Ysgarth

advanced roleplaying

Sixth Edition Basic Rules

Ysgarth™

XXVII Special Advance Edition

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1: THE GAME

Ysgarth is a game of the imagination. It allows you to become a character who lives in another world — a world of fantasy and adventure. Game mechanics provide a framework for the world and your actions in it, so that your character can interact believably with his environment. When played at its best **Ysgarth** should provide tools for play without hindering your imaginative vision of the world and characters. A rule system should not be static or restrictive, and is made to adapt to your needs. **Ysgarth** is an integrated system which provides guidelines for skills, combat, magic, social structure, character psychology, background, religion, moral philosophy, education and economics. It is up to you to take this framework and make it live so that you can be more than a player or gamemaster, creating an experience where you will be able to become part of another world.

At first **Ysgarth** may seem more complex than some other roleplaying systems you may have tried. Don't be intimidated. There's lots here, but everything operates on a few basic principles and we've provided detail as a resource to make the game more flexible and adaptable to your specific needs as a gamemaster or player. Because **Ysgarth** emphasizes roleplaying most of the work of the player will go into developing his characters, because it takes some work to define a person who is as real in the game world as the player is in this one. **Ysgarth**'s rules are simple, flexible and consistent. They open up possibilities you've probably been looking for fruitlessly in other roleplaying systems.

1.1: ORGANIZATION OF THE SYSTEM

All of the rule mechanics are included in this book. For practical purposes we have done our best to divorce pure mechanics from the background structure of the world of Ysgarth itself, though the integrated nature of the system means that examples from Ysgarth will be used for the social and situational elements which provide some of the most important parts of character development. While some limited world background is also included, most of the world background material is presented in the **Ysgarth Worldbook** sourcebook.

In addition to the core rules you will find various helpful information in the sidebar sections which accompany the rules. The sidebars include advanced rules, novice rules, examples, notes on world background and hints for players and gamemasters.

The examples are quite detailed and include two complete sample characters, plus suggestions on how best to develop a character in the context of the world and warnings of common problems for players and gamemasters.

The rules of **Ysgarth** are not set in stone. Use or discard the alternate rules at your discretion. If a rule doesn't work for you, try the advanced rule. If your players are bewildered, let them use the novice rules. If none of these work for you modify the rules to suit your needs. They're your rules. Players should remember that the gamemaster determines what aspects of the rules to use. Gamemasters should remember that the preferences of their players should form the basis of their decisions on how to use the rules.

1.2: THINGS YOU NEED & NEED TO KNOW

The main thing you need to play **Ysgarth** is a healthy imagination. Paper and pencils will help in recording things. Dice are also fairly important. 10 sided dice are essential, and other varieties might also be helpful in some cases. All of the math involved in creating a character is very basic, but a calculator could speed things up a bit if you're not mathematically inclined. For those who prefer to avoid math completely, charts or tables are provided as an alternative in every case where a calculation might be necessary. Keep in mind that almost all the math you need to do takes place when a character is created, and after that point things become much easier.

There are several constant practices which should be pointed out before you start. On all charts, tables and formulae, if you have a fraction or are between two numerical steps you should always round up. If a formula gives a number and a characteristic (for example 2CHA), that means the characteristic should be multiplied by that number. 'D' is used as a standard abbreviation for 'die'. So if you see the term 1D10 it means 1 ten-sided die.

YOUR GUIDES TO THE SYSTEM

This sidebar column is for all the little aspects of **Ysgarth** which don't quite fit in the core rules, but can be interesting and helpful. In the sidebars you'll find alternate rules for novice and advanced players, examples, hints for players and gamemasters and notes on tying the rules to the game world.

Each of these elements is presented by a character from the world of Ysgarth. There are six main characters plus a few special guests. They are your guides to **Ysgarth** and it's high time you were introduced.



Stanisar of Evaria

Stanisar is an ambitious young merchant from the Prefecture of Evaria in the Saes Empire. He is the main character featured in examples of character creation, skills and combat. When you see Stanisar's picture it will accompany an example which will help clarify the section of the rules you're reading.



Leuctar the Pyromancer

Leuctar is a Journeyman in the Pyromancer's guild of Tolemeias. He is the main character in examples of magical skills and spells. When you see Leuctar's picture it will accompany helpful examples of magic use.



Bavraz the Blind

Bavraz is a hapless bard who was blinded by the Uvezich Overlord Zaedukrom. He now wanders through a dark and unfamiliar world, much like the novice player of **Ysgarth** who may need his guidance. Bavraz' picture accompanies sections of special novice rules for first time players to use if they want to ease into the system gradually.



Krodamin the Devisor

Krodamin is a powerful Uvezich from the Great Abyss. He is the uncle of Lord Zaedukrom and the great engineer and mechanic of the Uvezich. Krodamin is your guide to the advanced rules. You will see his picture next to suggested alternative systems for experienced players or for campaigns which are at a higher power level.



Namuna, Queen of Macharia

Queen Namuna is the wife of King Bohemon of Macharia. She is respected throughout Ysgarth for her magical skills and her charitable works among the poverty stricken peoples of Macharia. She is here to serve as a special guide to players who are looking for hints and suggestions on how best to design and develop their characters.



Vjortr, Son of Yurmang

Vjortr is a Yoton shaman who has travelled widely through Ysgarth seeking to better relations between his people and the human population. He is here to provide hints and suggestions for gamemasters who may need advice on how best to run **Ysgarth** and present the rules to the players.



Ishkizas the Elder

Ishkizas is the historian of the Kilzitke community of Trozards which traces its ancestry back to befoe the Time of Cataclysms. He is your guide to notes on tying the rules in to the Ysgarth world background. When you see his picture look for information on setting and society which may help in developing characters.

II: CREATING THE CHARACTER



The character is the heart of roleplaying. He is a person who exists in the game world, as real there as you are in this world. For play to be fulfilling, a character should have depth of mind and emotion, with a strong, distinctive personality. A good player can become his character, seeing and feeling what the character sees and feels and guiding the character's actions as if he were an actual living person. How you create your character and how you develop him in play can determine whether or not you enjoy playing **Ysgarth**.

2.1: THE CHARACTER CONCEPT

Numerical attributes are used to represent the concrete abilities that accompany the personality which the player creates for a character. These characteristics are mere numbers to represent the image of the character the player creates in his mind. They should not dictate the character's personality or be allowed to restrict imagination. They are intended as practical data used to determine the results of character actions. The player's conception of the character should always come first. To this end, **Ysgarth** is set-up to allow you to fit the numbers to the character which you have already created in your mind.

When you start out to create a character, the first step is to get a powerful image of who he is. Think of him as a real person before anything is set on paper. Think about background, personality, where he comes from, what he has done, what he has suffered and enjoyed. Catalog his likes, dislikes, quirks, obsessions, fears and beliefs. You should think about his childhood, his relationships, religion and his place in the world and society. You should also think of what he looks like, how he walks, talks and acts, even how others react to him. If any of this is difficult, ask your gamemaster for advice, background, ideas or examples. Try to make your character a unique individual who can be a working part of the world he inhabits. If necessary, you should write all of this out for your own reference, with a history or description, but it is most important to get a mental image to guide you through the mechanics of character creation. This system is designed to let you create the character you want, so you will be able to fit the hard numbers to the image which you envision.

Character Conception

Before you do anything else it's essential to get a clear idea of the character and what he is like in your mind. It can be very tempting to let considerations of race or particular skills shape the character's personality, but it is a much better idea to get a full image in your mind of the character and then make your picks of race, skills and abilities based on what you instinctively feel is right for that character. There is sufficient flexibility in the rules that you can create on paper virtually anything you can put together in your mind, so be the boss and bend the rules to your will.

In these examples our subject will be a beginning **Ysgarth** character named Stanisar of Evaria. You'll meet him here for the first time and we'll follow him as he develops in later examples.

Stanisar was born in the town of Kirdaius in the Prefecture of Evaria within the Saesan Empire. His family were poor farmers, raising chickens and goats, selling eggs and some produce from their garden to get the cash to buy those things they couldn't produce themselves. Stanisar's mother died when he was born. She had lost three children before him and the fourth attempt was just too much. He was raised by his father and his father's half-wit brother Uthno.

Stanisar's childhood was unremarkable. He received little schooling, played with other children and got into the usual amount of mischief. Then, at the age of 16, like most Evarians, he was drafted into the an infantry legion of the Saesan army. He took to military life and the promise of land and riches which it offered. In the course of his two year term and four additional years of reinlistment, he spent much time in Arojika fighting against the Massanda rebellion. While there he established contacts in the city of Isardis, and made enough money selling contraband goods from Isardis to fellow soldiers that he was able to buy himself a commission. After serving four more years of reinlistment as a troop commander he left the army and returned home.

Once established back in his native Evaria he entered into a career as a merchant, operating mainly as an agent for his Isardian friends and their smuggled goods. He doesn't necessarily have a great deal of established status himself, but he is trusted as an agent and representative by a clientele of foreign merchants who rely on his service.

This role requires him to travel a great deal, particularly to Tibrum and Tolemeias, and even to the more barbaric lands of the north. Stanisar is nearing middle-age, battle hardened, familiar with the ways of the world, and eager to increase his wealth, be it in Tolemeian Marks, Imperial Shillings, Iichanian Dirams or even Aranian Obols.

Stanisar now dwells in the Evarian port town of Amiskios. He is a pleasant looking but unremarkable young fellow, clean shaven, wearing his brown hair fairly long in the Evarian style. He has a pronounced scar on his left cheek and a large scar running almost the length of his left calf.

Stanisar has never married, and in fact has little experience of women, except for obligatory visits to camp followers while in the army. He has learned the rudiments of reading and of figuring. He has a great deal of ambition and dreams of becoming wealthy and politically powerful. He hopes to move to Tibrum in the near future where he will be able to handle larger deals and arrangements for his growing collection of semi-legitimate merchant friends.

Knowing all this, the next task is to allocate points to characteristics in a way which will support and quantify what you know about the character.



2.2: PRIMARY CHARACTERISTICS

Twelve characteristics define the basic natural capabilities a character is born with. For normal characters they are on a scale from 1 to 24 points. Normal human characters will average around 12 or 13. Characteristics lower than 5 are considered sub-normal. Characteristics over 20 are considered supernormal. They are divided into three groupings of four characteristics each. These are the Social, Mental and Physical groups. It is not necessary for a character to have high scores in all areas and a variety of values keeps a character interesting and well-rounded. As described below, some characteristics are particularly useful for certain functions, but they all have value and none should be discounted.

Before assigning values to these characteristics players will want to determine their choice of race. Many non-human races of Ysgarth have special limitations or greater potential in certain areas and that should be taken into consideration when determining basic characteristics. We will refer to humans as the standard here, but if you are interested in other races see section 2.25 for information on starting out non-human characters. The gamemaster may wish to limit new players to human characters until they have some experience with the system.

2.21: Social Characteristics

This is a loosely formed group, representing how the character is perceived by and interacts with his society. Some of the characteristics are subject to change and adjustment with time and character actions.

Appearance (APP): How the character looks, including both physical attractiveness and such elements as dress and grooming.

Charisma (CHA): The force of a character's personality and ability to influence others, including charm, personal magnetism and potential as a leader.

Zeal (ZEA): The intensity of a character's beliefs, his devotion to his god or moral principles.

Social Status (SOC): The standing of a character in his society, nation and cultural group, including aspects of educational opportunity and other advantages of breeding.

2.22: Mental Characteristics

These show mental ability and intellectual power, including facility for magic and skills.

Intelligence (INT): Basic intellect, natural mental aptitude and facility of reaction to situations and the unexpected.

Judgement (JUD): Rational and decision making ability, including the ideas of wisdom, prudence and perception.

Willpower (WIL): Obstinacy, strength of will, resistance and resoluteness, as well as resistance to change and stability of character.

Talent (TAL): Psychic and magical ability and strength, including luck and potential to manipulate the environment with the power of the mind. It is not unusual for normal people to have relatively low amounts of TAL.

2.23: Physical Characteristics

These show what the body can do and endure. They are important for combat and survival under physical duress. They show the limits, durability, speed and power of the body.

Constitution (CON): Health and endurance, a key factor in determining resistance to damage, fatigue and disease.

Strength (STR): Physical strength, ability to lift, carry, bend, push and exert manual force. The amount a character can lift without strain is STR squared pounds.

Dexterity (DEX): Manual manipulative ability, covering all areas of fine hand movement.

Agility (AGI): Speed and gross body movement in running, leaping and dodging.

2.24: Point Allocation

The player determines the numerical value of these characteristics by allocating points. Each player gets a fund of these points to spend as he chooses within certain limitations. It is standard practice to also allow at least some of these points to be spent on other aspects of the character, particularly on Experience Skill Points.

The number of starting points which the gamemaster will wish to give each player at the beginning of a campaign or when a new character is created may vary depending on the power level of the campaign or the type of campaign you plan to run. Generally no fewer than 150 points and no more than 180 points should be given out for starting characters. You may wish to play with characters who have more points, but it is generally not a good idea for inexperienced players.

The recommended set-up parameters for first characters for inexperienced players in a starting campaign is 160 points of which at least 5 and no more than 15 may be spent for Experience Skill Points. If you want to start play at a slightly more advanced level 175 points with at least 15 and up to 30 used as Experience Skill Points works very well (this is the set-up used in the examples).

When players are assigning points they should be allowed to spend some of them on Experience Skill Points. Each startup point spent on Experience Skill Points instead of characteristics should yield 10 Experience Skill Points. When the gamemaster allows this he should set limits on how many points can be spent for characteristics or for Experience Skill Points. For example, if you started players with 160 points you might say that no more than 15 could be spent to buy points of Experience Skill Points, or if you started them with 180 points you might say that no more than 160 could be spent on basic characteristics. Players may also wish to reserve some points to spend to increase or decrease their character's Size.

In addition there are distribution limitations. Characteristics are broken down into three groups (Social, Mental and Physical). Each character must have a minimum of 36 points in each group and may have no more than 72 points in each group. Beyond that there are no restrictions on the distribution of points.

2.25: Non-Human Characters

The gamemaster may wish to allow players to create characters from one of the sentient non-human races of Ysgarth. Background information on these races can be found in Appendix A. The gamemaster has the option of requiring players to pay some of their starting points to purchase a race, since some of the non-human races have clear physical or mental advantages.

With non-human characters the normal 36/72 point characteristic



Point Allocation

In determining primary characteristics for Stanisar we will start with 175 points because he is a relatively experienced starting character. Since he is a human we don't need to worry about special limits for any of the basic twelve characteristics. In assigning points for Stanisar we try to follow his background, interests and general description as expressed earlier.

In the area of Social Characteristics Stanisar is given:

Appearance: 12
Charisma: 15
Zeal: 6
Social Status: 11

His Appearance is not particularly high, but not low enough to be unpleasant, perhaps dropped a point below average to represent his facial scar. His Charisma is moderately high because he clearly has some leadership ability and is probably a good salesman and promotor. His Zeal is only 6 because there's no indication that he is religiously inclined and he certainly doesn't suffer from overwhelming moral rectitude. A Social Status of 11 is appropriate for a freeman of no land or notable family connections in the society of the Saesan Empire. The total for these characteristics is 44, well above the 36 point minimum for the group, but below average, which makes sense given his humble social background. He has 131 points left for the other two groups and any other expenses.

In the area of Mental Characteristics Stanisar has:

Intelligence: 15
Judgement: 18
Will: 14
Talent: 4

Although Stanisar has little formal education he is clearly intelligent and cunning, so a 15 seems appropriate for Intelligence. His career as a merchant relies on sound decision making abilities so a Judgement of 18, high though it is, might actually be a bit low. There's no evidence that he's a particularly strong willed person, but Stanisar did serve three terms in the military so a slightly above average Will of 14 seems about right. As for Talent, he's not from a magical family, has no training in the area, so a low-average value of 4 makes sense (remember than human average is around 5 or 6, even though their maximum in Talent is 24). The total for these characteristics is 51, about average or slightly above. This leaves him 80 points for Physical Characteristics.

Stanisar's Physical Characteristics are:

Constitution: 20
Strength: 17
Dexterity: 15
Agility: 8

Stanisar's distinguished military background suggests above average physical abilities. A Constitution of 20 fits in well with his long term of service in the deserts of Arojika. A Strength of 17 should allow him to use most weapons with ease. A Dexterity of 15 should give him good natural aptitude. An Agility of only 8 makes sense given his serious and possibly somewhat debilitating leg wound. The total for these characteristics is 60, somewhat above average. Stanisar is left with 20 points to spend on experience or other enhancements like increased physical size.



Novice Rule: Point Allocation

For novice players point allocation should be simplified. Give novices 50 points to allocate to each of the three groups (Social, Mental and Physical). You might also want to restrict them to human characters.

Player Note: Point Allocation

Many new players to have some problems with initial point allocation. These first characters often end up discarded after a few sessions when players become more familiar with character creation.

The most important thing to remember is that you don't have to make your character average or incredibly balanced for him to be effective. In fact, you get a more interesting character if he has some genuinely high and low characteristics. Many starting players put all their characteristics in the 9 to 15 point range. All that produces is a bland and colorless character who's mediocre at everything and has no clear area of excellence.

While it isn't desirable to go overboard in unbalancing a character, you ought to make sure that your characters have at least two high characteristics balanced by at least two low characteristics. One or two characteristics in the 20 to 24 range is a very good idea, and you can afford to hav one or maybe two characteristics in the 4 to 8 range.



Player Note: Size

It's easy for players to fall into the trap of accepting the standard Size assigned by the rules and going with that. But characters should be diverse, and the advantages of altering your Size shouldn't be ignored.

The benefit of larger Size for Hit Points and Damage Class can be very significant. Every 2.5 points of Size adds 1 to the character's DC and every point of Size adds 1 HP. While this may not greatly benefit the average character, who wants to be average?

In addition, unlike other characteristics, Size cannot be increased later. You've got what you start with and it's been demonstrated that stretching on the rack and hanging like a bat while wearing gravity boots don't increase Size significantly. If you think your character is likely to be involved in combat and you want him to be effective you can't afford not to spend a few points to raise Size.

By the same measure you should consider reducing Size. The main benefit of lowering Size is the increase in Activity Points. Every point off of your Size adds 2 AP, and for some characters that can make a very big difference. If you start with 54 AP, the 6 AP you could gain from reducing your Size by 3 can make the difference between one attack and one defense per round and two attacks or an increased attack or defense.

Advanced Rule: Benefits of Age

You may wish to allow characters some bonus Experience Skill Points for advanced age. Generally giving a character 2 x (Age-25) in bonus ESP works fairly well.



Player Note: Age

Don't hesitate to make your character older or younger than you might expect for the typical 'adventurer'. That character image is an illusion. Anyone can become a hero in the right circumstances. If your character is a warrior, why not make him young and idealists. He would even be a teenager who has run away to war. He could just as easily be an old and grizzled veteran. Just because the character is newly created, that doesn't mean he can't be well along in years. It takes years of study to be a mage or to be successful in any craft or business. Older characters with well established social relationships bring something different to a campaign, adding links to the game world and more depth of interest and ability.

If you want to play an older or younger character your gamemaster ought to use the advanced rules on aging. The benefits balance the liabilities quite effectively for older characters.



point distribution limitations are adjusted. Instead add up the three highest individual characteristic maximums for that race in each of the three groups of characteristics (use 24 for those which don't have special limits). That value is their maximum distribution for that group. To find the minimum for a group add up the three lowest individual characteristic maximums and divide that value by 2. For example, a race with maximum STR of 36 and maximum CON of 20, but with normal limits on the other physical characteristics would have a total maximum of 84 in the physical group and a minimum of 34.

2.3: SECONDARY SOCIAL CHARACTERISTICS

These values are determined from the primary characteristics and to some degree through player assignment. They are used in various specialized situations during play. They are explained here with the formulae or tables which are needed to find their value. Remember to round up when figuring things out.

2.31: Size

This represents the physical size of the character. Human characters start at 13 for men and 12 for women. Size can be raised or lowered by spending starting points at a cost which increases or decreases with the amount spent. The first point added or subtracted costs 1 starting points, the second costs 2 starting points, the third costs 3 starting points, the fourth costs 4 starting points and so on. Size can never be reduced by more than a quarter (rounded up) or increased by more than a half of the normal average, rounding down in both cases. Thus, a standard man could never have a Size of less than 9 or more than 19, and to raise his Size all the way to 19 would cost 21 starting points. Non-human races and some special human sub-groups start with a different base size, but are under the same limits if they want to change that value. The base Size values for all human and non-human races can be found in Appendix A with the racial descriptions.

A character's height can be determined from Size. Average human males are about 68 in. Females average about 65 in. Height is in inches. Height is ((Size x 3) + SOC + CON inches. Weight can also be found from Size. Average human males will weigh about 150 pounds, average females will weigh about 138 pounds. Weight is ((Size x (Strength + 10) +/- 1D20.

2.32: Age

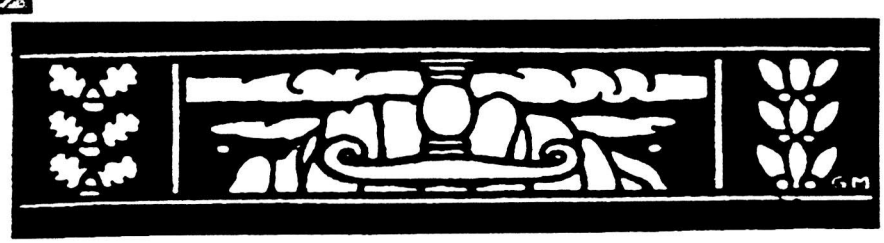
The player should have the option to choose his age, but there are advantages and disadvantages to any age. Generally characters should start at no younger than 15 and no older than 45, except in special cases with gamemaster approval. Age increases some characteristics while decreasing others. All Physical Characteristics and APP decrease by 1 point per 10 years of age over 20 (i.e. at 30, 40, 50, etc.). SOC, WIL and JUD increase by 1 point at the same rate. When CON declines to half of its original level a character must make a CON x 10% roll every year to determine his health as a result of old age. If he fails the roll he loses 10 HP off his total, based on his CON at the time. When his HP go below 0 he dies.

2.4: SECONDARY PHYSICAL CHARACTERISTICS

These are also determined from primary characteristics, but solely by calculation. They come into play mostly in combat and movement type activity.

2.41: Damage Class (DC)

A figure used to modify damage which a character can do with his hands or with weapons. It is (2Size + 3STR))/5 which can also be determined from the table below.



DAMAGE CLASS

STR \ Size	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22
1	3	4	4	5	5	5	6	6	7	7	7	8	8	9	9	9	10
2	4	4	5	5	6	6	6	7	7	8	8	8	9	9	10	10	10
3	5	5	5	6	6	7	7	7	8	8	9	9	9	10	10	11	11
4	5	6	6	6	7	7	8	8	8	9	9	10	10	10	11	11	12
5	6	6	7	7	7	8	8	9	9	9	10	10	11	11	11	12	12
6	6	7	7	8	8	8	9	9	10	10	10	11	11	12	12	12	13
7	7	7	8	8	9	9	9	10	10	11	11	11	12	12	13	13	13
8	8	8	8	9	9	10	10	10	11	11	12	12	12	13	13	14	14
9	8	9	9	9	10	10	11	11	11	12	12	13	13	13	14	14	15
10	9	9	10	10	10	11	11	12	12	12	13	13	14	14	14	15	15
11	9	10	10	11	11	11	12	12	13	13	13	14	14	15	15	15	16
12	10	10	11	11	12	12	12	13	13	14	14	14	15	15	16	16	16
13	11	11	11	12	12	13	13	13	14	14	15	15	15	16	16	17	17
14	11	12	12	12	13	13	14	14	14	15	15	16	16	16	17	17	18
15	12	12	13	13	13	14	14	15	15	15	16	16	17	17	17	18	18
16	12	13	13	14	14	14	15	15	16	16	16	17	17	18	18	18	19
17	13	13	14	14	15	15	15	16	16	17	17	17	18	18	19	19	19
18	14	14	14	15	15	16	16	16	17	17	18	18	18	19	19	20	20
19	14	15	15	15	16	16	17	17	17	18	18	19	19	19	20	20	21
20	15	15	16	16	16	17	17	18	18	18	19	19	20	20	20	21	21
21	15	16	16	17	17	17	18	18	19	19	19	20	20	21	21	21	22
22	16	16	17	17	18	18	18	19	19	20	20	20	21	21	22	22	22
23	17	17	17	18	18	19	19	19	20	20	21	21	21	22	22	23	23
24	17	18	18	18	19	19	20	20	20	21	21	22	22	22	23	23	24

When using a weapon, the actual Maximum Damage done is determined from the combination of DC and the weapon's MD, with the formula (MD x DC) / 10, or using the table provided below. Levels of any skill which increases DC with a given weapon or attack add directly to DC when figuring damage with that weapon.

ADJUSTED MAXIMUM DAMAGE

DC \ MD	5	6	7	8	9	10	11	12	13	14	15
5	3	3	4	4	5	5	6	6	7	7	8
6	3	4	5	5	6	6	7	8	8	9	9
7	4	5	5	6	7	7	8	9	10	10	11
8	4	5	6	7	8	8	9	10	11	12	12
9	5	6	7	8	9	9	10	11	12	13	14
10	5	6	7	8	9	10	11	12	13	14	15
11	6	7	8	9	10	11	13	14	15	16	17
12	6	8	9	10	11	12	14	15	16	17	18
13	7	8	10	11	12	13	15	16	17	19	20
14	7	9	10	12	13	14	16	17	19	20	21
15	8	9	11	12	14	15	17	18	20	21	23
16	8	10	12	13	15	16	18	20	21	23	24
17	9	11	12	14	16	17	19	21	23	24	26
18	9	11	13	15	17	18	20	22	24	26	27
19	10	12	14	16	18	19	21	23	25	27	29
20	10	12	14	16	18	20	22	24	26	28	30
21	11	13	15	17	19	21	24	26	28	30	32
22	11	14	16	18	20	22	25	27	29	31	33
23	12	14	17	19	21	23	26	28	30	33	35
24	12	15	17	20	22	24	27	29	32	34	36
25	13	15	18	20	23	25	28	30	33	35	38

2.42: Activity Points (AP)

These indicate the number of actions which a character can take in a round. All actions have a cost in AP, and this cost is subtracted from the character's AP total when he carries out that action. AP regenerate fully at the end of each six second Combat Round (CR), but do not carry over from one round to the next, except under special circumstances. AP are equal to (INT + JUD + 2DEX + 2AGI - 2SIZ).

In some circumstances you may wish to differentiate between AP of physical and mental origin. Mental AP can be removed from the total if needed and are equal to INT + JUD. This may be important in situations where a character is immobilized and can only use his mind. Mental AP may not be used for primarily physical actions.

In addition, each character may gain Skill Activity Points, based on the skills which the character has. Each level of a *Combat Reflexes* skill gives 1 Skill AP when that weapon or skill is being used. Magical casting skills add Skill AP at a variable rate depending on the skill in question.

For the most part worry primarily about the combined AP total and not about the sub-totals.



Secondary Characteristics

Size: Stanisar still has 20 points left over to spend. Since he's a strapping farm lad with military experience some of those ought to go into size. Spending 6 to raise his Size from the standard 13 to 16 seems reasonable. He's left with 14 points to spend on Experience.

Height & Weight: A Size of 16, CON of 20 and SOC of 11 give him a height of 74 inches. His weight would be about 197.

Age. Given his experience and background it makes sense to set Stanisar's age at around 30. Let's say 29 since he started his career at a fairly early age.

Damage Class. A Size of 16 and a Strength of 17 give Stanisar a Damage Class of 17, which means he would do 1.7 times the normal damage with most weapons, for example with a Broadsword which has a standard damage of 9 he would have a Maximum Damage of 16.

Activity Points: Stanisar's INT+JUD is 33. His DEX+AGI is 23, which is doubled to 46 for AP purposes. From the total of these (79) is subtracted 2 times his Size, which is a total of 32. This leaves him with the slightly below average AP total of 47. This is the price he pays for those old war wounds and he will have to learn the skill Combat Reflexes to compensate if he wants to become more impressive in combat. To some degree his slowness is balanced out by his formidable damage, but damage isn't worth much if your oponent consistently outmaneuvers you.

Fatigue Points: In this area Stanisar does well because of his Constitution of 20. Even with an average Will of only 14 he ends up with 74 FP.

Hit Points: Again, Stanisar's Constitution helps him out a lot here, and it seems very much as if he is progressing towards becoming a traditional 'brick' style warrior. He ends up with 41 starting HP and will probably want to add to that with levels of the skill *Damage Resistence*.

Movement: Because of his low Agility, Stanisar isn't as fast as he might be given his height. His Movement is only 33.

Social Skill Points: Stanisar spent a total of 44 characteristic points in the Social group so he ends up with a starting value of 4 Social SP, but that value will increase with experience.

Mental Skill Points: Stanisar spent a total of 51 points on Mental characteristics he starts with 51 MSP a value he can increase with experience.

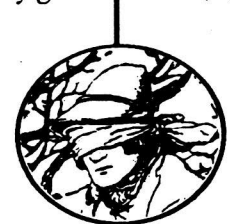
Physical Skill Points: This is Stanisar's strongest area, where he originally spent 60 points so that he ends up with that as his base, plus whatever he gains from experience.

Mana Points: Should Stanisar ever want to do magic he's not going to be much good at it. He has only 40 Mana Points and would regenerate them at a rate of 2 per day. He wouldn't be much better as a priest with 18 Mana Points based off of Zeal and a regeneration rate of 2 per hour of prayer.

Will Points: With his average Will this is another area where Stanisar is adequate, but not an area he's likely to expand on unless he's paranoid about having his mind manipulated magically. He has 70 WP.

Novice Rule: Activity Points

The AP system may be too complex for novice players. As an alternative you can assign all characters 60 AP and standardize the costs of weapon skills to 20 AP. You can then also restrict flexible AP spending so that this limits all characters to 1 defense and 2 attacks per combat round. If that is too restrictive, keep flexible AP spending, or gradually ease players into using it.



Gamemaster Note:
Monitoring Fatigue

When characters tire out can be very important, but it is tedious to keep track of every Fatigue Point. Except in very intense situations just assume that characters get tired from their days activities. If necessary estimate whether the day has been extra strenuous and would make the characters more tired than usual. But remember that exhaustion can be a very important limiting factor on intense physical activity like combat or magic. In tho situations make sure players keep track of their FP and suffer the penalties of exhaustion.

Gamemaster Note:
Managing Movement & Encumbrance

Many game systems become depressingly bogged down in how fast and how far characters can move, what they can carry and how the weight they are carrying effects them. While we've provided rules for these things, don't let them become an important part of your campaign. If a character goes completely beyond reason in what he's carrying or how he's moving around, then you probably want to do something about it, but in most cases such things as movement and encumberance should take a very secondary role. Concentrate on roleplaying whenever you can, not on technical minutiae.



Allocating Initial Experience

As you may remember, Stanisar had 14 points left over after doing all of his spending for characteristics and for increasing his Size. Those points convert to Experience at a 1 for 10 ratio, so he has 140 Experience Points to allocate to increasing his Skill Points.

Since he seems to be rather physically oriented and despite good mental characteristics not particularly suited to magic. Physical SP would seem like the logical area to emphasize with Social SP second. Since he is a fairly balanced character and has interests outside of just fighting and killing people a wide spread of points probably wouldn't be appropriate.

A good allocation seems to be 66 points to Physical SP, 40 points to Social SP and 34 points to Mental SP. This makes his actual Physical SP 60 + 66 or 126. His Social SP are 44 + 40 or 84. His total Mental SP are 51 + 34 or 85.



2.43: Fatigue Points (FP)

These represent the rate at which a character tires. A character expends FP for actions and they can be regenerated partially by rest or fully by sleep. Rest is time in which a character spends no more than 1/10th of his AP per CR. Rest restores FP at a rate of 1/10 of the total FP per ten minutes, up to a total of half his FP per day maximum. Sleep regenerates FP at a rate of 1/10 of total FP per half hour up to full FP. When FP run out the character tends to drop from exhaustion. Yes, rest does restore FP faster than sleep, but it has an absolute limit far below the FP capacity of the character. A character's total FP may be increased by learning the *Endurance* skill. Starting FP are equal to 3CON + WIL.

2.44: Hit Points (HP)

These indicate the maximum amount of damage which a character can take. A character has a general fund of HP for his body. In addition, these are broken down by percentage in each area for use with specific located blows. See the section on combat for details of HP division and damage. A character may increase his HP by the use of the *Durability* skill. Base HP are equal to Size + CON + 5.

2.45: Movement

The rate at which a character moves. Base Movement indicates walking speed in feet per CR. Base Movement is (Size x 2) + AGI. In general, it costs 20 AP to achieve 1 times Movement, which is normal walking speed. That speed can be increased for 20 AP per 50%. Up to two 50% increments can be added to movement, which would be full running movement at double the base movement rate. A character may increase his Movement with the skill *Running*.

2.5: SECONDARY MENTAL CHARACTERISTICS

These special determined stats are mostly useful in skill development and the use of magic.

2.51: Skill Points (Social SP/Mental SP/Physical SP)

Skill Points represent the learning capacity of a character. They are used to buy levels of skills which represent ability with those skills. They are broken down into three types based on how they can be applied. These are Social Skill Points, Mental Skill Points and Physical Skill Points. Each type can be applied to different sets of skills, though there is some overlap.

Starting SP values are based on characteristics. Starting Mental SP are equal to all four mental characteristics (INT, JUD, WIL, TAL) added together. Starting Physical SP are equal to all four physical characteristics (CON, STR, DEX, AGI) added together. Starting Social SP are equal to all four social characteristics (APP, CHA, ZEA, SOC) added together.

In addition to these starting points which a character gets just for existing he also gains SP in each group as he gains experience. Experience Skill Points are divided between the types of SP when they are received and function just like additional skill points.

The one restriction on allocating Experience SP is that they must be spent in relatively even proportions. A player may not spend more Experience SP on any one type than double the number spent on the type on which you have spent the least Experience SP, except in the case of a starting character with fewer than 3 total Experience SP. Spending when Experience Skill Points are gained need not be balanced, but the end result of total Experience SP spent must remain in balance.

For an example of how this works, a character might have starting values of 40 in Social SP, 44 in Mental SP and 52 in Physical SP. If he had 60 Experience SP he might spend it 27 on Physical SP, 14 on Social SP and 19 on Mental SP. This would provide totals of 107 Physical SP, 63 Mental SP, and 54 Social SP. Be forewarned that gamemasters may choose to pre-assign some SP to specific skills or SP groups when they give them out based on the actions of the character during play.

When SP are spent, there are restrictions on which skills each type of points may be spent on. Basically these follow logical lines, with Physical SP restricted to combat and movement skills, Mental SP limited to intellectual skills and spells and Social SP primarily for craft and background skills. There is some overlap and certain skill areas

where more than one type of point may be spent. When this is done, some effort should be made to keep track of where the points that were spent came from. Each group of skills has listed in parenthesis next to its heading the types of SP which may be spent on skills in that group.

2.52: Mana Points (MP)

These represent the magical potential of the character. They are used as a source of power when casting spells. While their use will not become immediately clear, they are extremely important in working magic, as detailed in section 9. Magic using characters are differentiated based on the source of their magic. Traditional mages get their magic from their own innate ability based on their Talent, while priests who use spells get their power and MP from their god based on their Zeal. Although there are many different types of magic within each of the two classifications the two larger groups are identifiable by which source they use for MP. For all functional purposes Mana Points function exactly the same way regardless of their source, though that source may be identifiable by someone highly skilled with forensic magic.

For mages MP are equal to TAL x 10. Mana Points for mages are regenerated on a daily basis at a rate of TAL per day. With the skill *Mana Gathering* this can be increased to TAL + SL per day.

For priests MP come directly from their god and are limited to ZEA x 3. MP are regenerated by priests at a rate of ZEA/3 per hour spent in prayer. The skill *Prayer* can increase that rate of regeneration to (ZEA + SL)/3.

2.53: Will Points (WP)

The role of Will Points is somewhere between that of MP and HP. As with MP there is a base WP value, almost like mental Hit Points. WP are used in will combat which is engaged in with summoned spirits and entities. They can be increased by the skill *Will Enhancement*, which adds directly to WIL for this purpose, though it does not add in to WIL when figuring the rate of regeneration. WP are WIL x 5, or with *Will Enhancement* they are (WIL + SL) x 5. WP regenerate at a rate of WIL per day and this rate does not change with additional SL. In will battle the maximum damage in WP which a person can inflict is equal to WIL + SL of *Will Enhancement*.





Advanced Rule: Race Design

New races and skill benefits can be designed fairly simply with a system of Quality Points for designing skill benefits and other racial characteristics and by balancing off advantages against disadvantages.

For the purposes of this system there are five groups of skills in which a race can have benefits. These are Combat Skills, Magic Skills, Thieving & Movement Skills, Craft Skills and Magical Spells. Combat Skills include all Skills numbered in the 3000s. Magic Skills include all those numbered in the 2000s. Thieving Skills include movement and survival skills found in the 1000s, open to a certain degree of interpretation. Craft Skills are all other skills in the 1000s and 4000s. Magical Spells are, of course, spells of all sorts found in SpellCraft.

Each Skill Benefit costs a certain set number of QP, depending on which group it falls in. Each race must have at least 4 pairs of Skill Benefits and may have no more than 6 pairs of Skill Benefits. Pairs must be within 1 QP in cost of each other. Multiple SBs with the same skill can go up to -3, but that would cost three times the base QP cost, and SBs may not reduce skill costs below half or two whichever is greater. If a SB is given for a range of skills instead of a single skill the QP cost is increased by 50%, rounded up. The QP costs by group are: Combat-3, Thieving-2, Spells-4, Craft-1, Magic-3.

Size Class can also be adjusted. Each increase or decrease of 1 on the base SC from a norm 13 costs 4 QP. Humans are limited to plus or minus 2, but there is no limit for non-human races.

Characteristic limits can also be adjusted. For non-humans increases are limited to no more than 15 total points of increased limits in any one grouping (these groupings are different from the normal characteristic groupings) and no more than 30 overall. For humans the limits are 5 in any group and 10 overall. The three groups are: 1-STR, CON, JUD, INT; 2-WIL, DEX,. AGI, SOC; 3-CHA, APP, TAL, ZEA. In addition, all increases must be balanced by lowered maximums in that same group. Thus, if the STR limit was raised from the norm of 24 to 36 a parallel reduction would be needed in JUD, CON or INT.

Most of the traditional Ysgarth races conform reasonably closely to this system, though not all are exact fits, and whether you use the system exactly is up to you. After all, nature and society are not always as balanced as these rules are. One of the nicest applications of this system is in creating sub-races and cultures within standard groups, more-primitive tribal groups, backwater societies and the like.

Human society is varied, far more than the races we are able to list in the appendices. If you want to expand on them or create your own world these rules should help.



Skill Benefits

As already mentioned, Stanisar is Evarian. The Evarian Skill Benefits are:

-1 *Farming* or *Herding*
-1 *Vintining* or *Cooking*
-1 *Brewing* or *Merchant*
-1 *Short Bow* or *Running*
-1 *Fishing* or *Short Sword*

Out of each pair of skills he gets to pick one. From this group of racial benefits he chooses Farming, Cooking, Merchant, Short Bow and Short Sword, all at -1 off the cost.

From his background Stanisar is clearly a soldier by professional background, though later in his career the merchant benefits might be more appropriate. The professional benefits for soldiers are:

-1 on 1 *Attack* Skill
-1 on 1 *Parry Skill* or *Dodging*
-1 on 1 *Attack* or *Disarming* Skill
-1 on *Endurance, Durability, Combat Reflexes* or *Damage Strike*
-1 on a *Medical, Survival* or *Military* Skill

Again, Stanisar has to pick one from each set. So he picks an Short Sword Attack, Short Sword Parry, Short Sword Disarm, Combat Reflexes and Bind Wounds, all at -1, except Short Sword Attack which is now cumulatively -2.

Finally, Stanisar gets to choose five benefits entirely at his own discretion. Since he didn't take the merchant package of professional benefits he will make up for weaknesses in those areas with his free allocation of points. For Stanisar a good way to divide up these benefits would be:

-1 on *Merchant*
-1 on *Short Sword Parry*
-1 on *Damage Strike*
-1 on *Durability*
-1 on *Conning*.

With all of this taken together Stanisar has the following skill benefits, totalling 15 points:

Short Sword Attack (-2)
Short Sword Parry (-2)
Merchant (-2)
Short Sword Disarm (-1)
Short Bow (-1)
Conning (-1)
Cooking (-1)
Farming (-1)
Damage Strike (-1)
Combat Reflexes (-1)
Durability (-1)
Bind Wounds (-1)

He may not choose to actually learn levels in all of these skills, but the benefits he has collected give him a head start with some of the skills which will be most important to him.

Payer Note: Skill Benefits

Skill Benefits can be enormously important toi your character. The reduction in skill cost which they provide can turn what might otherwise be a mediocre skill into an exceptional skill. It's generally good to think out your character ahead of time so that between Racial and Professional SBs he has at least a couple of skills with a total SB of 2 or 3. Having a few skills down to minimum cost (half rounded up) can be very helpful. Unless you're motivated by other considerations you also generally get more bang for your buck applying SBs to less expensive skills, but that means you may never bome any good at all with some of the really expensive skills which need SBs just to become affordable.

III: SKILLS & TRAINING

Skills are the core of **Ysgarth**. They represent what the character knows and can do. They allow each character to be different by having unique knowledge and abilities.

3.1: THE LEARNING PROCESS

Each character starts with a set number of Skill Points (SP) from several sources. These are used to buy Skill Levels (SL) with different skills. Each skill has a cost. Every time a player spends that cost his character gains one Skill Level with that skill. The more SLs a character has with a skill the better he is at using it. There is no top limit to the number of skill levels which may be purchased, and as the character gains SP in the course of the game he may add more SLs. Skills, levels and amounts spent should be kept track of. No more than the character's total SP from all sources at a given time may be spent, divided among all of the skills the character has learned. As the game goes on a character will gain Experience Skill Points which function just like starting SP for advancing skills and learning new skills.



All starting SP should be spent during set-up. Social SP, Mental SP and Physical SP gained later should be spent when they are acquired, but in game terms learning takes time,. For each SP spent a character is expected to have spent 6 hours in training, practice and instruction. Skills can also be forgotten and relearned. Each SP freed to be respent takes 3 x Cost days. This time covers only the unlearning of that many SP invested in that skill. If those freed SP are to be spent, the learning time for the new skill must be spent as well.

In general a character should have someone to teach him a skill he chooses to learn. How this is arranged or paid for is up to the gamemaster. Apprenticeship, schooling, family training and other methods are possible, involving payment, social obligations or other arrangements. A character can also teach himself a skill, but this is not easy. Learning a skill without coaching should take a greater length of time because the character is acting as his own teacher with the limitations of what he already knows as his only resource. Learning time should also be adjusted for the skill of the teacher. A basic structure for learning is given in the description of the *Teaching* skill.

SL of a skill are used in a number of different ways, in combination with appropriate characteristics to carry out various actions. In all cases higher SLs are better, but with many skills there comes a point where further improvement makes little difference. 5 SL shows serious interest in a skill, 10 SL is respectable, and 20 or more shows some expertise. Keep in mind that some skills are harder to learn and use than others and 20 SL of one skill may not be nearly as effective or impressive as 20 SL of a more difficult skill.

3.2: SKILL BENEFITS

While the cost to buy a level of a skill is pre-defined, that cost may change for certain characters depending on social and cultural origins, background, interests and training. These cost reductions are called Skill Benefits (SB). They are a total of 15 points of discounts which lower the costs of certain skills for every SL bought.

3.21 Racial Skill Benefits

The 15 Skill Benefit points break down into three groups. The first are Cultural or Racial Skill Benefits. These make up 5 points of benefits, based on the race, culture and society from which the character comes. If you aren't using the Ysgarth world background these races should be designed by the gamemaster when creating his world. Guidelines for race design can be found in the world design sourcebook **WorldCraft**. A complete listing of common Ysgarth races with skill benefits and descriptions is available in Appendix A. In some cases (as in the example) the character may have a choice of several Skill Benefits or groups of Skill Benefits within set limits.



3.22: Professional Skill Benefits

The second group of Skill Benefits are the Professional Skill Benefits. These 5 points of Skill Benefits are assigned by the gamemaster and the player working together. They are applied to specific skills which represent the character's profession. What those skills should be can be determined by the gamemaster, negotiated between gamemaster and player, or assigned based on certain standard professions. See Appendix B for a listing of standard professions and suggested Skill Benefit distributions for characters following those professions.

3.23: Discretionary Skill Benefits

The final 5 points of Skill Benefits are free to be assigned by the player to any skills he wishes to specialize in. Their assignment is completely within his control and they may be used in any combination from 5 at -1 to 1 at -3 and 1 at -2 The only additional limit is that no single Skill Benefit can be worth more than 3 off the cost of a skill.

3.24: Applying Skill Benefits

Some simple rules cover the use of Skill Benefits. Skill Benefits from the three separate sets can apply to the same skills, but need not do so. Skill Benefits or combined Skill Benefits cannot reduce the cost of a skill below half (rounded up) the original Cost or below a Cost of 2. Generally, no single Skill Benefit or combination of Skill Benefits should total more than 3. Characters should have a variety of Skill Benefits, as well as concentrations to encourage competency in some area. Note that each skill in combat has three sub-skills. A Skill Benefit on a combat skill only applies to one of those, usually left up to the player's choice.

3.25: Native Language Benefit

One special rule to note is that each character also gets 5 completely free SL of his native language, and these 5 SL do contribute to related languages, as explained below. He may learn additional SL at the standard cost.

3.3: SKILL CONTRIBUTION

Skills don't exist in isolation. They are grouped together by similarities and shared characteristics, and knowledge of one skill may give some ability with another.

All skills have been given a four digit identifying number. This number helps to group those skills. The first digit indicates the broadest grouping of skills. A 1 indicates the general skill list, a 2 identifies magical and religious skills, a 3 marks combat oriented skills and a 4 marks language skills. The second number indicates the major subdivisions within the broad grouping. This is most significant in the general skill group (1000-1999). The nine subdivisions there are: Social Skills (1100-1199), Intellectual Skills (1200-1299), Technical Skills (1300-1399), Deceit Skills (1400-1499), Manual (1500-1549), Movement Skills (1550-1569), Athletic Skills (1570-1599), Craft Skills (1600-1799), Rustic Skills (1800-1899), Marine Skills (1900-1999). Within each of these broad groups the third digit indicates further division into specific Skill Groups. All skills which share the same first three numbers are in the same Skill Group. For example, the Rustic Skills are divided into four groups, Animal Tending Skills (1811-1812), Agricultural Skills (1821-1822), Wilderness Skills (1831-1837) and Hunting Skills (1841-1843). The last number identifies the specific skill within the Skill Group.

Skill contribution represents the relationship between similar skills. All skills in the same Skill Group (same first three numbers) contribute to each other. In addition, there is Cross-Contribution with certain skills which also contribute to specific other skills far outside their group, and Sub-Contribution for Combat Sub-Skills. These contributions are shown on the list by the number of the skill contributed to in parenthesis at the end of the skill description. Contribution works by providing free SP called Contributive Points (CP) which may be spent on specific skills. Contributive Points work exactly like SP. However, it is generally not necessary to keep track of all Contributive Points as it would involve a lot of bookkeeping. It is usually best to check on CP only when it becomes necessary to use a skill with which you may have them. Contributive Points are generated at a rate of one for each SL of a contributing skill which is bought with real SP. Each SL of a skill provides one Contributive Points to spend on each skill to which it contributes. For example, 20 SL of *Hunting* (1841) would provide 20 Contributive Points for both *Tracking* (1842/Cost 5) and *Trapping* (1843/Cost 4). This would convert into 4 Contributive Levels (CL) of the first and 5 CL of the second, buying them at the costs listed. Thus, lots of skill in one area may yield a little ability in another. This full contribution only applies with skills which the character has spent real SP on. You get full contribution to purchase a number of SL of a skill up to the number of SL purchased with real SP. If you have no SL of a skill, but have Contributive Points to apply to it they may be applied at half value. If you have some SL, but enough Contributive Points to purchase more CL than the equivalent of those SL, any CL over the equivalent number of SL are effectively at double cost.



Advanced Rule: Hierarchical Skills

Instead of using the contribution system you can use a system of hierarchical skills where, instead oflearning skills and having them contribute to other related skills, you spend SP on skill groups (Called Over Skills) and on concentrations within those groups. Each Over Skill costs 2 SP and cannot be reduced by Skill Benefits. Over Skills contribute to all skills in that group. So if you had 10 SL of the Over Skill *Artistic* it would contribute 10 SP to each of the skills in that group. Skill Benefits can still be used on the regular skills in the group and the player can spend SP directly on skills in addition to the contributive points from Over Skills. CP from an Over Skill are not restricted by the requirement that you spend real SP before you get to use the CP on a skill. For example, a character might spend 60 SP on the Over Skill Musical. This would give him 30 CP to String Instrument (6 CL), Wind Instrument (6 CL), Rhythm Instrument (7 CL) and Voice (6 CL). If he wanted to specialize in Voice he might spend an additional 60 SP on Voice to gain 12 more SL. This totals to about 37 SL and CL. If he had spent those same 120 points evenly between the skills he would have had 9 or so combined CL and SL of each, totalling about 37 SL/CL. The result in this case is identical with either system and it will almost always be similar. This hierarchical system is just a different way of achieving the same result , but it may be more easily understood by some players as all you really need to keep track of most of the time are a more limited number of Over Skills.



Novice Rule: Contribution

For novice players it is suggested that you do not use Skill Contribution at all. This is one of the easiest rules to play without and also one of the most difficult for many players to deal with.



Player Note: Contribution

While contribution can help your character become more effective and diverse, it's important not to get caught up too much in figuring out every little combination and sequence of contribution. Don't let the relatively limited benefits of this system distract you from creating your character the way you want to, rather than in service to the cntribution system.

Learning Skills

Given what we have already covered, Stanisar is ready to learn his skills. Clearly this will be guided to some degree by his skill benefits, but also by what he will need according to his background and in pursuit of his interests.



Social Skills: Stanisar has 84 Social Skill Points. The social skills he has skill benefits on are *Merchant, Conning, Cooking, Bind Wounds* and *Farming*. Because of skill contribution he also has benefits with related skills so he might want to eventualy add *Herbal Healing, Bribery, Accounting*, and *Evaluate Item*.

Skill	Grp	SB	Cst	SL	CL	FAC	APT	SR
Merchant	H1	-2	2	17	2	4	15	91
Conning	A2	-1	4	5	4	5	15	60
Farming	K1	-1	2	5	0	4	15	35
Evaluate Item	F1	-1	4	4	5	3	18	42

As you can see from this list, contribution and skill benefits can make a significant difference. Skill Benefits saved Stanisar 44 SP and contribution brought in the equivalent of 26 more SP worth of skill. To give an idea of how contribution works, look at the relationship between *Merchant* and *Conning*. *Merchant* contributes to *Conning*, giving 17 points to spend on CL. *Conning* also contributes to *Merchant*, providing 5 points to spend on CL with *Merchant* as well. If other related skills were added there would be even more benefit.

Mental Skills: Stanisar has 85 Mental SP. He doesn't have much need for magical skills or highly technical scientific or academic skills, so he is likely to spend these points on the more cerebral mental toughening and focusing aspects of combat which are accessible with Mental SP. He has Skill Benefits on *Damage Strike, Combat Reflexes* and *Durability*, which is probably where he will spend the majority of his points. Remember that his AP are dismayingly low, so *Combat Reflexes* is a priority for Stanisar. A couple of his Social Skills can also be improved with Mental SP, so he might throw any leftover points into a mental skill like *Conning*.

Skill	Grp	SB	Cst	SL	CL	FAC	APT	SR
Damage Strike	R2	-1	7	2	0	S	S	2 DC
Combat Reflex	R4	-1	5	10	2	S	S	17 AP
Durability	R4	-1	4	5	3	S	S	8HP

As indicated under the SR column, these three skills have a significant effect in altering Stanisar's secondary characteristics. The 2 SL of Damage Strike add 2 to his Damage Class to raise it to 19. The 13 SL of Combat Reflexes raise his AP to a more respectable total of 60. The 15 SL of Durability increase his Hit Points by 45% from 36 to 53. With this arrangement he actually has 1 Mental SP left over, but there's really not much to do with it.

Physical Skills: Stanisar has 126 Physical SP. The Physical skills he has benefits on are Short Sword Attack, Short Sword Parry, Short Sword Disarm, Short Bow, Damage Strike, Combat Reflexes and Durability. He has substantial SB on several of these. In order to save points he may also want to not spend Physical SP on Damage Strike, Durability and Combat Reflexes because they are also learnable with Mental SP. He might also want to learn other Physical SP skills, particularly Riding.

Skill	Grp	SB	Cst	SL	CL	FAC	APT	SR
Short Sword Att	P2	-2	3	29	6	S	8	43
Short Sword Par	P2	-2	4	9	14	S	8	31

The result of these skill purchases is that Stanisar is very good with his Short Sword, but couldn't really afford to buy a missile skill -- something to improve on later. You may notice that the contribution between the various sub-skills with Short Sword is at double value, as noted in section 3.4.

Contribution becomes a bit more complex with weapon skills because of the Sub-Skills which exist within each skill. In such cases contribution is at double value within the sub-skills of a weapon, and at normal value between identical sub-skills with related weapons. For example, with the Broadsword skill, 10 levels of Broadsword Attack would give 20 Contributive Points to Defense and Disarm, and 10 Contributive Points to Attack with all other swords. As with normal contribution the matching level restriction applies here, but in keeping with the doubling of value with sub-skills, it is possible to buy up to twice as many CL of a sub-skill as you have actual SL.

3.5: USING SKILLS

Each voluntary action is accomplished by the application of appropriate characteristics and skills. How easily the aim is achieved depends on the level of skill which the character has, how good the appropriate characteristic is, how easy the skill is to use, and any opposing or inhibiting factors.

3.51: Skill Rating (SR)

Success is determined based on Skill Rating which represents overall effectiveness with a skill. Each skill has a Facility (FAC) and an appropriate Aptitude (APT) indicated in its description. These are used to determine Skill Rating. FAC indicates the relative ease of performing a given skill. APT is a characteristic or combination of characteristics which represents the character's innate ability with that skill. If APT is determined from more than one characteristic and they are averaged, always round up. In some cases there may be a short specialized formula listed.

Skill Rating with any skills is equal to APT + (SL x FAC). In this formula SL included Contributive Levels. It is strongly recommended that experienced players use the Advanced Rules on Skill Ratings and Adjusted Facility.

3.52: Success with Skills

When using a skill you roll 1D100 and add your SR to that roll. If it is a competitive or comparative skill you subtract the SR of your opponent from that roll. If there are other factors working against you, such as difficult conditions, the gamemaster assigns a difficulty value to be subtracted from the total.

This adjusted value is compared on a Skill Use Table. There are several variations of this basic table one for general skills, one for craft skills, one for combat, one for resistance rolls and one for magical skills. They all follow the same basic structure. The table for general skills is provided below:

Skill Use Table

Adjusted D100	Result
151+	Critical Success
100-150	Success
51-100	Marginal Success
26-50	Failure
1-25	Critical Failure
1-5	Always Critical Failure on Natural Roll

A Critical Failure (or 'fumble') indicates that the skill not only did not work, but that the results were worse than failure, such as destroyed material, a great deal of noise made, injury to the character or whatever is appropriate for a disastrous outcome with that skill.

Failure indicates that the skill just doesn't work, with no specially horrible side effects.

Marginal success indicates that the skill succeeds, but the results are not up to standards as appropriate for the type of skill. It may mean a deformed or marred but functional product, or an achievement which is adequate, but not perfect, perhaps even disappointing or annoying. Generally apply logical minor negative side-effects which would make sense for clumsy use of that skill, for example being caught with the goods when thieving. In some cases and with some skills there may not be a difference between a marginal success and a full success.

Success indicates that the results are in the range of what would be considered truly acceptable for that skill.

Critical Success indicates superlative results, well above the standard for the skill. How that is manifested or reacted to should vary depending on the skill in question at the choice of the gamemaster. Some skills may not be able to produce a result above a certain level. In such cases Critical Success isn't relevant, at the judgement of the gamemaster.

3.53: Adjustments for Difficulty

Not all skills are equally difficult. When a character uses a skill the gamemaster should assign a difficulty value as a negative modifier to his SR for that use of the skill. For many skills this may be a standard value adjusted for the specific situation. For comparative skills it may be the SR of an opponent.

The standard difficulty value for the most typical application of a skill in a non-adverse situation is 50. This can be adjusted upwards or downwards depending on the difficulty of the way the skill is being used , the situation in which it is being used and other adverse or favorable factors. For example, with the skill *Climbing*, climbing a hill might have a difficulty of 20, a rough grade might be a 30, a mountainside might be 40, a cliff face could be 50 to 80 and an overhang might be even higher. If the character were being attacked by birds while climbing you might add another 20 to 40 points.

3.54: Percentile Skill Use

In some cases a skill may function as a straight percentage chance of success with no difficulty or resistance adjustment. These cases should be clear from the description of the skill. With skills of this sort success can be determined either by rolling 1D100 and succeeding if the roll is less than or equal to the SR, or by rolling 1D100 and adding the unmodified SR and achieving success if the total is 101 or more

3.55: Combined Skills

When two skills are used in combination, their effectiveness is not exactly additive. Instead, the lower FAC is used, the Aptitudes are averaged and the Skill Levels of the two are totalled to find the Skill Rating for the combination.

3.56: Craft & Qualitative Skills

In some cases, usually with craft skills, a character may wish to produce a result which can be have its level of quality measured quantitatively. This is most common when the character is making something like a ship or a building or a sword. In such cases a Quality Level value is assigned to the product based on a skill roll on a slightly modified version of the standard skill chart. This special skill chart is found below.

Craft Skill Table

Adjusted D100	Result
196-224	QL 5
169-195	QL 4
144-168	QL 3
121-143	QL 2
100-120	QL 1
81-99	QL 0
64-80	QL -1
49-63	QL -2
36-48	QL -3
25-35	QL -4
1-25	Critical Failure
1-5	Always Critical Failure on Natural Roll

For higher rolls just follow the same pattern. If you prefer a formula, the Quality Level of a manufactured item is equal to the Square Root of the adjusted roll minus 9. Rolls on this table are adjusted for difficulty just like any other skill rolls. The standard adjustment is 50. If a craftsman works faster than normal, has difficult to use materials, or is in adverse circumstances the difficulty should be higher. Changes in time taken are probably the most likely modifying factor. Difficulty should increase in an inverse proportion to any reductions in time from the standard time to do a job. For example, if it takes 10 days to make a sword at a 50, doing it in 5 days would have a 100 difficulty.



QL can represent superior characteristics of the item being created as determined by the craftsman. This is most commonly pursued with weapons and armor. Each QL is worth +1 on MD or Armor AV or +5 on Attack SR or Defense SR. Negative QLs result in equivalent minuses. These improvements are not magical in nature. They just represent superior workmanship. The MD of a weapon or the AV of armor can never be increased by more than half its original value. The Attack SR or Defense SR bonus on a weapon or armor can never be more than +25. If the result rolled is an undesirable QL or a Critical Failure the materials used and time spent are wasted.

3.57: Special Function Skills

Of course, some skills don't fit under any of these general rules. In such cases the description of the skill will include the special guidelines for its application.

Advanced Rule: Adjusted Skill Levels

For players with even a moderate amount of experience it is very desirable to apply a curve to all skills. You ought to start using a curve when players are getting more than 15 SL of any skill, especially combat skills This curve is created by adjusting the Skill Levels which a character has with a skill and using the Adjusted SL in place of the regular SL when determining Skill Rating. The formula for ASL is ASL = Square Root of (SL x 25), or use the chart below:

Adjusted Skill Levels

SL	ASL	SL	ASL	SL	ASL
1	5	26	26	51	36
2	8	27	26	52	37
3	9	28	27	53	37
4	10	29	27	54	37
5	12	30	28	55	38
6	13	31	28	56	38
7	14	32	29	57	38
8	15	33	29	58	39
9	15	34	30	59	39
10	16	35	30	60	39
11	17	36	30	61	40
12	18	37	31	62	40
13	19	38	31	63	40
14	19	39	32	64	40
15	20	40	32	65	41
16	20	41	33	66	41
17	21	42	33	67	41
18	22	43	33	68	42
19	22	44	34	69	42
20	23	45	34	70	42
21	23	46	34	71	43
22	24	47	35	72	43
23	24	48	35	73	43
24	25	49	35	74	44
25	25	50	36	75	44

Advanced Rule: Adjusted Facility

If you want to have somewhat more realistic skill advancement which takes more account of a character's basic aptitude, you may wish to use adjusted Facility values which factor in aptitude to modify FAC. To find adjusted FAC use the formula Adjusted Facility = (FAC x APT)/15, rounded up. For example, if a skill had a FAC of 5 and the character had an APT of 16 with that skill he would have an adjusted FAC of (5 x 16)/15 or 6, but if his APT was only 7 he would have an adjusted FAC of 3. If you use this rule you must use it for all characters and for all skills to keep things fair. Skills with a FAC of 1 are exempted from this system under all circumstances.

Advanced Rule: Custom Skill Design

The gamemaster may find that some specialized skills which your campaign needs are not available on the standard list. It is easy enough to design your own additional skills. You should start by looking at similar skills and at the skills in the same grouping as the one which you wish to add. Look at their Costs and Facilities. Chances are that your new skil will be similar in CST and FAC to related skills which already exist. As a rule of thumb, take the average of the FAC and CST of skills in the me group and your skill should not be more than one point higher or lower in either characteristic.

Using Skills

One day Stanisar goes to the marketplace in Tibrum. While he is there he plans to buy a wagonload of inexpensive farm implements to take to Gottia. He is going to Gottia anyway to meet with the Count of Iuria who has acquired a shipment of 'abandonned' seige equipment belonging to the Saesan army and needs someone to broker it for him. Stanisar figures that if he is going to make the trip he might as well make a profit on the way up so that if his deal with the count falls through he will still have something to show for the trip.

In the marketplace Stanisar wants to go to the dealer who will give him the best price on bulk farm implements. To do this the player would roll 1D100 and add Stanisar's percentage with the *Merchant* skill. If he rolled an adjusted 100 or better (pretty easy with a 91 SR) Stanisar knows that Postaph the Aegeran is the man to see. If he failed that roll he might go to a less appropriate dealer, or one who is more likely to give him a bad deal. With a 91 SR unless he rolled a natural 1-5 he would at least get a Marginal result, which would give him an appropriate contact, just not the best one.

Once he gets to Postaph's establishment, Postaph allows him to pick the implements he wants. The quality of those implements would be based on both Stanisar's skill with *Farming* and his skill with *Evaluate Item*. In this case he has a total of 10 SL between the two skills, the average APT is 18 and the lower of the two Facilities is 3. This would give him 18+(3x10)=48 as his Skill Rating. In this case it isn't a matter of finding or not finding something. It is a matter of finding items of a certain quality. The GM may either choose to sell him implements of 48% of the optimum quality, or let the player roll 1D100 and add his SR. If the roll is over 48 the amount it is over is subtracted from 48 to find the percentage of optimum quality. If it is under 48 the amount under is added to 48 to find the quality of the implements.

That done, it remains for Stanisar to pay for the implements. If the GM and the player wish to bypass the fun of haggling over price, the *Merchant* skill can be used easily as a comparitive skill. The Merchant will generally ask 6 times his own cost for the item. He is generally expecting to sell the item for 4 times his own cost, but can survive selling it at 2 times his own cost. The value which is 4 times the merchant's own cost is called the par price. Using the special provision of the Merchant skill, Stanisar's SR with the skill of 91 would be reduced by Postaph's SR with merchant and that would act as a percentage increase or decrease from the par price. So, if Postaph had a SR of 85 with Merchant, Stanisar would save 6% off the par price.





3.6: COSTS FOR SKILL USE

Using skills has its costs, both in time and fatigue. These costs vary from skill to skill and are important in limiting just how much a character can do and how fast he can do it. While it may not be practical to keep track of all costs at all times, it is important to have a general idea of the costs of frequently undertaken activities so that if a situation arises where these limits are important it will be easy to determine just what is within that character's ability. Keeping a record of every trivial cost is a bore, but having those costs available can come in quite handy in the few situations where exhaustion, speed and reaction can mean life, death or profit.

3.61: Activity Point Costs

What and how much a character can do in a CR is dependent on his Activity Points. These are a set number of points which may be spent fully each CR. In most situations there is little need to worry about AP, but in combat or high-pressure situations they become more important.

Each skill has some sort of AP Cost. For normal skills the cost in AP is variable, depending on the complexity and duration of the task. Some skills have no fixed cost after which they are completed, but are instead ongoing actions which take a little bit of the character's attention each round. Combat and magical skills generally have a pre-set AP Cost assigned.

The AP a common skill will take up is generally up to the gamemaster, but ongoing skills should take up between 5 x (10 - FAC) and 10 x (10 - FAC) AP per round that they are being applied. It is normally assumed that when using such skills the character is spending the optimum number of AP on the skill. Manually or physically oriented skills should take more AP and intellectual skills a bit less.

More specific AP costs are given in sections covering combat and other actions which need close attention to time and duration. Combat and magical skills are generally charged AP at a minimum level rather than an optimum level like common skills. Note that a set AP Cost may not be appropriate for all skills. Some actions just take a certain, extended period of time and that can't be adjusted or changed much.

