. On the other hand, as he visits specific localities, the depth and detail of his knowledge of those areas increases significantly. The ability to read three or more languages increases the PC’s TSC% in **World Geography** by +10% and adds +1 to the Crit Die result of any research project.

Ancient Local Geography

Attributes: Intellect x 2
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character possesses a fairly detailed knowledge of the historical geography of the locality in which he was born. Such knowledge is often invaluable in locating old ruins, etc. It also provides greater insight into local legends and folklore by fixing the most likely locations of events, places etc., mentioned in old tales. Outsiders to the area acquire such knowledge as a **DF 3** skill.



Ancient Regional/National Geography [~]

Attributes: Intellect x 2
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character possesses general knowledge of the historical geography of the region/nation in which he was born. Foreigners acquire such knowledge as a DF 4 skill.

Ancient World Geography [~]

Attributes: Intellect x 2
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

The character possesses general knowledge of the historical geography of the ancient world. As in the case of present-day world geography, ancient lore becomes less and less detailed and reliable the farther from one's birthplace. The ability to read three or more languages increases the PC's TSC% in **Ancient World Geography** by +10% and adds +1 to the Crit Die result of any research project.

Local History & Legend

Attributes: Intellect x 2
Level: DF 1; BCS 60%; 300 Exp; 3 SKP

The character has a detailed knowledge of the history, legends and folklore of his birthplace. Outsiders to the area acquire such knowledge as a DF 2 skill.

Regional/National History & Legend [~]

Attributes: Intellect x 2
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character has a fairly detailed knowledge of the history, legends and folklore of the region/nation in which he was born. Foreigners acquire such knowledge as a DF 3 skill.

World History & Legend [~]

Attributes: Intellect x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character has general knowledge of world history, legends and folklore. The farther away from one's birthplace, the more general, vague and inaccurate the knowledge will be. The ability to read three or more languages increases the PC's TSC% in **World History & Legend** by +10% and adds +1 to the Crit Die result of any research project.

LORE SCIENTIFIC

Lore Scientific deals with fields that might be classified as Natural History, Physical Science and Mathematics. Some are basic skills like **Accurate Counting**. Others are complex, difficult to master and involve much specialised knowledge. **Architecture & Engineering** is a collection of theory and practice regarding design and construction of practically anything. **Astronomical Lore** is a curious blend of precise observation of the night sky with mysticism and direct links to Astrology. **Geological Lore** is practically useful in the recognition of minerals and gems, yet it contains little knowledge of chemistry and geological process.

For all its unscientific imprecision, **Lore Scientific** has a great many valuable and practical uses. Pilots of ships with **Astronomical Lore** are better able to navigate. Only an architect/engineer with **Architecture & Engineering** has a hope of erecting a great structure like a bridge across a chasm and he will be aided in his task by the higher forms of **Arithmetic & Mathematics**. The miner with **Geological Lore** is able to detect dangerous rock formations when tunnelling and can readily recognise high-grade ores and precious gems.

Accurate Counting (NS)

Attributes: None – Only Basic Knowledge Required
Level: DF 1; BCS 60%; 300 Exp; 3 SKP

The character is able to count accurately. The average medieval person could cope by using his fingers for counting but once he got into larger numbers, however, they just blurred into "big," "even bigger," "bigger than that," "a whole lot," "a huge bunch," and so on. Learning to count accurately and to do basic arithmetic requires some education and concentration! If a character does not possess **Accurate Counting**, use an INT AR for any additions or calculation over 10.

Architecture & Engineering [~]

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character can design major structures like castles, fortifications, large buildings, bridges, aqueducts, metalled (paved) roads, etc. He can also supervise large numbers of workers and co-ordinate their efforts when constructing such structures. In feudal times, "learned specialists" were really generalists who knew a lot about many different things.

To be an architect required engineering knowledge and skills to design and construct complex mechanisms. Some mechanisms, like cranes, were needed in construction and there were no machinery manufacturers. The architect had to build his own equipment. Consequently, he was also an engineer who could work out the design details so the mechanisms would operate as desired, decide on the right materials to build the device, etc. In short, they were practical inventors.

Characters who also possess **Arithmetic & Mathematics** gain a bonus to their **Architecture & Engineering** skill of +1 to their TSC% for every 5% of their PSF% in **Arithmetic & Mathematics**. They also gain +1 to the Crit Die if their **Arithmetic & Mathematics** is at PSF 67%+.

Arithmetic & Mathematics [~]

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Prerequisite: **Accurate Counting**

The character can perform basic arithmetic and can also calculate using the higher forms of mathematics like geometry and algebra.

Astronomical Lore [~]

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character has a detailed knowledge of the night sky. He can identify marker stars, constellations, the moving planets, etc. He can also predict the seasonal movement of heavenly objects.

Characters who also possess **Arithmetic & Mathematics** gain a bonus to their **Astronomical Lore** skill of +1 to their TSC% for every 5% of their PSF% in **Arithmetic & Mathematics**. They also gain +1 to the Crit Die if their **Arithmetic & Mathematics** is at PSF 67%+.

Bestiary Lore

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This area of **Lore** concerns knowledge about the animal kingdom, which enables a character to recognise the various animals (occurring in the natural environment) on sight and also from the tracks and signs they leave. He also has reasonably detailed and fairly accurate information about animals, including their habits and behaviours. While much of this information is reliable, it is unlikely to be complete and there may be mistaken or false data as well. The higher one's PSF%, the more likely it is that one has accurate information. Also, the higher the Crit Die on a successful **Bestiary Lore** check the more information the character has and the more accurate it is.

Note: More information can be found in either **The Gamemaster's Companion** (Vol. III Core Rules) or in more detail in the **Creature Bestiary**.



Cartography

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

Characters with this skill are better able to read and draw maps than PCs who do not have basic knowledge. Map reading is actually a rather difficult task if one knows little about maps and mapping. Unless a map is very simple and contains easily recognisable symbols and pictographs an illiterate finds it almost incomprehensible, in the same ways that writing baffles him.

The skill also involves drawing maps with a reasonable degree of accuracy. A character having **Cartography** does away with the tiresome, often frustrating practice of providing detailed descriptions of dungeons, etc. The Gamemaster draws a simple map while describing the party's surroundings. Every so often, an accuracy check may be made against the mapmaker's TSC% to see whether the map has "flaws" or not. **Cartography** is also used to map large areas with accuracy. Such a skill is especially useful to voyagers travelling long distances over land or across the sea.

Geological Lore [~]

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character is able to recognise minerals in their natural setting, evaluate the richness of ores, raw precious and semi-precious gems, etc. He is also able to detect fault lines and shearing planes so that he is more successful as a miner

MATERIA MEDICINA: HEALING LORE

Table 5.32 - *First Aid & Chirurgical Treatment Results* is used to find the outcome of procedures involving **First Aid** and **Chirurgery**. Any penalties to subsequent TSC% rolls apply only to **First Aid**.

First Aid

Attributes: Intellect & Agility
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

First Aid is used to staunch uncontrolled bleeding, bind up wounds or broken bones, treat for shock etc. Treatment prevents continuing damage when a victim is bleeding to death or falling into irreversible coma. Treatment takes 5 to 10 minutes. Serious wounds, burns, etc. cannot be treated with

maximum success with **First Aid** and depending upon the severity of the injury will suffer a penalty of between **-1 to -3** to the Crit Die. Any PC may learn **First Aid** but very few NPCs possess the skill besides barbers, physicians, priests specialising in **Healing**, a few fighting men and women such as midwives.

Chirurgery [~]

Attributes: Intellect & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

Chirurgery is a cluster of three sub-skills, promoting survival and recovery through a variety of medical procedures:

- Chirurgery:** This includes the extraction of arrowheads etc. from wounds, amputation of shattered limbs, immobilisation and setting of broken bones, extraction of teeth, stitching up and bandaging wounds, treating shock, etc. Depending on the skill of the chirurgeon and the seriousness of the problem, the procedures take from 5 to 60 minutes.
- Cauterising & Staunching Wounds:** This includes the stopping of uncontrolled bleeding, particularly from a **grievous wound** (when a character has been reduced to negative BODY values). **First Aid** in such cases will only slow but not staunch blood flow. To stop it completely requires either **cauterising** or **staunching** or both.
Cauterising is the searing the wound with a heated iron or fire. This is always effective and invariably stops bleeding. However, if the Chirurgeon suffers a **Failure with Crit Die 01- 04** the patient will go into **shock**. **Shock** inflicts an additional -2 Body Points of damage on the patient, otherwise the effects are as given in *Table 5.32 - First Aid & Chirurgical Treatment Results*.
Staunching is the stopping of blood flow by applying compression bandages, stitching, etc. There is a chance of failure, but shock is less likely to occur.
- Setting Broken Bones:** This is a skill involving immobilising and properly setting broken bones so they mend correctly.

Success with Crit Die	Result	
01	Condition Temporarily Stabilised	The victim's condition will not worsen for the moment. Check in 10 minutes. At that time, any failed First Aid TSC% means he is fading again.
02-07	Condition Relatively Stable	Victim is currently stable, but check again in 30 minutes. (If any subsequent First Aid roll fails, the victim starts to fade and requires further treatment.
08	Prognosis Hopeful	The treatment has been timely. The victim shows signs of recovery and gains +1 Body Point. There is no need to check on his condition for the next 3 hours.
09	Good Prognosis	The treatment was successful. The victim regains +2 Body Points and there is no need to check his condition for 24 hours unless he is sufficiently active to open wounds, etc.
10	Excellent Prognosis	Treatment was highly successful and the victim recovers +3 Body Points. There is no need to check his condition again unless he engages in vigorous activity.
Failure with Crit Die	Result	
04-10	Condition Critical	The victim's condition is critical. He will lose -1 Body Point in the next 10 minutes if his condition is not reversed by further treatment. The character suffers a penalty of -15% to his TSC% for his next First Aid roll.
02-03	Condition Highly Critical	Victim's condition worsens and he loses -2 Body Points in the next 10 minutes if his condition is not reversed by further treatment. The character suffers a penalty of -15% to his TSC% for his next First Aid roll.
01	Condition Deteriorating Rapidly	Victim is fading fast and loses -3 Body Points in the next 10 minutes if his condition is not reversed by treatment. The character suffers a penalty of -25% to his TSC% for his next First Aid roll. If Chirurgery is performed, there is a chance a Chirurgeon has removed the wrong thing! Roll 1D100% again, with failure indicating that just such a mistake occurred, with the Crit Die indicating the gravity of the error. A Crit Die of 01 means the outcome is very bad!

TABLE 5.32 - FIRST AID & CHIRURGICAL TREATMENT RESULTS

**Pharmacology & Medicine [~]****Attributes:** Intellect & Wisdom**Level:** DF 4; BCS 30%; 600 Exp; 6 SKP

Pharmacology & Medicine gives a character a cluster of five sub-skills that promote survival and recovery through use of medicines. Each sub-skill can be developed separately after gaining Level 1 in **Pharmacology & Medicine**. Each sub-skill is improved as if at **DF 3** and gives a bonus of **+1** to the Crit Die. Alternatively general knowledge in **Pharmacology & Medicine** can be continued with no change in DF.

Certain of the sub-skills all involve **Medication Research** which indicates various relevant facts about the items researched. Make a skill check using the character's **Pharmacology & Medicine** TSC%. A success means finding a preparation that works in some way, whilst a failure means all the research was for naught and must be repeated. In all cases the research time is **90 days – (3 x INT)**. However, if the character uses a "recipe" from a book, scroll or from another medicine man the time is halved.

The **Maturation Time** is the period the medication must mature to attain healing effects. Once matured, it can be used to treat a patient. The time taken to mix the ingredients is much less. In any given day, a character can mix one batch of medication for every 10% he has PSF% (rounded up) in **Pharmacology & Medicine**.

Example:

Roderick has PSF 46% in **Pharmacology & Medicine**. He is therefore able to prepare $46\% / 10 = 4.6 = 5$ (rounded up) medication per day.



The cost shown is the usual cost of the ingredients needed to make the medication and the price is the usual price charged per dose of the completed medicine.

- 1 Diagnosis:** This is skill in assessing the nature of an ailment and prescribing treatment. It includes recognising diseases and traumas (injuries). Anyone learning to make drugs and poisons can recognise which preparation was used and is able to prescribe the proper antidote and treatment to counter its effects.
- 2 Potions & Unguents:** This is skill in making potions, salves, balms, ointments and powders. Many "secret" preparations are possible. The individual Healer must research how to make them. Once he discovers how to make a specific medication, he will be successful so long as he makes a batch by following the "recipe" developed during his research.

Crit Die	Maturation Time	No of Doses	Ingredient Cost	Price per Dose	Healing Effect (bonus to Natural Healing Rate)
10	7 days	20	5 Crowns	1.20 Crowns	+10%
09	7 days	20	4 Crowns	1 Crown	+8%
08	6 days	20	3 Crowns	50 pennies	+6%
07	5 days	20	2.50 Crowns	42 pennies	+5%
06	4 days	20	2 Crowns	33 pennies	+4%
05	3 days	20	1.50 Crowns	25 pennies	+3%
03-04	2 days	20	1 Crown	17 pennies	+2%
01-02	1 day	20	120 pennies	10 pennies	+1%

TABLE 5.33 – POTIONS AND UNGENTS

- 3 Cordials:** This is skill in making energy-restoring potions, researched and made much like potions and unguents. **Cordials** restore Fatigue points. No more benefits may be obtained from cordials beyond the character's standard Fatigue Level maximum in a 24-hour period. For instance, if a character has Fatigue Level 27, he may receive up to 27 FP from cordials in 24-hours.

Crit Die	Maturation Time	No of Doses	Ingredient Cost	Price per Dose	Energisation Effect (bonus to Fatigue Points)
10	7 days	20	5 Crowns	1.20 Crowns	+10
09	7 days	20	4 Crowns	1 Crown	+8
08	6 days	20	3 Crowns	50 pennies	+6
07	5 days	20	2.50 Crowns	42 pennies	+5
06	4 days	20	2 Crowns	33 pennies	+4
04-05	3 days	20	1.50 Crowns	25 pennies	+3
01-03	1 day	20	120 pennies	10 pennies	+1

TABLE 5.34 – CORDIALS

- 4 Medicinal Drugs:** This is skill in making medicinal drugs, some may be narcotic and dull the senses or reduce pain, produce relaxing sleep etc. Others have an euphoric effect. Overdoses produce unconsciousness or coma. Some drugs are outright harmful and dangerous at any time. However, not all drugs are narcotics but they will still have medical applications that are not related to the easing of pain or induction of inducing sleep etc.

Medical drugs can be researched and made in much the same way as healing unguents. The only difference is that success on the skill roll alone is needed to be successful in one's research. They take the same period of time to research but they take **15 days x Crit Die** to mature to full strength.



5 Knowledge of Toxins: This is skill in identifying and recreating toxins and other poisons. Poisons directly attack the **Body** of the victim. The effects are cumulative and damage can mount over the duration indicated. Most poisons are nowhere as deadly as many games portray them. Only a few kill "instantly". Most are slow acting.

Toxins can be researched and made in much the same way as healing unguents. The only difference is that success on the skill roll alone is needed to be successful in one's research. They take the same period of time to research but they take **15 days x Crit Die** to mature to full strength.

6 Antidotes: This is skill in producing antidotes to toxins and drugs. Making Antidotes involves preparation of antidotes for poisons and drugs about which a character already has knowledge. The skill includes the ability to recognise a particular drug or poison, to diagnose whether a victim was poisoned and drugged and by what and to prescribe the antidote for the offending drug or poison.

Once a PC learns to make a given item correctly, make a skill roll to find out if he has properly prepared the batch. A medication or cordial will not always work. Each time it is administered, **roll the TSC% used at the time the medication or cordial was made**. If it is desired that repeated dice rolls be avoided, make it an **optional rule** that a successful TSC% roll the first time a preparation is used means that the whole batch is good. If the first TSC% roll fails, roll each time it is administered.

Any formulation should contain **7** or more components. For example: eye of newt, rosemary, sage, stonewort, olive oil, red wine and three scrapings of fine gold. Some ingredients should reflect the nature of the formulation, e.g. Boneset aids in healing injuries and broken bones and might be in a medication aiding recovery from such afflictions. Once you have decided the ingredients give the formulation a name, describe how it looks, tastes, smells, etc. Much "fun" can be had if a player is "chemically minded" or else has a good sense of humour.

The character also gains bonuses to making **Potions & Unguents** and **Antidotes**, if he has the skill of **Herbalism**. He receives a bonus to research and preparation of herbal infusions and the inclusion of "simples" (healing herbs) into medicines. He gains **+1% per 3% of PSF%** (rounding down) after reaching PSF 30% in **Pharmacology & Medicine**.

Example:

Roderick, has PSF 36% in **Herbalism**. Therefore he gains a $(36 - 30) = 6 / 3 = 2\%$ bonus to research and preparation of any herbal infusions or "simples". If he had PSF 62%, that is $(62 - 30) = 32 / 3$ (rounded down) = 10%.

Note: More detailed information on medications, poisons and their antidotes can be found in **The Gamemaster's Companion (Vol. III Core Rules)**.

Herbalism [~]

Attributes: Intellect & Wisdom

Level: DF 4; BCS 30%; 600 Exp; 6 SKP

Herbalism involves the study of the medicinal properties of herbs and their application to the curing and prevention of a wide range of ailments. This is one of the most ancient of the healing arts. This is only a very basic skill.

Finding Herbs: This is the ability to correctly identify herbs in the wild once one has found them within a search period of **three hours**. A character is able to find a maximum of **one quantity of herbs per 5% of PSF%** (rounded up) the character has in **Herbalism**. Therefore a character with PSF 21% in the skill would be able to find $21 / 5 = 4.1 = 5$ quantities (rounded up) of a herb during the three hour search period.

A character must declare what herb he is searching for before making his skill roll. It is possible to search for up to four herbs per day, but only one search can be made for each herb during that day.

Note: It is assumed that there are 12 hours of available daylight. If there is less than three hours available, reduce the TSC% by 1/3 if only two hours or 2/3 if only one hour of daylight left.

A **successful with Crit Die 10** results in the character finding **double** the amount of the herb he is searching for. Alternatively, he may roll for a second herb type that he could have found in the same search period.

Herbs can be gathered only in the growing season (May to October in Northern climes and November to April in Southern climes). A character will know which terrain a particular herb prefers if he makes a successful **Local Geography** skill roll for the area he is currently in.

Note: If the character is not in his own home locale, he will be regarded as an outsider to the area and suffer the appropriate penalty to the skill.

Herb Gardens: If a character has the skill and knows how to grow **Vegetable Crops** (see **Agricultural skills**), **Herbalism** provides the additional knowledge and skills needed to cultivate a healthy herb garden, with **1D10 quantities of herbs cultivated x PSF% in Herbalism + Vegetable Crops**. Once he reaches PSF 150%+, he becomes a Master Herb Gardener and can cultivate a garden with $(5 + 1D10)$ quantities x PSF% in **Herbalism + Vegetable Crops**.

Example:

Conrad has PSF 58% in **Herbalism** and PSF 46% in **Vegetable Crops**, a total of $58\% + 46\% = 104\%$. Thus he could have a herb garden that contains a minimum of $1 \times 104\% = 104$ quantities of herbs or a maximum of $10 \times 104\% = 1,040$ quantities of herbs. If Conrad had a total PSF% of 155% he would be able to grow between 930 and 2,325 quantities of herbs.

Preserving Herbs: This is knowledge of the proper way to dry and preserve herbs so that they will retain all of their healing or magical properties for **one year + one week x PSF%** of the Herbalist.

The Herbal: If he can read and write, the character records his recipes for herb-based medicines in a book called a **Herbal**. Otherwise, he uses **Poetic Recitation** to record his lore in verse form to aid their easy and precise remembrance.

MENTAL FORTITUDE SKILLS

Concentration

Attributes: Discipline x 2

Level: DF 3; BCS 40%; 500 Exp; 5 SKP

Concentrating enables a person to stay focused on a task, even when fairly disruptive events are occurring all around him. This skill is especially useful in the practice of magick or performance of some Faith skills, activities that cannot be disturbed without impairing or even eliminating one's chance of success.

- 1 Concentration** enables a character to prepare and yet **delay a task** for a short time without penalty. (You could hold off casting a spell or shooting an arrow until the precise moment you wish to release it.)
- Concentrating for more than 15 seconds during combat requires a successful check at the end of that time to maintain **Concentration** for another 15 seconds. In undemanding circumstances, **Concentration** can be maintained for **1 minute x PSF%** without extra effort. For periods exceeding that, each additional period of 10 minutes costs **-1 FP**.
- Concentrating on one task can **enhance one's TSC%** when attempting a task upon which he has focused all his attention. Success means that **Concentration** remains steady and he gains a bonus of **+5%** to TSC%.
- Concentrating enables one to **attend to several things at once**, but with a penalty of **-10%** to TSC% for each item.



- 5 A **Success with Crit Die 10** adds **+1** to the Crit Die when performing **one** task the character is concentrating on. However, if concentrating on several things at once, no bonus is added.
- 6 The Gamemaster can assess **situational penalties** to the character's **Concentration TSC%** from between -10% to -50%, based on the likelihood they will break their **Concentration**. If a character's **Concentration** fails, the Crit Die determines the penalty on the next (immediate) task to be performed and this is shown in *Table 5.35 – Penalty for Breaking Concentration*.

Failure with Crit Die	Penalty
10	Maintains concentration (no penalty)
07-09	-10%
04-06	-20%
02-03	-30%
01	-40%

TABLE 5.35 – PENALTY FOR BREAKING CONCENTRATION

Example:

Magnus the Enchanter is concentrating on a spell he wishes to cast. However, the situation suddenly requires that he dodge instead. He makes a **Concentration** check at -20% since he has two items to concentrate on now if he is going to perform either of them well. His has TSC 81% - 20% = 61%. He rolls 32% and Crit Die 07. Success! He remains completely focused, he maintains **Concentration** on the spell and can cast it later without penalty. Meanwhile, he dodges without penalty. He cannot add the +5% bonus to the TSC% of either task because he was concentrating on more than one task, nor can he add **+1** to the Crit Die result of either task.

Suppose Magnus failed his **Concentration** check with Crit Die 03. He therefore suffers a -25% penalty to his **Dodge** (the next immediate action chosen) and he also loses his ability to cast the spell because spells cannot be interrupted mid-way unless **Concentration** is maintained.

Meditation [~]**Attributes:** Discipline x 2**Level:** DF 3; BCS 40%; 500 Exp; 5 SKP**Meditation** enables a character to enter beneficial trance-like states.

In a meditative state, a person **heals** at **+1** Body Point per 6% of PSF% in **Meditation**, provided the character stays in the trance for three consecutive days. Check every 6 hours to see if the trance can be maintained.

In a meditative state, a character **requires no food and a mere cup of water** for the day. Meditative fasting can be maintained for **one day x CON** without doing harm. Check every 6 hours.

Instead of receiving the above benefits, a person may meditate on a certain task. For each hour he spends in **Meditation**, he receives a **+2%** bonus to the performance of the task. Check hourly to see if **Meditation** can be maintained. The character can meditate on the task for **1/2 hour x DISC**, but he must stipulate how long he intends to meditate and must complete that time without losing focus or lose all benefits. After the **Meditation** is completed, he must either perform the task immediately or else maintain **Concentration** on the task to delay performing it. If his **Concentration** is broken, he loses any **Meditation** bonus gained. Of course, once he performs the task, he uses up the benefit.

Riddling**Attributes:**

Intellect & Discipline

Level:

DF 3; BCS 40%; 500 Exp; 5 SKP

Resisted:

Riddling – PSF% of Riddler

The ability to “riddle” was widely respected in elder times. This skill enables a character to do a number of things.

- 1 **Riddling Games** may be played with other characters. Each opponent, in turn, poses a riddle that the other may solve. The Guesser must make his **Riddling TSC%** roll – PSF% of the skill of the Riddler. If successful, the Guesser becomes the Riddler and the process is repeated, with the roles reversed. The game goes on until one opponent “stumps” the other.
- 2 The **Riddling Game** has a binding quality. If a wager of some sort was placed on the game, sometimes money but often in the form of some previously stipulated request the loser had to grant the winner, the loser has to make good on the wager. Even the monstrous enchanted races and supernatural beings abided by the terms of such wagers! There is reason to suspect the **Riddle Game** has some immensely powerful compulsion, perhaps an ancient binding magick, built into it which mortals have yet to discover. In any event, it exerts great power over the supernatural realm.
- 3 **Riddling** can be used to interpret mysterious inscriptions or riddled prophecies. Depending on the nature and complexity of the Riddle, the Gamemaster can apply a minor to overwhelming penalty (-5% to -50%) on solving it. If a character fails, he cannot find the meaning of the Riddle. However, he may turn his **Riddling** skill to the problem once every **7 days - 1 day x PSF% / 9** he has in the skill. When he reaches PSF 63%, he may attempt to resolve the Riddle once each day. Each time he succeeds, the character receives one “hint”, in other words, a **clue** or **intuition**. If he rolls a **success with Crit Die 10**, he solves the Riddle! Up to **21 clues** will be given, that is, a character has 21 chances to solve the problem. If failure still occurs, the Riddle remains unsolved.

The Gamemaster can work this process in two ways. If he has a literary bent, he can compose an actual Riddle. If the players cannot solve it, **one** character makes a guess by making a skill roll less a penalty as assessed by the Gamemaster. Alternatively, no Riddle is actually posed. The Gamemaster merely states there is a Riddle. The dice determine when, if ever, he has to divulge the secret.

Willpower**Attributes:**

Discipline x 2

Level:

DF 3; BCS 40%; 500 Exp; 5 SKP

Resisted:

Willpower

Willpower is a **Core Skill** in which every character has basic knowledge. It arises out of the very nature of aware beings, whether they are beasts or members of a sentient race. It represents sheer stubbornness, the resistance a character puts up against **anything** that might sway his mind and deflect him from his chosen course. There are many ways one's strength of Will might be tested. Some of these are magical. Others are “natural”, perhaps arising out of some attempt to exert charismatic influence or even out of one's own failings and flaws and deepest fears. **Willpower** rolls will be common during a character's gaming life, so develop this skill as much as possible.



NOBLE SKILLS

While not unique to the aristocracy, some skills tend to be practised by nobles far more than by commoners. Indeed, such skills define and identify the aristocracy because they are so typical of the noble class in feudal society. Depending on the nature of his fantasy world, the Gamemaster might wish to limit the characters that can have Noble Skills as initial skills on entering the campaign. Commoner characters could learn such skills later on.