And yes, talking does use up AP during a round. AP cost for conversation is based on the FAC of the language at a rate of (15 - FAC) x 5 AP to carry on a normal conversation per round that the conversation continues.

3.62: Variable Skill Use

Another aspect of AP and skills is that the chance of success with a skill can be increased by applying more than the required time / AP and increasing concentration. Each increment over the first time the AP Cost is spent increases effectiveness by 50%. If the required AP are spent the character may use his full SL. If 3 times the required AP are spent he may double his SL. If 5 times the required AP are spent he may triple his SL. Each additional 2 times the base AP Cost spent increases effective SL by an amount equal to the actual SL. This is a temporary effect which applies only to that skill at that time and is negated if the application of the AP is interrupted. This principle also applies to actions which do not require skill, increasing effectiveness in an appropriate way in the same proportions mentioned. For example, walking at base Movement costs 10 AP. If 30 AP are spent, Movement is doubled. Spending 5 times the AP Cost would triple Movement.

3.63: Fatigue Point Cost

Activity is tiring. Actions cost a varying number of Fatigue Points. The rate at which FP are spent depends on the portion of the character's AP spent each round. This breaks down fairly simply, and can be kept track of in units of 10 FP. Spending AP at a rate of 10 AP per CR, a character loses 1 FP per 40 CR. Spending AP at a rate of 20 AP per CR a character loses 1 FP per 20 CR. At a rate of 30 AP per CR 1 FP is lost every 10 CR. At a rate of 40 AP used each CR 1 FP is lost every 5 CR. At a rate of 50 AP used each CR 1 FP is lost every 3 CR. At a rate of 60 AP used each CR 1 FP is lost per 2 CR. At a rate of 70 AP used each CR 1 FP is lost every CR, and this rate continues for all greater rates of AP use with those characters exceptional enough to have more than 70 AP. An exception to this is that with spell casting the FP Cost is always 1 per 50 AP spent casting a spell. No matter what actions a character is doing, everyone loses FP at a rate of 5 FP per hour, even while resting and inactive, though not while actually sleeping.

3.7: RESISTANCE ROLLS

In some situations characters face adversity without a skill to deal with it, or it may be something so basic that no skill applies. In such situations a characteristic-based roll is made to find whether the character succeeds or fails. This sort of roll should be adjusted for the situation, as the gamemaster sees it. The standard roll is 1D100 plus 3 times the characteristic, using that as the equivalent of a Skill Rating and using the standard Skill Use Table presented earlier. As with skills a difficulty for the situation can be assigned. In some situations it is also possible to spend more AP on a characteristic roll to increase the Characteristic Rating.

With resistance rolls a Marginal success would indicate partial effectiveness of the effect being resisted and a Critical success would mean avoidance of effects with a bonus, which might mean gaining special knowledge about the source of the attack or affliction or some advantage to be gained from it.

In standard situations a difficulty value of 50 should be counted against the roll, but this can be adjusted upwards or downwards depending on the situation, with the value going upwards for a more dangerous effect or downwards for a more mild effect.

3.71: Adjusted Resistance Rolls

There are basically two ways of using adjusted resistance rolls, one for Passive Characteristics and one for Active Characteristics. The Passive Characteristics are TAL, ZEA, SOC, CHA, APP and CON. They start at a 3 times multiplier, but it can be increased at a rate of 25 AP to raise it to 4 and 75 total AP to raise it to 5. It starts at 3 with no cost. The Active Characteristics are STR, DEX, AGI, INT, WIL and JUD. With these, the multiplier is 0 if no AP are spent, but it increases at a flat rate of 1 times for each 20 AP spent, up to a maximum of 100 AP and a 5 times rating. In many cases AP may need to be borrowed from a coming round when an unexpected roll needs to be made. In a surprise situation only Physical AP may be used with saves against physical characteristics and only Mental AP may be used with saves against mental characteristics.

3.72: How and When to Use Resistance Rolls

Be sure that the right characteristic is used for each situation. Logic and the descriptions of the Primary Characteristics should help make such choices. In some situations the gamemaster may also want roll for the character so that the player will not know he was in danger, though it is usually better to let the player roll. As with skills, a natural roll of 5 or less always succeeds and a natural roll of 96 or more always fails.. The most important thing with situational rolls is to be sure that the character has a fair shake, but no unreasonable advantages. Luck should not be the primary factor in deciding situations. Skills and character initiated actions should be used instead of resistance rolls whenever possible.

3.8: SKILL ADVANCEMENT

When a character gains Experience Skill Points he spends them to improve his skills and learn new skills, but there are logical limits on how those skills can be learned or improved.

During the course of play the player should mark on his character sheet those skills which he used in play. This can be done simply by checking them so they can be identified later. When the player has gained ESP he should only be able to spend those ESP onthe skills he checked as having been used during that playing session, becaus those were the skills which he practiced.

Alternatively new skills can learned if the character can find a teacher. The limitations on learning from a teacher are explained under the skill *Teaching*, but if the character has teacher who can teach new skills it is possible for him to spend the ESP he gained during a playing session on the skills his teacher is training him in as well.



Advanced Rule: Profession Design

New professions can be designed through an easy system of checks and balances. There should be a balance between the general types of skills on which a profession has benefits and also on the cost of the skills involved relative to the SBs obtained.

Ten points of benefits need to be assigned from which the player can choose five, picking one each from pairs of skills. For all professions these should include 1 choice of Mental Skills, 2 choices of Social Skills and 1 choice of Physical Skills plus 1 more choice from a set of skills assigned as appropriate for the profession in question. When setting up the pairs from which the character may choose each skill should be matched with one of a like type, mental with mental, physical with physical, etc. If you choose to give only one more general option, such as 'Any 1 Craft Skill' instead of the normal choice of two per SB then balancing is not needed. If you give a reduction more than 1 (usually no more than 2) then it needs to be part of a pair where the other option is also a -2 value.

Once the skills are chosen, total up their CST values and if the total is in the range between 50 and 60 then there is no problem. If the total is higher than 60 replace one or more of the most expensive skills with something cheaper. If it is lower than 50 replace one or more of the cheaper skills with something more expensive. If one general option is offered instead of a pair double its CST when figuring the total. It is also possible to violate the regular pairs system and offer more choices. When this is done, add half the CST value for each extra option included.

If you wish to assign a general type of skill, as in Movement Skills, Craft Skills, etc, use a standard cost for all skills in that group. You can find this by averaging them all together, or to keep things simple use 3 for all Movement type skills, 4 for most Craft skills, 6 for all Combat or Magical skills, 5 for most Social and Intellectual skills, etc. When in doubt use the average.

This system helps to regularize what, in earlier editions, was a rather chaotic collection of conceptually logical but mechanically unsound skill benefit packages. There is virtually no limit to how far you can go with this design system, and because of its basic simplicity you can even give it to players to use if none of the already existing packages suit their needs.



Novice Rule: Weapon Sub-Skills

Eliminate sub-skills for novice players. Make all weapon skills cost the standard cost for the attack skill and when SL of a weapon are purchased they should count equally towards attack, defense and any other options. Thus, a character with 10 SL of Broadsword would have 10 SL towards attack, defense and disarm. This significantly simplifies combat and institutes a certain balance in play which may not be there otherwise.



Novice Rule: Activity Point Cost

As noted earlier you may wish to standardize all combat action AP costs to 20 for novice players and allocate a flat fund of 60 AP to each character.

Preparing for Combat

When setting a character up for combat you ought to determine in advance some basic strategies to follow. This is very helpful because it allows you to determine how you will spend your AP in standard combat situations. though you still have the liberty to change that set-up if a special situation arises. You might even want to think in advance about several different combat options for different situations.



Stanisar's primary offensive skill is Short Sword Attack and his primary defensive skill is Short Sword Parry. Each of these skills costs 20 AP and Stanisar has a total of 60 AP. There are a number of set-ups he can prepare for. The simplest would be to attack twice with normal Attack SR and damage and defend once at normal Defense SR. Each of those actions would cost 20 AP and together they would use his full AP for the round. Another option might be to make only 1 attack and spend 40 AP on it instead of 20 in order to increase either Attack SR or damage by 50%. If Stanisar was feeling overmatched he might go the other way and spend 40 AP on defense and take only one attack while raising his Defense SR by 50%. If he was really afraid of being hit and just wanted to avoid combat he could always spend all his AP on Defense and by spending 3 increments he could increase his Defense SR by 50% and 50% to double its normal value while taking no attacks. As an alternative. if he wanted to finish off a weak opponent quickly and was well armored enough not to worry about that foe's attacks he might spend all his AP to increase the damage of a single blow to double its standard value.

Other configurations are certainly possible. but these are the most common ones which a player with a character like Stanisar might keep in mind before entering any combat.

IV: MECHANICS OF COMBAT

In most ways the combat system falls under the general skill system, but because combat is so important to the survival of a character, even if it only occurs rarely, some special rules and adaptations have been developed to make combat more flexible and to cover a wide variety of specialized tactical situations.

4.1: SKILLS IN COMBAT

A section of specialized combat skills is presented in the general skill lists. Combat skills can be found in the alphanumeric groupings P and Q. These skills are grouped by weapon type or by stylistic relationship. Each of these skills has several descriptive characteristics as well as sub-skills which are explained in this section.

4.12: Weapon Sub-Skills

Each weapon skill has three sub-skills, Attack, Defense (or Parry) and Disarming. Each of these represents a different tactic or option possible in combat. All three use the same Aptitude, but a character may have different numbers of SL with each. In addition, they contribute at a special rate because they are sub-skills of a single major skill and therefore very closely related. Each sub-skill within a skill contributes to the other sub-skills at double value. Each sub-skill contributes to the equivalent sub-skill with other major skills in the same group at the normal contribution rate. In addition sub-skills are exempted to some degree from the normal requirement that real SL must be bought before Contributive Points may be spent. Sub-skills contribute at 1 starting points per SL to other sub-skills even if the character has no actual bought SL of the other sub-skill. They contribute at 2 starting points per SL up to the number of bought SL of another sub-skill which the character has. Thus, the Attack skill with Dagger contributes to Attack with Short Sword at the normal rate or to Defense with Dagger at double value, but not to Defense with Short Sword. For more information on weapons see the weapon skill descriptions.

4.12: Activity Point Cost

Each weapon skill has a set Activity Point cost. Each time that weapon is used to attack, defend, disarm or do any other action that AP cost is paid. It is possible to spend more AP to increase the effectiveness of skill with the weapon. If you double the AP spent you can increase any one Skill Rating or the Maximum Damage of the weapon by 50% of the original value. If you triple the AP spent you can increase any SR or the MD by 100% of its original value. You can spend more AP to increase multiple SRs or to take multiple attacks, or even to increase MD and SR, but you can never increase any one aspect of a weapon to more than double its original value. Note that when the skill Attack is paid for in that first payment covers both Attack SR and base MD, but after that first payment MD and Attack SR increases are paid for separately.

4.13: Weapon Damage

Each weapon also has a Maximum Damage (MD), which is the highest amount of damage that weapon can normally do, broken down by Club, Edge and Point classification. It is modified by the Damage Class of the attacking character and his levels of the Damage Strike skill which adds directly to his DC. The formula to determine Adjusted Maximum Damage from player Damage Class and the weapon's standard Maximum Damage is (MD x DC)/10 a table for this calculation can be found in section 2.41.

4.14: Effects of Range

Each missile weapon is listed with a value for Range (RAN), which is used to calculate the rate at which accuracy declines with distance from the target with a particular missile weapon. It is modified by the Damage Class of the character to find the actual modification to accuracy with a missile weapon for range. Adjusted Range is found with the formula (Range x DC)/10. Range indicates the number of feet of distance over which attack SR declines by 1. So, with an adjusted Range of 10 and an Attack Skill Rating of 50 with *Longbow* a character would have an effective Attack SR of 30 at 200 feet.

4.15: Combat Skill Ratings

Combat Skill Ratings (Attack, Defense and Disarm) are determined just like other skill ratings by purchasing Skill Levels and multiplying by Facility. They tend to be a bit lower than other SRs because the Facility of most combat skills is 1. It is strongly recommended that you use the advanced rule for Adjusted Skill Rating from section 3.5 when determining SR for combat skills.



Advanced Rule: AP in Combat

In particularly important combats you may find it desirable to break down the spending of AP into units smaller than the normal combat round. To do this all you have to do is have all players divide their AP by a given number and have them spend AP in increments of that size instead of full rounds of AP. Generally an easy to divide number like 5 or 10 is recommended. Numbers higher than 10 tend to become hard to work with.

4.2: ACTIVITY POINT SPENDING IN COMBAT

Activity Points are very important in combat and allow flexibility and strategy to play a major role in the outcome of any battle. By spending AP in different ways a virtually infinite number of strategies becomes possible.

4.21: Spending Limits

AP can be spent to increase the value of any skill used in combat. Spending 1 times required AP cost yields base SL value plus any Aptitude characteristic. Spending 2 times required AP cost increases total rating by 50% of the original value. Spending 3 times required AP cost doubles the original SR. No more than 3 times the base AP cost of a weapon may be spent on a single weapon skill in one round, and no combat SR can ever be more than doubled by spending AP. AP may be spent to increase effective SR with more than one sub-skill of a weapon, such as attack, defense and damage. With each sub-skill the same cost for increase applies. If a weapon cost 20 AP it would cost an additional 60 AP to increase Attack SR, Defense SR and Maximum Damage each by 50%.

An additional limitation is necessary to deal with the contrast between the fact that defense is an ongoing action and attacks are incidental actions. Only one defensive action may be taken with each part of the body. Each hand with a weapon may parry each round and the legs may be used to dodge each round. This means that no more than three defensive actions may be undertaken in a round. While there is no limit on the number of individual attacks or attack skills which may be used, except the number of available AP, no more than a total of 5 increments of AP may be spent between all defensive skills used. Increments are one times the AP cost of any action, regardless of the amount of that AP cost. For example, a character could spend 3 increments to increase *Parry* with one hand to double value, one increment to parry at full value with the other hand and one increment to dodge at full value, a combination which would probably yield the highest possible result. The next best alternative if the character did not have the *Dodge* skill would be to parry at double value with one hand and at one and a half value with the other.. This restriction of AP spending on defense is essential because of the fact that defensive skills are additive, while attack skills are discrete actions which do not combine Attack Skill Rating (with the exception of *Combat Tactics*).



4.22: Flexible AP Use

Certain forms of AP extension, reduction and borrowing are possible. These may be useful in special situations or combat tactics. A character may vary the number of AP he spends on a skill. For a skill to work he must spend at least one times the AP cost for the first increment, but beyond that he may spend variable amounts up to 2 additional times the AP cost, with parallel increase in effectiveness at a rate of 1% increase of SR for 2% increase of AP spent, as noted earlier.

AP can be borrowed from coming rounds or saved from a previous round. Up to half the AP from the next immediate CR can be borrowed, but in that next round double the number borrowed are lost in payment. AP saved from the previous round in a period of concentration carry over at half value. AP from the round before that can carry over at one quarter value, and AP from three rounds ago carry over at an eighth of normal value. Older AP cannot be carried over, and AP cannot be carried over from rounds in which less than half of the AP are being devoted to concentration on future actions or if the concentration is interrupted.

Novice Rule: AP in Combat

You may wish to limit flexible AP use in combat. By limiting total AP to 60 and the AP cost of weapons to 20 you can set characters up to defend once and attack twice every round, eliminating flexible AP use to keep things simple. You will probably want to loosen up on this restriction fairly quickly, still limiting AP cost and AP per character, but allowing flexible AP use within those limitations.

4.23: Sequence of Actions

AP and the sequence of actions is worth remembering.. Different characters have different amounts of AP, but they all spend their AP in the same amount of time, meaning that those with more AP are a bit faster acting than those with fewer. The AP a character enters combat with are equal to his total AP minus any cost for defense (Defense SR) and any encumbrance (Armor AP cost) or other overall subtractions. The remainder are his free AP to spend on



Combat Example



One day, after his lengthy adventures in Gottia, while looking for deals in the marketplace in Tibrum, Stanisar runs into his old comrade in arms and enemy Gordisag the Brute. Stanisar reported Gordisag for being drunk on duty when they were in the same decade of the Legion XIV and Gordisag was cashiered and the legion had moved to the front before Gordisag had a chance to settle his grudge against Stanisar. Now Gordisag is working as a knee-breaker for a moneylender named Alkymenios of Gelat and when he spies Stanisar in the marketplace he abandons his post outside Alkymenios' office and skulks after Stanisar, finally catching up with him in an alley.

Since Gordisag's not much of a skulker Stanisar had spotted him and slipped into the alley specifically so they could settle accounts. When Gordisag slips around the corner and draws his broadsword, Stanisar is waiting for him with a short sword in each hand. Basic statistics for Stanisar and Gordisag are given below. In addition, we are assuming that Stanisar gaineda bout 120 ESP during his time in Gottia. (note that these are not complete, merely those stats necessary to this combat):

Gordisag the Brute

APP: 9	INT: 12	CON: 22
CHA: 9	JUD: 10	STR: 20
ZEA: 6	WIL: 16	DEX: 13
SOC: 12	TAL: 2	AGI: 16
Size: 17	Height: 6'6"	Weight: 240
DC: 19	AP: 46-9=55	HP: 39-6=45
SSP: 108	MSP: 80	PSP: 143

Skill	Cst	SL	CL	FAC	APT	SR	AP	MD
Broadsword At	4	20	2	S	12	35	22	18
Broadsword De	5	4	8	S	12	29	22	
Round Shield	6	6	0	S	17	29	22	
Durability	5	6	0	S	S	+6 HP		
Combat Reflex	6	9	0	S	S	-9 AP		

Armor: Studded Leather DV:5/4/3 AV:2/4/2 AP: 5

Stanisar of Evaria

APP: 12	INT: 15	CON: 20
CHA: 15	JUD: 18	STR: 17
ZEA: 6	WIL: 14	DEX: 15
SOC: 11	TAL: 4	AGI: 8
Size: 16	Height: 6'2"	Weight: 197
DC: 17+2=19	AP: 47+17=64	HP: 36+15=51
SSP: 106	MSP: 129	PSP: 180

Skill	Cst	SL	CL	FAC	APT	SR	AP	MD
Short Sword At	3	31	10	1	15	47	20	16
Short Sword De	4	9	18	1	14	41	20	
Durability	4	10	3	S	S	+15 HP		
Combat Reflex	5	15	2	S	S	+17 AP		
Damage Strike	7	2	0	S	15	+2DC		

Armor: Leather DV: 3/3/4 AV: 2/3/1 AP: 4

As you can see from comparing these statistics Stanisar has spent his time since his legion service more productively, gaining much more exoerience than Gordisag. And while he is smaller and less physically imposing than Gordisag, he easily makes up for it in superior training.

Gordisag's Set-Up: with 50 AP (55 minus 5 for armor) and all of his combat options costing 22 AP he can basically do 2 actions per round with enough AP left over to enhance one Skill Rating by 14%. Since he fears the wily Stanisar his standard set-up will be to spend 28 AP on parrying with his Round Shield at 1.14 times his SR for a total effective SR of 34 plus 4 for armor to 38. He will use his remaining 22 AP to make one normal attack per round with his broadsword with his full SR of 35.

Stanisar's Set-Up: With 60 AP (64 minus 4 for armor) and both his attack and defense costing 20 AP, Stanisar has many options. His standard set-up would be 2 attacks at full SR of 47 plus one defense at full SR of 41 plus 3 for armor to 44.

These standard set-ups may not be used every round, especially in the first round when the combatants are sizing up each other.

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aggressive actions that round. To determine who can strike first subtract the lower AP from the higher AP. The character with the higher AP can spend half the difference before his foe may begin to spend his AP and may spend the other half after his foe has run out. For group combat just have characters attack in descending order of number of AP.

Generally, in common combat AP should be kept track of fairly roughly, with the concentration on the number of blows each character has per round, rather than on breaking each round down AP by AP, which may become somewhat impractical.

4.24: Fatigue Loss in Combat

Combat is more intensely tiring than other activities. During combat a character will lose 1 Fatigue Point for every 30 AP which he spends. Half of this loss is long-term loss which can only be regenerated by rest or sleep. The other half is short-term loss which can be regenerated by a "pause" in combat or period of relative inactivity. This pause is defined as a round in which the character spends fewer than 30 AP (which still might allow him to defend himself or maneuver). During a pause round a character regenerates 1 FP and loses none, up to the limit of half the total AP lost in that combat thus far.

4.3: MAKING THE ATTACK

After all this preparation, the process of actually engaging in a combat is fairly simple, involving only two die rolls and a couple of references.

4.31 Aim and Location

The attack consists of the character choosing a target area on the opponent's body at which to aim and rolling 1D100. To this roll he adds his total Attack Skill Rating. From this total he subtracts the total Defense SR of his target including any and all appropriate skills and modifiers. The total is compared on the Combat Table for the target area chosen and that determines whether he hit and what part of the body he hit.

There are basically two combat tables, one for large body areas and one for small body areas. It is somewhat easier to hit large body areas and harder to hit small body areas. Several results are possible depending on the quality of the modified roll, ranging from a Marginal hit where the target character gets to choose what adjacent body area the attack was deflected to up to a Critical hit where the attacker gets to choose any target on his foes body regardless of his original aim. In those cases where the target gets to choose the location of the blow he receives, to some degree that is a contrivance to avoid adding another random factor, but it also partially represents defensive movement to block or partially deflect a blow to a better protected body area by realigning the body in response to the attack.

When attacking a non-human who may have additional limbs, they should be handled by the appropriate chart based on their size. If the attacker gets a Marginal hit against a non-human opponent that non-human may have additional choices of areas to which to deflect the blow based on areas which would be adjacent with his anatomy. For example, a Trozard could deflect Marginal leg hits to his tail in addition to the areas given.

Given to the right are three basic combat tables, one for attacks aimed at large body areas, one for attacks aimed at small body areas and one for special attacks such as disarming and unbalancing.



Attack/Defense Results: Large Area Targets (Leg, Arm, Chest, Abdomen)

Adjusted D100	Result
121+	Critical Hit in Area of Choice
81-120	Successful Hit in Aimed Area
61-80	Marginal Hit - Wrong Body Area
26-60	Miss
96-100	Always Marginal Hit on Natural Roll
1-5	Critical Miss (Always on Natural Roll)

On this table, when an attacker gets a Critical Hit he can choose any area on the target's body regardless of where he originally aimed. If the attacker gets a Successful hit he has hit the area he aimed for. If the attacker gets a Marginal hit the defender gets to choose what alternative body area the blow lands in. The alternatives by aiming area are:

Target	Alternative Locations
Chest	Head, Either Arm, Abdomen, Either Hand
Abdomen	Chest, Either Leg, Either Arm, Either Hand
Leg	Either Foot, Abdomen, Either Hand
Arm	Head, Either Hand, Chest

Attack/Defense Results: Small Area Targets (Head, Hand, Foot)

Adjusted D100	Result
121+	Critical Hit in Area of Choice
91-120	Successful Hit in Aimed Area
76-90	Marginal Hit - Wrong Body Area
26-75	Miss
96-100	Always Marginal Hit on Natural Roll
1-5	Critical Miss (Always on Natural Roll)

On this table, when an attacker gets a Critical Hit he can choose any area on the target's body regardless of where he originally aimed. If the attacker gets a Successful hit he has hit the area he aimed for. If the attacker gets a Marginal hit the defender gets to choose what alternative body area the blow lands in. The alternatives by aiming area are:

Target	Alternative Locations
Head	Chest, Either Arm, Either Hand
Hand	Same Arm, Chest
Foot	Same Leg, Other Foot, Abdomen

Attack/Defense Results: Special (Disarm, Unbalance, Disable, etc.)

Adjusted D100	Result
121+	1 x Aptitude Resistance Roll
106-120	2 x Aptitude Resistance Roll
91-105	3 x Aptitude Resistance Roll
76-90	4 x Aptitude Resistance Roll
61-75	5 x Aptitude Resistance Roll
26-60	Miss
96-100	Always 5 x Aptitude Resistance on Natural Roll
1-5	Critical Miss (Always on Natural Roll)

The Aptitude characteristic rolled against on this table varies depending on the type of attack made. The multiplier indicates how many times that characteristic the defender may add to his roll on the standard Resistance Roll table, modified for the SR of the attacker with the skill which he is using.





Advanced Rule: Sub-Location

To add detail to combat, you may wish to use a system of sub-location. This is an alternate system which takes a bit of extra time and is certainly not essential. It can be rewarding, but the added detail may not be worth the time. When an attack roll achieves critical success and the damage from that blow is greater than 1x damage the attacker may consult the appropriate sub-location table for that body area to determine the specific result, a bit of added detail and effect. The results listed on the appropriate sub-location chart are in addition to any normal effect, and are not modified by the amount of damage.

The sub-location charts for each target area are provided below. When determining result use the amount by which the attacker is over 100 on his original attack roll as a bonus added to a 1D100 roll on the sub-location table. If he has a particularly high number and for some reason wants to hit some area other than that placed at the top of the sub-location table he may rearrange the numbers while retaining the same percentages for each sub-area. There are no sub-location tables for the limbs.

Target Area: Head

Roll	Sub-Area	Result (CEP)
90	Right Eye	IS3
80	Left Eye	IS3
70	Throat	361
40	Mouth	US1
20	Right Ear	US-
01	Left Ear	US-

Target Area: Chest

Roll	Sub-Area	Result (CEP)
90	Heart	U3D
70	Right Lung	U53
50	Left Lung	U53
01	Clavicle	UU-

Target Area: Abdomen

Roll	Sub-Area	Result (CEP)
90	Appendix	423
80	Spleen	123
65	Testicles	SSI
50	Liver	—1
40	Kidneys	1-1
20	Intestine	-12
01	Diaphragm	1U3

When the result on any of these tables is a U that indicates that the unconsciousness roll for that area is reduced by one increment such as from 3xCON% to 2xCON%. An I result indicates the temporary loss of the use of that organ or area of the body. A S result indicates the permanent loss of the use of that organ or area of the body. D results indicate immediate death regardless of the result from the gross area. Number results area additive with any number results for the gross area.

Advanced Rule: Defensive Skills

The advanced alternative is basically the same as the standard option, but instead of assigning the level of Defensive SR at the start of the round, half the total Defensive SR goes into a pool which the player assigns as blows are made on him in the course of the round. The number of attacks he has to deal with is not announced at the beginning of the round and he has to assign his points as he goes along, basically guessing and anticipating which blows he really needs to defend well against. This method differs only slightly from the standard option, but can slow combat down considerably. It is really only recommended for duel type situations between player characters or a character and a major background character.



Novice Rule: Defensive Skills

For inexperienced players or if you want to keep your combat as simple as possible, merely consider defense to be an ongoing action. Defensive skills are paid for off of the total AP of the character before other actions are paid for and they are in operation for the entire combat round. This method is simple and works well with players and characters of low to moderate experience, but may lead to inflation of Defensive SRs with more advanced players and characters.



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Gordisag Round 1: he decides to go for the quick kill at th start. He spends 22 AP on parrying with a SR of 33 (29+4DV) and 28 AP to have a SR of 35 with his broadsword, but an increased damage of 22. He aims for the Abdomen.



Stanisar Round 1: for safety he is going to take a defensive posture. He spends 40 AP on parrying for a SR of 65 (62+3DV). He spends 20 AP on one attack with a SR of 47 in the hopes of drawing first blood and discouraging his foe. He aims for the head.

Results Round 1: Gordisag's Attack SR is 35 against Stanisar's Defensive SR of 65 which makes him -30 on his attack. Stanisar's Attack SR is 47 against Gordisag's Defensive SR of 33 which makes him +14. Stanisar rolls a 71+14 for a total of 85. Aiming for the head that means he has a Marginal hit. Gordisag chooses to take it in the Abdomen. He rolls a 4 and a 8 for damage so he does 40% of 16 or 8 points of damage. After armor absorbs 4 points, Gordisag takes 4 points of damage. Stanisar has drawn blood, but since Gordisag has 18 HP in the area the blow is insignificant. Gordisag rolls a 45, quite short of the 80 he needed to hit this round.

Gordisag Round 2: he realizes he's going to have a hard time hitting Stanisar. He concentrates what extra AP he has on increasing his AR. He spends 22 AP on parrying and gets a defensive SR of 33 including armor. He leaves damage standard at 19 and goes with an Attack SR of 40. This will probably be his standard set-up for the rest of this combat. He continues to aim for the abdomen

Stanisar Round 2: emboldened by Gordisag's apparent clumsiness, Stanisar will spend only 20 AP on parrying for a SR of 41 plus 3 for armor to a total of 44. He will take only one attack with his remaining 40 AP spent on that to increase damage to 24, while using his standard AR of 47. He keeps aiming for the head.

Results Round 2: Stanisar is now only +14 to hit (47-33) and Gordisag is only -4 to hit. Stanisar rolls a 44+14 for 58, which misses because a 76 or

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4.32: Multiple Attacks and Defenses

Whenever the character has the AP to spend on a blow the same process is repeated, while at the same time his opponent makes his attacks in the same way.

4.33: Defense Skills

Defensive skills operate somewhat differently from other skills. Self defense combines elements of an ongoing action of awareness of enemy attacks and specific reaction to specific attacks.

At the start of a CR the player determines how he is going to deal with the attacks he expects to face that round. Each combatant announces his total Defense SR for that round (just like in the above case), how many attacks he chooses to make that round and who they are directed at. Each player then determines the number of attacks his character will be dealing with and apportions his Defensive SR on that basis. 50% of his Defensive SR is automatically in effect against all attacks. The remaining 50% is divided between all the attacks he has to deal with, regardless of the number of foes attacking him. The amount apportioned to each attack is added to his Defensive SR against that specific attack. Thus, if a character had a Defensive SR of 64 and was facing 4 attacks he would have a base Defensive SR of 32 plus 32 points to divide between those 4 attacks. The default option would be to divide the points evenly for a total Defensive SR of 40 against each of the attacks. The player would have the option of dividing them in any other way he chose. Perhaps if he was facing two attackers, one who he suspected was striking 3 light fast blows and one who was striking one gargantuan blow he might make his Defensive SR 64 against the big blow and only 32 against the others. With this version the assignment of Defensive SR to specific blows always takes place at the start of the CR.

4.34: Missile Combat

In missile combat the chance of hitting a target is modified for the distance from the target, as explained in section 4.15. Accuracy is reduced for range based on the type of weapon used. The only exception to this is the Crossbow. With this weapon the DC of the character does not count, and RI is equal to RAN itself. Thus, if a character had a DC of 10 and used a Longbow with a RAN of 10, he would have a RI of 10, so that at a range of 240 Feet he would have his missile SR reduced by 24. With a Crossbow the same character would have a flat RI of 5, as would any other crossbow user, and would lose 48 Attack Skill Rating over that same distance. Note that in missile combat only the skill *Dodge* and the various shields skills (which count at half their normal SL) plus any modifiers for armor and shield are counted into defense SR.

4.35: Lucky Blows

Regardless of a character's chance of hitting, if he rolls in the range of 96-100 without modifiers it is considered a 'lucky blow',. When a character gets a lucky blow he re-rolls his attack on the same attack table, but the defender's Defensive SR doesn't count and he has the same Attack SR he had on his original attack.

4.4: DOING DAMAGE

When a weapon strikes a target it does damage to the area of the body which is struck. Damage has different effects by type of weapon used and area hit, as well as power of the blow involved. In addition, damage breaks down into physical and stun-type damage, though physical damage is of the greatest lasting importance.

In determining damage it is important to start by knowing the effective Maximum Damage (MD) potential of the attack. This is found from the base MD of the weapon and the Damage Class (DC) of the character using it. Total Adjusted MD is (DC x MD)/10.

Physical Damage is determined by rolling 2D10. The player takes the lower of the two numbers produced (0 counts as a 10). This is multiplied by MD and divided by 10. In other words damage is (MD x Roll)/10. This can also be determined by rounding up to the nearest multiple of 10 and dropping the last digit.

ADJUSTED MAXIMUM DAMAGE

DC	MD 5	6	7	8	9	10	11	12	13	14	15
5	3	3	4	4	5	5	6	6	7	7	8
6	3	4	5	5	6	6	7	8	8	9	9
7	4	5	5	6	7	7	8	9	10	10	11
8	4	5	6	7	8	8	9	10	11	12	12
9	5	6	7	8	9	9	10	11	12	13	14
10	5	6	7	8	9	10	11	12	13	14	15
11	6	7	8	9	10	11	13	14	15	16	17
12	6	8	9	10	11	12	14	15	16	17	18
13	7	8	10	11	12	13	15	16	17	19	20
14	7	9	10	12	13	14	16	17	19	20	21
15	8	9	11	12	14	15	17	18	20	21	23
16	8	10	12	13	15	16	18	20	21	23	24
17	9	11	12	14	16	17	19	21	23	24	26
18	9	11	13	15	17	18	20	22	24	26	27
19	10	12	14	16	18	19	21	23	25	27	29
20	10	12	14	16	18	20	22	24	26	28	30
21	11	13	15	17	19	21	24	26	28	30	32
22	11	14	16	18	20	22	25	27	29	31	33
23	12	14	17	19	21	23	26	28	30	33	35
24	12	15	17	20	22	24	27	29	32	34	36
25	13	15	18	20	23	25	28	30	33	35	38

The specific physical effects of this damage are discussed in a later section. Essentially they are subtracted from his Hit Points (HP) in the area struck and nasty things happen if too many HP are lost. Stun damage is based on physical damage and is also covered in a later section.

4.41: Body Damage

Some attacks, particularly poisons, spells and impacts with the ground or large objects, will do overall or body damage. This damage is done not to any particular area of the body, but to the character's total Hit Point value. All Body Damage is cumulative, and the damage effects table has a listing of what happens when various levels of body damage are done. This type of damage represents gross physical abuse. Some types of attacks may even produce both located and body damage.

4.42: Alternative Damage Rolling

Certain types of attack roll damage slightly differently from normal attacks. Specifically, highly technological weapons and most magical or energy based attacks (all attacks not dependent on human physical strength for damage) roll damage using the high die of the two 10 sided dice instead of the lower die. In addition, these attacks do not do critical damage so that their maximum effect is always 100% of their MD value.

4.5: CRITICAL HITS & MISSES

Sometimes a person may strike a particularly good or bad blow. If, when rolling his attack on 1D100, the character gets a natural roll of 5 or less, not counting modifiers, it is considered a fumble, or critical miss. If, when rolling damage with 2D10, the two numbers rolled match, it is considered a critical hit.

4.51: Critical Misses

A fumble is a particularly badly executed blow, and when a character fumbles you should consult the appropriate fumble table to see what the result is. Using these tables you roll 1D100 plus the character's SR with the weapon he is using, unmodified for AP, to determine the result of the fumble. There are separate tables for hand to hand and missile weapons..

Advanced Rule: Stun Damage

Stun damage is another added aspect which you may want to play with if you are in an important combat or duel situation. It can become too involved for quick and mass combat. However, it does allow people to be taken out of combat without being killed. As shown on the Damage Effects Chart each area of the body has a Stun Damage Modifier (SDM) broken down by Club, Edge and Point. If a person is hit in that area with that particular type of weapon, the Physical Damage (before armor reduction) is multiplied by the SDM to find the number of AP which the character loses from his total AP. Depending on your preference this loss can come immediately or at the end of the round. The first option is more realistic, the second is more fair. You should play with the same version in all cases. Rules are flexible, but must be consistent. After the AP damage for a given attack is determined it is reduced by the defender's Stun Absorbtion Modifier. SAM is equal to Size x 3 for all attacks. Thus a blow for 20 points with a club to the abdomen of someone of Size 12 would do 54 rather than 100 points of AP damage. Stun damage never effects the mental portion of a character's AP, so even when stunned a character will have the total of his INT and JUD as AP even when stunned.

An excellent variant method of determining AP loss is to take the total AP deficit of the character and apply half of it to each successive round, adding more to the total as it is acquired. As it is applied the total is reduced by the half that is charged to the character. Thus a character with 80 AP who took 60 AP damage would lose 30 the first round, 15 the second, 8 the next, and so on until it was all gone. If he got hit for another 60 in the second round, then he would have a total deficit of 68 going into the third round, so he would lose 34 and then 17, etc.

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better is needed when aiming for the head. Gordisag rolls a 51 for 47 which misses because 61 or better (50+4 for his minus to hit) is needed to him hit when aiming for the abdomen.

Gordisag Round 3: same as 2.
Stanisar Round 3: same as 2.

Results Round 3: Stanisar rolls a 94+14 for a total of 105. This gives him a successful hit in the Head, because he is over well over 91. He rolls a 5 and a 6 for damage, doing 12 points reduced to 8 for armor. This is 1x damage, so Stanisar rolls for sub-location, getting a 35+14 for a total of 49 indicating a mouth hit with an S result which would basically be the loss of teeth and perhaps some lip. There are no additional results at 1x damage, except Gordisag probably can't speak anymore. Gordisag rolls a 68 which beats the 64 he needs to hit and Stanisar chooses to take the hit in the Left Arm. He rolls a 2 and a 9 for damage and does 4 points of damage which is absorbed by Stanisar's armor.

Gordisag Round 4: same as round 2.
Stanisar Round 4: same as round 2.

Results Round 4: Stanisar rolls a 84+14 for a total of 98, hitting in the Head. He rolls a 3 and a 6 for damage, doing 4 points after armor, short of 1x damage (adding in the previous blow) by 6 points. Gordisag rolls a 92 to make a successful hit in the Abdomen. For damage he rolls a 4 and a 4, a critical hit where the dice add together for a total of 12 points of damage after armor. That's a serious blow, but just under 1x damage.

Gordisag Round 5: same as round 2.
Stanisar Round 5: same as round 2.

Results Round 5: Stanisar rolls a 65+14 for a total of 79, hitting in the Right Arm. He rolls a 7 and a 9 for damage, doing 13 points after armor, just over the 12 points Gordisag has in that area. This yields an I result. Gordisag must roll against his

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Advanced Rule: Blood Loss

Blood loss can be handled fairly simply. If a wound is taken and not adequatly treated, it will bleed. The rate of blood loss is based on the weapon type and the amount of damage taken. Blood loss is represented as overall body damage, with HP subtracted from the character's overall HP.

Basic blood loss per CR is (Damage taken in area/X). For club weapons X=7. For Point weapons X=5. For Edge weapons X=3. Note that if the damage chart indicates an A result, that takes precedence. Wounds of less than 1/10th of area HP will not bleed enough to worry about. With appropriate equipment (tourniquets, bandages, sutures) and skills (Arrest Bleeding) blood loss can be stopped and wounds patched up.

Advanced Rule: Effects of Pain

Wounds also cause pain. When a character takes damage he must roll within his Resistence skill or Aptitude or he will lose AP off of his total each round equal to the number of points of damage taken times 3 as a result of pain. If a limb is wounded and is in use the AP lost because of that wound is doubled. Thus, if a character was shot in the leg for 8 points of damage he would lose 24 AP each round, or 48 if he attempted to stand or walk. Overall damage is treated as a single wound. Naturally, this may involve a bit more bookeeping than you like, so the rule may be considered optional.

Advanced Rule: Long Term Damage

Even magically healed wounds leave scars and little reminders. Old wounds, especially serious ones, should be kept track of, and might yield a little stiffness, or even a few points off of an appropriate characteristic, as the GM determines to be appropriate. In general, the effect should be loss of 2 off of an appropriate characteristic for a healed wound which reached 1x damage, 4 if it reached 2x damage, 8 if it reached 3x damage and 16 if it reached 4x damage and the character still somehow managed to live. If the wound was healed magically rather than through surgery or the natural healing process those effects are halved. For example, a severed leg reattached with the spell Reattach Limb should still cost 4 off of AGI for that character.

Advanced Rule: Single Blow Damage

A recommended variant which requires a little more adjustment concerns the difference between cumulative blows and single-instance effects of damage. A simple application of this concept is that except when dealing with immobilized targets, the B, S, P, and D results should not take effect unless they are reached with a single blow. Cumulative damage in an area which does not achieve one of those results in a single blow should be subtracted from the area for purposes of healing and for overall hit points to represent blood loss and trauma, and it can result in incapacitation (I), unconsciousness (U) or delayed death (#). This represents the fact that in the midst of combat not all blows are likely to land in the same spot, even if they land in the same area. If a character hits the area he is aiming at he may make an additonal roll within his Attack Skill Rating on 1D100 to see if he can hit the exact same spot, in which case the damage in that area is cumulative for all effects. This makes combat a little less instantly deadly, but preserves the advantage of skill.





Fumble Table			
Roll%	Hand to Hand	Missile	Unarmed
96+	No Effect	No Effect	No Effect
76-95	Trip, lose 5 x Size AP	Break Weapon	1/2 MD to Limb Used
61-75	Break Weapon	Strike Comrade	Strike Comrade
46-60	Drop Weapon, 90 AP	Trip, lose 5 x Size AP	Trip, lose 5 x Size AP
26-45	Strike Comrade	Drop Weapon, 90 AP	Strike Self, 1/2 MD
01-25	Strike Self, 1/2 MD	Strike Self, 1/2 MD	Limb Stunned, AP to use x 2

4.52: Critical Hits

A critical hit is somewhat simpler, indicating a superior, exceptionally good blow. When doubles are rolled, instead of taking the lower roll to find damage (there isn't one), you add the two rolls together and use that number as if it were your roll. This can potentially yield double normal maximum damage. This increased damage also counts in determining stun damage if you are using it.

4.6: EFFECTS OF DAMAGE

Weapons do nasty things to people they hit. This is why they exist. Just what a weapon does depends on several factors, including where it hits the target, the force of the blow and the type of weapon.

4.61: Hit Point Distribution

Each part of the body has a certain percentage of the total body HP. When a character is being set-up these percentages can be calculated, but they need not be until the character is actually hit. There are 19 basic body areas, though some of these come in pairs. The HP in the area, as determined from a percentage of the character's total HP are very important in determining the effects of damage.

On the Damage Effects Chart there are five columns marked for 1 through 5 times damage (1xD - 5xD). These indicate multiples of the hit points for the body areas. Effects are listed in columns by single letter designations. The effects are broken down by Club, Edge and Point damage distinctions, indicating the type of damage which does that effect at that particular damage multiple in that area. Thus, there are three letters at each multiple for each area. The order is always C/E/P. So, if a character had 5 HP in the Right Upper Arm and took 5 HP damage from a club weapon, he would be at 1 times damage and have a I result. At 2 times damage it would be a B result. At 4 times damage it would be a S result.

The table provided below gives the various body areas for humans, their HP distribution and all the various effects possible with different levels of damage.

DAMAGE EFFECTS							
LOC	SDM	%HP	1xD	2xD	3xD	4xD	5xD
Head	6-4-2	15%	UUU	UD3	DDD	DDD	DDD
Neck	5-3-2	15%	UU-	P51	DD5	DDD	DDD
Hands	3-2-1	10%	I-	BAI	ASI	SSS	SSS
Arms	3-2-1	20%	I-	BAI	ASI	SSS	SSS
Chest	5-3-1	40%	UU1	P35	3DD	6DD	DDD
Abdomen	5-4-2	30%	U21	P42	573	DD8	DDD
Legs	4-2-1	30%	I-	BAI	ASI	SSS	SSS
Feet	3-2-1	15%	I-	BAI	ASI	SSS	SSS
Tail	3-2-1	20%	I-	BAI	ASI	SSS	SSS
Overall	6-3-2	100%	UU1	P35	3DD	DDD	DDD

4.62: Results of Damage

The different letter designations found on the chart above should be explained briefly here. -: No effect. U: Wound causes unconsciousness, unless character can roll within (3CON - HP of Damage in Area)% to remain conscious. I: Area incapacitated, roll within (3WIL - HP of Damage in Area)% to use. D: Character dies, on the spot. S: Limb is severed, totally useless, partially attached but unretrievable, no special bleeding result. B: Limb is broken, may not be used until healed. P: Character is paralyzed in that area of the body and all areas below it. A: Severed artery, rapid blood loss, loss

of (1 x Area HP) per CR from overall HP. #s 1-9: Serious internal damage, character dies in CON/# minutes if not given serious immediate medical attention. Note that if damage in an area proceeds past one times damage or two times damage, the effects of the lower damage multiples still count, so if a person takes 5 times club damage in the Chest he gets U from 1x, P from 2x and a #3 from 3x damage. Multiple wounds in a given area are additive, even when they are of different types of damage. In mixed damage the gamemaster should decide which type would predominate, or he can mix results.

Such things as incapacitation and some of the other results should be interpreted by the gamemaster in a way appropriate to the area in question, with added effects like hindered mobility or vision as seems called for. As a general rule an Incapacitation result should double the AP cost of any use of that part of the body. If that extra cost is not paid a DEX x 3 or AGI x 3 roll should be made to be able to use the limb at all, even to remain standing or hold an object.

4.63: The Healing Process

Damage regenerates at a rate of 1/10 of HP (rounded up) restored to a character's overall HP per day. If the character has taken overall damage this is applied to that directly. In addition, the same amount is divided between wounds on other areas of the body proportionally to the percentage of HP that area would normally have. Thus, if a character had 37 HP he would regenerate 4 per day, which would be 4 overall per day, 2 in the Chest, 1 in the Abdomen, etc.

4.7: ARMOR & SHIELDS

Armor is invaluable in certain styles of combat, as is the inevitable shield. Armor is used to cover various parts of the body and provides protection against a variety of forms of damage. Shields perform a similar function, but are a bit more mobile. Both are somewhat encumbering.

4.71: Armor

Several types of armor are available, from the thinnest leather to the sturdiest plate. Most real armor will be a mixture of these forms to fit the function desired by the character. Armor has three characteristics. These are Deflection Value (DV), Absorption Value (AV) and Encumbrance (AP cost). DV is an amount which a person wearing that armor adds to his defense SR against Club, Edge and Point attacks. There is a separate DV listed for each armor type for C, E & P type weapons. If a character had a defense SR of 32 including his defensive skills and Chainmail (DV7/8/6), his defense SR would become 37/38/36 with the DV. AV is an amount by which armor reduces the damage of every blow striking the areas it covers. The reduction is broken down by weapon type. In addition to the CEP values AV also has an A value indicating the amount it absorbs from the Stun/AP damage of a blow striking the area it covers. If a sword blow struck a person wearing Chainmail, it would have its damage (after rolling) reduced by 5 and its AP damage reduced by 10. The AP cost of armor is as given, and is a reduction of the character's total AP each round that he is wearing that armor. The areas which armor covers are indicated by type on the Damage Effects Chart. Other characteristics are on the Armor Characteristics chart. If a character has an armor type and it does not cover a given area, that area will be covered by the next best type of armor in a full suit of that type, so a character with Light Plate would have Scale in the hands and thighs. Special armor combinations can be made, but these are the standard designs. Armor may be bought to wear under other armor. In such a case, the AP cost is totalled, the DV is that of the outer suit, and the AV is totalled. However, armor cannot be combined if the total AV against Club totals more than 5. If this limitation is violated, the armor is too restricting and the character will have trouble moving.

ARMOR TYPE	DV(CEP)	AV(CEPA)	AP
Leather	5/5/7	2/3/1/10	4
Studded Leather	7/6/5	2/4/2/12	5
Boiled Leather	5/6/8	4/3/2/12	6
Ringmail	9/9/6	3/4/5/14	10
Chainmail	11/12/9	3/5/6/15	12
Scale Mail	11/12/11	5/4/4/16	15
Light Plate	10/15/20	6/5/3/20	20
Heavy Plate	12/16/22	7/6/4/24	24



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DEXx3 minus the 1 points over 1x in the area to avoid dropping his weapon from his numbed hand. He needs a 38 and rolls an 82 dropping his sword. At the same time, Gordisag rolled a 24 on his attack and missed completely.

Gordisag Round 5: Having dropped his sword, Gordisag has to defend himself madly with his shield. Since he's right handed and his right hand is now only 33% effective he's in serious trouble, basically just fighting for his life. This round he will spend all of his AP on increasing his Defensive SR to 1.64 times his basic SR of 29, a total of 48 plus 4 for armor to 52.

Stanisar Round 5: Stanisar realizes the situation Gordisag is in, so he moves in for the kill. He doesn't spend any AP on self-defense, dropping his DR to his APT of 15 plus 4 for DV to a total of 19. He spends 60 AP on his attack, 20 plus 20 extra on Attack SR and 20 extra on damage for an Attack SR of 70 and a damage of 24, aiming for the Head where Gordisag is already wounded.

Results Round 5: Stanisar is now plus 18 and rolls a 89+18 for a total of 107, allowing him to hit the Head with ease. He rolls a 5 and a 10 for 8 points of damage after armor. Added to the 8 points he already did in that area Gordisag has taken a total of 16 in the face. This is 2x damage, giving him a 5 result. In addition, Stanisar sub-locates, rolling a 77+18 to blind Gordisag in the right eye. Gordisag takes no attack this round, but must make a roll against CON to remain conscious. This is at -11 for the points over 1x in the Head. He needs to roll a 49 or less and rolls a 87. He falls unconscious. In addition, because of his Head wound he is going to die in CON/5=4 minutes.

Conclusion: Stanisar, being merciful, binds Gordisag's face wound. He is quite skilled at this and effectively reduces the damage to 8 points, which is only 1x damage so Gordisag will live. Stanisar hauls the unconscious thug out to a healer and makes a quick exit after getting his own wound tended to. Chances are that Gordisag, has only limited monetary resources, so he'll probably remain blind in one eye with a hideously scarred lip. Stanisar will probably have to kill him the next time they meet.

Advamced Rule: Damage to Armor

Normally, when armor stops damage it also takes damage. When the armor in a given area is hit and that blow penetrates the armor and does damage to the target the AV of that armor in that area of the body is reduced by 1 against all future attacks. If it is penetrated again it loses a point again. With edge and point weapons blows which do not penetrate the armor do no appreciable damage to it. Blows from club weapons damage armor at one point per blow regardless of whether they penetrate or not. Damage of less than half the AV value of a piece of armor can generally be repaired fairly easily by a good armorer. For minor damage of 2 or fewer points in an area repair can be carried out by a character who is familiar with his armor and has the time to work on it. Repairs of this sort usually take about 5000 AP per point repaired.



Player Note: Armor



Players may not realize it right away, but the way armor is handled in Ysgarth makes it a literal godsend for the character who can't afford to be omnicompetent in every refinement of combat skill. Just a little bit of armor can make the difference between a blow that hits and a blow that misses and a blow that is fatal and a blow that is merely annoying.

For the more experienced character armor is still valuable, but eventually skills and training can make less essential. The beginning character should buy the best armor he can afford (in price and AP cost), and let the armor be his protection until he can do as well or better with skills.

There does come a break point for many characters where the AP cost of armor is more penalty than it is worth. To a large extent this depends on the character in question. For a character who does a lot of damage and isn't strong on defense excellent armor may be worth the loss of one action a round. For the character who relies on speed and finess even a few points of AP lost may not prove worthwhile.

Don't overlook armor. Beg, borrow or steal to get the bet and most appropriate armor you can.

Player Note: Shields

Many players overlook the value of shields in searching for skills which may be cheaper in AP or easier to learn because of contribution. What you have to remember about shields is that they are both a method of deflecting attacks and a method of absorbing damage. And unlike armor they can be positioned over particularly vulnerable parts of the body.

The time when a shield really comes through for you is when your opponent gets a marginal hit. When that happens, you can redirect his blow into your shield, effectively blocking it. The additional AV of the shield can take a crushing blow and make it into something you can at least live with. And that much is possible without even having much skill with your shield. Once you start to learn some skill with your shield you can block blows actively and use it for general defense. Don't miss out. There's a reason why virtually every society invented the shield almost as soon as they became warlike.



Novice Rule: Shields

The shield rules can be complicated and offer many different methods of usage. For novices you should probably treat shields as a defensive skill and allow them AV for the areas automatically covered. but ignore special placement and other characteristics of shields.



Note that against flame or similar types of damage armor absorbs damage at half of the value against club damage, rounded down, and of course, armor has no DV at all against energy or flame attacks.

4.72: Armor Coverage

Because of physical limitations armor can not be of uniform strength and thickness or even materials over all parts of the body. Most forms of full body armor are actually combinations of different types of armor or armor which is adapted and modified to provide joints and flexible areas for movement.

An easy way to determine how heavily armored a given part of the body can be is by the Hit Point percentage in that area. Basically divide the HP percentage for each area by 5 and add 1 to determine the maximum AV that area can have covering it. Thus, the Right Chest could have up to 7 AV, while the Face could never have more than 3 AV. The AV value used is always the middle of the three values (not counting the value for AP absorption) when determining this coverage. This system works because of a natural correspondence between need for movement or access and the ability of an area to absorb damage.

How this limitation functions for the individual character is up to the player. It can represent thinner armor or segmented armor, or a combination of types of armor, such as some plate chain over armor which is mostly leather. In all circumstances the AV stats are always those of the armor covering the area and the DV stats are those of the armor covering the largest total percentage of the body by HP distribution (if you want to bother to worry about this). The AP cost of the armor is always that of the most encumbering type used.

4.73: Shields

Shields provide a defensive function similar to armor, but also can be trained with as a defensive skill. Shields provide additional AV for those areas of the body specifically covered by the shield. Defensive value is based on skill with the shield. If the shield is in normal position, the AV of the shield is added to that of any armor in the areas covered. The areas where a shield automatically adds to the AV are indicated under the Area heading on the table below, as is the AV value of the shield.

The tricky thing about shields is that they can be moved to cover different areas of the body. On the table below each shield has a percentage value listed for Cover. This indicates how large an area of the body can be protected with the AV of that shield in addition to the standard areas. This percentage indicates area in HP percentage. Any number of adjacent areas may be covered as long as their total HP percentage is less than the value for that shield. For example, a round shield can cover anything up to 50%. Since the chest is 40% it could cover the chest in addition to the left hand and arm, but with only 10% left over no other areas would fit under the shield. The Legion shield, however can cover 150% which might include chest, abdomen, both legs and one foot, for a total of 145 percentage points.

If a character wants his shield to cover more of his body than what is listed under Area, he must use his skill with the shield. To assume a defensive coverage he must pay the AP Cost of the shield when a position is assumed or changed, and he must make a successful skill roll with the shield at FAC 3.

The value of a shield for defense is dependent on a character's skill with the shield, which adds to defense SR as indicated in the combat skill section. Note that only half of a character's SL count when using a shield against missile weapons. The AP cost of shields varies based on the particular shield in question and can be found in the skill section. Also provided there are the SP cost and other relevant stats of particular shields.

SHIELD CHARACTERISTICS

Shield	AREA	COVER	AV(CEP)
Buckler	LH	20%	4/5/3
Round	LHLA	50%	4/4/3
Chevron	LHLA	100%	4/4/5
Legion	LHLA	150%	4/3/5

4.8: SPECIAL ACTIONS AND COSTS

Combat is a time for fast thinking and improvisation. Characters may also want to set up and make special and unusual actions. Some of these are gone over here so that the gamemaster will have a basic idea of what to expect and how to deal with it.

4.81: Common Actions

It is important to know how many AP certain actions cost. Getting up when prone costs Size x 2 AP. Crawling moves the character at Movement/2 for the same 10 AP Cost as walking movement. Drawing a weapon for the first time costs AP Cost/2 AP. Cocking a crossbow costs the full AP cost in addition to the normal AP cost. For other missile weapons loading AP cost part of the basic cost.

4.82: Special Attack Options

There are many more tactics possible in combat than just hitting the opponent. These include unbalancing, disarming, immobilizing and many other types of attacks. Most of these are resolved using the 'Special' table on the combat chart.

4.821: Unbalancing Attacks

Unbalancing attacks are made like normal attacks, using the character's SL of the Attack skill with a weapon and his Attack Skill Rating against the foe's defense SR. The attack is rolled on the Special Attacks combat table. If the result on that table is a multiplier, in the case of a standard weapon unbalancing attack, that is the amount by which the target's AGI is multiplied to determine the amount which he must roll within to avoid being unbalanced. A character may spend AP at a rate of Size + 5 AP per increment to increase that multiplier by a factor of up to 3. The WOU result indicates a randomly located wound for half damage instead of a successful unbalance.

A charge or tackle costs 50 AP for the attacker. It is rolled as above, but if it is successful the attacker does his DC + Size in real overall damage and 3 times that in AP, divided by the number result on the table. If a WOU result is achieved the overall damage is halved and the AP damage is negated. The attacker also takes 3 times the target's Size in AP damage himself.

A grapple does overall damage of up to the attacker's DC, with 3 times that in AP, modified by the same factors and rolled on the same table as noted above. Breaking a grapple costs 30 AP and allows the breaker to make a comparative roll against his opponent, both rolling STR + 1D20, with a break occurring if the defender has the higher total. Once a grapple has been established, the attacker halves his AP cost for subsequent continuation of that grappling.

A throw does overall MD to the victim of attacker's DC plus 2 times the defender's Size. AP damage is 5 times this. The Special chart is used with modification as noted above.

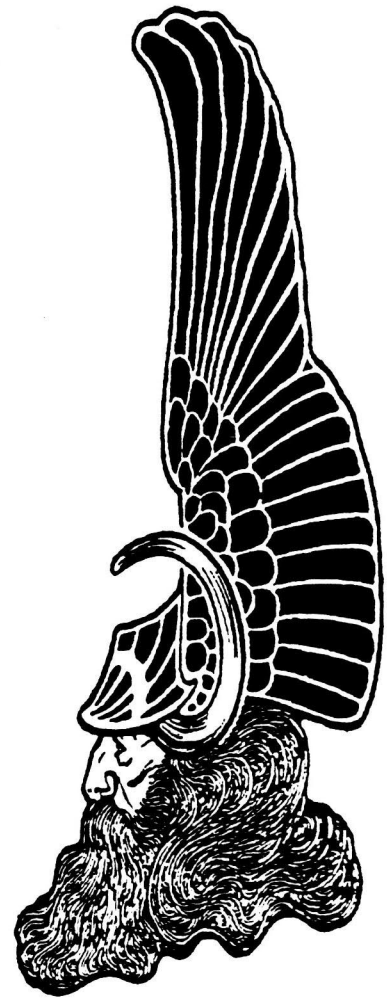
If a character falls from a height, he takes an overall MD based on height in yards and his Size. Overall real damage is ((Height x Size)/2) - 8. AP damage is 10 times that.

4.822: Disarming Attacks

Disarming attacks are also possible. A character may roll an attack to try to grab or immobilize an enemy with his hand or a weapon. To do this he uses the Special attack table. If he hits, the multiplier is used to determine how many times the target's STR he must roll within to retain his weapon. If the weapon is dropped it takes 50 + 3Size AP for the target to retrieve it.

4.823: Immobilizing Attacks

In an immobilizing attack, one of the normal attack tables is used and the area hit may be immobilized. The degree to which it is immobilized is found by rolling on the Special attack table, adding 3 times the attacker's STR and subtracting 3 times the defender's STR. The resulting multiplier indicates the amount by which the AP Cost of any actions with that area of the body is multiplied. For example, with a 3 times multiplier a blow with a sword which would normally cost 20 AP would cost 60. After the initial immobilization, in each subsequent round a roll is made to continue the effect on the Special column of the combat table. If the result is a miss the hold is broken and if the attacker wants to reestablish it he will have to roll another fresh attack.





Advanced Rule: Custom Weapons

It is generally assumed that a character will be using a weapon which, of its type, is made in proportion to his size and ability. But in some cases custom designed larger weapons may be desired.

Most weapons break down into four classifications of size which can be identified by their damage. For example, among edged weapons you have Dagger (MD7), Short Sword (MD8), Broad Sword (MD9), Bastard Sword (MD10) and Great Sword (MD11). There is a direct relationship between the size of a weapon and the AP cost to use it. The AP cost of a weapon is generally (2xMD)+4. A character may have a larger than normal weapon made for him and treat it as if it were a smaller weapon as long as he pays the appropriate AP cost and as long as the weapon is proportional to his body size. The amount by which the MD of a weapon may be increased or decreased is equal to (Size-13)/3 rounded down. Thus a character with a size of 16 could use a Broad Sword as if it were a Short Sword and a character with a size of 10 would be forced to use a Short Sword as if it were a Broad Sword. It is not possible for a character to weild a weapon whose MD is greater than his Damage Class.

Gamemaster Note: Running Combat

While you may only have occasional combat situations in your campaign, when the do come up how you handle them is of particular important because more than any other situation they can mean the sudden life or death of the players' characters.

Because Ysgarth is a fairly realistic game system combat can be quite lethal if characters are taken unaware or are poorly prepared because their player is unfamiliar with the system. However, the rules are very flexible and once players are more familiar with them there are ways to survive and avoid combat.

But to get to the point where players will feel confident going into some combat situations the gamemaster has to help out a little bit. This does not mean it is a good idea to fudge combat results for inexperienced or incompetent players to keep their characters alive. Character death is part of roleplaying, and if a character dies that may help teach a player something useful the next time around. Never let characters die randomly for little or no reason, but going into combat ill-prepared or bravely facing death against unbeatable odds are very good reasons to die.

What you can and should do is make sure that players are informed about the deadliness of combat and have a very good idea what the situation they're going to face is like while they still have a chance to avoid it. You can give players advice on how best to set up their characters (presumably you're more familiar with the rules than they are), and even suggest useful combat strategies. This probably shouldn't be done with more experienced players, but for beginners it's a good idea. If you're playing in the standard Ysgarth campaign and a beginner comes to you armed with a dagger and wearing leather armor, you might point out that in Ysgarth people wear armor, and no matter how high his AP and Defensive SR are going to be, he's not going to be able to damage someone with good armor and one good blow from a large weapon is going to split him in two.



Novice Rule: Special Actions

There's no hard and fast rule on how to deal with these for novices, but in general, the less you use of anything in this section the simpler things will be for the novice player.





4.824: Distracting Attacks

A distracting attack is designed to negate the defensive ability of an opponent by using a distracting weapon or other attack to force him to tie up a defensive weapon or divert part of his defending ability from dealing with the primary attack. In making a distracting attack the attacker spends the AP cost for the weapon and his SR with Disarming for that weapon is used on the Special combat table, modified for the Defense SR of his target. The resulting multiplier is used to multiply the attacker's SL with Disarming to determine the number of AP which the defender loses because of the distracting attack. The defender can choose not to lose those AP, but then the attacker's complete SR with disarming is subtracted from the defensive SR of the target for that round.

4.825: Shield Bashing

Also worth considering is the shield bash, which is essentially an attack with a defensive tool, as outlined in the combat skill section. The Shield Bash is part of a group of attacks designed to make combat more difficult for an opponent. The shield is particularly well suited to this. Each shield has a damage and a cost listed for this type of use.

4.83: Subduing Attacks

Two main attack options aside from crippling blows, are available for those who wish only to subdue an opponent. These are the Stunning Attack and the Unconsciousness Attack.

4.831: Stunning Attacks

A Stunning Attack is just like a normal attack, but the character declares that he intends to stun beforehand and when he hits he does half normal damage and when AP damage is calculated the Stun Damage Modifier is doubled, while AP damage is still based on what the real damage would have been if the blow had not been pulled.

4.832: Unconsciousness Attacks

An Unconsciousness Attack requires a hit to an area where a U result is possible with the type of weapon used. Again, the real damage is halved, but for determining results the damage is treated as double, up to the point where it achieves a U result. Thus, a character might do 16 points of damage, which would count as 8 real damage, but as 32 for determining whether he knocked out the target. If the attack hits an area where the U result is not possible with the type of weapon used then the real damage is still halved. Multiple blows of this sort are never cumulative. A character must be knocked out with a single blow.

4.84: Handedness and Multiple Weapon Use

Most characters will use a weapon in their favored hand. 85% of the time this will be the right hand. If a weapon is in the unfavored / left hand, DC is reduced by 25% and Aptitude for skills does not count when that weapon is used.

A character might wish to use two weapons at the same time. The same modifications apply to the second weapon in such a case. In both cases AP cost stays normal for the second weapon.

Another option is to use a one-handed weapon in two hands. Basic AP cost can be paid once with each hand and it counts as if it were paid three times with one hand, so that DC, Attack Skill Rating or defense SR are increased 100%. Any increases beyond that must be paid for at the normal rate. This is because each hand gets one free level of each effect at base cost, and those first payments can be combined if both hands are combined. Using a Broadsword in 1 hand would cost 72 AP for double damage, but with two hands double damage would cost only 48 AP. Remember that extra levels of skill can compensate for reductions suffered with the second hand. A popular tactic is to learn one weapon for defense and another for attack.

The flip side of this is to use a two handed weapon with one hand. When used in the right hand it is treated as the left hand. When used in the left hand, the DC penalty is doubled.

4.85: Default Combat Status

For general reference, characters who do not spend AP for attack have no Attack Skill Rating. Characters who do not spend AP for some form of defense have no defense SR, except armor DV. Defense SR may be increased for terrain and cover by the gamemaster. If you wish to execute an immobile person, you can save up AP and devote them all to damage and aiming and assure sufficient location and destruction. Remember that AP can be borrowed on limited terms from previous and upcoming rounds in as is detailed in the AP section. On the whole, the gamemaster should use the basic systems outlined here to adjust and deal with whatever situations arise. If the basic ideas are preserved, any situation should be manageable.

4.9: Mass Combat & Maneuvering

It may often happen that a character gets involved in a fight where he is surrounded, outnumbered or out maneuvered. This may mean that opponents can attack him from the side or the rear, or can attack him with a general advantage. The basic rule in these situations is that generally no more than four people can get into a position to attack a single opponent simultaneously, though this number may be higher with particularly large characters.

A character's Defensive SR against one opponent also counts against others, but the more there are the thinner it is once spread around. His total Defense SR is equal to the starting Defense SR times the number of opponents minus 25% for two opponents, -50% for three opponents and -100% for four opponents. The adjusted total can be divided between the opponents any way the defending character likes, so long as no single foe faces more than his starting Defense SR or less than 0. For example, facing 4 foes he would be working with 300% of his Defense SR. He could choose to have 100% against 3 of them and no Defense SR against 1, or 100% against 2 and 50% against 2, or any variational distribution he chooses.

In addition attacks taken against opponents under such circumstances are reduced. The total Attack SR of an attack against one opponent in a group is reduced by the same amount that the character's Defense SR is reduced against that opponent.

To a large extent this system represents facing and positioning. The larger the percentage reduction the less well a character can see or reach that particular opponent. A reduction of Defense SR by 50% or more probably means the opponent in question is behind the character, for example.





Payer Note: Combat Strategies

When you go into combat, keep in mind that there are many things you can do besides chop away at the foe with a sword.

To start with, there are a wide variety of weapon skills available. Some of those weapons have distinct advantages and disadvantages, or at least very different characteristics fromt he standard popular weapons. How they're deisgned in the rules is pretty well balanced, so no one weapon is going to be much better overall than any other, but some may be particularly well suited to a specific style of combat.

There are also many options for defense. Don't forget that in addition to the obvious weapon parry skills there are shields which can be very effective for defense and the Dodge skill which is helpful in both missile and hand to hand combat. One of the most likely ways to survive combat is to not get hit. Theore and better your defensive skils the less likely you are to get hit. Failing that, don't forget about armor.

Once you're in combat, think about all the things you can do to give yourself an advantage. Teaming up on opponents, attempting disarming or unbalancing attacks, striking to stun or distract. All of these options may not occur to you immediately, but they can give you the edge you need to succeed with a subsequent conventional attack.

And remember you don't even have to try to kill every foe you meet up with. It can often be advantageous to merely subdue an enemy. Dead men tell no tales, and in many situations having a live enemy prisoner is a big help.

It's true that you will frequently fall back on certain standard combat techniques, but when you're thinking out your general strategies for different possible combat situations, keep the unusual and unexpected options in mind.



Leuctar the Pyromancer

In the examples for the following sections of the rules we will need a character who is rather different from Stanisar. For this purpose we will be using his young nephew Leuctar, an apprentice in the Pyromancer's Guild in the city of Tibrum.

Given here are Leuctar's basic and secondary characteristics. Remember that Leuctar is a straight mage, not a priest, but many of the aspects illustrated here would also hold true for priestly characters.



Leuctar the Pyromancer

APP: 15	INT: 17	CON: 16
CHA: 11	JUD: 14	STR: 16
ZEA: 2	WIL: 12	DEX: 22
SOC: 13	TAL: 20	AGI: 10
Size: 13	Height: 5'5"	Weight: 165
DC: 15	AP: 69	HP: 29
FP: 60	MP: 200	WP: 60
SSP: 205	MSP: 191	PSP: 108

If Leuctar were a priest instead of a mage only a couple of changes would need to be made. You would probably switch his TAL and his ZEA resulting in fewer Mental SP and more Social SP. He would then have 60 MP based on Zeal. Note that with TAL his MP regenerate at 10 per day, while with Zeal they would regenerate at 7 per hour of praying. Otherwise he would be pretty much the same unless the player wanted him to have a higher CHA for preaching or something along those lines.

Leuctar is Aetruvian, so he will choose the following skill benefits:

-1 *Teaching*
-1 *Research*
-1 *History*
-1 *Short Sword Attack*
-1 on any 1 Language

He has chosen the standard Elemental Mage package of professional skill benefits, selecting from those:

-1 on *Somatic*
-1 on *Resonance*
-1 on *Firetravel*
-1 on *Firesight*
-1 on *Writing*

For his 5 points of personal skill benefits he is going to take:

-1 on *Somatic* (total -2)
-1 on *Resonance* (total -2)
-2 on *Mana Gathering*
-1 on *Mana Shield*

This selection of skill benefits should set him up pretty well for most of the things he needs to be able to do. He's even got a benefit on a combat skill for those times when a spell won't do the job.

V: SPELLCRAFT

This section examines and provides mechanics for magic and paranormal powers in fantasy worlds like Ysgarth. The system is very detailed with a number of significant sub-systems, but the basic concepts are simple and follow logical patterns found in the fantasy and legend.

In **Ysgarth** magic has the potential to be quite powerful, depending on the situation, the skill of the caster and the limitations which the gamemaster chooses to set in his campaign. The basic system mechanics, if allowed to run free, put only limited checks on magical power. Rather than imposing arbitrary rules to solve the problems endemic in a magical world, many of the restrictions in this system have been placed in the social context of magic. The gamemaster should be aware that the circumstances in which magic is used are extremely important and that the system will not function ideally without the intended social structure and limitations or your own practical alternative. More depth on the social aspects of magic in the specific world background is provided later and in the third book.

The following sections give the bare mechanics for magic, accompanied by a lengthy spell list, special sub-systems and the basics of the societal background mentioned above. Note that when mages are referred to in this section most of the time the same rules and restrictions also apply to priests. The methods of casting spells are pretty much the same for mages and priests. Only the sources of power are different.

The system is intended to be versatile and can be adjusted in its level of power and complexity to suit the type of campaign you want.

5.1: THE SOURCES OF POWER

On the most basic level magic has its source in Mana. Mana can be thought of as particles of energy which permeate the universe in varying intensities of concentration. While there is Mana everywhere, it has natural patterns of flow and attraction, and under the right conditions it can be manipulated and employed. Spirits, including the human spirit, naturally accumulate Mana and persons with the proper skills can make use of that Mana to circumvent the supposed rules of nature. Mana provides energy which can be applied to any function if the user knows the proper mechanics to do so, but while it operates under its own set of rules, the phenomena it makes possible often transcend nature or normal human ability.

Under normal circumstances a person's awareness of and innate ability to work with Mana is based on his Talent (TAL). The higher a person's TAL is, the more he will attract Mana (resulting in a higher number of Mana Points) and the more he will be able to do with that Mana (as is seen with many of the skills and spells). The average person has a relatively low TAL, perhaps in the 3-5 range. Mage craft demands a high TAL and mages are selected and trained with this in mind so they will tend to have unusually high TAL. TAL also determines a person's resistance to many forms of magic, so common people are often at the mercy of mages because their TAL is untrained and naturally lower. Every person who has a TAL of one or more has Mana and can theoretically cast magic. How well and how long he can perform depends on how much Mana he has and those with low TAL do not make really good mages, though those who are mediocre in TAL can often do well with skillful use of low-power magic. As magic is performed Mana is expended based on the spells or skills used and it returns at a rate appropriate to the spell caster's skills and TAL.

The nature of spells is to channel the energy of a certain amount of Mana to achieve a specific result or effect. How powerful the spell is depends to a large extent on the amount of mana which it consumes, though very subtle and useful effects can be achieved at fairly low cost. Spells work like a mold, taking the raw energy of Mana and fitting it into a specific form which is memorized by the mage and imposed on the Mana through the force of his will. This leads to some risk if the mage is not properly trained or prepared, or if he is just careless. Mana is energy, and as such it can be dangerous and the results of even a moment's carelessness can be death.

While the mage uses Mana drawn from an internal source, priests use Mana which comes from an external source. The exact nature of deities may be open to philosophical debate, they function as powerful sources of mana which can be accessed through faith and ritual. The characteristic ZEA determines their capacity to hold mana (in the form of Mana Points) and their skills and special services performed for their god determine the rate at which they regenerate their mana. In most other aspects priestly spell casting is similar common forms of magic, though the type of spells which

available to a priest is defined by the nature of his god. It should also be noticed that should a priest fall into disfavor and earn the wrath of his deity he can easily be stripped of most, if not all, of his power.

Mana and TAL also have some other specific functions. TAL determines to some degree a person's natural ability to sense concentrations of Mana and there are a number of special skills which can refine this natural sense, allowing a person to control and manipulate the flow of Mana in very special ways. These skills are not spells, but they can augment a mage's capabilities in some very important ways, including magical protection and detection.



5.2: MAGICAL & SACRAL SKILLS

For both mages and priests skills are of paramount importance in working magic. Skills determine how effective a spell is and how much mana a spell caster has to work with. In fact, spells are skills themselves, though they are treated rather differently in a later section.

The skills found in the N group on the skill list operate under the same general system as other skills though they may have very special applications. They are used to cast spells and to aid the mage in providing power for his spells. In most cases a mage must have both a Casting (N3) and an Empowering skill (N4) which work with the spell he is casting when he casts a spell.. All of these skills should be learned with Mental Skill Points .

There are additional skills provided which may also help with magic, but it is the Empowering and Casting skills which are of paramount importance.

5.21: SPECIAL TECHNICAL SKILLS

There are a number of highly specialized skills available to Priests and Mages. Some of them can be found among the general skills in the 1000 range, but the most useful are in the 2000 range, an area reserved mostly for skills learned only with Mental Skill Points. In most societies opportunities to learn these very unusual skills will be restricted. Information on the value and function of these skills can be found in their descriptions. Some additional information on the use of general groups of these skills is provided here.

5.22: SPELL CASTING SKILLS

These skills, numbered from 2131 to 2136 are required in order to cast a spell. Any serious spell casting character should know at least one of these skills, though if a character is casting a Charm he need not know any such skill and is assumed to be using *Ritual* (2122). These skills are essentially techniques of formulating and expressing spells so that they will have structure and produce the desired results. Each skill can only be used with certain spells, depending on the three letter classification of the spell, and additional SL with these skills will add to the character's effective Activity Points a set number of Spell Activity Points which function only in spell casting, essentially speeding up his casting of particular spells when using one of these skills. The benefits of Spell Casting Skills cannot be combined. Only one method may be employed at a time. However, because some skills are restricted as to what spells they will work with, it may be necessary to know and use more than one casting skill.

Each of these skills has an Aptitude given, based on characteristics of the spell caster. The function of a Casting Skill is to add that APT value plus all SL of the skill as the Skill Rating used when casting a spell with that skill. This Skill Rating can be further modified by learning additional levels of a spell, and also for the difficulty of an attempted casting.

5.23: EMPOWERING SKILLS

No character absolutely needs to have one of these skills, but they can be very helpful. They are numbered from 2141 to 2147 They act to modify the Mana Point Cost of spells with which they are used down to no lower than 50% of the original cost, with the exact reduction based on the number of SL which the character has. If a character knows no Empowering Skills he is assumed to be using *Resonance* (2134) with no SL. Empowering Skills will only work with particular spells, depending on the three letter classification of the spell. Unlike Spell Casting Skills, the effects of Empowering Skills can often be combined, if all the conditions of the skills involved are met and the spell caster has levels in the skills he plans to use. For example, if a mage had hair from a person and made an image of him, he could employ both the skills *Relative* (2133) and

Magical Skills

In addition to learning a variety of other skills. Leuctar will wish to learn skills specifically relating to magic. Almost all of these are only available to be learned with Mental SP.

As mentioned earlier he has already taken certain skill benefits which will guide his choices in this area. There are certain other skills he may also need. For example, since he is a Pyromancer he is likely to use some missile spells. This means that a targetting skill will be very important.

Leuctar's selection of skills, including his more mundane skills, might look like this:

Social Skills (205)

Skill	Grp	SB	Cst	SL	CL	FAC	APT	SR
Teaching	C1	-1	5	10	0	2	14	34
Research	N1	-1	3	11	0	4	16	60
History	C2	-1	2	10	0	4	14	54
Writing	C3	-1	7	10	0	4	17	57
Lost Scripts	C3	0	9	3	1	2	14	22

Mental Skills (191)

Skill	Grp	SB	Cst	SL	CL	FAC	APT	SR
Somatic	N3	-1	5	9	0	2	16	25
Resonance	N4	-1	6	5	0	4	16	-0MP
Mana Gathering	N5	-2	5	4	1	S	S	-5TA
Mana Shield	N5	-1	6	3	1	4	17	29
Mana Sight	N5	0	7	2	1	2	20	26

(64 Mental SP left)

Physical Skills (108)

Skill	Grp	SB	Cst	SL	CL	FAC	APT	SR
Short Sword Att	P2	-1	4	7	0	1	17	30
Dodge	P7	0	5	8	0	1	10	24
Hand Aiming	Q4	0	5	8	0	2	17	31

As you can see. Leuctar is barely passable in combat. has taken some difficult intellectual skills and is moderately competent with them. and probably still needs to do some work on his magical skills. He's at a base level of competence as a mage. but not exactly accomplished. His 9 SL of Somatic also give him 54 additional Spell AP. Note that he still has 64 Mental SP to spend on learning spells.



Novice Rule: Spell Casting Skills

For novice players you may wish to eliminate these skills and just give all novices a Skill Rating with their spells based on their SL of the individual spells with DEX+ (SLx10) as their SR.

Novice Rule: Empowering Skills

To keep magic simple for novices you can easily get away with just not use empowering skills at all.



Learning Spells

As noted earlier, Leuctar has 64 Mental SP left with which to learn some spells. He is a Pyromancer so he will primarily be limited to Pyromancer spells. As explained in section 13.2, because Leuctar is a Journeyman he is limited to spells of Cost 12 or less unless his master has a special need for him to know more difficult spells. He also has skill benefits on the spells Firetravel and Firesight, so those may form the cornerstones of his selection. Note that because his skill with Somatic is so mediocre he may have to work extra hard on being skilled with the spells he knows, and limit his selection of spells as well. Leuctar's selection of spells is given below:

Spell	CLS	SB	Cst	SL	CL	MP	AP	SR
Firesight	GAD	-1	7	2	0	12	72	35
Firetravel	GKD	-1	9	2	0	10	30	35
Ball of Flame	GMG	0	6	4	0	8	24	45
Bonds of Flame	GNC	0	8	1	0	12	130	30

This is a pretty limited selection of spells, but they are all extremely useful, including four of five types from the basic selection that every good mage wants, one perception/information spell, one travel/movement spell, one attack spell, one immobilizing spell and one defense spell (here Leuctar misses out). Most of these spells are fast to cast, but his total SRs (SR for skill plus 5 times SL of spell) are pretty low so he may have to spend extra AP especially if he wants to cast spells at higher Casting Levels.

Spell Casting

In most cases actually casting spells is surprisingly simple. It is very similar to the use of skills in combat. Once you've figured out your SR with a spell (figuring in skill SR and any bonus for multiple SL of the spell) and adjusted it for the Casting Level (-5 per CL) all you do is roll on the spell casting table and add the adjusted SR. This can be modified for time taken and other factors.

Let's say that Leuctar wants to cast the spell *Firesight* to check on what Arsiela, his master's enchanting teenage daughter is doing at a party to which he was not invited. The party is being held in the garden of Lord Clodabar, the Civic Grain Factor. Since it is night there will be torches all around so there ought to be ideal conditions for casting *Firesight*.

Taking into account his Skill Rating with Somatic and his 2 SL of the spell, Leuctar has a total SR of 35 with Firesight. Leuctar has 123 AP with which to cast spells (69 + 54 Spell AP). Firesight only costs 72. The range of the spell is already sufficient, but because he wants to watch for 10 minutes instead of the standard 1 minute, and because he wants to be able to shift to more than one torch, he needs to increase his Casting Level. Increasing the duration to 10 minutes will add 1 CL. Making it possible to use 3 different fires will add 2 more CL. That will be a total CL of 4 (base plus 3) which will reduce his SR by 20. He now has a total SR of 15, which gives him a high chance of failure. He would like to have at least a 80% chance of a marginal success result. Since he is under no time pressure he can afford to spend additional AP. So, when casting the spell, Leuctar spends 206 AP (maximum increase at 3 times AP) to double his SR to 30. With his 123 AP per round the spell still takes under two rounds to cast. He rolls a 27, adds 30 to it and barely scrapes by with a total of 57, a Marginal Success result. A D6 is rolled to determine if he loses an increment off of duration, range or number of targets. Leuctar is lucky and doesn't lose range. He rolls a 4 (1-2 for range, 3-4 for duration, 5-6 for number of targets) and his duration drops by one increment from 10 minutes to 1 minute. This will require a quick check instead of the more leisurely examination he had planned.

In addition, since casting the spell cost 206 AP he loses 5 Fatigue Points (round up). Since it was a 4th CL spell the Mana Point cost was 48 (4

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Sympathy (2132) with combined effectiveness, though still limited to a total reduction of no more than 50% of the Mana Point Cost.

5.24: ANIMAL AFFINITIES

These skills are of somewhat limited usefulness, specifically designed for the Beastmaster or Shaman type character who is intimately involved with animals as part of his magic. The affinities operate in a number of spells to increase effectiveness or to allow them to work at all. In addition, SL with an affinity will add to SL of *Relative*, *Contagion* or *Sympathy*, assuming the character has some levels of one of those skills and they are being used on an affinity animal. The character can apply up to his total levels of an affinity in this way so long as the SL added do not exceed his original SL of the skill he is applying them to. Thus, to apply 5 SL of an affinity to *Contagion* the character must have 5 SL of *Contagion* to start with.

5.25: ARCANE LANGUAGE SKILLS

There are a number of special languages used primarily by mages and priests. These include secret languages developed for hidden conversation as well as ancient and archaic languages and the languages of extra-planal beings involved in some forms of magic. These languages are learned just like normal languages, have written forms where indicated and can be found numbered in the 4000 range. Some are of great value in certain kinds of magic.

5.3: SPELLS & POWERS

The primary method of using Mana is through the casting of spells. Spells are essentially formulae which take the raw Mana and apply its power to specific tasks. What spells can do is not limited by the expected laws of nature, but by an entirely different system of magical law.

In Appendix E you will find a detailed listing of spells. They are given a variety of attributes as well as a general description. The rest of this section of the text will give basic detail of what some of those attributes mean and in the next section specific mechanics will be provided for the casting of spells.

Remember that this is a combined list of both magical spells and priestly powers, so the distinction of just who a given spell is available to can be very important. There are ten basic characteristics of each spell. In the following section Activity Point Cost (AP cost) and Fatigue Point Cost (FP Cost) have been combined because of their close relationship.

5.31: SPELL COST (CST)

This is the Mental Skill Point cost of the spell. This cost must be paid for each Skill Level with the spell. Cost can be reduced by Skill Benefits just as with any other skill, but it cannot be lowered below half the original cost. Additional Skill Levels with the spell increase his effective Skill Rating with a spell,, with each SL adding 5 to the spell caster's general SR with that specific spell. To some degree these additions are counteracted when the mage casts a spell at a higher level of power or Casting Level to make it more effective.

5.32: MANA POINT COST (MP)

The Mana Point Cost of a spell is the amount of Mana which that spell consumes to produce a desired effect. When a character casts a spell he subtracts the Mana Point Cost from his total Mana Points. If he does not have enough MP to pay the cost the spell does not work and is considered to have been fumbled. Mana Point Cost can be adjusted with Empowering Skills as mentioned in the previous section. The power of most spells can be increased by increasing the Mana Point Cost. When a character spends the Mana Point Cost of the spell a second time he is considered to be adding an additional Casting Level to the spell. This CL can be reflected as an increase of any of the characteristics of the spell, specifically RAN, DUR or DAM, or it can effect the Resistance Roll (RES) of the target by lowering it by 5% per CL. The CL can also be used to increase the number of targets the spell effects, with each CL adding 100% of the original number of people effected. The rate at which these characteristics increase is noted in the appropriate sections below. Increasing the CL reduces the SR by 5 per CL including the first.

5.33: ACTIVITY & FATIGUE POINT COSTS (AP & FP)

Casting spells takes time and is tiring, so in addition to the Mana Point Cost a character must pay a Fatigue Point Cost. The FP cost is determined from the time it takes to cast the spell as represented in the Activity Point cost of that spell. The AP cost indicates how many AP the character must expend in order to complete that spell. He can spend them as slowly as he wants, but he must expend all of the AP required by the spell for it to work. If he breaks off a spell without completing it the spell will not work, but he must still pay the Mana Point Cost and FP cost for it. Spell Activity Points (Skill AP) are added into his base AP when determining how long it takes to cast a spell. So, if a spell had an AP cost of 1000 and a character had 100 AP including Skill AP it would take him 10 Combat Rounds to cast, since he can spend his full AP every CR. FP cost is based directly on AP cost. The FP cost is equal to the AP Cost/50. Every time 50 AP are spent one FP is also spent, even if the spending of those AP is stretched out over an extended period. When the spell has been completed this should total up to the full FP cost of the spell. Some spells can be suspended over night and continued the next day. For this to be done the spell must have a classification with one of the letters EFGIKMNOPQRS as its middle letter and one of the letters CDE as its final letter. Such spells can be discontinued and then resumed later with the AP cost and FP cost being paid is expended and the Mana Point Cost being paid at the end of the casting. The target of the spell must be available for all phases of the casting. FP cost is not listed in the spell descriptions because it changes depending on how a spell is cast and how many AP are used in a particular casting.

5.34: RESISTANCE ROLLS (RES)

This indicates a characteristic on which the target of the spell gets to make a Resistance Roll. This is a percentile die roll (1D100) and it generally has to be within three times the characteristic for that character to avoid the effects of the spell, though this can be modified by spending AP as noted later. Spells which have MIS listed as their RES are missile spells where a roll to hit using a targeting skill and appropriate defensive skills of the target serves in place of a Saving Throw. Note that added CL with a spell can reduce the Resistance Roll by 5 per CL. Not all spells have a Resistance Roll, and if they do not then their effects are automatic if the conditions of the spell are met.

5.35: RANGE (RAN)

The range is the distance within which the spell is effective. In most cases this is linear distance within which the spell will effect a chosen target. In some cases it indicates a radius within which appropriate targets or all targets are effective. For some spells the letter 'R' after the RAN indicates that the spell has a radius effect. As a general rule, if the last letter of the Classification of the spell is 'A' then the RAN is a radius. All RAN values are in meters, except for 'S', which indicates that the spell effects only the caster, 'T' which means that the caster must touch his target and 'X' which shows that the range of the spell is unlimited. If the CL of a spell is increased each CL can increase the range by one increment. The increments of range are T/S, 1, 5, 10, 50, 100, 500, 1K (1000), 5K, 10K, 50K, 100K, X. Thus, a spell with a RAN of 5 at CL 1 could be thrown at CL 5 with a RAN of 500.

5.36: DURATION (DUR) AND DELAY (DEL)

Duration and Delay are characteristics indicating how long the effects of a spell last and how long a delay there is before the spell takes effect after the casting is completed. These figures are expressed in standard time units of Combat Rounds (CR), Minutes (Mi), Hours (Ho), Days (Da), Weeks (We), Months (Mo) [Note that this is a 28 day lunar month], Seasons (Se), Years (Ye), Decades (De) and Centuries (Ce). In addition, some spells may have durations of 'I' when they take effect instantaneously on completion of the spell or 'X' when their effects are permanent or a change in the nature of the target. DEL works simply. Once a spell is completed the DEL period must pass before any effects of the spell begins. Some spells will have both a DEL and a DUR listed. All of the effects of a spell will last for the full DUR after which time the spell will cease to exist. When the CL of a spell is increased it can be used to extend the DUR of a spell. When this is done increase is incremental as with RAN. The sequence of increments is: I, 1CR, 1Mi, 10Mi, 1Ho, 12Ho, 1Da, 1We, 2We, 1Mo, 1Se, 1Ye, 1De, 1Ce,





Novice Rule: AP & FP Costs

For novices treat all spells as having an AP cost of 60 and a FP cost of 5. This considerably simplifies spell casting when used in combination with the AP limits for novices already mentioned. You may wish to gradually phase in flexible AP spending as you do the same with combat.

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times the standard MP cost of 12).

Leuctar gazes into the fire he lit before casting his spell, and looking out through the first torch he finds at the house of Lord Clodabar and gets lucky. It gives a lovely view of the arbor at the base of the garden, and there is Arsiela, woman of his dreams, apparently struggling with the handsome but loutish Kais Bulenos who seems to be trying to force his attentions on her. No sounds comes through with Firesight, but Arsiela seems to be attempting to scream around the muffling presence of Kais' hand.

Leuctar needs to act fast and he's magically equipped to do it. To get to the scene of the crime he will cast Firetravel, using the same torch he was seeing through. His SR is the same in this case, but he doesn't need to use a higher CL of the spell for any reason so the costs will be low. The AP cost of Firetravel is only 30. He spends 90 (still only a matter of seconds) to increase his SR. It is 35 less 5 for the 1 basic CL he must always use for a total adjusted base SR of 30 before modification for AP spending. He is spending to double his effective SR to 60. This gives him a guarantee of at least marginal success. Fortunately he rolls a 72 and that gives him a total of 132, so he steps into his fire and bursts out into the garden from the convenient torch in a shower of sparks. This cost him 10 more MP.

Needless to say, Kais Bulenos is quite surprised. He rises from where he has thrown Arsiela to the ground and whirls to tower over Leuctar, drawing his daggar.

A combat is about to ensue. Leuctar doesn't want to kill Bulenos, but his spells can do a lot of damage if used indiscriminatly. He considers Bonds of Flame, but realizes that if it works too well it could kill Bulenos and there wouldn't be much Leuctar could do about it. He figures that the intimidation value of *Ball of Flame* and the more easily controlled damage is a more attractive choice.

Kais Bulenos has 60 AP. Dagger Attack costs him 18 with a SR of 40. Dodge Defense costs 24 with a SR of 32. Leuctar has 123 AP including SAP. Casting *Ball of Flame* costs 24 AP and *Hand Aiming* costs 20 AP for his SR of 31. *Dodge Defense* costs Leuctar 24 for a SR of 24.

As Kais approaches, Leuctar has a full round to prepare. He uses this time to fire off a couple of quick spells. His standard *Ball of Flame* is going to be at CL 3 for three times normal damage. This will give him an effective Maximum Damage of 30. He will spend 24 AP on casting the spell and 20 on aiming it each time he casts it. That means that at 44 AP for the combination he can fire off two per round and have 35 AP left over. In the first round he will spend these on an attack to be completed in the second round.

Round 1: Kais spends 30 AP moving forward and 30 AP for a DR of 36. Leuctar spends no AP on defense and fires two balls of flame. He rolls a 62+30 for a Marginal Success with the first one. It ends up with damage reduced by 1 increment so that it is only 20. He aims for the chest and rolls 78, hitting in the Left Forearm. He rolls for damage, gets a 4 and a 7. Because it is a magical attack he takes the high die and so does 14 points of damage. Kais isn't wearing armor and has 55 HP, which means he must roll within DEXx3% or lose the use of the arm. Kais makes this roll successfully.

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Leuctar rolls a 73 for a normal success with the second attack. He then rolls a 66 to hit, again aiming for the chest and hitting the groin. He rolls a 3 and a 5 for damage, doing 15 points of damage, just enough that Kais has to roll within CONx3% to remain conscious. He succeeds and reaches Leuctar at the end of the round. Remember that Leuctar has spent 35 AP on a spell to be completed next round. So far he has spent 48 MP (2/spell) and 2 FP (1/spell).

Round 2: Kais chooses to make two attacks this round and spend one times on dodging. This gives him two attacks with normal damage and a SR of 40 and a defensive SR of 32 from dodging. His maximum damage with Dagger is 12. Leuctar spends 36 AP on dodging with an effective SR of 30. He only has to spend 9 total AP to finish casting and aiming his first spell. He will have to spend 44 AP for each additional casting and aiming. He has just enough to do two more spells that round. Leuctar's first spell which was started in the previous round goes off before Kais has a chance to do much of anything, but Leuctar rolls a 23+30 for a marginal result in casting the spell and it ends up fizzling out a meter from his hand as Kais closes. His second spell is successful with a 92+30, but he rolls a 31 to hit and misses Kais. His third spell, at the very end of the round, is a success with a 75+30 and hits in the Left Thigh with a 61. Leuctar rolls a 4 and an 8 for 24 points of damage. Kais will have to roll within AGIx3% to keep from falling at 1x damage in the thigh. Meanwhile, Kais has stabbed at Leuctar, aiming for the chest, rolling a 73+10 to hit in the Right Arm. He rolls a 3 and a 5 for damage, doing 4 points, wounding Leuctar, but not incapacitating him. Kais rolls a 56, missing his AGIx3% roll and falls down, at which point, with Leuctar standing over him and preparing another spell, he begins to make excuses and whine for mercy. This is a good thing, since Leuctar just spent another 72 Mana Points, bringing his total down to only 46.

Leuctar spits on Kais. Arsiela rushes into his arms, and with a couple of quick gestures he carries her into one of the small brush fires caused by his previous spells and they reappear at his room in her father's workshop. This cost him 20 MP for a double CL *Firetravel*, and rolling a 88+30 he makes a full success. We leave what happens next to your imagination.



X. Thus, if a spell had a DUR of 1Mi at CL 1 and were cast at CL 5 it could have a DUR of 1Da.

5.37: DAMAGE (DAM)

Many spells do damage of one sort or another. The number given under DAM is the maximum damage of that spell if it hits a target. Damage is broken down in several ways and most damage values will be followed by two letters. The first letter indicates the type of damage and the second indicates the locus of that damage. Types of damage are: Burn (B), Club (C), Edge (E), Point (P), Resistance (R) [Hit-Point like damage which must be overcome to break a barrier], Impact (I) [Damage which works primarily against structures], Defensive (D) [A reduction of damage done to the subject of the spell] and Healing (H). The second letter will be either 'O' for Overall damage or 'L' for Located damage, determining whether the damage effects the target in a specific area or is subtracted from his overall fund of Hit Points. When any of these is done to a target a roll is made to see the exact amount of damage. Two dice are rolled and unlike in normal combat, with magical damage the higher of the two dice is multiplied by ten and used as a percentage of the maximum damage to determine the actual damage done. There are no criticals with magical damage. The only exception to this is Defensive damage, which is not rolled, but is a straight reduction off of any damage of the type in question which is done to the target of the spell. Note that in some cases more specific specialized types of damage are noted under DAM. These are treated exactly as suggested in the spell description. If the CL of a spell is increased one effect of that can be to increase the damage. Damage increases at a constant rate, with each CL worth the original basic damage for the spell. Thus, if a spell did 6 damage at CL 1 it would do 30 at CL 5.

5.38: CLASSIFICATION (CLS)

Each spell has a three letter classification. This amounts to a very general description of the nature and function of the spell if you know what each of the letters means. It isn't necessary to know the exact significance of each of the letters, but they are useful in determining how spells relate to each other and spell contribution (similar to skill contribution) which is explained in a later section. The first letter of the classification is the Medium, the materials with which the spell works. They are Spirit (A), Mental (B), Flesh (C), Matter (D), Liquid (E), Gas (F), Radiant Energy (G) and Non-Radiant Energy (H). The second letter of the classification is the effect, essentially defining what the spell does. They are Communication (A), Detection (B), Analysis (C), Location (D), Intensification (E), Protection (F), Repulsion (G), Attraction (H), Subdual (I), Command (J), Transport (K), Summon (L), Creation (M), Binding (N), Assimilation (O), Alteration (P), Healing (Q), Restoration (R) and Destruction (S). The thrid letter of the classification represents the targeting of the spell, indicating who or what area is effected. These are Entire Area (A), Specific Target (B), Target in Area (C), Substance (D), Self (E), Formation (F) and Missile (G). These single word definitions are not a comprehensive explanation of the meaning of each letter but they can serve as a guideline. For an example of how this works, look at a spell like Death Ray which is classified ASG, which would be Spirit-Destruction-Missile. In this example the connection is fairly clear, though in others broader interpretation may need to be applied.

5.39: GROUP (GRP)

The Grouping of a spell is to some degree a characteristic defined by the society. Listed under this heading are those magic using groups or specializations. The meanings of these groups is pretty clear from the types of spells which they have, but the importance of these specializations becomes clear later on in the restrictions on spell availability. Essentially spell casting characters are limited to those spells available from their teacher, a guild or a temple and these groupings are used to define what they would have access to. Some spells are available to more than one group and some are more restrictive. There are also a fair number of spells which might be available to groups other than those listed. The groupings are: AEromancer, ALchemist, ASsassin, BArd, BEastmaster, COnjuror, DArkmage, DIvine, ENchanter, GEomancer, HErbalist, HYdromancer, LIghtmage, MYstic, NEcromancer, PHysician, PRiest, PYromancer, RUnist, SHaman, SOrcerer, WArrior, WIzard and STandard (spells available to everyone). Other specializations are also possible and it is easy to derive your own spell groupings along these same lines.

5.4: MECHANICS OF MAGIC

The actual casting of spells differs little between the various magical and priestly disciplines. It is based around the use of Casting and Empowering Skills and the ability of the character with specific spells which are learned pretty much like skills. But, as might be expected, these magical skills are handled somewhat differently from more mundane skills, as explained in the following sections.

5.41: LEARNING SPELLS

Spells are learned much like any other skill, with time and Mental Skill Points spent to learn them. For information on some basic restrictions on the availability of high-power spells see the skill *Magical Research* (1311). The time to learn a spell can be found under the skill *Memorization* (2114) which skill will also speed up spell learning.

Multiple Skill Levels of spells can be learned. The effect of multiple SL is that they make the character more effective with those spells which he casts. Each SL adds 5 to the Skill Rating of the character with that spell., over and above his Aptitude and any benefits for his levels of the spell casting skill he is using. Remember that if a character has free skill benefits they can be applied to spells just as they would be to any other skill.

5.42: SPELL CONTRIBUTION

Spells have contribution just like other skills, but since they are not grouped like other skills it works somewhat differently. Spells contribute to each other if the first two letters of their three letter classification match. To be able to use contributive points to a spell you must have at least one Skill Level of that spell bought with real Mental Skill Points. Thus, if a character had 5 SL of *Earthquake* (DJA) he would have 5 contributive points which he could use on *Dust Storm* (DJA) and any other spells beginning with the letters DJ, but he would have to buy at least one real Skill Level of each spell he wanted to apply those points to.

5.43: PREPARING TO CAST THE SPELL

When you've learned a spell you can do most of the technical work of casting the spell in advance. Your chance of success with a spell is based on your Skill Rating with your casting skill, your number of Skill Levels of the spell and the Casting Level —or adjusted power— of the spell. Of these only the Casting Level varies from instance to instance so the rest can be calculated in advance and written down as the modified Skill Rating with that spell. This modified SR is equal to SR + (5 x SL). If you determine the modified SR for all your spells in advance spell casting goes very quickly.

5.44: CASTING THE SPELL

A spell is cast when all costs (Mana Points, Fatigue Points and Activity Points) have been paid and a successful role is made on the Spell Casting Table using the SR of the character with that spell, modified for any special factors, with a roll of 1D100 added to it. The player starts with the modified SR mentioned above and when he determines the Casting Level of the spell he lowers his SR by 5 x CL. This adjusted SR is added to 1D100 on the spell casting table. Special information on variable spell casting can be found in section 8.5.

The Spell Casting Table is found below. It is very similar in function to the Combat Table.

Spell Casting Table

Adjusted D100	Result
151+	Critical Success
100-150	Success
51-100	Marginal Success
26-50	Failure
1-25	Critical Failure
1-5	Always Critical Failure on Natural Roll

In a case of Critical Success the RAN, DUR or DAM of the spell may be increased by up to 1 increment at the choice of the caster. A Success result means that the spell has the stated effects. A Marginal Success result means that RAN, DUR or DAM, rolled at



Advanced Rule: Spell Design



This system was used to design the standard spells provide int eh appendix. The potential power of this spell design system is great, so some gamemasters may not wish to make it available to all of their players. Sometimes too much information can be a dangerous thing and we recommend that access to this system be limited judiciously as seems appropriate to your campaign.

Each letter in the spell classification represents a specific quality of the spell. The first letter signifies the Medium, the material or substance with which the spell works. The second letter represents the Effect, what the spell does and how it operates. The third letter is the Target or Object, where and how the spell's operation is directed. Each of these adds certain costs to the spell and contributes to determining its characteristics, in combination with a Magnitude system which determines the level of magical power of the spell.

Given here are tables for the three classifications with their classification letter (CLS), what it applies to, a Rating (RAT) used in determining Spell Cost (CST) and an AP Value used in determining APC Cost (APC) and Fatigue Point Cost (FPC).

Medium

CLS	Description	RAT	APV
A	Spirit/Magical/Soul	5	6
B	Mental/Mind/Senses	5	6
C	Life/Flesh/Energy/Animal/Living Matter	4	5
D	Matter/Earth/Non-Living Solids	3	5
E	Liquid/Water/Fluids	3	4
F	Gas/Air	4	3
G	Radiant Energy/Heat/Light/Electricity	5	2
H	Non-Radiant Energy/Force/Non-Physical Matter	6	4

Effect

CLS	Description	RAT	APV
A	Communication	3	5
B	Detection/Information	5	3
C	Analysis/Prediction/Prophecy	6	11
D	Locate/Guidance	3	13
E	Intensification/Expansion/Reduction	4	6
F	Protection/Barrier	4	4
G	Repulsion/Attraction/Deflection/Gathering	3	4
H	Subdual/Stop, Arrest/Immobilize/Hold	2	3
I	Instruct/Command/Direct	3	6
J	Command/Direct, Animate	5	2
K	Transportation/Movement	7	3
L	Summoning	3	11
M	Creation	5	9
N	Bind/Link/Join/Assimilate/Combine/Remove	6	9
O	Alter/Transform/Deform/Reform	6	7
P	Heal/Afflict/Cure/Infect	6	11
Q	Restore/Return to Previous Status	8	15
R	Eliminate/Destroy/Kill	8	9

Target/Object

CLS	Description	RAT	APV
A	All in Area/Locus/Radius	4	4
B	Specific Target/Entity (Distance not Limited)	3	3
C	Object or Target (Within Limited Area or Range)	2	5
D	Specific Substance or Type of Thing	4	5
E	Self/Caster/Internal	4	3
F	Formation/Shaped Creation	5	4
G	Missile/Aimed Targetting	3	2

In addition to values based on what the spell does, the Magnitude (MAG) of the spell represents the raw power of the spell. MAG is based entirely on the specific characteristics you want a spell to have, and in combination with the values of RAT and APV for the CLS of the spell it is used to determine the various costs for using a spell.

Magnitude is determined from three factors, Range (RAN), Duration (DUR) and Damage (DAM). Also factored in under Duration is Delay (DEL) and Damage includes various forms of damage and also Resistence (RES) factors. The three part

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random, is reduced by 1 increment. A Failure result indicates that the spell produces no results, though all costs in AP, FP and MP are still paid by the caster. A Critical Failure indicates a spell gone badly awry. For information on the possibilities with fumbles, please see Appendix G. Note that a natural die roll of 01-05 always results in a fumble result.

A character using *Somatic* with a SR of 35 and casting the spell *Woodweave* which he has purchased 5 SL of to add 25 to his SR, would roll 1D100 and add 60 to it. This means that under ideal circumstances he would be safe from a failure or fumble and have a small chance of a critical success. But please note that this chance of success can be modified both up and down by AP spending and by attempting more difficult or more powerful versions of the spell as noted in the following sections.

5.45: COSTS FOR CASTING SPELLS

When a spell is cast it has certain costs in time, exhaustion and magical energy.

The time a spell takes is its Activity Point Cost (AP cost). A character must spend the required AP to cast a spell before it will actually take effect. The more AP he spends the lower his chance of failure. If AP used are increased by 100% the SR is increased by 50%, just as with AP alteration for other skills. If increased this amount twice (three times base cost), SR is doubled, etc. Each additional increase of 100% of the cost adds 50% of the original SR. This follows the standard skill AP cost pattern, with a spending limit of 3 times the basic AP cost. A spell can be cast slowly by the use of small amounts of AP in sequence over an extended time period. This will only work with spells which have one of the letters EFGIKMNOPQRS as the middle letter of their classification and CDE as the last letter of their classification, assuming the target of the spell is available throughout the casting period. The casting can be done in segments, with the FP cost paid in parts and the MP cost paid on completion. For example, the character might spend 100 AP one day, 200 the next and then 60 the next to complete a 360 AP cost spell.

The cost for a spell in Mana Points should be listed with the spell. When the spell casting is completed the Mana Point Cost is subtracted from the character's total MP. The actual Mana Point Cost may be adjusted depending on the character's SL of his empowering skill. Note that Empowering Skills can have the effect of lowering the MP cost of a spell for that user.

No mage may spend more than half his total MP or 5 times his TAL on a single casting of a single spell. If matrices are being used, he may use that many MP on any of the spells involved, so while that limit may apply to each of the elements of the matrix, it does not necessarily apply to the combination when taken together.

Although under normal circumstances a character can never cumulatively spend more than his total MP, if a character somehow has negative MP he loses a number of Hit Points and Will Points each day equal to the number of MP he is below 0 until he regenerates up to his full MP. Rates of MP regeneration can be found in the section on character creation. Generally Mana regenerates at a rate of TAL/2 MP per day, though this can be adjusted with the skill *Mana Gathering*.

The cost for a spell in Fatigue Points (FP cost) is equal to the total AP spent on the spell divided by 50 (AP Cost/50). The FP cost given with each spell is for the basic AP cost. If more AP are used in casting the spell then more FP are spent proportionally. This is paid as the AP are expended, so each time 50 AP are used 1 FP is spent.

5.46: VARIABLE SPELL CASTING

Spells all have set effects, but the power and intensity of the effects can be increased. This is fairly simple. Any effect can be increased, including Range (RAN), Duration (DUR), Damage (DAM), the Resistance Roll (RES) and the number of targets effected. These increases make the spell more expensive in Mana Points and more difficult to cast.

To increase effects the character casts the spell at a higher Casting Level. This has the effect of reducing his chance of success with the spell and increasing the Mana Point Cost. At increased CL the Mana Point Cost of a spell is equal to the original Mana Point Cost multiplied by the Casting Level. Casting Level reduces chance of success with a spell by 5 per CL as noted in section 8.3. Each additional CL allows you to increase one of the characteristics of the spell by one increment or allows you to lower the Resistance Roll of the target can be reduced by 5 (Resistance Rolls are generally rolled within 3x the appropriate characteristic).

The added difficulty of high Casting Level spell casting can be neatly counter-

acted by learning additional Skill Levels of the spell, which add 5 per SL to the success roll. Note that if a character casts a spell with which he has 1 SL at CL 1 (no modifications) the modifiers counteract each other exactly.

For example, a character casting *Bladesharp* at CL 2 would double the MP Cost from 5 to 10 and would have to subtract 5 from his Skill Rating when casting the spell, but he could increase, the damage which is normally 3 to 6 instead. If he had only 2 SL of Bladesharp he would have no minus on his Skill Rating or success roll.

There is a limit to how high this increasing can go, in addition to the ability of the character to pay and how low he is willing to let his SR go. Specifically, no spell can have Range increased more than the number of increments which there are below its standard value in that area. Thus, if a spell had a range of 3M (greater than S/T, and 1M) it could be increased no more than two increments, to 30M of range. Duration cannot be increased more than 1 increment above its starting value. If a spell had a duration of 10Mi, it could be increased to a DUR of 1Ho, but no higher. Range of S and Duration of I/1CR cannot be increased.

Each Casting Level can increase one attribute of a spell by one increment. Casting Levels are additive, not multiplicative. This means that to increase RAN and DUR by 3 each would take 6 additional CL, not 9.

In some cases it may be desirable to increase CL without actually altering any spell attributes. These CL can be added directly to the potency of the spell and perform the very important function of giving the spell a buffer of extra power and resistance against counterspells and protections which it may encounter.

It is not normally possible to reduce the effectiveness of a spell intentionally, though it is possible to design a less powerful version of the spell. If the gamemaster wishes to alter this rule it is suggested that spell effectiveness in all areas should be reduced in a proportion to the reduction of the number of Mana Points spent with a limit of half the original Mana Point Cost. Thus, if half the MP were spent, all effects of a spell would be halved.

For reference, provided here are a list of spell statistics and what steps they increase by or how to modify them. Note that on several of these stats the rate of increase is incremental rather than multiplicative.

Range (RAN): S, T, 1, 5, 10, 50, 100, 500, 1K, 5K, 10K, 50K, 100K, X

Duration (DUR): I, 1CR, 1Mi, 5Mi, 10Mi, 1Ho, 6Ho, 12Ho, 1Da, 1We, 2We, 1Mo, 1Se, 1Ye, 5Ye, 1De, 5De, 1Ce, X

Damage (DAM): DAM x CL

Resistence Roll (RES): Each CL reduces by 5%

Number of Targets: Each CL can increase the original number of targets by 100%.

5.461: Activity Points in Spell Casting

Activity Point spending can also have a very significant effect on spell casting. Each spell has a set cost in AP, but like other skills, if you spend more AP you can increase your chance of success. AP spending in magic works just as it does in combat. The first time you spend the AP Cost it allows you to use your full SR with that spell. The second time increases SR by 50%, the third time increases it by another 50% and you cannot spend more than 3 times AP on a spell casting. Thus, a character casting a spell with an AP cost of 40 and with a SR of 28 might want to spend 120 AP to have an effective SR of 56. The lower your Skill Rating with a spell, either because you're not very good with it or are increasing Casting Level, the more necessary it may be to increase the AP which you spend on it.

When AP are used to increase the Skill Rating with a spell, the AP spent increase both base SR for the casting skill AND any difference between modifiers for Skill Level of the spell and Casting Level. Thus, if the starting SR was 45 and (SL - CL) x 5 was -10, the SR for purposes of increase would be 35.

It is not possible to spend less than the stated number of AP Cost of a spell.. It is a minimum amount which can be adjusted upwards, but not downwards.

Remember that whenever AP cost is increased FP cost changes appropriately at a rate of 1 FP per 50 AP spent, and whenever CL are increased Mana Point Cost is increased proportionally as well.

5.462: Effects of Distractions and Interruptions

If a character is effectively distracted while casting a spell it may have an effect on the results of that spell casting. Loud noises or visual distractions

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breakdown of damage is for damage to living things, non-living objects and AP damage, respectively.

MAG	Notes/Resistence Levels	RAN	DUR	DAM/EFF
0	0 RAN Effects Caster/0 DUR Instant	S	I	0/0/0
1	Vegetable Resistence Level/Touch Range	T	CR	1/3/5/10
2	Animal Resistence Level	1M	Mi	2/6/10/20
3	Human & Lesser Spirit Resistence Level	5M	10Mi	3/9/15/30
4		10M	1Ho	4/12/20/40
5	Extra Plane/Resistance for Summoning	50M	12Ho	5/15/25/50
6	Prime Spirit Resistance	100M	Da	6/18/30/60
7		500M	3Da	7/21/35/70
8	Information Gained/Return to Nature	1K	We	8/24/40/80
9	Greater Spirit Resistence	5K	2We	9/27/45/90
10	Human Fatal/Non-Physical Distance	10K	Mo	10/30/50/100
11		50K	Se	11/33/55/110
12		100K	Ye	12/36/60/120
13		500K	De	13/39/65/130
14		1KK	Ce	14/42/70/140
15	Unlimited DUR or RAN or Total Destruction	5KK	Mil	15/45/75/150

In this chart under RAN S is Self, T is Touch, M is Meters, K is Kilometers and KK is units of 1 Million Meters. Under DUR I is instantaneous, CR is Combat Round, Mi is Minutes, Ho is Hours, Da is Days, We is Weeks, Mo is Months, Se is Seasons, Ye is Years, De is Decades, Ce is Centuries and Mil is Millenia. Damages/Effects are: Stat Increase/CEP Located or MP/Overall or Burn or FP/AP or Killing Damage. Passive damage gets the DAM of double the MAG. If damage is based on a particular characteristic each MAG equals that stat divided by 2 as damage.

All it takes to create a spell is to know what it does and how it does it and then find its appropriate stats as given for its Classification and Magnitude and then plug them into a couple of simple formulae.

To a certain degree how you classify spells and interpret some aspects of magnitude is up to you, but a look at the spells in SpellCraft and some common sense should give you an idea of where things fit. In these fomulae Total MAG means the magnitudes for RAN, DUR, DAM, Resistence and anything else factored in all added together.

To find the SP Cost (CST) of a spell use the formula CST=(Medium RAT x Effect RAT x Target RAT x Total MAG)/100. Always round up.

To find the APC of a spell use the formula APC=(Medium APV x Effect APV x Target APV x Total MAG^2)/100 Round off to lower increment of 5 if APC is above 50 and below 100, 10 if over 100. 50 or 100 if APC is over 500 or to lower 100 if APC is over 1000. For FPC divide APC by 50. Mana Point Cost (MPC) for a spell is equal to its MAG.

There are also some strange factors to be taken into consideration in some spells. If a spell does multiple kinds of damage count the MAG for each kind. When resistence is required, you must take into account the RES MAG of the normal target of the spell. If the spell has a naturally reduced save the RES MAG is doubled if the save is reduced by a third. Most saves are assumed to start at three times a specific characteristic. If a spell is passive and only does damage if encountered, rather than sending its damage to the target the MAG is halved. If damage can be altered by Damage Class the MAG is doubled and the MD of the effect, which is then altered for DC is equal to the DAM value.



If a spell does damage for

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multiple rounds or over a broad area regardless of the number of targets in that area the magnitude is determined slightly differently. Instead of figuring in the MAG for the DAM of such spells use the formula (ARE MAG x DAM MAG x DUR MAG) and this is added into the formula in place of the MAG of the DAM. The MAG of the DUR and ARE are still figured in separately in the normal places. In this formula if any of the elements have a MAG of 0 that is treated as a 1. Note that ARE is equivalent to RAN with those spells which have A as the last letter in their classification or work within a radius rather than at a specific location.

Note that some spells may also have delays factored in before they take effect. These count as essentially negative DUR, with the negative MAG equal to half the MAG of that time period if it were DUR instead of DEL.

With this system you can create virtually any spell you want if you use sound judgement. For example, *Rain of Slime* would be classified as EMA, because slime is a liquid which is created and falls in a specified area, effecting everyone there. Its MAG would be 17, because it effects a 3M Radius (MAG 3), Lasts for an 1 Minute (MAG 2) and does 20 AP Damage to everyone in the area (MAG 2 x 2 x 3 = 12). This would make the CST 11, because you round up. The APC would be 420 (rounded up to nearest 10) and the FPC would be 9 (rounded up). For more examples, just look at the spells in the appendix.

This is a versatile, flexible, and potentially powerful system. Gamemasters should take some care in how available it is to players and should reserve approval for spells which are created. The system is designed to be balanced so that nothing outrageous or inappropriate is created, but the mechanics of spell design involve a lot of interpretation and analysis and gamemasters should make sure players are not cutting corners and that the spells they create fit in with the campaign.









may distract a spell caster. When a noise or display sufficient to distract (at the assessment of the gamemaster) occurs the spell caster may have to roll a resistance roll on WIL to avoid being interrupted. If the spell caster is attacked or takes damage or has to move to avoid damage he must make a WIL roll to avoid being distracted and if avoiding that distraction costs him AP or he takes AP damage and those AP total up to more than 1/10 of the AP cost of the spell he is casting, that spell is interrupted.

When a spell is interrupted it can be either aborted or completed. If a spell has EFGIKMNOPQRS as the middle letter of its classification it can be completed once the distraction is over with a reduction of effective Skill Rating with the spell adjusted to be equal to ((AP Spent / AP Cost) x Total SR). If the caster doesn't like the possibilities under this formula he may choose to abort the spell before rolling for success. If a spell does not have one of those letters as its middle letter it is aborted. With an aborted spell the caster must make a normal skill roll using his casting skill with the total MPC of the spell as a difficulty adjustment. If he makes the roll the spell is aborted and he just pays the MPC for it and nothing happens. If he fails the roll the spell is fumbled.

5.47: CHARMS AND SPELL BOOKS

In many cases spells may also be cast as Charms or from spell books. A Charm is a spell cast without knowledge of any magic casting skill, but memorized to at least one SL by the caster. It is the method used by lots of common people who use a spell or two in their work or other daily activities. Casting Charms is exactly the same as casting a normal spell, but the caster gets none of the benefits of magical skills and his effective Skill Rating after all modifications for the SL he has of the Charm is half what it would normally be. All the other costs must be paid at the normal rate. Charms still face the difficult social restrictions which limit their availability, so not just anyone can go out and learn any spell they want as a Charm.

Spells are often written down for recollection by those who have exposure to more spells than they can memorize. Spells can be cast from a written text with some restrictions. Spells cast from spell books can be cast as Charms or as normal spells if the caster has the appropriate skills. However, regardless of skills, if a spell is cast from a book the AP cost of the spell is doubled. If it is cast from a book as a charm, that is with neither prior knowledge of the skill or of spell casting, the AP cost is still doubled and the caster's effective SR is also halved. All the other costs must be paid in full and FP cost varies with AP cost.

5.48: RESISTANCE ROLLS

There are two basic types of Resistance Rolls, those for Active Characteristics and those for Passive Characteristics. Both types can be increased by spending AP, but this works differently in both cases. Both are treated like a standard skill roll to avoid the effects of the spell cast at him. More information on the general methods of rolling resistance can be found in section 3.7.

For Passive Characteristics you get an automatic 3 x Characteristic Resistance roll at no cost. For the first 25 AP spent this is increased by one multiplier and each additional 25 AP would increase the multiplier by half an increment, so that spending 75 AP would give a 5 x Characteristic roll. It can not be increased beyond a multiplier of 5. Passive characteristics are TAL, ZEA, SOC, CHA, APP and CON.

For Active Characteristics AP must be spent to have a save and there is no Resistance Roll if no AP are spent. Each multiplier for the characteristic costs 15 AP with a maximum limit of a 5 multiplier, so for 75 AP one could have a 5 x Characteristic roll. Active characteristics are STR, DEX, AGI, INT, WIL and JUD.

5.49: SPELL INTERACTION

When spells are cast in the same locus, at the same target, or on each other, or when their paths cross in specific ways, they may interact, causing alteration to the effects of either or both spells involved.

In such interaction, the spell which is present first, or the spell with the longer duration is considered to be the Passive spell and the spell which arrived second or has the shorter duration is considered to be the Active spell. Using the middle letter of the classification of the two spells the Spell Interaction Table is consulted to determine what results when the two spells come into contact.

Whether two spells actually coexist and are therefore capable of interracting is

determined mostly by the area of effect of the spells, as indicated by the third letter of the classification. Spells cast on the same specific target always interact. Area effect spells cast with intersecting areas interact within the area of intersection. Spells cast on specific targets within the area of effect of an area effect spell interact as Active spells against the area effect spell as the Passive interactant. Non-missile spells cast by two mages directly at each other also interact. Spells effecting different targets within an area do not interact. The physical effects created by spells, if those effects are non magical (such as a wall of flame) do not interact with spells. In addition to the interactions given on the table, if two spells with exactly the same three letter classification are cast on the same target they negate each other completely. This means that the effects of prolonged damage causing spells are not additive, but negative.

When spells which interact are of different levels of power, or different Casting Levels, the total CL of the weaker spell are subtracted from the CL of the stronger spell. That portion of both spells interacts, and whatever is left over of the stronger spell carries through to the target as much as possible and appropriate.

Spell interaction requires a certain amount of gamemaster arbitration and some use of judgement, but it can have a very interesting effect if you play in a magic-rich environment.

5.5: MAGIC IN THE SOCIETY

Where magic exists it will have a profound effect on the society around it, much in the way that technology effects modern society. Even if the effect of magic is only a negative reaction from superstition it will profoundly alter the environment.

In a magic using society there will be institutions, traditions and even laws which govern magic and these can be one of the most important limiting and controlling factors on the power and scope of magic.

5.51: MAGE GUILDS AND COLLEGES

Magecraft is essentially an academic and commercial pursuit. Mages are organized into specializations. In the major population centers these are focused around professional guilds and colleges, essentially organizations to promote particular types of magic, to provide a forum for information exchange and to protect the practitioners of that particular craft. The function of these guilds and organizations in game terms is to place some structure and practical limitations on who can have what spells and on the general availability of magic. The normal guild structure includes a process of training, regulation and advanvement, from humble apprentice to master over a number of years and often at considerable expense and labor. In this system the would-be mage enters into service with a master for at least seven years and works for his training until eventually that master certifies him for membership in the guild. This type of system may not be appropriate for all settings, but a good example is givn in the accompanying notes on the guilds of the city of Tolemeias.

5.52: SPELL AVAILABILITY

In all of the variants of the learning system outlined above one factor remains constant. A training mage can only learn those spells which are available to him from his Master or through a guild system. Even the most accomplished Master will keep only a limited number of spells on hand or in his mind and should the trainee want to learn others he will have to learn them from a guild library. Unfortunately, this costs money, even for members of the guild and even guild libraries may not be complete in their field.

The chance of a character finding a given spell in a guild library is based on his SL of magical research and the size of the area that guild serves. The formula is (((Area Urban Population/10000) + SL)/(Cost of Spell)) x 10%, rolled on 1D100. If he does find it he will have to pay a fee to the guild of SCM x Cost x 500 Marks to make a copy of it and to be licensed to use it. There is no cost for learning a spell from your Master except for the original fee paid to enter his service. Naturally, giving copies of spells or teaching them to anyone other than your own apprentices is strictly prohibited. The chance of one's own master having a given spell in his library is based on his Rank, the SCM and the Cost of the spell. The formula to find if a Master has a given spell is ((Total Experience Skill Points of Master/50)/(Cost + SCM)) x 50%. The typical Master will have a Rank of between 12 and 18.

It is also possible to learn spells from other guilds which have amiable



The Mage Guilds of Tolemeias

In Ysgarth the greatest center of the magical arts is the great city of Tolemeias, so it is used as the guideline for defining the magical environment. There are 20 magic using professions in Tolemeias. They are described briefly in the following section. Note that these correspond exactly to the groupings listed by spell in the section of spell descriptions. Included in the descriptions below is the Spell Cost Modifier (SCM), which determines the availability and cost of spells learnt in that guild.

Aeromancers Guild (AE): This is one of the guilds of elemental mages. Its members specialize in air and weather type magic. They work closely with merchant shippers. SCM: 5.

Artificers Guild (AR): This is really a sub-group of the College of Enchanters. Artificers specialize in making magical tools and items and are closely involved with the weapon and device making trades. SCM: 6.

College of Alchemists (AL): Alchemists are Low Mages who work with chemicals, minerals and other substances and compounds to perform rather specialized magics. Their services are in great demand commercially and they are allied with the Artificers and Enchanters. SCM: 5.

Bardic Colleges (BA): There are a number of Bardic Colleges in Tolemeias and in other major cities. Some of the major ones include the College of Hergest, the College of Aneirin, the College of Rhytherc and the College or Merdion. They specialize in musical training and in musically generated magic of all sorts. Each college also has its own sub-specialization. SCM: 4.

Beastmasters Guild (BE): Beastmasters are Low Mages and a fairly small guild. They work mostly in rural areas in animal training, domesticating and controlling. SCM: 4.

Conjurors League (CO): Conjurors deal in illusion and deception magic. They are one of the least reputable of the Low Mage guilds and find their market among the criminal and the ignorant, though some members view themselves as artists. SCM: 4.

Darkmages Cabal (DA): Darkmages are a very small low-mage group, a splinter branch of the Pyromancers Guild. They deal in magic involving darkness and night and have lots of clients among thieves. SCM: 4.

Diviners Guild (DI): The Diviners are the largest and most powerful of the Low Mage guilds. They deal in all sorts of information

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magic and have reciprocal arrangements with the Colleges of Sorcerers and Necromancers. SCM: 5.

College of Enchanters (EN): Enchanters work with magic of a lasting sort, creating magical artifacts, manipulating magical power and working directly with Mana. They work closely with the College of Wizards. They are one of the most elite of the High Mage colleges and have an exclusive, almost hereditary membership, though some apprentices are recruited fro their outstanding natural talent. SCM: 7.

Geomancers Guild (GE): This elemental mage guild works closely with the building trades and specializes in manipulating earth and stone. SCM: 5.

Herbalists Guild (HE): Herbalists specialize in plant and nature magic and they have lots of clients among farmers and gardeners of all sorts. Their work is not enormously profitable but there is much demand for it. SCM: 4.

Hydromancers Guild (HY): These elemental mages work with water and liquids. They work closely with farmers and seagoing merchants, providing irrigation and nautical protection. SCM: 5.

College of Mystics (MY): Mystics might technically be defined as priests rather than mages, but they are organized commercially. They work with magic of the mind, including informational, psychic and some healing magic. They are one of the most elite and restrictive of the Low Mage guilds. SCM: 6.

Alliance of Lightmages (LI): This group, like the Darkmages, splintered off from the Pyromancers. They are a small group and specialize in light-oriented magic for which there is a small market. SCM: 4.

College of Necromancers (NE): The Necromancers are one of the High Mage groups, dealing with the summoning of the spirits of the dead for information and other services. They also deal in all sorts of death spells, and because of this they are very secretive and have a rather grim reputation. They have a close relationship with the Sorcerers. SCM: 7.

Physicians and Chiromancers Guild (PH): These mages specialize in all sorts of healing magic. They are extremely wealthy. They limit membership to their guild and access to their spells rigidly. Membership is almost entirely hereditary and they make sure that healing prices stay

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relationships with the guild to which you belong. Such exchange service is expensive and generally only available to Masters. The chance of finding a given spell is found the same way, but the cost is equal to SCM x Cost x 2000 Marks. Trade arrangements can be made with Masters in other guilds at about 20% less cost, but these must be registered with his guild. The most common method of getting spells from another guild is to hire a Journeyman from that guild to work in your shop part or full time.

Charms have already been mentioned, but the limits on their availability and the cost involved should be detailed. Charms can really only be acquired by purchase. If you are not a member of a guild the cost will be considerably higher than the cost is for acquiring a normal spell. In general, learning a spell with a low Cost as a Charm is not too difficult, but as the Cost rises the expense becomes much more severe. In addition, Charms can only be acquired on a sort of grey market and they will not be sold by guilds, which have a firm resolve not to expand the body of spells in lay hands. The chance of finding a particular spell as a charm is equal to (Urban Population/200)/(Cost²)% rolled on 1D100. Thus, in a city of 100,000 population a spell with a Cost of 5 would have a 20% chance of being available as a charm, while a spell with Cost 15 would have only a 3% chance of being available. The cost of a charm is generally Cost² x 3000 Marks.

Naturally, there is also a black market in spells stolen from mages of all sorts. Black market spells should be available primarily only to actual spell casters through connections and they should be about half as easy to obtain as regular spells at two to three times the cost, at the gamemaster's discretion.

5.6: SPECIAL ASPECTS OF MAGIC

There are a number of magical specialties which need to be gone over briefly and clarified or expanded upon. These involve magical subsystems which may have important ramifications or additional details or aspects which should be taken into consideration by the gamemaster.

5.61: ENCHANTMENT

Enchanters and several associated mage professions are at least to some degree involved in the manufacture of magical items and other short-term functional enchantments. Most of the work of the enchanter is done with the spell *Create Matrix* and several associated spells. In creating a magic item or a locus of fixed magic.

In creating a magic item you first cast *Create Matrix*. It must be cast at a Casting Level sufficient to contain the Mana Point cost of all spells which you wish to have function in that magic item plus whatever reservoir amount of mana you wish to provide to power those spells. You then select the spells you wish to have in the item and cast them into the matrix, paying the full costs for the spells as if casting them normally. In addition you almost always have to cast *Triggering* into the matrix as well so that it is linked to the spell to be triggered so that the item will function. The cost of *Triggering* should be paid and the conditions on which the item will be triggered should be set. Whatever space is left over can be filled with MP through the spell *Charge Matrix*. For example, if you wished to create a *Ring of Flamebolts*, you might cast *Create Matrix* at CL 7 to give the item a 70 MP capacity. To this you would add *Triggering*, which would take up 9 MP and a CL 3 *Flamebolt* which would take up 24 MP. This leaves 53 MP as a reservoir, enough to fire 2 Flamebolts each with an 18 Maximum Damage. *Charge Matrix* would be used to fill this reservoir. Such an item would last for a week and could be recharged repeatedly within that time. The initial creation of the item would cost 12+9+24+21 MP plus the 48 MP in the reservoir, for a total of 114 MP, a sizeable amount for any mage.

The duration of *Create Matrix* is limited. It and other static spells can have their duration increased with the spell *Preserve Magic*, but the net result is still limited. The only real way to create a permanent magic item is to use a natural matrix, which would be the soul of a living being. This requires access to the spells *Sever Spirit* and *Bind Spirit* and some way to actually summon the beng whose soul you are going to use. Using these spells also requires a Will Battle. Binding someone's soul into eternal servitude is an evil act, even when done to a demon or spirit, and it can also be risky. As noted under the spell *Bind Spirit* the binding tends to degenerate over time and eventually the bound spirit can begin to reassert control withinthe magic item. The most desirable aspect of this method of enchantment is that the spirit regenerates mana points and has a natural reservoir based on its TAL.

The spells of the true Enchanter are much broader than just the creation of magic items. Artificers are Enchanters who specialize entirely in creating magic items. In general magically produced items should sell for around 300 Marks per point of Mana used in their manufacture, so that Ring of Flamebolt would cost about 34,000 Marks and 14,000 Marks per 48 MP recharge. For comparison a listing of magic items can be found in the **Ysgarth Worldbook**.