Chess

Attributes: Intellect x 2
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Resisted: Chess - PSF% of Foe

Chess was very popular with the feudal nobility. The game was regarded not only as a pastime but also as a serious preparation for commanding troops in war. It was often the object of serious wagering. Sometimes it was even used to settle “friendly” disputes, a form of comradely “Trial by Combat” on a game board as it were.

Chess is played out much like a combat. Each player, in turn, makes an “attack”, which represents an attempt to execute a series of moves which position his pieces on the gameboard and capture his opponent’s pieces. The Attacker’s skill roll is opposed by subtracting the Defender’s PSF% in **Chess**, which represents the other’s countermoves.

Each side makes an attack in turn until one of the chess players succeeds with an **unresisted Crit Die of 10**, signifying a “checkmate”. The longer the game, the more hard-fought it is and therefore the more satisfied both the winner and loser will be.

Courtly Love

Attributes: Bardic Voice & Discipline
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Resisted: Willpower – PSF% of Lover

The character knows the very complex rules of **Courtly Love**. The skill properly belongs to the later period of High Chivalry and sets forth the ways in which a Knight can become the suitor of a noble Lady and win her favour. It also sets out the ways in which the Lady may properly respond to the attentions of a suitor. The “Courts of Love” regarded the whole thing as a highly intricate game that had to be played out in exactly the right manner:

The Lady **always** must be aloof and reluctant careful never to commit herself openly, however much she might be attracted. Rather, she demands various “proofs” of her suitor’s adoration and constancy. The mediaeval romances are also quite clear that her many demands are excessive enough to dissuade all except genuine suitors willing to risk anything to enter her favour. Her demeanour is cool and haughty, even “cruel” at times, for she is “testing” the depth and strength of her suitor’s devotion. Yet she also offers “encouragement” from time to time in the form of little “kindnesses”, a smile, perhaps; an invitation to walk with her in the garden; a favour bestowed which he can wear or carry with him as a token of her growing interest and affection.

The Knight, meanwhile, is **always** an ardent suitor, eager to please his Lady in any way possible. Having skills in **Poetic Recitation**, **Singing** and playing a **Musical Instrument** definitely works in his favour. Add +2 to Crit Die results in **Courtly Love** when successful with such skills when entertaining the Lady and her friends. He offers himself as her champion. He fights in tournaments, dedicating his victories to her in the hope she might bestow an item of hers (like a scarf) as a favour to wear on his armour or lance. He goes on quests and performs great deeds in her name etc.

When a Knight performs a deed that may please his Lady, make a **Courtly Love** roll. A great feat done in the Lady’s honour, like winning a tournament or succeeding in a dangerous quest will **always** be counted a “success”. Roll only the Crit Die in such instances to find the **degree** of that success by comparing it to *Table 5.36 – Courtly Love – Results*. After all, no proper Lady could ever regard prowess at arms or noble deeds accomplished in her name to be anything except a mark of the Knight’s constancy and devotion!

Success with	
Crit Die	Result
01-08	Mere success brings only a slight smile or a mildly favouring compliment to her lips, encouragement to him to continue his suit. The Knight has won her “favour”, for the moment, that is. Ladies may change their minds unless given repeated proofs of a Knight’s ardent constancy and worthiness of her continued interest and affection. She will “reward” him with some token of her favour, anything from clear praise up to giving him something of hers which others might recognise.
09-10	
Failure with	
Crit Die	Result
02-10	The Knight must “redeem” himself in her eyes and prove himself “worthy” of her by performing some noble and spectacular feat in her name. Be forewarned: she will need considerable “convincing” after a failure. The Knight has given mortal offence to the Lady and has literally “blown” his chances to ever win her favour. A most unfortunate situation! Ardent Knights often did the feudal equivalent of going into the Foreign Legion and joined a Crusade or took vows in a Holy Fighting Order because of their disconsolate grief.
01	

TABLE 5.36 – COURTLY LOVE – RESULTS

In other situations, roll both the D100 dice and the D10 Crit Die and compare the result to *Table 5.36 – Courtly Love – Results* to determine the outcome of an attempt to win a Lady’s favour.

To win the **love** of the Lady, a Knight must first win her favour **10+1D10** times, without having a Critical Failure. A commoner must do so **20+2D10** times since being low born brings massive penalties when courting noble Ladies!)

A commoner wooing a common-born girl must win her favour **10+1D10** times. On the other hand, to win the love of a commoner, a Knight need win her favour only **three** times to completely turn her head. (She will be swept off her feet simply by having the attention of a noble directed her way and a few courtly gestures tend to be sufficient to push her over the edge!)

Any **Critical Success (Crit Die 09-10)** counts as winning **two** favours towards winning a Lady or commoner.

A woman **always** has the prerogative of scorning the attentions of a courtly suitor. This requires a successful **Willpower** roll. Only rarely will this be used by an NPC, who should have good reasons to be reluctant or hostile. Such reasons should arise out of the situation in the fantasy campaign. Of course, player-characters always can choose to resist unwanted suitors.

It might also be noted that the womenfolk quite often initiated the ritual of **Courtly Love**. However, the Lady is expected always to be subtle. Flirtation must be done with great skill and seeming innocence at all times. Mind you, there was a definite signal system in place, a way of throwing a “come-hither” glance to some gallant who caught her attention. By using these signals, she can leave him with the clear understanding that his courtly advances on would not be unwelcome!

Note: For further information on the art of Courtly Love see **Knights Companion**.



Courtly Manners

Attributes: Bardic Voice & Discipline
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character knows the intricate rules of courtly etiquette, which govern the daily lives of the aristocracy. When a Knight first enters the court of a noble or meets a Lady for the first time, a **Courtly Manners** check is made to see what the initial reaction to him will be. If he wishes to "court" the Lady and win her, he makes a **Courtly Manners** check every time he tries to impress her with his devotion and ardour. Success indicates her receptiveness to his suit. Failure indicates her coolness.

Checks on **Courtly Manners** are also made in situations requiring clear adjudication of how a noble is responding to the character's behaviour. Hopefully, players will **simulate** courtly behaviour as much as possible in their role-playing. Those who do this well may not need to make **Courtly Manners** checks very often. Otherwise, *Table 5.37 – Courtly Manners – Results* shows the effects on those around them.

Success with Crit Die	Result
01-08	The character is a model of courtly behaviour and is regarded with considerable approval by everyone.
09-10	The character exhibited "true courtoisie".
Failure with Crit Die	Result
02-10	The character has committed a breach of "courtesy", not quite enough to give offence, yet. But it is enough to raise eyebrows if his manner fails to improve considerably in the near future.
01	The character has committed a serious breach of etiquette. Depending on the circumstances, the offence might be grievous enough to merit a challenge to combat on the field of honour. Or it might only arouse reactions ranging from disapproval to anger and dismissal of the character as one "out of favour".

TABLE 5.37 – COURTLY MANNERS – RESULTS

Note: Of course, the gifted role-players in the group may act out the skill of **Courtly Manners**. Checks are then less likely to be made. After all, if the player literally has his character speaking and behaving with the "true courtoisie" (pronounced *coor'-twa-zee*) of a gallant knight, he is showing **Courtly Manners** successfully! Any check at such times would only entail a D10 Crit Die roll to find out how courteous he was.



Heraldry [~]

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character has the ability to "read" the heraldic patterns and devices used in the formal coats of arms and on the shields and surcoats worn by the chivalry of his homeland. Such knowledge enables him to identify an individual from his "arms."

In a foreign land, the character suffers a penalty of -20% to his TSC% until he has had time to become familiar with the armorial devices of the region. This takes a period of one month or else the character expends 500 Experience Points (5 SKP) to gain knowledge of the armorial devices that that region.

Heraldry was an essential skill in medieval battle. The arms worn by chivalric combatants were often the only way to tell friend from foe when all are clad in armour from head to foot. *Table 5.38 – Heraldry – Results* shows the effect of any skill roll and its decisive outcome.

Success with Crit Die	Result
01-08	The arms have been identified correctly.
09-10	The arms have been identified and the background of the wearer has been recalled. If the wearer is an important noble, a success with a Crit Die of between 05-10 will achieve the same result: such men are more likely to be known and remembered!
Failure with Crit Die	Result
02-10	The arms have not been identified.
01	The arms have not been identified but the character mistakenly thinks he has identified them! Such cases of mistaken identity can have serious consequences.

TABLE 5.38 – HERALDRY – RESULTS

OUTDOOR SKILLS

Blending into Surroundings

Attributes: Wisdom & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Alertness: Sight - PSF% of Concealed Person

Provided the character is wearing inconspicuous clothing, he is able to blend into his surroundings and evade detection:

- 1 If concealed behind cover **or** wearing appropriate "camouflage" clothing he gains a bonus of **10+1D10%** to his TSC%.
- 2 If concealed behind cover **and** wearing camouflage clothing he gains a bonus of **20+1D10%** to his TSC%.
- 3 If wearing conspicuous clothing (e.g. a red cloak in the forest), apply a penalty of **-20%** to his TSC%. If completely foppish, increase the penalty to **-50%** to his TSC%.

An observer skilled in **Blending into Surroundings** can substitute his PSF% in this skill for an Alertness PSF% when actively trying to **detect** someone hiding from him. The skill includes being able to spot camouflage as well as being able to camouflage oneself.

In an urban setting, a character is at **1/2 PSF%** in **Blending into Surroundings** because he is less used to concealing himself in such surroundings.



Calm & Attract Animals [~]

Attributes: Bardic Voice & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Willpower - PSF% of Calmer
Pre-requisite: Intentions of Animals (Equivalent Level)

This skill is **not** magical, however much it appears so to the uninitiated. It arises solely from the knowledge and confidence of the character when facing animals. His manner and the force of his Will causes the creature to hesitate indecisively, perhaps even to approach him cautiously.

Its effective range is 30 feet and the character must **meet the animal's eyes** to "hold" it with his gaze. He must speak in quiet, soothing tones. Only one small animal per 10% of PSF% or one large animal per 20% of PSF% can be held for 10 seconds, after which another skill check is made to see if he maintains his influence for a further 10 seconds. *Table 5.39 – Calm & Attract Animals – Results* shows the chances available to the character.

Types of animals affected are limited to those in the character's native environment or else they are animals that he knows through **Bestiary Lore**. A successful check of **Bestiary Lore** negates penalties associated with strange beasts.

Success with Crit Die	Result
01-05	Animal remains motionless only for 10 seconds, provided no one moves toward it, then will run away.
06-08	Animal stands motionless while the character approaches to 5 feet of it. A second roll may be made at this time. If successful with a Crit Die 06-10, the animal "befriends" the character, etc.
09-10	Animal approaches, "befriends" the character and does not behave in a fearful or hostile manner during this encounter.
Failure with Crit Die	Result
07-10	Animal slips away without undue haste or alarm.
01-06	Animal either charges or flees, according to its nature, size and the circumstances. (That is, large, fierce bears may charge, but small, timid chipmunks tend to flee!)

TABLE 5.39 – CALM & ATTRACT ANIMALS - RESULTS

The following conditions apply to use of the skill:

- 1 Small animals can be calmed/attracted without penalty.
- 2 Large animals can be calmed/attracted at a penalty of **-1D10%** until the character attains PSF 27%+ in the skill.
- 3 "Exotic" animals (not in their native environment), can be calmed/attracted at a penalty of **-2D10%** until the character has actually calmed and attracted one of its kind successfully and won it over.
- 4 Legendary Beasts can be calmed/attracted, but at a penalty of **-10+2D10%** until the character has actually calmed and attracted one of its kind successfully and won it over.
- 5 If a character speaks the language of the animal, he gains a bonus of **+2%** to his TSC% in **Calm & Attract Animals** per level he posses in the creature's own tongue.

Covering Tracks

Attributes: Intellect & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill involves the ability to cover or obliterate tracks so someone can not easily follow them with the skill of **Tracking**. A skill roll must be made every mile or whenever direction is changed. Reduce the pace to 1 mph when masking a trail. *Table 5.40 – Covering Tracks – Results* shows how successful the character has been.

Success with Crit Die	Result
01-08	The character's PSF% in Covering Tracks will be subtracted from the chances of the person or creature following him.
09-10	The trail was completely obliterated. The tracker needs a Critical Success to find the trail again after an hour's search.
Failure with Crit Die	Result
02-10	The tracker gains a bonus of +10% to his chances of picking up the trail as signs have been left!
01	The tracker has found a clear trail and has a bonus of +30% to his chances of following it!

TABLE 5.40 – COVERING TRACKS - RESULTS

Detecting Snares

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

See **Detecting Mantraps** under **Thievery**. The skill operates exactly the same way, except that it applies to detecting traps hidden in a natural environment. The skill receives a negative modifier equal to the PSF% of the person who set the trap if this is known.

Finding Direction

Attributes: Intellect & Wisdom
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character is able to find True North based on observations of the sun, the stars, or other signs in the natural environment.

Characters who also possess **Astronomical Lore** gain a bonus to their **Finding Direction** skill of **+1** to their TSC% for every 5% of their PSF% in **Astronomical Lore**. They also gain **+1** to the Crit Die if their **Astronomical Lore** is at PSF 67%+.

Note: This is a **skill** and a skill roll is necessary to find out if the character has been able to find the correct direction. It is not like the special ability, **Sense Direction**, which is unerring and need never be checked.

Finding One's Location

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character can figure out his location from known or previously observed landmarks, etc. This skill is at maximum effectiveness only in familiar regions. In unfamiliar surroundings, the character will be at **1/2 PSF%**, provided he is able to observe and take note of prominent features and landmarks etc., at an earlier time. *Table 5.41 – Finding One's Location – Results* shows the results of attempts at using this skill.



Having a map improves the TSC% by **10+1D10%** depending on the quality of the map being used and the availability of nearby landmarks corresponding to those marked on the map.

If the character has the appropriate Geographical Lore this also improves the TSC% by **15+1D10%** in familiar territory. It also applies if the character is in unfamiliar territory but has "book knowledge" to assist him.

Success with Crit Die	Result
01-08	The character's knows his approximate location.
09-10	The character knows his exact location.
Failure with Crit Die	Result
03-10	The character has a very vague idea of where he is.
01-02	The character is totally lost and disorientated. The character remains so for 10 minutes x 1D10 . Even if he has a map, he can not read it correctly. If he spots familiar landmarks, he fails to recognise them, etc. If he fails his next attempt to find location he becomes truly lost for 1 hour x 1D10 .

TABLE 5.41 – FINDING ONE'S LOCATION - RESULTS

Finding Water

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character can find drinkable water. This skill assumes a water rich environment. In dry conditions (grassy steppes, etc.) the character's chance of finding drinkable water is at **1/2 PSF%**. In deserts, this falls to a **1/4 PSF%** chance of finding water and a **Crit Die 06-10** is necessary for the water to be safe to drink. Alkali water is poisonous to both man and beast.

Characters in a familiar country and who possess the skill **Find Location** have an increased chance of finding water so gain a bonus of **+2D10%** to their PSF% because they know both where they are and where the nearest drinkable water is.

A character may check to see if he has found water after 1 hour's search in a water-rich environment, after 3 hours in a relatively dry environment and after a 6 hours in deserts. However, check once every 10 minutes if he is in the vicinity of a water source he knows about. *Table 5.42 – Finding Water – Results* shows the outcome of any skill check.

Success with Crit Die	Result
01-09	The character has found sufficient drinkable water for present. If the water source is in the desert, if the Crit Die is 01-05 the water will be tainted and unsuitable for man and beast. It will produce an upset stomach or worse.
10	The character finds a spring of pure drinking water.
Failure with Crit Die	Result
04-10	The character has failed to find water.
02-03	The character has found water but it is tainted and dangerous to drink. If drunk by anyone it will produce unpleasant gastric distress or worse.
01	The character has found water but it is poisoned.

TABLE 5.42 – FINDING WATER - RESULTS

Fishing

Attributes: Wisdom & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character possesses the skills necessary to catch fish by a variety of methods, including hook & line, fishing spear (trident), tickling, with nets, etc. Make a 1D100 roll every 30 minutes and compare the result to *Table 5.43 – Fishing – Encounters*, to find out if the character encounters any fish and their size. If he does make a 1D10 roll and compare the result to *Table 5.44 – Fishing – Numbers* to find out how many fish he might catch.

Fish Size	Encounter % Stream	Encounter % Lake	Encounter % Ocean
No fish	01-50%	01-50%	01-50%
1/2 lb.	51-65%	51-60%	51-60%
1 lb.	66-80%	61-70%	61-70%
2 lb.	81-90%	71-80%	71-80%
3 lb.	91-97%	81-88%	81-85%
4 lb.	98-99%	89-93%	86-90%
5 lb.	100%	94-97%	91-95%
5 + 1D10 lb.	-	98-99%	96-99%
10 + 2D10 lb.	-	100%	100%

TABLE 5.43 – FISHING – ENCOUNTERS

1D10	Chance to Catch
01-07	1 fish
08-09	2 fishes
10	3 fishes

TABLE 5.44 – FISHING - NUMBERS

Once the character knows what type of fish and the number he can possibly catch, make a skill roll for each chance he has to catch a fish and compare the result to *Table 5.45 – Fishing – Results*.

Success with Crit Die	Result
01-09	The character catches the fish.
10	The character catches the fish easily and with great aplomb.
Failure with Crit Die	Result
02-10	The character has failed to catch the fish.
01	The character not only fails to catch the fish but also manages to fall into the water, scaring away any remaining fish.

TABLE 5.45 – FISHING - RESULTS



Foraging for Wild Foods BSC: 40%

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character can find and correctly identify safe wild foods, berries, nuts, mushrooms, roots, etc. In a 24-hour period, he may undertake a maximum of **six** searches in woodlands, or **three** in open country or **one** in desert terrain. Table 5.46 – *Foraging – Results* shows the degree of success or failure the character has had.

Success with Crit Die	Result
01-05	The character finds enough food to satisfy one person's needs for one day.
04-09	The character finds enough food for two people or for one person for two days.
10	The character finds enough food for three people or for one person for three days.
Failure with Crit Die	Result
02-10	The character fails to find any food.
01	The character manages to find food but eating it causes food poisoning and incapacitation.

TABLE 5.45 – FORAGING - RESULTS

Forester's Stealth

Attributes: Wisdom & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Alertness: Sound – PSF% of Stalker

Success in this skill reduces the chance of detecting the character as he stalks another PC, NPC, beast, monster, etc., in a natural outdoors setting. The "hunted" must succeed in making an **Alertness: Sound** - PSF% of the Stalker to detect any suspicious noise. If he succeeds in this, the observer must still locate the source of the sound. This may be hard to do, even if he is looking in the right direction.

An observer skilled in **Forester's Stealth** can substitute his PSF% in this skill when actively detecting someone acting in a stealthy manner in the wilds. He may also use it in an urban environment but will be at **1/2 PSF%** in the skill.

Success with Crit Die	Result
01-06	The character has "read" the animal and knows its general mood (angry, fearful, curious, etc.)
07-10	The character knows the animal's intentions. If it is going to attack, he anticipates what it is going to do and receives a bonus of +10% when striking at it with a weapon or dodging.
Failure with Crit Die	Result
02-10	The character fails to "read" the animals mood and intention. He does know the animal is "unreadable" and, therefore, unpredictable.
01	The character not only fails to "read" the animal but has mistaken the animal's intentions! The player is not informed of how bad the failure is. Rather, the Gamemaster leads him to think his character has read the animal's intentions.

TABLE 5.46 – INTENTION OF ANIMALS - RESULTS

Intention of Animals

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character acquires this ability over two **types** of animal each time he purchases a skill level. For instance, when he buys basic knowledge in **Intention of Animals**, he might choose wolves and deer. When he purchases his first skill level, he adds foxes and ferrets and so on. If he has basic knowledge of the **Bestiary Lore**, he may add a third animal for each level of skill he purchases. Table 5.46 – *Intention of Animals – Results* shows the outcome of any attempt to use this skill.

Setting & Disarming Snares

Attributes: Intellect & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

See **Setting & Disarming Mantraps** under **Thievery**. The skill operates the same way, except that these traps are for catching animals. The skill receives a negative modifier equal to the PSF% of the person who set the trap if this is known.

Tracking Prey

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

After long hours spent in the countryside, a character develops skill in tracking animals or people by reading the signs they leave. The TSC% can be modified as shown in Table 5.47 – *Tracking Prey – Modifiers*.

Tracking Circumstances	Modifier
The tracks cross soft earth or ground including snow.	+60% - (10% per 8 hours cover, after the tracks were made)
There are clear tracks, almost impossible to miss. The tracks cross tall grass, dense undergrowth, reeds, etc., which will show frequent signs of passage.	+40% - (10% per 4 hours after the tracks were made)
Tracks cross normal ground. There are occasional signs of passage.	+20% - (10% per 2 hours after the tracks were made)
The tracks cross hard earth. There are few signs of passage.	+0% - (5% per hour after the tracks were made)
The tracks cross rocky surface or swampy, flooded ground. There are very few signs of passage.	-10% - (10% per hour after the tracks were made)
Per hour in which bad weather (rain, snow, duststorm, etc.) obscures the tracks.	-10% - (1D10% per hour the conditions persist)
Dim light and darkness hide tracks, even if lit up by moon or torch.	-5D10%
Attempts made to obscure tracks	-PSF% of PC or NPC using Cover Tracks
Per additional person/animal in the party being tracked.	+5%
Per mph the tracker is moving faster than 3 mph.	-10%
The tracker has keen or poor vision	Add/subtract % bonus/penalty

TABLE 5.47 – TRACKING PREY - MODIFIERS



To find out how successful the character has been with his Tracking Prey skill roll, make a skill roll including the appropriate modifiers and compare the result to *Table 5.48 – Tracking Prey – Results*.

Success with	
Crit Die	Result
01-05	Tracker has found the trail of the quarry.
06-09	Tracker finds a good trail and gains a bonus of +1D10% to his TSC% on the next tracking check.
10	Tracker has unmistakable signs and gains a bonus of 10+1D10% to his TSC% on the next tracking check.
Failure with	
Crit Die	Result
03-10	No discernible trail can be found. Search for 15 minutes and check again.
01	The trail has been lost. Search for 1 hour and check again. The character suffers an additional penalty of -13% to his TSC% on his next tracking check.

TABLE 5.48 – TRACKING PREY - RESULTS

Tracking Prey may be used in a town or village, but treat the trail as crossing rocky ground (even if the streets are dirt or mud). There are so many cross trails and confusing signs that the character is at **1/2 PSF%**. One has to be very, very, very good to trail anyone in an urban setting.

PERCEPTION SKILLS

Perception involves using one's senses and specialised knowledge to observe the surrounding world. However, a character does not have to possess these skills to be perception, he can attempt to use these skills even if he does not possess them by using the Unskilled BCS% in any attempt.

Alertness: Sight (NS)

Attributes: None – Sight Modifier
Level: DF 7; BCS 5%; 900 Exp; 9 SKP
Improve: +3% per level

Alertness: Sight is a **Core Skill** and is the ability to detect something **unconsciously** without actually looking for it. This specialised skill receives no Attribute Bonus but the character's PSF% does increase by **+3%** per level gained.

The skill can also be used in conjunction with another detection skill the character possesses in order to find out if the character has spotted something occurring without actually being on alert for it. In such a situation, the character will receive a bonus of **+1/2 PSF%** of the relevant skill.

Example:

Thomas has skill in **Detecting Thievery** (PSF 24%) but he is **not** actively doing so. His subconscious mind might pick up on a thievish act that comes within view. That is where **Alertness: Sight** kicks in. Thomas has 5% in **Alertness: Sight** (basic knowledge), but he is a trained Thief, this means that he receives a bonus to his **Alertness: Sight** of +1/2 PSF% in **Detecting Thieves**, i.e. 12%.

However, suppose the character is **alert** to a particular activity. In such cases the relevant skill will apply because he is actively alert for such events.

Example:

Thomas and his friends are passing through a crowded marketplace and he has declared he is **alert to thievish acts**. He checks **Detecting Thievery** since he is actively alert to any thievery taking place, i.e. any pilfering, etc. within his field of vision instead of his **Alertness: Sight** skill.

If a character does not possess the appropriate detection skill, but does wish to actively search for a particular event etc., then his **Alertness: Sight** skill will apply but he will gain a bonus of **+10%** to his TSC%.

Example:

A thief is **Blending into Surroundings**. William is actively trying to detect him but does not possess any specialised skill to help him in this. William possesses Level 1 in **Alertness: Sight** so has PSF 3%. Also because he is actively searching for the thief he gains a +10% bonus to his TSC%. This gives him a final TSC% of $5 + 3 + 10 = 18\%$. The thief makes his **Blending into Surroundings** skill roll and if he succeeds, William must succeed with his **Alertness: Sight** roll after suffering a penalty of the thief's PSF% in **Blending into Surroundings** in order to actively detect the thief.

Alertness: Sound (NS)

Attributes: None – Hearing Modifier
Level: DF 7; BCS 5%; 900 Exp; 9 SKP
Improve: +3% per level

Alertness: Sound is a **Core Skill** and is the ability to detect something **unconsciously** within one's hearing without actively listening for it. This specialised skill receives no Attribute Bonus but the character's PSF% does increase by **+3%** per level gained.

The skill can also be used in conjunction with another detection skill the character possesses in order to find out if the character has heard something occurring without actually being on alert for it. In such a situation, the character will receive a bonus of **+1/2 PSF%** of the relevant skill. However, suppose the character is **alert** for a particular noise etc, in such cases the relevant skill will apply because he is actively alert for such events.

If a character does not possess the appropriate detection skill, but does wish to actively search for a particular event etc., they his **Alertness: Sight** skill will apply but he will gain a bonus of **+10%** to his TSC%.

Note: The skill should be treated the same as described for **Alertness: Sight**.

Detect Lie

Attributes: Intellect & Wisdom
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

The ability to tell the difference between a truth and a falsehood is not a simple matter. If a lie was merely being told, **Detect Lie** can be applied directly to find out if a character has picked out some telltale sign in the liar's manner, a discrepancy in the story being told, etc. However, if one is the subject of a **Con** etc., he can resist the con using his **Detect Lie** less PSF% of the character undertaking the con especially if this gives him a better chance of success.

In some cases, the skill may not be needed to discover the untruth for what it is. For instance, if a character has skill in **Jewelsmithing** and a Con artist is foisting a cheap semi-precious stone on him as a valuable ruby, he can use the skill with the highest PSF% to spot the lie. If he had a better chance by applying **Jewelsmithing** skill, he would use its PSF% instead of his **Detect Lie** PSF%. His specialised knowledge tells him that what he sees with his own eyes **not** what he is being told!

Example:

A con artist is trying to sell Gildred some Pirite or "Fool's Gold". Gildred is a goldsmith so has PSF 18% in **Gold/Silversmithing**. He also has **Detect Lie** at Level 0 with PSF 4%. In order to increase his chances of detecting the con, Gildred decides to use his **Gold/Silversmithing** PSF%, this will now give him a TSC% in **Detect Lie** of $20 + 18 = 38\%$, as compared to a 24% when using his **Detect Lie** PSF%.



Read Character

Attributes: Intellect & Wisdom
Level: DF 5; BCS 20%; 700 Exp; 7 SKP

Read Character is not a hard-and-fast, "magical" kind of ability at all. Rather, it is the capacity to assess character from ongoing observation of behaviour and involves observational skill, intellect and wisdom. The skill is **penalised** at first because one is unfamiliar with the subject and the modifiers to the character's TSC% are shown in *Table 5.49 – Read Character - Modifiers*. However, over time, he takes in an indication here, a clue there, until he has enough pieces of the puzzle to form an assessment of the subject's true nature. Growth in knowledge is represented by a reduction in the penalties and then by awarding bonus modifiers to the chance of "reading" the subject's character. Mind you, if one is highly skilled with **Read Character**, even a first impression can be accurate.

Period Known	Modifier ¹
Initial meeting	-30%
Known for 1 week	-25%
Known for 1 month	-20%
Known for 3 months	-15%
Known for 6 months	-10%
Known for 9 months	-5%
Known for 1+ years	0%

¹If the person is known intimately (close contact for more than 12 hours per day) then the Reader receives a bonus of +5% to TSC%.

TABLE 5.49 – READ CHARACTER - MODIFIERS

The application of the skill is best suited to NPC's. Players, after all, are subtle and devious and the Gamemaster cannot get inside their minds. However, he knows what his NPC's are really about because the Gamemaster is, after all, every NPC in the game!

Example:

Harald is skilled at **Reading Character**. Upon first meeting Richard du Bois, an NPC, his reading is a failure. The Gamemaster informs him that he observed nothing to raise his suspicions nor to win his confidence. After several weeks with Richard, Harald attempts **Read Character** on him again. This time he was successful. The Gamemaster informs Harald that Richard seems trustworthy enough and yet ... something has Harald doubting Richard's sincerity or honesty or whatever. Nothing definite, but enough to keep Harald alert and watchful. Clearly, Harald is going to have to come to terms with what is really going on.

SEAMANSHIP SKILLS

Fisherman

Attributes: Strength & Constitution
Level: DF 3; BCS 40%; 500 Exp; 5 SKP
Pre-requisites: Fishing & Sailing Small Boats

The character is a fisherman by trade. He knows the habits of fish and where and how to best catch them. This skill covers knowledge of which fish prefer wrecks, reefs etc. and the skill can be used to identify where wrecks lie by the number of fish being caught in given areas.

The size and number of fish encountered are as shown in *Table 5.43 – Fishing – Encounters*. To reflect the Fisherman's increased knowledge, he gains a bonus of +3% x Crit Die to his D100 roll. However, in respect of the number of fish that might be caught multiply the result shown in *Table 5.44 – Fishing – Number* by 3 if using rod and line (for sea fishing the line carries multiple hooks) and by 10 if using nets.

Note: Only make **one** skill roll to find out whether the fish have been successfully caught regardless of the number of fish available.

Mariner [~]

Attributes: Strength & Constitution
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Pre-requisite: Sailing Small Boats

The character has chosen to follow a life at sea. The skill involves knowing one's way around a ship, being able to tie intricate knots, handle rigging and tackle, tiller, oars and the many other shipboard tasks required of a sailor.

Landsmen are ill at ease aboard ship and are also unused to the cramped and cluttered spaces, fighting in the rigging, etc. A Mariner enjoys an advantage in attack and defence whenever fighting a "landlubber" aboard ship. He gains a bonus of **+1% per 3 PSF%** he possesses in the **Mariner** skill. The modifier is added to any weapon skill in attacking or parrying, using a shield block, dodging a blow, etc.

Note: The bonus does **not** apply to offensive spell-castings **unless** the Mariner is also a Magus skilled in **Water Magick**.

Piloting & Navigation [~]

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Pre-requisites: Mariner & Cartography

The character can determine the position of a vessel and maintain it in its proper course by observing prevailing conditions, winds, tides, currents, important landmarks, channels, hazards and even the type of bottom mud brought up when sounding with lead and line. He also can navigate by map and observation of the sun in the day and the constellations at night.

Characters who also possess **Arithmetic & Mathematics** gain a bonus to their **Piloting & Navigation** skill of **+1** to their TSC% for every 5% of their PSF% in **Arithmetic & Mathematics**. They also gain **+1** to the Crit Die if their **Arithmetic & Mathematics** is at PSF 67%+.

Characters who also possess **Astrological Lore** gain a bonus to their **Piloting & Navigation** skill of **+1** to their TSC% for every 5% of their PSF% in **Astrological Lore**. They also gain **+1** to the Crit Die if their **Astrological Lore** is at PSF 67%+.

Note: These bonuses are cumulative.

Sail & Cordage Making [~]

Attributes: Strength & Agility
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character is skilled in the making of cords, ropes, cables and canvas sails, maintain the running gear aboard ship and fully rig small boats and large ships. He is also able to make major repairs, or replace or modify blocks, tackle, etc., as need be.

Sailing Small Boats

Attributes: Strength & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

The character can handle small rowing boats and sail boats, steering, rowing, making sail, etc. It is also useful to sail larger vessels like shallow-draft, river-going boats, barges and small river ships. Ocean-going craft under 50-ton burden may be sailed using this skill, although without navigation anyone passing out of sight of land would become lost and disoriented.

Ship's Carpenter [~]

Attributes: Strength & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Pre-requisite: Carpentry

The character can fashion and repair any wooden items required aboard a ship. A skilled ship's carpenter is capable of building small craft and ocean-going ships alike. He may do so from experience, but complex or unusual tasks may require either the personal direction of or plans drafted by a Master Shipbuilder.

**Shipbuilder: Maritime Architecture [~]****Attributes:** Intellect & Wisdom**Level:** DF 5; BCS 20%; 700 Exp; 7 SKP

The character knows how to design and supervise the building of a wide variety of vessels, right up to large ocean-going ships. Success means the design will work and a **success with Crit Die 10** means a superior craft has been designed. Such a craft will be **+1D10%** faster than normal. Failure means "back to the drafting board!"

Characters who possess basic knowledge in this skill are able to learn **Ship's Carpenter** at **-1 DF**, so he can both design **and** build any water-borne craft.

SKILLS FOR THIEVES, ROGUES & DESPERATE MEN

The following are skills may be needed by characters who live on the "edge" and have fewer scruples than most about doing "shady" or outright criminal acts to put a few silver coins in their pockets. However, some skills may be practised by decent, law-abiding folk, like disarming mantraps or even picking locks. Remember that having a "Thievish" skill or two is not the same as being a Thief!

The Gamemaster has the option of rolling the dice secretly for any Thievish skill. In that way, the character cannot be sure if he has succeeded or failed to detect a trap, etc.

Administer Poisons & Drugs Undetected**Attributes:** Intellect & Agility**Level:** DF 4; BCS 30%; 600 Exp; 6 SKP

This assassination skill involves stealthily administering a drug or poison to an unsuspecting victim. If done in secret, the TSC% applies to finding an **opportunity** to do the deed without interruption. Done in public, it signifies doing so without anyone noticing but the character is at **1/2 PSF%** as the chances of being spotted are greater. *Table 5.50 – Administer Poisons – Results* shows how successful the poisoner has been.

This skill may be **resisted**. Anyone with **Detecting Thievery** or **Administer Poisons & Drugs Undetected** may check his skill – PSF% of the Poisoner to see if he spots the attempt. However, the observer must have a clear view of the Poisoner in order to do this.

Backstabbing [~]**Attributes:** Intellect & Agility**Level:** DF 5; BCS 20%; 700 Exp; 7 SKP

Backstabbing uses knowledge of human anatomy and skill with a stabbing blade of 2 feet or less in length. It involves sneaking up on a victim to inflict an instantly fatal blow. With a successful backstab there is more damage as the blade is directed toward vital tissue and organs, increasing the chance of an instantaneous kill.

Note: A backstab cannot instantly kill a Player Character, the best it can do is a severe blow leading to unconsciousness.

Success with Crit Die	Result
01-09 10	No one notices the character has administered poison. The act went unnoticed. The drug or poison has a maximum effect, the victim does not make a roll to counter the effects on the first check, which buys the poisoner time to make himself scarce.
Failure with Crit Die	Result
02-10 01	No opportunity arises to administer the drug or poison. The character is caught in the act.

TABLE 5.50 – ADMINISTER POISONS – RESULTS

Backstabbing is not usually part of a combat round, but if it is, then it takes **+3 AP** to deliver the blow. This is because you require more time to select the target area.

Backstabs can be delivered only to the neck, upper back and lower back. Other areas are unlikely to result in killing blows (arm or leg) or are too hard to reach from behind (groin) or are difficult to pierce with a backstab (head). No additional bonuses accrue from attacking from behind because an aimed strike is intended.

The success chance for any Backstab is based on the lower of the weapon skill or **Backstabbing** as modified by *Table 5.51 – Backstabbing – Location Modifiers*.

Target Area	TSC% Modifier
Neck	-10%
Upper Back	+10%
Lower Back	+5%

TABLE 5.51 – BACKSTABBING – LOCATION MODIFIERS

Table 5.52 – Backstabbing – Results shows the outcome of any attempt at **Backstabbing**. If successful and the character scores a Critical Hit, it is based on that of the weapon used, with a bonus of **+1** to Crit Die for every **20% of PSF%** (rounding up) the character has in **Backstabbing**.

Success with Crit Die	Result
01-09 10	Double the normal damage for the weapon, after taking armour into account. All damage is against the Body and is counted as a Critical Hit, so the damage done should be compared to the normal critical effects. Triple the normal damage after armour is taken into account and the normal second Crit Die without taking armour into account is also inflicted.
Failure with Crit Die	Result
02-10 01	A clean miss because the weapon scraped against armour and was deflected or the victim moved at the last second. A dropped weapon! The backstabber is badly off balance for one round so that any one attacking him will gain a bonus of +50% to TSC%.

TABLE 5.52 – BACKSTABBING - RESULTS

Example:

A warrior wearing armour, giving -6 hit points of protection, guards the door to the Barbican of Castle Benarmon. Behind him lurks the skilled assassin Gian-Carlo Venuti with STR 12. Successfully sneaking up to striking range, Gian-Carlo stabs to the back torso with his poignard. He has **Knife & Dagger Fighting** at PSF 63% and **Backstabbing** at PSF 35%. His **Backstabbing** PSF% gives him $35 / 20 = +2$ to Crit Die. Due to his **Backstabbing** being lower than his **Knife & Dagger Fighting** skill he has to make his skill roll against his **Backstabbing** skill. As he is aiming for the warrior's torso (chest) he gains a bonus of +10%. He strikes successfully with Crit Die 08 which gives him a modified Crit Die of $8 + 2 = 10$ (a Critical Hit). Thus he does 2 damage (Poignard) + 3 (Attribute Bonus) + 2 (Skill Bonus) + 10 (adjusted Crit Die roll) = 17 points of damage. Subtracting -6 points for armour absorption, the remaining 11 points **triples** to 33 points of damage straight to Body. Add to that a second D10 roll due to it being a Critical Hit, which was 5, the total damage is 38 points compared to the guard's total of 38 Body Points. A check is now made for the effects of a targeted Critical Hit to the torso and find that the guard is down and dying, bleeding at 3 Body per combat round, so will pose no further threat to Gian-Carlo Venuti.



Concealing & Finding

Attributes: Wisdom & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Concealing & Finding – PSF% of Concealer

This skill involves the ability to conceal an object and also the ability to find hidden objects. All characters may hide or find things, of course, but it only becomes a **resisted skill** once a character has at least basic knowledge. In addition to the PSF% of the Concealer, the Gamemaster may (at his discretion) impose penalties of between -10% and -30% on finding an item based on the method of concealment used.

Detecting Thievery

Attributes: Wisdom & Agility
Level: DF 5; BCS 20%; 700 Exp; 7 SKP
Resisted: Detect Thievery – PSF% of Thief

The skill enables one to detect a Thief committing an act like **Stealth of Thieves & Assassins** or **Picking Pockets**. It also gives the ability to spot a suspicious individual from the way he is acting, so focusing attention on him and catching him in the act. The skill applies both to spotting someone picking your own pocket, etc. and to scanning an area over a radius of 30 feet and detecting **any** thief about his business.

Detecting Mantraps

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP
Resisted: Detecting Mantraps – PSF% of Trapper

This is a special awareness skill which enables the character to detect a camouflaged mantrap.

Disguises

Attributes: Intellect & Wisdom
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This skill is related to the Arts & Entertainment skill of **Acting: Costume & Make-Up**, except it focuses on masking one's identity. It also enables a beggar to put on the guise of someone who is disabled, disfigured, etc. It involves a little acting, as a good disguise depends on behaving so that one "blends into the crowd".

If someone who knows him spots the character, he suffers a penalty of -15% to his TSC%. However, if the person spotting him knows him very well indeed, then he suffers a penalty of -25% to his TSC%.

Evaluating Loot

Attributes: Intellect & Wisdom
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character can make a fair estimate of the worth of an item. Anyone with specialised skill evaluates with greater accuracy. A Gold or Silversmith can accurately evaluate a piece of jewellery, a Weaponsmith the worth of weapons and so on. The Thievish skill of **Evaluating Loot** enables a character to evaluate the item to within a +50% to -50% accuracy range. The higher the Crit Die result on a success, the more accurate the appraisal. A failure with a low Crit Result is wildly inaccurate.

Hearing Rumours

Attributes: Intellect x 2
Level: DF 2; BCS 50%; 400 Exp; 4 SKP

The character can glean bits of information and gossip about people, events, etc. The Gamemaster decides how long it takes for the character to hear a rumour or gossip that can prove of value and *Table 5.53 – Hearing Rumours – Results* shows what the character has managed to glean.

Success with Crit Die	Result
01-08	The character picks up reliable information that could prove useful or profitable. The higher the Crit Die result the more detailed and reliable the information will be.
09-10	The character has detailed, highly accurate information on what he has been trying to find out.
Failure with Crit Die	Result
02-10	The character has information that may be of use but it is also somewhat unreliable or misleading. The lower the Crit Die result the less accurate and reliable the information will be.
01	The character's sources have "dried up" so he is able to hear nothing of value or anything he does manage to hear is untrue or contains serious errors.

TABLE 5.53 – HEARING RUMOURS - RESULTS

Garrotting [~]

Attributes: Strength & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character knows how to wrap a wire garrotte or strangling cord around the neck of an unsuspecting victim. As in **Backstabbing**, the Garrotter will probably employ **Stealth of Thieves & Assassins** to enable him to approach undetected to within striking range behind his victim. Alternatively, he must be in place and able to slip the garrotte around the victim's neck by ambush. The victim should not suspect his intentions. *Table 5.54 – Garrotting – Results* shows the effect the character has achieved.

Neck protection (coif, plate gorget, etc.) eliminates the lethality of strangling weapons. Success merely gives the strangler a hold on the victim from behind. This can maximise the chances of another character to score a hit because the victim's ability to counter or evade the blow is severely restricted. A **success with Crit Die 09-10** in this case merely cuts off any sound the victim might make. To break the hold, the victim must succeed in a **Strength AR – Garrotter's PSF%**.

Success with Crit Die	Result
01-08	The strangling cord is successfully placed around the victim's neck, cutting off all sound. It does damage of 1D10 + Garrotter's STR per combat turn he can keep it in place. (Victim can break free of the hold with a STR AR – PSF% of Garrotter).
09-10	There is a possibility of an instant kill. It does damage of 2D10 + (2 x Garrotter's STR) . Check against Critical Hits to the neck to see if the damage is lethal. If so, the victim's larynx is crushed or his neck broken so rendering him irretrievably dead.
Failure with Crit Die	Result
02-10	Garrotter fails to place the garrotte around the victim's neck!
01	Garrotter has not only failed to place the garrotte but is also off-balance. He loses suffers a penalty of -2D10% (minimum of -5%) when defending himself against a counterattack or loses -1/2 his AP if trying to move away.

TABLE 5.54 – GARROTTING – RESULTS



Mugging

Attributes: Strength x 2
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

This skill enables one to strike a disabling blow with a blackjack, sandbag, club, etc. As in **Backstabbing**, the character may use **Stealth of Thieves & Assassins** to reach striking range without detection. Head protection does not protect against a successful first strike. *Table 5.55 – Mugging – Results* – shows the effect the blow has had.

Success with Crit Die	Result
01-07	A subduing blow equal to 1/2 standard weapon damage. Make a CON AR – PSF% of Mugger to remain conscious.
08-09	A subduing blow equal to weapon damage + Crit Die. Make a CON AR – PSF% of Mugger to remain conscious.
10	A subduing blow equal to weapon damage + Crit Die. Make a CON AR – 20% - PSF% of Mugger to remain conscious.
Failure with Crit Die	Result
02-10	A glancing blow that does no damage to the victim.
01	The Mugger fails and is also off-balance. He suffers a penalty of -2D10% (minimum of -5%) when defending himself against a counter attack or -1/2 his AP if trying to move away.

TABLE 5.55 – MUGGING - RESULTS

Picking Locks

Attributes: Intellect & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

Early locks were large, rather clumsy affairs that could thwart the efforts of someone unskilled in picking them. A skilled Thief had little trouble as he is able to pick locks with a variety of tools. However, if he can imprint a piece of beeswax with an impression of the required key, he can make a duplicate. In this case, his TSC% is his chance of making a key that will work and no penalties for difficulty or complexity will apply when the key is made. *Table 5.56 – Picking Locks – Results* shows how successful the thief has been in opening the lock.

The Gamemaster decides on how difficult the lock is to open by assigning it a skill modifier of between -0% and -50% to reflect the mechanism's strength and complexity. Only after his first attempt (and failure) at picking the lock can a Thief gauge how difficult the lock is to open.

Success with Crit Die	Result
01-09	The lock has been picked.
10	The lock has been picked with consummate ease regardless of how difficult it is.
Failure with Crit Die	Result
03-10	The Thief has not yet figured out how to manipulate the wards.
01-02	The Thief is having trouble with the lock. Increase the time needed for the next attempt and increase the lock difficulty by -10%.

TABLE 5.56 – PICKING LOCKS - RESULTS

The Gamemaster also decides how long the attempt takes. Most locks require between 15 seconds to 2 minutes. A very difficult lock or one giving a Thief difficulty may require up to 5 minutes per attempt. After **three** failed attempts, the Thief is baffled and cannot open the lock by mere skill at this time. More forceful methods of thwarting the lock are needed and the Thief may take appropriate action.

Picking Pockets & Cutting Purses

Attributes: Intellect & Agility
Level: DF 3; BCS 40%; 500 Exp; 5 SKP

This classic Thief's skill enables a character to relieve unwary passers-by of the contents of their pockets or purses without their realising they have enriched a stranger. Anyone with the skill or **Detecting Thievery** can detect the attempt by rolling his own TSC% - PSF% of the Pick Pocket. The results of any attempt are shown in *Table 5.57 – Picking Pockets – Results*.

Success with Crit Die	Result
01-09	The pocket has been picked and the contents removed.
10	The pocket has been picked and the contents safely removed and will not be missed for 10 minutes x Thief's Skill Level.
Failure with Crit Die	Result
02-10	The Thief has not succeeded in making the theft.
01	The Thief has bungled badly enough to be detected. He suffers a penalty of -2D10% (minimum of -5%) when defending himself against a counterattack or -1/2 his AP if trying to move away.

TABLE 5.57 – PICKING POCKETS - RESULTS

Characters who also possess **Sleight of Hand** and who make a successful skill roll before attempting to pick a pocket add +2% x Crit Die to their TSC% in **Picking Pockets & Cutting Purses** for the attempt.

Setting & Disarming Mantraps

Attributes: Intellect & Agility
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character can design and set mantraps, "booby traps" used against sentient beings. A **failure** at design or setting up a trap means that it will not work. A **success** at design sets the **difficulty level of the trap** at the designer's PSF% so any attempt at disarming it will be resisted by a penalty equal to the designer's PSF% in **Setting & Disarming Mantraps**. Successfully setting the trap means it will go off if it is triggered.

Note: The skill does not include camouflaging a mantrap, which requires the skill **Conceal Object** to mask its presence.

The character can also disarm mantraps. A skill roll can be made **before** any disarming attempt and the result compared to *Table 5.58 – Setting & Disarming Mantraps – Results* to determine one's chances.

Success with Crit Die	Result
01-09	The character has a good idea of how the trap works and knows the odds. He also has a chance of springing the trap safely if he cannot disarm it. If he fails to disarm the trap, a Crit Die of 07-10 means he has safely sprung the trap.
10	The character knows how to disarm the trap and does so with consummate skill.
Failure with Crit Die	Result
03-10	The character can only guess at the odds and will not safely spring the trap if he fails to disarm it.
01-02	The Gamemaster may lie through his teeth and tell the character he knows the odds when he is wildly off in his "guesstimate".

TABLE 5.58 – SETTING & DISARMING MANTRAPS - RESULTS



The Gamemaster might roll the dice in secret to have wide "discretion" when playing it out. Depending on what he learns (or on how gutsy he is) the character may **then** attempt a disarming. Imaginative handling of this situation by the Gamemaster can make for devastating tension around the games table until the outcome of the attempt is finally known.

Skulk in Shadows

Attributes: Agility & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character can skulk or hide in shadows to avoid detection. The skill in works in the same way as the Outdoor Skill **Blending into Surroundings**, except that camouflage would be dark clothing rather than clothes suited to hiding in an outdoors setting.

Success with Crit Die	Result
01-07	The person gives him some worthwhile leads to follow up, but not the information nor the contact he seeks.
08-10	The person places him in contact with the person he is seeking. How well he role plays will determine the amount of information he obtains.
Failure with Crit Die	Result
04-10	The question may lead to a blank look or a suspicious frown. He either talked to the wrong person or raised the suspicion of an underworld figure. If he moves on, he will perhaps get away with it.
01-03	The question causes honest folk to become very suspicious and denounce him. Underworld figures will be highly suspicious and must be won over before they will trust the character.

TABLE 5.59 – STREETWISE - RESULTS

Stealth of Thieves & Assassins

Attributes: Agility & Discipline
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

The character can defeat a detection roll by his intended victim when sneaking up to strike a blow, pick a pocket, etc. and has closed within 30 feet. If successful, subtract his PSF% from his quarry's chance of detecting him. In urban settings, including indoors or underground, he can also tail or track his quarry by making use of shadows and cover or by blending into a crowd and seeming to be an innocent bystander. If successful in a skill check, he goes unnoticed if more than 30 feet away.

Stealth of Thieves & Assassins can be used at **1/2 PSF%** in outdoors settings in the place of **Forester's Stealth**. The Gamemaster may impose a modifier on the chance of being stealthy ranging from between -10% and -30%, depending on the circumstances. Failure means a detection roll can be made to spot him if he is within sight or hearing range.

Streetwise

Attributes: Intellect & Wisdom
Level: DF 4; BCS 30%; 600 Exp; 6 SKP

A **Streetwise** character does not take long to find out who is who in a town or village. He soon makes contact with members of the local Thieves' Guild and with the "Street People". Once accepted, he can more easily obtain information not available to honest folk. Basically, the skill enables him to pick the right person to question on matters of a less than law-abiding nature. *Table 5.59 – Streetwise – Results* shows how successful he is in picking the correct person.

Once the character makes contact, he must role-play the situation as he finds it. **Streetwise** does not do it all for him, it simply opens the door wide enough for a cunning and insightful player to exploit to the greatest degree possible the opportunity to acquire "insider" information. If he has Charismatic Skills, he might use them to establish a more favourable impression.

If he fails and manages to meet up with an honest citizen instead, the character may have to "talk fast" to get himself out of what could be a lot of trouble. A **Con** may be in order, either that or some silver-tongued waffle in role-play.





MOVEMENT & TIME

DOWNTIME

Time Period: 1 week onwards

Downtime is that period in which the characters are not doing anything which requires role-playing. *Chivalry & Sorcery* was the first Fantasy Role-playing game to formally introduce this concept, since right from the beginning, it was seen that an FRP campaign could be a simulation of the actual lives of the imaginary characters.

There are long periods in life when nothing significant happens. Life is, after all, not a series of life threatening events coming along so thick and fast that it is impossible to catch one's breath! As in real life, so it will be in a fantasy life. Characters may go for days, weeks, even months with their lives being quiet and routine, without any eventful occurrences.

In **Downtime**, game mechanics involving characters tiring themselves out, etc. can be ignored. They will have ample time to rest, to sleep and to engage in personal projects. Only if they are driving themselves beyond reasonable limits might attention to such matters be required.

Downtime, then, is the period between actual adventures and it should be taken into account. **Downtime** has the important function of allowing characters to use their skills to make something, to enchant magical items, to improve their proficiency with skills they have basic knowledge in, or to learn new skills. Events may gradually develop around them, slowly building to a crisis which they will have to confront with all their skills and knowledge. But not right away! There is time to prepare.

Note: For further information on **Downtime** see Chapter 9 - Experience.

JOURNEY TIME

Time Period: 1 hour onwards

Journey Time is very much like **Downtime** in that there will be considerable periods of time passing without or very little action. **Journey Time** allows characters to "cover ground" when travelling.

How far and how fast characters can move in **Journey Time** is therefore determined by the means of travel, the circumstances encountered on the way and the rate at which the characters are willing to travel. Table 6.1 - *Journey Times* is only a basic guide and shows the approximate distance travelled for a cost of **1 FP per hour**, provided the character is not carrying more than 50% of his carrying capacity.