5.62: Alchemy

Alchemy functions in a manner similar to Enchantment, but the powers involved are placed into Catalysts, Devices and Unguents and must be triggered by appropriate use of these items. No trigger is needed with an alchemical creation as it is triggered when used appropriately (consumed, sprinkled, drunken, rubbed on, turned on, etc.). In addition, the types of spells which may be put into Alchemical creations are strictly limited and each Alchemical creation works only once, though these creations will stick around for a full month before losing power. For example, a Salve of Healing might be created with the spells *Heal Wounds* and *Create Unguent* for a total Mana Point Cost of 21 and the capacity to heal up to 6 points of damage. Alchemy is a limited, inexpensive alternative to real Enchantment.

5.63: SPIRIT MAGIC

Spirit magic is one of the most potentially powerful types of magic. Most spirit summoners are classed as Necromancers or Sorcerers and their numbers are small and they are feared by the ignorant and superstitious. Necromancers deal with the summoning of the spirits of the dead and with all manner of death spells. Sorcerers summon demonic type spirits and gain power through bargains made with them, which potentially opens up a wide variety of powers to them.

The heart of both types of magic is the Will Battle, which can be initiated with a number of spells. Will Battle allows one to dominate or at least immobilize a powerful spirit while bargaining with it or using other specialized spells to coerce information from it. To make this more feasible, there are a number of protective spells like *Pentacle of Binding* and *Circle of Protection* which enhance the ability of the caster to control summoned spirits.

When carrying out a Will Attack or initiating a Will Battle the combatants must spend 30 AP per CR to make an attack. Only one attack can be made each CR, but additional AP can be spent on that attack to increase damage using the standard progression of 30 AP more to add 50% and a second 30 AP to add another 50%, stopping at that point. Base Will Damage Maximum is the WIL of a combatant. When rolling damage the lower die is taken just like in hand to hand combat, multiplied by the WIL of the combatant and divided by 10.

WIL points regenerate at a rate of WIL per day. If a character is defeated in a Will battle, his WP continue to regenerate and he can resume Will Battle at any time while he is in mental or magical contact with the person who defeated him (for example, if dominated or such). Remember that being beaten in a Will Battle will not necessarily force a spirit to stick around longer than the duration of the spell that summoned him, and merely defeating the WIL of a spirit does not enslave or bind it. There are other spells for those purposes.

The main advantages of summoning the spirits of the dead is in obtaining information. While many minor Necromancers act as mediums to bring people together with deceased relatives, there is great power in finding out the secrets of the past from the dead and in making the dead serve you in body and spirit. Spirits can be used in enchantment in place of spells like *Create Matrix* and they can also be employed as servitors. Of course, the Necromancer must either have a way to force the spirit to serve (and there are several spells for this purpose) or he must be able to offer something the spirit might want. This is difficult with good spirits who have to be summoned from some appropriate paradise, but for the evil and discontented spirits who are doomed to something less desirable the promise of recorporealization, which can be achieved with the right spells, is usually enough to work out some sort of pact. Of course, some spirits are more powerful than others, and there are undead of great power who can be treated much like demons and can even grant powers or perform unique services and may have special interests, including feeding on human flesh or souls. In Ysgarth the Wraithlords are the greatest of the undead spirits and the Vurdalac are probably the most powerful of the corporeal undead, but lesser spirits like the Draugr, Fylgia and Lamiae also have power to offer to the ambitious Necromancer. The names and powers

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high. SCM: 8.

Pyromancers Guild (PY): This is the most prominent of the elemental mage guilds. Pyromancers specialize in fire magic and are well employed by armies and in manufacturing trades. SCM: 5.

College of Runists and Graphomancers (RU): These mages work with written and inscribed magic. The main body of their commercial work is in runic enchantment and wards for enchanting items and areas respectively. SCM: 4.

College of Sorcery (SO): Sorcerers deal in summoning demons and other spirits and they are closely allied with Necromancers. They also have a somewhat dubious reputation. SCM: 7.

College of Wizards (WI): The Wizards are the last of the High Mage guilds, specializing in the most powerful magics which bend the very nature of reality. Their membership is small and selective and it takes years to achieve mastery. SCM: 7.

All of these are unified under the authority of the Archimage's College which is headed by the High Archimage Thazaydon. They all provide educational, support and quality control functions and make sure that the price of magic remains high so that mages can profit well with reasonable effort. They are similar in purpose and function to other commercial guilds, but some of them take care to maintain an especially low profile because of the distasteful nature of some of their work. The Archimage's College is dominated by the four High Mage professions, Sorcerers, Enchanters, Necromancers and Wizards, and they are the most exclusive of the magic using professions and keep the tightest reign on the availability of their spells. Another major grouping among mages is between the Elemental Mage Guilds, consisting of the Aeromancers, Geomancers, Hydromancers and Pyromancers whose spells are generally in high demand in trade and industry. The remaining mage professions make up what are called the Low Mage Guilds.

Magical Training in Ysgarth



The standard training system for mages is that of apprenticeship, though there are local and individual variations. Generally a person embarks upon a magic using career at an early age, from 7 to 10 years by becoming an apprentice in the service of a Master Mage. A Master is a mage who is a full member of his guild and is in commercial practice on his own. As an Apprentice he lives with the Master, works in his business and learns from him. After 5 to 8 years, depending on aptitude the Apprentice must be approved by the Master at which point he becomes a Journeyman and is given access to the guild library and allowed to learn more than the most basic spells. He continues to serve his Master, but can be hired away with his Master's consent and will probably also be paid a small salary for his work. After another 5 to 10 years the Journeyman may become a Master in his own right and be entitled to join the guild. To become a Master a Journeyman has to pass a test which usually involves some sort of original research and be recommended to the guild by his Master. He also needs to be able to establish himself in business. This system keeps the number of Masters in operation in a specialty under control. Journeymen are the largest of these groups and are kept back to some degree by the Masters. Competition within a household is keen and some Journeymen may not move on to Master status for decades. As a result Journeymen are a discontented lot and once they become Masters they tend to be rather self-satisfied. It should also be noted that to become an Apprentice the applicant or his family must pay a fee equal to SCM x 3000 Marks to the Master which is split evenly with the guild. In addition, when a Journeyman qualifies and wishes to become a full Master he must pay SCM x 5000 Marks as an entry fee to the guild. In addition he will have to pay either SCM + 5% of his income each year to maintain membership or SCM x 1000 Marks, depending on which rate his guild prefers to set.

As a general guideline, the following are the qualifications for advancement within the guild structure. Note that there is a level of status above Master, that of Adept, a sort of emeritus status voted to senior mages because of their expertise and renown which exempts them from guild dues and makes them life members of all councils, part of a very small and elite group.

Apprentice: payment of fee and the acceptance of the Master, which will generally require that the candidate have TAL, DEX and JUD of at least 12. Journeyman: acceptance by his Master, combined SL of at least 10 between at least one Empowering and at least one Casting skill, plus at least 80% of the spells of Cost 7 or less in his specialty. Master: recommendation of his Master, payment of guild fee, acceptance by the guild, at least 15 total SL of Empowering and Casting skills, at least 60% of the spells in his specialty of Cost 12 or less, plus successfully researching and designing one completely original spell in the scope of his specialty for addition to the

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of some of the major Wraithlords are included on the accompanying list of demons and spirits.

Sorcery deals almost exclusively with the summoning of demons. The general practice is to establish a pentacle, summon a demon into it, make a deal with the demon and in return receive some service or be given a power, all of this within the limits of the demon's abilities. There are three main ranks of demons. These are Imps (summoned with *Lesser Summoning*), Demons (summoned with *Prime Summoning*) and Demon Lords (summoned with *Greater Summoning*). The Demon Lords are the most powerful of these and have the most to offer. Generally Imps will have only one weak power and will only be able to grant it to someone for a period of no more than a month, but they are easy to control and compel. Demons usually have a range of related powers and are in the service of some Demon Lord. The powers they grant may last for as long as a year. Demon Lords can have a wide variety of powers and are very strong in the areas they specialize in, with virtually no limit on what they can grant or for how long. Price is commensurate to value received. Imps generally require an offering of money or some blood or a small animal. Demons usually ask for the sacrifice of a large animal or perhaps more depending on the nature of the request. At the very least a Demon Lord will want a human sacrifice and for really serious powers and services they will demand the soul of the caster and possibly the souls of others. These to be rendered after a negotiated term of service. Nothing should be given up cheaply, but there are some Demon Lords who have unusual affinities for particular items or deeds and they may have special agendas of people to be destroyed to serve their own plans. No demon is to be taken lightly, and if not controlled they would much rather possess and control the summoner or someone near him than do service at any price. Remember that they are tricky and bound by few rules and their goal is always the damnation and degradation of all they can reach. A list of Demon Lords is provided for reference with their Will Points included.

There are some additional spirits who fall on the periphery of demonkind yet are still quite powerful. These include the major elementals like the Daeva and Djinni. These spirits can be treated like demons, but their motivations may be a bit more human and they are not quite as evil or destructive as true demons, though they are also not as powerful as the greatest Demon Lords. They are listed with the other demons and spirits.

The main spell used to initiate a Will Battle with a spirit is Will Binding. It should be noted that this spell does not force the spirit into any service. It merely assures that it will not depart until dismissed by the summoner and that if a bargain is struck it will fulfill its part of the bargain. When powerful spirits are defeated in a Will Battle they do not come fully under the control of the attacker, but are merely subdued temporarily. Note that the most powerful spirits will often make deals if summoned without being defeated in a Will Battle if enough incentive is offered.

5.64: HEALING

Healing involves a number of spells and is for the most part they are self-explanatory. It should be made clear that bodily damage is differentiated by Club, Edge, Point and Burn damage and that the proper spell must be used to heal each of these. The accessibility of magical healing is extremely limited by both religious spell casters and commercial Physicians and this keeps the cost high. In addition the spell *Ressurection* is frowned on by almost all religions as an unholy denial of destiny which steals worthy souls from their reward and the service of their god and saves undeserving souls from their due punishment. This perspective is not shared by all religions, but it is common enough that Resurection is seen as unclean in the popular imagination and some will consider the resurrected to be monsters akin to the undead.

5.65: ILLUSION

Illusion, as practice by Conjurors, is focused on several spells. Working in combination spells like *Visual* and *Auditory Illusion* can create almost anything the caster can imagine. In combination with spells like *Sensory Link* and *Substantial Illusion* the illusion can become almost real. In fact if enchantment and illusion spells are combined skillfully and at high power it is possible to make an autonomous illusion which could pass for a living thing unless analyzed magically. The potential power of illusion is great if worked with intelligently.

Illusion exists to be believable and gamemaster should be fully aware that there is no Resistance Roll against an illusion in normal circumstances. Unless characters

have a concrete reason not to believe in something or come in contact with an illusion in a way which gives its nature away or the creator of the illusion is clumsy they should have no reason or chance of seeing through the illusion. Now, if a bear appears to walk 3 feet off the ground they might get a TAL x 3%. roll to sense something suspicious, but otherwise let illusions be what they are meant to be.



5.66: SHAMANISTIC MAGIC

Shamans exist in a strange situation. They are somewhere between mages and priests. They practice magic, generally based on TAL, but at the same time they function much like priests in their societies. Shamans can be extremely powerful because of this mixed function and since they are usually part of a tribal or rural society they can achieve an elevated status. Many tribes are headed by Shaman priests. Shamanistic knowledge is passed on from generation to generation from one Shaman to another and the same body of spells is maintained and sometimes expanded on. Some Shamans whose tribes settle down may move to urban areas and set up practice as non-guilded healers or diviners, especially where there are large populations of settled people of tribal background and ancestry. Alternatively they may be drawn into the larger, established priesthood, though they are always kept a little bit apart. Shamans usually serve a group of deities and they use both magical and priestly power to cast their spells, though this often divides their learning and power.

It is possible for a Shaman to cast spells drawing on his god or group of gods for Mana Points and using ZEA instead of TAL. This should be specified in advance and only one of the two methods should be used.

5.67: MAGICAL MANIFESTATIONS

While most magic is invisible to the naked eye, there are some spells which produce visible side-effects and most spells produce effects which are visible to those who have Mana Sight or other similar skills or spells. Most of these visual manifestations are in the form of colored light and forms. A simple system for determining visibility is explained here and in the accompanying charts.

Before determining what a visual effect looks like it is necessary to determine the intensity of the effect which determines the chance of seeing it. This is based on the Medium and Effect letters of the spell's classification. These are the first and second letters. These are identified as Visible (V), Partly Visible (P) and Mana Visible (M). How these intensities combine between the two classifications determines the visible intensity of the spell. Mediums ABCH have a M intensity. Mediums DEF have a P intensity. Medium G has a V intensity. Effects ABCDGHIJLO have M intensity. Effects EKPQ have P intensity. Effects FMNRS have V intensity. If the combination is VV the result is visible to the naked eye. If it is VP or PV it is faintly visible. If it is PP, VM or MV it can be seen with *Mana Sight* at FAC 2 If it is MP or PM it can be seen with Mana Sight at Difficulty 5. If it is MM it can be seen with *Mana Sight* at Difficulty 7.

The specific appearance of the spell depends on the Medium and Effect classifications as well, with these determining the colors involved. If the colors are mixed the manifestation will appear as a swirl or a merger of the colors. Effect A is gold. Effect B is silver. Effects C and G are red. Effect D is green. Effect E is blue. Effect F is white. Effect H is black or invisible. Medium A is silver. Mediums B, C and D are yellow. Mediums E, P and S are red. Mediums F, K, L and M are black. Mediums G, H, I and J are blue. Mediums N and O are green. Mediums Q and R are gold.

How the spell is targeted, with the third letter of the classification determines what the visual effect looks like. If the Target is A or E it appears as a nimbus around the caster. If it is B it appears as a nimbus joining the caster and his target. If it is C it appears as lines of force or a nimbus on the target at the time of casting, but then fades. If it is D it appears as a nimbus on the caster during casting and then as a nimbus on the target. If it is F it appears as a nimbus on the target in the shape which is being formed. If it is G it appears as a sphere or small glow in the hands of the caster or on the part of his body from which the missile is being targeted.



For an example of how this works, the spell *Circle of Blades* (DMF) would appear as a barrier of green and black lines as it was being cast, but it would only be faintly visible. *Teleport* (AKE) would be visible to *Mana Sight* at a Difficulty of 5 and would look like a nimbus of black and gold around the caster.

This system can allow a person with Mana Sight in a magical duel to have some idea what is being cast on him so that he can make preparations.

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guild library. Adept: having served as a Master for at least 10 years and achieved the general acclamation of the guild for original research and dedication. As implied above, the availability of spells is limited within the guild structure. Generally, unless their Masters have a need for them to know them, Apprentices are taught no spells over Cost 7 and Journeymen are taught no spells over Cost 12.

Not all mage training follows this exact pattern, even in an urban setting. In smaller cities there is usually just one general mage guild but a similar process if followed. The main alternative system is one of schools. Many guilds in small and large cities operate schools which give Apprentice mages their basic training and once they graduate they are hired out of these schools as Journeymen by Masters. A mixed alternative is for Apprentices training with specific masters to spend some of their training time in a guild run school and some of it training in their Master's house. Nothing is absolutely fixed or rigid and many alternative systems are possible, including Apprenticeship loans or indentures for those not wealthy enough to pay the full fee.

In rural situations the specialization of magic is much less well defined. A mage in a small town will not have a guild, he may be the only mage. The same applies to a mage living in a more remote region. Such mages usually have spells from a variety of related specializations which they have gathered eclectically and traded with other such mages. This sort of 'hedge wizard' will generally take on one apprentice at a time and that apprentice will live with him until the mage feels he is ready to retire or until the mage dies. At this point the apprentice will probably take over the mage's business.



Religion in Ysgarth

For reference and illustration a lengthy list of deities from Ysgarth can be found in Appendix G. This listing follows the pattern set by the churches of the great city of Tolemeias where religious life is intricate and highly developed and many faiths have their central temples and administrative structures. Tolemeian religion practices a complex system of rankings and rivalries based around the position which temples hold on Gods Street, a long, winding road in the very heart of the city. The importance of a temple relates directly to its distance from the top of the street.

Advanced Rule: Spirit Design

The following guidelines are for developing information on summoned spirits. Cross-indexed below are types of effect with areas of influence. The combination of these gives a cost for spirits in gaining those powers. Which powers a spirit has and how he uses them is mostly up to the gamemaster within the nature of the type of spirit being summoned.

	Communicate	Detection	Analyze/Predict/Locate	Alteration/Transform/Assimilate	Animation/Movement	Protect/Barrier	Repel/Attract/Summon	Subdue/Stop/Hold	Command/Control	Create/Destroy	Bind	Heal
Air/Wind	3	5	4	5	5	4	3	2	4	6	4	X
Animals	2	2	2	2	2	2	2	1	2	3	2	3
Birds	2	2	2	2	2	2	2	1	2	3	2	3
Body	2	3	3	3	3	3	2	2	3	4	3	5
Combat	X	3	3	3	3	3	2	2	3	4	3	X
Dark	3	4	4	4	4	4	3	2	4	5	4	X
Earth	2	3	3	3	3	3	2	2	3	4	3	X
Faith	X	4	4	4	X	4	3	2	4	5	4	6
Fire	3	5	4	5	5	4	3	2	4	6	4	X
Illusion	X	5	4	5	5	4	3	2	4	6	4	7
Insects	2	2	2	2	2	2	2	1	2	3	2	3
Knowledge	3	4	4	4	X	4	3	2	X	X	X	X
Light	3	5	4	5	5	4	3	2	4	6	4	X
Love/Lust	X	2	2	2	X	2	2	1	2	3	2	3
Magic	4	6	5	6	6	5	4	3	5	8	5	9
Mens Minds	3	4	4	4	4	4	3	2	4	5	4	6
Metals	3	4	4	4	4	4	3	2	4	5	4	X
Movement	X	6	5	6	6	5	4	3	5	X	5	X
Plants	1	1	1	1	1	1	1	1	1	2	1	2
Politics	X	3	3	3	X	3	2	2	3	4	3	5
Riches	X	4	4	4	4	X	3	X	X	5	4	X
Sea Beings	2	2	2	2	2	2	2	1	2	3	2	3
Soul	3	5	4	5	5	4	3	2	4	6	4	7
Space/Time	X	6	5	6	6	5	X	3	5	8	5	X
Water/Seas	2	3	3	3	3	3	2	2	3	4	3	X

The costs above are paid for any of the 300 combined powers which a spirit may have. Some of the combinations don't make much sense and are marked with an X.

When a spirit is summoned using a summoning spell, the cost of that spell in Mana Points and Fatigue Points is paid. To control the spirit a Will Battle ensues, and the loss of WP for the summoner is determined by that.

When summoning a spirit the mage should specify what Order the spirit belongs to, or the specific spirit he has in mind if he knows one he wants to summon. The Order is an indication of how powerful a spirit is. The Will Points of a given spirit relate directly to Order. Order is equal to WP/100 rounded up. For example, among Demonkind Orders 1-3 would be Imps, Orders 4-6 would be Prime Demons, and Orders 7 and higher would be Greater Demons. Among Demons the highest Order is around 12 or 13. Within each Order the specific number of WP varies at the choice of the gamemaster.

How long a spirit will stick around depends on the WP of the summoner and the Order of the spirit. The cost to keep him around is his Order as a number of WP expended per day and per command given him or power used by command. The cost to dismiss a spirit is Order x 3 in WP, and if that cost cannot be paid, the spirit can stick around if it wishes without obeying the summoner, use its powers, and regain WP until it can attack the summoner or he can dismiss it after another Will Battle.

The magical potential of a Spirit is based on their WP. How good they are with a power depends on the number of WP spent on it. For Spirits WP are essentially spent like Skill Points to buy powers at the choice of the gamemaster, but with the advice of the person summoning the spirit. The numerical result found in the chart above is the cost per level of power for each

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5.7: HOLY POWERS

The same basic system applies to priestly spell casting which has already been outlined for standard TAL-based magic, but there are some significant differences and variations and some important background which need to be explained and illustrated.

5.71: CASTING PRIESTLY SPELLS

The same spells and skills are used by priests as are used by mages, though the availability may vary and there are some spells, those listed in the group PR, which are unique to priestly spell users.

Priestly spells are cast with Mana Points, but these points originate from a god rather than from the innate power of the caster. A priest's level of god-supplied power is based on his Zeal. MP from Zeal function in pretty much the same way as all other MP -- once they're spent the results are almost indistinguishable, except to the most skilled user of *Mana Sight* and *Magical Research*.. Priestly MP do not regenerate on their own. They are only regenerated through the use of the skill *Prayer* rather than over a flat period of time.

Since priest's power comes from his god, not just from himself, Zeal is essentially a subjective characteristic based on the whim of the god. The power a god grants can be taken away if the priest falls from grace with his god, though he does not lose any of his skills or knowledge should this happen. Priests do have some additional skills to work with, such as *Prayer* and *Divine Aid*, but while this makes their route a bit more educationally challenging it also gives them some flexibility not shared by mages.

When a priest casts a spell he uses the same skills as a mage and has a magic index determined the same way within which he must roll to succeed. He must take time and pay all the appropriate costs. When a priest fumbles a spell he is subject to the same fumble and interaction effects as a mage, for once the Mana leaves him as an effect, its ultimate source is of little relevance. You may wish to alter the probability of priestly fumbles, since the gods might not be so careless as to allow their servitors such a mistake, but then even the gods must bow to random fate.

5.72: HIERARCHY AND TRAINING

While priests do not belong to guilds or colleges or serve apprenticeships, their system of education and advancement can be set in a generally parallel form, though there will be titular and structural variations from church to church.

People generally enter the priesthood at the same age that they would be apprenticed as mages and they usually have to pay a fee to enter the priesthood, in return for which their needs are provided for and they are educated. They begin at the rank of Novice and then progress through levels of initiation. As an Acolyte they begin to learn the secrets of the faith and when they achieve a high enough degree of knowledge they are made full-fledged Priests or Initiates. Above that there is only the status of High-Priest, or an upper priestly hierarchy within which advancement is based on achievement and skill. Novices are the equivalent of Apprentices, Acolytes are the equivalent of Journeymen and Priests are the equivalent of Masters for comparison with the guild system. The qualifications for advancing in this system are similar to those of the guild system though no original magical research is required, this need being replaced by an obligation to do administrative service or take over an outlying parish when one becomes a junior Priest.

The main distinction between the priestly hierarchy and the guild system is that the church is a single body with everyone being a part of it at different ranks and in different functions. There are even priests who have no magical skills at all but achieve the same status for their administrative skills. This means that the role of money is de-emphasized in the priesthood because everyone is working together rather than being an individual operator.

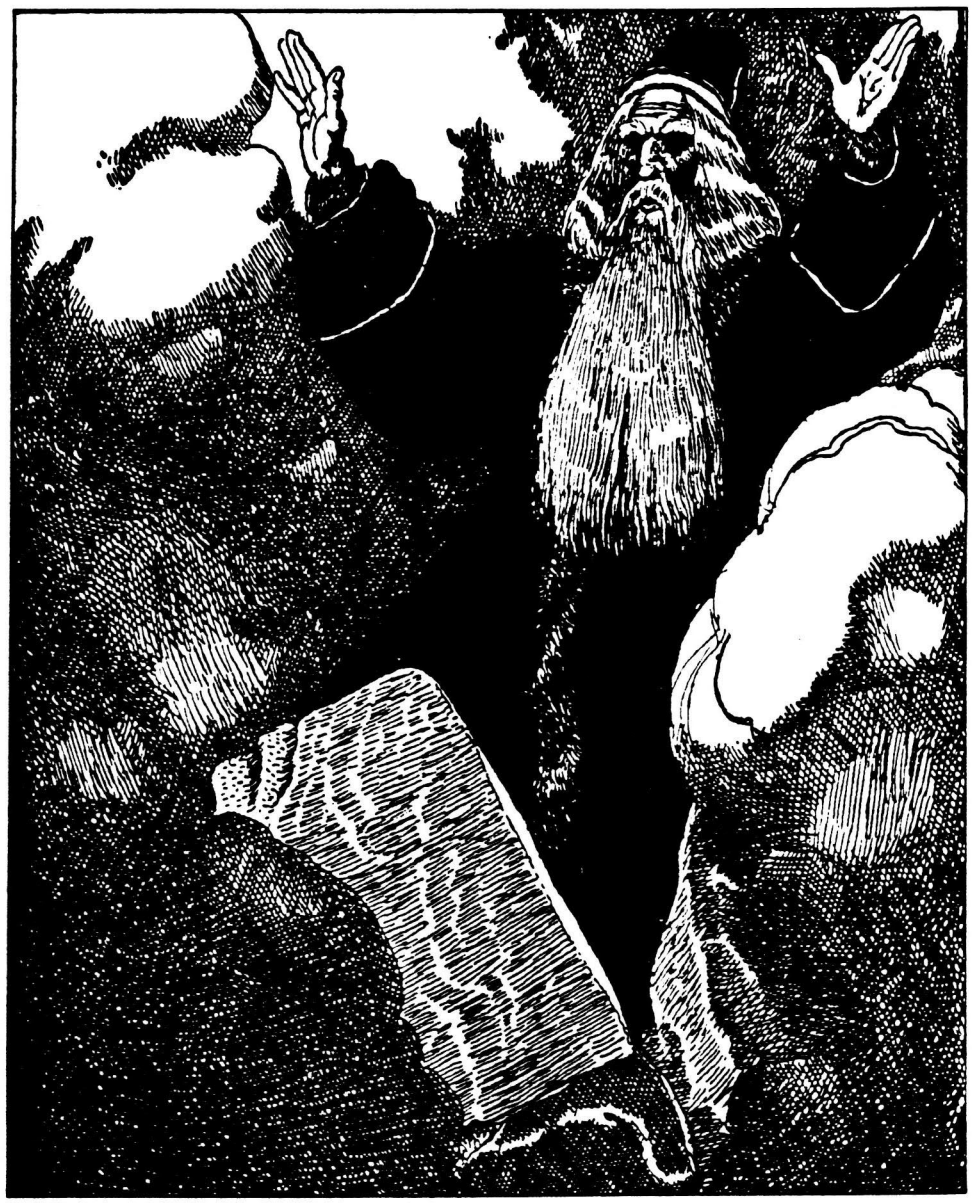
Temples do keep libraries of spells, but access to these is not restricted by money but by the favor of the upper-echelons of the priesthood and the need which superiors see for one to have a spell. Priests do not pay to get spells unless they get them from outside of their own church. Instead they have to wheedle them out of the administration.

As with mages the situation for rural priests is somewhat different from that of their bureaucratized urban brethren. Training in a small, local temple is usually far more informal. Local priests take a couple of acolytes and train them in the basics, eventually sending them on for further training in a major religious center or if it is a localized cult training them as their own replacements. There are also travelling priests who operate in a similar manner.

Despite this general system there are wild variations from church to church or even within a faith, because faith breeds variance and diversity. The names of the ranks may be highly variable and all sorts of strange systems may exist in local churches or small and specialized cults. There are also those secret faiths and cults which have very strange practices and beliefs.

5.73: SPELL AVAILABILITY

The general principles of spell availability for priests are outlined in the previous section. The spells available in the library of a given church or from a given mage are limited based on the nature and orientation of that faith. On the accompanying Ysgarth god list are listed abbreviations of mage groupings which can provide a guideline for the type of spells which would be available for a given faith. In most cases two lists are provided to give a more diverse selection. Spell availability is limited by exactly the same formulae as apply to mages in similar circumstances. Spells can be obtained from other churches within the same pantheon for the same price that mages would pay for spells from another guild than their own.



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combination of effects. The strength of those powers depends on how many levels are purchased with WP. The effects per level are shown on the chart below.

Lvl	Ran	Dur	Mas	Volu	Area	Velo	Dam	Res
1	1m	1 CR	10lb	1cum	5sm	10kh	2	Plant
2	10m	1 Mi	20lb	2cum	10sm	20kh	4	Animal
3	100m	10 Mi	40lb	4cum	20sm	40kh	8	Human
4	1km	2 Hr	80	8	40	80	16	Sprit Imp
5	10km	1 Da	160	16	80	160	32	Prime Demon
6	100k	1 We	320	32	160	320	64	Djinn Deva
7	1000	1 Se	640	64	320	640	128	Great Demon

Range indicates the distance over which a power can operate. Mass the weight which can be moved or lifted at the equivalent of regular walking speed, Volume the displacement of an object or effect, Area the surface area effected. Velo the possible Velocity and Damage the points of Damage which could be done by an effect. and Resistence the most powerful type of being which could be effected by the power. Not all powers have all these characteristics. All powers must have Range. They need have Duration only if they are ongoign effects. Mass. Volume and Area ore only relevant in limited cases. Each power must have either Damage or Resistence. but never both. The more levels of skill which a spirit has with a power the more he can do with it. Looking at the table given above, if a spirit had 4 levels of a power he could use those anywhere among the various attributes. For example it could have a Damage of 8 and a Range of 1 Meter. or a Damage of 2 and a Duration of 10 Minutes. meaning it would do 2 points of damage per CR for 10 minutes unless stopped. Many other combinations are possible.

Spirits get the MP to use their powers either from themselves. from their masters or from sacrifices. The MP a spirit will use for its master freely from its own store is equal to half its Will Points. Once those MP are expended they will not regenerate until the spirit has been dismissed and allowed to recuperate for a number of days equal to his Order. The cost to use a power in MP is the same as the cost to learn it in WP. including multiplying the base cost by the number of levels of power actually used. though a power need not be used at the spirit's full capacity. MP gained by spirits from sacrifice are equal to 3x the amount of damage from that sacrifice — in other words 3 times the total HP of a sacrificial victim. The multiplier for animals is only 2 times. Partial sacrifice (bleeding) of a victim or the summoner will achieve a result 1 multiplier lower than actually killing the victim. The multiplier can be increased by 1 if the victim is particularly desirable. such as an infant or an innocent. MP taken from a master give the spirit MP equal to the number which the master. Some spirits may also accept other forms of payment for services. One of the most common of these is gold or jewelry. Giving a spirit wealth should provide 1 MP per 100M of wealth sacrificed. Some spirits may also want stranger sacrifices and the rewards for such sacrifices are left up to the gamemaster. Some spirits have specific needs and interests which would substitute for traditional sacrifices. Even with MP gained from external sources a spirit will not expend more MP than his total WIL. and then will have to be dismissed to regenerate.

The time it takes for a spirit to use a power or prepare a power is also variable. It is generally equal to the (Level x Cost)^2/100 Combat Rounds.

For the exact details of the effects of powers, look to those standard spells which most closely resemble them. Additional effects or interpretations are left up to the gamemaster.

VI: TIME, MOVEMENT & MEASUREMENT

While these elements are part of the game world, they're also part of the mechanics. And **Ysgarth** uses slightly different measurements than our more familiar world does.

6.1: Units of Time

For game purposes several standard units of time are employed. These include the six-second Combat Round and standard larger divisions of Ten Minutes, One Hour, Twelve Hours, One Day, One Week, etc. These divisions are particularly important in spell casting, but also come into play in other areas.

6.2: Game Time vs. Real Time

We recommend that you run your campaign with game time progressing somewhat faster than time in the real world. This generally helps give the characters time to do something between playing sessions and have a private life with family and a profession. A ratio of 3 game days to every real day works pretty well, though if you want to run a campaign where characters grow old and their children or grandchildren eventually get to be played you might want to move your ratio as high as 7 to 1.

6.3: Units of Measurement

Distances in **Ysgarth** are generally measured in Spans, Paces and Stades. One Stade is equal to 1000 Paces. A Pace is the normal stride of a man, or about 6 Spans. A Span can be considered the equivalent of 6 inches, a Pace equal to a yard or a meter and a Stade about the same as a kilometer.



The Ysgarth Calendar



Just as there are different races in Ysgarth there are also different calendars. For purposes of sanity common references are to the Kyvenic calendar because it is the most like the calendar of Earth and is also widely used throughout northern Ysgarth. There are 12 months in the Kyvenic calendar, of 30 or 31 days each. They are Belin, Afrul, Maig, Lewen, Rhuth, Awist, Imbola, Uthved, Sawin, Ragvir, Guyen and Bluthen. Belin through Maig are the Spring season, Lewen through Awist are the Summer, Embola through Sawin are the Fall and Ragvir through Bluthen are the Winter months. Maig, Awist, Sawin and Bluthen are the 31 day months. The 31st day of each is considered a seasonal holiday (Luwensad, Umbolech, Sawin and Bealtin) sacred to a particular god (Lugon, Aranria, Guyon and Belenos). Every fourth year a day is added to Rhuth and it is celebrated as a special summer holiday.

The other major calendar of Ysgarth is the Saesan calendar which is based on the lunar cycle. It was developed from a more primitive version which is still used by the Vaen people and has been adjusted to fit with the older Aetruvian calendar. There are 13 months of exactly 28 days each. As with the Kyvenic calendar a day is added every fourth year at the end of the 13th month. The months are Orienos, Litros, Carmentes, Cambios, Baletros, Insator, Adolenda, Kirinos, Unraedos, Messia, Maervinos, Elusios and Nemos. The names of the months are mostly drawn from the names of ancient Saes rulers or deities, though some descriptive Etruan names have also been adopted.

Unfortunately many regions are not aware of these two reasonable calendars or such refinements of time keeping as adding a day every four years, with the result that the officially recognized date may change as much as a fortnight when you cross a border in some backwater regions of the world.

Please note that all dates are given here in the reckoning of the population group most likely to record history, the people of the great city of Tolemeias who use the Kyvenic calendar because of the proximity of the Kyvenic nations and its similarities to the calendar of far off Ilchania where the ancestors of many Tolemeians originated. Thus, all dates given are either Before Tolemeias was founded (BT) or After Tolemeias was founded (AT). The current year is 835 AT. The history of Ysgarth is also traditionally broken down into three Epochs or Cycles. These epochs are to a large extent defined by climactic and geological cataclysms.

VII: EXPERIENCE AND ADVANCEMENT

As characters go through life they gain experience This experience can be applied in a number of ways which effect some of the secondary characteristics, including the all important Mental, Social and Physical Skill Points.

7.1: ADVENTURE AND EXPERIENCE

Theoretically a character gains experience throughout his life for every use of his skills and for all of his actions. For practical purposes a character should gain Experience Skill Points for what he does during the course of active play. In his world, the character is always doing something worthwhile, but the gamemaster only glimpses that activity when the player takes control and lets the character demonstrate what he has learned.

A roleplaying campaign is part of an ongoing world, but consists of a series of adventure scenarios, created by the gamemaster, sort of like a story in which the characters play the central roles. It is from observing characters in the situations which he creates that the gamemaster should assign Experience Skill Points (ESP). The points assigned from this evaluation represent the learning process which the character has gone through in the time between playing sessions which lead up to expression in that specific adventure. This presupposes that a character will be played regularly. If a character goes for a long period of time without being played at all he should be given some Experience Skill Points to carry him through, but non-playing Experience Skill Points should be half or less of playing Experience Skill Points over the same period.

The rate of giving out Experience Skill Points should be based primarily on the level of quality at which the player plays the character in question. The gamemaster should evaluate many aspects of play, particularly character development, imagination, clarity of personality, and originality. Probably the most important thing to look for is whether the player keeps a consistent character personality and has the character act in a manner which is always in keeping with the personality he has established, even when it is not to the character's objective advantage. Other factors to be considered as well include specific actions undertaken between adventures and the length of actual play in that adventure. Experience Skill Points should be given out at a fairly slow rate. The average five hour adventure should yield 15 to 30 Experience Skill Points per character, averaging about 20. The most successfully realized character should get the most Experience Skill Points and the lower ESP values should go to those who made little mark on the adventure and showed little effort at roleplaying or personality.

If you need a formula to give out Experience Skill Points, it is not hard to set one up. Establish a Roleplaying Rating (RPR) for each character on a 1-10 scale, with 1 the worst and 10 the best. You will also need hours of play (HRS) and the ESP which the character has already acquired. With this data the formula would be RPR x #HRS. What it boils down to is that Experience Skill Points should be assigned equitably by the gamemaster as he sees appropriate for the quality of play he observes.



7.2: APPLYING EXPERIENCE

As characters gain Experience Skill Points they can apply them in any of several ways. Unless a custom character set-up system is used, a character starts out with 0 Experience Skill Points. As he acquires Experience Skill Points in the course of play he may spend them on Social Skill Points, Mental Skill Points or Physical Skill Points.

When Experience Skill Points are given out at the end of the adventure, they must be spent. At that time the player can distribute them between these three type of SP as he sees fit. The only restrictions are that a player may not spend more than two times as many Experience Skill Points in any area as he spends in the area where he spends the least Experience Skill Points, and that same ratio must always be maintained between the total Experience Skill Points applied to each area as the game goes on. In determining this, areas where 0 Experience Skill Points are spent are treated as having 1 point in them. When dealing with small amounts of Experience Skill Points you round up.

If a character gained 15 Experience Skill Points, if he spent 4 on Social SP he could spend no more than 8 in any other area. Experience Skill Points function exactly like additional Skill Points of the type they are spent on. After they are allocated to Social SP, Physical SP and Mental SP they are then distributed to skills to buy additional Skill Levels.



Gaining Experience

In the course of recent events our old friend Stanisar has learned much and done much. Before we leave him to enter the realms of magic. he has gained some experience which he needs to put to good use. Let's say int he course of a typical playing session Stanisar gained 23 points of experience.

This experience should be divided between Social SP, Mental SP and Physical SP, adhering to the limitations mentioned in sections 2.51 and 6.2. For Stanisar a good distribution of these 23 points might be:

SP Type	Start ESP	Added SP	New ESP	Total SP
Total	155	70	23	248
Social	44	20	0	64
Mental	51	17	0	68
Physical	60	33	23	116

Because his previous experience was fairly significant and had been allocated in a balanced way this small addition was easy to fit in without causing any problems. but the next time he spends experience he'll have to be very careful not to exceed the spending limits. so he will have to start spending more on Mental and Social SP.

The SP gained when experience is allocated should be spent immediately. It can be used to increase skills which the character already has or to learn new skills to which skills he has contribute or for which there is a teacher or trainer available.



Stanisar's Moral Progress

As you may have already gathered, Stanisar is not an entirely upstanding citizen. He is involved in a number of semi-legal and even outright criminal business activities. These activities earn him such things as Karma, Darma, Influence and Renown Points.

For example, in the course of fighting Gordisag in the earlier example, Stanisar seriously injured, even crippled his opponent. If he had initiated the fight this might lead to several negative Karma Points and several negative Dharma Points. But since he was the victim, that balances out the damage he did. And on the good side, he save Gordisag's life and took him to a healer. This action earns him positive Karma Points, while being involved in a street brawl, just on principle (such things being illegal) earns him a few negative Dharma Points. Probably something on the order of +5 KP and -3 DP would be appropriate given the relative severity of the two actions. If word of the fight were to get out, Stanisar would probably also earn a Renown Point as well, but probably not more than 1.

In his business dealings Stanisar is also liable to gain KP or DP. If he regularly makes sharp deals and cheats his partners and those he deals with he is bound to get negative DP even if they are doing the same to him. If he cheats innocent customers while selling them vital goods, or takes away their last pennies or cons them out of their livelihood, then he will gain negative KP as well. If he gives to charity he will gain both KP and DP. But if he lowers his prices out of sympathy for the poor he might gain positive KP but negative DP, because while it is a kindly act it runs counter to the natural structure of society and economics. Grosser acts, like dealing in slaves or drugs or weapons would naturally be a sure route to negative KP or DP, though if any of those were legal in the area where they were sold they would not lead to negative DP.

Chances are that, given his character and interests, after having been played for 4 or 5 sessions, Stanisar would probably have 10 to 12 RP, -20 or more DP and 0 to -5 KP.

VIII: GAUGING MORALITY AND STATUS

People are supposed to be moral, with principles and certain standards of behavior. However, **Ysgarth** is a realistic game and we understand that not all people are good or moral. While that may be a regrettable fact, players should have the option to experience both sides of the fence of morality. Unlike some games which ban even thinking about an evil character, we leave that choice open to the pyer, but we offer these systems as a way of insuring that the rewards of depravity are manifested in game terms.

As an aid to character development and roleplaying a simple point system lets the gamemaster keep track of how each character is progressing relative to more or less objective moral and philosophical standards. In addition, it is possible to keep track of the status, influence and renown of a character in a similar manner. In all cases, assignment of these points is highly subjective and in the hands of the gamemaster. As long as the same standards are used for all characters the actual rate of point distribution is far less important than the relative numbers of these points had by different characters.

8.1: KARMA POINTS (KP)

The first moral area to keep track of is the character's relationship to objective standards of Good and Evil. Keep in mind that he is being judged by an external, objective standard not that of his society, which may be as warped and twisted as he is. Karma points are given out by the gamemaster to give the character an idea of where he is heading morally. Having a high number of KP indicates a strong pursuit of the Good. Having negative KP (the gamemaster can give KP and take them away) indicates an active pursuit of Evil. KP should be given out at a moderate rate appropriate to the deeds the character commits. An average, unexceptional character should hover around 0. A saint should be over +100, an inhuman monster below -100. If a character goes through an session ravening and murdering he should probably lose 20-30 KP, but it would take a Jack the Ripper to rack up more than that in one session. The gamemaster should make an effort to award KP fairly and evenly, with minimal bias, based on the actions and intents of the character as he sees them. A character's KP will not be known to other characters and should not be revealed, though they can be sensed through actions and should be kept in mind by player and gamemaster. You may even want to keep KP secret from other players, but even if KP are revealed to the other players that doesn't mean their characters should automatically be aware of them. From a player perspective neither positive nor negative KP are undesirable, so long as they accurately represent the type of person his character is intended to be.



8.2: DHARMA POINTS (DP)

These are essentially similar to KP, but instead of measuring a relationship of the character to an objective moral standard, they measure his relationship to the standards of his society, particularly the legal and social norms of that society, representing the range of attitudes from the most anarchic and anti-social to the most totalitarian and rigidly obedient to the state. Positive DP indicate obedience to law and social order. Negative DP indicate rebellion and social maladjustment, an anarchistic alliance with the forces of social chaos. Most people tend to hover close to 0, obeying enough to get by and cheating enough to profit. They should be given out based on the actions of the character and his attitudes. Like KP they are a private and important gauge of character development. Having large numbers of negative DP and having it public knowledge can cause problems with organizations seeking to punish the character for the crimes those negative DP represent. Remember that DP make no judgement about the quality of the character's values or which attitude to society is better. They merely reflect his actions.

8.3: RENOWN POINTS (RP)

These run on a positive scale, with the normal character starting out at 0 and gradually acquiring renown. Most people in the world will not acquire more than a dozen RP during their lifetime. player characters may tend to become a bit more famous than background characters because of their very active lifestyle. RP represent how well the character is known, essentially how famous he is. They say nothing about his personality or what he is famous for, they just indicate the likelihood that he will be known for whatever it is that he has done. How a person with a lot of RP will be received

can usually be determined from KP and DP, as they will flavor his image considerably. Generally RP should be quite hard to get, with each character acquiring about 1 per adventure, with 1 or 2 more from time to time for exceptional deeds and achievement of any sort (as long as they are more or less public knowledge). For practical purposes RP indicate the percentage chance of the common person recognizing the character. This percentage is reduced by 1% per mile from the center of the character's activities. So there is a good chance that a local hero will be well known in his home town, but not in a big city 50 miles away. The gamemaster should note that background characters also have RP and player characters may recognize them by reputation. Some very famous heroes may have as many as 500 RP, but that is extremely rare. A character with a good career behind him should be happy with 80 or so, which is enough to get people to buy him free beers in the local bar. You may wish to start characters with their SOC/2 in RP. Note that for every 20 RP gained, perceived SOC increases by 1, though this does not change any other stats, Skill Points or concrete social position, merely the level of deference which the character can command. So a merchant who started with 14 SOC and had worked it up to 20 might be treated as a Baron or Count in respect, but not in title.

8.4: INFLUENCE POINTS (IP)

These are more practical points given out by the gamemaster for character actions. They indicate clout that character has with people or entities with which he deals. Each character has a set number of IP in a general fund which represents his influence with the public at large. In addition, he will build up IP credit with those major background character he deals with regularly. Most characters start out with no IP except for a few for their parents and family (maybe 20 IP which can be redeemed in favors from his family), plus a very basic number of general IP with the public, perhaps SOC - 10. As characters do things for background characters they will gain influence with those characters and thus IP. They may also gain general IP if they develop a reputation for something generally useful. IP can be spent for favors at a rate that seems appropriate to the gamemaster, and they can even be bought in the traditional ways. Characters can also slip into negative IP if they draw a bit too much on their supporters or if they offend an influential background character. Negative IP can lead to nasty people being sent after the character to teach him a lesson, etc. The gamemaster should give out IP after an adventure or special service at a fairly moderate and appropriate rate. In practical use, IP can be used as a percentage chance that the person with whom the character has that level of influence will grant a reasonable request or favor. This should all be run fairly openly and loosely by the gamemaster. General IP may be less effective at a distance from the character's local area, just like RP, and gaining RP may produce some general IP as a side-effect.

An important specialized application of IP is in the area of religion. A character will have Deity Influence Points (DIP) with his god and church. In general this indicates his chance of getting aid from the church and perhaps a little push in the right direction from the god (they don't like to get directly involved). Some gods and churches are easier to influence, even buy off, than others, and some are more likely to produce useful results for influential followers. DIP increase ZEA at a rate of 1 ZEA per 20 DIP. This increase counts for priestly spell casting, but does not effect Skill Points at all. Like other IP, DIP are usually expended when favors are gained with them. With the use of the skill Divine Aid they can also be converted directly to Piety Points, so they are a particularly practical and useful form of IP.





Common Coinage of Ysgarth

Tolemeias coinage P-S-M used as standard. 1oz Copper=5P, 1oz Bronze=10P, 2.5oz Iron=1M, 1oz Silver=1M, 1oz Gold=20M,),

Name	Origin	Metal	Wt	Value
Aes	Saesia	Silver	.1oz	1S
Auroch	Morianoc	Silver	1.5oz	1.5M
Boar	Combria	Copper	.4oz	2P
Claep	Auscia	Silver	.1oz	10P
Copik	Arania	Copper	1oz	5P
Crown	Ceredigion	Gold	.3oz	6M
Crown	Tolemeias	Gold	.5oz	10M
Decima	Saesia	Copper	1oz	10P
Demit	Ilchania	Silver	2oz	2M
Dinar	Achaja	Silver	.5oz	2S
Dirham	Vorate	Silver	.5oz	5S
Dragon	Galetach	Gold	.5oz	10M
Eagle	Tolemeias	Gold	5oz	100M
Groat	Auscia	Iron	5oz	2M
Gryffon	Galetach	Silver	1oz	10S
Hook	Morianoc	Iron	.5oz	2S
Lamb	Morianoc	Silver	.3oz	3S
Lion	Morianoc	Gold	.3oz	7M
Mark	Ceredigion	Silver	.5oz	5S
Mark	Combria	Iron	3oz	1.2M
Mark	Morianoc	Silver	1oz	1M
Mark	Tolemeias	Silver	1oz	1M
Minim	Ilchania	Bronze	.5oz	5P
Nail	Argedalia	Iron	2oz	8S
Oboul	Arania	Copper	3oz	15P
Ox	Galetach	Silver	.5oz	5S
Penny	Galetach	Silver	.02oz	2P
Penny	Morianoc	Copper	1oz	1/2P
Penny	Tolemeias	Copper	.2oz	1P
Pound	Galetach	Silver	.2oz	30P
Pound	Auscia	Silver	.8oz	8S
Sceater	Saesia	Silver	1.2oz	1.2M
Serpent	Galetach	Silver	2oz	2M
Shilling	Morianoc	Silver	.08oz	8P
Shilling	Seisylloc	Silver	.12oz	12P
Shilling	Tolemeias	Silver	.1oz	10P
Solari	Ilchania	Gold	3oz	60M
Solidis	Saesia	Gold	1.2oz	24M
Solis	Marmarash	Gold	2oz	40M
Talent	Auscia	Silver	2oz	2M
Tibral	Saesia	Bronze	.5oz	5P



IX: ECONOMICS & WEALTH

This chapter concentrates on the economic challenges which a character faces. It looks at the resources he has, what he can get with those resources and how he can advance his status and economic power.

9.1: STANDARD COINAGE

While coinage is by no means standard in the world of Ysgarth, a practical standard is necessary to determine the buying power of a character and his standing in the economy. For this purpose we will use the coinage issued in the city of Tolemeias, because it is the only major decimal-based coinage and fairly simple to keep track of and because the city itself is a major trading center. Different nations have different coinage systems, and keep in mind that actual coin is fairly rare in many areas, with credit and barter systems being more the rule.

There are three main coins in Tolemeias, the Silver Mark (M), the Silver Shilling (S) and the Copper Penny(P). There are 10P in a S and 10S in a M, so there are 100P in a M. In addition there is a Gold Crown (C) which is worth 10M. We will overlook other special and irregular coinage. Most amounts mentioned in this chapter will be in Marks. For reference, the Mark is 1oz of Silver, the Crown is .5oz of Gold, the Penny is .2oz of Copper and the Shilling is .1oz of Silver. Clipping, forgery and debasing are fairly common. Weights are approximate.

9.2: INITIAL WEALTH & STATUS

A newly created character should start out with a limited amount of ready cash. This amount should be equal to (2SOC x AGE) - 400M. Note that this can yield a negative amount if the character has particularly low stats. If this is the case, it means that the character is in bondage, in slavery, or still a dependent. They will remain in that status for 1 year per 50M of debt. Which sort of situation they are in depends on their SOC. A character starting with a SOC of 1-4 would be a slave, one with SOC 6-8 would be in bondage, one with SOC 9-12 would be in some sort of trade or craft apprenticeship, one with SOC 13-15 would be either in a business apprenticeship or still a ward of his family. These guidelines should be adjusted by the gamemaster.

As a general guide to family origin by SOC, 1-3 is slave or serf background, 4-7 is bondman, churl or villain, 8-12 is free farmer, yeoman or tradesman, 13-16 is merchant or small landholder, 17-19 is knight, burgher or equivalent, 20-21 is Alderman, Baron, Thane, minor nobility, 22 is major Mayor, Count, Marquis, middle nobility, 23 is Duke, Earl, major nobility, 24 is Prince, King, Grand-Duke, part of a sovereign ruling house. Beyond that the gamemaster should improvise as seems appropriate to the character, campaign and situation. A player character will usually not be an actual ruling noble. He is more likely to be a younger child, a renegade or a member of a cadet branch of a great house.

9.3: INCOME, JOBS AND STATUS

A character's income after he is set-up will depend on what he can do. For characters who are still in bondage, apprenticeship or wardship there is no income until they are free. For characters who are in the trade and merchant classes (SOC 13-16) income will depend on skills and SOC. As a general guideline, use the formula ((SR/FAC)² + SOC + CHA + AGE) x 3, where SR is the Skill Rating percentage they have with the skill by which they make their living and FAC is the FAC of that same skill. If multiple skills are legitimately used in the livelihood of the character their SR/FAC may be added in to the other SR/FAC before squaring. This gives yearly income. Where more than one skill applies create a weighted average. Thus, a 30 year old professional illuminator with a SOC of 15 and 20SL would earn about 3100M/year. For noble characters and those with SOC of 17 or more, income will be an allowance of some sort, based on SOC and the status of their family. The gamemaster should work something out, but it should tend to come out within a 30% variation of SOC x 200M. Remember that anyone can take game actions to raise their status and income. In general the gamemaster should be flexible in working out a realistic position for the character.

9.4: LIVING EXPENSES

How much it costs to survive is based primarily on SOC. A character will need a set amount per year to live, without entertainment or non-necessities, merely to cover food, drink and shelter. This should come to about 1000 + (SOC x 5)M. In game situations the role of SOC on expenses should also be considered, with high SOC

causing merchants to up their prices on the spur of the moment, and those used to the good life seeking out the more expensive forms of entertainment, eating and lodging, within the limits of the character's upbringing and personality.

9.5: EQUIPMENT & COSTS

Several lists of commonly purchased items can be found in Appendix C. Most should be familiar, and will sell at the costs which are listed for them, varied at gamemaster discretion. Used versions of many items may be available at as much as 20 to 40% off, but may have hidden defects with a likelihood of about double the percentage of the discount at which they are sold. Some bargaining or use of the Merchant skill may also be possible. In an environment where there is bargaining, make the asking price 40% higher than the standard price and let the merchant settle for up to 20% less than the standard price.

9.6: MAGICAL EQUIPMENT

Magical equipment may be available for purchase in some campaigns. How the prices for such equipment should be set is mostly up to the gamemaster, but some guidelines might be helpful. Such items break down into two classes, 'natural' and 'enchanted' items. Natural items are those which have become magical through association with events or personages of great power to the degree that some of that power rubbed off on them, or items which are living entities in their own right. Such items are rare and of enormous and unpredictable power and pricing them is virtually impossible, unless you can assign a value based on what it would take to enchant an item of similar powers. Enchanted items are those made deliberately by magic, and are often far less comprehensive or variable in power, limited by the imagination of the designer.

For the most part it will be enchanted items which characters will wish to purchase. In order to determine a price for these, figure out what kinds of spells and what level of power in Mana Points it would take to create the item. Once this is done, take the total number of MP and multiply it by 500M to determine the standard cost of such an item. The same formula should be used when a character is hiring a mage to cast a spell for or on him, though in such cases the number of MP expended will usually be lower. In general allow a discount of up to 40% for Merchant skill or other special bargaining factors when determining final sale price.

9.7: SELLING USED EQUIPMENT

In some circumstances characters may wish to raise money by selling their equipment, be it mundane or magical. In such cases they should first be offered 20% of the cost which that item would command new. That can vary upward for bargaining or for Merchant skill to no more than 40% of the new cost of the item.





A Recent History of Ysgarth

Ysgarth is an ancient world and has been the battleground of many races and societies over centuries of recorded and dimly remembered history. It would be too mammoth a task to examine every moment of the history of the world here, but we can examine the major events and developments in the several thousand years of human habitation. A much more extensive history can be found in the **Ysgarth Worldbook**.



Ysgarth Before Humans

Prior to the arrival of the first humans Ysgarth had been populated by a number of sentient races over a period of tens of thousands of years. Remnants of the Batrag, Trozard, Chitare and Dothian races still remain on Ysgarth, but little is known of their history by any but their own historians or the most adept magical researchers. Far more is known about Ysgarth after the arrival of the first human populations during the Time of Cataclysms.

The Human Era

Humans first came to Ysgarth during what is known as the 'Third Epoch', after the decline of the Dothian races of the Second Epoch. At this point, Ysgarth was underpopulated and just coming out of an ice-age.

Seeing Ysgarth to be more or less vacant once more, a group of devotees of techno-magic and interplanal meddling decided to stake a claim. These beings called themselves Archaeurges, and can only be described as a-religious minor deities devoted to social and magical experimentation, essentially interplanal crackpots. Thus, Ysgarth became the 'Great Experiment' of seven of these superpowered entities. Their program got underway immediatly, as they began to kidnap small groups of population from other planes, many of them quite close to Earth or other major planal focuses. Their aim was to bring in an assortment of human races and dump them in certain patterns in the world, where they would guide their development towards a civilization based on their own ideas. Some of these humans called the world Ysgarth or World of Ice, because of the glaciers which were just starting to recede when they arrived.

The flood of humans continued from about 2500 BT to about 1500 BT, with a growing population which was in conflict with itself, but also with older races who were pushed farther and farther into obscurity and isolation. Many Dothian actually interbred with humans, producing a strain in the human population with somewhat higher than normal potential for magic.

After about 2500 years, as their subjects were rising from savagery and had dominated or emarginated the other races, something went awry in the grand sheme. One of the seven archaeurges, named Faldvg, began to diverge in his philosophy from his fellows, and decided to make changes without their approval. He also gathered support among the people, and the aid of human a group of human mages whom his power had made prematurely powerful.

The inevitable conflict between Faldvg and his supporters and the rest of the Archaeurges was resolved by Faldvg's total defeat and flight and the eventual suppression of his followers led by the Archimage Rhithark. Unfortunatly, this conflict was so violent that it caused huge

X: ROLEPLAYING THE WORLD

Perhaps the greatest challenge for the gamemaster is actually running the world and its inhabitants. While a player may have a few characters to play and characterize, the gamemaster has the much more difficult task of making millions of beings realistic, believable, and imbued with personality. Naturally it is much harder to give personality to many beings than it is to give it to only a few. The way to solve this problem is to simplify your task, and find some principles of characterization which will let you build personalities quickly so that they are believable and interesting, if not fully fleshed out. It is possible to give a background character a basic personality which makes him interesting without going into great depth, because in most cases such characters only interact briefly with player characters.

The way to do quick characterizations is to find and classify certain basic and general personality traits. This is a technique used by many writers and playwrights to fill in background characters, and is easy to do. Take a look through literature and other sources to pick out character types. Shakespeare is a particular master of this technique. Isolate the popular character elements and note them. Background characters can then be created by combining these elements as a base for the character's personality. These archetypal traits are similar to the sins and virtues revered in the middle ages. The seven sins are: pride, wrath, envy, lust, gluttony, avarice, and sloth. The seven virtues are: faith, hope, charity, prudence, justice, fortitude, and temperance. Each person is a mix of these elements in different degrees, though not all of them will be significantly present in every person. Further, each sin or virtue has an opposite, or negative value, such as despair for hope, weakness for fortitude, parsimony for charity. Adding in the opposites adds even more depth. For example, a character might possess faith, justice, and fortitude, with a limited degree of pride, imprudence (rashness), and intemperance, plus a little wrath, and be a perfect holy warrior type. You can even assign numerical positive and negative values for each sin or virtue to indicate positive or negative intensity of that quality for a character. If you work with this system you can easily and quickly create good medieval characters in much the same way as Shakespeare, and what's good enough for him should be good enough for anyone. Naturally you don't want to rate all of the values, and should leave some neutral, and at the same time you should keep a good mix of sins and virtues. They form a good guideline for your characterizations, and can be very versatile when you learn to work with them.

Of course, some background characters in your world should be much more fully developed. Characters who players deal with on a regular basis need to have as much depth as you can give them. This is particularly true of major contacts, employees, employers, members of their family, business associates, and the like. A great deal of homework goes into setting up these major characters, though the method given above is still a good place to start, but modified with more development and more colorful and memorable elaborations.

Finally, you have to analyze the personality of your world as a whole. A world is more than just a combination of the many elements which we have described. It has a personality, characteristics, beliefs, morality and the like, which should have a profound influence on your campaign. This personality is formed from the combined effect of the natures of the beings which populate the world and the gamemasters personal point of view.

A world can even be personified and expressed as a physical entity. For example, the world of Ysgarth could be described as a great but ancient king with a fatal disease barely kept in check. Think about such things as the karmic balance or imbalance of your world. Ysgarth, for example, might be characterized as somewhat lacking in dharmic order, but fairly balanced in karmic and moral areas. Such things may change from region to region depending on the local circumstances. The personality of your world is manifested in many ways, such as the nature of governments, levels of xenophobia, criminal activity, warfare, and the like. It is also reflected in the general attitudes of the people who live in it towards themselves and each other.

Most of all, it is important to know your world and the people in it. You should reach an intuitive understanding with it, so that you will be able to make decisions and describe things with hardly a moments thought, because even though you haven't thought about them before, you know how your world is and how those specific elements have to be to fit. This feeling of identity and oneness with the world is what separates a good gamemaster from a great one, and is developed through time, work, and thought.

XI: THE FANTASY ADVENTURE

Once you have a world background established players world will want to do things in it -- to have adventures. The skill of designing and running an adventure has often been neglected or cruelly slighted, and there are too few gamemasters who really know how to make an exciting and imaginative adventure scenario. Too many rely on random "dungeons", or other festivals of illogic and wanton violence. In this section are some guidelines for creating logical scenarios which flow in a natural fashion from your world background.

11.1: THE BIRTH OF AN ADVENTURE

An adventure can be spurred by any of a large number of forces. Even the most unlikely circumstances can generate exciting action and intriguing challenges to the players. Traditionally, too many adventures have been motivated by greed, and stamped in the same old molds of searching for lost treasures or exploiting a region for its wealth. There are many other ways to find adventure in a fantasy world, and many other motivations which can drive characters. Virtually any situation which has the potential for interest on any of several levels can be a workable adventure. There are several traditional types of adventure. They can be called the Quest, the Raid, and the Encounter. These are very loose classifications, which change greatly in specific circumstances.

In a quest situation characters set out with a specific purpose or goal. The reason why they set out can be almost anything. They may be hired to find or collect something, or to guard someone during a journey. They may be sent by a holy vision or on instructions of their church. They can even go in response to a rumor for information, greed, or self-advancement. The basic signs of this type of adventure are that it is started by an outside impetus and usually involves a journey and a specific objective. It may also be complicated by dangers related to bringing back whatever is gone for, pursuing something which is stolen, keeping something from being taken, or entering a trap or pursuing a false or dummy objective. Think about the origin of the quest, and what those sending the party out want to achieve. Perhaps they even want to get the party killed off. Remember that these are not always vast overland treks. The same concept can be applied in a city, in varied situations, or even without actually going much of anywhere.

A Raid is similar in concept to the quest, but there need be no specific purpose. This is a sort of Viking adventure, or a "land-grab", where the characters need money in a general way, and go out and get it from someone who is less powerful than they are. This can follow any of a number of patterns, from a simple robbery or burglary within a city, to an armed expedition to sack a town or village, perhaps involving mercenaries or freebooters in it for the plunder. In some cases it might even be an expedition of conquest, where the characters instead of plundering a region, take it over, usually by eliminating and replacing the top echelons of government. There are many variations of this con-cept which are possible, as the idea of snatch and run can apply in most contexts.

The Encounter is perhaps the broadest and most interesting, but least used, type of adventure. It is the adventure of the social background where characters get to experience their world and get to know it. It is perfect for newly created characters and new players, and particularly easy to set up. Its drawback is that it involves good gamemaster control of the action, imagination, and the ability to improvise. It works by the use of situation. Basically the gamemaster sets up a region in as much detail as he can, with all of the important aspects, especially as they relate to the type of action he has in mind. Then he introduces the characters to the background, and works them into a situation, where they have to either extricate themselves, solve a problem, fulfill an obligation, or generally do something which will let them interact with the area and situation which the gamemaster has set up. This approach works particularly well in combination with one or both of the others. For example, a party might set out to escort one of their members to claim an inheritance to rule over a small province. Arriving there they find that a distant cousin has taken control with the aid of a powerful mage. Once they eliminate him, hopefully with tact, and have taken control, more things are possible. Perhaps the new rulers are ardent Lytir worshipers, and start converting and setting up temples. It is only a small step for the gamemaster to get them to do something foolish like forbid the worship of a local death god, say Cromurach, and before they know it they have a religious uprising on their hands. There are many options like this Possible in a well-detailed region, for example, even famines or plagues changes in climate and geography, most notably in the form of a second minor ice age and a huge earthquake which opened a rift almost 1000 miles long and over 50 miles wide right down the middle of the main continent which came to be called the Abyss. The social repercussions were enormous, with some societies split, two major empires destroyed, and huge migrations southward of a number of warlike tribes. This was called the Time of Cataclysm, and the social chaos and interplanal bad press was so great that the Archaeurges decided to abandon the ruins of their experiment and start again elsewhere.

One of Faldyg's allies in his revolt was a cabal of extra-planal demons led by a being known as Apollyon or Sathanas. In a deal with them he agreed to take aid from a malcontent group within their ranks, refugee beings from the world of Skakrodjar led by Zaedukrom the Eyeless. After their defeat, one of Faldyg's last acts was to give these allies control over the lands in the bottom of the Abyss as their own realm.

One of the last decent acts of the departing Archaeurges was to establish the Veil Barrier which surrounds the Abyss. This is a wall of magical force which inhibits the actions and movements of entities of power, such as demons and undead, though not totally. It is maintained by hidden enchantments which are still effective after almost a thousand years, though they do show some weakening. The veil keeps the demons (as humans know them) in the Abyss, which is the last favor which the Archaeurges could do for humanity. The demons in the Abyss are a group of refugees of several races who were cast out of their ruined plane of Skakrodjar where they had led a war of opression. They took up residence with sympathetic forces on the plane of Abaddon, one of the planes of Hell, for a time, but eventually began to cause unrest against Apollyon himself, hoping for a coup in favor of their own leader, Zaedukrom. Thus, sending them to the Abyss on Ysgarth was an ideal way for Apollyon to provide them with their own realm and imprison them at the same time. They maintain a diplomatic relationship with the other hell-planes, and seek to subvert and corrupt humankind on Ysgarth, running the Abyss as a hell, where they give physical forms to souls which they buy or corrupt so that they can enslave them. Because their population is small and they have a rigid social heirarchy, they need workers badly to support their standard of living. Zaedukrom and his minions cannot leave the Abyss without pain and danger, except in special cases or in the protection of a summoning, so they have to work through agents and su BTle tactics. The Veil Barrier is no hindrance to those humans foolish enough to want to cross it.

The Fourth Epoch

The Time of Cataclysm was about 850 years ago, and in that time new empires and states have arisen, and the ice has receded, although the Abyss remains. Ysgarth goes on, picking up the pieces and building new societies without interference from alien entities, but in a delicate balance of mixed races and societies and the ongoing threat of the demons dwelling in the very heart of the world, a hell so real that you can walk to its edge and look down harsh cliff faces at realms ruled by demons.

One softening factor to all this is that some of the ancient Dothian live on as the Wraithlords created by the Ritual of

Rebirth. They seek to protect the humans who carry a slight touch of their blood. They are ancient and of some power, though they are not totally benevolent. For the time being, their own foes, the other Spirit Lords or Doomlords, are contained and no real threat, unless the Chains of Blood are Broken.