Conditions	Distance travelled per 8 hours		
	On Foot	By Cart	Mounted
Good road & level terrain	2 mph	2 mph	4 1/2 mph
Good road & hilly terrain	1 1/2 mph	1 1/2 mph	3 1/2 mph
Poor road & level terrain	1 1/2 mph	1 1/2 mph	3 1/2 mph
Poor road & hilly terrain	1 1/4 mph	1 1/4 mph	3 mph
Forest path & level terrain	1 1/4 mph	1 mph	1 1/2 mph
Forest path & hilly terrain	1 mph	3/4 mph	1 1/2 mph
Cross-country in open terrain	1 mph	3/4 mph	3 mph
Cross-country in dense terrain	3/4 mph	Impossible	3/4 mph
Cross-country in marshland etc.	1/4 mph	Impossible	3 mph

TABLE 6.1 - JOURNEY TIMES

If one wants to get hyper realistic, see the section on **Pushing the Pace** (qv) to find out just how much Fatigue will be involved in the various movement situations when travelling faster than the basic pace.

If riding an animal, the animal takes the Fatigue loss. However, even a rider will become fatigued over time losing **-1 FP per 2 hours** of travel.

REAL SPEEDS OVER GROUND

It may come as a surprise to some players that a man on horseback can only cover around 36 miles a day, travelling on a good, level road and assuming good weather conditions. However, it must be remembered that no horse may gallop along, hour after hour, at close to top speed. Indeed, the "marching" pace of a horse is little faster than a man on foot walking briskly. Moreover, a good rider will dismount to walk his horse regularly in order to give the animal a rest from carrying his weight. Time must also be taken for rest stops, meal breaks and any occurrences along the way. It is also well to remember that a horse is able to travel more than 36 miles in a day **but** he will not be able to travel so far the **following** day. However, more importantly, it is wise to spare one's mount so he will have ample energy left in case combat occurs.

These are the kinds of realistic conditions considered when working out movement rates. The statistics are readily available in historic sources. Going all the way back to the time of Julius Caesar, that great Roman general was very satisfied when his legionaries could march more than 15 miles per day. Historically, few armies marched much over 10 miles in a day.

Of course, this is for well-trained bodies of soldiers. A group of a few individuals would take less time to get organised, their equipment packed and be on the road. Even so, 20 miles per day is a very good hiking pace.

As for wagons and carts, we again know from history that rarely could they travel more than 10 miles a day with any kind of a load and often much less if the roads were poor.

These give us an idea of the true limits on sustained marching, whether on foot or horseback.

SPEEDS OVER WATER

River Craft

Boats and small ships move at about the **speed of the current** when heading **downriver**. The Gamemaster determines the speed at which the current flows but a 2 mph to 7 mph current is reasonable. It is very rare that it will be any faster.

Heading **upriver** against the current, whether under sails or oars, small craft would average about **half** their downstream speed.

River traffic also tends to anchor or tie up to the shore in darkness, so on average the maximum amount of travelling time in anyone day is 12 hours.

Ocean-going Craft

Players may again be surprised to learn that, giving fair sailing conditions, most sailing ships average speed is only about 4 to 4 1/2 knots, that is around **5 mph**, which comes to a modest **120 miles per day**. Daytime speeds may be faster, but sailing vessels usually remain under shortened sail at night and therefore travel shorter distances.

The Gamemaster could vary this distance perhaps by around +90 to -90 miles a day to account for favourable or unfavourable wind and currents, the type and condition of the ship and the quality of the navigator-pilot and crew, etc. Storms will slow passage whilst fair winds will speed passage. Tubby merchant hulls move far more slowly than sleek warship hulls etc.

MOVEMENT 6.2



Oared Craft

Galleys may proceed independent of the wind because they can use oars as well as sails. However, it was the standard practice for galleys to put into shore at night or else to proceed under shortened sail. Consequently, they would cover between **60 to 120 miles per day**, on average and might travel up to 160 miles in excellent cruising conditions.

Viking ships were equally suited to proceeding under oars or sail and made good speed under most conditions. So would fast **War Galleys** and **courier vessels**. Such craft would cover distance like ocean-going craft (see above).

MYTHOLOGICAL WINGED CREATURES

Legendary creatures like winged Pegasus-type horses, gryphons, hippogriffs, dragons and their like, were all fabled to be extremely fast. However, their **ranges** would not be excessively great.

Consider the speeds of mythological winged creatures as being several times that of a horse over good ground. Thus, in an 8 hour period, they might fly between **four to eight times** the distance a horse would cover, around 144 to 288 miles per day.

Incidentally, few migrating birds manage any better in a full day of flying. A beast, even a mythological one, must rest. Therefore a maximum effort should exhaust it no less than it would a mere mortal man, horse, or bird.

PUSHING THE PACE

A forced march is possible, but by the end of the day it will exhaust anyone with less than above average Constitution and Strength and also well above average Fatigue Points. The increased speed available and the amount of Fatigue lost are shown in *Table 6.2 – Pushing the Pace*.

Movement Rate	Speed ¹	Fatigue Loss
Walking Pace	2 mph ²	-1 FP per hour
Marching Pace	3 mph ³	-2 FP per hour
Double-Quick	4 mph ⁴	-3 FP per hour
Double-Quick	5 mph ⁴	-3 FP per hour
Distance Running	1 mph x 1/2 BAP ⁵	-1 FP per mile
Fast Running	1 mph x 1/2 BAP ⁶	-1 FP per 1/4 mile

¹See *Chapter 8 – The Marketplace* for Mount speeds that are attainable by pushing the pace.

²**Moving at an Easy Walking Pace:** The character may bear 50% of his CCAP without suffering extra Fatigue. If carrying more than 50% of his CCAP he suffers a penalty of **-1 FP** of additional Fatigue per 10% over that limit per 3 miles or part thereof.

³**Marching Pace:** The character may bear 40% of his CCAP without suffering extra Fatigue. If carrying more than 40% of his CCAP he suffers a penalty of **-1 FP** of additional Fatigue per 10% over that limit per 3 miles or part thereof.

⁴**Moving at the Double:** The character may bear 20% of his CCAP without suffering extra Fatigue. If carrying more than 20% of his CCAP he suffers a penalty of **-1 FP** of additional Fatigue per 10% over that limit per 3 miles or part thereof.

⁵**Moving at a Distance Running rate:** The character cannot bear more than 20% of his CCAP without extra Fatigue. If carrying over that limit he suffers a **-1 FP** of additional Fatigue per 20% over that limit per 2 miles or part thereof.

⁶**Moving at a Fast Running rate:** The character ideally should be stripped right down for such a run. If carrying over 20% of his CCAP he suffers **-1 FP** of additional Fatigue per 20% of CCAP carried per 1/4 mile or part thereof.

TABLE 6.2 – PUSHING THE PACE

Animals can also be pushed and for information about travelling at a march, trot, canter and gallop for mounts and for pack and draft animals see *Chapter 8 – The Marketplace*.

Fatigue Point recovery is at the standard rates enjoyed by a character based on his Constitution. Without rest breaks etc., one will become tired rather quickly and characters with higher Fatigue Points, lighter loads etc., will be able to maintain the pace longer than those with lower Fatigue Points or heavier loads. The same is true for animals.

TERRAIN EFFECTS (OPTIONAL)

Terrain, road conditions, etc. will also have an effect on the pace that a character and Fatigue loss. If proceeding at a faster pace than those shown in *Table 6.1 – Journey Times*, the following **restrictions** on speed and the **additional Fatigue loss** incurred are shown in *Table 6.3 – Terrain Effects*.

Conditions	Speed	Fatigue Loss
Good road & level terrain	No effect	No effect
Good road & hilly terrain	No effect	-1 FP per hour
Poor road & level terrain	3/4 speed	-1 FP per hour
Poor road & hilly terrain	3/4 speed	-2 FP per hour
Forest path & level terrain	3/4 speed	-1 FP per hour
Forest path & hilly terrain	1/2 speed	-2 FP per hour
Cross-country in open terrain	3/4 speed	-1 FP per hour
Cross-country in dense terrain	1/2 speed	-3 FP per hour
Cross-country in marshes, etc	1/4 speed	-4 FP per hour

TABLE 6.3 – TERRAIN EFFECTS

COMBAT MODE

Time Period: 15 seconds onwards

Combat Mode is reserved for any situation in which the action is unfolding very quickly. Players can literally make moment to moment decisions about the actions that their characters are performing. This is especially vital in combat situations.

Knowing exactly what a character's capabilities are and then being able to simulate them easily is what these rules are all about. Can a character accomplish the task in 15-seconds given his level of skill, speed, etc? Or will he need more time?

To call it a "combat" round is a bit misleading for this 15-second time period. It actually applies to **any** situation requiring a character's urgent attention in order to meet some challenge or problem confronting him. Only at this level can decisions and actions be broken down into a series of steps, each perhaps carrying the possibility of success or failure. The 15-second "combat" round is, therefore, appropriate to any situation, combat or otherwise, in which a character has to react quickly and decisively.

Note: For details on how to handle movement in action situations see *Chapter 7 – Combat*.

The standard movement rates for PCs, NPCs, animals, monsters and mythological beasts are all rated in six basic categories. This is done for the purpose of working out fatigue rates and, therefore, for finding their endurance limits. These movement categories are:

Stalking/Moving Slowly
Long Distance Running/Cantering
Walking or Marching
Running/Galloping
Double Quick/Trotting
Sprinting/Charging or Racing



COMBAT

In *Chivalry & Sorcery*, combat revolves around the 15-second Combat Round and the spending of Action Points to carry out actions.

DICE CONVENTIONS

Throughout these combat rules skill checks are made using a percentile dice or D100 and a D10 Crit Die. A roll is made and if the result of the roll on the percentile dice is equal to, or lower than the skill chance, then the skill succeeds. For every additional +20% to TSC% above 97% add +1 to the Crit Die. (i.e. divide the additional TSC% by 20 rounded down).

Combat Sequence for Action Points

The sequence for a combat round is as follows:

- 1 Each character rolls a D10 as a random addition to their **Base Action Points (BAP)** to provide them with their **Action Point (AP) Pool** for this Combat Round. This random roll is modified as shown in *Table 7.1 – Armour Modifiers* in order to take into account any armour the characters are wearing.
- 2 In the order of the highest current AP Pool, the characters, monsters and NPCs declare and resolve their actions in turn, reducing their AP Pool by the number of Action Points spent. Once all of the characters have done this, this completes the **Action Phase**.
- 3 Repeat Step 2 above until all the character's have used up their AP Pool or have decided to hold over AP's to the next Combat Round.

Once all the AP's for that round have been used, the next Combat Round begins from Step 1 onwards. Any single Combat Round may be made up of a number of Action Phases.

Within any Combat Round characters have the opportunity to:

- 1 Use up all of their available AP's for that Combat Round.
- 2 Hold over remaining AP's to the next Combat Round where they are added to the AP's available in that Combat Round.
- 3 Begin actions in one round and complete them in the first Action Phase of the next Combat Round.

Actions which can be undertaken during the combat sequence are to attack, defend, move, cast spells, drop items (including weapons) and draw weapons. A maximum of 10 action points can be expended on any one action during any single Action Phase.

The number of Action Points available for each combat sequence is modified as shown in *Table 7.1 – Armour Modifiers* when the character is wearing armour. The character also suffers a Fatigue cost for wearing armour.

Armour Worn	Fatigue	AP Modifier
None	0	+3 AP
Light Armour	0	0
Heavy Armour	1	-3 AP
Battle Armour	2	-5 AP

TABLE 7.1 – ARMOUR MODIFIERS

If the character has no Fatigue Points remaining then the character suffers a penalty of **-10 AP** each Combat Round.

Movement and Non-combat Actions

During each Action Phase, points can be spent on movement, but no more than **10 AP** can be spent per Action Phase. The base move for a Human is **5 feet** per Action Point. *Table 7.2 – Movement & Non-Combat Action Points* shows the number of AP's needed to move or undertake non-combat actions.

Note: Other creatures have their own Base Movement rate, which can be found in the Bestiary section of *The Gamemaster's Companion (Vol. III Core Rules)*.

Action	AP Cost
Moving – Human:	
Normal Speed per 5 feet	1 AP
Sprinting per 8 feet	1 AP
Moving – Elf	
Normal Speed per 6 feet	1 AP
Sprinting per 9 feet	1 AP
Moving – Dwarf	
Normal Speed per 4 feet	1 AP
Sprinting per 7 feet	1 AP
Moving – Haeflin	
Normal Speed per 3 feet	1 AP
Sprinting per 6 feet	1 AP
Jumping	3 AP
Backing up	1 AP per foot
Change facing per 90°	1 AP
Kneel Down	2 AP
Stand from kneeling position	4 AP
Rise from prone to kneeling position	4 AP
Rise from prone to standing position	8 AP
Scaling ladder (maximum of 5 feet per action)	1 AP per foot
Climbing (maximum of 5 feet per action):	
Carefully using handholds	2 AP per foot
Carefully using climbing aids	1 AP per foot
Climbing fast, using handholds (-25% to TSC%)	1 AP per foot
Mounting/dismounting an animal:	
Animal stationary	8 AP
Animal moving (-25% to TSC%)	8 AP
Swimming per 3 feet	3 AP
Standing motionless, doing nothing	0
Finding an object in a pouch etc. (If over 10 AP it will take 2 actions)	5 to 15 AP
Placing an object in a pouch etc	3 to 6 AP
Speaking more than 1 sentence (cost per sentence)	1 AP
Igniting a tinderbox	6 AP
Lighting a torch	6 AP
Lighting a fire with flint & Steel (each 10 AP equates to one action)	40-60 AP
Lighting a fire with tinderbox (two actions)	15-20 AP

TABLE 7.2 – MOVEMENT & NON-COMBAT ACTION POINTS

Increased speed can be gained by spending Fatigue Points. By spending **1 FP** per Combat Round a character (or creature) will be able to run at **double-time** during any Action Phase of the Combat Round. By spending **2 FP** the character (or creature) will be able to sprint or charge at **four** times the normal movement rate. If wearing heavy armour or heavily encumbered then the character can spend **3 FP** to be able to move at **three** times the normal movement rate but are unable to move any faster.

COMBAT 7.2



The effects of charging into combat allows the charging attacker to receive a bonus to his TSC% equal to the number of feet travelled and he also gains +2 to Crit Die (except in the case of charging lances where the attacker this is doubled to +4). The charging attacker may declare a **body bash** (qv) and attempt to "pile" into their opponent as well as making an attack.

WEAPON BLOWS AND MISSILE SHOTS

The number of AP's a character or creature has to spend on blows is shown in *Table 7.3 – Combat Actions*. The PSF% is used as the basis for the cost of AP's since this is a measure of the individual's knowledge of that weapon.

As a rule of thumb it is stated that the maximum number of AP's that can be spent on an action is 10 AP's. However, this is simply a rule of thumb, some weapons require slightly more than 10 AP's to carry out a single blow, but remain as one action. In other cases such as crossbows and spell-casting, the cost is for the task, but it may take more than one action to carry out.

The AP cost of casting spells is the total cost of casting the spell, so a mage with PSF 28%, will need to take two actions to spend 17 AP in order to cast a Hex.

During the Action Phase it is possible to combine two or more actions provided they do not exceed a maximum of 10 AP's, for instance a warrior could combine the drawing of a sheathed weapon and attacking in one motion. Likewise a Mage could cast a spell and find that he has enough AP's left to enable him to utter a "Word of Guard".

Note: Any weapon that is considered sheathed can be drawn and used as one action with a penalty of **-10%** to TSC%. To find the number of AP's used add together the costs for attacking and drawing the weapon.

THE ATTACK ROLL

The **Attack Roll** is made in a similar way to a skill roll with the character rolling the D100 and the D10 Crit Die. To succeed the character must roll lower than or equal to his TSC% in the appropriate weapon skill.

Prior to making any attack roll, the attacking character must declare whom his opponent is going to be and what he intends to do. The opponent then has an opportunity to declare whether he is intending to make an active or passive defence.

Action	AP Cost based on Character's PSF%					Skill Used
	1-25%	26-45%	46-60%	61-70%	75%+	
Mounting/Dismounting War-horse	4	4	3	3	2	Riding Horse
Attack with Natural Light Weapon	5	5	4	4	3	Relevant Combat Skill
Attack with Natural Medium Weapon	7	6	6	5	4	Relevant Combat Skill
Attack with Natural Heavy Weapon	9	8	7	6	5	Relevant Combat Skill
Attack with Light Weapon	7	6	6	5	4	Relevant Combat Skill
Attack with Medium Weapon	9	8	7	6	5	Relevant Combat Skill
Attack with Heavy or 2 handed Weapon (1 action)	11	10	9	8	7	Relevant Combat Skill
Attack with Polearm (1 action)	12	11	10	8	7	Relevant Combat Skill
Drop weapon	0	0	0	0	0	n/a
Drawing a sheathed weapon (Light or Medium)	1	1	1	1	1	Relevant Combat Skill
Unslinging a weapon (Heavy) or shield	3	3	2	2	2	Relevant Combat Skill
Sheathing or slinging a weapon	4	4	3	3	2	Relevant Combat Skill
Reloading and firing a sling	10	9	8	7	6	Slings
Nock, draw and fire bow (from quiver)	9	8	7	6	5	Archery
Nock, draw and fire bow (fast draw) ¹	6	5	5	4	4	Archery
Load light crossbow (2 actions)	15	14	12	11	9	Archery
Load medium crossbow (3 Actions)	30	27	24	21	18	Archery
Load heavy crossbow (Arbalist) (5 actions)	60	54	48	42	36	Archery
Fire Crossbow	1	1	1	1	1	Archery
Draw and throw hurled weapon	7	6	6	5	4	Relevant Combat Skill
Setting a Polearm to receive charge	3	3	2	2	2	Pole Arms
Setting a Lance to receive attack	3	3	2	2	2	Cavalry Lance
Dodging a blow	1	1	1	1	1	Dodge
Parry with Light Weapon	1	1	1	1	1	Relevant Combat Skill
Parry with Medium Weapon	2	2	2	1	1	Relevant Combat Skill
Parry with Heavy or 2 handed Weapon	3	3	2	2	2	Relevant Combat Skill
Parry with Polearm	4	4	3	3	2	Relevant Combat Skill
Shield Block with Buckler	1	1	1	1	1	Shield Play: Light
Shield Bash with Buckler	2	2	2	1	1	Shield Play: Light
Shield Block with Target or Heater	2	2	2	1	1	Shield Play: Heavy
Shield Bash with Target or Heater	4	4	3	3	2	Shield Play: Heavy
Shield Block with Large Shield	3	3	2	2	2	Shield Play: Heavy
Shield Bash with Large Shield	7	6	6	5	4	Shield Play: Heavy
Cast Cantrip	9	8	7	6	5	Relevant Method of Magic
Cast Hex (2 actions)	19	17	15	13	11	Relevant Method of Magic
Cast Sorcery (3 actions)	29	26	23	20	17	Relevant Method of Magic
Utter Word of Guard	3	3	2	2	2	Relevant Method of Magic

¹The act of fast draw with a bow involves the nocking, drawing and firing the bow in one action, but it also suffers a penalty of **-20%** to hitting the target.

TABLE 7.3 – COMBAT ACTIONS



There can be various outcomes to the Attack Roll:

- 1 The attack is successful and the defence either fails or is not made, then the attack will do damage.
- 2 The attack is successful but is met by a successful defence, then any damage from the attack is absorbed by the defending item (e.g. shield parry or weapon parry).
- 3 The attack failed but any defence was successful, then the defender gains a combat advantage.
- 4 If the attack was a Critical Success, the defender **must** roll a Critical Success in order to fully defend the attack and absorb the damage. If the defender only rolls a normal success, then the damage is reduced to that of a normal attack success.

ATTACKS FROM BEHIND

If a defender is attacked from behind, he must spend **1 AP** to turnabout to face his attacker or the defender will suffer a penalty of **-25%** to his TSC%. A Dodge is impossible against a rear attack unless the defender is forewarned.

The attacker also enjoys a bonus of **+25%** to his TSC% with the first attack from behind. Any further attacks will be at a bonus of **+15%** unless the defender turns to meet the attacker.

Note: The exception to this is if the defender is employing a "Desperate Defence" (qv).

ATTACKS FROM ABOVE

It may occur that a defender is forced to his knees or worse during an attack. If this happens, the attacker will gain bonuses to hit. The defender will also be at a disadvantage.

If the defender is on his knees, the attacker gains a bonus of **+10%** to his TSC% until the defender regains his feet.

If the defender is knocked completely to the ground and is lying prone, but is not stunned the attacker gains a bonus of **+25%** to his TSC% until the defender regains his knees. On the defender has regained his knees, the attacker's bonus is then reduced to **+10%** until the defender regains his feet completely. If the defender is lying prone he will only be able to use his PSF% as his chance to hit with his weapons until he regains his knees.

If the defender is on foot and attacked by a mounted combatant, then the attacker gains a bonus of **+10%** to his TSC% in the same way as if the defender were on his knees.

CRITICAL SUCCESS AND FAILURE

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

Note: An unadjusted 10 on the Crit Die is **always** a Critical Success if the skill roll is successful.

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

Note: An unadjusted 1 on the Crit Die is **always** a Critical Failure if the skill roll is a failure.

AIMED SHOTS OR BLOWS (OPTIONAL)

There are many occasions when a character wished to make an aimed shot, such as attacking a wrist to disable an opponent or a head attack if no head protection is being worn. In such cases the TSC% of the attacker will be modified as shown in *Table 7.4 – Aimed Shot Modifiers*.

Target Area	TSC% Modifier	Target Area	TSC% Modifier
Head	-40%	Abdomen	-5%
Eyes	-60%	Groin	-30%
Neck	-50%	Upper Leg	-15%
Chest	0%	Lower Leg	-25%
Arm	-10%	Foot	-40%
Hand	-25%		

TABLE 7.4 – AIMED SHOT MODIFIERS

USING MORE THAN ONE WEAPON (OPTIONAL)

If a combatant has a weapon in each hand (or attacking appendage) he can make one attack per weapon in each phase providing the combatant has sufficient Fatigue Points to allow the attack and is trained in using the two weapon technique of fighting.

It is assumed that most combatants must keep 50% of their legs in contact with the ground at all times, i.e. one foot for bipeds, two feet for quadrupeds etc. Otherwise only natural weapons can be used in this manner, such as a Tiger which could attack with both claws and bite in a single attack phase. If the combatant is not using natural weapons and is not skilled in any multiple weapon technique, then his primary weapon suffers a penalty of **-25%** to his TSC% and his secondary weapon(s) suffers a penalty of **-40%** to his TSC%.

The action of attacking with a second weapon requires the expenditure of Fatigue Points. Such an attack can only occur if it is done in conjunction with an attack by the primary weapon. The cost in fatigue for the attack with the secondary weapon is **1 FP** for Light Weapons, **2 FP** for Medium weapons and **3 FP** for heavy weapons. However, there is no additional cost in AP. The primary weapon should always be equal to or heavier than the secondary weapon.

A Strength of **11+** is needed to use a medium weapon in the offhand as a secondary weapon and a Strength of **16+** is required to use a heavy weapon in the offhand. Even the strongest humans cannot use a two handed weapon in their offhand, even if they are strong enough to wield them one handed!

CHANGING WEAPONS IN MID-COMBAT

It may transpire that a player wishes his character to change weapons mid combat. There is no AP cost to drop a weapon, but there is a cost to draw another weapon. This is indicated in *Table 7.3 – Combat Actions* where the costs of readying another weapon are given.

OFFENSIVE ACTIONS

MISSILE COMBAT

In each action, one shot can be fired from a bow or one hurled weapon thrown. The AP system allows for archers with PSF 75+ to fire an aimed shot for the cost of **5 AP's**. If the archer has Agility **15+** they will be able to make two aimed shots in an action provided they have enough AP's available. In addition, the character is allowed to use a fast draw and fire with a bow. These snapshots allow the archer to make two shots per action without aiming, however the character suffers a penalty of **-20%** to their TSC%.



Missile damage is calculated as:

- 1 Base damage as shown in *Table 7.20 – Missile Weapons*, **plus**
- 2 Range Modifier, as shown in *Table 7.21 – Missile Ranges*, **plus**
- 3 Attacker's Bonus, as shown in *Table 7.15 – Attacker's Bonus*, **plus**
- 4 The Adjusted Crit Die. This is not only adjusted in respect of the character's skill but also for the range of the attack, as shown in *Table 7.21 – Missile Ranges*.

An archer can also spend more time aiming to improve his chances at longer ranges. For every **10 points** of Discipline (rounded up), the archer can spend one action aiming. However, each action spent aiming the shot will cost the character **10 AP**, the archer gains a bonus of **+10%** to his TSC%.

Note: This bonus is cumulative.

If after this has been taken into account the archer wishes to continue spending time aiming his shot, he can do so but needs to make a **CON AR**.

A successful CON AR will enable the character to aim his shot for a further action costing 10 AP's and this will gain him a cumulative bonus of **+5%** to his TSC%. Any subsequent attempts to aim will result in a cumulative penalty of **-10%** to his CON AR.

A failed CON AR will mean the character still aims the shot for 10 AP's but suffers a penalty of **-50%** to his TSC% as he becomes afflicted with "Target Blindness" and is forced to fire regardless of his aim.

Target Blindness can afflict an archer if he persists in spending inordinate time aiming at targets. The effect of this malady is that an archer becomes increasingly unable to release an arrow while aiming. The result is that an archer will always extend his aiming time until his constitution fails resulting in the negative modifier to his TSC%. If the archer makes a DISC AR before his constitution fails he will be able to refrain from firing and bring the bow to the rest position. The only known cure for Target Blindness is to refrain from archery for a period of 2 months. The other alternative is to treat the malady as a curse and have the curse removed in the normal way.

Note: Crossbowmen can also spend time aiming in the same way as archers and with the same bonuses and penalties and they too can be susceptible to Target Blindness.

MOUNTED COMBAT

Mounted combat is quite different from basic foot combat. The first major difference is that the mounted warrior always has a height advantage against opponents on foot and therefore gains the benefits as detailed in "Attacks from Above" as if his foot opponent was on his knees.

When in combat the Weapon TSC% of the rider cannot exceed that rider's TSC% in **Mounted Combat**. This reflects the difficulties in using weapons on horseback. The only exception to this rule is the lance, which is primarily designed for use on horseback and is mainly taught in this fashion.

Lance Attacks

The lance is a specific weapon designed for attacks by mounted warriors at the charge and as such the character uses his **Cavalry Lances** skill TSC% regardless of whether it is higher than his **Mounted Combat** TSC%. If used on foot it is a two handed weapon similar to a pike.

The lance should ideally be couched under the arm but not aimed across the body of the horse (this only applies when involved in a joust).

If the opponent is on the shield side of the rider, the attacker suffers a penalty of **-20%** to his TSC% in **Cavalry Lances** if mounted or a penalty of **-10%** to his TSC% if on foot. A foot opponent can attempt to use his Brawling skill to attempt to drag the rider of his mount.

Note: If using the optional Bash Rules (qv), a lance will always deliver a bash when it hits if the mounted attacker was moving at double-time or charge.

Depending upon the speed at which the horse is moving the character will suffer a positive modifier to his **Cavalry Lances** skill. These are shown in *Table 7.5 – Lance Modifiers*

Speed	Modifier to to TSC%	Chance to Bash Target (optional)
Horse is moving at Double-time	+15%	15% chance of being body bashed by horse.
Horse is charging	+30%	30% chance of being body bashed by horse.

TABLE 7.5 – LANCE MODIFIERS

A successful grapple can only be made from the side or rear of the horse and the foot opponent attempting to grapple is subject to attacks from the rider using melee weapons.

In addition to the above, mounted warriors enjoy further modifiers to their TSC% in **Mounted Combat** as shown in *Table 7.6 – Mounted Combat Modifiers*.

Attacking Horseman	Status of Target				
	Stationary	Walking	Double Time	Charging	Routing
Walking	+5%	+0%	-10%	-20%	-5%
Double-time	+10%	+5%	+0%	-10%	+0%
Charging	+20%	+10%	+5%	+0%	+5%
Routing is assumed to be the opponent making best time away from the field of combat while being pursued. For Foot opponents increase the positive dice modifiers by 5% to TSC% and +1 to Crit Die and decrease the negative modifiers by 5%, i.e. -10% becomes -5%.					

TABLE 7.6 – MOUNTED COMBAT MODIFIERS

A foot opponent can always elect to strike the horse of a mounted opponent. However, all "Horse peoples" regard such tactics as dishonourable and they may attempt to make a "Ferocious Attack". This includes feudal mounted warriors such as Saracens, Mongols and others of their kind.

Trained war-horses are also able to attack in melee using trample attacks. If a foot opponent should become prone at the feet of a trained War-horse, it will trample with two hoof attacks with a bonus of +50% to the attack TSC%.

Mounted Missile Weapons

The only missile weapons that can be comfortably used from horseback are hurled missiles such as darts, javelins, knives and small axes and short bows. Any bow other than the short bow requires too much drawing force or is too long to be used on horseback.

When using missile weapons they are best used while the mount is stationary. However, many races have developed the use of such missile weapons while on the move. The TSC% of the appropriate missile weapon skill is modified as shown in *Table 7.7 – Mounted Combat – Missile Weapons*.

Note: The modified TSC% of the missile weapon cannot be greater than the character's TSC% in **Mounted Combat**, so in such situations the TSC% in **Mounted Combat** is used.



Attacking Horseman	TSC% Modifier
Horse at Walk	0%
Horse at Double Time	-10%
Horse at Charge	-20%

TABLE 7.7 – MOUNTED COMBAT – MISSILE WEAPONS

Opponent	NW (Light)	NW (Medium) & Light Weapon	NW (Heavy) & Medium Weapons	Heavy Weapons & 2 Hand Swords	Polearms
Very Light	1	2	3	4	5
Light	0	1	2	3	4
Medium	-1	0	1	2	3
Heavy	-3	-1	0	1	2
Very Heavy	-5	-3	-1	0	1
Gigantic	-7	-5	-3	-1	0
Gargantuan	-9	-7	-5	-3	-1

TABLE 7.9 – BASH MODIFIER

Example:

A Mongol Steppe rider would learn to shoot the bow to such an extent it was higher than his **Mounted Combat** in skill. He could therefore shoot his bow at his **Mounted Combat** skill even while charging. If his missile weapon TSC% is lower than his **Mounted Combat** skill then he would use the lower of the two and receive the negative modifiers to his TSC% as shown above.

FEROCIOUS ATTACKS (OPTIONAL RULE)

Ferocious attacks are available to knightly characters (including Fighting Order Knights) when confronted by traditional enemies and are similar in nature to a Berserker rage. When confronted by their enemy they need to roll a DISC AR at **-25%**. If the roll is failed the character enters a ferocious state gaining a bonus of **+25%** to his TSC% along with **+2** to the Crit Die. There is also a **25%** chance that the character will go amok making no defensive actions till the enemy is dead. A player can make a DISC AR to prevent this happening.

All characters and monsters have the opportunity of entering a ferocious state if they have suffered more than 50% Body damage or their loved ones are injured or in danger. A DISC AR is made at **-45%** and if failed the character or monster may enter into a ferocious state gaining the benefits as listed above.

BASHING AN OPPONENT (OPTIONAL RULE)

When an opponent is hit, there is the chance that the blow hits with such force that the defender is bashed backwards, to his knees or even to the floor. Bashes may be made using melee weapons, missile weapons and even shields used in an offensive manner.

Each weapon has a chance of "bashing" an opponent if the blow is successful. On the appropriate weapon table, there is a Bash Chance against each weapon. If the hit was successful compare the adjusted Crit Die for the attack to the Bash Chance for the weapon. If equal to or higher than this score then a Bash occurs.

Bash Weight	Actual Weight	Description
Very Light	Less than 50 lbs	Very small creatures such as squirrels
Light	50 to 100 lbs	A small humanoid, Haeffin, Kobold etc. or small creatures such as dogs.
Medium	100 to 200 lbs	A human sized creature, includes Dwarves, Elves and goblinoids
Heavy	200 to 500 lbs	A humanoid in armour, or large creature such as a Minotaur, Tiger etc.
Very Heavy	500 to 1,000 lbs	A large creature such as a bull, etc.
Gigantic	1,000 to 5,000 lbs	A giant humanoid
Gargantuan	over 5,000 lbs	A Dragon

TABLE 7.8 – BASH WEIGHTS

Note: All shields have a chance to bash if the modified Crit Die is a 6 or higher.

To find out the effect of the Bash, it is necessary to calculate the **Bash Score**. This is done as follows:

- 1 The adjusted Crit Die for the attack, **plus**
- 2 The modifier as shown in *Table 7.9 – Bash Modifier*.

The amount a character can be "bashed" depends on the weight of the character or creature. The bash weights for individuals and monsters can be calculated as shown in *Table 7.8 – Bash Weights*.

To find the effects of the bash, add the modifier as shown in *Table 7.9 – Bash Modifier* to the adjusted Crit Die of the attack. This enables the Crit Die to reflect the opponent's weight and also the weight of the attacker's weapon. This gives the **Bash Score** for the attack and it is this that is compared to *Table 7.10 – Bash Effects* to find out the result of the Bash attempt.

Bash Score	Bash Effects
Less than 3	Opponent is unaffected by the bash
3-5	Opponent is pushed back 5 feet and the attacker gains a Combat Advantage
6-8	Opponent is pushed back 5 feet, loses 10 AP's and the attacker gains a Combat Advantage
9-10	Opponent is bashed to his knees and loses 10 AP's. The attacker gains a Combat Advantage. The defender must expend 1 FP and make a successful Agility AR to regain feet.
11+	Opponent is bashed to the floor and loses 20 AP's. The attacker gains a Combat Advantage against the prone target. The defender must expend 2 FP and make a successful Agility AR with a -20% modifier to regain feet. (If a Very Light opponent the defender is smashed 15 feet through the air before coming to rest prone.)

TABLE 7.10 – BASH EFFECTS

The Body Bash (Optional)

The Body Bash is a special form of bash, where an individual attempts to use his body as a bashing implement. Such a bash is only possible where an individual is charging or the attacker is an animal utilising a leap or springing attack. If an opponent is braced to meet a charge or similar attack then his defensive bash weight will be normal as shown in *Table 7.9 – Bash Weights*. If the opponent is not prepared for such an attack, then his bash weight drops a class.

COMBAT 7.6



The weapon weight equivalent for a body used in a Body Bash is shown in Table 7.11 – *Bashers Weight Equivalent*.

Bashers Body Weight	Weapon weight equivalent	Bash Chance
Very Light	Natural Light	10
Light	Light	10
Medium	Medium	9
Heavy	Heavy	8
Very Heavy	Polearms	7
Gigantic	Polearms (+2 to Bash Score)	6
Gargantuan	Polearms (+5 to Bash Score)	4

TABLE 7.11 – BASHERS WEIGHT EQUIVALENT

There is a **10%** chance per size difference that if the defender is lighter than his opponent, then the defender will be stunned by the Body Bash.

Example:

The attacker makes this roll. If the defender was Very Light and the attacker was Gigantic there would be a 50% chance of stunning the defender since Very Light is 5 sizes lower than Gigantic, therefore $5 \times 10\% = 50\%$.

Note: Dragons are extremely fond of using body bashes and any attack by a wing slap or tail slap should also be regarded as a Body Bash as well as a normal attack. Likewise, many other creatures can be considered having an additional body bash as a result of a successful hit with a natural weapon, if that natural weapon is a head butt such as used by a stag, unicorn etc. For further information on such creatures see the **Creature Bestiary**.

Bash versus Mounted Opponents (Optional)

When being attacked with a potential bash, a mounted opponent should always be regarded as the combined weight of rider and mount. A list of basic weights is shown in Table 7.12 – *Mounted Combat – Bash Weights* for rough guidelines. If the mounted opponent is bashed and the Crit Die result is **6 or higher** then the horse is staggered and this may result in the unhorsing of the rider. To find out if the rider is unseated, it will be necessary for the rider to make an **Animal Riding** skill roll.

Horse	Rider	Bash Weight
Riding palfrey	Unarmoured	Heavy
Light warhorse	Lightly armoured	Heavy
Medium warhorse	Lightly armoured	Heavy
Medium warhorse	Heavy armour	Very Heavy
Heavy warhorse	Lightly armoured	Heavy
Heavy warhorse	Medium armour	Very Heavy
Heavy warhorse	Battle armoured	Very Heavy
Very Heavy warhorse	Lightly armoured	Very Heavy
Very Heavy warhorse	Heavy armour	Gigantic
Very Heavy warhorse	Battle armoured	Gigantic

TABLE 7.12 – MOUNTED COMBAT – BASH WEIGHTS

However, mounted troops do enjoy some benefits when using the bash themselves, Table 7.13 – *Mounted Combat – Bash Advantage* shows the modifiers that apply to the Bash Score in such instances.

Mounted Warrior attacked by:	Bash Modifier
Attacker on Foot (if smaller than Gigantic)	-2
Attacker on Horse	+1
Attacker charging with Lance	+2
Attacker charging with Kontos	+1

TABLE 7.13 – MOUNTED COMBAT – BASH ADVANTAGE

If a mount is bashed, then a **Mounted Combat** skill roll is required to maintain the mounts footing. If this roll fails, then an **Animal Riding** skill roll is required to maintain the saddle otherwise the rider is unhorsed and falls prone to the floor.

If two mounted opponents' encounter one another in combat and one is moving at double-time or faster; there is the chance that the slower mount may stumble from the impact. To find out a D10 is rolled and compared to the following:

Mounts are the same size	The slower mount stumbles on a roll of 1 to 3
Slower mount smaller	The slower mount stumbles on a 1 to 5
Slower mount larger	The slower mount stumbles on a 1 to 2

The D10 roll is modified by the armour worn by the slower horse and the footing:

Padded barding	+2 to dice roll of slower mount
Chain/Scale barding	+4 to dice roll of slower mount
Plate Barding	+5 to dice roll of slower mount
If the footing is unsure, i.e. muddy, soft, marshy, littered with bodies etc.	-2 to the dice roll of slower mount

There is also a chance that a horse moving quickly over unsure ground may stumble. The rider must make a **Mounted Combat** skill roll whenever travelling faster than a walk over unsure footing. If a stumble is indicated, there is a 50% chance that the horse falls and throws the rider. The thrown rider is stunned and prone for one Combat Round, suffering **1D10** damage from the fall. A thrown rider may employ **Mounted Combat** or an **AGIL AR** to attempt to make the fall safely. If successful the Crit Die reduces the damage sustained. If the roll is a Critical Success then the rider was able to kick free and land on his feet. A rider saving from a fall always loses **15** AP's. If he fails the roll the rider suffers **15 – Crit Die** in falling damage. If it is a Critical Failure the rider is stunned for **10** rounds and suffers **15** points of damage.

DEFENSIVE ACTIONS

Regardless of the type of defence to be used, all defensive manoeuvres **must** be stated immediately after the attack has been announced but **before** any attack roll is made.

PASSIVE DEFENCE

A passive defence consists of minor movements, which interposes a weapon or shield in the way of an incoming attack and as such do not cost the character any AP's or any Fatigue Points.

The most important fact to remember in sword and shield combat in hand to hand fighting is that the shield represents a major obstacle to any attackers, especially if the defender has any skill with a shield. A passive defence with a shield only applies if the shield is facing the attacker. If the defender makes a successful **Shield Play** skill roll, the attacker suffers a penalty of **-1/2** of the defender's PSF% in **Shield Play** to his attack roll.

In a successful defence the attack is deemed to have landed on the shield which absorbs any damage.



Any damage above the shields damage absorption rating will penetrate the shield and can be absorbed by armour if worn. If the shield takes a number of hits in this manner it can quickly deteriorate and become useless. For every blow that penetrates the shield there is a cumulative 10% chance that the shield has become useless as a defensive implement, in other words it has shattered.

With weapons, a defender attempts to interpose his weapon in the way of the attacker. If the defender makes a successful skill roll with the appropriate weapon skill, the defender blocks the blow and the attacker suffers a penalty of $-\frac{1}{2}$ of the Defender's PSF% in the appropriate weapon skill.

ACTIVE DEFENCE

All active defences cost Fatigue Points but do not require the use of Action Points. An Active Defence consists of either using your shield for a **shield block**, your weapon for a **weapon parry** or your body to **dodge** out of the way of the attack. A successful attack needs to be met with a successful defence. If the attack was a Critical Success, the defender must also make a Critical Success to defend against it completely, otherwise an ordinary success reduces the attack to a normal success. In all cases when making a skill roll to see if the defence is successful the defender suffers a penalty of $-\text{PSF}\%$ of the attacker in the appropriate skill.

SHIELD BLOCK

A shield block requires the expenditure of Fatigue Points. The defender's **Shield Play** TSC% is reduced by the attacker's PSF% in the appropriate weapon skill, but it also gains a bonus depending upon the type of shield being used. The bonus to TSC% is shown in Table 7.29 – Shields & Shield Failures.

A successful defence with a shield deflects the attack completely. A failure still means the shield was interposed and the shield will suffer damage. Any damage above the shields damage absorption rating will penetrate the shield and can be absorbed by defender's armour (if worn). If the shield takes a number of hits in this manner it can quickly deteriorate and become useless. For every blow that penetrates the shield there is a cumulative 10% chance that the shield has become useless as a defensive implement, in other words it has shattered.

If the shield block is successful the defender can elect to follow up with either a shield bash or a weapon riposte (which costs additional Fatigue Points) after gaining a combat advantage (qv).

WEAPON PARRY

A weapon parry requires the expenditure of Fatigue Points and the defender's TSC% in the appropriate weapon skill is reduced by the PSF% of the attacker.

A successful weapon parry against weapons of the same weight will result in no impact. However, if a defending weapon is lighter (unless specifically designed to combat heavier weapons) then impact damage will get through the weapon parry. In the case of light weapons versus medium weapons and medium weapons versus heavy, only the base damage will slip through the weapon parry. In the case of light versus heavy or medium versus two-handed weapons or polearms, then base damage and Crit Die damage slips past the weapon parry.

A light weapon cannot parry a two-handed weapon or polearm unless a Critical Success is rolled. However, if the weapon parry was a Critical Success and the attack was a normal success, the parrying weapon will have successfully deflected the attack taking no impact damage whatever the weight of the opposing weapon.

If the shield block is successful the defender can elect to follow up with either a shield bash or a weapon riposte (which costs additional Fatigue Points) after gaining a combat advantage (qv).

DODGE

A dodge always requires the expenditure of Fatigue Points. A successful dodge puts the defender out of the path of the attacker's blow but also makes it difficult to deliver a counter attack. If the dodge is successful the defender can elect to break from combat or deliver a counter blow (which costs additional Fatigue Points) after gaining a combat advantage (qv). If wearing medium armour then the defender suffers a penalty of -10% to his TSC% in **Dodge**, whilst if wearing heavy armour the defender will suffer a penalty of -20% to his TSC% in **Dodge**.

EFFECT OF ARMOUR AND SHIELDS

In *Chivalry & Sorcery*, armour reduces damage by absorbing the blows received during combat. Some armour is less effective against certain attacks; for instance, chain mail is not as effective against piercing blows as it is against slashing or crushing blows. Armour has a base defensive value and will then receive adjustments in respect of the various types of attack. There is a chance that a piece of armour will fail if it does not absorb all of the damage.

Certain skills suffer penalties if a character wears armour.

Mages suffer the following penalties to all spell casting if any iron-based armour is worn, due to the inherent magick resistance of iron. However, if the armour is made from fully enchanted iron or non-iron materials these modifiers are removed.

- 5% to TSC% if Heavy head protection worn
- 10% to TSC% if Battle head protection worn
- 15% to TSC% if half armour (cuirass) worn
- 20% to TSC% if three quarters armour (hauberk) worn
- 30% to TSC% if full armour worn

MOUNTED COMBAT - SHIELD AND WEAPON PARRIES

When mounted the shield can only be used to parry attacks from the shield side, but with the same effects as if on foot. In addition, if the mount is moving fast, the mounted warrior gains $+5\%$ to his TSC% if the mount is cantering (double time); if the mount is galloping (sprinting or charging) then the bonus is $+10\%$ to his TSC%.

Likewise, weapons can only truly be used as parrying defences when used against opponents on the weapon side. Medium weapons can be used to parry attacks from the shield side but receive the defender suffers a penalty of -25% to his weapon TSC%.

DESPERATE DEFENCES (OPTIONAL)

There may be occasions where a combatant wishes to enter a frenzy of activity in a defensive manner. It may transpire that a combatant may find himself surrounded and overwhelmed by attackers to such an extent that there is no way he can attack. His only option is to defend himself at all costs. A PC can select a "Desperate Defence" at the start of the combat round. It utilises all AP's available for that Combat Round and requires an expenditure of 3 Fatigue Points (Warriors only pay 1 Fatigue point). The benefits that it confers are that the defender can make active defences against all attacks but are unable to make aggressive actions of their own. Only Warrior PC's may make use of those tactical advantages as stated in the defence section, when fatigue must be expended to counterblow and only one counterblow can be made per combat phase. This is a result of their better combat training.



COMBAT ADVANTAGES (OPTIONAL)

Combat advantages represent those turns of events that may place a defender in a position where a counterattack is possible. This attack is **optional** by the defender, but if taken is actually out of sequence and therefore **cannot** result in a further tactical advantage. The Fatigue Point cost of making this attack is shown in *Table 7.14 – Combat Advantages*.

Attack Weapon	Cost
Natural Weapons	0
Light Weapon/Shield	1 FP
Medium Weapon/Shield	2 FP
Heavy Weapon/Shield	3 FP
Two Handed ¹	4 FP
Polearm ¹	4 FP

¹Two-handed weapons and polearms may only be employed in a counter attack if they are the only weapons carried.

TABLE 7.14 – COMBAT ADVANTAGES

If the defender is next in line to attack he is allowed to take his attack as normal after taking any combat advantage.

If the shield block was a Critical Success the defender may attempt a shield bash with a bonus of **+10%** to his TSC% in **Shield Play** with the Fatigue Point cost as shown in *Table 7.14 – Combat Advantages*.

If a dodge was a Critical Success, then the defender gains a bonus of **+10%** to his TSC% in the appropriate weapon skill he uses for any attack he makes as a combat advantage.

These additional attacks are representative of tactical advantages gained from catching the opponent off balance. Alternatively if the defence was a weapon parry, the Combat Advantage can be turned into a disarm attack. The cost for this will be based on the weapon used for the weapon parry and is shown in *Table 7.14 – Combat Advantage*. The original attacker having to make a **STR AR** at a penalty of **–PSF%** of defender's weapon skill to retain his weapon.

DAMAGE

Each weapon inflicts damage equal to the following:

- 1 Base Damage for the weapon, **plus**
- 2 Strength Bonus calculated as the Strength Attribute divided by 4 for Light weapons and by 2 for weapons heavier than Light, **plus**
- 3 Attacker's Bonus as shown in *Table 7.15 – Attacker's Bonus*, **plus**
- 4 The adjusted Crit Die result

Shields and armour will absorb damage but the character will take any damage that is not absorbed.

Any damage suffered by the character will firstly reduce the character's Fatigue Points and then once all Fatigue is used, will reduce the character's Body Points.

Note: As an **optional** rule, any damage after armour absorption that exceeds a character's Constitution reduces Body rather than Fatigue. This represents the Body's ability to absorb some damage in the form of bruising.

A hit that is a Critical Success, where the adjusted Crit Die is 10 or higher, has all of the damage, not absorbed by the shield or armour taken off the Body of the character. In addition to this, a further D10 is rolled which is damage that is also ignored by any armour defences and comes straight from the PC's Body.

Note: As an **optional** rule if the character rolls a 10 on the additional D10, then the D10 can be re-rolled and the new result added to the previous total. This could result in massive damage being inflicted if a series of 10's are rolled and is indicative of that supreme killing or lucky blow.

If a Critical Success is rolled, then if the optional Critical Hit rules (qv) are used, it may result in other effects rather than simply reducing the character's Body Points.

Once a character reaches zero body he slips into unconsciousness. A character can suffer damage that places his body into negative figures, but once this happens death may rapidly follow. When the character's Body Points reach a negative figure equal to the level of the character's Constitution, the character is dead. Also other factors may quicken this result especially if the optional critical effects rules are in use.

Weapons are grouped according to weight (Natural Light, Light or Natural Medium, Medium or Natural Heavy, Heavy, Two-handed or Polearms) and the damage type (Crush, Slash and Pierce). The weight determines the attack rate and damage, while the damage type effects the armour protection.

The Attacker's Bonus damage is based on the skill level that the character has with the particular weapon. The attacker's skill level represents not only his ability to hit a target more successfully, but also his ability to use the weapon more effectively in causing damage. The additional damage is shown in *Table 7.6 – Attacker's Bonus*.

Level	Weapon Weight				
	Natural Light	Light & Natural Medium	Medium & Natural Heavy	Heavy & Two-Handed	Polearms
1	0	1	1	2	2
2	0	1	2	2	2
3-4	0	1	2	3	3
5	0	1	2	3	3
6	1	1	3	3	4
7	1	2	3	4	4
8-9	1	2	3	4	5
10	1	2	3	4	5
11	1	2	4	5	6
12	2	3	4	5	6
13-14	2	3	4	5	6
15	2	3	5	6	7
16	2	3	5	6	7
17	2	4	6	7	7
18-19	2	4	6	7	8
20+	3	5	7	8	8

TABLE 7.15 – ATTACKER'S BONUS

CRITICAL HITS (OPTIONAL RULES)

There comes a time when a warrior wishes to know just where he has hit and just how much collateral damage has been done to the target. To cover such matters *Table 7.16 – Critical Hits – Locations* gives a list of random hit locations for humanoid targets, along with the effects of such critical hits.

Random Roll	Target Area
01-04%	Head
05%	Eyes
06-10%	Neck
11-50%	Chest
51-56%	Arm
57-60%	Hand
61-85%	Abdomen
86-90%	Groin
91-95%	Upper Leg
96-98%	Lower Leg
99-100%	Foot

TABLE 7.16 – CRITICAL HITS - LOCATIONS



Critical effects are based on the amount of damage that penetrates the armour and does actual physical harm, i.e. it directly reduces the Body of the character.

There are three categories of Critical Hit effects, those causing damage of less than 40% of the maximum normal body, those causing damage of 40-75% of the maximum and those blows causing damage of 75%+ of the maximum body. *Table 7.17 – Critical Hits – Effects* shows the effect of the damage to the character.

Target Area	Damage Effect - % of Body			
	<10%	10-50%	50-75%	>75%
Head	Moderate	Serious	Critical	Death
Eyes ¹	Serious	Critical	Death	Death
Neck	Moderate	Serious	Critical	Death
Chest	Light	Moderate	Serious	Critical
Arm	Light	Moderate	Serious ²	Critical ³
Hand	Light	Moderate	Serious ²	Critical ³
Abdomen	Light	Moderate	Serious	Critical
Groin	Moderate	Serious	Critical	Death
Upper Leg	Light	Moderate	Serious ²	Critical ³
Lower Leg	Light	Moderate	Serious ²	Critical ³
Foot	Light	Moderate	Serious ²	Critical ³

¹Eye hits may result in blindness at a percentage chance double the amount of damage done. I.e. if the damage to the eyes is 45% of maximum body then there is a 90% chance of blindness in one eye. If the percentage chance is more than 100% then one eye is blind and the remaining percentage chance is applied to the remaining eye. Victim has to roll over this chance to avoid blindness.

²Limb hits that suffer serious blows have a chance of permanently being disabled. The chance of this happening is half the damage done. I.e. if the damage done to a limb is 60% of the maximum body, then there is a 30% chance of disability, e.g. loss of the use of that limb. If this happens any Agility bonus relating to skills using that limb are halved.

³Limb hits which suffer critical blows have a chance of being severed (this includes the head). The chance of this happening is half the damage done. I.e. if the damage done to a limb is 80% of the maximum body, then there is a 40% chance of the limb being severed. If this happens any Agility bonus relating to skills using that limb are halved.

TABLE 7.17 – CRITICAL HITS – EFFECTS

Light Injury

All light injuries result in some pain, which incapacitates the victim unless they make a CON AR at normal chance. Light puncture wounds (pierce damage) or cuts (slashing damage) bleed for a short time without resulting in further loss of Body, but giving a general penalty of **-5%** to PSF% for discomfort unless bandaged. Any crushing attack will result in major bruising, which if unattended will result in a penalty of **-5%** to PSF% in any related skill, the bruising heals after one day per weight of weapon (i.e. light = 1 day, medium = 2 days and so on). Energy attacks result in surface burns that carry a **5%** chance of infection and incur a penalty of **-5%** to PSF% and take 3 days to heal.