With all of these ancient powers as well as the gods and beliefs which men brought with them from other planes, Ysgarth is a world of varied possibilities and all manner of hidden challenges.

The Great Migrations

Most of the peoples of Ysgarth seem to have originated somewhere in the tundra and icy wastelands near the northern end of what is now the Great Abyss. From there they migrated southward looking for more hospitable climates.

Among the earliest to arrive were the ancestors of the Aegera and the various Urmassa descended peoples (Ka'anda, Biwemba, Hassa, Ilassi, etc), who made their first appearance at about 2500 BT and were eventually forced far south to ultimately settle in the southern continent because of pressure from more aggressive tribes. They were followed around 2300 BT by groups like the Bahadin, Phari, Sindari and Vorates in the east and within a hundred years the Aetruvian and Machari people followed, migrating to the west.

At this point a period of settlement commenced with most of the population centered around the shores of the Inner Sea, leaving a great deal of open wilderness in the inlands uninhabited. The overall population density was low, and most commerce and contact was carried out by sea. A second wave of migration began in about 1800 BT with the arrival of the ancestors of the Hellaga, Akaja and Ilchanid tribes in the east and the Evarian, Auscian, Kernioc, Kyvenic and Caludic peoples in the west. Most of these people settled farther north coastal areas away from the central trade routes of the Inner Sea.

After a lengthy delay, a third and final wave of migration, mainly of previously nomadic steppe peoples took place from about 100 BT to about 400at. It consisted of two main groups of peoples, the Khasak, Izbek Karamani and related tribes in the east, and the Saes, Aesc, Gott, Fersia and related tribes in the west. In recent years a series of mini-migrations have occured with groups related to the Saes, including the invasion in about 450 AT by the Vos and Aran tribes of the area north of Ilchania, and of the Vaen tribes in the west around 750 to 800 AT conquering portions of previously Combric and Machar territories, such as the Lagmark.

Only relatively small and disorganized groups remain in the northern steppes on both sides of the Abyss, so large scale migration is unlikely, especially since these nomads have become increasingly settled in the more desirable border and mountain regions and are learning more and better agricultural techniques from their settled neighbors.

Early Exploration and Settlement

Civilizations grew up quickly along the eastern rim of the Inner Sea, with major cities already established as early as 2000 BT. Empires were built, laws established and history made.

The Phari took the lead in exploration and trade, developing an extensive network of trading posts and contacts with more primitive tribes all along the coasts of the Inner Sea. Other nations such as the

can lead to adventurous solutions. Cities and other areas are also very viable, but the gamemaster must be ready to adapt his region to his needs, work from its background, and improvise specific incidents and developments with complete confidence. Once you've picked the type of adventure, set the general circumstances and rough plot, and you can work from there to expand and make your adventure more complete. Detail and personality make an adventure interesting, and should always be kept at a high level, though not to a ridiculous and too weighty degree.

There are other adventure possibilities which might work well with good, experienced players. You can work the characters into the game world, put them in situations where their own interests will generate adventures, and get them directly involved with the major political and social events of the times in which they live. Big events in the game world society can spin off smaller situations which can be great fun for characters to be involved in.

11.2: PLANNED AND INCIDENTAL ENCOUNTERS

Some systems recommend random encounters as space fillers and things for the player to do. Generally it is better to derive encounters from understanding and logic than from die rolls. The encounter is an important concept here. It is a basic conceptual unit of adventure design. Each encounter is a complete phase of interaction between the characters and the world, where they initiate and complete a conflict or other interaction. For example, if they are travelling on a road and are set on by highwaymen, from the first meeting with the highwaymen to the conclusion of their dealings with them would be an encounter. However, it is possible for encounters to be long and extended or very brief. There is no set length, and they often merge together, or even become complete adventures in their own right. For example, the highwaymen might take them prisoner, and then they would all be set on by wolves, creating an encounter within another, or the highwaymen might give up, leave, and hit them later, making a discontinuous encounter. There are two main types of encounters, each of which can be divided into two types again. The two groups are Planned and Incidental encounters, and the sub-divisions are Static and Active.

Planned encounters are those which are set up with the region, and limited to an area. If the characters enter that area they have a certain chance of meeting the encounter, either random, or dependent on their exact actions, though it may also be at the choice of the gamemaster. Within this is the Static/Active division. Basically, Static encounters only react if directly contacted, and will not pursue or act on their own unless provoked. Active encounters will work on their own to encounter the characters, and will usually pursue and act with initiative.. Planned Static encounters are such things as towns, farm-houses, merchants on the road, or other encounters which are always around to be met when the circumstances are right. Planned Active encounters would be regionalized predators set-up in advance, enemies of the characters, or opposing forces, which are intended as a major active part of the adventure.

Incidental encounters are those which come into play as needed at the discretion of the gamemaster. They should be planned in advance, and a smart gamemaster will keep a list of ideas for incidental encounters for use when they are needed. They are the same as Planned encounters, but not linked to an area in particular, or a particular adventure, though he might pick out a set to use in a given adventure. Generally they exist so that the gamemaster can throw them in to keep things lively as needed in places where they seem appropriate. Static incidental encounters are ones which meet the party, but leave the initiation of action to the party. Active incidental encounters are more common, and seek out the party. For example, a pack of wolves is a good active encounter, while a wandering priest is a good static one. It often helps to make static ones have the potential to be useful to the party, or dangerous if provoked.

Flexibility is the key to gamemastering, and a gamemaster should be ready to improvise and work on his feet. At one time it was thought that everything had to be static, set-up, randomly generated, in rooms, or some such, but it is generally better to keep a listing of possible encounters or adventure situations on file so there will be a broad selection available for use at a moment's notice. Keep all the of possibilities of a situation in mind, and make use of additional material when seems to fit in the situation. Play your events and encounters off the characters, so that you can keep changing and adapting in a reasonable fashion. If the characters want to pursue something which you didn't originally plan, play along with them and be prepared to spin off into some entirely different course of events.

Keep in mind that the world is reacting to the characters just as they are reacting to and dealing with the world, and background characters have goals and motivations -- even feelings -- as well. This means that you can work in much more background and action based on the character's past deeds. You can have a specific cruel retribution fall on a character, rather than explaining it off later as the result of some action, to justify some random roll.

An adventure can happen anywhere, in popular settings, like ruined cities, cavern complexes, and the like, or in rural villages, grasslands, city markets, or anywhere. By the same rule, anything can be an interesting encounter, and encounters should be keyed to the region of the adventure as much as possible, though some will fit anywhere. For example, mountain lions belong in the mountains, thieves in cities, pirates on the sea, wolves in the forest, and so on. A bit of logic always helps, and don't forget that a good gamemaster can make even the most basic and simple encounter interesting. Finally, retain the balance between physically-oriented and mentally-oriented encounters. If characters do nothing but fight it can bog down quickly, but it can be just as dull to only solve puzzles and riddles. A balance appropriate to the mood of the players and gamemaster should be struck, with thought and action, or best of all thought leading up to sensible and effective action.

11.3: REACTION AND INTERACTION

Remember that by their own lights the background characters of your world are as real and important as your players characters, and have them act according to that principle. If you want them to seem real to the players they have to be treated like other characters in every respect. We recommend using the full standard rules to create your background characters. This completeness should apply to how they are played as well as how they are created and handled mechanically. Background characters should display sense and logic with reasonable motivations based on their personality and the situation. They should not attack suicidally in every case, or run in fright from the player characters. They should display the full range of human emotions, attitudes and motivations.

Each person has his own personality, and this should determine what he does and how he reacts to the actions of a player character. Play a few times yourself, and then when you play as gamemaster, react as you would if you were a player. Too often gamemasters let their characters take insults and slights from player characters which the player characters would never take. There is a tendency when running a whole world to look on individual characters within it as expendable. This may be true from the gamemaster's overview, but each of those characters is the whole world to himself, and definitely not expendable.

Keep this in mind, and use all the potential of your world's background characters. The great thing about being a gamemaster is that you get to play so many characters. If you're good at it you can make each one unique and memorable. Let them fight deviously and fiercely when needed, and back down when that is the best course, provided such actions fit their personalities. By doing this you will find that your players enjoy interacting with the world more, and they will find play more challenging. Lead by example. If you roleplay the world well the players will roleplay their characters well.

11.4: GOALS: TREASURE AND POWER

Many adventures end in some form of reward, either material or spiritual. This can come in the most obvious form, riches, or in more subtle forms, such as increased status in the eyes of a god, or a legendary reputation. Different characters should have different values and personal goals, and there should be opportunities in more than one area available on an adventure.

Further, never give out too much or too little of anything, or concentrate too much in one area. You will have to use your good judgement, but generally give away enough to keep the players satisfied, but not happy. A happy player is a restless player, but if he gets only barely enough he will not get bored and will continue to seek new opportunities. Be especially careful of magical items, as outlined in the next section.

Finally, don't let those characters who have advanced beyond others in your campaign rule over them and injure them, and especially don't let characters do anything to other characters who they have not met in a logical game context. If high-power characters want to interact with low-power characters, let them do so indirectly or in some limited capacity as benefactors, sponsors, or leaders.

Akaja, Hellaga and eventually even the warlike Ilchanids followed in their wake until a lively trade grew up around the eastern shores of the Inner Sea, trading grain and foodstuffs from Ilchania and the north down to Aegera and the many Bahadin kingdoms, and returning with rare naptha, papyrus and spices.

Looking for better markets, beginning in about 1000 BT the Phari started looking westward, eventually crossing the dangerous waters at the mouth of the Abyss and reaching the western reach of the Inner Sea. Not far beyond the Abyss, among the primitive Marmar and Machar tribes they built their first trading post which later became the city of Metzalia. Trade for fur and rare metals was extremely lucrative and soon the Phari families who had settled in Metzalia were bloated with wealth, and in turn the barbaric local tribes were gaining the rudiments of civilization. Following the same model in the southeast other Phari merchant families established the city of Isardis in about 650 BT. It became a major trading post which attracted the dark-skinned Massanda and Ka'anda tribesmen of Arojika and their valuable cargoes of slaves and unusual woods.

In about 700 BT a group of energetic newcomers from Akaja and Hellaga, funded and supported by Emperor Ulaktaret III of Aegera, followed the sea route west in search of some of that same wealth. They settled at a good harbor on the western shore of a peninsula west of Metzalia and north of Isardis and established the bustling city of Tibrum. The local Aetruvian and Evarian peoples were very receptive to the benefits of civilization and had in fact already developed their own cultures with written languages, fairly large settlements, loosely structured government and extensive overland trading routes, bringing goods and resources from all over the west to the ships of eastern merchants. The Aetruvians took to government and commerce like fish to water and with the wealth and technological advantages gained from trade with easterners they quickly came to dominate the local region and their primitive republic was declared the Aetruvian Empire in 296 BT. Their independence was patially the result of the outcome of the Great Sardian War in which the mercantile empires of Pharia and Akaja vied for dominance on the Inner Sea, ultimately destroying each other in a generation of warfare and leaving the door open for the rise of local insurgents as their power faded.

Rise of the West

Although tribes began migrating into the area west of the Abyss as early as 2200 BT, the numbers migrating that direction were far smaller in comparison to the land area available than those who moved eastward, implying a point of origin somewhere to the north and east of the Abyss itself. Conditions in the west were such that the climate was relatively hospitable, well suited to hunting the large herds of wild game in the north and to gathering an easy subsistance from the wild crops of the south.

While populations and civilizations grew up rapidly in the east, the conditions in the west provided less pressure for rapid urbanization and regimentation of life, so at the time that the first great cities of the east were being built around 1500 BT the tribes of the west were just beginning to form their first simple tribal confederacies and overland trading systems.

In this early period before the arrival of eastern traders the dominant super-tribes of the west were the ancient Orszang (ancestors of the Machar, Marmar and Orvadi), the Kadeliac (ancestors of the Caludic, Kyveni, Kernioc and related peoples) and the Aetruvians (along with their relatives the Evarians and Auscians). Until 2000 BT these peoples were hunters, gatherers and herders, living off the land and travelling with the herds and the seasons in small family groups. After 2000 BT they began to settle down. The Kadeliac people into regional clans of as many as 30 family groups, the Orszang into small agricultural settlements and the Aetruvians into larger settlements mostly on the sea coast.

As is the natural trend among people trading routes developed between different clans and regions, bringing shell and wood from the north to trade for pottery and worked metal from the south. Settlements became larger and more permanent, agricultural techniques improved, populations became concentrated, languages began to change, and by 800 BT the first real nations began to emerge. The earliest of these were city-states along the southern coast and clan alliances in the north.

The first clearly identifiable and lasting nation state to control significant territory was the Aetruvian Kingdom of Etruika which was established in 760 BT and lasted until about 580 BT when it was reorganized into a larger nation which included much of Evaria and was the nucleus of what later became the Aetruvian Empire. In those early years an Evarian Kingdom known as Tulesia ruled the western coast from about 675 BT to 590 BT. The Kingdom of Auscia was established in 610 BT and survived until about 390 AT when it was subdued by the Saes Empire. The first northern Kingdom was Ystradia, the ancestor of modern Ustradwi, established in around 590 BT. Other kingdoms followed until by the end of the 4th century almost all of the land area of Ysgarth except for the great steppes was claimed by someone. The dominant political forces of this period were Ustradwi, Combria to it north, Auscia and the Aetruvian Empire.

With the arrival of merchants from the east change was rapid, with nations like Aetruvia gaining advantages over their neighbors because of their trading relations with easter nations. Settlement and organization of states intensified after the period of the founding of Tolemeias, disturbed only by the ongoing influx of barbarian tribes from the northern steppes.

During the early years after the founding of Tolemeias the various Kyvenic nations formed an alliance for purposes of trade and diplomacy, a pattern followed some years later by the Kael nations to the north. Despite their conquest by the Saes the power of the Aetruvian political machine continued to grow, until their empire reached its height under Saes domination in about 400 AT. Eventually their territory stretched from the southern coast all the way to the River Cynfael, with the Kingdom of Auscia the last major nation to fall to their rule, and with Suessiones, Frejsa and Marchioc essentially puppet states on the border of the great empire. At that point the limits of Saes/Aetruvian resources were more or less reached and after 400 years the empire has begun to crumble under its own weight, with the loss of the martial tradition of the Saes and increasing infighting among Aetruvian political factions.

With the most powerful characters you should consider encouraging players to retire them to your use after they have achieved near-legendary status. You as gamemaster may then play them as background characters to generate adventures and activities and be benefactors or villains in the world. They have the advantages of characters already fully developed by the player, and clear and present reputations with the other players. Generally this concept works very well, and is welcomed by players, though it can't really be started until you've been playing for a while.

If you find treasure of any sort getting out of hand, you are the gamemaster, and rule, so feel justified in reducing it, so long as you do so fairly and explain why you are doing it and how it will benefit the players in improved quality of play.

11.5: MAGIC ITEMS

Magic items are one of the great benefits and banes of many fantasy campaigns. They should not be given out too freely, but the number is far less important to limit than is the nature of the items. There should never be so many items of holy or magical nature available that they could make a fighter the equal in magic of a mage, or in holy powers, of a priest. A magical item is one which has powers of magic in addition to its normal physical properties, and they can be of various levels of power and have more than one power. A holy item is of the same nature, but derives from a holy rather than magical source. Lesser versions of both may be bought or manufactured, but the serious ones should be either granted or found. As a general guideline such items should remain internally logical and consistent. A single principle should guide the powers of an item. A sword which can flame and at the same time freeze is ridiculous. On a lesser scale such things as swords which fire missiles are fairly silly. You should try to envision the essence of an item before creating it. Powers should be related, at the best, and certainly never at odds. Most items of serious power should be unique, .and lesser items should have only one or two powers, and be limited by time or charges. Powers can be derived easily from common spells, and for more detail on making such items see the earlier sections on Enchanters and Artificers. In addition, there is a selection of typical items in the appendices.

Finally, look in literature and myth for examples. Properties given there are almost always logical, and often relate to the practical physical use of the item, for example, heightened sharpness in a sword, or flame-deflection in a shield. Use your discretion, and think about what effect the item will have on your campaign. Don't give out things which will let the character wade through all opposition, or which have negative powers which will make him useless, unless he has some chance of escaping them. Also, if you are going to have items in the possession of creatures or persons before players get hold of them, have those persons or creatures use them in self-defense to whatever degree they can, and take full advantage of the powers to their benefit. Do not overlook the use of negative powers to counterbalance positive ones in an item.

11.6: THE ROLE OF THE GAMEMASTER

In any campaign the word of the gamemaster is law, but for the gamemaster to have fun the players need to be enjoying themselves as well, so above all the gamemaster should give consideration to what the players enjoy as well as to his own interests. Ask players for suggestions, offer them a variety of options of setting and power level of play. Don't be a pushover, but take their desires into reasonable consideration.

Remember that each player and each character is an individual. Don't force a maverick character to conform with the pack just to make things easier. Encourage diversity and your reward will be better roleplaying from your players. Don't let the pack mentality so common in roleplaying games crush imagination and originality. A certain amount of conflict between the characters is natural and even desirable so long as it doesn't go beyond the point of reason and so long as the game remains fun. You may have to work a bit harder to manage things when the characters are at odds, but you can capitalize on the situation to encourage a more intense and vital style of roleplaying. Nothing makes danger so immediate as when it comes from a supposed comrade and roleplaying is often best when it comes under pressure.

Above all, roleplaying is meant to be fun. In most cases you'll have the most fun and achieve the most memorable play when you make have well conceived characters in a fully developed world. Roleplaying is about creation. The players and the gamemaster work together to create a world and events in that world which can be as complete and believable as anything in the real world. It can be serious work, but the result can be uplifting and endlessly entertaining.

APPENDIX A: RACIAL SKILL BENEFITS

Provided here are Skill Benefits for the major races of Ysgarth. In the descriptions, when two skills are listed on a line that indicates a choice between the two benefits. The Size listed is the base Size which characters of that race have without any adjustments. Characteristics given are maximums.

Ysgarth Human Races

These are the human races, socio-cultural groups and nationalities within the confines of Ysgarth proper, specifically in the area to the west of the Great Abyss. Unless otherwise specified, they live to abot 70 years of age under natural conditionsand their standard Size is 13 for men and 12 for women.

Tolemeian
-1 Street Sense or Merchant
-2 on a Craft or Thieving Skill
-1 on a Language or Dagger
-1 on a Magical or Priestly Skill
POP: 500,000/1%
REG: Tolemeias, other urban areas


Tolemeian Street

Residents of the city of Tolemeias have gravitated there from all over the world, but after generation of urban living they have developed their own culture and society. While there is a great deal of physical sity and there are ethnic communities within the city which retain their cultural identity, there is also a common pool of experience and background for those who are true urban citizens and have shed their ancestral background. This group includes the members of most of the older families of the city and those who have been adopted into their sub-culture. Many of these people are of eastern ancestry, Phari or Ilchan in background, but an increasingly large number are of mixed blood, as it is some 800 years since the first Phari merchants came to found the city.

Koulo and Houkosi
-1 on Sleight of Hand or a Pick Pocket
-1 on Silent Movement or Concealment
-1 on Somatic or Dagger
-1 on Conning or Seduction
-1 on Sexual Technique or a Conjuror Spell
POP: 80,000/Less than 1%
REG: All Over


Koulo Drayman

The Koulo and the Houkosi are two related tribes of migrant peoples, the Koulo found mainly in the west and the Houkosi in the east. They are said to have originally come from the far eastern land of Sind, but in times so ancient that little is known about their ancestry. Although they live in the midst of other cultures, they are near fanatics about preserving their heritage and identity, keeping marriage within their own population and practicing their own strange religion and forms of magic. They tend to dwell in extended family groups and have a distorted view of property ownership, basically that anything not tied down is theirs for the taking. Family relationships are extremely important to them, and they fear outsiders, who in turn are very suspicious of them. Physically they are given to dark curly hair, large, bulbous noses and swarthy olive complexions with generally very fine skin. They resent outsiders, except as sources of profit, and are very protective of their women and their privacy.

Saesian
-1 Geography or Generalship
-1 Tactics or Strategy
-1 Short Sword or Masonry/Engineering
-1 Javelin or Pilum
-1 Legion Shield or Net
POP: 1,500,000/3%
REG: Aetruvia and Evaria

The Saesians are a great race of conquerors. Some four hundred years ago, during the midst of the last Auscian-Aetruvian war,. the mighty Saes tribes swept down out of the steppes and conquered both nations, uniting them into the Saesian Empire. Since that time, Saes ideas of law and warfare have combined with Aetruvian adminstrative and religious sophistication into a very successful government and a powerful Empire which controls more than a third of the land area west of the abyss either directly or through its political influence. In recent years, although the conquering Saes remain the dominant force in the ruling class, the Aetruvian bureaucrats have reasserted a lot of control over the government of the empire. The Saes have abandonned their tribal background and have become considerably more settled and civilized since the time of Maerveg the Conqueror, but they maintain a martial tradition and military service is expected for men of all classes, leaving the government to the olde rmen of the noble classes and to the Aetruvian bureaucrats. Physically thew traditional Saes was blond haired and blue eyed and of relatively fair complexion, but that type is no longer as common as it once was, due to racial mixing.


Emperor Cambisios

Gottian
-1 Armory or Cart/Wheelwright
-1 Blademithing or Herding
-1 Ironsmithing or Tailor
-1 Short Sword or Halberd
-1 Pike or Round Shield
POP: 900,000/2%
REG: Gottia and Surrounding Areas


Typical Gottian Karl

The Gott are one of the tribes which moved into the territory of the old Aetruvian Empire at the time of the Saes migration and conquest, essentially following th trail of the Saes and settling in the western areas on the border of the empire in what is now the Prefecture of Gottia, and in the uncontrolled mountainous border areas between the Saaes Empire and the Machar kingdoms. The Gott are mostly farmers and herders. Their society, both in and out of the Empire, is very rural, with Jarls ruling over tribal villages from small, walled settlements called Borgs, while most of the population lives on small farms. As a people the Gott are not very organized, have a low literacy rate, and although they have a strong martial tradition, most of them are farmers, though they are a good source for manpower in the Imperial Legions. Physically, thje Gott are of average height, with brown or dark blond hair.

Fersian
-1 Light Lance or Heavy Lance
-1 Short Bow or Riding
-1 Broadsword or Hunting
-1 Surgery or Planting/Tending
-1 Embroidery or Soccer
POP: 1,00,000/2%
REG: Fersia


Fersian Tinker

The Fersians are related to the Saes and the Gott, migrating south at about the same period, but instead of coming into the Aetruvian Empire with the Saes they carved out their own kingdom to the northeast in territory held by various Auscian, Machar and Kyvenic princes. Culturally the Frejsans are similar to the Gott, through their government is somewhat more sophisticated. A council of nobles (Theyns & Yorls) called the Witan meets for several month each year to make laws and hear court cases and the country is run by an elected king called the Freviolda. Generally he is elected from the hereditary line of their first king, Klaudric, but they are not obligated to pick the obvious heir, and can even theoretically go outside of the royal family for a new ruler. Physically Fersians are of medium height, blond or light brown

haired and blue eyed. They have a well developed citizen army and their nobles maintain a ligh, mounted chivalry. There is a lot of intenral warfare and feuding among the Theyns.

Vaen
-2 Light Lance or Leadership
-1 Riding or Leathersmithing
-1 Herding or Storytelling
-1 Broadsword or Folklore
POP: 2,000,000/4%
REG: Vaen Steppes

The Vaen are tribal nomads living in the northeastern steppe regions of Ysgarth. Some of their tribes are quite large, with as many as 6 to 10 thousand members, though others are quite small. They live off herds of large, hairy cattle and gather some grain, do some hunting and fishing. They have very little technology, but are great horsemen and leatherworkers. They trade their horses and leather goods to Auscian, Kyvenic and Caludic merchants for iron swords and spearheads. One of the great fears of the various coastal nations is the inevitably Vaen migration. The steppes will only support a limited population and whenever the nomads become more numerous their tradition has been to migrate out into settled territory. In the past the Saes migration conquered the Aetruvians and Auscians, the Aesc conquered some Caludic territories and most recently several Vaen tribes conquered the northern Machar kingdoms. The Vaen are taller than average, blond haired, blue eyed, and generally not literate. They have a great martial tradition, and many young Vaen hire out as mercenaries to free bands or nations of the south.


Vaen Warrior

Aescian
-1 Navigation or Hurley
-1 Helm/Pilot or Riding
-1 Net Fishing or Herding
-1 Trap Fishing or Tanning
-1 Battle Axe or Light Lance
Size: 80
POP: 500,000/1%
REG: Galetach, Inesgale, Thaned, Ardmaka, Bancor

The Aesc are a group related to the Saes, who at about the same time, migrated westward while the Saes headed south. They swept down through the northern Caludic territories of Ardmaka, Galetach and Bancor and conquered the local Caludic tribes, eventually developing into a ruling nobility for those areas, intermarying with the Caludi and assuming a lot of their cultural traditions, including local organization in a system of clans, while preserving their traditions of law, politics and religion. This makes for an interesting cultural mixture. The military power of the Aesc has made their various nations within the Kael territories politically dominant, and the Aesc-descended kings of Galetach of the Skoldingar or Ma'Skoldi line are traditionally chosen as Arduri or High King of the Caludi. King Unferth of Galetach was recently deposed and is now in exile. The throne is currently held by his bastard son Thalrik. The Aesc are given to blood feuding and have been described as warlike. They have also built up a very fine navy, particularly in Galetach. Physically, the Aesc are given to curly red and reddish blond hair. They are unusually large and tend to have blue eyes.


King Thalrik the Bastard

Schilding
-1 Light Lance or Leadership
-1 Riding or Folklore
-1 Round Shield or Herding
-1 Spear or Leathersmithing
-1 Mountaineering or Storytelling
Size: 80
POP: 300,000/Less than 1%
REG: Mountains West of Steppes

The Schilding are the Vaen of the mountains, closely related to the Aesc. They are the 'settled' Vaen, tribes who have settled in the mountainous regions at the edges of the steppes and have established small settlements or fortified Holts, where extended families live, herding goats, cows and sheep on the mountainsides. They also fish and hunt, but do only a very limited amount of actual farming, mostly grains and roots. The Schilding are transitional, somewhere between the Vaen and the Aesc in society. They maintain a lot of the warrior tradtions of the Vaen, but have not yet developed classes or national governments like the Aesc. They are of large size, blond haired and blue eyed, and tend to be a bit better educated than the Vaen.

Caludians
-1 Planting/Tending or Riding
-1 Herding or Harvest/Threshing
-1 Round Shield or Great Sword
-1 Heavy Lance or Bastard Sword
-1 Golf or Brewing or Hurley
POP: 2,000,000/4%
REG: Argetilia, Galetach, Llynan, Ardmaka, Bancor

The Caludi are the primary inhabitants of the northwestern coast of Ysgarth. They are numerous, live in a number of kingdoms, some of them dominated by Aesc rulers, and have a fairly high level so civilization. Politically the Caludi are organized into fairly large clans, and these are part of larger kingdoms, all of which acknowledge allegiance to the Arduri, who is the King of Galetach. The Caludi are good warriors and seamen. They practice a lot of piracy and smuggling, and their Gealts or Berserker warriors are much feared. Physically the Caludi are of slightly more than average height, and given to red and reddish brown hair, fair complexions and brown eyes.


Aliethiru, Witch of the Isles

Combrian
-1 Longbow or Great Sword
-1 Spear or Chevron Shield
-1 Riding or Herding
-1 Diplomacy or Curriery
-1 Mining or Broadsword
POP: 1,000,000/2%
REG: Greater and Lesser Combria, Badenoc

The Combrians are of Caludic linguistic and racial stock, but have been heavily influenced by other societies. They live in the two feudal kingdoms of Greater and Lesser Combria and in the independent Duchy of Badenoc. These three nations occupy a large valley between the Thyrisic Mountain Range and the sea. Some 600 years ago this area was inhabited by primitive Kael clans. The city of Arkinkolm was originally established as an Aetruvian trading post, which resulted in considerably outside cultural influence on the Combrians. About two hundred years later the region was conquered, first by the Kyvenic Kingdom of Morianoc and later by Aesc raiders froim Galetach. Lesser Combria retains a considerable Kyvenic and Aetruvian influence, while the Aesc influence is particularly strong in Greater Combira. Physically Combrians are similar to Caludians, but given to somewhat darker complexions and hair. Their society is haghly structured, with noble, peasant, knight and gentry classes, a highly devcloped system of feudal obligation and vassalage, a certain amount of hostage exchange, intense, state supported religion and a great deal of militarism. The Combrian nations are relatively small and vulnerable and their past has taught them to be prepared to defend their territory.


A Combrian Knight

Inisian
-1 Sailing or Navigation
-1 Rowing or Fishing
-1 Bastard Sword or 1 Aeromancer Spell
-1 Spear or Round Shield
-1 Berserkergang or Swimming
POP: 300,000/Less than 1%
REG: Islands of Inesgale, Thaned and Imaly

The Inisi are island dwelling Caludic clans living off the coast of the northern Caludian nations, north of Galetach. They are not organized into nations, though the independed clans will unite in time of war. They live a primitive life of fishing, piracy and blood feuds, but they are so warlike and clannish that no one has gone to the trouble and expense of subduing them, though various Caludian lords have paid them tribute from time to time to prevent them from raiding their coastal territories. The Inisi are physically similar to the Caludi, but less culturally and politically sophisticated.

Kyvenian
-1 Folklore or Poetry
-1 Broadsword or Voice/Singing
-1 Writing or Strategy
-2 Longbow or Ambush
POP: 2,500,000/5%
REG: Morianoc, Seisiloc, Ceredigian, Ustradwi, Marchoc

The Kyveni are the most populous and most civilized of the peoples north of the Cynfael River and Tolemeias. They are a settled people, a society of farmers and herders and craftsmen, with several relatively large cities, like Baelnok, Harslec and Seid Mardioc. They are renowned as bowmen, poets, musicians and teachers. Education is highly prized among the Kyveni and their literacy level is second only to the Aetruvians and the population of Tolemeias. Politically the Kyveni are organized into five nations. The largest is Seisiloc, the smallest is Ustradwi. Marchoc is in the chaotic southern border area and faces many political problems. Morianoc is the most politically and economically developed. The King of Morianoc is acknowledged as the High King of all the Kyveni, though this is mainly an honorary title. Tolemeias was originally established to open up trade with the Kyvenic nations by merchants from the far east who discovered that the Kyveni had developed trade and civilization well before other tribes in the area. Physically the Kyveni are of average height, with brown hair and eyes.


A Kyvenic Bard

Icheni
-2 Longbow or Hunting
-1 Wilderness Survival or Fishing
-1 Bowyery or Tanning
-1 Broadsword or Round Shield
POP: 100,000/Less than 1%
REG: Ustradwi, Morianoc

The Icheni are tribal Kyveni who still live the way the Kyveni did almost a thousand years ago because of their isolation in the Icheni hills in Ustradwi and Morianoc. They live in small tribal villages, subsist by some farming and particularly by goat and pig herding. They are nominally part of the population of the nations in which they reside, but they have little or no contact with the government and are very resentful and suspicious of outsiders. They are physically similar to other Kyveni, but tend to be a bit smaller in stature.

Kernioc
-1 Climbing or Courtly Love
-1 Bowling or Net Fishing
-1 Pick or Whip
-1 Tinsmithing or Mining
-1 Disguise or Braziery
POP: 500,000/1%
REG: Suessiones, Marsk


An Iceni Huntsman

The Kernioc live in the mountainous kingdoms of Amerioc and Marsk on the southern banks of the Cynfael River. Amerioc has only recently broekn free from the Saesian Empire, and Marsk is so small and so isolated that no one pays much attention to it. The Kernioc are renowned as miners, jewelers and masons. Physically the Kernioc are similar to the Kyveni, but culturally and linguistically they are more closely related to the Caludi, though their clan structure has broken down and they mostly live in small villages and towns, the result of their nations having been under Auscian domination for hnundreds of years,m only reattaining independence when the Auscians were conquered by the Saes. Suessiones has been conqueered so many times that it has no real cultural identity, especially in the eastern plains regions which are like a corridor for invasions and conquering migrations. Marsk is so isolated by the sea and the mountains that it retains much more traditional Kernioc culture, including worship of the death god Ankou and some clan traditions in the form of a system of semi-elective nobility and a hereditary kingship.


Isberyr Makes a Statement

Auscian
-1 Conning or Vintning
-1 Merchant or Crossbow
-1 Buckler or Chariot
-1 Any 2 skills 1300-1786
POP: 1.2 Million/3%
REG: Auscia, Marchoc, Fersia, Evaria

The Auscians are mostly town dwellers, small farmers and merchants living in the border area between the Saes and Kyveni controlled lands. They are of medium stature, given to ruddy complexions and dark brown or black hair. Until some three hundred years ago the Kingdom of Auscia was a powerful and wealthy nation which had fought a long-standing war against the Aetruvian Empire, when the Saes conquest brought both nations low and incorporated them into an uneasy union. After that conquest the mercantile power of the Auscian towns helped to support the great Saes war machine until the weakening of Saes power within the last generation. In the last dozen years Auscian nationalism has reasserted itself in resistence to the resurgent Aetruvian influence in Tibrum, and King Corlan III emerged from generations of hiding to declare Auscian independence, leading to a sporadic war between increasingly undisciplined Saes generals and the wealthy but non-militaristic Auscians, assisted by an army of mercenaries and volunteers from all of the northern lands. By character the Auscians are merchants, tradesmen and town dwellers. They are not very warlike, but they are great managers and salesmen. They also control some of the most temperate and fertile land in Ysgarth and produce excellent wines and beers.


King Corlan of Auscia

Aetruvian
-1 Teaching or Law/Judicial
-1 Pilum or Research
-1 History or Politics
-1 Short Sword or Writing
-1 Mechanical or any 1 Language
POP: 1 Million/2%
REG: Aetrvia

Despite popular conceptions everywhere else in Ysgarth, the Aetruvians are not an evil people, merely misunderstood. When most of the peoples of Ysgarth were living in huts and subsisting as hunters and gatherers the Aetruvians were sailing across the Middle Sea to bring back the scientific and magical secrets of the ancient lands of Aegera. Their advancement in law, in mathematics and in the sciences allowed them to achieve political dominance over all of the territory south of the Cynfael River before the establishment of Tolemeias, and hold


An Aetruvian Scholar

that territory for more than 600 years, until their inevitable decay and conquest by the Saes. Since that time, the Aetruvia have continued to run the Empire. Their administrative and legal systems remained more or less intact, and while the new upper nobility and royalty were Saes, their power was maintained through the wiles of their Aetruvian advisors. In recent years, with the accession of Cambises II to the throne, Aetruvian power has begun to be reasserted. While the Saes retain their role as a military nobility, more and more their power has been concentrated in their rural estates, while the urban political power and control of the Centarchy and Royal Council has been consolidated into Aetruvian hands. This recent change is symbolized by the fact that the Cambises II, though of Saes ancestry, is the first emperor since the conquest to bear an Aetruvian name. The Aetruvia are of slight, wiry build, of average height, dark haired and olive skinned. Unlike many of the other southern races, their hair tends to be straight, and their eyes are invariably dark brown. Education is at unusually high levels, almost all Aetruvia can read and write. They have a disdain for manual labor, leaving it to convicts, slaves and foreign laborers. They are devious, intelligent city dwellers, often intensely religious, with ancient beliefs and traditions taken from many sources, but well past their prime and colored by a certain amount of aggressive decadence.



An Evarian Peasant

Evarian
-1 Farming or Herding
-1 Vintining or Cooking
-1 Brewing or Merchant
-1 Short Bow or Running
-1 Fishing or Short Sword
POP: 800,000/2%
REG: Evaria

Evaria is the south western section of the Saesian Empire. Even before the Saes invasion they were subjects of the Aetruvian Empire. They are mostly farmers and herders, the region is very fertile agriculturally, especially in viniculture and in growing grain. They are a relatively short, stocky people, olive-skinned and given to curly, brown or black hair. There are few large cities in Evaria, but many small market town. Every decent town has a yearly market festival, often with religions associations. Agricultural deities are very popular among Evarians.



AMachari Clansman

Macharian
-2 Hunting or Mountaineering
-1 Dagger or Short Bow
-1 Any skill 1400-1574
-1 Trailing or Garotte
POP: 600,000/2%
REG: Macharia, Lagoland, Tscherkasia, Daitza, Syrmia, Romoria

This is the northern group of semi-settled Machar tribesmen, dwelling in a region of mountains and lakes, the northern half of which was recently conquered by Vaen tribes under Ermanrik and the remainder of which forms the Machar Kingdom, under the control of Queen Namuna. It is a war torn land, once quite a prosperous agricultural region, but now damaged and depopulated, with much of its population in exile to the south and west. The Machar are intensely clannish, living in small family groups, within a strict social heirarchy. In good times the Machar clans live by farming in the valleys and hunting and herding in the mountains, but recent hard times have forced them into older patterns of life, with much of the population taking to mountain strongholds from which they raid the valleys and travellers passing through the territory, supporting themselves by herding and thieving. Physically the Machar are short and stocky, swarthy skinned, with dark, straight hair. Contrary to popular rumors, you can trust a Machar, just not enough to turn your back on him.

Uztarian
-2 Set Traps or Tracking
-1 Dagger or Cross Bow
-1 Any skill 1400-1574
-1 Cartwright or Garotte
POP: 400,000/1%
REG: Toth, Verocze, Warasdin, Roshega, Uztaria

The Uztari are a Machar tribal group living south of the lake region of the Machar territory. Physically and culturally they are similar to their northern brothers, but their land is less war-torn and they are more devoted to a sedentary lifestyle and less likely to rever to the old tribal lifestyle. Most of the Uztari population is within the Machar Kingdom, by conquest and annexation, and under the rulership of Queen Namuna.

Rakosian
-1 Hunting or Planting
-1 Dagger or Epee
-1 Any Craft Skill
-1 Vintning or Backstrike
-1 Leeching or Dancing
POP: 500,000/1%
REG: Rakosia, Erdeli, Szalar, Thurocz, Trentezin, Zatt

The Rakosi occupy the old Erdeli Kingdom of the original migration and also a number of independent counties and duchies in the mountains. They are similar to other Machar groups socially and culturally, but have a strongly developed class of nobles which pretty much runs their society, with each noble having near total autonomy under the very loose rulership of a hereditary king.



A Marmari Noble

Marmarian
-1 Logistics or Cartography
-1 Geography or Dowsing
-1 Leeching or Dancing
-1 Trident or Scimitar
-1 Net or Round Shield
POP: 900,000/2%
REG: Marmarash

The Marmari are the largest settled group of Machar, living along the coast of the Middle Sea, in the Kingdom of Marmarash. They are farmers and fishermen, town and city dwellers, relatively sophisticated and civilized compared to other Machar groups. They are politically disorganized, dwelling in a large, but poorly administered kingdom with a great deal of autonomy for local officials. Physically their skin tone tends to be more olive than that of other Machari and their hair tends to be more curly.



An Orvadian Lancer

Orvadian
-1 Merchant or Cartography
-1 Oracle or Dowsing
-1 Surgery or Dancing
-1 Spear or Mace
-1 Whip or Round Shield
POP: 600,000/2%
REG: Orvadia

The Orvadi are the neighbors of the Marmari. They are smaller in number, but very similar ethnically. However, the Kingdom of Orvadia is better organized than Marmarash, and they are known for being relatively warlike, and pretty good seamen and merchants. Most Orvadi are fishermen or tradesmen, living in small towns, pushed up against the sea by the fairly formidable mountains of the Bekilur Range.

Sribinian
-1 Hunting or Trapping
-1 Geography or Dowsing
-1 Backstrike or Garotte
-1 Pilum or Discus
-1 Scimitar or Round Shield
POP: 400,000/1%
REG: Bekilur Mountains

The Sribini are extremely clannish, living in little, tiny kingdoms spread through the Bekilur Mountains. There are more than thirty Sribini kingdoms, some of them fewer than 20 miles in diameter. Warfare is a constant staple of Sribini life, and because they have no access to the sea, they are extremely culturally isolated. They are of Machar stock, but taller and leaner, given to largish noses. They have overdeveloped senses of honor, and personal duels and blood fueds are their idea of fun. Most of their neighbors look on them as bloodthirsty barbarians, though they are not much of a threat, since they would rather kill each other than other people.

Metzian
-1 Navigation or Cartography
-2 Wagering or Oracle
-1 Trident or Mace
-1 Javelin or Round Shield
POP: 200,000/Less than 1%
REG: Metzova

The Metzi are a significant Machar sub-group, living in the small Kingdom of Metzova, which occupies a strategic location controlling key mountain passes and river access. The Metzi are extremely warlike, very aggressive and very organized. Their kingdom is a rigid authoritarian state, organized on military lines, which accounts to some degree for their survival and success.

Varian
-1 Bowyery or Net Weaving
-1 Shortbow or Merchant
-2 Flail or Trident
-1 Street Sense or Net Fishing
POP: 200,000/Less than 1%
REG: Mazalia

The Vari live in southern port city of Mazalia, which is the third largest city in Ysgarth. Like Tolemeias and Tibrum, it was originally founded as a trading post. It pre-dates the other two cities by several hundred years, having been founded by the Phari, whose heyday came well before the Achajans who founded Tibrum and the Ilchanids who founded Tolemeias. The Vari believe themselves to be descended from the Phari, but in actuality they are racially mixed, with a lot of cultural and ethnic borrowing from the Machar populations around them. Mazalia is a very successful port, with a sophisticated urban society and a government run by a council of old merchant families called the Vente and their elected Duke who rules the city. As city-states go, Mazalia is not as powerful as Isardis or Tolemeias, but its mercantile strength has earned it the protection of the neighboring Marmarash and Horvath kingdoms. Physically the Vari are known for their large ears and hereditary bow-leggedness. Their hair tends to be brown and curly, and their eyes are usually brown or hazel.

Ukralan
-1 Herding or Torture
-1 Glassmaking or Intrigue
-1 Chariot/Sled or Whip
-1 Crossbow or Carving/Woodworking
-1 Spear or Skiing
POP: 400,000/1%
REG: Northern Steppes

The Ukral are the farthest north dwelling human race in Ysgarth. They were originally tribal nomads on the far northern steppes, but some generations ago they settled in a region sheltered by the Khayindon Mountains. They live mostly by herding their small, hardy horses and reindeer, and harvesting some roots and berries. Their society centers on small, settled clans, each of which is ruled by a Krol. They are a fairly warlike people, short, extremely stocky, dark complexioned, with eyes which are almost black. Their language, religion and culture are almost incomprehensible to other races of Ysgarth, and they are so isolated that their interraction with even the Vaen tribes is extremely restricted, which is just as well with them.

Non-Human Races

These are the non-human races of Ysgarth. Although many of them are humanoid in appearance, or might be able to pass for human, thney are all of distinctly different genetic background.

Echyrion
-1 on 1 Magical Skill or Craft Skill
-1 on 1 Woodland or Craft Skill
-1 on 1 Woodland or Unarmed Combat Skill
-1 on Wilderness Survival or Hunting
-1 on 1 Spell, either Herbalist or Beastmaster
Cost: 4
Size: 11, AGI: 28, TAL: 28, DEX: 28, CON: 18, STR: 18, WIL: 20
AGE: 250
POP: 150,000/Less than 1%
REG: Morianoc, Combria, Marchoc, Seisilioc, Ceredigiawn, Amerioc


An Echyrion Oneiromancer

The Echyrion dwell in scattered communities within human dominated territories as far south as northern Evaria and as far north as the northern Kael territories. They are more or less human in appearance, though they tend to be considerably shorter and of very light build. They are usually black haired and brown-eyed and both male and female wear their hair long and braided. The somewhat elongated shape of the Echyrion skull, ear and eye is characteristic as is the configuration of their pores and hair if examined closely by an expert. At a glance they can be mistaken for diminutive humans, but closer examination usually reveals the differences. They are one of the races descended from the Dothian and have inherited their magical powers. Echyrion live in tribal groups, isolated as much as possible from humanity, though they do trade with humans for manufactured goods, particularly metal goods, which they do not have. Echyrion have a considerably longer lifespan than humans. They reach maturity at around 30 years and live to be an average of 220 years of natural life.

Guraketh
-1 on 1 Magical Skill or Craft Skill
-1 on 1 Nautical or Craft Skill
-1 on 1 Nautical or Blade Combat Skill
-1 on 1 Spell, either Aeromancer or Hydromancer
-1 on 1 Magical Skill or Unarmed Combat Skill
Cost: 4
Size: 11, AGI: 28, TAL: 28, DEX: 28, CON: 18, WIL: 20, JUD: 18
AGE: 200
POP: 250,000/Less than 1%
REG: Seregond, Ustradui, Morianoc, Inesgale


Princess Ithriac of Seregond

The Guraketh are racial cousins to the Echyrion, also descended from distant Dothian ancestors. They live on coastal islands and primarily in their island kingdom of Seregond. They are considerably more politically sophisticated than the Echyrion, very warlike and great sailors and fishermen. Their hair is light-brown, worn at shoulder length in both males and females, and their eyes are usually brown. Other physical features are very similar to those of the Echyrion. They have no great love of humans and Seregond is heavily fortified and defended from sea-going attack. They live in clan-groups, each of which has a chief who speaks for the clan in the councils of the Riach or King of Seregond. They have also inherited some of the magical powers of their Dothian ancestors. Guraketh have a longer lifespan than humans. They reach maturity at about 25 years and live to an average of 200 years of age.

Uillion
-1 on 1 Ritual or 1 Unarmed Combat Skill
-1 on 1 Relative or Contagion
-1 on 1 Point Weapon or Unarmed Combat Skill
-1 on Riding or a Smith Skill
-1 on Mining or a Smith Skill
Cost: 2
Size: 12, AGI: 30, DEX: 28, WIL: 28, CON: 16, JUD: 16, ZEA: 16
AGE: 300
POP: 300,000/Less than 1%
REG: Ardgalen, Nangior, Andaru


A Uillion Dandy

The Uillion are the third Dothian descended race. They live far in the north, on the boarders of the abyss in a region surrounded by mountains and highly defensible. It is divided into a number of waring kingdoms and duchies, including Ardgalen, Nangior and Andaru. While the Uillion live in clan groups, they have a fairly highly developed magical and technological society. Life within an extended clan focuses on a mountain fortress which overlooks one of the many valleys of the region which usually contains a farming village. Uillion are extremely warlike, have no real regard for humans, and like to carry on lengthy blood-feuds within their own society. The various rulers of the Uillion nations are usually just the leaders of the dominant clan of the time and there is a great deal of turnover in those positions. Uillion are known for their skill as smiths and for their skill with the darker aspects of magic and the martial arts. In appearance they are similar to the other Dothian descended races, but both sexes usually wear their black hair long and eyes tend to be almost black in shade. Uillion have a longer lifespan than humans. They reach maturity at about 35 years of age and have an average lifespan of about 300 years.

Trozard
-1 on 1 Language or Craft Skill
-1 on 1 Military Skill or Smith Skill
-1 on 1 Woodland or Shield Skill
-1 on Greatsword or Brewing
-1 on Battle Axe or Javelin
Cost: 7
Size: 18, INT: 28, CON: 28, JUD: 18, AGI: 22
AGE: 60
POP: 800,000/2%
REG: All Over


A Trozard Among Humans

Trozards are warm-blooded bipedal saurians, one of the native races of Ysgarth which has been in decline since the influx of humans and humanoid races. The Trozard population is fairly low, much of it living integrated with human society in large cities. At one time Trozards had a highly developed society with advanced magic and technology, but wars with thge Chitare and with invading tribes of humans destroyed much of their society and considerably reduced their population. Trozards are large and scaled with blunt-snouted lizard heads, tails which are used primarily for balance and hands with opposable thumbs. They come from a background as carnivores and have sharp teeth, but they prefer to fight with weapons, generally suitably large for their size. Their bone structure is somewhat lighter than that of humans and they are surprisingly swift for their size. They are highly intelligent and skilled in many crafts and trades. They are in great demand within human society as soldiers, guards and teachers, areas well suited to their physical and mental skills. It should be noted that although Trozards are saurian in appearance, they are warm-blooded and give birth to live young. Trozards generally have a somewhat shorter lifespan than humans. They reach maturity at 8 years and live to an average age of about 50 years.

Batrag
-1 on 1 Priestly Skill or Halberd
-1 on 1 Priest Spell or Pike
-1 on Ritual or Incantation
-1 on 1 Axe Weapon or Craft Skill
-1 on 1 Nautical Skill or Wrestling
Cost: 8
Size: 20, WIL: 30, JUD: 28, ZEA: 30, INT: 18, AGI:14, DEX:18, SOC: 20
AGE: 60
POP: 600,000/1.5%
REG: Evaria, Isardis, Ilchania, Cythera, Aegera


Father Udag on Circuit

Batrags are another of the native races of Ysgarth. Their origin is unclear, though Trozards claim that they were raised to sentience as a race of laborers by ancient Trozards. As their society exists now Batrags are fairly numerous in some areas of Jahannam and Arojika. They are large amphibian bipeds with webbed feet and hands, heavy bodies which include a system of air-sacks for floatation and underwater breathing, frog-like heads with virtually no necks (they can rotate their heads 180 degrees). Their skin is leather-like and elastic . They have ear-flaps to protect their ears and excellent peripheral vision, though their range of vision is limited. Batrags have long, flexible tongues, which some, especially Batrag thieves, are able to train to be virtually prehensile. They are large and rather ungainly on land, but have developed skills and crafts well suited to the environment of their swamp settlements. leathery skin. Batrag females keep fertilized eggs in an external pouch located on their belly beneath a flap of skin and give birth from there. Batrags are not known for their imagination or their great culture, but they are often very religious and are good at some crafts. Batrags are thought by many to be somewhat treacherous, but they are often hired as personal guards or for city militias because of their sheer bulk.

Chitare
-3 on any 1 Skill
-2 on Any 1 Skill
Cost: 5
Size: 16, One Characteristic up to 30, One Characteristic Maximum of 16
AGE: 35
POP: 200,000/Less than 1%
REG: Remote areas

Chitare are another of the native races of Ysgarth, but they are now virtually extinct. The total Chitare population, located mostly in remote desert and wilderness areas, is probably less than 10,000. Chitare are intelligent insectoids. They have six limbs and stand erect. They havce an exoskeleton for protection. Their hind limbs function as clawed legs, their middle limbs are manipulative three-fingered hands and their forward limbs end in pincers. They also have sharp mandibles. It should be noted that different breeds of Chitare will look very different, with characteristic body coloration with which they identify each other plus in many cases gross differences in body formation and even in body shape, type of limbs and function. The mutation rate among Chitare is very high and there are also several distinct sub-species known to exist. Chitare live in close knit communities and the only Chitare who will encounter humans or enter human society (where they are not very welcome) are outcasts of their own society who are frequently mentally disturbed and suicidal. The Chitare went through lengthy wars before the arrival of humans in which they were virtually wiped out by the Trozards and Batrags who, among other things, somehow destroyed their ability to create the 'Warlord' Chitare, a breed of superior Chitare warriors. All surviving modern Chitare are of a non-specialized variety which is sexually neutral until it reaches about 30 years of age, at which time about 90% become male for a period of about three years, at the end of which the males who have bred die out. Females live on for several years after that to raise and care for the young. The dominant female of a generation will become the leader of a Chitare community and will slay all other females once they have reproduced. The result of all this is a very strange life-cycle. The typical Chitare matures at age 5, lives to age 30, becomes male, breeds and dies before age 35. Males who do not breed are rare, but have virtually unlimited natural lifespan, though as time goes by they become more physically debilitated and develope diseases and problems with their exoskeletons. Chitare who become female die after being bred or are killed by the 'queen'. A queen may live as much as 60 or 70 years, including one immature generation and one as queen. Virtually the only Chitare humans will encounter are non-breeding males who have been ostracized. Chitare have a very hard time with human language, but they are good warriors, reliable by their own code of ethics and good at certain crafts. However, they avoid and fear humans and there are many regions where humans have hunted Chitare into extinction.

Khuzda
-1 on 1 Magical Skill or Craft Skill
-1 on Excavation or 1 Craft Skill
-1 on Merchant or Mechanical
-1 on Round Shield or Spear
-1 on Short Sword or 1 Enchanter Spell
Cost: 3
Size: 10, CON: 28, DEX: 26, WIL: 28, STR: 28, AGI: 14, JUD: 16, APP: 16, SOC: 20
AGE: 150
POP: 600,000/1.5%
REG: Khuzdaral

The Khuzda are a Dothian descended race, but presumably from a different sub-species of Dothian since their appearance is rather different from that

of the other Dothian races. They are shorter and stockier than the other Dothian races, have red, brown or white hair, and often have facial hair, most often in the form of long, braided mustaches. They are the only Dothian descended race which can grow facial hair. They are also disproportionately strong for their size. However, like other Dothian races they are good with magic and crafts. Most of the Khuzda population lives in the Kingdom of Khuzdaral, a rather xenophobic but very wealthy nation in a region with great mineral resources. They import slave and bond labor from the human population to supplement their own rather limited numbers. Small groups of Khuzda also live in human cities like Ciontara, Arkinkolme and Tolemeias, mostly working as smiths, mages and craftsmen. Khuzda are not big breeders. Within Khuzdaral their population is actually declining, though Khuzda living within human society breed more frequently. Khuzda reach maturity at age 20 and live to be about 180 years on average.



A Khuzda Merchant

Koblynau
-1 on Contagion or Relative
-1 on Mountaineering or a Survivall Skill
-1 on 1 Club Weapon or Shield
-1 on Hunting or Gathering
-1 on Mace or Hammer
Cost: 2
Size: 11, AGI: 32, STR: 34, CON: 34, WIL: 20, INT: 16, JUD: 14, APP: 12, CHA: 10
AGE: 60
POP: 400,000/1%
REG: Mountains in Morianoc, Combria, Airgedelia



A Koblynau Warrior

The Koblynau are the degenerate branch of the Dothian descended races. They are short, wiry and black skinned. They have no hair, their limbs tend to be spindly with enlarged joints, but otherwise they are humanoid. Their sloping foreheads and sunken eyes give a hint of their limited mental capacities, but from looking at a Koblynau their immense strength is not apparent. Koblynau live in small tribal groups led by a shaman/priest/chief who usually has some genuine magical power and keeps his people in line mostly out of fear. They live in the mountains between the Caludic kingdoms and the Vaen Steppes. Because their population grows quickly they often find food in short supply and will raid out of the mountains for provisions and every 20 years or so they come down from the mountains in hordes to seize land and food, rape, pillage and destroy human territory. Koblynau are generally despised. Many believe that they live in filth and are cannibalistic. Their names and their language are extremely simple, consisting of grunted consonants. Frequently names are of only one syllable and in their rudimentary written language they use single letters and variations on letters from the Kael alphabet to cover some 150 words. Literacy is almost exclusively a privelege of the Shaman class in the Koblynau. One frightening Koblynau development of recent years is the rise of a leader named Ul. He is a Koblynau of super normal size and intelligence, standing as tall as a human, with equal intellectual prowess. He has taught members of his tribe to ride horses, engage in military tactics, and hire out as mercenaries to human lords. He has also conquered a number of other tribes and formed an alliance in the southern part of their mountains which poses a much more serious threat to local human settlements than any previous raiding groups. For the farmers in the Kyvenric foothills there is nothing more frightening than a clever, organized Koblynau, and until recently nothing seemed less likely.

Roane
-6 on Swimming (Exception to Normal Limits)
-2 on Hold Breath
-1 on any 2 Fishing or Nautical Skills
-1 on 1 Unarmed Combat or Spear
Cost: 2
Size: 9, AGI: 32, DEX: 32, CHA: 28, INT: 14, JUD: 12, WIL: 12, ZEA: 12, SOC: 16
AGE: 50
POP: 100,000/Less than 1%
REG: Coasts of Kyvenic and Caludic areas



A Roane in the Deeps

The Roane are otter-like humanoids who live in the ocean, particularly near shoals or inlets in the areas off the Kyvenric coast of Ysgarth. While they tend towards lower than human intelligence, they are fairly clever and have a basic knowledge of the use of tools. Their hands and feet are webbed and they are covered with light, brown fur. They are not particularly aggressive, but have learned to avoid human beings. They do not have a technological society, live in family groups, and use only primitive tools. They have little or no idea of property, and while they live in the sea they are capable of walking on land.

Melusine
-1 on Spear or Sexual Technique
-1 on an Enchanter or Sorcerer Spell
-1 on Weaving or Knitting
-1 on Will Enhancement or Shapechange
-1 Seduction or Javelin
Cost: 3
Size: 30, STR: 20, CON: 20, INT: 28, JUD: 28
AGE: 90
POP: 10,000/Less than 1%
REG: Usually Underground



A Melusine

Melusines are extremely rare creatures which legends say are descended from the breeding of humans and demons. In fact, they seem to be a species which breeds true. They are human-like from the waist up, with the lower bodies of serpents and bat-like wings. 80% of the population is female andthe society is matriarchal. They are adept with magic, but their society is rather primitive. They live in isolation in mountainous and coastal regions, usually in underground caves. They shun and fear humans (with good reason), and their communities are usually extended failies of 20 to 30 members. When they do capture humans they are rumored to engage in barbaric torture and sacrifice rituals with them.

Gaborchin
-3 Swimming or -1 Spear
-1 Battle Axe or -1 Aquatic Survivall
-1 on 1 Spell Casting or Craft Skill
-1 on 2 Conjuror or Hydromancer Spells
Cost: 3
Size: 16, STR: 30, CON: 30, INT: 12, JUD: 12
AGE: 50
POP: 30,000/Less than 1%
REG: Waters Beneath Western Sea

Gaborchin are essentially the mutant offspring of the Fomori. They have large, humanoid bodies but the heads of animals, usually Bulls, Horses or Fish. They have the ability to breathe water. They are brutal, violent and not particularly intelligent. They are capable of working magic and have a strong animosity for humans. In isolated areas they have been known to attack human ships and kill and possibly eat the crew.

Yoton
-1 on a Cryo, Hydro or Pyromancer Spell
-1 on a Conjuror Spell or Great Sword
-1 on Mana Shield or Round Shield
-1 on Fishing or Hunting
-1 on Skiing or a Smith Skill
Cost: 10
Size: 24, JUD: 16, TAL: 30
AGE: 500
POP: 30,000/Less than 1%
REG: North of the Abyss

Yoton are a race of far northern Ysgarth, dwelling mostly in the mountainous regions north of the Great Abyss, where there are glaciers, frozen lakes and even volcanic valleys where the climate is fairly temperate. The only humans with whom they have contact are the Ukral and some Vaen tribes, though they have a fair amount of contact with the Guichion. They are hmanoid in appearance, but of huge size. They are intelligent and often skilled with magic, but their population is small and they produce offspring farily infrequently. They are fairly aggressive and given to attacking strangers who enter their territory. The Yoton have a clan-like society, with several major clans whose chiefs are called kings. Most of the clans are named after their leader, and because the Yoton live for a very long time, many of them still have the same leader who originally found'd the clan. Ths, Thrym rules the Thryming, Surdor rules the Surding, Hrim rules the Hriming, etc. Because the Yoton are feared by all who don't know of them and hated by those who do, playing one as a character may lead to some difficulties.

APPENDIX B: PROFESSIONAL SKILL BENEFITS

These skill benefits are designed to give guidance for those characters who are speciailizing in certain professions or activities. They can be used to help structure character development, or new alternatives can be developed as an alternative by players or GMs. If you wish to have a very firmly structured campaign you may wish to combine them with parallel distribution requirements to guide how SP are spent. These are certainly not all of the possible professions and there is literally infinite room in which you can expand this list.

Soldier
-1 on 1 Attack Skill
-1 on 1 Parry Skill or Dodging
-1 on 1 Attack or Disarming Skill
-1 on Endurance, Durability, Combat Reflexes or Damage Strike
-1 on a Medical, Survival or Military Skill

Knight
-1 on 1 Attack Skill
-1 on Dodging or 1 Shield Skill
-1 on Riding, Law or Leadership
-1 on 1 Attack or Military Skill
-1 on Endurance, Durability, Combat Reflexes or Damage Strike

Sailor
-1 on 2 Nautical Skills
-1 on Swimming or Water Survival
-1 on 1 Combat Skill
-1 on a Woodworking, Leathersmithing, Fishing or Clothworking Skill

Tradesman
-2 on 1 Craft Skill
-1 on 2 Craft Skills Contributary with Above
-1 on 1 Combat Skill, Business or Street Sense

Clerk
-1 on Mathematics or Calligraphy
-1 on Writing or Business
-1 on Writing or Administration
-1 on 1 Language or Mathematics
-1 on Research or 1 Diviner Charm

Scribe
-1 on Calligraphy or 1 Language
-1 on Illumination or 1 Language
-1 on Writing or Calligraphy
-1 on Writing or Criticism
-1 on Writing or Business

Low Mage (Physician, Herbalist, Diviner, Beastmaster, etc.)
-1 on 1 Casting Skill
-1 on 1 Empowering Skill
-1 on 2 Spells within Guild
-1 on 1 Craft Skill, Business or Writing

Elemental Mage (Aeromancer, Hydromancer, Pyromancer, Geomancer, etc.)
-1 on 1 Casting Skill
-1 on 1 Empowering Skill
-1 on 2 Spells within Guild
-1 on 1 Technical, Nautical, Smith or Mason Skill

High Mage (Necromancer, Sorcerer, Enchanter, Wizard, etc.)
-1 on 1 Casting Skill or Mana Shield
-1 on 1 Empowering Skill or Will Enhancement
-1 on 1 Spell within Guilr or Lost Scripts
-1 on 1 Spell within Guild, Will Enhancement or Mana Shield
-1 on Writing or Magical Research

Shaman
-1 on 1 Empowering Skill
-1 on 1 Medical Skill
-1 on 1 Persuasion Skill
-1 on 1 Shaman Spell or Will Enhancement
-1 on 1 Shaman Spell or Mana Shield

Merchant
-2 on Merchant/Business
-1 on Accounting or 1 Craft Skill
-1 on Conning or 1 Craft Skill
-1 on 1 Weapon or Nautical Skill

Priest
-1 on 1 Empowering or Casting Skill
-1 on 1 Medical or Priestly Skill
-1 on 1 Priestly or Persuasion Skill
-1 each on 2 Priest or Appropriate Type of Mage Spell



APPENDIX C: EQUIPMENT COSTS

PROFESSIONALEQUIPMENT	COST
Vellum Folio(10x20in)	10M
Book(12 bound folios)	150M
Ink(1oz)	2M
Woodworking Tools	25M
Cut Quill	4M
10ft Rope	4M
Peton	2M
Pole(10ft)	3M
Board(.5in x 10in x 10ft)	4M
Board(2in x 4in x 10ft)	3M
Iron Rod(5ft)	40M
Pins(Paper of 5)	80M
Thread(100ft Spool)	2M
Wire(30ft Spool)	300M
Chain(10ft)	50M
Small Sack	2M
Large Sack	3M
Backpack	5M
Barrel	8M
Bolt of Cloth(3ftx15ft)	35M

HOUSEHOLD GOODS	COST
Mug	8M
Knife	12M
Fork	10M
Spoon	9M
Bowl	3M
Plate	15M
Crystal Goblet	150M
Water Skin	30M
Glass Vial(1oz)	350M
Glass Bottle(10oz)	1000M
Oil Lamp	50M
Oil Lantern	70M

PERSONAL EQUIPMENT	COST
Money Belt	8M
Purse	3M
Snow Shoes	25M
Skis and Poles	50M
Sled	500M
Tent	250M
Pavillion	2000M
Mirror(Bronze)	200M
Mirror(Silver)	600M
Pitch(1 Gal)	2M
Oil(1 Gal)	5M
Glass Beads(50)	20M
Flaying Knives(set)	1200M
Castration Knife	120M
Candle	6S
Clothes(suit)	150M
Shoes	15M
Sandles	6M
Boots	40M

TRANSPORTATION	COST
Cart	1100M
Wagon	1500M
Carriage	4000M
Stretcher/Litter	60M
Sedan Chair	800M
Rope Bridge	400M
Rope Ladder	100M
Coracle(3 ton)	150M
Rowboat(3 ton)	300M
Skiff(5 ton)	1200M
Longboat(20 oar/20 ton/6 knots)	15000M
Longboat(60 oar/50 ton/8 knots)	40000M
Galley(100 oar/100 ton/7 knots)	100000M
Bireme(200 oar/175 ton/8 knots)	160000M
Sail Ship(1 mast/100 ton/5 k)	75000M
Sail Ship(2 mast/150 ton/5 k)	110000M
Sail Ship(3 mast)/200 ton/5 k)	140000M
Chariot	2500M
Torch	1M

LIVESTOCK & FAttack Skill RatingM TOOLS COST	
Horse	300+M
Warhorse	2000M
Mule	200M
Donkey	160M
Cow	200M
Bull	500M
Boar	80M
Goat	20M
Sheep	30M
Hunting Falcon	300M
Hunting Dog	100M
Ox	150M
Plough	15M
Bread(loaf)	1M
Ox Harness	20M
Saddle	100M
Bridle	30M
Hoe/Rake	8M

FOOD & LODGING	COST
Beer(pint)	5S
Wine(5oz)	8S
Steak(cooked)	4M
Gruel(bowl)	5S
Room rent(1 night)	3M
Salt(oz)	50M
Pepper(oz)	5M
Milk(gallon)	7S
Cheese(1lb)	8S
Dried Meat(1lb)	1M

LAND & EMPLOYMENT	COST
Household Slave	5000M
Trained/Special Slave	8-15000M
Field/Mine Slave	2000M
Household Servant(per year)	1500M
Trained Employee(per year)	3000M
Guard/Soldier(per year)	2800M
Townhouse(small)	80000M
Suburban House(large,w/2 acres)	100000M
Small Rural Castle(w/out land)	300000M
Acre of Farm Land	3000M
Acre of Grazing Land	2000M
Acre of Urban Land	50000+M

WEAPONS	COST
Cudgel	1M
Hammer	25M
Mace	40M
Battle Mace	70M
Staff	2M
Dagger	15M
Dirk	17M
Short Sword/Gladius	100M
Broad Sword/Saexe	250M
Bastard Sword	400M
Great Sword	550M
Falchion	70M
Scimitar	150M
Epee	300M
Glaive	100M
Spear	60M
Trident	80M
Spetum	70M
Pike	30M
Rapier	400M
Lance(Light)	50M
Lance(Heavy)	80M
Hand Axe	60M
Battle Axe	120M
Double Axe	240M
Halberd	80M
Flail	180M
Morningstar	120M
Nunchaka	80M
Net	40M
Whip	30M
Longbow	225M
Dart	5S
Javelin	15M
Throwing Knife	25M
Pilum	30M
Shiruken	4M
Boomerang	20M
Discus	15M
Bola	10M
Sling	3M
Atlatl/Spear Caster	12M
Blow Gun	3M
Trebuchet(catapult)	8500M
Ballista(catapult)	12000M

ARMOR, SHIELDS & HARNESS	COST
Quiver	4M
Buckler	120M
Shield(Round)	80M
Shield(Chevron)	200M
Shield(Legion)	90M
Crossbow(Heavy)	900M
Crossbow(Light/Fowling)	700M
Shortbow/Horsebow	150M
Leather Armor	100M
Leather Armor(Studded)	180M
Leather Armor(Boiled)	150M
Ringmail	350M
Chainmail	520M
Scale Mail	700M
Platemail(Light)	1000M
Platemail(Heavy)	1400M
Barding(Leather)	240M
Barding(Chain)	1100M
Barding(Plate)	2500M



APPENDIX D: SKILL LISTS

Two lists of skills are provided here. The first listing is alphabetical with full descriptions. The second is a much shorter listing arranged by contributive group for easy reference.