Moderate Injury

All moderate injuries result in some pain, which incapacitates the victim unless they make a CON AR at a penalty of **-25%**. Moderate puncture wounds (pierce damage) or cuts (slashing damage) bleed at the rate of **1** Body Point per combat round unless the wounds are bandaged. Any further injuries to the same location will increase the bleeding by **1** Body Point per combat round. Any crushing attack will result in minor fractures, which if unattended will result in a permanent penalty of **-5%** to PSF% in any related skill. Energy attacks result in minor burns that carry a **15%** chance of infection.



Serious Injury

All serious injuries result in agony, which incapacitates the victim unless they make a CON AR at a penalty of **-50%**. Serious puncture wounds (pierce damage) or cuts (slashing damage) bleed at the rate of **2** Body Points per combat round unless the wounds are bandaged. Any further injuries to the same location will increase the bleeding by **1** Body Point per combat round. Any crushing attack will result in major fractures, which if unattended will result in a permanent penalty of **-10%** to PSF% in any related skill. Energy attacks result in minor burns that carry a **30%** chance of infection.

Critical Injury

This results in life threatening puncture wounds (pierce damage) or cuts (slashing damage), which are bleeding at the rate of **3** Body Points per combat round unless the wounds are bandaged. Any further injuries to the same location will increase the bleeding by **2** Body Points per combat round. Any crushing attack will result in compound fractures, which if unattended will result in a permanent loss of a limb or possibly death. To avoid this a successful CON AR is needed at a penalty of **-60%** for Head/Eye/Neck or **-40%** for Torso hits. Energy attacks result in critical burns that carry a **50%** chance of infection. Serious burns can result in death, which can only be avoided with a successful CON AR minus body percentage burnt, use *Table 7.16 – Critical Hits – Locations* to give percentage of body covered.

Death Injuries

These specific injuries occur when extensive damage is done to the skull or groin area. With the skull area, including the neck, massive damage results in injuries too extensive to heal. A CON AR at a penalty of **-75%** (with a minimum chance of 5%) is required to avoid instant death. With the groin area, the amount of internal organs and blood vessels has a similar effect and a CON AR at a penalty of **-50%** is required to avoid instant death. If the CON AR is successful, then the victim is completely incapacitated and cannot take any further activity until healed.

Shock

Any Critical Hit will result in the chance of shock. A Stamina check (or CON AR if higher) is required, if failed the victim is in shock. If shock occurs the victim faints and falls unconscious. A character with Healing Arts may attempt to revive the subject but if no action is taken, then a CON AR roll is required each combat round. Each failure results in the loss of **1** Body Point per round.

Incapacitation

A character that becomes incapacitated is assumed to have fallen prone and incapable of any other action. They may be placed in a sitting position and remain conscious, but they have no active will to take any further part in combat. The exceptions to this are those combatants who are berserk and immune to the effects of Critical Hits while still berserk.



ARMAMENTS

Key to Armaments Tables:

Prod Time: Average time needed to make a weapon. The actual time was less, but weaponsmithing was done in a series of steps that might require days, thus a weaponsmith often worked on several pieces at any one time.

Wt.: Weapon weight in pounds (lbs.).

Lgth: Typical length from hilt to point. A bladed weapon would have a hilt 6-8" long, so blade-length can be estimated by subtracting it.

Cost: Typical cost of an average quality weapon, stated in pennies. Costs do not include decorating weapons with hilts chased in precious metals, gems in pommels, etc. **Balanced knives** for throwing are at least twice the cost of a basic knife. **Superior weapons** are rated +1, +2, +3, +4, +5 etc. (weapons +3 or better add +1 to Crit Die roll). Superior arms cost several times basic cost and are rare.

Base Dmg: The amount basic damage inflicted with that weapon and the type of damage. There are various methods of damage, they are Piercing (P), Slashing (S), Crushing (C),

Crit Mod: The modifier to the Crit Die for that weapon.

Bash Chance: The modified Crit Die result required to Bash with that weapon.

Weapon Type: There are various weapon types available, these are:

L = Light Weapon: Fast in combat but limited impact and damage compared to heavier arms.

M = Medium Weapon: A weapon of significant mass and capable of delivering a substantial impact as well as severe damage.

H = Heavy Weapon: A relatively massive weapon which is somewhat slow in combat but delivers a lot of damage and a severe impact.

2H = 2-Handed Heavy Weapon: This cannot be wielded with one hand at any time, making the use of a shield impossible.

2H⁺ = Characters with **STR 13+** may wield such arms one-handed as Medium Weapons, but this is exceptional.

LM = a light-weight weapon for AP cost but classed as a medium weapon for damage.

MH = a medium weapon for AP cost but classed as a heavy weapon for damage.

MELEE WEAPONS

Wpn Type	Weapon Name	Prod. Time (days)	Wt. lbs	Lgth	Base Dmg	Crit. Die Mod.	Bash Chance	Cost in Pennies
Cavalry Lances								
H	Kontos	3	4	9'	5 P	+1	8	480
H	Lance	3	4	10'	8 P	+4	7	528
H	Chiv.Lance	4	5	12'	10 P	+5	7	624
Knives								
L	Throwing Knife	1.5	1/4	8"	1 P	+0	10	384
L	Knife	1	1/2	12"	1 P	+0	10	240
L	Dagger	2	1/2	15"	2 P	+0	10	432
L	Poignard	3	3/4	18"	2 P	+0	10	576
L	Skean	3	1	20"	3 P	+0	10	672
L	Dirk	3	1	20"	3 P	+0	10	672
Short Swords								
M	Gladius	4	2	24"	4 P	+0	9	864
M	Saex	4	2	24"	4 P	+0	9	864
Slashing Swords								
L	Goblin Scimitar	-	3	27"	4 S	+0	9	-
L	Yatagham	-	4	30"	4 S	+0	9	-
M	Spatha	7	3	36"	4 S	+0	8	1,152
M	Arab Scimitar	14	2-4	40"	5 S	+1	8	1,920
M	Knt's Sword	14	2-4	40"	6 S	+1	8	1,920
M	Orc Scimitar	-	2-4	42"	5 S	+1	7	-
M	Longsword	9	3-5	44"	5 S	+1	7	1,320
H	Greatsword (1H)	14	5+	48"	6 S	+1	7	3,600

TABLE 7.18A – MELEE WEAPONS

Wpn Type	Weapon Name	Prod. Time (days)	Wt. lbs	Lgth	Base Dmg	Crit. Die Mod.	Bash Chance	Cost in Pennies
Great Swords								
H	Falchion	7	5+	33"	6 S	+1	7	2,160
2H	Claymore	7	5+	48"	8 S	+1	7	1,920
2H	Greatsword	14	6+	40"	9 S	+1	6	3,600
2H	2-hand Scimitar	14	8+	4 1/2'	9 S	+2	6	3,600
2H	Zwei-hander	12	14+	6'	10 S	+2	6	3,600
War Axes								
M	War Axe	4	3	36"	5 S	+1	7	720
2H	Battle Axe	9	5	48"	8 S	+1	7	1,344
Flails, Maces and Hammers								
M	Cavalry Flail	9	4	4'	6 C	+1	7	1,728
2H	Military Flail	7	5	5'	9 C	+2	7	1,440
M	Dwarf Hammer	12	5	27"	6 C	+1	9	3,840
2H	Dwarf Hammer	12	5	27"	8 C	+1	8	3,840
M	Warhammer	5	3	21"	5 C	+2	9	912
M	Mace	5	3	21"	8 C	+1	9	1,056
2H	Maul, Sledge	4	9-16	48"	10 C	+2	7	1,008
Polearms								
2H	Morningstar	9	5	88"	10 P	+1	8	1,056
2H	Lucerne Hammer	10	4	80"	8 P	+2	8	1,872
2H	Pole Axe	5	4	6'	8 S	+1	6	1,152
2H	Halberd	8	6	6 1/2'	10 S	+2	6	1,512
2H	Billhook	5	10	86"	5 P	+0	9	936
War Spears								
M	Roman Pilum	3	4	6'	5 P	+0	10	480
M	War Javelin	3	4	6'	5 P	+0	10	480
M	Infantry Spear	3	7	7'-9'	5 P	+0	10	480
2H	Infantry Spear	3	7	7'-9'	7 P	+1	9	480
Civilian Spears								
M	Hunting Javelin	3	4	6'	5 P	+0	10	384
M	Harpoon	4	6	45"	6 P	+1	10	648
2H	Boar Spear	5	5	80"	7 P	+1	9	864
M	Fisher's Trident	5	6	87"	5 P	+1	10	768
Fighting Staves								
LM	Quarterstaff	1	3	7'	5 C	+0	9	Make
MH	Shod Staff	3	5	7'	6 C	+1	9	480
Clubs								
L	Blackjack	1	2	12"	1 C	+0	9	60
L	Small Club	-	3	30"	2 C	+0	9	Make
M	Medium Club	-	5	36"	3 C	+0	8	Make
2H	Large Club	-	10	5'	5 C	+1	8	Make

TABLE 7.18B – MELEE WEAPONS

MISCELLANEOUS WEAPONS ATTACKS

SP	Weapon	Length ¹	Dmg	Attribute	Crit.	Bash
L	Buckler Bash	24"	2 C	STR x 2	+0	6
M	Target Bash	20"	3 C	STR x 2	+1	6
H	Large Shield Bash	16"	4 C	STR x 2	+0	5
L	Punch / Head Butt	24"	1 C	STR + AGIL	+0	9
M	Kick	30"	2 C	STR + AGIL	+0	8
M	Body Throw	18"	5 ²	STR + AGIL	+0	-

¹"Length" is the unarmed combat reach. On a tied initiative, a weapon goes first on a draw because it will have a longer reach.

²Refer to **Wrestling** in Chapter 5 – Skills.

TABLE 7.19 – MISCELLANEOUS WEAPONS ➔



MISSILE WEAPONS

Wpn Weapon Type Name	Prod. Time (days)	Wt. lbs	Lgth	Base Dmg	Crit. Die Mod.	Bash Chance	Cost in Pennies
- Short Bow ²	13	2	3-4'	+0	-	-	960
- Composite Bow ³	28	2 1/2	3'	+3	-	-	2,400
- Longbow ³	28	2 1/2	6'	+5	-	-	1,440
- Elvish Longbow ^{3,4}	49	2 1/2	5'	+5	-	-	-
L Hunting Arrows ⁵	2	0.1	30"	9	+2	-	25
M War Arrows ⁶	2	0.1	30"	10	+2	8	35
M AP Arrows ⁷	2	0.1	30"	12	+2	9	50
- Arrow Quiver ⁸	2	3	18"	-	-	-	240
- Light Crossbow	10	7 1/2	30"	-	-	-	2,160
- Mdm Crossbow ⁹	15	12	3 1/2'	-	-	-	2,880
- Hvy Crossbow ⁹	8	18	3 1/2'	-	-	-	4,320
L Hunting Bolts ¹⁰	2	1/2	18"	6	+0	10	25
M Lt X-bowbolts ¹¹	2	1/2	18"	10	+1	10	50
M Mdm X-bowbolts ¹¹	2	1/2	18"	12	+1	9	50
H Hvy X-bowbolts ¹¹	2	1/2	18"	18	+2	8	50
- Bolt Quiver	2	2	22"	-	-	-	240
L Shepherd's Sling ¹²	1	1/4	60"	4	+0	10	10
L Slingstaff	1/2	5	7'	4	+0	10	240
- Lead Bullets ¹³	1	1/4	1 1/2"	+5	+2	-	10
L War Darts ¹⁴	1/2	1/2	18"	-	+1	10	5

¹Increase the Bash Chance by +1 for each range increment above Medium Range.

²Short bows include all bows suitable for horse archery. Heavier composite bows and longbows are strictly infantry weapons and cannot be used well from the saddle.

³Composite bows and Longbows are rated for the strength of the user. If "underbowed" one cannot shoot farther than the ranges stated for that bow rating. If "overbowed" it is impossible to shoot farther than the ranges stated for one's ideal bow rating.

⁴Elvish Longbows are considered by Elves to be a part of their very self, they will not sell them. They are essentially hunting arms but can do very well in combat.

⁵Standard civilian arrows used to hunt game but not too effective against armour. Cost is for 20 arrows.

⁶Standard fighting arrows, moderately effective versus armour. Cost is for 20 arrows.

⁷Armour-piercing arrows with limited range, very effective versus armour. Cost is for 20 arrows.

⁸Quiver has a capacity of 20 arrows.

⁹Arbelest-type crossbow using a windlass to cock the powerful weapon, this is a very time-consuming operation.

¹⁰Standard civilian bolts used to hunt game, somewhat effective versus armour. Cost is for 20 bolts

¹¹War bolts, very effective versus armour. Cost is for 20 bolts

¹²The sling is measured from end to end.

¹³Lead bullets fired from a sling are lethal against unarmoured and lightly armoured targets. Cost is for 20 bullets.

¹⁴War darts are the Roman Martiobarbuli. Cost is for 20 darts.

TABLE 7.20 – MISSILE WEAPONS

Characters who possess a high strength gain additional bonuses when using missile weapons. Therefore, for characters with STR 12+ increase the range of the bow by 50' per point of Strength over 12 when using at Extreme Range or Maximum Range, and modify the Crit Die as shown in Table 7.22 – Strength Modifier

MISSILE RANGES

TSC% Modifier Weapon Name	Base Dmg	+0% SR Rge Mod ¹	-5% MR Rge Mod ¹	-10% LR Rge Mod ¹	-20% ER Rge Mod ¹	-30% MaxR Rge Mod ¹
Dart	6	10' 0	30' 0	60' -3	90' -7	150' -10
Hunting Javelin	8	10' 0	30' 0	60' -3	90' -8	120' -11
War Javelin	9	10' 0	30' 0	60' -3	90' -6	120' -9
Pilum	10	10' 0	30' 0	60' -3	90' -7	120' -10
Thrown Axe	8	10' 0	20' -1	40' -3	60' -6	90' -9
Thrown Knife	1	5' 0	10' 0	20' -1	30' -3	40' -5
Short Bow	9	20' 0	30' -3	90' -7	150' -12	500' -15
War Arrow	10	10' 0	30' -2	60' -4	100' -7	400' -9
AP Arrow	12	10' 0	20' -2	40' -5	60' -7	180' -10
Composite. Bow	12	20' 0	40' -4	120' -9	300' -15	700' -18
War Arrow	13	20' 0	40' -3	90' -7	175' -14	525' -17
AP Arrow	15	20' 0	40' -3	80' -7	150' -15	375' -18
Longbow	14	20' 0	40' -5	150' -10	350' -16	800' -20
War Arrow	15	20' 0	40' -4	125' -8	250' -15	600' -19
AP Arrow	17	20' 0	40' -7	80' -8	175' -16	450' -20
Elvish Longbow	14	20' 0	60' -5	200' -10	450' -16	900' -20
War Arrows	15	20' 0	50' -4	150' -8	250' -15	600' -19
AP Arrows	17	20' 0	50' -7	125' -8	175' -16	450' -20
Light Crossbow	10	20' 0	50' -2	100' -5	200' -10	600' -13
Mdm. Crossbow	12	20' 0	50' -2	100' -3	200' -10	900' -13
Heavy Crossbow	18	20' 0	50' -3	100' -6	200' -12	1,200' -18
Shepherd's Sling	4	10' 4	20' -1	40' -3	80' -6	300' -9
Lead Bullets	9	10' 9	20' -2	40' -5	80' -8	300' -9
Slingstaff	4	10' 5	20' 1	60' -3	150' -6	600' -9
Lead Bullets	9	10' 10	20' -2	60' -5	150' -8	600' -9

Key:

SR: Short Range

ER: Extreme Range

MR: Medium Range

MaxR: Maximum Range

LR: Long Range

¹This is the Crit Die modifier for the range.

TABLE 7.21 – MISSILE RANGES

Name	SR	MR	LR	ER	MaxR
Hunting Arrows	0	-1	-2	-2	-2
War Arrows	0	-1	-2	-2	-2
AP Arrows	0	0	-1	-2	-2
Lt X-Bowbolts	0	0	-1	-1	-1
Mdm X-Bowbolts	0	0	-1	-1	-1
Hvy X-Bowbolts	0	0	-1	-2	-2
Darts	0	-1	-1	-1	-1
Hunting Javelins	+2	+1	0	0	0
War Javelins	+3	+1	+1	0	0
Other Weapons	0	0	-1	-2	-3

Key:

SR: Short Range

MR: Medium Range

LR: Long Range

ER: Extreme Range

MaxR: Maximum Range

TABLE 7.22 – STRENGTH MODIFIER



ARMOUR

ARMOUR RATINGS

Body Armour	Weight	Slash	Crush	Pierce	Missile	Energy
Flesh	None	0	0	0	0	0
Cloth	None	1	0	0	0	0
Animal Hide	Light	2	1	2	2	2
Quilt Surcoat	Light	4	5	3	4	4
Leather/Fur	Light	6	5	4	5	5
Cuirbolli	Light	6	8	5	6	6
Reinforced Cuirbolli	Heavy ¹	9	10	7	7	6
Scalemail	Heavy ¹	10	8	7	8	7
Brigandine	Heavy ¹	10	11	8	9	7
Chainmail	Battle ²	9	9	8	9	7
Platemail	Battle ²	13	11	11	11	8
Fieldplate	Battle ²	15	15	13	15	9
Cavalry Plate	Battle ²	18	17	15	15	9
Late Cavalry Plate	Battle ²	20	17	17	17	10
Jousting Armour	Battle ²	25	19	21	19	10

Head Armour	Weight	Slash	Crush	Pierce	Missile	Energy
Flesh	None	0	0	0	0	0
Cloth Headgear	None	1	0	0	0	0
Quilted Hood	Light	4	5	3	4	4
Leather Hood	Light	6	5	4	5	5
Scalemail Coif	Heavy ¹	10	8	7	8	7
Chainmail Coif	Battle ²	8	8	7	9	7
Cuirbolli Helm	Heavy ¹	6	8	5	6	6
Conical Helm	Heavy ¹	11	10	8	10	8
Open Bascinet	Battle ²	15	15	13	15	9
Pot Helm	Battle ²	18	17	15	15	9
Visored Helm	Battle ²	20	17	17	17	10
Jousting Helm	Battle ²	25	19	21	19	10

¹Armour rated as heavy weight requires the skill of **Wear Heavy Armour**. This armour is worn over padded material. A Thief will suffer a penalty of **-10%** to any Thief skill TSC%.

²Armour rated as battle weight requires the skill of **Wear Battle Armour**. This armour is worn over padded material and in the case of plate-armour has chainmail in certain vulnerable areas. A Thief will suffer a penalty of **-20%** to any Thief skill TSC%.

TABLE 7.23 - ARMOUR ABSORPTION & ARMOUR FAILURES

When the attacker succeeds with a Critical Success the armour fails at the location where the blow connected and will no longer offer protection at that point. If a hit is not critical, the character has a choice between absorbing any excess damage themselves or letting the armour take the excess and making a D100 roll to find out whether the armour fails or not. The armour will fail if the result of the D100 roll is **50%** or less.

Note: If the excess damage is greater than the original armour rating, then the armour will automatically fail at that point.

Failed armour will no longer absorb damage at that point and due to this being likely to damage the integrity of the armour, the overall armour rating is reduced by **-2** points.

A successful armorer roll will restore the damage absorption of the armour by **+1**, whilst a Critical Success will repair all damage and restore the full damage absorption of the armour.

Fatigue Level Reduction

Wearing armour on foot may reduce one's Fatigue Points. This fatigue cost for each type of armour is paid for every 10 minutes (or 40 combat rounds) that the armour is worn while on foot and immediately if the wearer dismounts from his horse.

Example:

Sir Miles has a maximum Fatigue of 33. If he wore a chainmail hauberk and conical helm, the Fatigue cost for this is **-3** Fatigue Points for the chainmail hauberk and no Fatigue Points for the helm. The cost would be paid for each 10 minutes he is on foot, so if on foot for 20 minutes it would cost him **-10** Fatigue Points ($-5 \times 20/10$). However if first dismounted from his horse and remain on foot for 20 minutes, it would cost him **-15** Fatigue Points (-5 for dismounting plus -10 for the time spent on foot).

Fatigue is suffered **only** while on foot. If a character is riding, then the character will not suffer any Fatigue since he does not need to bear the weight of his armour. Also if the character remounts his horse, he will regain any Fatigue lost when he dismounted. This simulates how armour saps some energy from moment to moment simply because one has it on and is carrying it around with him. Relieved of bearing that burden, a character will have greater energy levels to draw on. This may explain why cavalry wears heavier armour than infantry.

Example:

Sir Miles remounts his horse, he will immediately regain **+5** Fatigue Points, since he is no longer bearing the weight of his armour.

Lack of Skill Wearing Armour

Those characters who are foolish enough to wear armour in which they have no "skill", meaning that they have not practised wearing it to become used to the weight and balance, will suffer **double** the usual FP reduction assessed against them while on foot! Unskilled armour wearers also have a **disadvantage** when using their **Dodge**. They suffer a penalty of between **-10%** to **-30%**, depending on the ground conditions, weight of armour, etc. This is at the Gamemaster's discretion. Wearing armour when one is unused to it is worse than wearing no armour!

Key to Armour Tables:

FP Cost to Wear: Amount of FP incurred when wearing the armour.

Prod Time: Average time needed to make the armour. The actual time was less, but an creating armour was done in a series of steps that might require days, thus an armorer often worked on several pieces at any one time.

Wt.: Armour weight in pounds (lbs.).

Cost: Typical cost of average quality armour, stated in pennies. As in the case of weapons, armour may be superior and rated as **+1**, **+2**, or **+3**, which represents their ability to absorb extra damage. Such armour commands a higher cost.

Wt. Mod: Weight modifier dependent on weight of the user.

Armour Type: There are various weapon types available, these are:

L = Light Armour: Requires the skill **Wear Light Armour**.

H = Heavy Armour: Requires the skill **Wear Heavy Armour**.

B = Battle Armour: Requires the skill **Wear Battle Armour**.

Note: Armour protects the defended area of the body against Crit Hits and Aimed Strikes.



HELMETS

All helmet types were available since classical times except the following: pot helm was Middle Ages, 12th century; bascinet, visored and jousting helms were 13th - 14th century helms. All helmets before the full pot helm were open-faced. Helms before visored helms required a hood or a coif to protect neck and throat areas. Visored helms come with a full plate gorget to protect the neck and throat. Helmets protect against Crit Hits and Aimed Strikes to the head.

Helmet Type	Helmet Name	FP Cost to Wear	Prod. Time	Wt. lbs	Cost in pennies
L	Quilted Hood	0	5 hours	1	80
L	Leather Hood	0	5 hours	1	336
H	Chainmail Coif	0	3 days	3	864
H	Cuirbolli Helm	0	4 days	2	720
B	Composite Helm	0	6 days	3	1,152
B	Conical Helm	0	6 days	4	1,440
B	Open Bascinet	0	8 days	7	2,400
B	Pot Helm	-1	9 days	3½	2,880
B	Great Helm	-1	10 days	5½	3,360
B	Visored Helm	-1	9 days	5½	3,840
B	Bascinet + Aventail	-2	16 days	16	4,320
B	Jousting Helm	-2	12 days	11½	4,800

TABLE 7.24 – HELMETS

BODY ARMOUR WEIGHT

Each item of armour has a specific weight given for it, this is for a human sized person weighing between 150 to 174 lbs in weight. Also indicated is a **weight modifier**.

If a character is lighter than 150 lbs then these modifiers apply. If the character weighs between 100 to 124 lbs subtract the weight modifier as shown, however if the character weighs below 100 lbs subtract **double** the weight modifier shown.

For characters weighing over 174 lbs, add the weight modifier for every 25 lbs (rounded up) that the body weight is above 174 lbs.

Example:

Sir Miles is a large knight, weighing 210 lbs. He has a full suit of Chainmail and a crusader-style pot helm. His helm weighs 7½ lbs. His Chainmail weighs 36 lbs with a weight modifier of +/- 6 lbs. Sir Miles weighing 210 lbs is 36lbs heavier than 174 lbs resulting in the modifier being doubled. ($36/25 = 1.44$ rounded up = weight modifier multiplier of 2.) Hence the full suit of Chainmail for Sir Miles weighs 36 lbs + (+6 x 2) = 48 lbs. It is assumed he will be wearing an arming doublet under his armour which weighs $8\frac{1}{2} + (+1\frac{1}{2} \times 2) = 11\frac{1}{2}$ lbs. Suited up for battle, Sir Miles is carrying a weight of $7\frac{1}{2} + 48 + 11\frac{1}{2} = 67$ lbs. Add in at least a medium-sized "heater" shield and a broadsword, and we find he could be packing well over 70 lbs of fighting equipment alone!

This is a massive amount of weight to bear while engaging in combat sitting in the saddle, let alone tramping about the countryside on foot. Coupled with the fatigue drain of wearing battle armour, this largely explains why Knights were cavalry troops. No man on foot can bear such weight for hours and also be effective as a fighting man.

LIGHT BODY ARMOUR

Light body armour has been available from pre-Roman classical times. Protection is given to the arms, chest, back and abdomen, but not to the groin or legs. The armour provides for light-weight and freedom from encumbrance, but does not afford much protection against powerful strikes. Such armour includes arming doublets that can be worn under heavy and battle armour.

Armour Type	FP Cost to Wear	Prod. Time	Wt. lbs	Cost in pennies	Wt. Mod.
Quilt Surcoat	0 ¹	3 days	5	480+	+/- 1
Leather/Fur Tunic	0	2 days	3½	720+	+/- 1
Arming Doublet	0 ¹	3 days	8½	960+	+/- 1½
Cuirbolli Cuirass	1	7 days	9	2,880	+/- 2

¹Wearing a quilted surcoat or an arming doublet increases armour damage absorption by +2 against all classes of missile and melee weapons but not magical energy.

TABLE 7.24 – LIGHT BODY ARMOUR

HEAVY BODY ARMOUR

Scalemail is typical of the Dark Ages (5th -9th century). Chainmail is 9th-12th century armour. Brigandine, Chainmail and Chain & Brigandine are armours typical of the Middle Ages (12th-13th century). Platemail and Plate are late Middle Ages (14th century) and Renaissance (15th century) armour.

Heavy body armour protects the arms, chest, back, abdomen and groin.

Armour Type	FP Cost to Wear	Prod. Time	Wt. lbs	Cost in pennies	Wt. Mod.
Reinf. Cuirbolli	-2	14 days	19	7,200	+/- 3
Scalemail Cuirass	-2 ¹	14 days	21	4,800	+/- 3
Brigandine	-2 ¹	14 days	13	5,760	+/- 4
Chainmail Cuirass	-2 ¹	12 days	23	5,280	+/- 4
Platemail Cuirass	-2 ¹	21 days	24	8,400	+/- 4
Plate Cuirass	-2 ¹	14 days	20	9,600	+/- 4

¹Rate as **Battle Armour** for Fatigue and movement if worn with an arming doublet or quilted surcoat.

TABLE 7.25 – HEAVY BODY ARMOUR

Note: The Platemail Cuirass provides protection to the arms with Chainmail. All other types provide only torso protection (chest, abdomen and groin).

3/4 HEAVY BATTLE ARMOUR

Scalemail is Dark Ages armour, Chainmail is characteristic of the early Middle Ages (11th-12th century). A hauberk is a mail coat that provides protection to the entire body below the neck and to the knees. If a leg hit occurs, roll a D10, with 01-07 falling on the armour rather than the unprotected part of the leg.

Armour Type	FP Cost to Wear	Prod. Time	Wt. lbs	Cost in pennies	Wt. Mod.
Scalemail Hauberk	-3 ¹	21 days	45	7,200	+/- 5
Chainmail Hauberk	-3 ¹	28 days	49	7,920	+/- 5

¹Rate as **Super Heavy Battle Armour** for Fatigue and movement purposes if worn with an arming doublet or quilted surcoat.

TABLE 7.26 – 3/4 HEAVY BATTLE ARMOUR



HEAVY BATTLE ARMOUR

Field plate and cavalry plate are fairly late models of full battle armour (15th century Renaissance). These types of armour are remarkably light in relation to the protection they provide, especially field plate, which is designed specifically for battlefield fighting on foot rather than from the saddle.

Armour Type	FP Cost to Wear	Prod. Time	Wt. lbs	Cost in pennies	Wt. Mod.
Field Plate	-4 ¹	42 d.	40	24,000	+/- 5
Cavalry Plate	-5 ¹	48 d.	55	30,000+	+/- 6

¹Typically worn with arming doublet or quilted surcoat.

TABLE 7.27 – HEAVY BATTLE ARMOUR

SUPER HEAVY BATTLE ARMOUR

Full chainmail is fitted from head to foot (13th century armour) and is easier to wear than a hauberk. Platemail is 14th century chainmail reinforced by iron plates at key areas and with an iron breastplate or a brigandine to guard the torso.

Note: Full cavalry plate and jousting armour are 15th century (Renaissance) protections. Such armour is a very late development and easily could be considered as not too likely to be available or, for that matter; even to be appropriate to most fantasy campaigns unless the Gamemaster feels it is acceptable.

Armour Type	FP Cost to Wear	Prod. Time	Wt. lbs	Cost in pennies	Wt. Mod.
Chainmail	-3 ¹	49 d.	36	15,360	+/- 6
Platemail	-4 ¹	49 d.	45	24,000+	+/- 6
Late Cav. Plate	-5 ¹	70 d.	66	36,000+	+/- 5
Jousting Armour	-5 ¹	84 d.	97	48,000+	+/- 6

¹Typically worn with arming doublet or quilted surcoat.

TABLE 7.28 – SUPER HEAVY BATTLE ARMOUR

SHIELDS

Shield	% Bonus ¹	Slash	Crush	Pierce	Missile	Energy
Any object at hand ²	+1%	GM ³	+1	GM ³	GM ³	GM ³
Buckler	+5%	6	5	5	5	5
Target Shield - Wicker	+5%	10	12	8	10	10
Target Shield - Wood	+5%	10	9	12	10	10
Target Shield - Reinforced	+10%	15	15	16	15	15
Large Shield - Wicker	+10%	10	12	8	10	10
Large Shield - Wood	+10%	10	9	12	10	10
Large Shield - Reinforced	+15%	16	16	16	16	16
Heavy Kite Shield	+15%	18	16	16	16	16
Roman Tower Shield	+20%	20	18	20	22	18

¹Shields are built to block, this is represented by the bonus to TSC% on the chance to block an attack.

²Objects at hand used for active shield blocks include such things as chairs, stools etc.

³This value is set at the beginning of the combat by the Gamemaster and can be in the range of 1 to 10.

TABLE 7.29 - SHIELDS & SHIELD FAILURES

Objects or shields that successfully block an attacker directly absorb the damage, which would have been inflicted on the defender. The defender will absorb any damage that exceeds the damage absorption of the shield. Every time the shield or object takes damage more than its absorption capacity, there is a **10%** cumulative chance that the blow will destroy the shield or object. To find out if the shield has failed, the character makes a D100 roll and if he rolls equal to or less than the percentage chance the shield fails. This chance remains after the combat unless repair is undertaken.

Example:

Gideon is attacked and successfully defends against the blow with his shield. The attack manages 10 points of slash damage. Gideon's shield, a Buckler is able to absorb 6 points of slash damage. The remaining 4 points of damage are taken by Gideon. Since the Buckler has taken more damage than its absorption capacity it has a 10% chance of failing. Gideon makes a D100 roll and rolls 54% the shield survives. However, if this had happened six times, the chance of the shield failing is 60% and the shield would have failed.

Each successful armourer roll will reduce the chance of failure of the shield by **5% x Crit Die** result. A Critical Success will repair all damage.

Key to Shield Table:

Prod Time: Average time needed to make the shield. The actual time was less, but an creating a shield was done in a series of steps that might require days, thus an armourer often worked on several shields at any one time.

Wt.: Armour weight in pounds (lbs.).

Cost: Typical cost of an average quality shield, stated in pennies. As in the case of weapons, shield may be superior and rated as +1, +2, or +3, which represents their ability to absorb extra damage. Such shields commands a higher cost.

Shield Type	Prod. Time	Wt. lbs	Cost in pennies
Buckler, rimmed	1 1/2 days	5	432
Buckler, reinf.	2 1/2 days	6	600
Target, wicker	1 days	3	75
Target, wood	1 1/2 days	6	480
Target, rimmed	2 days	10	720
Target/Heater, reinf.	2 1/2 days	12	1,200
Shield, wicker	1 days	6	288
Shield, wood	1 1/2 days	7	720
Shield, hide	1 1/2 days	7	960
Shield, rimmed	2 days	14	912
Shield, reinf.	2 1/2 days	16	1,152
Hvy Kite Shield	2 1/2 days	16	1,248
Roman Tower shield	4 days	18	1,560

TABLE 7.30 – SHIELD TYPES



THE MARKETPLACE

The "Marketplace" provides information on many subjects, ranging from units of measurement and coinage to the prices and weights of items which characters may need in the FRP campaign.

UNITS OF DISTANCE

Distance	Abb.	Metric	Equivalent
Inch	in. (")	2.54 cm	1/12 ft 1/36 yds
Foot	ft. (')	30.48 cm	12 ins 1/3 yds
Yard	yd	91.4 cm	3 ft. 36 ins
Pace	pa	152.4 cm	5 ft 60 ins
Mile	mi	1 609 km	5280 ft 1760 yds
League	L	4 827 km	3 mi 5280 yds

Units of distance in *Chivalry & Sorcery* are in inches, feet, yards and miles. The "pace" is the ancient Roman one, equal to 5 feet or two standard 30" marching paces. A "league" varied between 2½ miles and 3 miles, about the distance a person can cover in an hour of walking.

UNITS OF WEIGHT

Weight	Abb.	Metric	Equivalent
Ounce	oz	28.35 gm	1 o. 1/16 lb
Troy ounce	toz	30 gm	1 toz 1/12 tlb
Pound	lb	454 gm	16 oz 1/100 cwt
Troy pound	tlb	360 gm	12 toz 4/5 lb
Hundredweight	cwt	49.9 kg	110 lb 1/20 t
Ton	t	1016 kg	2200 lb 20 cwt

Weights are given in "British Imperial" ounces, a historical system. A Troy pound is actually 12 Troy ounces, a little under 4/5 of a standard pound. Troy weight is standard for precious metals and is used for the coin weights.

UNITS OF LIQUID MEASURE

Measure	Abb.	Metric	Equivalent
Fluid ounce	fl oz	28.415 ml	1 oz 1/20 pt
Pint	pt	0.5683 litre	1.25 lbs 10 fl oz
Quart	qt	1.137 litre	2.5 lbs 2 pts
Gallon	gal	4.546 litres	10 lbs 4 qts

The US counterparts are somewhat smaller than those given above. E.g. a US gallon = 3.785 litres, while a US quart = 0.946 litres.

UNITS OF AREA

Area	Abb.	Metric	Equivalent
Square foot	sq ft	0.093m	144 sq in 0.111 sq yd
Square yard	sq yd	0.836m	9 sq ft 1296 sq in
Acre	a	0.405 ha	1/640 sq mi 4840 sq yd
Square mile	sq mi	2.59 km	640 a

CHIVALRY & SORCERY COINAGE SYSTEM

The "money metals" are abbreviated as follows:

Au = gold (from the Latin "aurum")

Ag = silver (from the Latin "argentum")

Cu = copper (from the Latin "cuprum")

Values of precious metals varied throughout history. A reasonable average is a ratio of 12 : 1. Relative values of gold, silver and copper in *Chivalry & Sorcery* are:

1 gold toz	=	12 silver toz	=	240 copper toz
1 silver toz	=	0.08333 gold toz	=	12 copper toz
1 copper toz	=	0.08333 silver toz	=	0.00694 gold toz

THE CHIVALRY & SORCERY "CROWN"

In the feudal economy the penny (P) is a fairly valuable coin divided into half-pennies and 1/4 pennies. In the early period the silver penny was the only coin in use in England, being cut in half or quarters (farthings) for small change.

The Penny coin is equivalent to the ancient Roman denarius, on which the British silver penny was based. The Shilling and Mark are actually terms used for accounting purposes although coins were struck in more recent times. The actual coins in circulation were the silver penny (cut into half-pennies and farthings) and the gold crown (also called the Florin, Pound and many others).

C&S Coin	Equivalent	Coin Wt. (in toz.)	Per lb.	Silver Value
1 Farthing	1/4 P	Ag 0.0125	1211	0.0125 toz
1/2 Penny	1/2 P	Ag 0.025	605	0.025 toz
1 Penny	1 P	Ag 0.05	303	0.05 toz
1 Shilling	12 P	-	-	0.60 toz
1 Crown	Cr 1 or 240P	Au 1.00	15	12 toz
1 Mark	Mk 1 or 6 Cr	Au 6.00	-	72 toz

A Crown (Cr) consists of 20 Shillings and each shilling (S) breaks down into 12 pennies (P). Even a penny in a feudal society was a fair bit of money, so we break them into half-pennies and farthings (quarter-pennies).

To make pricing items easy to understand, all prices are stated in pennies. Gold Crowns may be seen occasionally. However, they represent sums large enough to raise eyebrows and cause a great deal of curiosity. A thousand-dollar bill today has far less impact and much less buying power, to boot! After all, in early economies a Penny was a fairly typical daily wage for a labourer!

The Gold Mark was very rarely minted and may be regarded as an accounting basis, used in major transactions such as the ransom for a King.

The monetary system is far less complicated than it looks. All you need to do is remember:

1 Penny = 2 half-pennies or 4 farthings

1 Shilling = 12 Pennies

1 Crown = 20 Shillings, 240 Pennies, 1 toz gold.

STARTING OFF

Now that you have created your character, it's time to fit him out for high adventure! You now have an idea of how money works in *Chivalry & Sorcery*, so we can now consider what your character has to begin his life in the role-playing campaign. However, this will depend upon:

- 1 Character's social class
- 2 Character's status in the family.
- 3 Chosen vocation (if a fighter).

Social Class

As we pointed out during character creation, the position a character's father occupies in life has a considerable influence over what that character begins with in the campaign. Part of that heritage comes in the form of the background experiences the character has, especially the skills in which he has acquired at least basic knowledge. Skills, after all, are essential to dealing with the world "out there" beyond one's family doorway.

No less important are the physical and financial resources a character has to rely on once he does leave home to win a place for himself in the world. These resources are largely determined by his background situation:

Father's Social Class Basic Purse¹ in Pennies

Serf	4 x 1D10
Yeoman in Livery	16 x Social Status
Yeoman Freeholder	20 x Social Status
Petit Sergeant	400 ²
Townsmen	16 x Social Status
Small Businessman	20 x Social Status
Guildsman	20 x Social Status
Master Guildsman	20 x Social Status
"Merchant Prince"	1000
Landless Knight	20 x Social Status ²
Landed Knight	30 x Social Status ³
Bannerette	30 x Social Status ³
Baronet	30 x Social Status ³
Baron/Viscount	30 x Social Status ⁴
Count/Earl "X-Z"	1200 ⁴
Count/Earl "AA"	1400 ⁴
Count/Earl "BB"	1600 ⁴
Count/Earl "CC"	1800 ⁴
Count/Earl "DD"	2000 ⁴
Count/Earl "EE"	2200 ⁵
Marquis "FF"	2400 ⁵
Duke "GG"	2700 ⁵
Duke "HH"	3000 ⁵
Sovereign Prince	4000 ⁵
King	5000 ⁵

¹A Fighter automatically has an average weapon for each of his Weapon Mastery skills. These may be upgraded by expending money from the PC's Purse.

²As 1 above plus a light warhorse with riding gear. Armour would include a conical helm, arming doublet, a mail shirt and a shield.

³As 1 above plus a medium warhorse with riding gear. Armour would include a helm, arming doublet, mail hauberk or fitted suit of mail and a shield.

⁴As 1 above plus a heavy warhorse with riding gear. Armour would include a +1 helm, arming doublet, surcoat, +1 chainmail (or platemail in later historic periods) and a shield.

⁵As 4 above except that the warhorse is guaranteed to be a superior mount, with mail and quilted comparisoning and the character's armour would be of suitably high quality (+2 or +3) as well.



Family Status

The support a character enjoys from his family, particularly the head of the family, has an important bearing on what he starts out with. This is represented by considering the character's status in his family to derive a bonus to the basic purse he has to purchase the things he will need to enter the campaign.

Family Status	PC's Purse
Black Sheep	Nothing more! Just go away!
Credit to the Family	+5% x 1D10 of Basic Purse
Good Son/Daughter	Double Basic Purse

Choosing Fighter Status

The footnotes in the relating to the basic starting purse of a character only apply if the player character chooses a Warrior Vocation. It was the custom to fit out a fighter according to his rank etc. Coming from a family background which would produce a mounted fighter means that a warhorse and a suit of armour would be part of the character's basic equipment in addition to his basic purse.

PURCHASING CLOTHES,

WEAPONS & EQUIPMENT

Upon entering the game, a character is assumed to have an average set of clothing. Serfs have well-worn clothes of relatively poor quality. Clothing is likely to consist of:

Males: Tunic, chemise, belt, breeches (or kilt) and sandals or wooden clogs. Characters who enter holy orders will have a habit of ordinary quality.

Females: Tunic, chemise, girdle, skirt, sandals or wooden clogs.

Other than this very basic equipment, characters must use the coin in their starting purse to purchase anything they want or to upgrade their clothing. It is time to go shopping at the market square.

Note: Those materials that pertain specifically to the Mage or Priest vocations will be found in **Magicks and Miracles (Vol. II Core Rules)**. As for weapons and armour, the prices and details of these specific items can be found at the end of *Chapter 7 – Combat*.

GOING TO THE MARKET:

THE PRICE LISTS

Note: All weight are given in lbs unless stated and all prices are in pennies

Travelling Gear

Item	Wt	Cost
Bridle & bit (average)	2	20
Bridle & bit (fine)	2	100
War saddle (average)	25	100
War saddle (fine)	25	300
Riding saddle (average)	15	60
Riding saddle (fine)	15	200
Saddle blanket (average)	2½	12
Saddle blanket (fine)	½	24
Spurs (plain)	8 oz	20
Spurs (silvered: .100 Ag)	8 oz	40
Spurs (silver: .925 Ag)	8 oz	184
Spurs (gilded: .100 Au)	8 oz	300
Spurs (gold: .916 Au)	15 oz	5800

Item	Wt	Cost
Riding whip	1	12
Horseshoe	2½	10
Saddle bag (10 lb)	1	6
Saddle bag (25 lb)	2	9
Feed bag	½	3
Draft harness	5	10
Horse collar	5	12
Ox yoke	20	10
Bull whip	3	12
Ox goad	3	4
Pony cart (500 lb cap)	200	90
Cart, 1-horse (1000 lb)	500	150
Wagon, 2-horse (1 t)	850	200
Wagon, 4-horse (3 t)	1500	300
Coach, 2-horse (2 + 4)	1000	360
Coach, 4-horse (2 + 6)	2000	480
6' Leather boat, 2-seat	50	60
8' Rowboat, 4-seat	150	120
12' Rowboat, 6-seat	225	150
16' Rowboat, 8-seat	350	200
20' Longboat, 10-seat	500	270
25' Longboat, 12-seat	750	370
Paddle	3	3
Oar	6	5
Mast, sail and rigging	30	60
Barge	*	2400
Carrack	*	9100
Galley (40 oars)	*	8500
Galley (80 oras & masted)	*	15000

Camp Equipment

Item	Wt	Cost
Torch, pitch (4 hr)	1	¼
Oil lamp (8 hr)	1	5
Oil lantern (24 hr)	3	24
Lamp oil (1 pt = 96 hrs)	1	1½
Flint & steel	4 oz	1
Tinderbox	8 oz	4
Double-weight wool blanket	6	16
Single-weight wool blanket	3	9
Sleeping furs	10	48
Fine woollen sheet	1½	10
Linen sheet	1	16
Palliasse w/o straw	1½	2
Belt Wallet (3 lb)	-	1¼
Money belt (3 lb)	-	10
Sack (10 lb capacity)	-	½
Sack (25 lb capacity)	-	1
Sack (50 lb capacity)	-	1½
Backpack (25 lb capacity)	2	8
Backpack (50 lb capacity)	4	12
Backpack (100 lb capacity)	7	17
Wooden bucket (5 gal)	2	2½
Leather bucket (5 gal)	1	3
Waterskin (1 gal)	-	2
Waterskin (3 gal)	-	3
Waterskin (5 gal)	-	1
Leather tent (2-man)	30	48
Leather tent (4-man)	50	80
Leather tent (6-man)	80	120
Leather tent (8-man)	100	150
Pavilion	100	200

Cooking Gear

Item	Wt	Cost
Iron pot (1 gal)	5	36
Iron frying pan (large)	5	36
Iron frying pan (small)	3	24
Wooden ladle	3 oz	½

Containers

Item	Wt	Cost
Barrel, wood (50 gal)	60	10
Barrel, wood (25 gal)	30	24
Cask, wood (10-gal)	12	12
Cask, wood (2.5 gal)	4	7
Amphora (50 gal)	120	72
Amphora (25 gal)	65	40
Crock, pottery (10 gal)	27	24
Crock, pottery (5 gal)	18	14
Crock, pottery (2.5 gal)	12	7
Crock/Pot, pottery (1 gal)	6	3
Jug/Pot, pottery (4 pt)	3½	2
Jug/Pot, pottery (2 pt)	2½	1
Vial, pottery (8 fl oz)	6 oz	1
Vial, pottery (1 fl oz)	2 oz	½
Glass container	x 30	Pottery
Porcelain container	x 200	Pottery
Silver container	x 300	Pottery
Gilded container	x 450	Pottery

Miscellaneous Items

Item	Wt	Cost
Rushlight (1 hr x 24)	1	¼
Torch (4 hr)	1½	¼
Candle, tallow (6 hr x 4)	1	½
Candle, wax (6 hr x 4)	1	2½
Cross, small wooden	2 oz	1
Cross, small silver	2 oz	50
Cross, small gilt	2 oz	76
Cross, small gold	2 oz	75
Wooden spoon	1 oz	¼
Wooden plate/bowl	8 oz	½
Wooden mug	8 oz	1
Pewter spoon	2 oz	3
Pewter plate/bowl	1	8
Pewter mug	1	8
Pewter cup	15 oz	36
Pewter chalice	2	72
Straw pallet	2	2
Metal mirror (6" x 6")	4 oz	15
Straight razor	4 oz	14
Soap	1	1

Writing Materials

Item	Wt	Cost
Papyrus (34" x 44")	½ oz	4
Parchment (34" x 44")	½ oz	16
Linen rag paper (34" x 44")	½ oz	12
Vellum (34" x 44")	½ oz	32
Writing tablet, slate	1	4
Writing tablet, wax	1	6
Quill pen	½ oz	¼
Black ink & pot	8 oz	2



Item	Wt	Cost
Coloured ink & pot	8 oz	4
Chalk sticks (6)	2 oz	¼
Stylus (for wax tablet)	2 oz	1
Portable writing desk	10	84
Book covers (8.5" x 11")	8 oz	16
Book covers (17" x 22")	5-10	32
Book covers (34" x 44")	15+	64
Bindery glue (1 pt.)	1	5
Personal seal (brass)	4 oz	96
Personal seal (silvered)	4 oz	180
Personal seal (silver)	4 oz	260
Personal seal (gilt)	4 oz	400
Personal seal (gold)	4 oz	1800
Sealing wax (brown)	4 oz	2
Sealing wax (red)	4 oz	8
Sealing ribbon (72")	1 oz	10
Gold leaf (4" x 4")	-	4

Cordage, etc.

Item	Wt	Cost
Cord, light, per 100'	1	2½
Cord, heavy, per 100'	2	5
Rope, per 50'	3	7
Rope Ladder, per 10'	2	8
Grappling Hook	2	20
Rope Cable, 1", per 10'	1½	6
Rope Cable, 2", per 10'	3	12
Rope Cable, 3", per 10'	7	28
Rope Cable, 4", per 10'	12	50
Wire, per 10'	1 oz	2
Chain, light, per foot	½	8
Chain, heavy, per foot	2	20
Pulley, 5:1 MA, 250 lb. lift	5	48
Pulley, per 100 lb. add lift	+2	+16
Block & Tackle, 3:1 MA, 250 lb. lift	6	12
Block, per 100 lb. add lift	+3	4

Men's Clothing

Item	Average	Good
Mantle (Cloak)	72	36
Bliaut (Tunic)	48	24
Chemise (Shirt)	30	12
Pellise (long coat, fur trim)	-	100
Pellison (long coat)	-	40
Breeches	48	24
Kilt	72	40
Hood	20	12
Hat	10	16
Hose	36	20
Gloves	24	12
Leather Gauntlets	40	20
Belt	20	8
Sword Belt	50	24
Sword Sheath	50	24
Dagger Sheath	20	8
Slippers	50	20

Item	Average	Good
Sandals	20	10
Dress Boots	-	40
Riding Boots	80	40
Infantry Boots	0	20
Shoes	30	12
Work Boots	40	12
Wooden Clogs	6	-

Women's Clothing

Item	Average	Good
Mantle (Cloak)	60	30
Bliaut (Tunic)	40	20
Chemise (Shirt)	-	12
Pellison (long coat)	-	40
Gown	1 Cr	80
Dress	80	32
Skirt	40	14
Wimple	40	20
Hat	15	20
Hose	36	20
Gloves	24	12
Girdle (Belt)	20	12
Slippers	50	20
Sandals	20	12
Wooden Clogs	6	-

Clothing Extras

Item	Additional Cost
Homespun	-
Fine Wool	+50%
Linen	+100%
Damask	+200%
Lace	+300%
Fine Lace	+500%
Silk	+1000%
Leather	+100%
Fine Leather	+200%
Lace Trim	+50%
Fine Lace Trim	+100%
Fur Trim	+125%
Embroidered	+50%
Fine Embroidery	+100%
Silver Thread Embroidery	+50%
Gold Thread Embroidery	+600%
Undyed	-
Brown	+05%
Green	+05%
Dark Green	+05%
Forest Green	+10%
Tan	+05%
Yellow	+15%
Black	+10%
White (sun bleached)	+20%
Orange	+20%
Red or Pink	+25%
Motley	+25%
Blue	+100%
Royal Blue	+200%
Violet	+200%
Purple	+500%

Dyes

Item	Wt	Cost
Brown Dye	1 oz	½
Green Dye	1 oz	1
Black Dye	1 oz	1
Yellow Dye	1 oz	2½
Red Dye	1 oz	3
Blue Dye (Indigo)	1 oz	20
Purple Dye	1 oz	300

An ounce of dye will colour about a 5' length of cloth. Note that blue and purple dyes are worth their weights in silver and in gold, respectively.

Bolts of Cloth

Undyed Item	Bolt Weight	Cost Per Bolt	Per Yd Length
Homespun Wool	6	38	2½
Finespun Wool	16	56	3½
Linen	16	73	5
Damask	24	154	9
Fine Damask	24	230	14
Lace	8	230	14
Fine Lace	6	384	24
Silk	8	768	48
Fine Silk	8	1152	72

A bolt is 5 feet. x 16 yd. (60 inches x 48 feet).

Why bother with bolts of cloth in an FRP game? Well, look at the value of the cloth and at the weights, too. Cloth was expensive! Not all "treasure" and "loot" comes in the form of gold and silver but rather in the form of cloth, dyes and other "luxury" items.

Add the Clothing Modifiers for dyed cloth.

Some items are sold by the square yard:

Blankets are usually of double-weight (x 2 cost) homespun, to which colour may be added. Sheets are of linen. Rugs are triple-weight (x 3 cost) homespun or fine-spun wool. Add embroidery and colour. Tapestries are made of linen cloth and are valued as richly embroidered (+75%) and multi-coloured (at least +50% and probably more). An "artistic quality" bonus from +200% to +2000% reflects how fine a work of art it is. Very fine rugs from the Middle East qualify as tapestries.