Some abbreviations are used for skill characteristics. These include: CST (Skill Point Cost - broken down between Attack/Defense/Disarm for weapon skills), FAC (Facility), GRP (Contribution Group), APT (Aptitude Characteristic), MD (Maximum Damage of weapon skills broken down club/edge/point), AP (Activity Point Cost of weapon skills), and RAN (Range modifier for missile skills).

ACCOUNTING
CST: 7 FAC: 4 GRP: C6 APT: JUD
Keeping track of finances and expenses, both accurately and artistically.(A1,H3)

ACCUPUNCTURE
CST: 7 FAC: 3 GRP: D4 APT: (DEX+JUD)/2
Curing illness and pain through the application of needles and pressure to manipulate the nervous system. Results should be at least somewhat unreliable and of limited scope.

ACTING/PLAYING
CST: 7 FAC: 4 GRP: E1 APT: CHA
Portraying a character or role convincingly for entertainment or deception.(E2,E1,A2)

AESCAN
CST: 5 FAC: 20 GRP: S2 APT: INT
The language of the royal classes and conquerers of several Kael nations, including Kaeldoch, Argathylia and Ardmacha.

AESTHETICS
CST: 5 FAC: 4 GRP: C8 APT: (INT+TAL)/2
Telling the difference between the beautiful and exceptional and the mundane.

AETRUVIAN
CST: 7 FAC: 20 GRP: S3 APT: INT
Spoken by the peoples of the defunct Aetruvian Empire, now the Prefectures of Etruika and Evaria in the southern Saes Empire. Also the language of Saes administration.

ALCHEMY
CST: 7 FAC: 2 GRP: N1 APT: (JUD+INT)/2
Knowledge of substances and their properties. Ability to identify substances and to figure out how to make use of them. Also knowledge of the manufacture of useful compounds for non-magical purposes. Chance of success should be adjusted for obscurity of substance or difficulty of the process involved.

AMBUSH
CST: 5 FAC: 2 GRP: B1 APT: (INT+JUD)/2
Locating and preparing an unpleasant tactical surprise.

ANATOMY
CST: 3 FAC: 4 GRP: D4 APT: JUD
The parts and organs of the body. Where they are, what they do.

ANIMAL TRAINING
CST: 5 FAC: 4 GRP: K1 APT: (INT+CHA)/2
Training animals for combat or to do tricks. Includes falconry and related skills. Should be learned separatly for different types of animals, with levels from one type contributing to others.

AQUATIC SURVIVAL
CST: 5 FAC: 4 GRP: L4 APT: (DEX+INT)/2
Staying alive on and near the water, finding aquatic sources of food and drink, though the possible duration of survival would depend a great deal on conditions.

ARMORY
CST: 7 FAC: 3 GRP: J1 APT: (DEX+JUD)/2
Making iron and steel armor for man or beast to wear. FAC should be adjusted for the grade of iron or steel attempted.

ARREST POISON
CST: 6 FAC: 4 GRP: D5 APT: (DEX+JUD)/2
Minimizing and slowing the effects of poison to prolong resistence and allow time for more permanent treatment. Each SL temporarily neutralizes 1 HP of poison damage up to half the subjects overall HP. Effects last for SLx5min, at which point damage begins to return to effect at a rate of one HP per 5min.

ASSESS PERSON
CST: 4 FAC: 4 GRP: F1 APT: (JUD+CHA)/2
Telling the nature and worth of a person, and how he stands in regard to yourself, extrapolating from superficial contact.

ASTRONOMY
CST: 7 FAC: 2 GRP: C7 APT: JUD
Knowledge of the stars and their courses.(L3)

AUSCIAN
CST: 6 FAC: 20 GRP: S3 APT: INT
Spoken by the peoples of the defunct Auscian Empire, now the Prefecture of Ausciala in the Western Saes Empire.

AVIAN
CST: 6 FAC: 3 GRP: O1 APT: CHA
Gives the user an increased affinity for all birds. The immediate effect is that it aids in a number of animal related spells and that any SL of this skill add directly to SL of Contagion, Relative or Sympathy when casting spells involving animals to which this affinity applies.

BACKSTRIKE
CST: 5 FAC: 2 GRP: R1 APT: (AGI+JUD)/2
Sneaking up behind a victim. Each SL allows the character to spend 5AP before his target can spend any. The effective SL of the attacker should be decreased by 1 for each SL of this skill or Observe which the target has.

BAKING
CST: 3 FAC: 4 GRP: H3 APT: (DEX+INT)/2
Turning various grains into bread, pastries and other dietary staples.

BARBERING
CST: 2 FAC: 22 GRP: D6 APT: DEX
The cutting of hair and other aspects of personal grooming, including the treatment of superficial wounds.(A28)

BASTARD SWORD
CST: 6/7/8 AP: 24 MD: 0/10/9 FAC: 2 GRP: P2 APT: (DEX+STR/4
A compromise weapon, designed for one-handed use but heavier, with room for two hands on the hilt and a large guard. Also called the 'Hand and a Half' sword. The highest development of this form was the basket-hilted Scottish Claymore. Length is 40-48in.

BATRACKSCH
CST: 6 FAC: 21 GRP: V2 APT: INT
The language of Batrags. Also difficult for stiff little human tongues, so give humans a FAC of 6.

BATTLE AXE
CST: 6/7/8 AP: 22 MD: 8/9/0 FAC: 2 GRP: P4 APT: (STR+DEX)/4
A larger, single-bladed axe, often with a point or hook behind the blade. Used one-handed and sometimes 2 handed, with a 30-33in length.

BATTLE MACE
CST: 6/7/9 AP: 24 MD: 10/0/0 FAC: 2 GRP: P1 APT: (STR+DEX)/4
An extra large version of the mace, used in two hands, with a shaft of about 36in.

BERLAG
CST: 6 FAC: 20 GRP: S4 APT: INT
Thief/underworld cant of Kael regions.

BERSERKERGANG
CST: 5 FAC: S GRP: R3 APT: WIL
Harnessing the power of berserk rage in combat. When berserk SL is added to attack SL subtracted from missile attack SLs and defensive SL. In addition, DC is increased by a percentage found by using the Berserker's CON as the APT and applying the SL on the skill curve table mentioned in the advanced rules on skills. This same percentage is also used as a temporary amount of increase on HP. Berserk characters also never need to make rolls against pain or unconsciousness. There is a FAC of 4 to trigger the rage and a FAC of 2 to end it. If it is not ended in time the berserker will begin to attack his comrades when he runs out of enemies to attack.

BIND WOUNDS
CST: 2 FAC: 22 GRP: D4 APT: (DEX+JUD)/2
Stopping the flow of blood from a wound without causing further damage or loss of circulation. Each SL also temporarily neutralizes 1 HP of wound damage up to half the HP in the area wounded. Effects last for SLx10min, at which point damage begins to return to effect at a rate of one HP per 5min.

BITE
CST: 5/-/- AP: 16 MD: 0/6/6 FAC: 2 GRP: P7 APT: DEX/2
Using the teeth to do damage. MD given is for human characters and is higher for some animals and non-humans.

BIVOUAK
CST: 3 FAC: 4 GRP: K2 APT: JUD
Finding the best available campsite or place to rest.

BLADESMITH
CST: 8 FAC: 3 GRP: J1 APT: (DEX+JUD)/2
Creating ironn and steel weapons of all sorts, particularly sword blades. FAC should be adjusted for grade of iron or steel attempted.

BOADGAMING
CST: 4 FAC: 4 GRP: G3 APT: JUD
Winning strategy in all types of board and table games.

BOLA
CST: 6 RM: 3 AP: 40 MD: 9/0/0 FAC: 2 GRP: Q3 APT: DEX/2
Two or three weights connected by a rope, used to entangle and disable running animals. If a successful hit is made in the legs an AGI roll must be made to avoid being entangled. If a hit is made in the arms a similar role must be made to avoid loss of the use of that limb.

BOOKBINDING
CST: 3 FAC: 4 GRP: I1 APT: (DEX+JUD)/2
Attractively binding and protecting books and manuscripts, including finishing of vellum and parchment.

BOVINE/EQUINE
CST: 5 FAC: 5 APT CHA
Gives the user an increased affinity for horses, cows and other hoofed ruminants, including goats, pigs, deer, etc. The immediate effect is that it aids in a number of animal related spells and that any SL of this skill add directly to SL of Contagion, Relative or Sympathy when casting spells involving animals to which this affinity applies.

BOWLING
CST: 4 FAC: 22 GRP: G4 APT: (DEX+AGI)/2
Lawn and pin bowling of some sort, involving rolling a ball at a target.

BOWYERY/FLETCHING
CST: 5 FAC: 4 GRP: I3 APT: (DEX+JUD)/2
The making of bows and arrows with attendant equipment. Must be combined with Mechanical skill to make Crossbows.

BRAZIER
CST: 5 FAC: 4 GRP: J2 APT: (DEX+JUD)/2
Working and casting bronze in various forms and for various functions. Covers the manufacture of lots of major household and commercial implements.

BREWING
CST: 6 FAC: 4 GRP: H3 APT: INT
Making beer of variable quality and strength. Includes judicious selection of ingredients and other aspects of preparation.

BRIBERY
CST: 3 FAC: 4 GRP: A2 APT: (JUD+CHA)/2
Judicious application of cash to grease the wheels of government.

BRICKMAKING
CST: 4 FAC: 4 GRP: J4 APT: INT
Turning clay and straw into brick. Production of fired brick and glazed brick require additional skills.

BROADSWORD
CST: 6/6/7 AP: 22 MD: 0/9/8 FAC: 2 GRP: P2 APT: (DEX+INT)/4
A mid-length, primarily blade oriented weapon, though it usually has a point. Used 1 handed, 32-40in long. Usually has two edges and a full guard.

BUCKLER
CST: 5/5/7 AP: 20 MD: 7/6/6 FAC: 2 GRP: P8 APT: (DEX+JUD)/4
A small, very mobile, rectangular shield to cover the arm and protect it when deflecting blows. Dimensions are about 8x14in.

BUREAUCRACY
CST: 5 FAC: 4 GRP: A1 APT: (JUD+SOC)/2
Dealing with and operating in a government or administrative system.(B13)

BUTCHERY
CST: 4 FAC: 4 GRP: H2 APT: (DEX+JUD)/2
Killing and sectioning various animals prior to sale. (D57)

CALLIGRAPHY
CST: 5 FAC: 4 GRP: C3 APT: DEX
Making writing an art as well as a means of communication. Character learns a new style at each odd-numbered level.(C41)

CALUDIC
CST: 6 FAC: 20 GRP: S1 APT: INT
Spoken by the island Kael people of Thannet, Ynisgael, Imaly and Hy.

CANINE/LUPINE
CST: 5 FAC: 6 GRP: O1 APT: CHA
Gives the user an increased affinity for wolves, dogs, jackals and other similar creatures. The immediate effect is that it aids in a number of animal related spells and that any SL of this skill add directly to SL of Contagion, Relative or Sympathy when casting spells involving animals to which this affinity applies.

CANSA
CST: 3 FAC: 22 GRP: S5 APT: INT
Trade speech of Ysgarth, centered around Tolemeias.

CARD PLAYING
CST: 5 FAC: 4 GRP: G3 APT: JUD
Knowledge of the best strategies in a variety of types of card and chit games.

CARD READING
CST: 6 FAC: 4 GRP: D1 APT: (TAL+JUD)/2
Predicting the future through the use of cards, savvy and maybe a little second sight. Predictions should be general enough to be flexibly applied.

CARTOGRAPHY
CST: 4 FAC: 4 GRP: C3 APT: (DEX+JUD)/2
Mapping land or locations from a description or from experience.(C2)

CARVING/WOODWORK
CST: 5 FAC: 4 GRP: I3 APT: DEX
Decorative wood working, particularly in abstract motifs on furniture or flat surfaces.

CASE/SURVEILLANCE
CST: 3 FAC: 4 GRP: F1 APT: (INT+JUD)/2
Examining the scene or subject of a potential crime and determining the best approach and technique to approach.

CAST READING
CST: 5 FAC: 4 GRP: D1 APT: (TAL+JUD)/2
Predicting the future through the use of cast dice, sticks or bones, along with savvy and maybe a little second sight. Predictions should be general enough to be flexibly applied.

CAT FALL
CST: 4 FAC: 2 GRP: G1 APT: AGI
Falling gracefully, with minimal chance of taking damage or being injured. Normally, in a fall a person takes (SizexYDS)/5 points of overall damage, plus an equal amount of located damage divided between 1D4 locations. If the roll for this skill is made, the divisor in the previous formula is increased by 1 for each 3 SL of the skill.

CHEATING
CST: 5 FAC: 2 GRP: G3 APT: (DEX+INT)/2
Improving luck at any game through the use of extralegal tactics.

CHEVRON SHIELD
CST: 6/6/9 AP: 24 MD: 8/8/0 FAC: 2 GRP: P8 APT: STR/2
The classic, heavy chivalric shield, of somewhat variable shape, but usually some sort of modified triangle, held inverted. Width is usually 15-30in, height can range from 24-48in. Usually used in mounted combat.

CHITARE
CST: 8 FAC: 8 GRP: V3 APT: INT
The language of the insectoid Chitare. Extremely difficult for humans to learn. Treat it as having a FAC of 1 for humans, Dothian or Trozards and a FAC of 3 for Batrags.

CIDER/MEADE MAKING
CST: 4 FAC: 4 GRP: H3 APT: INT
Turning apples or honey into a potent alcoholic beverage. Also covers the making of other alcoholic fruit-derived beverages.

CLAMMING
CST: 3 FAC: 4 GRP: L1 APT: (DEX+INT)/2
Digging clams, mussels or other shellfish from beds in ocean shallows.

CLIMBING
CST: 4 FAC: 4 GRP: G1 APT: (DEX+AGI)/2
Climbing rocks, buildings, walls, trees, etc. Does not cover the knowledge of mountainous terrain or architecture, merely the physical abilities required.(K3)

COBBLER/BOOTER
CST: 4 FAC: 4 GRP: I1 APT: (DEX+JUD)/2
Making all sorts of footwear from leather, wood and other appropriate materials.

COMBAT REFLEXES
CST: 6 FAC: S GRP: R3 APT: 0
Increases combat reflexes and reaction of a character, giving bonus Skill AP in combat. The number of Skill AP is equal to 1 AP per Skill Level. The maximum limit which can be applied with a given weapon or attack is the AP cost of the weapon used or the Mental AP of the player in question, whichever is lower. If more than one attack or weapon is being used in the same round, use the lowest limiting AP cost of all skills being used. Skill AP apply only once per CR.

COMBAT TACTICS
CST: 6 FAC: 2 GRP: R1 APT: (INT+AGI)/2
Taking optimal advantages of opportunities and situations in combat. It functions directly as an addition to Attack Skill Rating as if it were an attack every time the AP cost of 24 is paid. The SR is figured as if it were an attack skill and it can add in to any attack, or more than one attack if paid for more than once.

COMBRIAN
CST: 6 FAC: 20 GRP: S1 APT: INT
Hybrid language of the march kingdoms of Lloegyr and Prydein.

COMPONENT
CST: 7 FAC: S GRP: N4 APT: MAG
Focusing magical power through the use of powders, chemicals or other forms of concrete physical catalyst linked in some way to the target, subject or spell. For example, a sprinkling of gold dust might be used in transmutation. The Mana Point Cost of a spell is based on the standard Mana Point Cost and any levels of an Empowering Skill. Mana Point Cost is (SLxModifier)/100., rounded down. Reduction can never lower Mana Point Cost to less than half its original value. Modifiers when using Component should range from 10 to 50, depending on the appropriateness of the material used, at the discretion of the GM. Component only works with spells whose last classification letter is CDEFG.

CONCEAL ITEM
CST: 4 FAC: 4 GRP: F3 APT: (DEX+INT)/2
Hiding things on your person or in a place so that others will not be able to find them easily.(F2)

CONCEALMENT/HIDING
CST: 4 FAC: 4 GRP: G1 APT: (INT+JUD)/2
Taking cover in various situations, concealing where one is and avoiding detection and observation.

CONNING/PERSUASION
CST: 5 FAC: 4 GRP: A2 APT: (INT+CHA)/2
The art of convincing the unwary to go along with whatever is best for you.(E2,H3)

CONTAGION
CST: 6 FAC: S GRP: N4 APT: MAG
Focusing magical energy through a relationship of some sort of contagious contact between a place or thing and the target of the magic. The spell will only work if these conditions exist, but there are varying degrees of contagion to be taken into consideration. The three basic groups are those items used on a regular basis by the target over along period of time, such as a piece of clothing or a tool (Class A), items used for an extended period, but not intended as permanent personal possessions, such as a letter he sent or something he made (Class B), and items contacted only once and briefly by the character such as a chair he sat in or a fork he used in a restaurant (Class C). On inanimate targets contagion works by the same associative principles. The Mana Point Cost of a spell is based on the standard Mana Point Cost and any levels of an Empowering Skill.like this one. Mana Point Cost reduction is (SL x Modifier/100), rounded down. The modifiers are 45 for Class A, 40 for Class B and 35 for Class C. Contagion only works with those wpells which have one of the letter BCDEH as the last letter of their classification. Mana Point Cost can never be reduced to less than half of its original value. The real catch to this skill is that you have to obtain the object being used in casting the spell, which can take time and effort as arbitrated by the GM. This skill may be used in conjunction with Sympathy as noted below.

COOKING/CUISINE
CST: 3 FAC: 4 GRP: H3 APT: (DEX+INT)/2
Cooking food, maybe even making it palatable and attractive.

COOPERY
CST: 4 FAC: 22 GRP: I3 APT: (DEX+JUD)/2
Making barrels, including more or less watertight barrels for many purposes.

COSMETICS
CST: 4 FAC: 4 GRP: E3 APT: (DEX+APP)/2
Improving your appearance without fundamentally altering it. Percentage acts as a percentage increase of APP. Note that improvements will decline by one point every SL/5 hours.

COUNSELING
CST: 5 FAC: 4 GRP: M1 APT: (JUD+CHA)/2
Advising the flock and hearing their problems with a sympathetic ear.

COURTLY LOVE
CST: 3 FAC: 4 GRP: A2 APT: (INT+CHA)/2
The romantic art of making love in the abstract.

CRITICISM
CST: 4 FAC: 4 GRP: C8 APT: (WIL+INT)/2
Analysis and description of the faults and merits of a piece of work.

CROSSBOW
CST: 5 RM: 5 AP: 50 MD: 0/0/24 FAC: 2 GRP: Q1 APT: DEX/2
An extremely strong bow on a rifle-type stock, cocked by hand or by a lever. A large variety exist, with bows of varying materials and strengths ranging in size from 20in to as much as 10ft (the ballista is a crossbow seige engine). The standard military crossbow has a 32-36in bow. Also possible are repeating, semi-automatic crossbows, though they were rather rare. All varieties fire a heavy, unfletched quarrel or bolt which has limited range but great penetration.

CUDGEL
CST: 5/6/8 AP: 20 MD: 8/0/0 FAC: 2 GRP: P1 APT: (STR+DEX)/4
Any big stick, 24-40in long, used in one hand, possibly with knobs or nails in it. like a shillelagh.

CUT PURSE
CST: 4 FAC: 4 GRP: F4 APT: DEX
Removing an exposed purse from the belt of its owner without being caught.

DAEVIC
CST: 7 FAC: 7 GRP: T2 APT: INT
The language of Daevas and many other higher elementals or quasi-demonic spirits associated with them.

DAGGER
CST: 5/6/7 AP: 18 MD: 0/7/7 FAC: 2 GRP: P2 APT: (DEX+INT/4
A common weapon with both a blade and a point, or at least one of these, coming in lots of varieties from a broad bladed knife to a long dirk, poignard or stiletto. Length is 12-20in, always used in one hand.

DAMAGE STRIKE
CST: 8 FAC: S: S GRP: R2 APT: 0
Allows a character to direct his blows more powerfully and thereby do more damage. It does this by increasing Damage Class by one per SL up to a limit equal to the MD of the weapon being used. Thus, DC with Dagger which has an MD of 4 could only be increased by a maximum of 4 using this skill.. Damage Strike must be learned separately for each damage type used, once for club, once for edge and once for point. It will only work with those it has been learned for, but SL in one area contribute to the others. Thus, with 10 SL of Damage Strike in Club a character would get 1 each in Edge and Point.

DANCING
CST: 3 FAC: 4 GRP: G2 APT: (CHA+AGI)/2
Agile performance of various styles of dance to music, alone or as part of a group of dancers.(A27)

DART
CST: 5 RM: 2 AP: : 20 MD: 0/0/6 FAC: 2 GRP: Q2 APT: DEX/2
A 3-6in fletched and pointed missile, designed to penetrate the skin and deliver some sort of poison.

Q2 JAVELIN
CST: 5 RM: 6 AP: 25 MD: 0/0/8 FAC: 2 GRP: Q2 APT: DEX/2
A weighted throwing spear cast with a full overhand swing for good range and penetration. Usually 48-60in long.

DEMONOLOGY
CST: 6 FAC: 2 GRP: N1 APT: (JUD+INT)/2
Knowledge of the realms and types of demons. Sufficient specific knowledge to summon a variety of demons. The chance of knowing the name of a specific demon or a demon with specific powers is rolled in the normal manner, with an adjustment for the obscurity of the demon in question. Also included is knowledge of demonic heirarchies and the attributes of individual demons.

DESERT SURVIVAL
CST: 4 FAC: 2 GRP: K3 APT: INT
Survival in arid and semi-arid areas, including desert, tundra, steppes, etc. Includes locating food and shelter.

DEVICE AIMING
CST: 6 AP: 28 FAC: 2 GRP: Q4 APT: DEX
Aiming missile fire from a non-standard device, such as a magical wand or rod.

DICING
CST: 5 FAC: 4 GRP: G3 APT: (DEX+JUD)/2
Knowledge of the roll of the die and other cast gambling devices.

DIPLOMACY
CST: 6 FAC: 4 GRP: A1 APT: (JUD+CHA)/2
The skill of dealing with foreigners while successfully disguising your disdain for them.

DISC
CST: 5 RM: 6 AP: 25 MD: 0/8/0 FAC: 2 GRP: Q2
APT: DEX/2
A large, edged throwing disk. It is heavy enough that if it does not hit with the edge it can knock an animal out. Diameter is 10-20in.

DISGUISE
CST: 5 FAC: 3 GRP: E3 APT: (DEX+CHA)/2
Changing your appearance so that you look like someone else.(E1)

DISTILLING
CST: 8 FAC: 3 GRP: H3 APT: INT
Turning fruit or grain into hard, high alcohol content liquor of an appropriate type, assuming the necessary equipment is available.

DIVINE AID
CST: 5 FAC: 2 GRP: M2 APT: (ZEA+CHA)/2
Allows the partial intervention of the deity in priestly power use. It allows the character to convert Deity Points (Deity Influence Points) to ManaPoints at a rate of his SL of Mana Points gained per DP converted.

DIVING
CST: 3 FAC: 3 GRP: L4 APT: CON/AGI
Diving into and beneath the water with grace and skill, including aspects of underwater movement, awareness and combat.

DODGE
CST: -/5/- AP: 24 MD: NA FAC: 2 GRP: P7 APT: AGI/2
This is the essential natural combat defense. The skill essentially enhances the natural tendancy of the character to get out of the way of an attack. (R41)

DOTHIAN
CST: 6 FAC: 5 GRP: U1 APT: INT
The language of the Wraithlords and their descendants, ancient inhabitatnts of Ysgarth. Useful in some areas of magic and in communicating with many nature spirits from those ancient times.

DOUBLE AXE
CST: 6/8/9 AP: 24 MD: 9/10/8 FAC: 2 GRP: P4 APT: (STR+DEX)/2 A large, double-bladed axe with a heavy head. Used two handed, 36-42in long.

DOWSING
CST: 5 FAC: 2 GRP: D3 APT: (TAL+JUD)/2
Locating water and sometimes other things through the use of a divining rod or plumb, based on judgement, luck and maybe a little magic.

DRAWING/PAINTING
CST: 4 FAC: 4 GRP: C4 APT: (DEX+INT)/2
Reducing three dimensional things to two dimensional images with relative accuracy and possibly with color and decoration. (C1)

DRIVING
CST: 3 FAC: 4 GRP: G5 APT: (DEX+AGI)/2
Driving a cart, wagon or carriage in normal conditions. If taken as a Learned Skill it covers driving chariots in combat or racing. AP cost is 10 or more.

DURABILITY
CST: 5 FAC: S GRP: R4 APT: 0
Increases the ability of a character to withstand damage. Each SL adds 3% to a character's total Hit Points. When new SL are learned the percentage is totalled before recalculating the number of points added.

DYING
CST: 4 FAC: 22 GRP: I2 APT: INT
Giving color to fabrics, leather and other materials, including the mixing of dyes.

ELEMENTAL EMPOWERING
CST: 7 FAC: S GRP: N4 APT: MAG
Focusing magical power through the use of a specific element of nature. either Earth. Air, Fire or Water, or a more specific sub-classification of one of those elements. There are four levels of elemental speficicity. These are Element (1), Major Sub-Element (2), Sub-Element (3) and Minor Sub-Element (4). The higher the number the greater the specificity of the elemental source. Group 1 includes only Earth, Air, Fire and Water. Group 2 includes major sub-divisions, such as mountains, seas, planets, stars. night, day, flora, fauna. etc. Group 3 includes more specific sub-divisions, such as rock. sand. metals, trees, shrubs, wind, rain, snow, etc. Group 4 includes the most specific sub-divisions, such as elms, oaks. diamond, iron, tin, etc. The effectiveness of the empowering skill depends on the specificity and rarity of the element with which it is used. To some degree this is up to the arbitration of the GM as far as how rare things are and whether or not they are present to be drawn upon, and to what degree they are available, at the time the skill is being used. When this skill is learned it is learned for a specific element, normally one of the four major elements, and the character must specify sub-specialization within that area. Each SL is treated as 1 SL in group 1, 2 in group 2, 4 in group 3 and 8 in group 4, and within the group they may be divided up however the player chooses, so long as a clear related heirarchy is maintained. For example, a character might have 10 SL of Earth Empowering, which would allow him 20 SL for group 2 within earth, which he might spend as 10 Flora and 10 Fauna. In group 3 this would be worth 40 SL, divided between Flora and Fauna in proportion, allowing 20 points for different general families of animals and another 20 for general families of plants. In group 4 the points would double again, allowing 80 SL divided between specific animal and plant types. This might leave the character with 20 SL for Dogs and 20 SL for Foxes within group 4 under Mammals (group 3) under Fauna (group 2). The effective SL should be adjusted downwards if the element is scarce in the area in question, down to as low as half the normal SL. You may wish to reduce it even further in the presence of an elemental opposite, perhaps all the way down to nothing. A character need not rely on the most specific of his sub-elements. If it is more advantageous to use a more abundant but more general aspect of the element, that is acceptable. Naturally. the higher the number of the group the more likely that the substance will only have a rarefied presence. The formula to determine Mana Point Cost reduction based on this system should be: Mana Point Cost (SLx3)/100, rounded down. Mana Point Cost can never be reduced below half its original value. Elemental Empowering works with all spells. If a character wishes to use this skill with more than one of the four true elements, he must learn it separately for each one. Note that most mental and spiritual sub-elements fall under the general classification of Fire.

EMBALMING
CST: 5 FAC: 4 GRP: D5 APT: JUD
Treating bodies for preservation, including mummification and knowledge of different techniques and conditions.

EMBROIDERY
CST: 5 FAC: 4 GRP: I2 APT: (DEX+INT)/2
Decorative sewing for clothing, tapestries and other forms of display. Includes special work like brocading.

ENAMELING
CST: 4 FAC: 4 GRP: J4 APT: (DEX+INT)/2
Imparting pigment to a variety of surfaces through the use of enamel and pigment.

ENDURANCE
CST: 5 FAC: S GRP: R4 APT: 0
Increases the endurance and stamina of a character through training. Each SL adds 3% to a character's total Fatigue Points. When new SL are learned the percentage is totalled before recalculating the number of points added.

ENHANCE WILL
CST: 6 FAC: S GRP: N2 APT: WIL
Strengthens the will and mental strength of a character. Each SL adds directly to WIL when determining Will Points and any WIL based avoidance rolls.

ETCHING
CST: 7 FAC: 2 GRP: J2 APT: (DEX+JUD)/2
The creation of images and decoration on metal through incision and tinting.

ETIQUETTE/PROTOCOL
CST: 4 FAC: 4 GRP: A1 APT: (SOC+CHA)/2
Understanding the mysteries of social order and proper behavior. Each 20 SL of this skill has the additional effect of increasing perceived SOC by 1.

EVALUATE ITEM
CST: 5 FAC: 3 GRP: F1 APT: JUD
Determining the worth of an item prior to sale or purchase. with some examination required and modifications for skills relating to the use or manufacture of the item. A failed attempt should result in a faulty evaluation without knowledge of failure. (H13)

EXCAVATION/MINING
CST: 5 FAC: 4 GRP: J3 APT: JUD
Digging holes of various sorts for fun and profit, from quarrying to digging foundations to mining to tunneling into fortifications.

FALCHION
CST: 5/7/8 AP: 22 MD: 0/9/8 FAC: 2 GRP: P2 APT: (DEX+STR)/4
The common man's sword. a single edged, broad-bladed, slightly curved cutting weapon usually beaten or cast out of iron with little attention to quality. Similar in design to a machete, 28-34in long. with a rudimentary guard.

FARMING
CST: 3 FAC: 4 GRP: K1 APT: (INT+DEX/2
Planting and taking care of crops of all sorts through the growing season.

FARRIERY
CST: 3 FAC: 4 GRP: J1 APT: (DEX+JUD)/2
Working small iron items. particularly trappings for horses(especially horseshoes) or for common rural usage.

FELINE
CST: 5 FAC: 4 GRP: O1 APT: CHA
Gives the user an increased affinity for cats of all kinds. The immediate effect is that it aids in a number of animal related spells and that any SL of this skill add directly to SL of Contagion, Relative or Sympathy when casting spells involving animals to which this affinity applies.

FERSIAN
CST: 5 FAC: 20 GRP: S2 APT: INT
Spoken by migrant settlers in Frejsa on the Saes border.

FIND FISH
CST: 3 FAC: 4 GRP: L1 APT: JUD
Locating schools of fish at sea or likely locations for fish in lakes or rivers.

FLAIL
CST: 6/12/10 AP: 32 MD: 14/0/0 FAC: 2 GRP: P5 APT: (STR+DEX)/4
A shaft with 3-5 chains at the end. The chains are usually 24-36in long and the shaft is about the same length. Chains will be tipped by spiked metal balls. Used mostly two handed.

FLATTERY
CST: 3 FAC: 4 GRP: A2 APT: (INT+CHA)/2
Pleasing others by telling them what they want to hear.

FOLKLORE
CST: 4 FAC: 4 GRP: C2 APT: JUD
Understanding the nature of the world as it is percieved by the common people. including superstitions and myths of all sorts. Should be learned separatly for each cultural group or major regional division.

FORGERY
CST: 7 FAC: 2 GRP: C3 APT: (DEX+JUD)/2
The skill of imitating the written. plastic or painted art of others, applied with appropriate skill in the specific type of art.

FOUNDRY/ROLLING
CST: 5 FAC: 3 GRP: J1 APT: (DEX+JUD)/2
Casting. rolling. cutting and spinning iron to make somewhat more complex and attractive items. FAC should be adjusted for the grade of iron or steel attempted.

FRAMING/BUILDING
CST: 4 FAC: 4 GRP: I3 APT: (DEX+JUD)/2
Construction of building from wood or with wooden frames.

GAMMAN
CST: 5 FAC: 20 GRP: S4 APT: INT
Thief/underworld cant of Kyvenric and Kernioc areas.

GAROTTE
CST: 6/-/- AP: 20 MD: 8/8/0 FAC: 2 GRP: P6 APT: DEX/2
A fine. knotted cord. used by wrapping around the neck of a victi from behind in order to choke him. Used two handed. about 36-42in long.

GATHERING/FORAGE
CST: 3 FAC: 4 GRP: K2 APT: JUD
Finding wild vegetation which is edible for survival.

GENERALSHIP
CST: 5 FAC: 4 GRP: B1 APT: (INT+JUD)/2
Convincing large numbers of men that they are an army. not a mob.

GEOGRAPHY
CST: 3 FAC: 4 GRP: C2 APT: JUD
Knowing how the land lies. Chance of knowing a particular area or feature is reduced by 1% for each mile the location is from the character's normal habitat.(C32)

GLAIVE
CST: 5/8/9 AP: 28 MD: 0/12/10 FAC: 2 GRP: P2 APT: (STR+DEX)/4
A bladed pole-arm. essentially a sword on a stick. with a broad. slightly curved blade and a single edge. Sometimes also has a nice point or even a hook. Usually used two handed. Length with shaft is 72-84in.

GLASSMAKING
CST: 6 FAC: 3 GRP: J4 APT: (DEX+JUD)/2
Blowing, cutting and casting heated glass and crystal into useful shapes.

GLAZIERY/STAINING
CST: 4 FAC: 4 GRP: J4 APT: (DEX+INT)/2
Glazing or staining glass or pottery of various sorts.

GOETIC
CST: 8 FAC: 5 GRP: T4 APT: INT
An artificial language constructed specifically for expressing technical magical terms and carrying out complex rituals.

GOLD/SILVERSMITH
CST: 6 FAC: 3 GRP: J2 APT: (DEX+INT)/2
Working gold, silver and other precious metals primarily for ornamental and decorative functions, particularly jewelry, platework and inlay.(F2)

GOLF
CST: 3 FAC: 4 GRP: G4 APT: (DEX+INT)/2
Whacking a little ball with a big stick along a carefully designed wilderness-like course with the objective of putting the ball in a small hole.

GOTTAN
CST: 6 FAC: 20 GRP: S2 APT: INT
Spoken by migrant settlers scattered throughout the Prefecture of Gottia in the Saes Empire.

GRAPPLE
CST: 5/-/- AP: 30 MD: S FAC: 2 GRP: P7 APT: (AGI+DEX)/4
Wrestling with the opponent. MD is Attacker DC, modified for DC to find real MD as with any other attack. Breaking a grapple requires a comparative roll using levels of Grapple skill and STR as the Aptitude. SDM is 3.

GREATSWORD
CST: 6/8/9 AP: 26 MD: 0/11/9 FAC: 2 GRP: P2 APT: (DEX+STR)/4
The two-handed engine of doom. A great double bladed, dull-pointed, hacking machine. Used in both hands. 50-66in long, with a large guard. Design and size are highly variable.

GREENGROCERY
CST: 3 FAC: 22 GRP: H1 APT: INT
Preparing and marketing vegetable goods.

HALBERD
CST: 5/10/11 AP: 28 MD: 9/12/10 FAC: 2 GRP: P4 APT: (STR+DEX)/4
An axe-pole-arm, similar to a Battle Axe with a longer shaft, makin the total length about 75-80in.

HAMMER
CST: 5/7/6 AP: 20 MD: 8/0/0 FAC: 2 GRP: P1 APT: (STR+DEX)/4
An iron hammer head on a 24in wood shaft. A variant is the pick, which does point instead of club damage. Used one-handed.

HAND AIMING
CST: 5 AP: 24 FAC: 2 GRP: Q4 APT: DEX/2
Aiming missile fire, usually magical, fired directly from the hand.

HAND AXE
CST: 5/7/8 AP: 20 MD: 7/8/0 FAC: 2 GRP: P4 APT: (STR+DEX)/4
A small, single bladed axe, used for chopping. The length will be about 24in and it is used one handed.

HAND SPEECH
CST: 7 FAC: 8 GRP: W1 APT: (DEX+INT)/2
A language of finger and hand signals originally developed for use in noisy workshops and smithys and adopted for use by thieves, mages, priests and others for hidden communication without normal speech.

HAND/CLAW
CST: 5/8/6 AP: 16 MD: 5/4/4 FAC: 2 GRP: P7 APT: DEX/2
Doing damage with the bare hand. Stats and skills provided are for three different types of blows possible with the human hand. Non-humans might have somewhat different stats. Note that a character may purchase Cesti to cover his hand. These can double the MD of any one of the three types. The parry skill with Hand has full FAC against club weapons and half FAC against edge and point weapons.

HANTYRKA
CST: 5 FAC: 20 GRP: S4 APT: INT
Thief/underworld cant of Marmar and Machar areas.

HEAD BUTT
CST: 5/10/10 AP: 24 MD: 10/0/0 FAC: 2 GRP: P7 APT: AGI/2
The head makes a fairly good battering ram or club weapon.

HEAVY LANCE
CST: 6/10/14 AP: 34 MD: 13/0/15 FAC: 2 GRP: P3 APT: STR/2
A giant spear with a guard, used for a mounted charge, usually against other horsemen. Carried in one hand set against the body for maximum force. Point is often iron-tipped. 78-90in. Note that when used on foot this weapon is treated as a pike.

HELM/PILOT
CST: 5 FAC: 3 GRP: L3 APT: (DEX+WIL)/2
Guiding and steering a ship at sea, in harbor and along coastline.

HERBAL CURING
CST: 5 FAC: 4 GRP: D5 APT: JUD
The application of medicinal herbs to accelerate the rate of recovery from disease or poison. Each SL adds 5% to daily healing rate.

HERBAL HEALING
CST: 7 FAC: 4 GRP: D5 APT: JUD
The application of medicinal herbs to accelerate the rate of recovery from wounds or other physical damage. Each SL increases the regular healing rate by 5%.

HERDING/CURRIERY
CST: 3 FAC: 4 GRP: K1 APT: (DEX+INT)/2
Taking are of and managing animals, including herding, currying and general feeding and maintenance of a full selection of animals. Need not be learned separatly for different types of animals unless the character changes application of the skill wildly.

HILTYERY
CST: 3 FAC: 4 GRP: J2 APT: (DEX+INT)/2
The fitting of weapons with secondary, though often essential trappings, such as hilts, guards, hafts, etc.

HISTORY
CST: 3 FAC: 4 GRP: C2 APT: JUD
Understanding the course and significance of past events. Chance of knowing a particular period or event is reduced by 1% for each decade past or 5 miles distant from time and place of habitation.

HOLD BREATH
CST: 4 FAC: 4 GRP: L4 APT: WIL
Keeping from breathing under variable conditions, for as long as possible. In most cases this means a period of up to (WIL+SL)x10 seconds. AP cost is 20.

HOLY MYSTERIES
CST: 7 FAC: 3 GRP: M1 APT: (INT+JUD)/2
The knowledge of the secret rituals and practices of a religion, including the use of magic appropriate to that sect. It functions basically like Magical Research, but also includes knowledge of secret ceremonies and rites of the church. Chance of researching holy powers or spells should be adjusted for the popularity of the church in the region where the reesearch is being done.

HOSTLERY
CST: 4 FAC: 4 GRP: H1 APT: (INT+CHA)/2
Running an inn, tavern, cafe, restaurant, hotel or boarding house.

HOUKOSI
CST: 6 FAC: 20 GRP: S3 APT: INT
Spoken by migrant laborers and thieves of the Houkos.

HUNTING
CST: 4 FAC: 4 GRP: K4 APT: (DEX+INT)/2
Finding and killing animals using weapons appropriate to the danger involved. Does not include skill with hunting animals or the necessary weapon skills, but does cover bringing the quarry to ground.

HURLEY
CST: 5 FAC: 4 GRP: G4 APT: (DEX+AGI)/2
A team sport of stick and ball, similar to hockey or lacrosse, with a good bit of extra violence thrown in.

ILLUMINATION
CST: 4 FAC: 4 GRP: C4 APT: (DEX+INT)/2
Coloring and illustrating manuscripts and printed material.(C31)

INCANTATION
CST: 5 FAC: 2 GRP: N3 APT: CHA
Casting magic through the use of the voice in a chant or recitation of magical formulae. Each SL gives 4 Skill AP per round. It works only with those spells which have one of the letters DEFGHIJKLMNOPQRS as the middle letter of their classification. Priests may use (CHA+ZEA)/2 as their APT.

INFILTRATE
CST: 6 FAC: 3 GRP: E3 APT: (INT+CHA)/2
Becoming part of a group, society or organization and being able to pass as a member when not naturally born or acceptable for that role.(E1)

INSECT
CST: 5 FAC: 3 GRP: O1 APT: CHA
Gives the user an increased affinity for insects and arachnids, including seagoing arthropods and flying insects. The immediate effect is that it aids in a number of animal related spells and that any SL of this skill add directly to SL of Contagion, Relative or Sympathy when casting spells involving animals to which this affinity applies.

INTIMIDATION
CST: 3 FAC: 4 GRP: E2 APT: CHA/Size
Making others do what you want by fear and threat. In determining the chance of intimidating

a person or group, the FAC of the skill is reduced by 1/3 of the WIL of the person in that group with the highest WIL and by 1 for every 3 people in the group, rounding down. (D1)

INTRIGUE
CST: 7 FAC: 3 GRP: A1 APT: (INT+SOC)/2
Advancing oneself by subterfuge within a social situation or institution.

IRONSMITHING
CST: 4 FAC: 4 GRP: J1 APT: (DEX+JUD)/2
Making basic iron wares, particularly beaten tools and utensils. FAC should be adjusted for the grade of iron or steel attempted.

JENNISCH
CST: 4 FAC: 20 GRP: S4 APT: INT
C7ef/underworld cant of Southern Saes Empire.

JEWELSMITHING
CST: 6 FAC: 2 GRP: J2 APT: (DEX+INT)/2
The cutting and setting of precious and decorative stones, including the ability to assess value and identify jewels.(F2)

JOINING/CARPENTRY
CST: 4 FAC: 4 GRP: I3 APT: (DEX+JUD)/2
Connstruction of furniture or small structures out of wood, from boxes to wooden chairs and tables.

JUGGLING
CST: 6 FAC: S GRP: F6 APT: DEX
Making balls and other objects fly in pleasing patterns from hand to hand. FAC is equal to 10 minus the number of balls attempted, plus an adjustment of 0 to 3 points of FAC for unweildy objects.

JUMPING
CST: 4 FAC: 4 GRP: G4 APT: AGI
Going aerial to cover height or distance. Jumping distance is ((AGI/Size) x (SL/5)) + 3yds. Jumping height is ((AGI/Size) x(SL/8)) + 1yds. AP cost is 50 for a full jump.

KAELIC
CST: 6 FAC: 20 GRP: S1 APT: INT
Spoken by the common Kael people of a number of nations, including Ardmacha, Banchor, Llynan, Galetach, Argathylia and Lloegyr.

KENNIK
CST: 4 FAC: 20 GRP: S4 APT: INT
Thief/underworld cant of Northern Saes Empire.

KERNIOC
CST: 5 FAC: 20 GRP: S1 APT: INT
Spoken by the Kernioc people of Suessiones, Marsk and other areas bordering the Saes Empire.

KHUZDA
CST: 6 FAC: 8 GRP: U1 APT: INT
Simplest of the Dothian based languages, developed by the Khuzda for trade with other races and internal communication.

KICK
CST: 5/9/7 AP: 24 MD: 9/6/7 FAC: 2 GRP: P7 APT: AGI/2
There are a variety of types of kicks covered in this classification, including back, front and side kicks. The parry skill with kick has full FAC against club weapons and half FAC against edge and point weapons.

KNITTING
CST: 3 FAC: 4 GRP: I2 APT: (DEX+INT)/2
Making yarn and thread into cloth through the use of needles, including crocheting and crewel work.

KNOT TYING
CST: 3 FAC: 4 GRP: L2 APT: (DEX+INT)/2
Tying ropes, strings and other flexible material in knots of all kinds and functions.

KOBLANG
CST: 5 FAC: 9 GRP: U1 APT: INT
Rudimentary offshoot of the Dothian based languages spoken by the Koblynau.

KYVENIC
CST: 7 FAC: 20 GRP: S1 APT: INT
Spoken by the Kyvenri people dwelling in Morianoc, Seisiloch, Ystrad Tywi, Ceredigiawn, Marchwk, Prydein and Lloegyr.

LARIAT
CST: 6/-/7 AP: 28 MD: NA FAC: 2 GRP: P5 APT: (STR+DEX)/4
A rope with a slip-knotted loop at the end. Used as an entangling weapon, with two hands.

LAW/JUDICIAL
CST: 7 FAC: 4 GRP: C2 APT: (INT+JUD)/2
Knowledge of the law, its application and interpretation both from the position of defense, offense and arbiter.

LEADERSHIP
CST: 5 FAC: 3 GRP: E2 APT: (INT+CHA)/2
Convincing others to let you make their decisions for them and to go where you go and do what you do.(B12)

LEATHERSMITHING
CST: 4 FAC: 4 GRP: I1 APT: (DEX+JUD)/2
Working leather into a variety of functional forms, including clothing, armor, bags and other items.(J26)

LEECHING
CST: 3 FAC: 3 GRP: D5 APT: JUD
The application of little bloodsucking creatures to a patient in order to correct an imbalance in his bodily fluids. May actually work against hormonal imbalances and some blood disorders. Also may have a tranquilizing effect.

LEGION SHIELD
CST: 6/6/10 AP: 28 MD: 9/0/8 FAC: 2 GRP: P8 APT: STR/2
A large, more or less rectangular, full-body shield made of fairly light materials, for use by foot soldiers in shield walls and coordinated actions. Dimensions are between 24x42in and 32x60in.

LIGHT LANCE
CST: 5/8/10 AP: 24 MD: 9/0/10 FAC: 2 GRP: P3 APT: (DEX+STR)/4
Essentially a one-handed spear used from horse-back to stab and skewer oponents. Sometimes used on a charge attack, but released on impact, not held set against the body. Most useful against ground running animals like boar. Point may be iron tipped. 70-80in long. Note that when used on foot this is treated as a spear.

LINE FISHING
CST: 4 FAC: 4 GRP: L1 APT: (DEX+JUD)/2
Catching fish through the skilled use of pole, line and hook.

LINGUISTICS
CST: 5 FAC: 4 GRP: C5 APT: (INT+JUD)/2
The theory of spoken language and the shared elements of different languages. Contribution for Linguistics works on a special basis. Each SL learned contributes 1 Characteristic Points to all the languages in one chosen language group. Each 5 SL contributes 1 Characteristic Points to all languagesoutside of any concentration groups. Levels may be split between multiple language groups for contribution, and this contribution is the primary effect of Linguistics. For example, a character with 20 SL of Linguistics might split them between the 4110 group and the 4120 group, contributing 10 Characteristic Points to each group, which would give him 2 levels of almost any language there. In addition, his 20 SL would give him 4 Characteristic Points to spend on all other languages, giving him 1 SL of some of the simpler ones.

LIP READING
CST: 6 FAC: 3 GRP: E1 APT: (INT+JUD)/2
Telling what people are saying by sight rather than hearing.

LITURGY/RITUAL
CST: 4 FAC: 4 GRP: M1 APT: (INT+JUD)/2
Knowing holy writ and services. Being able to perform ceremonies and quote scripture as is required of a priest.

LOGISTICS
CST: 4 FAC: 4 GRP: B1 APT: (INT+JUD)/2
Getting the necessary supplies from there to here on time.

LONGBOW
CST: 7 RM: 12 AP: 40 MD: 0/0/10 FAC: 2 GRP: Q1 APT: DEX/2
A longer bow designed for distance firing into massed troops or through heavy armor, firing a heavier arrow at potentially great range and penetration. Bow length is about 60-72in. Pull is 70-120lbs.

LOST SCRIPTS
CST: 9 FAC: 2 GRP: C3 APT: JUD
Reading and using forgotten forms of writing.

LUMBERING
CST: 4 FAC: 4 GRP: K2 APT: (DEX+INT)/2
Cutting down trees, preparing and trimming the wood, including primitive milling.

MACE
CST: 5/7/9 AP: 22 MD: 9/0/0 FAC: 2 GRP: P1 APT: (STR+DEX)/4
A 24in wooden shaft topped by a spiked metal ball, star or other shape as a head. Used one-handed.

MACHAR I
CST: 6 FAC: 20 GRP: S3 APT: INT
Spoken by natives in the mountain nations of Machar Orszag/Lagoland, Toth Orszag and Erdely Orszag.

MAGICAL RESEARCH
CST: 7 FAC: 2 GRP: N1 APT: (INT+JUD)/2
Discovering the arcane secrets of forgotten magics and inventing new ways to apply known magic. Includes knowledge of basic magical theory and practice. MAy be a requisite for advancement in most magical guilds or colleges. In addition, it determines the chance of being

able to research a specific spell within an available library, using the formula: (((Area Urban Population/10,000)+SL)/(CST of Spell))x10%). Thus, in a city with a population of 50,000 and with 10SL of this skill a character would have a 30% chance of successfully researching a spell of CST 5, assuming he had access to the local magical libraries. The 10% multiplier should be reduced to 7% for Apprentices and 9% for Journeymen. It should be reduced by an additional 3% if the spell in question is not one of those normally available to the guild which the character belongs to. It should also be possible to use this skill to design wholly new spells, but that should be difficult and left up to the discretion of the gamemaster.

MANA GATHERING
CST: 7 FAC: S GRP: N5 APT: NA
This skill increases the effectiveness of a character in gathering Mana. Each SL adds one to TAL in determining the rate of MP regeneration for the character.

MANA SHIELD
CST: 7 FAC: 3 GRP: N5 APT: INT
If the skill roll is made successfully with this skill, it allows the character to intercept spells cast at him and reduce their effectiveness. Each SL effectively reduces the MP of a spell cast at the character by 5 points. This may have the effect of negating the spell, or of reducing its effectiveness to less than its full impact. The character using this skill loses MP of his own equal to twice the number which he negates. He must decide before the spell hits him whether to use this skill or not.

MANA SIGHT
CST: 7 FAC: 2 GRP: N5 APT: TAL
This allows a character to see Mana if he makes his roll successfully. He can see the color and location of Mana, fresh Mana trails, and to some extent concentrations and intensity of Mana in a given area or object. It gives no more specific information and the accuracy of the knowledge is variable depending on his level os skill.

MARMARI
CST: 5 FAC: 20 GRP: S3 APT: INT
Spoken in the southern coastal nations of Marmaresh and Horvath.

MASON/ENGINEER
CST: 6 FAC: 4 GRP: J3 APT: (DEX+INT)/2
Constructing building, bridges, roads and other structures out of fitted stone. Includes construction of brick and ceramic roofs and other parts.

MASSAGE
CST: 2 FAC: 4 GRP: D4 APT: (DEX+INT)/2
The manipulation of bones and muscles for therapy and relaxation.

MATHEMATICS
CST: 5 FAC: 2 GRP: C6 APT: (INT+JUD)/2
Basic and theoretical use of numbers. Each SL increases counting ability by a level of magnitude from 10 (SL2=100,SL3=1000,etc). Levels also add ability with different mathematical functions.

MECHANICAL
CST: 8 FAC: 2 GRP: I4 APT: (DEX+INT)/2
General knowledge of mechanical systems and the design and construction of basic machines from presses of various sorts to wheel assemblies to mechanical clocks. (C5, F3, H5, I1, I7, I9)

MEDITATION
CST: 6 FAC: 2 GRP: N3 APT: WIL
Casting magic through meditation upon the objectives of the spell, using only the mind. This is the only casting skill which can be used when a character is immobilized and unable to speak. Each SL gives the character 4 Spell Activity Points (Skill AP), which can be used like AP, but only for spell casting. They apply during each round that the skill is in use. It works only with those spells which have one of the letters ABDEFGHIJQRS as the middle letter of their classification. Priests may use (ZEA+WIL)/2 as their APT.

MEMORIZATION
CST: 6 FAC: 4 GRP: N2 APT: WIL
Learning and remembering data, FAC should be modified for volume and complexity of material memorized. Memorization also comes into play in the use of Charms and in learning new spells. When casting a Charm (a spell cast without benefit of spell casting skills), each SL of Memorization adds 10 to the character's Base Skill Rating prior to any adjustment for multiple levels of learning with the spell. In addition, the amount of the time which it takes a character to learn any spell is equal to (Spell CST) x (100/SL of Memorization) Hours.

MENDICANT/BEGGAR
CST: 3 FAC: 4 GRP: A2 APT: (INT+CHA)/2
Acquiring wealth by looking pitiful.

MERCHANT/SALES
CST: 4 FAC: 4 GRP: H1 APT: (INT+CHA)/2
Selling a product, any product. Number of SLs indicate general percentage increase in profits for having the skill. (C1,F2,A2)

MIDWIFERY
CST: 5 FAC: 4 GRP: D5 APT: (DEX+JUD)/2
Delivering babies and post natal care for both mother and child.

MILLING
CST: 3 FAC: 4 GRP: I4 APT: INT
Building and operating milling machinery of all sorts.

MIMING
CST: 7 FAC: 4 GRP: E1 APT: (INT+CHA)/2
Conveying images and information through the use of the body without the use of language.

MORNINGSTAR
CST: 5/9/7 AP: 20 MD: 8/0/0 FAC: 2 GRP: P5 APT: (STR+DEX)/4
Similar to the flail, with a single ball and chain and somewhat smaller dimensions for one-handed use. Total length is about 40in.

MOSAIC/TILE
CST: 5 FAC: 4 GRP: J4 APT: (DEX+INT)/2
The manufacture and arrangement of painted, glazed or plain tile in pleasing forms.

MOUNTAINEERING
CST: 5 FAC: 4 GRP: K3 APT: INT
The knowledge of mountains, their dangers, conditions and vicissitudes. Includes survival skills for mountain conditions.

NAVAL COMBAT
CST: 5 FAC: 2 GRP: L3 APT: (INT+JUD)/2
Guiding a ship or fleet of ships through a naval encounter, with particular concentration on boarding and ramming tactics. Can be combined with Tactics and Strategy for best effect.

NAVIGATION
CST: 8 FAC: 2 GRP: L3 APT: (INT+JUD)/2
Knowledge of coast, see and stars enough to get from place to place. Knowledge of navigation out of sight of land requires a rather high level of skill. Increase FAC by 1 per 15 miles from shore.

NET
CST: 6/6/6 AP: 16 MD: 6/0/6 FAC: 2 GRP: P5 APT: (DEX+AGI)/4
Similar to the fishing tool, but weighted and used to envelope or entangle. May also be thrown to entangle or envelope. Usually used one handed with another weapon. Diameter is about 48-66in.

NET WEAVING
CST: 4 FAC: 4 GRP: L2 APT: (DEX+INT)/2
Weaving rope into nets of variable strenngth and size for the aquatic quarry in question.

NET/TRAP FISHING
CST: 3 FAC: 4 GRP: L1 APT: (DEX+INT)/2
Catching fish with nets, weirs or traps, including crustaceans of various sorts. Both on rivers and at sea.

OBSERVE
CST: 3 FAC: 2 GRP: F1 APT: INT
Noticing the unusual, the usual or the merely notable. Seeing dangers in time to react to them. Maintaining observation costs 10AP per CR.

OCMEIC
CST: 7 FAC: 8 GRP: S1 APT: INT
Ancient , secret priestly language of the Kyvenic and related peoples.

OLD AETRUVIAN
CST: 7 FAC: 7 GRP: S2 APT: INT
Ancient form of Aetruvian, still preserved for magical and religious writings and ritual.

OLD TONGUE
CST: 8 FAC: 8 GRP: V1 APT: INT
An ancient language, supposedly a trading language of the pre-human races of Ysgarth, but also spoken as a native languages by those dragons of high intelligence. Some humans learn it for its obscurity and for use in the practice of magic. There is a legend that it is impossible to lie to a dragon in Old Tongue.

OPEN SILENTLY
CST: 3 FAC: 4 GRP: F5 APT: DEX
Opening doors and drawers or moving small objects as silently as possible.

ORATORY
CST: 5 FAC: 4 GRP: E1 APT: (INT+CHA)/2
Speaking in public in a manner which will hold the attention of an audience and present a topic attractively.

PALMING
CST: 6 FAC: 4 GRP: F6 APT: DEX
Picking up and concealing small objects, generally those which are hand sized or smaller.(F31,G35)

PALMISTRY
CST: 6 FAC: 4 GRP: D1 APT: (TAL+JUD)/2
Predicting a perons future from a look at his palm, savvy and maybe a little second sight. Predictions should be general enough to be flexibly applied.

PAPERMAKING
CST: 5 FAC: 4 GRP: I2 APT: (INT+JUD)/2
Turning wood pulp into paper. Includes the making of papyrus from reed and the necessary treatment and preparation of the paper to receive inks. Also includes the making of felt fabrics, which is a very similar process.

PELTING/SKINNING

CST: 3 FAC: 22 GRP: I1 APT: (INT+JUD)/2
Removing the skins from animals, cleaning them and making them ready for tanning.

PHILOSOPHY
CST: 9 FAC: 4 GRP: C8 APT: (INT+JUD)/2
Understanding the different systems and laws which lie behind nature and the mechanics of the universe.

PICK LOCKS
CST: 5 FAC: 2 GRP: F5 APT: DEX
Opening locks of varying complexity and function without the use of keys.

PICK POCKET
CST: 6 FAC: 2 GRP: F4 APT: DEX
Removing the contents of a persons pocket without disturbing him or being caught.

PIKE
CST: 5/9/10 AP: 32 MD: 8/0/14 FAC: 2 GRP: P3 APT: (STR+DEX)/4
A classic spear-like pole arm, sometimes without even a metal head, merely a hardened wood point, used by peasants against horses, used most effectively when set against a charge. Pretty useless in close in combat. 84-110in long.

PILUM
CST: 6 RM: 5 AP: 28 MD: 0/0/9 FAC: 2 GRP: Q2 APT: DEX/2
A heavy, often solid-metal javelin. Thrown with a spin and intended to penetrate heavy armor at short range. Usually 40-50in long.

PISCEAN
CST: : 6FAC: 3 GRP: O1 APT: CHA
Gives the user an increased affinity for all kinds of fish, not indluding seagoing mammals. The immediate effect is that it aids in a number of animal related spells and that any SL of this skill add directly to SL of Contagion, Relative or Sympathy when casting spells involving animals to which this affinity applies.

PLAYING
CST: 6 FAC: S GRP: N4 APT: MAG
Focusing magic through the use of music. Playing works with all spells whose middle letter is ADE or F. Mana Point Cost=(Original Mana Point Cost x 100)/(SLxModifier), rounded down. The modifier for Playing is 5+DEX, but this modifier does not count if a character has no SL.

POETRY
CST: 7 FAC: 4 GRP: C8 APT: (INT+TAL)/2
Expressing images in rhyme, verse or meter.

POISONING
CST: 6 FAC: 4 GRP: F6 APT: (DEX+INT)/2
Administering poison to food or directly to a person without being noticed. Should be adjusted for circumstances. Includes only slight knowledge of making or preparing the poison.

POLITICS
CST: 6 FAC: 4 GRP: A1 APT: (INT+CHA)/2
Gaining public office and applying governmental power.

POTTERY
CST: 5 FAC: 4 GRP: J4 APT: (DEX+INT)/2
The creation of functional vessels from clay.

PRAYER
CST: 5 FAC: S GRP: M2 APT: (ZEA+CHA)/2
Places the character in communion with his deity. More practically, each SL adds to ZEA when determining rate of Piety Point Regeneration as a result of prayer. PP regeneration is equal to Adjusted ZEA/3 per hour (approximately, based on AP). Note that the use of this skill costs considerable AP as you are not supposed to do much else which praying. One hour is considered to be the equivalent of 30,000 AP. So a character with more AP may pray somewhat faster. The use of Prayer requires the minimum expenditure of 50 AP per round..

PREACHING
CST: 5 FAC: 3 GRP: M1 APT: CHA
Spreading the word of your god and convincing others that he is the god for them and that his way is the true way.

PRINTING
CST: 6 FAC: 3 GRP: C3 APT: (INT+JUD)/2
Using various forms of printing and mechanical art or text reproduction, mostly fairly primitive.

QUILTING
CST: 3 FAC: 22 GRP: I2 APT: (DEX+INT)/2
Sewing bits of fabric together to form patchwork cloth for various purposes.

RAPIER
CST: 6/5/6 AP: 22 MD: 0/8/8 FAC: 2 GRP: P2 APT: (DEX+INT)/4
A lighter development out of the broadsword, with a thin blade, a single edge and a point. Always used one handed, with a fully developed guard or basket hilt. Length is usually 32-36in.

READING/WRITING
CST: 7 FAC: 4 GRP: C3 APT: INT
Using the written form of a language. The first level learned costs full cost, but each additional level costs one less, down to a base of 4 per SL. Levels of writing one language contribute to levels of writing others.

REDANA/VOELVIGA
CST: 7 FAC: 8 GRP: S2 APT: INT
Ancient shamanistic and priestly language of the Vaen, Saes and related peoples.

RELATIVE
CST: 6 FAC: S GRP: N4 APT: MAG
Focusing magic through the use of some material which is part of the physical or spiritual form of the caster. This is similar in concept to Contagion, but uses body parts or wastes instead of external objects. Materials used break down into two categories, those body parts which are regularly shed or materials normally excreted by the body, such as fingernails, hair or feces, or removable parts of non-living targets (Class B) and parts of the target which would not normally be removed such as severed fingers, an eyeball, blood, a tooth or any integral part of an inanimate object, or another object of the exact same substance or composition as an inanimate target (Class A). The Mana Point Cost of a spell is based on the standard Mana Point Cost and any levels of an Empowering Skill. Mana Point Cost reduction is (SLxModifier)/100., rounded down.. Mana Point Cost can never go below half its original value. For Class A the modifier is 60, for Class B the modifier is 50. This skill only works with spells which have BCDEH as the last letter of their classification. Relative may be used in conjunction with Sympathy as noted above. The catch with this skill is, once again, the need to get the necessary component. In some societies people will destroy or hide their bodily cast offs against this sort of magic.

RESEARCH
CST: 4 FAC: 4 GRP: F1 APT: (INT+JUD)/2
Finding out the history of a place, item or person using a variety of written, oral and material sources.

RESONANCE
CST: 7 FAC: S GRP: N4 APT: MAG
Focusing magic through the fundamental resonant forces which unite all matter, a raw and expensive method. This is the most basic means of spell empowering. If a character is not using any of the other empowering skills listed here, it is assumed that he is using Resonance. The Mana Point Cost of a spell is based on the standard Mana Point Cost and any levels of an Empowering Skill. Mana Point Cost ireduction s (SLxModifier)/100, rounded down. The Mana Point Cost can never go below half its original value. The modifier for Resonance is 10+(TAL/2), but this modifier does not count if a character has no SL. Mana Point Cost is automatically doubled on spells cast without using an Empowering Skill. The great advantage of resonance is that it will work with any spell with no restrictions.

RHYTHM INSTRUMENT
CST: 4 FAC: 4 GRP: C9 APT: (DEX+TAL)/2
Playing a variety of rhythm instruments, including sticks, drums, bells, etc. Can be combined with Resonance in music oriented magic.

RIDING
CST: 4 FAC: 4 GRP: G5 APT: (DEX+AGI)/2
Sitting astride a horse for transport under normal conditions. If taken as a Learned Skill it covers combat riding and racing. Riding reduces AP by at least 10.