Sewing, Spinning & Weaving Gear

Item	Wt	Cost
Sewing Needle	-	1
Knitting Needles	-	2½
Lace Bobbins	-	2½
Thread (500')	1 oz	1
Coloured Thread	1 oz	2
Silver Thread	1 oz	28
Gold Thread	1 oz	320
Sewing Shears	1	20
Spindle	1	1
Carding Comb	1	2
Spinning Wheel	25	60
Weaving Loom	25	60
Tapestry Frame	6	40
Needlepoint Frame	1	5
Fleece	20	12
Spun Yarn	1	1



Foods

Nutrition

The food a character needs each day will depend on his size and activity level. Food value is rated in nutrition units (NU). The following sets out the requirements that most human characters must meet in order to maintain a given energy level:

Person	Weight (lbs)	Daily Nutrition for Activity Level		
		Subs	Avg	Stren
Child	6-25	02 NU	03 NU	04 NU
Child	26-50	03 NU	05 NU	07 NU
Human	51-74	04 NU	06 NU	09 NU
Human	75-99	04 NU	07 NU	10 NU
Human	100-150	06 NU	08 NU	11 NU
Human	151-250	07 NU	09 NU	12 NU
Human	251-300	08 NU	10 NU	13 NU
Human	301-350	09 NU	11 NU	14 NU
Human	350+	09 NU	12 NU	15 NU

Subs: A **Subsistence Diet** is the minimal nutritional value required to sustain life and health, with only a minimum of activity per day, about 3 hours of reasonably hard work or 4-5 hours of travelling at a moderate pace with no more than about 10% CCAP for a load. If this activity level is exceeded, **double** all Fatigue costs. If the dietary requirements are not met, a character loses -2% from his Fatigue each day and -2% from his physical capabilities (when performing any skill or activity). Characters can last for 7 + CON days under such conditions, after which death by starvation occurs.

Avg: An **Average Diet** is sufficient to provide for about 10 hours of average work or travel. If this activity level is exceeded, **double** all Fatigue costs after 10 hours of activity to reflect the character's inability to maintain that level of energy expenditure on the food taken in that day.

Stren: A **Strenuous Activity Diet** is sufficient to maintain a high-energy output, such as might be needed on a forced march, working in excess of 10 hours at a task requiring great effort, or during a day marked by considerable fighting, running, etc. If the nutritional level fails to meet the character's needs, decrease Fatigue by -5% per day until his activities match his nutritional intake. When a character reaches 50% of his normal Fatigue, he loses an additional -2% from his Fatigue and also -2% from his physical capabilities. Also treat him as starving to death, for he is consuming body mass to keep going at that intense pace.

Fish

Item	Wt	Cost	NU
Jerked (dried) Beef	1	½	10
Dried Fish	1	¼	6
Smoked Salmon	1	1	6
Smoked Sausage	1	½	8
Spiced Sausage	1	¾	8
Salt Pork	1	¼	8
Well-cured Bacon	1	½	7
Pork Ham	1	½	8
Mutton Ham	1	½	8
Dark Rye Bread	1	¼	6
Hard Tack	1	¼	7

Fresh Meat

Item	Wt	Cost	NU
Veal	1	¾	5
Beef, quality cut	1	1	6
Beef, average cut	1	¾	5
Beef, cheap cut	1	½	5
Beef, poor cut	1	¼	5
Suckling Pig	15-30	½	5
Boar's Head	30-60	¾	4
Pork Spareribs	1	½	4
Pork, quality cut	1	¾	6
Pork, average cut	1	¾	5
Pork, cheap cut	1	½	5
Pork, poor cut	1	¼	5
Lamb, quality cut	1	½	5
Lamb, average cut	1	¼	5
Mutton, quality cut	1	¾	5
Mutton, average cut	1	½	5
Mutton, cheap cut	1	¼	5
Goat Meat	1	½	5
Rabbit	1	¼	3

Poultry & Wild Game Birds

Item	Wt	Cost/lb	NU/lb
Whole Chicken	4-7	¼	5
Whole Duck	4-7	¼	5
Whole Goose	6-15	½	5
Fatted Goose	8-15	½	5
Whole Swan	7-20	2	5
Whole Peacock	5-15	2	5
Small Game Bird	1	1	4

Wild Game: Fresh Meat

Item	Wt	Cost	NU
Boar's Head	30-75	40-60	4
Boar Spareribs	1	1	4
Boar, quality cut	1	1	6
Boar, average cut	1	¾	5
Boar, cheap cut	1	½	5
Boar, poor cut	1	¼	5
Venison, quality cut	1	3	6
Venison, average cut	1	2	5
Venison, cheap cut	1	1	5
Venison, poor cut	1	¾	4

Dairy

Item	Wt.	Cost	NU
Fine Cheese	1	1½	6
Good Cheese	1	1	6
Average Cheese	1	½	5
Cheap Cheese	1	¼	5
Goat Cheese	1	½	5
Curds & Whey	1	¼	3
Pure Cream, 1 pint	1	2	8
Whole Milk, 1 quart	2	½	4
Buttermilk, 1 quart	2	1	6
Butter, salted	1	1	10
Butter, unsalted	1	¾	10
Bantam Eggs (x 12)	1	¼	6
Chicken Eggs (x 6)	1	¼	6
Duck Eggs (x 6)	1	¼	6
Quail Eggs (x 12)	1	1	6
Goose Eggs (x 4)	1	¼	6

Vegetables

Item	Wt	Cost	NU
Fresh Peapods	1	¼	2
Dried Peas	1	½	5
Fresh Beans	1	¼	2
Dried Beans	1	½	5
Fresh Cabbage	1	¼	3
Lettuce	1	¼	1
Sauerkraut	1	½	4
Fresh Lentils	1	¼	3
Dried Lentils	1	½	5
Leeks	1	¼	2
Scallions	1	¼	2
Onions	1	¼	2
Shallots	1	½	2
Garlic	1	½	2
Carrots	1	¼	3
Parsnips	1	¼	3
Radishes	1	¼	2
White Turnip	1	¼	3
Rutabaga	1	¼	3
Beetroot	1	¼	3
Beet Pickles	1	1	2
Cucumbers	1	¼	2
Cucumber Pickles	1	1	2
Squash	1	¼	4
Green Olives	1	2	3
Black Olives	1	2½	3
Fresh Wild Mushrooms	1	¾	0
Dried Wild Mushrooms	1	1½	0

Fruits

Item	Wt.	Cost	NU
Crabapples	1	¼	2
Apples	1	¼	3
Pears	1	½	3
Peaches	1	¼	3
Apricots	1	¾	3
Pomegranates	1	6	1
Plums	1	½	3
Lemons	1	1½	1
Oranges	1	1½	3
Cherries	1	1	3
Strawberries	1	½	3
Raspberries	1	½	3
Gooseberries	1	¼	2
Wild Berries	1	¼	3
Table Grapes	1	1	3
Fresh Figs	1	1½	4
Dried Figs	1	2½	6
Fresh Dates	1	1½	4
Dried Dates	1	2½	6
Various Dried Fruits	1	1½	5

Seasonings & Sweeteners

Item	Wt	Cost	NU	% in Shop
Rock Salt	1	1¼	0	-
Sea Salt	1	¾	0	-
Honey	1	1	6	-
Lump Sugar	1	2	5	-
Fresh Cooking Herbs	5 oz	¼	-	-
Dried Cooking Herbs	1 oz	½	-	-



Item	Wt	Cost	NU	% in Shop
Basil	1 oz	1	-	90%
Bay	1 oz	1	-	80%
Cinnamon	1 oz	13	-	30%
Clove	1 oz	1¼	-	80%
Coriander	1 oz	3	-	60%
Cumin	1 oz	4	-	50%
Fennel	1 oz	1¼	-	80%
Garlic	1 oz	¾	-	90%
Hops	1 oz	¾	-	90%
Pepper	1 oz	8	-	30%
Mint	1 oz	¾	-	90%
Nutmeg	1 oz	64	-	30%
Parsley	1 oz	¾	-	90%
Pepper	1 oz	320	-	40%
Rosemary	1 oz	2¾	-	70%
Saffron	1 oz	32	-	30%
Sage	1 oz	¾	-	90%
Thyme	1 oz	¾	-	90%
Walnut	1 oz	3	-	70%

% in Shop: This is the percentage chance that the herbs will be available.

Sugar came in loaves, the outer parts being cut or scraped for nobility and giving a whiter coarser texture than modern granulated sugar. In the centre would be a gooey residue, which would be used by the servants or lower classes.

Cooking Oils

Item	Wt	Cost	NU
Pork Dripping	1	¼	-
Beef Dripping	1	½	-
Olive Oil (1 pint)	1	1½	-
Virgin Olive Oil (1 pint)	1	2½	-
Extra Virgin Olive Oil	1	5	-

Bakery Goods

Item	Wt.	Cost	NU
White bread	1	½	3
Whole wheat bread	1	¼	4
Dark rye bread	1	½	4
Assorted Pastries (x6)	1	½	3
Cake	1	½	3
Fruit pie	1	¼	4
Meat pie	1	¾	6

Grain & Feed: Farm Prices

Item	Wt	Cost	NU
Wheat	50	2-3	[200]
Rye	50	1½ - 3	[150]
Barley	50	1-2	[200]
Oats	50	½ - 2	[225]
Hay	50	½ - 1	[125]
Straw	50	½ - 1	[75]

The [NU] rating for grains and feeds refers to the nutritional value when feeding animals. For nutritional value to people, look to **Flour & Bread**.

Prices are at the farm gate. Millers charge 1/10th the weight of grain to mill it into flour.

Going to the Inn

While staying at the inn, the guest and his property were under the innkeeper's protection and he was liable for any losses due to his negligence or carelessness with basic security. Prices are typical of the rates at inns, etc. A somewhat reduced rate may be obtained from producers of alcoholic beverages and an even better one if buying in large quantity. A long-term lodger would receive somewhat better food for the price paid and preferred service if he held accommodations of a better than average quality.

Fortified Wines & Spirits

Cognacs and Grain Alcohol are not available until someone invents the distilling process. In history, the mass production of distilled beverages happened rather late, less than four centuries ago, in fact. But there are records of Scotland exporting Whiskey in the 12th Century and crude stills have been found in Ireland dating to the 9th century, probably producing Poteen. Of course an alchemist could have come up with a distilling method much earlier on. The alternative to strong spirits would be "Winter Wine", or wine put out in a tub on a very cold winter night. The icy slush would be skimmed off, resulting in a stronger wine with 20% to 30% alcohol content. Cost would be comparable to an average or good cognac.

Beverage	Alcohol	Wt.	Cost
Superb Port (1 pt)	20%	1	1¼
Fine Port Wine (1 pt)	18%	1	1¼
Good Port Wine (1 pt)	18%	1	1
Average Port (1 pt)	18%	1	½
Liqueur (1 pt)	20%	1	¾
Superb Cognac (1 pt)	40%	1	2½
Fine Cognac (1 pt)	40%	1	2
Good Cognac (1 pt)	40%	1	1¼
Average Cognac (1 pt)	40%	1	1
Grain Alcohol (1 pt)	92.5%	1	2½

The Wine List

Beverage	Alcohol	Wt	Cost
Grand Cru Red (1 pt)	12%	1	1½
Vintage Red (1 pt)	12%	1	1¼
Fine Red Wine (1 pt)	12%	1	1
Good Red Wine (1 pt)	12%	1	¾
Average Red (1 pt)	10%	1	½
Poor Red Wine (1 pt)	8%	1	¼
Sour Wine (2 pt)	6%	2	¼
Red Vinegar (1 pt)	-	1	¼
Grand Cru White (1 pt)	12%	1	1¼
Vintage White (1 pt)	2%	1	1½
Fine White (1 pt)	12%	1	1¼
Good White (1 pt)	12%	1	1
Average White (1 pt)	10%	1	¾
Poor White Wine (1 pt)	8%	1	½
White Vinegar (1 pt)	-	1	¼

Beer, Mead & Cider

Beverage	Alcohol	Wt	Cost
Stout Beer (1 pt.)	8%	1	½
Ale (1 pt.)	5%	1	¼
Lager (1 pt.)	5%	1	¼
Bitters (1 pt.)	5%	1	¼
Small Beer (2 pt.)	3%	2	¼

Beverage	Alcohol	Wt	Cost
Fine Mead	10%	1	1
Good Mead	8%	1	¾
Average Mead	6%	1	½
Cheap Mead	4%	1	¼
Fermented Cider	7%	1	½
Fresh Cider	4%	1	¼

Eating at an Inn

Quality of the Meal	Cost
Banquet Quality Meal (NU = 18)	1¼ - 2½
Fine Meal (NU = 15)	1½ - 1¾
Very Good Meal (NU = 12)	1 - 1½
Good Meal (NU = 10)	¾ - 1
Average Meal (NU = 10)	½ - ¾
Cheap Meal (NU = 8)	¼ - ½

Staying at an Inn

Accommodation	Cost
Fine Suite (2 rooms), per night	1½ - 3
Good Room, per night	1 - 1¼
Average Room, per night	½ - ¾
Pallet in Common Room, per night	¼ - ½
Sleep in Stable, per night	¼

Stabling Animals

Animal	Cost/Day
Warhorse stabled at country inn	1
Warhorse stabled at town inn	1½
Riding horse stabled at country inn	¾
Riding horse stabled at town inn	1
Pack/draft animal at country inn	¼
Pack/draft animal at town inn	½

Stabling includes feed, usually hay and straw for pack and draft animals. Warhorses are groomed and get a large feedbag of oats twice a day. Riding horses get a smaller feedbag twice a day.

Mounts

The gaming statistics for all mounts are to be found in either **The Gamemaster's Companion (Vol. III Core Rules)** or the **Creatures Bestiary**.

Long Distance Movement

The following sets out Fatigue costs for Mounts, Draft Animals and Pack Animals. See *Chapter 6 - Movement* for details on Journey Time, Pushing the Pace, etc.

Move Rate	Fatigue Loss
March	-1 FP per hour ¹
Trot (Double Time)	-5 FP per hour ¹
Canter	-1 FP per 2 mi. ²
Gallop/Charge	-1 FP per mi. ²

¹Fatigue is expended per hour for these speeds.

²Fatigue is expended for distance covered. Canter is 3/4 of full speed possible.



Warhorses

The man on horseback not only dominated the historic feudal ages, but he also proved to be supreme in legend and in fantasy fiction as well. However, the greatest warrior can be undone by an unreliable horse!

Warhorses are very expensive, for mounts with the right temperament and breeding are quite rare. Also, a truly fine warhorse can take years to train. Only warhorses will be effective mounts in battle. Other riding animals tend to be more skittish in temperament and can be somewhat unmanageable in combat. Indeed, they might balk or panic in the din and chaos of a fight. Nor will they position themselves well nor be easily guided with knee movements and voice commands alone. These factors significantly reduce even a skilled cavalrman's ability to use his arms to best effect.

Warhorses, especially the great destriers (heavy warhorses) are very disciplined because of their highly specialised training and stoic temperaments. Destriers and feudal medium horses (called "hunters") were trained to rear, kick, trample foes under hoof and whirl round in place to prevent dismounted enemies from getting near. (The horse impacts them with his body if they do.) No other warhorses had this training, although light warhorses and warponies rear and kick at foes.

Type of Warhorse	Find %	Cost
Avrg Very Heavy Warhorse	01-60%	2600+
Supr. Very Heavy Warhorse	61-85%	2900+
Supb. Very Heavy Warhorse	86-95%	3200+
Great Very Heavy Warhorse	96-00%	3500+
Avg. Heavy Warhorse	01-60%	2300+
Supr. Heavy Warhorse	61-85%	2500+
Supb. Heavy Warhorse	86-95%	2700+
Great Heavy Warhorse	96-00%	3000+
Avg. Medium Warhorse	01-60%	1800+
Supr. Medium Warhorse	61-85%	2000+
Supb. Medium Warhorse	86-95%	2300+
Great Medium Warhorse	96-00%	2500+
Avg. Light Warhorse	01-60%	1400+
Supr. Light Warhorse	61-85%	1600+
Supb. Light Warhorse	86-95%	1800+
Great Light Warhorse	96-00%	2000+
Avg. Light Arabian Warhorse	01-60%	2000+
Supr. Light Arabian Warhorse	61-85%	2300+
Supb. Light Arabian Warhorse	86-95%	2600+
Great Light Arabian Warhorse	96-00%	3000+
Avg. Steppes War Pony	01-60%	2000+
Supr. Steppes War Pony	61-85%	2300+
Supb. Steppes War Pony	86-95%	2600+
Great Steppes War Pony	96-00%	3000+

Warhorse Armour

Medium and heavy warhorses are large and powerful enough to wear armour protection. Of course, the kind of armour is governed fairly much by the same rules as stated earlier for personal body armour.

Light warhorses and war ponies cannot wear better than quilted comparisioning.

Medium warhorses may wear 1/2 frontal armour of metal, with side/rear comparisioning of quilting or studded leather.

Heavy warhorses can be armed in the full panoply of war and decked out in full cavalry plate (if available).

Armouring a horse will reduce its Fatigue considerably if the steed's CCAP limits are exceeded. In this regard, treat the mount's Fatigue loss exactly the same as in the case of a person carrying excessive weight.

A mount's speed will also be reduced if both rider and armour exceed 60% CCAP. In distance modes of travel, drop the speed by 1 mph per 5% overload. In combat mode, drop the movement rate by 1' each for each 10% of excess weight carried.

It might be noted that, except for light quilted comparisioning, warhorses were rarely armoured except when formal battle was immanent. Cavalry mounts were kept fresh as possible for battle.

When travelling, warhorse armour was typically borne by pack animals. Similarly, a knight often rode a saddle mount, leaving the warhorse carrying perhaps no more than the knight's armour and some of his armaments. This spared the warhorse and kept him fresh for battle.

The following sets out the kinds of warhorse armours available in *Chivalry & Sorcery*. Warhorse armour is essentially the same in protective effect as body armour worn by characters.

Note: 1/2 (Frontal) armour does not protect the legs of the horse, just its face, head, neck and barrel back to the saddle.

Warhorse Armour:	Wt. as % of	
Type of Barding	Mount's Wt.	Cost
1/2: quilted	3%	240
1/2: studded leather*	6%	400
1/2: brigandine (splint)	9%	800
1/2: scalemail	9%	1200
1/2: platemail	10%	2000
1/2: cavalry plate	12%	3000
1/2: Renaissance plate armour	14%	4400
Side/Rear: quilted	3%	160
Side/Rear: studded leather ¹	5%	240
Side/Rear: brigandine	8%	600
Side/Rear: scalemail	8%	900
Side/Rear: platemail	8%	1300
Side/Rear: cavalry plate	10%	2000
Side/Rear: Renaissance plate	12%	3200

¹Equivalent to ring mail

Riding Mounts, Pack Horses & Draught Animals

In addition to fighting mounts, many animals are available for more mundane duties, such as light riding horses (palfreys), ponies, donkeys, draught horses, pack horses, mules, even camels! The animal for you depends on what you need and how much your purse can afford!

As a rule, large characters need to ride large mounts to avoid fatiguing them or breaking them down.

Different riding skills are needed to have effective control over horses, donkeys, camels and exotic animals. The skill, Ride Warhorse, is essential to controlling such a spirited animal or fighting while in the saddle.

The skill, Handle Animals, is sufficient to keep a draught or pack horse, mule or donkey in line when using them as draught or pack animals.

Type of Mount	Cost
Light Riding Horse (Palfrey)	600+
Riding Pony	360+
Light Pony	200+
Donkey	160+
Heavy Draught Horse	600+
Medium Draught Horse	400+
Medium Mule	600+
Mule	400+
Average Camel	1000+
Superior Camel	1300+
Superb Camel	1600+
Great Camel	2000+

Animal Nutrition

The food a warhorse, riding mount, or draught animal needs each day will depend on his size and activity level. Food value is rated in nutrition units (NU).

The following sets out the requirements that most animals need in order to maintain a given energy level:

Animal	Weight (lbs)	Daily Nutrition for Activity Level		
		Subs	Avg	Stren
Hv.Warhorse	2000-2400	40 NU	50 NU	65 NU
Md.Warhorse	1600-1900	36 NU	45 NU	60 NU
Lt.Warhorse	1100-1300	32 NU	40 NU	53 NU
Lt.Arabian	1200-1400	36 NU	45 NU	60 NU
War Pony	800-1100	27 NU	33 NU	40 NU
Lt.Riding H.	1000-1200	30 NU	37 NU	45 NU
Draught H.	1600-2400	36 NU	50 NU	65 NU
Mule	1500-2000	36 NU	45 NU	60 NU
Donkey	350-450	20 NU	25 NU	30 NU
Camel	1700-2400	35 NU	45 NU	55 NU

Animals may be fed grain, hay, etc. They may also be pastured. As a general rule, an animal can graze from 7 to 12 NU per hour on rich grasslands, 4 to 7 NU per hour on steppeland grasses and 1 to 4 NU per hour in wastelands (depending on the quality of the grazing). Deduct about 6 to 9 hours for sleep and also deduct travel or work time from the day, the balance remaining out of 24 hours can be spent by the animal in grazing activities.

Livestock

Item	Cost
Capon	2
Calf, weaned	10
Cow	72
Cow, good milker	120
Duck	1
Falcon, trained Gervalcon	48
Falcon, trained Goshawk	60
Falcon, trained Merlin	45
Fowl (Hen)	1
Goose	3
Ox	108
Pig	24
Pigeon	1/2
Sheep	10



EXPERIENCE

As characters acquire "experience," they grow in their knowledge and their abilities. This growth is measured in terms of the **Experience Level** a character has attained. A character is awarded experience points, representing how much he may have learned from an experience or if he had a chance to practice his skills.

As a character gains **Experience Points (Exp)**, they are accumulated as **Accumulated Experience** and this can be regarded as a "current account". When a character wishes to "purchase" basic knowledge in some skill or to improve his ability in a skill by a level, he will draw Experience Points from his Accumulated Experience to make the purchase. When he does this, that amount is subtracted from his Accumulated Experience and deposited in his **Total Experience**. Total Experience is the measure of the overall advancement the character has made in his abilities and knowledge.

To sum up, as a character learns and develops his skills, his Experience Points move from the accumulated pile to his Total Experience pile. As his Total Experience rises, so does his Experience Level. Details on experience awards are shown in **The Gamemaster's Handbook (Vol. III Core Rules)**. A character's Experience Level is important because it determines how many experience points it costs to raise a skill by one level as described in *Chapter 3 – Core Game Mechanics*.

EXPERIENCE LEVELS

Table 9.1 – Total Experience sets out the total experience needed for each Experience Level.

Experience Level	Total Experience Points	Experience Level	Total Experience Points
1	Up to 5,000	11	95,001 - 110,000
2	5,001 - 10,000	12	110,001 - 130,000
3	10,001 - 15,000	13	130,001 - 150,000
4	15,001 - 20,000	14	150,001 - 170,000
5	20,001 - 30,000	15	170,001 - 195,000
6	30,001 - 40,000	16	195,001 - 220,000
7	40,001 - 50,000	17	220,001 - 245,000
8	50,001 - 65,000	18	245,001 - 270,000
9	65,001 - 80,000	19	270,001 - 330,000
10	80,001 - 95,000	20	330,001 - 360,000

From Level 20 onwards each Experience Level costs +30,000 Exp.

TABLE 9.1 - TOTAL EXPERIENCE

DOWNTIME

Since its inception, *Chivalry & Sorcery* made provision for the idea that characters "live" in a "real" fantasy world, where people do not just adventure. This is **Downtime** where characters would most likely be improving themselves, ready for the next time they go adventuring. A character could hone existing skills or learn new skills. New skills can be learnt by studying from books and scrolls, by training with a character that knows the skill or by finding a teacher or by spending Accumulated Experience to purchase Basic Knowledge in a skill. It is the period where tasks that are not dealt with during role-play are handled, mainly as role-play sessions should be exciting.

Downtime can occur anywhere in the course of a gaming session or between gaming sessions. To make the "bookkeeping" easy and to allow players an opportunity to discuss their plans, develop their characters' skills, produce items etc., the Gamemaster should devote an occasional session to Downtime activities. Any housekeeping tasks such as acquiring new equipment, recovering from wounds etc., can be carried out during downtime. The Gamemaster can also go over new rules or rule-changes, discuss problems, or outline important events, etc., in the fantasy world during this time.

LEARNING NEW SKILLS AFTER CHARACTER CREATION

Studying from books and scrolls requires, of course, that the character is able to read in the first place and also that there are books and scrolls available for him to study. Training with a character who knows the skill means finding a PC or NPC who will work with the character as he learns a new skill. In effect, he is being "shown the ropes" by someone who knows!

A Teacher can be a PC or NPC whom the character has hired to teach him the skill. The fees are negotiated, but a Teacher could get anything from 10 P to 50 P per day of instruction, depending upon the nature of the skill involved. The advantage of having a Teacher is that the character can learn twice as fast as normal. To qualify as a Teacher, the PC or NPC must have 10 levels in the skill. If the skill is a Non-standard Skill (NS) and has no levels or less than 10 levels, the Teacher must have learned that skill to the maximum in order to be able to teach it.

DF	No of Days to Learn Skills to Basic Knowledge	from a Teacher
1	30 days	15 days
2	45 days	22 days
3	60 days	30 days
4	75 days	37 days
5	90 days	45 days
6	120 days	60 days
7	150 days	75 days
8	195 days	97 days
9	240 days	120 days
10	300 days	150 days

TABLE 9.2 - DAYS TO LEARN SKILLS

It is possible to reduce the time acquiring basic knowledge in new skills by having a high Discipline level. Table 9.3 – Days Deducted sets out the number of days deducted from the character's total learning time for having a particular level of Discipline.

Note: A low Discipline level adds days to the time required.

DISC	Level of Difficulty									
	1	2	3	4	5	6	7	8	9	10
02-05	+8	+11	+15	+19	+23	+30	+38	+48	+60	+75
06-08	+4	+6	+8	+9	+11	+15	+19	+24	+30	+38
09-12	-	-	-	-	-	-	-	-	-	-
13	-2	-3	-5	-6	-7	-9	-11	-14	-18	-23
14	-3	-4	-6	-7	-8	-12	-15	-19	-24	-30
15	-4	-6	-8	-9	-11	-15	-19	-24	-30	-38
16	-4	-7	-9	-11	-14	-18	-23	-29	-36	-45
17	-5	-8	-11	-13	-16	-21	-26	-34	-42	-53
18	-5	-9	-12	-15	-18	-24	-30	-39	-48	-60
19	-6	-10	-14	-17	-20	-27	-34	-44	-54	-67
20	-7	-11	-15	-19	-23	-30	-38	-48	-60	-75

TABLE 9.3 – DAYS DEDUCTED

Having self-discipline enables the character to be more focused on the task at hand. It also enables him to stay with the task, in this case, the task of learning, for a far longer time than less self-disciplined people are capable of doing. The result is considerably greater efficiency. This efficiency is, of course, reflected in a much lower learning time, the more so the higher the character's discipline level and the more difficult the task.



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