RITUAL
CST: 5 FAC: 2 GRP: N3 APT: (DEX+AGI)/2
Casting magic through complex gestures, movements, chants, stomping around and beating your breast. A rather time consuming method of spell casting. Each SL gives the character 3 Skill AP which can be used when casting spells. It works only with spells which have one of the letters BCDEFGHIJKLMNOPQRS as the middle letter of their classification, which includes almost all spells. Priests may use (ZEA+DEX+AGI)/3 as their APT.

RIVERCRAFT
CST: 4 FAC: 4 GRP: L3 APT: (INT+JUD)/2
The skill of handling a barge, punt or other craft on a river or other inland waterway.

RODENT/URSINE
CST: 5 FAC: 5 GRP: O1 APT: CHA
Gives the user an increased affinity for omnivorous arboreal creatures including rats, squirrels, bears and incidentally seagoiong mammals. The immediate effect is that it aids in a number of animal related spells and that any SL of this skill add directly to SL of Contagion, Relative or Sympathy when casting spells involving animals to which this affinity applies.

ROUND SHIELD
CST: 5/5/8 AP: 22 MD: 7/7/8 FAC: 2 GRP: P8 APT: (DEX+STR)/4
A circular, target shaped shield, ideal for use by foot soldiers, as it does not get in the way of their weapon arm. Size is variable, as are materials. Diameter is between 24 and 40in.

ROWING
CST: 2 FAC: 22 GRP: L3 APT: DEX/STR
Pulling an oar in unison with other rowers and with optimal efficiency in any situation.

RUNNING
CST: 4 FAC: 22 GRP: G4 APT: AGI
Increasing running speed and endurance. Top running speed is MV+SL in feet per CR. AP cost is 50 for full running.

SADDLERY
CST: 4 FAC: 4 GRP: I1 APT: (DEX+INT)/2
Turning leather into saddles and other horse trappings.

SAESAN
CST: 5 FAC: 20 GRP: S2 APT: INT
The official language of the conquering class of the Saes Empire(formerly the Auscian and

Astruvian Empires).

SAIL TENDING
CST: 4 FAC: 4 GRP: L2 APT: (DEX+AGI)/2
Tending and maintaining the sails and rigging of a ship of any size.

SALT PACKING/CURING
CST: 3 FAC: 22 GRP: H2 APT: INT
Curing white and red meats and vegetables for preservation so that they will be more or less palatable later. (D57)

SAPRA
CST: 5 FAC: 22 GRP: S5 APT: INT
Parent language of most trade speeches of Ysgarth, native language of old families in Tolemeias.

SAURIAN
CST: 5 FAC: 5 GRP: O1 APT: CHA
Gives the user an increased affinity for all lizards, snakes and batrachians (frogs/toads). The immediate effect is that it aids in a number of animal related spells and that any SL of this skill add directly to SL of Contagion, Relative or Sympathy when casting spells involving animals to which this affinity applies.

SCIMITAR
CST: 6/8/7 AP: 24 MD: 0/10/8 FAC: 2 GRP: P2 APT: (DEX+INT)/4
A long, single-edged sword with a narrow curved blade, though some designs are somewhat wider near the point. Class includes the cutlass, katana and sabre. Excellent for cutting or slicing strokes. May or may not have a guard. Length is highly variable, from 30-48in.

SCULPTING
CST: 5 FAC: 4 GRP: C4 APT: (DEX+INT)/2
Presenting scenes in three dimensional art, from freizes to free-standing sculpture. (C37)

SEARCH AREA/OBJECT
CST: 4 FAC: 4 GRP: F3 APT: (DEX+INT)/2
Findind things which are concealed in a place and in or on an object.

SEARCH PERSON
CST: 3 FAC: 4 GRP: F4 APT: (DEX+INT)/2
Finding things which are concealed on the body or in the clothing of another person.

SEDUCTION
CST: 6 FAC: 4 GRP: A2 APT: (INT+CHA)/2
Making the object of your intellectual desires the subject of your physical lusts.

SEIGE ENGINEERING
CST: 5 FAC: 3 GRP: I4 APT: (DEX+INT)/2
The manufacture and operation of seige engines, including catapults, towers, ballista, trebuchets, etc.

SESETA
CST: 7 FAC: 7 GRP: T1 APT: INT
Ancient, secret language of the Aegeran priest caste, used by some religions and mages in Ysgarth for secret writings and rituals.

SET TRAPS
CST: 4 FAC: 4 GRP: F5 APT: (DEX+INT)/2
Setting up active and passive traps either with planned situations and material or with available materials with an appropriately increased FAC. FAC should also be adjusted for complexity of the trap.

SEWING/TAILORING
CST: 3 FAC: 22 GRP: I2 APT: DEX
Using needle and thread to repair or create clothing.(A8.C5)

SEXUAL TECHNIQUE
CST: 5 FAC: 4 GRP: G2 APT: (DEX+CHA)/2
The art of giving and receiving optimal pleasure in a sexual situation.

SHEOLIC
CST: 7 FAC: 8 GRP: T2 APT: INT
The primary language of demonkind. It has both a spoken and written form and is very helpful to those who wish to deal with demons.

SHIPWRIGHT
CST: 5 FAC: 3 GRP: I3 APT: (DEX+INT)/2
Building seagoing vessels from wood or other appropriate materials.

SHORT SWORD
CST: 5/6/7 AP: 20 MD: 0/8/8 FAC: 2 GRP: P2 APT: (DEX+INT)/4
A short, bladed weapon coming in several varieties, including the traditional, broad bladed style with or without a point to the stabbing, sharp pointed gladius style. Used 1 handed. Usually 20-28in long with a rudimentary guard of some sort.

SHORTBOW
CST: 6 RM: 9 AP: 30 MD: 0/0/8 FAC: 2 GRP: Q1 APT: DEX/2
A light hand-held bow to be fired by moving infantry or horsemen. Bow should be between 36in and 48in. Pull will be 30-60lbs.

SILENT MOVEMENT
CST: 5 FAC: 4 GRP: G1 APT: AGI
Moving without making sound to attract the attention of whomever may be listening.

SIMIAN
CST: 6 FAC: 6 GRP: O1 APT: CHA
Gives the user an increased affinity for all apes and monkeys. The immediate effect is that it aids in a number of animal related spells and that any SL of this skill add directly to SL of Contagion, Relative or Sympathy when casting spells involving animals to which this affinity applies.

SINGING/VOICE
CST: 4 FAC: 2 GRP: N3 APT: CHA
Casting magic through the use of the voice in song. Each SL gives 3 Skill AP per round. It works only with those spells which have one of the letters AEFGHIJLMNPQRS as the middle letter of their classification.

SLEIGHT OF HAND
CST: 7 FAC: 4 GRP: F6 APT: DEX
Making things appear and disappear with skillful use of the hands. Covers such things as minor magic tricks, illusions, etc. Can be enhanced with gimmicks and supporting equipment.(G3)

SLING
CST: 5 RM: 6 AP: 22 MD: 7/0/0 FAC: 2 GRP: Q3 APT: DEX/2
A cloth or string assembly used to throw small stones or metal balls a fair distance with considerable accuracy.

SOCCER
CST: 4 FAC: 4 GRP: G4 APT: (INT+AGI)/2
A team sport involving kicking a ball across a field to score goals.

SOMATIC
CST: 6 FAC: 2 GRP: N3 APT: DEX
Casting magic through the use of special hand gestures and patterns. A particularly fast method of casting. Each SL gives the character 6 Skill AP per round. It works only with those spells which have one of the letters EFGIJKMNOPQRS as the middle letter of their classification.

SPEAR
CST: 5/6/7 AP: 24 MD: 8/8/10 FAC: 2 GRP: P3 APT: (DEX+INT)/4
The classic thrusting weapon, used two handed. Has the added advantage of being a decent staff-like club, and if made with a broad head it has the ability to slice a bit as well. It can even be thrown, though clumsily. 70-80in long.

SPEAR FISHING
CST: 4 FAC: 4 GRP: L1 APT: (DEX+INT)/2
Catching fish by the use of a spear or trident, either thrown or thrust, either in shallow seas, lakes or rivers.

SPEAR SLING
CST: 6 RM: 8 AP: 30 MD: 0/0/10 FAC: 2 GRP: Q3 APT: DEX/2
A spear caster made of string and stick, designed to enhance the range and power of a thrown spear of about 36-42in.

SPINNING
CST: 3 FAC: 4 GRP: I2 APT: DEX
Turning wool or flax into thread for use in weaving or other methods of fabric manufacture.

STAFF
CST: 5/6/5 AP: 18 MD: 7/0/0 FAC: 2 GRP: P1 APT: (DEX+AGI)/4
A hardened piece of wood, 65-75in long, with both ends used to strike, generally held in two hands. Ends are often shod with bronze or iron.

STONE CUTTING
CST: 4 FAC: 4 GRP: J3 APT: (DEX+INT)/2
Cutting stone to fit specific shapes for construction or trimming stone into ornamental forms.(C43)

STORYTELLING
CST: 6 FAC: 4 GRP: C1 APT: (INT+CHA)/2
Making the exploits of dead people as interesting as if the listener were actually there.

STRATEGY
CST: 4 FAC: 4 GRP: B1 APT: INT
Understanding the big picture, or the broad situations of a military campaign.

STREET SENSE
CST: 3 FAC: 4 GRP: F2 APT: INT
Awareness of events in the underworld and the ability to communicate and relate with the characters who inhabit the underside of society.

STRING INSTRUMENT
CST: 5 FAC: 4 GRP: C9 APT: (DEX+TAL)/2
Playing a variety of string instruments(a specialty should be chosen), including harps, guitars, mandolins, lutes, etc. Can be combined with Resonance in music-oriented magic.

SURGERY
CST: 8 FAC: 2 GRP: D4 APT: (DEX+JUD)/2
Making repairs to the human body through the use of knife, needle and thread.(D1)

SWIMMING
CST: 8 FAC: 4 GRP: L4 APT: (DEX+AGI)/2
Staying afloat in the water and sometimes even moving through it with some effectiveness. Water is greatly feared, so this is not a common skill in most societies. AP cost is 40.

SYMBOLIC
CST: 5 FAC: 2 GRP: N3 APT: (DEX+JUD)/2
Casting magic through the use of drawn symbols, letters, patterns or runes. Each SL is worth 5 Skill AP per round. It works only with those spells which have one of the letters CDEFGIKMNOPQRS as the middle letter of their classification.

SYMPATHY
CST: 5 FAC: S GRP: N4 APT: MAG
Focusing magic through the use of an image of the target which is in the control of the spell caster. The effectiveness of this skill depends to some degree on the skill of the character with an artistic skill which can be used along with it. When Sympathy is used to cast a spell it decreases the Mana Point Cost of the spell for that casting. The Mana Point Cost of a spell is based on the standard Mana Point Cost and any levels of an Empowering Skill.like this one. Mana Point Cost reduction is (SLxModifier)/100, rounded down. The Mana Point Cost can never be reduced below half of its original value. The modifier used is equal to 20 plus any SL of either Painting or Sculpting which the character has. Only one of these skills can be counted at a time, along with any contributive levels gained from releated skills. This skill only works with those spells which have one of the letter BCDEH as the last letter of their classification. The catch with this skill is the time which it takes to create an appropriate image, which should be determined by the GM, and the knowledge whcih the character has of his target, whcih can be severely limiting. Sympathy may be used in combination with Contagion or Relative, if technical considerations are met, in which case the SL of the two skills used are added together and the Modifiers are averaged.

TACTICS
CST: 4 FAC: 4 GRP: B1 APT: INT
Dealing with the small picture, or the problems of conflict between small groups of men.

TAFIR
CST: 4 FAC: 22 GRP: S5 APT: INT
Trans-oceanic trade-speech of the Empire of Ilchania, sometimes encountered in major Saes cities like Tibrum or in Tolemeias.

TANNING
CST: 3 FAC: 22 GRP: I1 APT: (INT+JUD)/2
Taking hides and turning them into leather through chemical and mechanical treatment. Includes initial manufacture of vellum and parchment.

TAPSTER/BARTENDER
CST: 3 FAC: 22 GRP: H1 APT: (INT+CHA)/2
Disbursing a variety of alcoholic beverages to the drinking public.

TEACHING
CST: 6 FAC: 2 GRP: C1 APT: (INT+CHA)/2
Transmitting knowledge to those nominally willing to learn. A good teacher can impart Taught Skill Points in skills in which he is trained. The basic rate of giving out taught SP is ((Teacher's SL of taught Skill)x(Teacher's SL of Teaching))/(150/(10-FAC) of Skill) per month spent studying 30 hours per week. TSP can only be spent on the skill in which they are taught.

THATCHING/ROOFING
CST: 3 FAC: 22 GRP: I3 APT: (DEX+AGI)/2
Roofing buildings with straw or other materials, not including tile or slate, which are in the province of the mason.

THROW
CST: 5/-/- AP: 30 MD: S FAC: 2 GRP: P7 APT: (STR+DEX)/4
An unbalancing attack using the hands to throw the oponnent to the grounnd. MD is equal to 2xDefender Size, modified normally for the DC of the attacker and doing overall damage. SDM is 5. With this skill use the SPEcial combat table to determine the modifier for the defender's AGI roll to avoid the effects.

THROWN AXE
CST: 6 RM: 4 AP: 25 MD: 0/8/0 FAC: 2 GRP: Q2 APT: DEX/2
A light axe, thrown with a spin so that it will hit with the edge of the head.

THROWN HAMMER
CST: 5 RM: 4 AP: 25 MD: 8/0/0 FAC: 2 GRP: Q2 APT: DEX/2
A variety of heavy, blunt instruments thrown with a spin from the handle and intended to hit with the heavy head.

THROWN KNIFE
CST: 6 RM: 3 AP: 22M D: 0/0/7 FAC: 2 GRP: Q2 APT: DEX/2
A weighted dagger, thrown with a spinning motion, intended to hit with the point.

TIME KEEPNG
CST: 7 FAC: 2 GRP: C7 APT: (INT+JUD)/2
Keeping track of the progress of time by various mechanical and technical methods.

TINSMITH/TINKER
CST: 3 FAC: 4 GRP: J2 APT: (DEX+INT)/2
Working tin for ornamental and functional uses. Includes the manufacture of all sorts of inexpensive and practical items.

TOOLING
CST: 4 FAC: 4 GRP: I1 APT: (DEX+INT)/2
Decorating leather goods of all sorts.

TORTURE
CST: 6 FAC: 2 GRP: D7 APT: (DEX+WIL)/2
Making others tell you their deepest. darkest secrets against their will through the application of specialized techniques and instruments. Includes knowledge of methods of physical and psychological torture. Using the pain rules detailed below. each SL adds to the effective damage of physical damage inflicted during torture for determining AP loss for pain. The chance of breaking someone's will is treated as an attack against the victim's WIL. Torture may be applied as long as the victim is alive and conscious. Each application does physical damage with the SL of torture treated as the MD of the attack, though not all SL need be applied. No attack or location roll is made, because a victim must be immobilized to be tortured. The points of damage done are used to determine AP loss as described below for pain, plus they are subtracted from the victim's WP. WP damage from torture in different body areas is cumulative. When WP reach 0 the victim's will is broken and he will tell all.

TRACKING
CST: 5 FAC: 4 GRP: K4 APT: (INT+JUD)/2
Following the traces left by a person or animal in wilderness areas, with appropriate reduction for skill of the quarry and the age of the trail left.

TRAIL FINDING
CST: 4 FAC: 4 GRP: K2 APT: (INT+JUD)/2
Locating regularly used animal and humann trails in woodland or other areas.

TRAILING
CST: 5 FAC: 4 GRP: F2 APT: (INT+JUD)/2
Following a quarry in the urban environment while avoiding detection.

TRANCE PROPHECY
CST: 6 FAC: 2 GRP: D2 APT: (TAL+JUD)/2
Predicting the future while in a mystic(or apparently mystic trance, by the use of judgement, generalization and maybe a little spiritual inspiration. Predictions should be general enough to be flexibly applied.

TRAPPING
CST: 4 FAC: 3 GRP: K4 APT: (DEX+INT)/2
Setting traps in the wild, particularly passive traps for animals along trails or other appropriate areas. Includes knowledge of design(with available materials), construction and placement.

TRIDENT
CST: 5/7/5 AP: 22 MD: 7/0/9 FAC: 2 GRP: P3 APT: DEX/2
A three-headed thrusting weapon. good for disarming men and for stopping attacking animals. Used either one or two handed. also thrown in some cases. 48-60in long.

TRIP
CST: 5/-/- AP: 28 MD: S FAC: 2 GRP: P7 APT: AGI/2
An unbalancing attack using the legs to entangle and knock down the oponnent. MD is defender Size/4, with a SDM of 10. With this skill use the SPEcial combat table to determine the modifier for the defender's AGI roll to avoid the effects.

TROZARD
CST: 6 FAC: 20 GRP: V1 APT: INT
The native language of Trozards. A bit difficult for humans to speak. For humans the FAC should be lowered to 8.

TUMBLING
CST: 6 FAC: 3 GRP: G1 APT: AGI
Artistic and atheletic body movements, including traditional tumbling as well as gymnastics and acrobatics. Specific examples might be dives. rolls. swings. falls. etc. FAC rating should be adjusted for circumstances and the difficulty of the move attempted.

TYLWEIDAR
CST: 6 FAC: 6 GRP: U1 APT: INT
The common language of the Dothian descended races on Ysgarth. Spoken in different dialects by all of these races except the Khuzda.

UKRAL
CST: 7 FAC: 20 GRP: S3 APT: INT
Spoken by the extreme northern steppe tribes and the settled members of the Ukral race in the northern mountains.

UVEZIJE
CST: 8 FAC: 6 GRP: T3 APT: INT
The language of the Uvezich. Skraedja and Kaltuga demonic races of the Great Abyss.

VAEN
CST: 5 FAC: 20 GRP: S2 APT: INT
Spoken by the dominant tribes of the northeastern steppes.

VALET
CST: 3 FAC: 4 GRP: A2 APT: (SOC+CHA)/2
Dressing and grooming others for various occasions.

VINTNING
CST: 5 FAC: 4 GRP: H3 APT: (INT+JUD)/2
Turning grapes into wine, including knowledge of the growth and selection of grapes and the blending of wines.

VISUAL AIMING
CST: 4 AP: 20 FAC: 2 GRP: Q4 APT: DEX/2
Aiming missiles fired from the eye or face, usually magical missiles.

VITAL STRIKE
CST: 8 FAC: 2 GRP: R2 APT: (DEX+JUD)/2
Hitting a vital organ for maximal effect when attacking in close quarters. Will only work with a point weapon less than 2ft in blade length. If the percentage roll is made the character may add together the two D10 rolled for damage and use the total to figure his damage.

VOICE/SINGING
CST: 5 FAC: 4 GRP: C9 APT: (DEX+CHA)/2
Trained use of the voice in music of various sorts. Can be combined with incantation in music oriented magic.

WAGERING
CST: 5 FAC: 4 GRP: G3 APT: JUD
Betting wisely on sporting events and other risks of unknown outcome.

WAINRIGHT
CST: 4 FAC: 4 GRP: I3 APT: (DEX+JUD)/2
Making moving vehicles from wood, including the manufacture of wheels and axles.

WEAVING
CST: 5 FAC: 4 GRP: I2 APT: DEX
Using a loom to weave thread together into cloth of some sort, including clothing fabrics, decorative fabrics and rugs.(136,1922)

WHIP
CST: 5/10/5 AP: 16 MD: 6/6/0 FAC: 2 GRP: P5 APT: DEX/2
A length of leather, hardened and shaped to do some damage, mostly causing pain or entangling limbs. Used one handed, about 76-80in long.

WICKER WORKING
CST: 4 FAC: 4 GRP: I3 APT: DEX
Weaving with wicker, from simple baskets to complex cages and even furniture.

WILDERNESS SURVIVAL
CST: 3 FAC: 4 GRP: K3 APT: INT
Survival and wild lands, particularly unclaimed woodland, fens, moorland, fores, etc. Includes locating food and shelter.

WIND INSTRUMENT
CST: 5 FAC: 4 GRP: C9 APT: (DEX+TAL)/2
Playing a variety of wind instruments(choose specialty), including pipes, reeds, horns, etc. Can be combined with resonance in music oriented magic.



SKILL GROUPINGS	SKILLS	CST	FAC	GRP	APT
Political Skills	BUREAUCRACY	5	4	A1	(JUD+SOC)/2
SSP/MSP	DIPLOMACY	6	4	A1	(JUD+CHA)/2
	ETIQUETTE	4	4	A1	(SOC+CHA)/2
	INTRIGUE	7	3	A1	(INT+SOC)/2
	POLITICS	6	4	A1	(INT+CHA)/2
Persuasion Skills	BRIBERY	3	4	A2	(JUD+CHA)/2
SSP/MSP	CONNING/	5	4	A2	(INT+CHA)/2
	COURTLY LOVE	3	4	A2	(INT+CHA)/2
	FLATTERY	3	4	A2	(INT+CHA)/2
	MENDICANT/BEGGAR	3	4	A2	(INT+CHA)/2
	SEDUCTION	6	4	A2	(INT+CHA)/2
	VALET	3	4	A2	(SOC+CHA)/2
Military Skills	AMBUSH	5	2	B1	(INT+JUD)/2
SSP/MSP	GENERALSHIP	5	4	B1	(INT+JUD)/2
	LOGISTICS	4	4	B1	(INT+JUD)/2
	STRATEGY	4	4	B1	INT
	TACTICS	4	4	B1	INT
Intellectual Skills	STORYTELLING	6	4	C1	(INT+CHA)/2
SSP/MSP	TEACHING	6	2	C1	(INT+CHA)/2
	FOLKLORE	4	4	C2	JUD
	GEOGRAPHY	3	4	C2	JUD
	HISTORY	3	4	C2	JUD
	LAW/JUDICIAL	7	4	C2	(INT+JUD)/2
Clerical Skills	CALLIGRAPHY	5	4	C3	DEX
SSP/MSP	CARTOGRAPHY	4	4	C3	(DEX+JUD)/2
	FORGERY	7	2	C3	(DEX+JUD)/2
	LOST SCRIPTS	9	2	C3	JUD
	PRINTING	6	3	C3	(INT+JUD)/2
	READING/WRITING	7	4	C3	INT
Artistic Skills	DRAWING/PAINTING	4	4	C4	(DEX+INT)/2
SSP/MSP	ILLUMINATION	4	4	C4	(DEX+INT)/2
	SCULPTING	5	4	C4	(DEX+INT)/2
Philosophical Skills	LINGUISTICS	5	4	C5	(INT+JUD)/2
SSP/MSP	ACCOUNTING	7	4	C6	JUD
	MATHEMATICS	5	2	C6	(INT+JUD)/2
	ASTRONOMY	7	2	C7	JUD
	TIME KEEPNG	7	2	C7	(INT+JUD)/2
	AESTHETICS	5	4	C8	(INT+TAL)/2
	CRITICISM	4	4	C8	(WIL+INT)/2
	PHILOSOPHY	9	4	C8	(INT+JUD)/2
	POETRY	7	4	C8	(INT+TAL)/2
Musical Skills	RHYTHM INSTRUMENT	4	4	C9	(DEX+TAL)/2
SSP/MSP	STRING INSTRUMENT	5	4	C9	(DEX+TAL)/2
	VOICE/SINGING	5	4	C9	(DEX+CHA)/2
	WIND INSTRUMENT	5	4	C9	(DEX+TAL)/2
Divinatory Skills	CARD READING	6	4	D1	(TAL+JUD)/2
SSP/MSP	CAST READING	5	4	D1	(TAL+JUD)/2
	PALMISTRY	6	4	D1	(TAL+JUD)/2
	TRANCE PROPHECY	6	2	D2	(TAL+JUD)/2
	DOWSING	5	2	D3	(TAL+JUD)/2
Medical Skills	ACCUPUNCTURE	7	3	D4	(DEX+JUD)/2
SSP/MSP	ANATOMY	3	4	D4	JUD
	BIND WOUNDS	2	12	D4	(DEX+JUD)/2
	MASSAGE	2	4	D4	(DEX+INT)/2
	SURGERY	8	2	D4	(DEX+JUD)/2
	ARREST POISON	6	4	D5	(DEX+JUD)/2
	EMBALMING	5	4	D5	JUD
	HERBAL CURING	5	4	D5	JUD
	HERBAL HEALING	7	4	D5	JUD
	LEECHING	3	3	D5	JUD
	MIDWIFERY	5	4	D5	(DEX+JUD)/2
	BARBERING	2	12	D6	DEX
	TORTURE	6	2	D7	(DEX+WIL)/2
Deceit Skills	ACTING/PLAYING	7	4	E1	CHA
SSP/MSP	LIP READING	6	3	E1	(INT+JUD)/2
	MIMING	7	4	E1	(INT+CHA)/2
	ORATORY	5	4	E1	(INT+CHA)/2
	INTIMIDATION	3	4	E2	CHA/Size
	LEADERSHIP	5	3	E2	(INT+CHA)/2
	COSMETICS	4	4	E3	(DEX+APP)/2
	DISGUISE	5	3	E3	(DEX+CHA)/2
	INFILTRATE	6	3	E3	(INT+CHA)/2

Perception Skills	ASSESS PERSON	4	4	F1	(JUD+CHA)/2
SSP/MSP	CASE/SURVEILLANCE	3	4	F1	(INT+JUD)/2
	EVALUATE ITEM	5	3	F1	JUD
	OBSERVE	3	2	F1	INT
	RESEARCH	4	4	F1	(INT+JUD)/2
	STREET SENSE	3	4	F2	INT
	TRAILING	5	4	F2	(INT+JUD)/2
Manual Skills	CONCEAL ITEM	4	4	F3	(DEX+INT)/2
SSP/PSP	SEARCH AREA/OBJECT	4	4	F3	(DEX+INT)/2
	CUT PURSE	4	4	F4	DEX
	PICK POCKET	6	2	F4	DEX
	SEARCH PERSON	3	4	F4	(DEX+INT)/2
	OPEN SILENTLY	3	4	F5	DEX
	PICK LOCKS	5	2	F5	DEX
	SET TRAPS	4	4	F5	(DEX+INT)/2
	JUGGLING	6	S	F6	DEX
	PALMING	6	4	F6	DEX
	POISONING	6	4	F6	(DEX+INT)/2
	SLEIGHT OF HAND	7	4	F6	DEX
Movement Skills	CAT FALL	4	2	G1	AGI
SSP/PSP	CLIMBING	4	4	G1	(DEX+AGI)/2
	CONCEALMENT/HIDING	4	4	G1	(INT+JUD)/2
	SILENT MOVEMENT	5	4	G1	AGI
	TUMBLING	6	3	G1	AGI
	DANCING	3	4	G2	(CHA+AGI)/2
	SEXUAL TECHNIQUE	5	4	G2	(DEX+CHA)/2
Gaming Skills	BOADGAMING	4	4	G3	JUD
SSP/MSP	CARD PLAYING	5	4	G3	JUD
	CHEATING	5	2	G3	(DEX+INT)/2
	DICING	5	4	G3	(DEX+JUD)/2
	WAGERING	5	4	G3	JUD
Sport Skills	BOWLING	4	12	G4	(DEX+AGI)/2
SSP/PSP	GOLF	3	4	G4	(DEX+INT)/2
	HURLEY	5	4	G4	(DEX+AGI)/2
	JUMPING	4	4	G4	AGI
	RUNNING	4	12	G4	AGI
	SOCCER	4	4	G4	(INT+AGI)/2
	DRIVING	3	4	G5	(DEX+AGI)/2
	RIDING	4	4	G5	(DEX+AGI)/2
MercantileSkills	GREENGROCERY	3	12	H1	INT
SSP/MSP	HOSTLERY	4	4	H1	(INT+CHA)/2
	MERCHANT/SALES	4	4	H1	(INT+CHA)/2
	TAPSTER/BARTENDER	3	12	H1	(INT+CHA)/2
Victuelry Skills	BUTCHERY	4	4	H2	(DEX+JUD)/2
SSP	SALT PACKING/CURING	3	12	H2	INT
	BAKING	3	4	H3	(DEX+INT)/2
	BREWING	6	4	H3	INT
	CIDER/MEADE MAKING	4	4	H3	INT
	COOKING/CUISINE	3	4	H3	(DEX+INT)/2
	DISTILLING	8	3	H3	INT
	VINTNING	5	4	H3	(INT+JUD)/2
Leathercraft Skills	BOOKBINDING	3	4	I1	(DEX+JUD)/2
SSP/PSP	COBBLER/BOOTER	4	4	I1	(DEX+JUD)/2
	LEATHERSMITHING	4	4	I1	(DEX+JUD)/2
	PELTING/SKINNING	3	12	I1	(INT+JUD)/2
	SADDLERY	4	4	I1	(DEX+INT)/2
	TANNING	3	12	I1	(INT+JUD)/2
	TOOLING	4	4	I1	(DEX+INT)/2
Clothworking Skills	DYING	4	12	I2	INT
SSP	EMBROIDERY	5	4	I2	(DEX+INT)/2
	KNITTING	3	4	I2	(DEX+INT)/2
	PAPERMAKING	5	4	I2	(INT+JUD)/2
	QUILTING	3	12	I2	(DEX+INT)/2
	SEWING/TAILORING	3	12	I2	DEX
	SPINNING	3	4	I2	DEX
	WEAVING	5	4	I2	DEX
Woodworking Skills	BOWYERY/FLETCHING	5	4	I3	(DEX+JUD)/2
SSP/PSP	CARVING/WOODWORK	5	4	I3	DEX
	COOPERY	4	12	I3	(DEX+JUD)/2
	FRAMING/BUILDING	4	4	I3	(DEX+JUD)/2
	JOINING/CARPENTRY	4	4	I3	(DEX+JUD)/2
	SHIPWRIGHT	5	3	I3	(DEX+INT)/2
	THATCHING/ROOFING	3	12	I3	(DEX+AGI)/2
	WAINRIGHT	4	4	I3	(DEX+JUD)/2
	WICKER WORKING	4	4	I3	DEX

Mechanical Skills	MECHANICAL	8	2	I4	(DEX+INT)/2
SSP/MSP	MILLING	3	4	I4	INT
	SEIGE ENGINEERING	5	3	I4	(DEX+INT)/2
Smithing Skills	ARMORY	7	3	J1	(DEX+JUD)/2
SSP	BLADESMITH	8	3	J1	(DEX+JUD)/2
	FARRIERY	3	4	J1	(DEX+JUD)/2
	FOUNDRY/ROLLING	5	3	J1	(DEX+JUD)/2
	IRONSMITHING	4	4	J1	(DEX+JUD)/2
	BRAZIER	5	4	J2	(DEX+JUD)/2
	ETCHING	7	2	J2	(DEX+JUD)/2
	GOLD/SILVERSMITH	6	3	J2	(DEX+INT)/2
	HILTYERY	3	4	J2	(DEX+INT)/2
	JEWELSMITHING	6	2	J2	(DEX+INT)/2
	TINSMITH/TINKER	3	4	J2	(DEX+INT)/2
Stoneworking Skills	EXCAVATION/MINING	5	4	J3	JUD
SSP	MASON/ENGINEER	6	4	J3	(DEX+INT)/2
	STONE CUTTING	4	4	J3	(DEX+INT)/2
Glaziery Skills	BRICKMAKING	4	4	J4	INT
SSP	ENAMELING	4	4	J4	(DEX+INT)/2
	GLASSMAKING	6	3	J4	(DEX+JUD)/2
	GLAZIERY/STAINING	4	4	J4	(DEX+INT)/2
	MOSAIC/TILE	5	4	J4	(DEX+INT)/2
	POTTERY	5	4	J4	(DEX+INT)/2
Rustic Skills	ANIMAL TRAINING	5	4	K1	(INT+CHA)/2
SSP	FARMING	3	4	K1	(INT+DEX/2
	HERDING/CURRIERY	3	4	K1	(DEX+INT)/2
	BIVOUAK	3	4	K2	JUD
	GATHERING/FORAGE	3	4	K2	JUD
	LUMBERING	4	4	K2	(DEX+INT)/2
	TRAIL FINDING	4	4	K2	(INT+JUD)/2
Survival Skills	DESERT SURVIVAL	4	2	K3	INT
SSP/MSP/PSP	MOUNTAINEERING	5	4	K3	INT
	WILDERNESS SURVIVE	3	4	K3	INT
Hunting Skills	HUNTING	4	4	K4	(DEX+INT)/2
SSP/PSP	TRACKING	5	4	K4	(INT+JUD)/2
	TRAPPING	4	3	K4	(DEX+INT)/2
Fishing Skills	CLAMMING	3	4	L1	(DEX+INT)/2
SSP	FIND FISH	3	4	L1	JUD
	LINE FISHING	4	4	L1	(DEX+JUD)/2
	NET/TRAP FISHING	3	4	L1	(DEX+INT)/2
	SPEAR FISHING	4	4	L1	(DEX+INT)/2
Nautical Skills	KNOT TYING	3	4	L2	(DEX+INT)/2
SSP	NET WEAVING	4	4	L2	(DEX+INT)/2
	SAIL TENDING	4	4	L2	(DEX+AGI)/2
	HELM/PILOT	5	3	L3	(DEX+WIL)/2
	NAVAL COMBAT	5	2	L3	(INT+JUD)/2
	NAVIGATION	8	2	L3	(INT+JUD)/2
	RIVERCRAFT	4	4	L3	(INT+JUD)/2
	ROWING	2	12	L3	DEX/STR
Aquatic Skills	AQUATIC SURVIVAL	5	4	L4	(DEX+INT)/2
SSP/PSP	DIVING	3	3	L4	CON/AGI
	HOLD BREATH	4	4	L4	WIL
	SWIMMING	8	4	L4	(DEX+AGI)/2
Priestly Skills	COUNSELING	5	4	M1	(JUD+CHA)/2
SSP/MSP	HOLY MYSTERIES	7	3	M1	(INT+JUD)/2
	LITURGY/RITUAL	4	4	M1	(INT+JUD)/2
	PREACHING	5	3	M1	CHA
	DIVINE AID	5	2	M2	(ZEA+CHA)/2
	PRAYER	5	S	M2	(ZEA+CHA)/2
Magical Skills	ALCHEMY	7	2	N1	(JUD+INT)/2
SSP/MSP	DEMONOLOGY	6	2	N1	(JUD+INT)/2
	MAGICAL RESEARCH	7	2	N1	(INT+JUD)/2
Magical Technical Skills	ENHANCE WILL	6	S	N2	WIL
MSP	MEMORIZATION	6	4	N2	WIL
Spell Casting Skills	INCANTATION	5	2	N3	CHA
MSP	MEDITATION	6	2	N3	WIL
	RITUAL	5	2	N3	(DEX+AGI)/2
	SINGING/VOICE	4	2	N3	CHA
	SOMATIC	6	2	N3	DEX
	SYMBOLIC	5	2	N3	(DEX+JUD)/2
Spell Empowering Skills	COMPONENT	7	S	N4	0
MSP	CONTAGION	6	S	N4	0
	ELEMENTAL EMP.	7	S	N4	0
	PLAYING	6	S	N4	0
	RELATIVE	6	S	N4	0

	RESONANCE	7	S	N4	0
	SYMPATHY	5	S	N4	0
Mana Manipulation Skills	MANA GATHERING	7	S	N5	NA
MSP	MANA SHIELD	7	3	N5	INT
	MANA SIGHT	7	2	N5	TAL
Animal Affinities	AVIAN	6	3	O1	CHA
SSP/MSP	BOVINE/EQUINE	5	5	O1	CHA
	CANINE/LUPINE	5	6	O1	CHA
	FELINE	5	4	O1	CHA
	INSECT	5	3	O1	CHA
	PISCEAN	6	3	O1	CHA
	RODENT/URSINE	5	5	O1	CHA
	SAURIAN	5	5	O1	CHA
	SIMIAN	6	6	O1	CHA
Special Combat Skills	BACKSTRIKE	5	2	R1	(AGI+JUD)/2
PSP	COMBAT TACTICS	6	1	R1	(INT+AGI)/2
	DAMAGE STRIKE	8	S	R2	S
	VITAL STRIKE	8	2	R2	(DEX+JUD)/2
	BERSERKERGANG	5	S	R3	WIL
	COMBAT REFLEXES	6	S	R3	0
	DURABILITY	5	S	R4	0
	ENDURANCE	5	S	R4	0
Language Skills	CALUDIC	6	10	S1	INT
SSP/MSP	COMBRIAN	6	10	S1	INT
	KAELIC	6	10	S1	INT
	KERNIOC	5	10	S1	INT
	KYVENIC	7	10	S1	INT
	OCMEIC	7	8	S1	INT
	AESCAN	5	10	S2	INT
	FERSIAN	5	10	S2	INT
	GOTTIAN	6	10	S2	INT
	REDANA/VOELVIGA	7	8	S2	INT
	SAESAN	5	10	S2	INT
	VAEN	5	10	S2	INT
	AETRUVIAN	7	10	S3	INT
	AUSCIAN	6	10	S3	INT
	HOUKOSI	6	10	S3	INT
	MACHARI	6	10	S3	INT
	MARMARI	5	10	S3	INT
	OLD AETRUVIAN	7	7	S3	INT
	UKRAL	7	10	S3	INT
	BERLAG	6	10	S4	INT
	GAMMAN	5	10	S4	INT
	HANTYRKA	5	10	S4	INT
	JENNISCH	4	10	S4	INT
	KENNIK	4	10	S4	INT
	CANSA	3	12	S5	INT
	SAPRA	5	12	S5	INT
	TAFIR	4	12	S5	INT
Magical Languages	SESETA	7	7	T1	INT
SSP/MSP	DAEVIC	7	7	T2	INT
	SHEOLIC	7	8	T2	INT
	UVEZIJE	8	6	T3	INT
	GOETIC	8	5	T4	INT
Dothian Languages	DOTHIAN	6	5	U1	INT
SSP/MSP	KHUZDA	6	8	U1	INT
	KOBLANG	5	9	U1	INT
	TYLWEIDAR	6	6	U1	INT
Nonhuman Languages	OLD TONGUE	8	8	V1	INT
SSP/MSP	TROZARD	6	10	V1	INT
	BATRACKSCH	6	11	V2	INT
	CHITARE	8	8	V3	INT
Hand Speech (SSP)	HAND SPEECH	7	8	W1	(DEX+INT)/2



SKILL GROUP	WEAPON SKILLS	CST	AP	MD	FAC	GRP	APT
Club Weapons	BATTLE MACE	6/7/9	24	10/0/0	2	P1	(ST+DE)/4
PSP	CUDGEL	5/6/8	20	8/0/0	2	P1	(ST+DE)/4
	HAMMER	5/7/6	20	8/0/0	2	P1	(ST+DE)/4
	MACE	5/7/9	22	9/0/0	2	P1	(ST+DE)/4
	STAFF	5/6/5	18	7/0/0	2	P1	(DE+AG)/4
Edge Weapons	BASTARD SWORD	6/7/8	24	0/10/9	2	P2	(DE+ST/4
PSP	BROADSWORD	6/6/7	22	0/9/8	2	P2	(DE+IN)/4
	DAGGER	5/6/7	18	0/7/7	2	P2	(DE+IN/4
	FALCHION	5/7/8	22	0/9/8	2	P2	(DE+ST)/4
	GLAIVE	5/8/9	28	0/12/10	2	P2	(ST+DE)/4
	GREATSWORD	6/8/9	26	0/11/9	2	P2	(DE+ST)/4
	RAPIER	6/5/6	22	0/8/8	2	P2	(DE+IN)/4
	SCIMITAR	6/8/7	24	0/10/8	2	P2	(DE+IN)/4
	SHORT SWORD	5/6/7	20	0/8/8	2	P2	(DE+IN)/4
Point Weapons	HEAVY LANCE	6/10/14	34	13/0/15	2	P3	ST/2
PSP	LIGHT LANCE	5/8/10	24	9/0/10	2	P3	(DE+ST)/4
	PIKE	5/9/10	32	8/0/14	2	P3	(ST+DE)/4
	SPEAR	5/6/7	24	8/8/10	2	P3	(DE+IN)/4
	TRIDENT	5/7/5	22	7/0/9	2	P3	DE/2
Axe Weapons	BATTLE AXE	6/7/8	22	8/9/0	2	P4	(ST+DE)/4
PSP	DOUBLE AXE	6/8/9	24	9/10/8	2	P4	(ST+DE)/2
	HALBERD	5/10/11	28	9/12/10	2	P4	(ST+DE)/4
	HAND AXE	5/7/8	20	7/8/0	2	P4	(ST+DE)/4
Articulated Weapons	FLAIL	6/12/10	32	14/0/0	2	P5	(ST+DE)/4
PSP	LARIAT	6/-/7	28	NA	2	P5	(ST+DE)/4
	MORNINGSTAR	5/9/7	20	8/0/0	2	P5	(ST+DE)/4
	NET	6/6/6	16	6/0/6	2	P5	(DE+AG)/4
	WHIP	5/10/5	16	6/6/0	2	P5	DE/2
	GAROTTE	6/-/-	20	8/8/0	2	P6	DE/2
Unarmed Combat	BITE	5/-/-	16	0/6/6	2	P7	DE/2
PSP	DODGE	-/5/-	24	NA	2	P7	AG/2
	GRAPPLE	5/-/-	30	S	2	P7	(AG+DE)/4
	HAND/CLAW	5/8/6	16	5/4/4	2	P7	DE/2
	HEAD BUTT	5/10/10	24	10/0/0	2	P7	AG/2
	KICK	5/9/7	24	9/6/7	2	P7	AG/2
	THROW	5/-/-	30	S	2	P7	(ST+DE)/4
	TRIP	5/-/-	28	S	2	P7	AG/2
Shield Skills	BUCKLER	5/5/7	20	7/6/6	2	P8	(DE+JU)/4
PSP	LEGION SHIELD	6/6/10	28	9/0/8	2	P8	ST/2
	ROUND SHIELD	5/5/8	22	7/7/8	2	P8	(DE+ST)/4
	CHEVRON SHIELD	6/6/9	24	8/8/0	2	P8	ST/2

SKILL GROUP	MISSILE SKILLS	CST	RAN	AP	MD	FAC	GRP	APT
Bow Weapons	CROSSBOW	5	5	50	0/0/24	2	Q1	DE/2
PSP	LONGBOW	7	12	40	0/0/10	2	Q1	DE/2
	SHORTBOW	6	9	30	0/0/8	2	Q1	DE/2
Thrown Missiles	DART	5	2	20	0/0/6	2	Q2	DE/2
PSP	JAVELIN	5	6	25	0/0/8	2	Q2	DE/2
	DISC	5	6	25	0/8/0	2	Q2	DE/2
	PILUM	6	5	28	0/0/9	2	Q2	DE/2
	THROWN AXE	6	4	25	0/8/0	2	Q2	DE/2
	THROWN HAMMER	5	4	25	8/0/0	2	Q2	DE/2
	THROWN KNIFE	6	3	22	0/0/7	2	Q2	DE/2
Articulated Missiles	BOLA	6	3	40	9/0/0	2	Q3	DE/2
PSP	SLING	5	6	22	7/0/0	2	Q3	DE/2
	SPEAR SLING	6	8	30	0/0/10	2	Q3	DE/2
Magical Aiming	DEVICE AIMING	6	NA	28	S	2	Q4	DE/2
PSP/MSP	HAND AIMING	5	NA	24	S	2	Q4	DE/2
	VISUAL AIMING	4	NA	20	S	2	Q4	DE/2






APPENDIX E: SPELL LIST

Described here are some 500 standard spells covering a wide variety of magical styles and possibilities. CST indicates the Skill Point Cost to learn a spell. Mana Point Cost is the standard cost to cast that spell in Mana Points. FP cost is the standard cost in Fatigue Points to use the spell. AP cost is the AP needed to cast the spell. RES is the characteristic rolled against to resist the spell. RAN is the effective range of the spell in yards. DUR is the period of time for which the effects last. DAM is the amount of damage a spell does. CLS is a three letter code describing the nature of the spell. GRP indicates which types of mages are likely to have access to that specific spell. ARE indicats an area of effect, usually given in square units. VOL indicates a volume effected, in cubic units. RAD indicates a radius of effect.

Absolution/Wellbeing
CST: 5 MP: 7 AP: 103 CLS: BOC GRP: PR
RAN : T DUR: 10M ARE: NA RES: WIL DAM: 0
This makes the target feel well and whole after being afflicted by doubt or fear. It will remove the effects of spells such as Inspire Guilt or Fear of one form or another, or it can be used to increase the self-confidence of a person, raising his save against such effects and loss of morale by one increment for the duration (such as from WILx3% to WILx4%).

Accelerate Growth
CST: 4 MP: 12 AP: 210 CLS: CEC GRP:HE
RAN:10 DUR: 10Mi ARE: 5M RES: NA DAM:0
This causes plants to grow at an accelerated rate, going instantly from their normal size to twice normal size for the duration of the spell It effects all plants withing the radius of the range.

Acid Blast
CST: 4 MP: 7 AP: 35 CLS: EMG GRP: AL
RAN: 10 DUR: I ARE: NA RES: MIS DAM: 15BO
This does overall damage to a single target by hitting him with a mist-like spray of acid from the caster's hands It is treated as a missle attack but damage is not located.

Aetherial Projection
CST: 6 MP: 6 AP: 49 CLS: CNE GRP: MY
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This projects the spirit of the caster into a spiritual state of half-existence, in which he can see and be seen (though he is transparent), but can pass through normal physical matter and cannot manipulate anything physical. In this state the character's physical body is subsumed into the spiritual form, which manifests characteristics of mind and spirit only. However, the body can still take damage from magical weapons, if those weapons are specifically enchanted to hit Aetherial or spirit forms, or if it seems in the nature of the item. In the same way, magical barriers and spells can effect the aetherial person.

Agelessness
CST: 11 MP: 17 AP: 289 CLS: CFD GRP: EN
RAN : T DUR: 10Y ARE: NA RES: NA DAM: 0
This makes the subject immune to the effects of any aging within the duration of the spell. At the end of that time he receives the full impact of the years avoided in a period of hours equal to the number of years avoided. Thus, if a person were kept ageless for 50 years he would age 50 years in 50 hours, though if the spell is cast within that period it arrests the aging process at the point where it is cast, delaying further aging until it wears off again.

Aging
CST: 8 MP: 24 AP: 864 CLS: CEC GRP: ENSH
RAN : 10 DUR: X ARE: NA RES: TAL DAM: 50Y
This causes the physiological age of a single living organism to be advanced by 20 years if a save is failed.

Animal Affinity
CST: 6 MP: 9 AP: 219 CLS: BNC GRP: BE
RAN : T DUR: W ARE: NA RES: WIL DAM: 0
This effects a single animal of a type with which the character has an affinity. It makes that animal affable to the caster. It does not make the animal serve him, but it will aid and assist within reason and for mutual benefit and will not attack the caster.

Animate Corpse
CST: 9 MP: 11 AP: 61 CLS: CJD GRP: NE
RAN : T DUR: W ARE: NA RES: CON DAM: 0
This gives movement to a man-sized corpse, making it capable of moving according to the instructions of the caster. It will not be able to make decisions or original actions, but will be able to carry out fairly complex series of commands and identify objects and objectives. The animant will normally be set to take verbal orders.

Animate Plant
CST: 6 MP: 7 AP: 25 CLS: CJD GRP: HE
RAN : 10 DUR: 1M ARE: NA RES: NA DAM: 5
This will increase the mobility of one plant of up to 1 Cubic Meter in volume (bush size). It allows that plant to grasp or attack those coming near it, stretching out limbs to do so, but does not make it truly mobile or capable of free movement. The plant will be given approximatly average human STR and DEX, but no real intelligence beyond the ability to follow the orders of the caster.

Annihilate Matter(non-living)
CST: 13 MP: 18 AP: 438 CLS: DRB GRP: WI
RAN : 5 DUR: I ARE: NA RES: NA DAM: 100
This completely disintigrates matter within a 3 cubic yard area, up to a total of 60 points of structural damage.

Anti-Detection Field
CST: 9 MP: 11 AP: 146 CLS: AFD GRP: DIWIEN
RAN : 10 DUR: 1H ARE: NA RES: S DAM: 0
This protects all persons and objects within the given radius of the caster from being effected by any detection spell unless it is of increased CL. The locus of the spell moves with the caster should he move.

Anti-Teleport Field
CST: 15 MP: 12 AP: 389 CLS: AND GRP: WI
RAN : 30 DUR: 1H ARE: NA RES: S DAM: 0
This prevents the function of Teleportation and similar transport spells classed AKD, AKE or AKF cast into or out of the radius of the spell. This radius is as given, and is fixed for the duration in the place where it is cast.

Armor of Righteousness
CST: 2 MP: 4 AP: 95 CLS: DFE GRP: EN
RAN: S DUR: 10Mi ARE: S RES: NA DAM: 3
This protects the caster with a field of invisible force which raises his effective Defense Skill Rating by the indicated amount for the duration of the spell.

Assimilate with Earth
CST: 5 MP: 6 AP: 49 CLS: DNE GRP: GE
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This allows the caster to merge with earth matter, travelling through it fully assimilated with the matter at normal movement rate, though movement rate is halved in solid stone. And divided by four in metals.

Astral/Mental Projection
CST: 8 MP: 6 AP: 59 CLS: BNE GRP: MYSH
RAN: S DUR: 10M ARE: NA RES: NA DAM: NA
This allows the caster to send his spirit out from his body up to the duration of the spell and within the distance that he could run in that period, though he loses no fatigue for running in that form. This spirit is invisible and can not speak or affect the real world, but he can see and hear anything he encounters, as well as being able to pass through solid objects and pass over obstacles like water, as he is essentially levitating. The body remains behind at minimal body function, and if the body is slain the spirit is stuck in spirit form until it goes wherever it belongs. It is also theoretically possible to sever the connection between the spirit and the body in this condition by application of a weapon which can do damage to spirits and doing 2 times the body's total Hit Points in damage to the connecting chord. The spirit released by this spell consists of the Mental and Spiritual portions of the subject.

Attack Other Planes
CST: 7 MP: 8 AP: 70 CLS: AEE GRP: ENMYWI
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This allows a character to extend his physical presence into other half-planes of existence while remaining in the normal world, or in one of those half-worlds, such as the Spectral, Aetherial ar Astral planes. It will allow him to see astral and aetherial beings, as well as being able to attack any beings in those planes or manipulate objects there. If he is in one of those planes, it allows him to effect the real world. The catch is that while he can effect the real world, it can also effect him, and though normally immaterial, he will take damage if hit while using this spell. However, that damage is totalled and taken as overall damage rather than as located damage.

Attract Beast
CST: 7 MP: 14 AP: 196 CLS: CGD GRP: BM
RAN : 10K DUR: 1H ARE: NA RES: WIL DAM: 0
This attracts any one creature within range of a type with which the caster has an affinity.

Attract Fish
CST: 3 MP: 6 AP: 35 CLS: CGD GRP: HYSH
RAN: 100 DEL: 10Mi ARE: NA RES: WIL DAM: 0
This attracts to the locus of the caster all of the fish of a specific type or just all available fish within the indicated radius, assuming that those fish can get to him by swimming They will not jump out of the water into his boat, but they will swim into well placed nets, etc.

Auditory Illusion
CST: 9 MP: 9 AP: 175 CLS: BMA CLS: CO
RAN : 3M(v) DUR: 10M ARE: NA RES: NA DAM: NA
This forms the auditory component of an illusion. It creates a sound or sequence of sounds programmed by the caster. In addition, with the Sensory Link spell it can be used to create sound on command at a distance and to receive sound input. Sounds can be of any nature or volume conceivable to the caster or part of his experience, with accuracy dependent on his memory and imagination.

Aurora
CST: 10 MP: 8 AP: 35 CLS: GNE GRP: LI
RAN : S DUR: 1M ARE: NA RES: NA DAM: 10
This surrounds the caster in a glowing field of light, which does damage to anyone with whom he comes in direct physical contact. The damage done lasts for the duration, but only has an effect in those rounds when the caster hits or touches a target.

Aware Air
CST: 8 MP: 8 AP: 47 CLS: BBA GRP: DI
RAN : 100 DUR: 1M ARE: NA RES: NA DAM: 0
This makes the caster aware of moving masses and creatures anywhere within the range given, even if they are obscured, hidden or invisible. It does not register masses or creatures less than 20lbs. Also, the range within which it works is not linear, but walking range, as in the distance the caster would have to actually walk to reach the source of the motion.

Babel
CST: 12 MP: 10 AP: 168 CLS: BOA GRP: PR
RAN : 10R DUR: 10M ARE: NA RES: INT DAM: 0
This spell works against all targets in a set area, causing them to be unable to understand the speech of anyone else they encounter for the duration of the spell and making their speech unintelligible to anyone else for that same duration. The only person who can understand them and speak to them is the caster of the spell. They sound as if they are speaking unknown foreing tongues.

Ball of Flame
CST: 6 MP: 8 AP: 24 CLS: GMG GRP: PY
RAN : 10 DUR: C ARE: NA RES: MIS DAM: 10
This fires a ball of coherent flame at a single target to do located damage if it hits. The attacker uses his missile SR with an appropriate targetting skill to determine if he hits.

Banishment
CST: 14 MP: 22 AP: 349 CLS: AFB GRP: SO
RAN : T DUR: 10Y ARE: NA RES: WIL DAM: 0
This is for use against powerful beings of extra-planal origin, like demons and deities. If it is successful it bars that being from the world on which it is cast for the duration of the spell, so that he cannot enter that plane of existence until it runs out. It effects only beings who are naturally magical and who are not primarily mortal in nature.

Basilisk Gaze
CST: 10 MP: 11 AP: 102 CLS: AOG GRP: ENGE
RAN : 10 DUR: 1H/I ARE: NA RES: MIS DAM: 0
This is a Gaze Targetting based missile attack. If it hits the target must make a 3xTAL% roll or be turned to fairly hard stone for the duration of the spell, returning to normal, still alive at the end of that duration.

Beam of Blackness
CST: 8 MP: 8 AP: 47 CLS: HMG GRP: DA
RAN : 30M DUR: I ARE: NA RES: MIS DAM: 10
Fires a beam of dark energy at a single target doing located club type damage if it hits. Works with the Hand Targetting, Staff Targetting or Gaze Targetting skills.

Beam of Light
CST: 6 MP: 8 AP: 24 CLS: GMG GRP: LI
RAN : 30M DUR: I ARE: NA RES: MIS DAM: 10
Fires a beam of light at a single target doing located point type damage if it hits. Works with the Hand Targetting, Staff Targetting or Eye Targetting skills.

Beastform
CST: 8 MP: 8 AP: 68 CLS: COE GRP: BM
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This allows the caster to take the form of any animal with which he has an affinity of some sort, with all the abilities and characteristics of that type of animal, though retaining human intelligence, but no other human capabilities.

Beastspeach
CST: 2 MP: 6 AP: 54 CLS: AAC GRP: BM
RAN : 10 DUR: 1M ARE: NA RES: WIL DAM: 0
This allows the caster to speak with any number of animals of any one type with which he has an affinity, though it need not be the same type of creature every time it is case, if the character has multiple affinities.

Bind Soul
CST: 9 MP: 15 AP: 608 CLS: ANC GRP: MYNE
RAN : 10 DUR: 1W ARE: NA RES: S DAM: NA
This will bind a soul or other naturally generated spirit into an object as long as no other matrices or spirits are already there. Both spirit and caster must agree to this and the spirit must not already be bound to some other object, like its body. Sever Soul can be used to separate spirits and bodies. If the spirit is unwilling to be bound, it must be dominated in a Will Battle, which can be initiated with an appropriate spell. Once a spirit is bound, it may attempt to break free, doing Will Battle with a barrier equal to Caster's WIL x 5 Will Points per CL of the spell. Note that at Casting Level 1 Bind Soul only works on spirits equal to or lower than the level summoned with Lesser Summoning, 2 CL are needed for spirits of the level of Prime Summoning. 3 CL are needed for spirits of the level of Greater Summoning. Once a spirit is bound, it can be programmed just like a Living Matrix, or it can be compelled with a Trigger to use its own spells, if it has them. Spirits which are bound are of varying levels of power, but Lesser Spirits usually have around 50 MP, Prime Spirits around 100 and Greater Spirits around 200. Skill Points for programming such a spirit should be at about the same level as the spirit's MP.

Binding Earth
CST: 3 MP: 7 AP: 111 CLS: DNC GRP: GE
RAN : 10 DUR: 10M ARE: NA RES: AGI DAM: 0
This causes the earth around the feet of the character to rise up around his legs and hold him immobile if he fails to make a dodge save. It can be broken if a STR roll is made, and such a roll can be made once per minute. The STR roll is modified for the type of earth available. Sand/Dirt has a roll of STRx4 to break free. Sandstone or other sedimentary stone has a roll of STRx3 to break free. Granite or other igneous rock has a STRx2 roll to break free. Marble, obsidian or other metamorphic rock has a STRx1 roll to break free.

Binding Light
CST: 6 MP: 10 AP: 90 CLS: GNC GRP: LI
RAN : 10 DUR: 10M ARE: NA RES: MIS DAM: 0
Creates a ball of glowing energy which is fired at the target. If it hits it expands into glowing bands which engulf and immobilize the area hit and three adjacent areas in all directions. Constriction does no damage, but the bonds can only be broken on a STR% roll on 1D100.

Bladesharp
CST: 2 MP: 5 AP: 54 CLS: DEC GRP: EN
RAN : T DUR: 1M ARE: NA RES: NA DAM: 2
This accentuates the natural qualities of a bladed weapon, making it sharper than it would normally be and increasing the Maximum Damage (after DC adjustment) by the indicated amount for the duration of the spell.

Bleeding Death
CST: 7 MP: 13 AP: 100 CLS: CFB GRP: PHSH
RAN: T DUR: 1Mo ARE: NA RES: CON DAM: S
This afflicts a single target with the equivilent of haemophelia. It essentially makes the target incapable of healing naturally or through normal medical means for the duration of the spell. When he takes wounds he will bleed normally but will not stop or heal as expected. He can be cured by magical healing at half effectiveness.

Bless Earth
CST: 9 MP: 17 AP: 340 CLS: DEA GRP: HE
RAN: T DUR: 1Se ARE: 100R RES: NA DAM: 0
When cast on an area of land this will increase its fertility and its yield by 20%. It also gives it an equivalent amount of protection against natural disasters and crop failures.

Blight Plant
CST: 5 MP: 10 AP: 275 CLS: CPsC GRP: HESH
RAN : T DUR: I ARE: NA RES: NA DAM: 10
This causes a plant touched by the caster to wither and die. It does the equivalent of 6 points of damage to the plant, about enough to kill a small bush of 1 Cubic Meter in size. Higher Casting Levels would be needed for larger plants. Plants blighted turn brown and wither, losing their leaves and eventually dying. Damage from successive blightings is cumulative unless healed.

Body Awareness/Internal Analysis
CST: 2 MP: 2 AP: 5 CLS: BEE GRP: MY
RAN : S DUR: I DEL 10M RES: NA
DAM: 0
This increases a character's awareness of the status of his own body and internal systems. It will inform him of any diseases, disorders, imbalances or any other variations from normal health. While it will note the effects and presence of different disorders it will not identify causes or cures.

Bolt of Steel
CST: 4 MP: 8 AP: 58 CLS: DMG GRP: GE
RAN : 30 DUR: I ARE: NA RES: MIS DAM: 10
This creates a sharpened bolt of steel and projects it at a target, hopefully skewering him and doing located damage.

Bonding
CST: 4 MP: 11 AP: 270 CLS: DNC GRP: EN
RAN: T DUR: 1We ARE: 5M RES: NA DAM:0
This binds together two touching surfaces over an area up to the length which the caster can trace with his finger up to the total length indicated. It requires a STRx(3/#Meters Joined)% roll to break the bond if both surfaces are of the same material, and a roll within twice that amount if the two surfaces are made of different materials.

Bonds of Darkness
CST: 8 MP: 10 AP: 180 CLS: HNC GRP: DA
RAN : 10 DUR: 10M ARE: NA RES: MIS DAM: 0
Creates a ball of darkness which is fired at the target. If it hits it expands into black bands which engulf and immobilize the area hit and three adjacent areas in all directions. Constriction does no damage, but the bonds can only be broken on a STR% roll on 1D100.

Bonds of Flame
CST: 8 MP: 12 AP: 130 CLS: GNC GRP: PY
RAN : 10 DUR: 1M ARE: NA RES: MIS DAM: 10
This creates bonds of flaming matter which fly from the hands of the caster towards a target as a missile. On impact they spread apart, wrapping around that person, doing overall flame damage for the duration of the spell. The bonds can be broken if a 3xSTR% roll is made, but in each round a break is attempted, even if it succeeds, the victim will take double damage.

Bonds of Power
CST: 11 MP: 10 AP: 72 CLS: HNG GRP: WI
RAN : 10 DUR: 10 ARE: NA RES: MIS DAM: 0
Creates a field of pure energy which is fired at the target. If it hits it expands into invisible bands which engulf and immobilize the area hit and three adjacent areas in all directions. Constriction does no damage, but the bonds can only be broken on a STR% roll on 1D100.

Borrow Knowledge
CST: 10 MP: 10 AP: 270 CLS: BMD GRP: MY
RAN: T DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows the caster to duplicate skills which he has seen a particular target use. He may give himself the indicated SP in any skill of the target he chooses, with no loss or damage to the source of that knowledge, with number of SP duplicated increasing with CL, up to a maximum of the SL of the target.

Break Bonds
CST: 3 MP: 6 AP: 80 CLS: DNC GRP: ENSHWA
RAN: T DUR: X ARE: T RES: NA DAM: 30S
This will break such rigid, manufactured bindings as manacles, chains and clamps, doing the indicated amount of damage. The resistance of such bindings is variable, but the typical

well made manacle will have 30-50 resistive HP.

Breathe Water
CST: 5 MP: 6 AP: 31 CLS: EOE GRP: HY
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This allows the caster to breathe water as if it were air, through his mouth, for the duration of the spell. While the spell is in force he will not be able to breathe normal air, capable only of breathing oxygen suspended in water. It can be cancelled at will by the caster.

Burial
CST: 8 MP: 20 AP: 900 CLS: DNC GRP: GE
RAN : 10 DUR: 10M ARE: NA RES: AGI DAM: S
This causes the ground to open up and swallow a single target, burying him 10ft beneath the surface for the duration of the spell. This may be a fatal effect, as the spell does damage from crushing and suffocation based on the type of earth present. For loose dirt/sand damage is 1 Point/CR. For sedimentary rock it is 2 Points/CR. For igneous rock it is 3 Points/CR. For metamorphic rock it is 4 Points/CR. Digging out is based on s STR roll made once per minute as described in the spell Binding Earth.

Call Flying Beast
CST: 7 MP: 14 AP: 196 CLS: CGD GRP: BM
RAN : 1KM DUR: 1H ARE: NA RES: WIL DAM: NA
This will summon to the caster the nearest winged creature of sufficient size to bear him through the air, if such a beast is available within the range. It also initiates a will battle when the mount arrives, and if the caster wins that contest he will be able to control the mount for the duration of the spell, at which time the beast will leave without malice and he will regain half his Will Points lost in the contest. Note that the Will Ratings of flying beasts of this size vary wildly, from the low human range of 10 WIL or 50 WP (winged horses, rocs) to superhuman levels of as much as 30 or 40 WIL or 150-200 WP (Dragons, Ifriti).

Call Lightning
CST: 9 MP: 18 AP: 65 CLS: GJC GRP: AE
RAN : 1000 DUR: I ARE: NA RES: MIS DAM: 50
This spell will summon lightning from the sky to strike any target within range, rolled as a missile attack. The lightning bolt does overall damage to the target. It can only be cast if the weather is stormy. Damage can be modified up or down to adjust for the weather.

Call of the Wild
CST: 14 MP: 11 AP: 255 CLS: BOD GRP: BE
RAN : 10 DUR: 1H ARE: NA RES: WIL DAM: 0
The target of this spell becomes convinced that he is an animal of a type specified by the caster. If the caster has affinity with that animal type the target will temporarily gain that affinity and the ability to communicate with that species, as well as some of their mental attributes.

Call Storm
CST: 9 MP: 17 AP: 174 CLS: FGD GRP: AE
RAN : 300K DUR: 1H ARE: NA RES: NA DAM: 0
This will summon up the nearest available storm, drawing it at an accelerated rate to the locus of the caster. The size and nature of the storm will depend on what is actually available within range, and there will be a delay based on the distance to the storm and its size. The basic movement rate is 50kmph, but as little as half that if the storm is particularly large.

Call Wind
CST: 6 MP: 9 AP: 59 CLS: FEA GRP: AE
RAN : 30 DUR: 10M ARE: NA RES: AGI DAM: 5
This creates wind of up to 15mph per CL, blowing in a direction of the caster's choice for the duration of the spell. Increased CL add 15mph each to the wind speed, with parallel increase in the amount of damage done overall. Winds over 75mph can be classed as of hurricane force.

Cause Disease
CST: 8 MP: 8 AP: 176 CLS: CPsD GRP: PHSH
RAN: 10 DUR: I DEL: 1We RES: CON DAM: 60
This afflicts a single target with a disease with which the caster is familiar. It creates all the symptoms and effects of the disease and will do up to the indicated amount of damage over the indicated period of delay if a CONx3% roll is failed. If the roll is made, damage is halved. Increased CL

Cause Stygmata
CST: 10 MP: 19 AP: 632 CLS: COC GRP: PRPHMY
RAN : 10 DUR: 1Y ARE: NA RES: ZEA DAM: 0
This spell can be cast on any wound from any type of weapon. It causes the damage from that wound to be uncurable for the duration of the spell. If any kind of healing is done, it will wear off down to the original damage at a rate equal to that character's normal rate of healing, essentially unhealing itself. All blood loss, pain and incapacitation is as would be expected for that wound until the spell wears off. Natural regeneration is also ineffective against it.

Cement/Material Binding
CST: 7 MP: 18 AP: 729 CLS: DNC GRP: ENGE
RAN : T DUR: X ARE: NA RES: NA DAM: NA
This will join together any two surfaces of the same material, providing they are brought together for the casting of the spell. They will be joined as if they were one whole unit. Though they must be of the same substance, they need not be from the same source, so wood from two different trees of the same species could be joined. The area of the surface to be joined can be no more than 1 square yard, in any configuration.

Cheap Death
CST: 7 MP: 13 AP: 380 CLS: CRC GRP: NE
RAN: 5 DUR: I ARE: 5M RES: CON DAM: S
This will kill a single target within range if he fails a CONx3% roll It kills by scrambling vital organs, leaving bruise like purple marks all over the outside of the corpse.

Circle of Binding
CST: 8 MP: 8 AP: 47 CLS: AFF GRP: SONE
RAN : 1M DUR: 10M ARE: NA RES: S DAM: S
This creates a circle of magical power which will contain and restrict the movements of spirits. It is specifically designed to work with natural spirits, such as elementals, djinni, dryads, sprites, etc. It will work with extra-planal spirits like demons and undead as well, but at half effectiveness. Its direct effect is to take the WIL of the caster and establish a containing barrier of Will Points equal to his WIL which the spirit must eliminate in order to escape.

Circle of Blades
CST: 6 MP: 8 AP: 116 CLS: DMF GRP: WZ
RAN : 3 DUR: 1M ARE: NA RES: AGI DAM: 10
This creates a barrier of magically summoned steel blades around the caster. Anyone attempting to cross the barrier will take the indicated damage. If they make a successful save they may also cross the barrier, but if they fail they will be repulsed by it.

Circle of Flame
CST: 12 MP: 9 AP: 59 CLS: GMF GRP: PY
RAN : 3 DUR: 1M ARE: NA RES: AGI DAM: 15
This creates an encircling wall of flame arround the caster at the given radius. All who attempt to cross it for the duration of the spell take the indicated damage while crossing. If they make their 3xAGI% save, that is all that happens to them, but if they fail they take 10 points the round after passing through, then 8 points, then 6, then 4, then 2, as the flame which clings to them goes out.

Circle of Protection
CST: 9 MP: 9 AP: 59 CLS: AFF GRP: ENST
RAN : 1 DUR: 1M ARE: NA RES: MAG DAM: 10
This creates a protective barrier around the caster which keeps out entities whose existence is essentially based on magic or who are dependent on some form of magic to be present. Such entities crossing this barrier will take the indicated damage. They may then make a 3xWIL roll and if they make it they can cross. If they fail they are repulsed and may try again. This spell also works against pure magic, reducing the Mana Power of any spells crossing it (in either direction) by 5MP.

Circle of Thorns
CST: 9 MP: 12 AP: 260 CLS: DMF GRP: HE
RAN : 10 DUR: 10M ARE: NA RES: NA DAM: 50S
This creates a circular barrier of thorns in a 10 meter radius around the caster with a height of 10M. The barrier cannot be seen through clearly, but one may break through it, taking the stated damage either as overall damage or as the same total of damage broken down into any number of seperate attacks as the caster chooses.

Clairaudience
CST: 9 MP: 14 AP: 212 CLS: BEB GRP: DIMY
RAN : 100K DUR: 1M ARE: NA RES: NA DAM: 0
This allows the caster to hear sounds and conversation taking place somewhere within range. Those sounds can be centered anywhere within a 10M radius of a person, object or specific place he is familiar with.

Clairvoyance
CST: 9 MP: 14 AP: 212 CLS: BEB GRP: DIMY
RAN : 100K DUR: 1M ARE: NA RES: NA DAM: 0
This allows the caster to see events happening elsewhere within range. Those events can be centered anywhere within a 10M radius of a person, object or specific place he is familiar with.

Clinging Flame
CST: 3 MP: 5 AP: 33 CLS: GMC GRP: ENPY
RAN : T DUR: 1M ARE: NA RES: NA DAM: 4
This creates flame which clings to a person or object.. It does not burn the object it is cast on, but anything which comes into direct contact with the burning object takes the indicated damage each time it is touched. The flame cannot be extinguished or quenched by non-magical means.>

Cloaking Darkness
CST: 8 MP: 6 AP: 65 CLS: HMD GRP: DA
RAN : 3R DUR: 10M ARE: NA RES: NA DAM: 0
This completely covers one person in a light absorbing field of darkness so that he cannot be recognized in light save as an roughly human form of darkness, and in darkness or shadow he is next to invisible, spotted only on an Observe roll divided by 5 in full darkness or by 3 in shadow, modified for the situation.

Cloud of Darkness
CST: 12 MP: 14 AP: 265 CLS: FMD GRP: DA
RAN : 10 DUR: 10M ARE: NA RES: AGI DAM: 4
This creates a cloud of darkness which the caster can move around freely at normal walking movement within the stated range of wherever he happens to be or go. Everything within that cloud is obscured from without and from within the cloud nothing inside or outside the cloud can be seen. In addition, anyone inside the cloud takes 4 points of overall damage each round that he is trapped in it. A 3xAGI% roll can be made to avoid being caught in the cloud, and once inside a 3xAGI% roll can be made each round to escape. Note that the cloud can be outrun by most characters.

Cloud of Dust
CST: 6 MP: 10 AP: 40 CLS: DJA GRP: GE
RAN : 3M DUR: 1M ARE: NA RES: AGI DAM: 50AP
This creates a cloud of dust, movable by the caster at normal walking movement. Any who are caught within the cloud may make an AGIx3% roll to evade, or will take the stated amount of AP reduction each round that they are in the cloud.

Cloud of Light
CST: 23 MP: 18 AP: 234 CLS: GMF GRP: LI
RAN : 10 DUR: 1M ARE: NA RES: AGI DAM: 10
This creates a cloud of light, which the caster can move around freely at normal walking movement within the stated range of wherever he happens to be or go. Everything within that cloud is obscured from without and from within the cloud nothing inside or outside the cloud can be seen. In addition, anyone inside the cloud takes 6 points of overall damage each round that he is trapped in it. A 3xAGI% roll can be made to avoid being caught in the cloud, and once inside a 3xAGI% roll can be made each round to escape. Note that the cloud can be outrun by most characters.

Command Wind
CST: 4 MP: 9 AP: 25 CLS: FJC GRP: AE
RAN : 100 DUR: 10M ARE: NA RES: S DAM: 0
This allows the caster to alter the direction and orientation of an existing wind by one compass point (North to East, for example), for the duration of the spell. Wind speed and effects remain constant.

Communing
CST: 9 MP: 18 AP: 292 CLS: AAB GRP: PR
RAN : S DUR: NA DEL: 10M RES: NA DAM: 0
This allows the caster to speak to his god or to servants of his god who may be listening on his behalf. It does not compel the entity conferred with to do anything at all, but each casting will allow the character to ask one yes or no question, which the GM should probably answer correctly if it is in the interests and ability of the being in question. A more elaborate answer can be given if it is in the interests of the deity.

Conjure Beast
CST: 11 MP: 29 AP: 1388 CLS: CLB GRP: BE
RAN : 100K DUR: X ARE: NA RES: WIL DAM: 0
This summons an animal of a type with which the caster has an affinity, if it is within range, summoning the nearest specimen or a specific specimen, and transporting it to the caster directly and instantaneously.

Consecration
CST: 17 MP: 27 AP: 1969 CLS: ANC GRP: PR
RAN : T DUR: 1M ARE: NA RES: ZEA DAM: 10
This renders one object or person holy for the duration of the spell. Anyone who does not worship the deity of the priest casting the spell who touches the consecrated being or object will take the indicated damage each time he touches it, unless he can make a ZEA save. This does not apply if a consecrated being touches someone else voluntarily.

Control Beast
CST: 3 MP: 9 AP: 146 CLS: BIC GRP: BE
RAN : 10 DUR: 10 ARE: NA RES: WIL DAM: WIL
This initiates a standard will battle between the caster and a target animal with which he has an affinity. His WIL is treated as being his WIL plus his levels of Will Enhancement and that affinity. Animal WILs cover a full range, roughly equal in most cases to 2x the cost per SL of the affinity for that breed.

Control Dreams
CST: 4 MP: 12 AP: 260 CLS: BIC GRP: MY
RAN : 3KM DUR: I ARE: NA RES: TAL DAM: 0
This spell can be cast on any target with whom the caster is familiar who is within the range, even if they are out of sight. The caster can shape any dream image he wishes, within the limits of his imagination and implant it in the mind of the target so that he experiences the dream. Such a dream can be prophetic, terrifying or of any other nature, and it can be programmed to wake the victim up and cause him to lose up to 6 hours of sleep minus 1 hour for each 5 points of WIL the victim has. It can also be combined with other appropriate spells like Dreamkiller.

Control/Alter Weather
CST: 4 MP: 10 AP: 30 CLS: FJC GRP: AE
RAN : 300 DUR: 10M ARE: NA RES: S DAM: 0
This gives the caster a basic control over weather. It essentially allows complete control over a small shower or light wind of about 15mph, but limited control over larger weather conditions unless cast at a higher CL. Treat a 15mph wind as 1st ranking, and add 1 to the ranking for each 30mph over that, and divide the MI for controlling the weather by the rank of the wind. For rain storms approximate an equivalent rank based on volume. Control of the weather means that the wind or volume of rain can be increased by up to one rank per CL, and the direction of wind can be altered by up to one compass point per CL (North to East, etc). Maneuverability of the summoned storm is as noted above.

Conversion
CST: 11 MP: 12 AP: 182 CLS: BOB GRP: PR
RAN : T DUR: 1W ARE: NA RES: ZEA DAM: 1
This convinces a single target that he would love to join your religion, whatever it may be and whatever his prior religious convictions, though it will eventually wear off. It does this by effectively reducing his ZEA one point per CL, with no normal saving roll. All ZEA points eliminated in this way become ZEA points devoted to the god he is being converted to, except for acquired points of ZEA. His ZEA returns to normal at a rate of 1 point per week per point of ZEA which remains unconverted, starting at the end of a week. If he has no points of ZEA left, he will still remember his prior faith, but think that he was in error and remain in his new faith.

Create Air
CST: 8 MP: 10 AP: 135 CLS: FMD GRP: AE
RAN : 1 DUR: X ARE: NA RES: NA DAM: 0
This creates a volume of new, untainted, breathable air totalling 1 Cubic Meter, lasting until it dissipates.

Create Food
CST: 10 MP: 16 AP: 576 CLS: DMD GRP: PRSH
RAN : T DUR: X ARE: NA RES: NA DAM: 0
This creates enough edible food to keep one persona alive for one day, though the food created is bland and not particularly tasty.

Create Light
CST: 2 MP: 4 AP: 15 CLS: GMC GRP: LM
RAN : T DUR: 10M ARE: NA RES: NA DAM: 0
This creates a glowing area of light about 6 inches in diameter on any non-living surface touched. It will give off enough light to create the equivalent of the light of one torch.

Create Matrix
CST: 4 MP: 7 AP: 130 CLS: AMC GRP: ENAR
RAN: T DUR: 1Ho CAP: 10MP RES: NA DAM: 0
This creates a magical matrix on any magically neutral object (anything which has neither a Talent or MP of its own) For the duration of the spell that matrix will store the indicated number of MP as a reservoir and an equal number of MP worth of spell effects Use Empower Matrix to store MP in the Matrix. Just casting a spell into the Matrix will store the spell there for the duration. Use Triggering (which takes up part of the capacity of the Matrix) to define when the effect (spell) is triggered The life of an already existing Matrix can be extended with the spell Preserve Magic The only way to create a truly permanent magical effect is with the use of a Living Matrix (a soul).

Create Mist/Fog
CST: 12 MP: 12 AP: 156 CLS: FMF GRP: HYAE
RAN : 10 DUR: 1M ARE: NA RES: AGI DAM: 50AP
This creates a bank of mist, movable by the caster at normal walking movement. Any who are caught within the mist may make an AGIx3% roll to evade, or will take the stated amount of AP reduction each round that they are in the cloud.

Create Water
CST: 6 MP: 10 AP: 180 CLS: EMD GRP: AE
RAN : 1 DUR: X ARE: NA RES: NA DAM: 0
This creates 1CuM of clean, drinkable water which lasts until it evaporates.

Crumbling/Corrosion
CST: 2 MP: 4 AP: 36 CLS: DRC GRP: GE
RAN : 1 DUR: I ARE: NA RES: NA DAM: 10
This causes any non-living, non-organic material within range to take damage as indicated from corrosion or crumbling.

Cure Disease
CST: 7 MP: 13 AP: 381 CLS: CNC GRP: PH
RAN : T DUR: I ARE: NA RES: NA DAM: 10S
This cures a single disease for a single target. It will work on almost any disease of natural origin, but the caster must specify the disease to be cured, and it will only work if he has diagnosed the disease correctly. Note that it cures 6 points of damage, so if the disease in question is more potent, has done or will do more damage, the CL will have to be increased.

Cure Hide
CST: 5 MP: 18 AP: 486 CLS: DEC GRP: SH
RAN : T DUR: X ARE: NA RES: NA DAM: NA
This converts raw animal pelts into cured leather to the caster's specifications. The spell effects a surface area of pelt equal to one square yard. It will not work on a living animal.

Cure Paralysis
CST: 8 MP: 11 AP: 454 CLS: CQC GRP: PH
RAN : T DUR: X ARE: NA RES: NA DAM: 50
This cures damage to the spine which is represented as a 'P' result or Paralysis on the damage chart. It will restore that damage to just under the number of points of damage which yield that result.

Curse
CST: 23 MP: 25 AP: 1300 CLS: APB GRP: PR
RAN : 1000 DUR: 1Y ARE: NA RES: ZEA DAM: S
This allows the caster to afflict a single person with any of a number of horrible maladies for the duration of the spell. These include wounds which never heal, loss of characteristic points, increase in chance of fumbling, decrease in chance of hitting or other more vague effects to be negotiated with the GM. No damage or disease caused can be for more than 18 points of total MD. No percentage alteration can be for more than 9%. No alteration to characteristics can be for more than 3 points, nor can fumble percentage be increased more than 3 points. All of these can be increased with increased CLs, and are good guidelines for GM adjustment of the effects. Effects can be mixed and made artistic. There is a delay before the spell takes effect of one week.

Cyclone
CST: 17 MP: 17 AP: 70 CLS: FJF GRP: AE
RAN : 30 DUR: 10M ARE: NA RES: AGI DAM: 10/CR
This creates a cyclone of limited size and duration which moves under he control of the caster doing damage to all those within its area if the caster directs it at them and they fail their evasion roll, which they may attempt each round.

Dangersense
CST: 10 MP: 10 AP: 90 CLS: BBD GRP: DI
RAN : 100 DUR: 10M ARE: NA RES: NA DAM: 0
This informs the caster of any forthcoming danger for the duration of the spell. The source of the danger is not specified, though awareness intensifies with proximity. Danger can be sensed

up to 10 minutes in advance, from a source up to 100 meters away.

Death Ray
CST: 9 MP: 7 AP: 53 CLS: ARG GRP: NE
RAN : 10 DUR: I ARE: NA RES: MIS DAM: 0
This fires a ray of darkness from the finger of the caster, as a missile attack against a specific target. If it hits, the target must make a CONx3% roll or die on the spot.

Defilation
CST: 11 MP: 18 AP: 875 CLS: ANC GRP: PR
RAN : T DUR: 1Y ARE: NA RES: ZEA DAM: 50S
When cast on a specific place or object of up to 1 meter in area this spell makes that place anathema to the touch of anyone who is of the same faith as the caster, which can be defined as broadly or specifically as he chooses. The effect of the spell is to do the stated damage to anyone who touches the object the moment he touches it, as overall damage, with the AP damage treated as club damage. If the person who takes the object makes a ZEAx3% roll he takes half damage, but if he does not roll within ZEA% on that roll he will drop the defiled object, and will face the same damage should he attempt to pick it up again.

Dehydration(area)
CST: 11 MP: 15 AP: 405 CLS: END GRP: HY
RAN : 30 DUR: I ARE: NA RES: CON DAM: 10
This reduces the amount water level of everything within the radius of the spell. For everyone in range, it does the stated damage, unless a CONx3% roll is made to halve the damage. Otherwise, it has the effect of lowering the water level of free water by up to 1 Cubic Meter.

Detect Curse
CST: 4 MP: 4 AP: 15 CLS: ABD GRP: DI
RAN : 10 DUR: I ARE: NA RES: NA DAM: 0
This will inform the caster if there is a curse of some sort effecting any target within the range of the spell, or operating in the general area in question. It does not tell the nature of the curse or how to deal with it. It will not tell the specific locus of the curse unless the caster is touching that locus in the casting of the spell.

Detect Enmity
CST: 7 MP: 7 AP: 45 CLS: BBD GRP: DI
RAN : 10 DUR: I ARE: NA RES: NA DAM: 0
This will inform the caster if any being within the radius of the spell is inimical to him. However, it will not give such information for a specific target unless the caster touches that target on casting the spell.

Detect Illusion
CST: 4 MP: 4 AP: 15 CLS: ABD GRP: DI
RAN : 10 DUR: I ARE: NA RES: NA DAM: 0
When cast on a specific target within range, this will inform the caster if that target is reality or illusion.

Detect Impurity
CST: 3 MP: 4 AP: 12 CLS: DBD GRP: DI
RAN : 10 DUR: I ARE: NA RES: NA DAM: 0
When cast on a specific substance within range this will inform the caster if there is any impurity in that quantity of the substance, based on the caster's own awareness of the proper make-up of that substance. It will not tell him the nature of the impurity and gives only a rough idea of the amount of impurity.

Detect Invisible
CST: 4 MP: 4 AP: 15 CLS: ABD GRP: DI
RAN : 10 DUR: I ARE: NA RES: NA DAM: 0
When cast in an area, this will inform the caster if there is any material object of being within that area which is concealed from normal, non-magical vision by invisibility or some other magical obscurement. It will not give the specific location or description of the invisible thing.

Detect Magic
CST: 4 MP: 4 AP: 12 CLS: ABA GRP: DIEN
RAN : 10 DUR: I ARE: NA RES: S DAM: 0
This will inform the caster if there is magic present within the radius of the spell, and give a vague feel for the intensity of the concentration of magic in that area. It can also be directed at a specific target or area within the given range.

Detect Poison
CST: 3 MP: 4 AP: 12 CLS: DBD GRP: DI
RAN : 10 DUR: I ARE: NA RES: NA DAM: 0
This will inform the caster if a person has poison in their system or if a substance it is used on contains material hazardous to human health.

Detect Possession
CST: 7 MP: 7 AP: 45 CLS: BBD GRP: DI
RAN : 10 DUR: I ARE: NA RES: NA DAM: 0
This will inform the caster if a specific being on whom it is cast is possessed by a spirit other than the one which is native to that body.

Detect Verity
CST: 10 MP: 10 AP: 90 CLS: BBD GRP: DI
RAN : 10M DUR: 10M ARE: NA RES: NA DAM: 0
This allows the caster to know whether statements made to him during the duration of the spell are true or false. It is not sophisticated enough to detect skillfully constructed half-truths or misleading statements.

Dharma Vision
CST: 9 MP: 7 AP: 162 CLS: ACD GRP: PYPR
RAN : 10 DUR: I ARE: NA RES: ZEA DAM: 0
This allows the caster to see the Dharma level of someone he looks at. He will see their DP as an aura, letting him judge the approximate number of positive or negative DP.

Diagnose Disease
CST: 2 MP: 4 AP: 44 CLS: CCC GRP: PH
RAN : T DUR: I ARE: NA RES: NA DAM: 0
This allows the caster to determine what disease is afflicting a specific target. If the target is suffering with more than one disease, the result may be garbled or confused, and it may not detect the disease which the caster most needs to find.

Diffraction Wall
CST: 9 MP: 7 AP: 36 CLS: GMF GRP: WIU
RAN : 10 DUR: 10M ARE: NA RES: S DAM: S
This creates an invisible wall which has the effect of breaking light down into its component spectrascopic elements. The wall is 10 meters square, and is particularly effective in eliminating all forms of light beams or other light attacks which pass through it. It is particularly devastating agains the spell Light Beam Transport.

Disenchantment/Negate Magic
CST: 8 MP: 12 AP: 389 CLS: ANC GRP: EN
RAN : T DUR: X ARE: NA RES: S DAM: 0
This negates magic on an object or in an area, eliminating spells or powers of up to 6 Mana Points in cost. Anything of a greater level of power will be reduced in power by that same amount, with parallel reduction in effectiveness.

Disintigrating Bolt
CST: 7 MP: 14 AP: 177 CLS: DRG GRP: WI
RAN : 10 DUR: I ARE: NA RES: MIS DAM: 50S
This fires a bolt of supernatural force which disintigrates any area of the body hit, doing 20pts of damage or completely eliminating any body area which has less than 20% of the total overall HP, whichever is worse. Thus, in the limbs or head it is quite a bit more serious than if it hits in the torso.

Dissent
CST: 6 MP: 10 AP: 144 CLS: BIA GRP: PR
RAN : 10R DUR: 10M ARE: NA RES: JUD DAM: 0
This causes all persons within the radius of the spell to become quarrelsome, as if they had some sort of serious argument with those who are regularly their comrades. It starts to work as an argument, and then should escalate to blows for the final third of the duration. The victims are irrational, and will also quarrel with those who are not effected.

Dream Sending
CST: 7 MP: 7 AP: 133 CLS: AMD GRP: SH
RAN : S DUR: 1H ARE: NA RES: NA DAM: S
This allows the caster to create a supernatural surrogate who travels in the world of dream, seeks out a specific target and destroys it. The creature thus created has its physical existence only in the dream world, and its attributes are determined by the caster based on his own WP, which are used to create it. It will attack anyone it is sent after, in their dream form (see Dream Walking) or through their surrogate. If the Dream Sending is slain it will kill the caster, and any damage it takes is taken as SP damage by the caster. The costs to create the creature are the same as those for Manifest Will Combat.

Dream Walking
CST: 10 MP: 7 AP: 27 CLS: AKE GRP: SH
RAN : S DUR: 1H ARE: NA RES: NA DAM: S
This allows the caster to enter the dream world in his own form. However, all of the stats of the dream form of the person are adjusted for his WP. All stats are WP% of their normal real-world value.

Dreamslaying
CST: 20 MP: 16 AP: 415 CLS: BRB GRP: MYSH
RAN : 1000 DUR: I DEL: 1Ho RES: NA DAM: 0
This spell afflicts a specific target who is asleep and dreaming, slaying him if he fails to make a WILx2% roll. It will work on any target within range, providing he is asleep at the time.

Drench
CST: 2 MP: 9 AP: 179 CLS : ELC GRP: HY
RAN : 10 DUR: I ARE: NA RES: AGI DAM: 120
This creates a 1 Cubic Yeter volume of water which it hurls at a specific target doing the indicated amount of AP damage when it hits.

Dust Storm
CST: 6 MP: 10 AP: 40 CLS: DJA GRP: GE
RAN : 3M DUR: 1M ARE: NA RES: AGI DAM: 4
This creates a storm of dust, movable by the caster at normal walking movement. Any who are caught within the cloud may make an AGIx3% roll to evade, or will take the stated amount of overall damage each round they are in the cloud.

Earthquake
CST: 8 MP: 13 AP: 68 CLS: DJA GRP: GE
RAN : 1K DUR: 1M ARE: NA RES: AGI DAM: 10
This causes the ground to shake furiously. All those in the radius effected must make a save or they will take the indicated damage overall at the start of the effect and a maximum of 100AP per CR of the quake, diminishing by 10 per subsequent round after the first.

Earthvision
CST: 8 MP: 10 AP: 180 CLS: BED GRP: GE
RAN: 1K DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows the caster to gaze into an area of earth and see as if he were looking out of any piece of the same mineral within range. If the piece he is looking into is part of a continuous vein of the same mineral he can also hear what transpires. The range of vision out of the stone is only 10 meters with any accuracy.

Eliminate Mana
CST: 3 MP: 3 AP: 25 CLS: ARC GRP: ENST
RAN: 3 DUR: I ARE: NA RES: MAG DAM: S
This is used to eliminate magic in an object or area, by blasting it with mana from the caster. Each additional MP devoted to the spell in addition to the basic cost knocks one MP off the MP strength of the target spell or enchantment.

Embalm the Living
CST: 14 MP: 14 AP: 343 CLS: COD GRP: NE
RAN: 10 DUR: X ARE: NA RES: TAL DAM: X
This converts the blood of a single target to embalming fluid with the natural result of a lingering, painful death, but a good looking corpse.

Empathic Cure
CST: 7 MP: 7 AP: 111 CLS: CND GRP: MYPR
RAN: T DUR: X ARE: NA RES: NA DAM: 15
This allows the caster to assume another person's wounds. transfering them to the parallel part of his body. It will heal up to 12 points on any single wound per casting.

Empower Matrix
CST: 5 MP: 7 AP: 45 CLS: AKC GRP: ENAR
RAN: T DUR: X CAP: 10MP RES: NA DAM: 0
This transfers Mana Points into an aleready existing Matrix When the cost is paid the indicated MP capacity from the caster is transferred into the Matrix where it will remain until the Matrix expires or the points are used up, at which point this spell may be used again to replenish the Matrix.

Entangling
CST: 8 MP: 9 AP: 41 CLS: CJD GRP: HE
RAN: 10 DUR: 1M ARE: NA RES: AGI DAM: 10
This animates underbrush and other available plantlife to entangle and restrain any target within range, assuming such growth is available. The target may make an AGIx3% roll to avoid being entangled each round for the duration of the spell. but if he fails it he takes the indicated damage. If entangled, the character may attempt to break free with a STRx3% roll. but if he fails he automatically takes the stated damage that round. and if he succeeds. he can be entangled again next round if he fails his AGI roll.

Eternal Rest/Permasleep
CST: 6 MP: 18 AP: 175 CLS: BHB GRP: EN
RAN: T DUR: X ARE: NA RES: WIL DAM: 0
This puts a single target to sleep forever, or until the spell is dispelled

Evil Eye
CST: 9 MP: 14 AP: 412 CLS: AOC GRP: SHEN
RAN: 3 DUR: W ARE: NA RES: TAL DAM: 0
This lets the caster select a single target to suffer the displeasure of fate. turning luck against them, should they fail a TALx3% roll when the spell is cast. The direct effect is to reduce all rolls that character makes for the duration of the spell by 3% per Casting Level of this spell. This includes all combat and resistence rolls against characteristics, as well as anything else which seems appropriate.

Exorcism
CST: 6 MP: 12 AP: 104 CLS: AGB GRP: PR
RAN: T DUR: X ARE: NA RES: NA DAM: WIL
This will initiate a Will Battle with a spirit which is not native to the body which it inhabits. It increases the WR of the exorcist by 50% for each casting level. and if he loses the battle. only the possessed person suffers, unless the spirit is capable of switching bodies and desires to do so.

Extended Mana Shield
CST: 7 MP: 11 AP: 117 CLS: AFA GRP: ENWI
RAN: 10 DUR: 1H RAD: 10 RES: S DAM: 10
Provides a mana shield over an extended area of effect. If any spells are cast within the indicated radius or are cast into the perimiter of that area they are intercepted by the caster and he will lose MP to negate MP cast at a rate of 1 to 1 up to the DAM limit of the spell.

Extinguish Fires
CST: 12 MP: 14 AP: 118 CLS: GED GRP: PY
RAN: 100 DUR: X RAD: 100 RES: NA DAM: 0
This will cause all fires within the indicated radius to be extinguished instantly. If a fire is particularly large or magical in origin it might be granted some sort of resistence roll based either on its size or the Mana Point Cost of the spell that created it.

Extra Dimensional Storage
CST: 13 MP: 15 AP: 203 CLS: AKC GRP: WI
RAN: T DUR: 1W ARE: NA RES: NA DAM: 0
This creates what is essentially an invisible closet, linked to the body of the caster with a volume of one cubic meter. The caster alone can reach into this area at will and leave items there or remove whatever has been left there. This storage exists outside of space and time and has no real-space mass or volume.

Eyes of the Beast
CST: 8 MP: 11 AP: 164 CLS: CNB GRP: BESH
RAN: 1000 DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows the caster to see through the eyes of a specific animal which he has seen or had contact with and of a type with which he has an affinity. He will see with all the advantages and limitations of the vision of that creature as long as it is within range.

Eyes of the Serpent
CST: 6 MP: 9 AP: 219 CLS: BNC GRP: BESH
RAN: 10 DUR: 1M ARE: NA RES: DEX DAM: 0
Immobilizes a target who failes his resistence roll and thereforee looks into the hypnotic and serpent-like gaze of the caster. Immobilized characters may make a second resistence roll if they are seriously shaken or jarred, or at a very loud noise.

Fall of Darkness
CST: 16 MP: 21 AP: 636 CLS: HMA GRP: DA
RAN: 30 DUR: 1M ARE: NA RES: AGI DAM: 10
This causes globs of darkness to fall from the sky, striking at random, hitting everyone within range who fails their AGIx3% roll each round for the duration of the spell. Victims may roll to evade each round, but cannot escape fully until the spell runs out. Damage done is located club type damage.

Fall of Light
CST: 21 MP: 21 AP: 318 CLS: GMA GRP: LI
RAN: 30 DUR: 1M ARE: NA RES: AGI DAM: 10
This causes bolts of light (not lightning) to fall from the sky, striking at random, hitting everyone within range who fails their AGIx3% roll each round for the duration of the spell. Victims may roll to evade each round. but cannot escape fully until the spell runs out. Damage done is located club type damage.

Fall of Water/Deluge
CST: 3 MP: 7 AP: 87 CLS: ELA GRP: HY
RAN: 5 DUR: 1Mi ARE: NA RES: AGI DAM: 20AP
This causes a large volume of water to fall on a signle target within range. doing the indicated amount of AP damage per round if they target fails the resistence roll.

Falling Flame
CST: 21 MP: 21 AP: 318 CLS: GMA GRP: PY
RAN: 50 DUR: 1M RAD10 RES: AGI DAM: 10
This causes blobs of flaming matter to fall from the sky, striking everyone within the indicated radius of effect who fails an AGI roll. They continue to fall every round for the duration of the spell, but each target may make a resistence roll each round.

False Fire
CST: 4 MP: 4 AP: 35 CLS: AMF GRP: COST
RAN: T DUR: 10Mi ARE: NA RES: NA DAM: 0
This creates what looks like fire. centered on an object which the caster touches. It lasts for the duration of the spell. giving off the same amount of light as a good torch, but giving off no heat.

Farhearing
CST: 8 MP: 9 AP: 117 CLS: BEA GRP: SH
RAN: 100 DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows the caster to listen in on any sound within the indicated range as if he were present at that spot. It will not allow the caseter to hear through physical barriers.

Farkill
CST: 18 MP: 18 AP: 438 CLS: CRB GRP: NE
RAN: 1K DUR: X ARE: NA RES: CON DAM: X
Kills a single target with which the character is familiar at any range if he fails his resistence roll.

Farsight
CST: 7 MP: 8 AP: 70 CLS: BEE GRP: ST
RAN: S/30K DUR: 1M ARE: NA RES: NA DAM: 0
This allows the caster to lsee anything within the given range as if he were present at that spot. It will not allow the caseter to see through or around physical barriers.

Fatigue
CST: 14 MP: 14 AP: 441 CLS: CND GRP: MY
RAN: 3 DUR: I ARE: NA RES: TAL DAM: 10
This drains fatigue from a specific target. tiring from a specific target. tiring him and transferring that energy to the caster. Thus, it works as a direct transfer of FP from target to caster. if the target fails his TALx3% roll. The DAM indicated is the number of FP transfered. As a result. after paying for the spell. the caster can actually come out ahead on FP.

Fear Fixation
CST: 10 MP: 11 AP: 197 CLS: BNB GRP: EN
RAN: 10 DUR: 1H ARE: NA RES: WIL DAM: 0
This causes a particular target to develope a fixated aversion to a particular object or class of objects for the duration of the spell. for example. a fear of swords. or walls or trees. which will make the victem incapable of approaching or using objects fitting that description.

Filial Binding
CST: 12 MP: 16 AP: 415 CLS: ANB GRP: SO
RAN: T DUR: 1Y ARE: NA RES: WIL DAM: 0
This binds a familiar spitit to the caster. It will only work on creatures or beings with INT of less than 6, and will not work on human beings. A creature on which it is cast will be totally loyal unto death to the caster and will serve him for the duration of the spell. With extended duration

the creature may also develop limited empathy with the caster and some ability to understand his moods and speech.

Firesight
CST: 8 MP: 12 AP: 72 CLS: GAD GRP: SOSH
RAN: 10K DUR: 1M ARE: NA RES: NA DAM: 0
This allows the caster to see out of any fire within range by looking into a fire near him. His range of vision is the same as it would be if he were where the fire he is looking out of is located.

Firestorm
CST: 23 MP: 23 AP: 244 CLS: GMA GRP: PY
RAN: 30 DUR: 1M RAD: 50 RES: NA DAM: 10
This causes expanding walls of flame to spread out from the caster effecting everyone around him, though he may cause it to start outside of a 1 pace radius to protect anyone near him. Each round it does the indicated damage to anyone within range and within the indicated radius of the spell. Damage is overall burn damage.

Firetravel
CST: 10 MP: 10 AP: 30 CLS: GKD GRP: PY
RAN : 10K DUR: I ARE: NA RES: NA DAM: 0
This allows the caster to travel from one fire into which he steps to any other fire large enough to walk out of which is within range. Transportation is instantaneous. If the fire on the destination end is smaller than the body of the traveler it will be extinguished in a shower of sparks.

Flameform
CST: 14 MP: 11 AP: 51 CLS: GOE GRP: PY
RAN: S DUR: 1M ARE: NA RES: NA DAM: 10
This transforms the caster into a flame of about the same volume as his body. He can do the indicated amount of damage to anything he touches at a cost of 30 AP per attack and doing overall burn damage. In this form he is immune to normal physical damage. but does take full damage from wind attacks and double damage from water based attacks.

Flamepoint
CST: 2 MP: 3 AP: 9 CLS: GMC GRP: PY
RAN: T DUR: I ARE: NA RES: NA DAM: 5
This creates a small flame at the tip of the index finger of the caster which can start a fire or just provide a small amount of light.

Flameweb
CST: 19 MP: 15 AP: 162 CLS: GMF GRP: PY
RAN : 10 DUR: 10M ARE: NA RES: MIS DAM: 10
This fires an enveloping web of burning strands at a single man-size target. It does damage for the duration of the spell in the indicated amount at overall burn damage. A roll must be made to hit the target like any missile spell, and he may make a STR% roll each round to try to break free.

Flash of Light
CST: 9 MP: 9 AP: 59 CLS: GMA GRP: LI
RAN : 10R DUR: 1M ARE: NA RES: DEX DAM: 0
This causes a bright flash of light to originate from the caster's hand. Anyone who fails a DEXx3% roll will be blinded for the duration of the spell. The duration of the flash is actually less than a round.

Fleeing Terror
CST: 3 MP: 9 AP: 98 CLS: BGC GRP:EN
RAN : 3 DUR: 10M ARE: NA RES: WIL DAM: 0
This causes a single target who fails his resistence to run as far away as possible from the caster and to keep fleeing for the duration of the spell.

Flight/Leap
CST: 8 MP: 11 AP: 109 CLS: CEE GRP: EN
RAN: 300 DUR: 1M DEL: 1M RES: NA DAM: NA:
This allows the caster to take to the air and fly for the duration of the spell and for a distance up to the distance indicated. Flight is at a rate of up to 50 meters per CR for one minute. or a greater rate for a shorter period of time.

Force Missile
CST: 7 MP: 7 AP: 36 CLS: HMG GRP: WI
RAN : 10 DUR: I ARE: NA RES: MIS DAM: 10
This fires a missile of invisible force from the hand of the caster at a single target. If the attack hits it does the indicated amount of damage. Unlike other missile spells the caster may specify in advance if it does Club, Edge or Point type damage.

Force Shield
CST: 17 MP: 11 AP: 175 CLS: HMF GRP: WI
RAN : 3R DUR: 10M ARE: NA RES: NA DAM: 50
Creates a shield made of invisible force around the hand of the caster. It may be used for defense like a Round Shield, and also blocks damage up to the indicated amout as a cumulative total to any areas of the body which it is covering at a given time.

Form of Darkness
CST: 9 MP: 6 AP: 31 CLS: HOE GRP: DA
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This alters the material form of the caster from flesh and blood to pure darkness, so that he is immaterial, looks rather like a cloud of shadow, and is pretty close to invisible in darkness. He cannot manipulate or be effected by physical objects, but takes double damage from light based attacks in this form.

Form of Light
CST: 8 MP: 6 AP: 16 CLS: GOE GRP: LI
RAN : S DUR: 10M ARE: NA RES: NA DAM: 10
This alters the material form of the caster from flesh and blood to pure light, so that he is immaterial, looks rather like a cloud of light, and is pretty close to invisible in bright sunshine. He cannot manipulate or be effected by physical objects, but takes double damage from darkness based attacks in this form..

Freedom in Water
CST: 5 MP: 6 AP: 39 CLS: ENE GRP: HY
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This allows a land-dwelling being to move in water as if he were native to that element.

Frozen Terror
CST: 2 MP: 9 AP: 73 CLS: BHC GRP:
RAN : 3 DUR: 10M ARE: NA RES: WIL DAM: 0
This immobilizes a single target for the duration of the spell. His muscles lock and he loses the ability to move or speak out of sheer fright. It can be broken by damage, a violent impact or shaking, any of which will allow a second resistence roll to regain awareness.

Golden Aura
CST: 10 MP: 10 AP: 54 CLS: GME GRP:
RAN: 1S DUR: 1M ARE: NA RES:NA DAM: 10
This surrounds the caster in a field of golden light which does damage to anyone who comes within the indicated radius or touches the caster. In addition, it gives off light equivalent to that of a torch. The damage done is overall burn type damage. Specific individuals or types of beings can be identified at the time the spell is cast as not being effected by it.

Greater Summoning
CST: 8 MP: 17 AP: 573 CLS: ALB GRP: SO
RAN : X DUR: 10M ARE: NA RES: WIL DAM: 0
This summons a demon of the caster's choosing from wherever he may be. The caster must know the name and identity of the demon in question. It is specifically designed for use on demons of the greatest power with 400 or more WP. If it is cast without a specific demon in mind it will operate randomly. often calling up a far more powerful demon than was intended

Hallucination/Waking Dream
CST: 13 MP: 10 AP: 216 CLS: BMF GRP: COSH
RAN : 10 DUR: 10M ARE: NA RES: JUD DAM: 30AP
This causes a single target to be afflicted with distracting visions determined by the caster. The indicated damage is AP damage resulting from being distracted. The exact nature and appearance of the hallucinations is up to the caster. A JUD roll may be made to resist the effects

Heal Beast
CST: 5 MP: 10 AP: 275 CLS: CPsC GRP: HE
RAN : T DUR: X ARE: NA RES: NA DAM: 10
This will heal any kind of wound short of damage to organs or bones or fatal damage done to any kind of animal with which the caster has an affinity.

Heal Bruises and Ruptures
CST: 4 MP: 7 AP: 135 CLS: CPsC GRP: PH
RAN : T DUR: X ARE: NA RES: NA DAM: 10
This heals all types of damage either overall or located caused by blunt objects or weapons of the Club classification. It will not heal B. A. S. P or # effects. though it can heal the damage which caused them. In the case of # results it will delay the effects. but the healing will wear off at a rate of 1 point every CON/# rounds. When a character has multiple wounds it must be directed at a specific one and does not overflow from one wound to another.

Heal Burns
CST: 2 MP: 4 AP: 44 CLS: CPsC GRP: PH
RAN : T DUR: X ARE: NA RES: NA DAM: 10
This heals all types of damage either overall or located caused by fire or radiant energy attacks. It will not heal B. A. S. P or # effects. though it can heal the damage which caused them. In the case of # results it will delay the effects. but the healing will wear off at a rate of 1 point every CON/# rounds. When a character has multiple wounds it must be directed at a specific one and does not overflow from one wound to another.

Heal Plant
CST: 5 MP: 10 AP: 275 CLS: CPsC GRP: HE
RAN : T DUR: X ARE: NA RES: NA DAM: 10
This heals damage to any kind of plant short of obviously fatal damage or bringing the plant back from death.

Heal Punctures
CST: 4 MP: 7 AP: 135 CLS: CPsC GRP: PH
RAN : T DUR: X ARE: NA RES: NA DAM: 10
This heals all types of damage either overall or located caused by puncture or Point type attacks. It will not heal B. A. S. P or # effects. though it can heal the damage which caused them. In the case of # results it will delay the effects. but the healing will wear off at a rate of 1 point every CON/# rounds. When a character has multiple wounds it must be directed at a specific one and does not overflow from one wound to another.

Heal Wounds
CST: 4 MP: 7 AP: 135 CLS: CPsC GRP: PH
RAN : T DUR: X ARE: NA RES: NA DAM: 10
This heals all types of damage either overall or located caused by cuts or Edge type attacks. It will not heal B. A. S. P or # effects. though it can heal the damage which caused them. In the case of # results it will delay the effects. but the healing will wear off at a rate of 1 point every

CON/# rounds. When a character has multiple wounds it must be directed at a specific one and does not overflow from one wound to another.

Heat/Cool
CST: 8 MP: 9 AP: 39 CLS: GEA GRP: PY
RAN : 10 DUR: 10M ARE: NA RES: NA DAM: 10%
This spell will lower or raise the temperature in the indicated area by up to 15% per Casting Level. Such changes in temperature do not have any specific effect as far as damaging anyone in that area, unless an extremely low or extremely high temperature results. Against human characters each 5 degrees over 100 or below 40 does 1 point of damage per minute overall.

Herblore/Identify Plant
CST: 5 MP: 9 AP: 223 CLS: CCC GRP: HE
RAN: T DUR: I ARE: NA RES:
DAM: 0
When cast on a plant this informs the caster of any special properties which that plant may have, for healing, as a poison, or for any other purpose.

Hold Beast
CST: 2 MP: 8 AP: 48 CLS: CHC GRP: BE
RAN: 10 DUR: 1M ARE: NA RES: WIL DAM: 0
This will immobilize any animal it is cast on for the duration of the spell or until it is physically injured or subjected to unavoidable distraction. The creature does get a resistence roll, and it does not work on any creature of INT greater than 6.

Holy Chant
CST: 5 MP: 9 AP: 59 CLS: AGB GRP: PR
RAN : 10 DUR: 1Mi ARE: 10 RES: WIL DAM: 20AP
This is an ongoing incantation which causes all beings inimical to the caster or of a particular religious or moral inclination specified by the caster to be repulsed from an area of the indicated radius around him unless they can make the indicated WILx3% roll.

Holy Sign
CST: 5 MP: 9 AP: 59 CLS: AGB GRP: PR
RAN : T DUR: 1Mi ARE: 10 RES: WIL DAM: 20AP
This allows the caster to draw a special rune in the air or on a target which glows for the duration of the spell. It causes all beings inimical to the caster or of a particular religious or moral inclination specified by the caster who can see the sign to be repulsed from an area of the indicated radius around the sign unless they can make the indicated WILx3% roll.

Image of Life
CST: 9 MP: 7 AP: 85 CLS: BMF GRP: DIMY
RAN: T DUR: 1Da ARE: NA RES: NA DAM:
This creates an image on any magically neutral surface of any scene seen by the caster within the duration of the spell. The image is in full color as the caster saw it and lasts for the indicated duration or until he chooses to dispell it.

Karma Vision
CST: 9 MP: 7 AP: 162 CLS: ACD GRP: PYPR
RAN : 10 DUR: I ARE: NA RES: ZEA DAM: 0
This allows the caster to see the Karma level of any single person or object. It will register as a visible aura around that target, visible only to the caster, ranging from white to black, the shade of gray dependent on the number of positive or negative KP. 0 KP would read as a pure, neutral gray, many +KP as clean white, and many -KP as dead black.

Killing Darkness
CST: 31 MP: 24 AP: 1037 CLS: CRA GRP: DA
RAN : 10R DUR: 1M ARE: NA RES: WIL DAM: 0
This creates a thick cloud of magical darkness, which moves about at no more than 3kph within sight of the caster for the duration of the spell. Anyone who is caught in the cloud for any part of a round must make a WILx3% roll or drop dead on the spot. If they see the cloud coming they may make an AGIx3% roll to evade it as well.

Killing Joy
CST: 14 MP: 15 AP: 284 CLS: BOB GRP: EN
RAN : 3 DUR: 10M ARE: NA RES: WIL DAM: 5
This afflicts a single target with what is essentially a terminal orgasm. They lose 50AP during each round of the spell, and take 2 points of overall damage each round. Since the spell lasts for 100 rounds, most characters will be immobilized and die slowly. However, they enjoy the experience a lot. They may make a WILx3% roll to halve the AP damage by resisting the pleasure, allowing them to do something about their predicament.

Killing Time
CST: 8 MP: 12 AP: 156 CLS: AEB GRP: WI
RAN : 3 DUR: 10M ARE: NA RES: NA DAM: 5
This causes a single target to experience the passage of time at an extremely accelerated rate. Each round the spell lasts for he ages 12 years and takes 2 points of overall damage. All the physical effects of the aging afflict him as well as the damage, and ideally the victim will eventually die, either from loss of characteristics or from straight damage.

Knit Bone
CST: 6 MP: 11 AP: 333 CLS: CPsC GRP: PH
RAN : T DUR: X ARE: NA RES: NA DAM: 50
This rejoins bones which have been broken, having a B result for damage. It must be cast separatly for each bone repaired.

Knots of Pain
CST: 7 MP: 14 AP: 343 CLS: COC GRP: PH
RAN : 10 DUR: 1Mi ARE: NA RES: WIL DAM: 80
This wracks the target with terrible pain, doing 40 points of AP damage for each round of duration of the spell and 4 points of overall damage for each round of the duration. The AP damage is from the pain which goes with the spell, and it can be halved by making a WILx3% roll.

Laying on Hands
CST: 9 MP: 17 AP: 795 CLS: CPsC GRP: PR
RAN : T DUR: I ARE: NA RES: NA DAM: 10
This will heal the indicated amount of any form of damage which has no special effect, an I effect or a U effect.

Light Beam Transport
CST: 9 MP: 9 AP: 25 CLS: GKD GRP: LI
RAN : 3K DUR: I ARE: NA RES: NA DAM: NA
This converts the caster into a coherent beam of light and transports him at the speed of light to a destination which is within his line of sight. If the beam of light encounters some solid object before it reaches its goal, it stops and the caster materializes. Diffraction or reflection can do horrible things to the caster.

Lightning Ball
CST: 6 MP: 7 AP: 18 CLS: GMG GRP: AE
RAN : 10 DUR: I ARE: NA RES: MIS DAM: 10
This fires a ball of electricity at a single target, as a missile, to do overall damage. This damage is treated as burn damage, except when it exceeds 1 times damage, after which it is treated as club damage.

Lightning Barrier
CST: 17 MP: 13 AP: 122 CLS: GMF GRP: AE
RAN : 10 DUR: 10M ARE: NA RES: NA DAM: 50
Thiscreates a wall of electricity, visible from slight static discharges around the edges. Anyone passing through it takes the indicated amount of damage and must make a WIL save to carry on. It has an AP modifier of 5, so it may take more than one round for some people to pass through, in which case the same damage is done in subsequent rounds. This damage is treated as burn damage, except when it exceeds 1 times damage, after which it is treated as club damage.

Lightning Bolt
CST: 6 MP: 7 AP: 18 CLS: GMG GRP: AE
RAN : 10 DUR: I ARE: NA RES: MIS DAM: 10
This fires a bolt of lightning, as a missile, striking a single target for located damage which is treated as burn damage, except when it exceeds 1 times damage, after which it is treated as club damage.

Locate Mineral
CST: 4 MP: 10 AP: 325 CLS: DDD GRP: GE
RAN : 10K DUR: I ARE: NA RES: NA DAM: 0
This will tell the caster where the nearest and largest deposit of a particular mineral is to be found within range. Size of deposit is balanced off against distance, so a nearby deposit would register the same as one twice the distance and twice the size. It gives only the largest deposit, not a guide to all deposits.

Locate Object
CST: 4 MP: 12 AP: 281 CLS: DDB GRP: DI
RAN : 1K DUR: 1M ARE: NA RES: NA DAM: 0
This will tell the caster the direction and general circumstances of an object with which he is familiar. He will know which direction it is relative to his position, and get a rough mental image of its immediate surroundings, within sight range from the locus of the object.

Locate Person
CST: 5 MP: 12 AP: 281 CLS: CDB GRP: DI
RAN : 1K DUR: 1C ARE: NA RES: NA DAM: 0
This will tell the caster the direction and general circumstances of a person with whom he is familiar. He will know which direction it is relative to his position, and get a rough mental image of its immediate surroundings, within sight range from the locus of that person.

Locate Plant
CST: 5 MP: 10 AP: 325 CLS: CDD GRP: DI
RAN : 1K DUR: 1M ARE: NA RES: NA DAM: 0
This will tell the caster the direction and general circumstances of the nearest specimen of a plant type he desires to find and is familiar with. He will know which direction it is relative to his position, and get a rough mental image of its immediate surroundings, within sight range from the locus of that plant>.

Locate Treasure
CST: 8 MP: 20 AP: 1300 CLS: DDD GRP: DI
RAN : 1K DUR: 1H ARE: NA RES: NA DAM: NA
This guides the caster to the object of highest value within range. If it is specified by the caster it will locate only items not in the direct possession of another person, but otherwise it goes strictly by value. Value should be adjusted for range, so something twice as far away as something of half its value would register as the same value.

Madwind
CST: 16 MP: 13 AP: 284 CLS: BOA GRP: ENSH
RAN : 30 DUR: I DEL: 10M RES: TAL DAM: 50WP
This calls up a supernatural wind which causes all those who are struck by it within the indicated area to be driven mad if they fail a TALx3% roll. They get to make that roll each round. Each time they fail it they lose 20WP. When their WP reach 0 they go mad, losing all grip on reality, being afflicted with disabling mental illness, ranging from psychosis to dementia to outright

catatonia as seems appropriate.

Magic Marker/Wizard's Mark
CST: 10 MP: 13 AP: 274 CLS: ANB GRP: EN
RAN : T DUR: 2We ARE: NA RES: NA DAM: 0
This marks a target while he is in the caster's presence with an invisible mark which links him to the caster. After that point any spells cast by the caster of this spell on the target have their effective Casting Level doubled. It is especially useful for detection type spells and keeping track of people. The mark is visible to Mana Sight and similar powers.

Magic Pointer
CST: 7 MP: 9 AP: 44 CLS: ABB CLS: EN
RAN : 10K DUR: 1Ho ARE: NA RES: MAG DAM: 0
This sensitizes an item, usually a silver needle, to point at a particular target, as long as it is within 10,000M. That target can be specific or non-specific, thus including both unique persons or objects or particular types of things. In order to work the spell it is necessary to have something associated with the targets, so Relative or Contagious magic must be used.

Magical Awareness
CST: 7 MP: 7 AP: 36 CLS: ABA GRP: MY
RAN : 10 DUR: 10Mi ARE: NA RES: TAL DAM: 0
This gives the caster a non-visual awareness of the flow of magic around him. He cannot see mana or its levels, but he can feel the relative levels of mana in the area and objects around him and sense the movements of significant amounts of mana.

Mana Drain
CST: 4 MP: 6 AP: 98 CLS: ANC GRP: EN
RAN : T DUR: I ARE: NA RES: TAL DAM: 10MP
This will drain Mana Points from a specific target and give them to the caster, draining off more MP than it costs to cast the spell, so the caster ends up with a net profit. Note that this works on people, not on enchantments, spells or matrices of any kind.

Mana Mapping
CST: 6 MP: 9 AP: 253 CLS: ADA GRP: ENDI
RAN : 1000 DUR: I DEL: 1Ho RES: NA DAM: 0
This will create on any surface an image, in points which appear to be burnt there, the positions of all major mana sources within the indicated radius relative to the position of the caster. The size of the marks will vary with the intensity of the mana sources involved. No concentrations of less than 50MP will show up so the average peasant will not appear on such a map.

Mana Memory
CST: 12 MP: 10 AP: 264 CLS: ACA GRP: ENDI
RAN : 10 DUR: 1Mi ARE: NA RES: NA DAM: 0
This will reveal an image of the patterns of mana which existed in a given area where it is cast during the past week. Most usefully, it will indicate if any sources of unusually high mana have passed through that area in that time, and the general configuration of that mana, though the Mana Sight skill or spell can act with this spell to give greater accuracy and detail.

Mana Shield
CST: 8 MP: 9 AP: 98 CLS: AFD GRP: ENST
RAN : S DUR: 1Da ARE: NA RES: NA DAM: 0
This allows the caster to absorb spell attacks, at a cost of one of his own Mana Points for each MP of the spells which hit him. He can absorb up to 12MP per Casting Level of this spell per spell used on him. Higher CL would allow a higher level of absorbtion.

Mana Sight
CST: 9 MP: 9 AP: 73 CLS: ABD GRP: ENST
RAN : 30 DUR: 1Ho ARE: NA RES: NA DAM: 0
This spell works exactly like the skill of the same name, but for the limited duration of spell. It gives the caster the ability to see patterns of Mana, giving him a rough idea of Mana concentrations and levels of magical power in persons and objects.

Mana Tracking
CST: 16 MP: 13 AP: 558 CLS: ACD GRP: ENDI
RAN : 1000 DUR: 12Ho ARE: NA RES: TAL DAM: 0
This allows the caster to follow the trail of a certain mana pattern, either that of a being or an item, if he is familiar with the mana pattern in questions and if he has a starting point which is within 1000M of a place where that mana pattern has been present. It will allow him to follow the mana trail for the duration of the spell, and may be recast to renew the tracking effect.

Mark of Cain
CST: 12 MP: 19 AP: 585 CLS: AMB GRP: MY
RAN : 60MV DUR: 1Da ARE: NA RES: WIL DAM: 0
Creates a spirit which is programmed to seek out specific thought patterns. When it finds them, it will mark that person with a visible symbol which will cause all those who see it to wish to slay that person if they fail a WIL save. After this, it will carry on to the next nearest person with that thought pattern, carrying this on for as long as its duration.

Mask Magic
CST: 4 MP: 10 AP: 120 CLS: AFC GRP: EN
RAN : T DUR: 1We ARE: NA RES: NA DAM: 10MP
When cast on a magical object or person, this will obscure the magical nature of that target. Each CL will negate 10MP for the duration of the spell, hiding them from detection or observation. Detection spells of enhanced level should reduce the effectiveness of this spell to a degree appropriate to their enhancement.

Mending
CST: 3 MP: 6 AP: 99 CLS: DPC GRP: ENST
RAN : T DUR: X ARE: NA RES: NA DAM: 50HR
This will rejoin broken objects which are made of any non-living organic or mineral material. It will heal up to 20 points of damage to that material and will rejoin objects along break lines. It will not replace major amounts of missing material, however.

Mental Characteristic Enhancement
CST: 5 MP: 6 AP: 39 CLS: BEE GRP: MY
RAN : S DUR: 10Mi ARE: NA RES: NA DAM: 1CP
This spell temporarily increases a single characteristic within the Mental group, any of the characteristics INT, JUD, WIL or TAL. It raises the statistic in question by the given amount for the duration of the spell. This increase will be effective in all applications of the characteristic, but does not give the caster the skill points which would come if it were a permanent change.

Merge with Darkness
CST: 9 MP: 6 AP: 39 CLS: HNE GRP: DA
RAN : S DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows the caster to become part of any are of darkness near him, taking on its appearance and its immateriality. It will work in full darkness or in shadows, and he can travel for the extent of that darkness at his normal movement rate. While merged he cannot be affected by or manipulate physical objects.

Meteor Shower
CST: 12 MP: 20 AP: 160 CLS: DJA GRP: GE
RAN : 100 DUR: 1Mi ARE: NA RES: AGI DAM: 8
This causes a swarm of small meteors to fall in a 100M radius with its edge within 100M of the caster. All in that area must make an AGIx3% roll each CR that the spell lasts or they will be hit by a meteor doing the indicated damage. If they make the roll they take no damage. Damage is club located damage.

Microvision
CST: 5 MP: 6 AP: 39 CLS: BEE GRP: MY
RAN : T DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows the caster to adjust his vision to look more closely at things which are small or hard to see. It works like a microscope, effectively doubling the detail of his vision, making nearby objects appear to be twice their natural size as he observes them. Multiple CL will increase this effect geometrically.

Mind Control
CST: 4 MP: 13 AP: 305 CLS: BIC GRP: MY
RAN : 10 DUR: 10Mi ARE: NA RES: S DAM: WIL
This initiates a will battle with a single target within the range of the spell. The caster attacks, using his WIL as his maximum damage against the target's Will Points. The target may counterattack using his WIL as his MD and his WP to absorb damage. Each attack on either side costs 30AP, and the target need not counter attack with his WIL if he prefers another course of action. When one character's WP are reduced to 0 or less, he comes under the control of the other. His WP regenerate at a rate of WIL per day, and he may counterattack to regain his mental freedom at any time thereafter. If, at any time, he is given an order which is likely to kill him or lead to death or its equivalent, the victim may counterattack at that point with his WIL doubled for damage determination.

Mind Fortress
CST: 12 MP: 15 AP: 162 CLS: BFE GRP: MY
RAN : S DUR: 12H ARE: NA RES: NA DAM: 50WP
This establishes a protective shield around the mind of the caster, protecting it from WIL based attacks for the duration of the spell, by adding a defensive buffer of 50WP, which must be destroyed before attacks can effect his own WP.

Mind Melding
CST: 11 MP: 9 AP: 175 CLS: BNA GRP: MY
RAN : 3 DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows mages to combine their efforts in the casting of powerful spells. It allows them to pool MP and FP and use the best skills and MI of the group to cast the spell. However, the MP and FP paid in casting a spell under Mind Melding are doubled before they are divided between the casters and the total AP cost of the spell is also doubled. It is excellent for casting extremely high-level, long-term spells.

Mind Mending
CST: 12 MP: 7 AP: 221 CLS: BQD GRP: PH
RAN : T DUR: I DEL: 1Ho RES: WIL DAM: 10H
This spell will repair nerve and brain damage including insanity, either allowing the subject to have a WILx3% roll to be cured if it is an all or nothing matter or healing the indicated amount of damage.

Mind of the Beast
CST: 8 MP: 6 AP: 46 CLS: BOE GRP: BE
RAN : S DUR: 10Mi ARE: NA RES: NA DAM: 50SP
This converts the caster's learned weapon skills to those of an animal form into which he has transformed. It allows him to allocate the indicated number of LSP from human weapon skills to appropriate animal attack skills. Increases CL increase the number of LSP that can be

converted, with a maximum limit of the LSP which the caster originally allocated to combat skills.

Mind Reading
CST: 6 MP: 9 AP: 268 CLS: BCC GRP: MY
RAN : 10 DUR: 10Mi ARE: NA RES: WIL DAM: 0
This allows the caster to read the surface thoughts of a single target, if he fails a WILx3% roll. If that target fails that roll, but is within WILx5% he will notice that his mind is being read, and if he has any countermeasures to take he may do so. It will reveal whatever thoughts are running through the characters mind at that time, reveal lies and the true answers to questions, and expose whatever situations are occupying his thoughts.

Mind Speech/Telepathy
CST: 3 MP: 9 AP: 122 CLS: BAC GRP: MY
RAN : 100 DUR: 10Mi ARE: NA RES: TAL DAM: 0
This puts the caster in mental contact with any targets of his choice who are within range. The chance of being able to communicate with a particular target is based on the TAL of that target. There is a TALx3% chance of that target being able to receive any communications directed at him and responding.

Mindlink
CST: 13 MP: 14 AP: 318 CLS: BNB GRP: BEMY
RAN : 10K DUR: 1Ho ARE: NA RES: NA DAM: 0
This links the mind of the caster telepathically with that of any being or spirit which has been dominated in a Will Battle and is still in control. It allows him to maintain contact with that mind and communicate with it, issuing commands which have the same force as if he were in close proximity to the being. Remember that Will Battle alone will not allow one to control the actions of a being, but various control spells can act through Mindlink.

Miniaturization
CST: 6 MP: 25 AP: 938 CLS: DEC GRP: ENWI
RAN : T DUR: 1We ARE: NA RES: NA DAM: 0
This takes a single being or object of up to 5 cubic meters in volume and reduces it to 1/10th of its original size for the duration of the spell, though it can be returned to full size on command by the caster. Beings reduced in size are not harmed, but their abilities are appropriately reduced.

Minor Summoning
CST: 4 MP: 7 AP: 98 CLS: ALB GRP: SO
RAN : T DUR: 10Mi ARE: NA RES: S DAM: 0
This calls demonic spirits of the least powerful classes, particularly imps. They are summoned by the spell, but they are not under the control of the caster unless he successfully subdues them in a will battle or by other means. The caster must know the name of the demon he is summoning to use the spell successfully. Demons effected by the spell should have in the area of 1-100 Will Points>.

Mirror
CST: 5 MP: 4 AP: 12 CLS: GMF GRP: WILI
RAN : 1 DUR: 1Mi ARE: NA RES: NA DAM: 0
This creates a truly reflective mirror of supernatural force, large enough to show the head and upper body of anyone looking in it. It has no mass, and reflects on only one side.

Miscarriage
CST: 13 MP: 18 AP: 438 CLS: CNB GRP: SHPH
RAN : 10 DUR: I ARE: NA RES: CON DAM: 50CO
This causes a pregnant woman to miscarry her child. There is a season delay before it takes effect, and it must be cast after a child has been concieved. It will not work if cast after the first 6 months of pregnancy. The target gets a CONx3% chance of not miscarrying the child, even if she is willing and desires the miscarriage.

Natal Curse
CST: 15 MP: 10 AP: 216 CLS: ANF GRP: SHEN
RAN : 3 DUR: X ARE: NA RES: TAL DAM: 0
This places a curse on an unborn infant or on an infant who has just been born. That curse does not manifest until a 10 year delay has passed, and the effect is highly variable, and can be manifest in any way assigned by the caster. The degree of damage which it can do is limited. It can lower any characteristic by up to 3 points or cause the permanent infliction of up to 18 points of damage in a specific area, or do any other appropriate damage within the same general range as based on the Mana Point Cost of the spell.

Need Suspension
CST: 4 MP: 10 AP: 45 CLS: CHE GRP: MYST
RAN : S DUR: 3Da ARE: NA RES: NA DAM: 0
This will let the caster go for the indicated period of time without eating. He will suffer no ill-effects until the spell runs out, at which point he will lose a number of overall HP equal to the number of hours he was under the spell divided by 2 with an immediate loss of an equal number of FP.

Neural Block/Anaesthesis
CST: 3 MP: 7 AP: 59 CLS: BFC GRP: MYPH
RAN : T DUR: 10Mi ARE: NA RES: CON DAM: 0
This blocks the flow of impulses from the nerves to the brain, causing a numbness and cessation of pain. It works well as an anaesthetic effect, but also makes areas numbed more or less useless for the duration, as they will not respond to commands from the brain. It works from the point where the subject is touched, and numbs all areas from that point out from the brain, so if it is done in a limb, all parts of that limb below the contact point are numbed. If it is done on the torso, all areas of the body below that point are numbed. There is a CONx3% roll if the subject wishes to resist the effects.

Neutralize Friction
CST: 15 MP: 10 AP: 112 CLS: HOA GRP: WI
RAN : 3R DUR: 1Mi ARE: NA RES: VAR DAM: 0
This makes a sirface of the radius indicated or an objedt of up to an equivalent surgace area effectively free from friction, so that it will slip from the frip of anyone holding it, or those standing of it will slip and fall down. It can be used to effect more than one object it they are small enough that gheir total surface area fits within the range. To avoid dropping frictionless objects one must make a DEX x 3% roll and a DEX% roll is required to actually se the objecty. To stand on a frictionless surface requires an AGIx3% roll and movement without falling requires an AGI% roll.

Neutralize Poison
CST: 11 MP: 11 AP: 273 CLS: CND GRP: PH
RAN : T DUR: I ARE: NA RES: NA DAM: 40H
This will negate the effects of overall body damage from poison up to the indicated amount.

Nightmare
CST: 15 MP: 12 AP: 312 CLS: BMF GRP: MY
RAN : 1000 DUR: 1Ho ARE: NA RES: NA DAM: 50FP
This spell causes a single target to experience a hair-raising nightmare, which causes him to irretrievably lose the benefits of one-hour's sleep during that night, most significantly one hour's worth of FP regeneration. The FP lost should be one FI for the target or 20FP, whichever is greater. Even sleeping an extra hour to compensate for the nightmare will not bring back those lost FP. The nature and theme of the nightmare is of the choosing of the caster.

Nightvision
CST: 4 MP: 5 AP: 45 CLS: BED GRP: MY
RAN : S/10 DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows the caster to see in darkness as if it were daylight, though fuill visibility is limited to the range indicated.

Nondetectability
CST: 8 MP: 9 AP: 59 CLS: AFE GRP: EN
RAN : S DUR: 1Da ARE: NA RES: TAL DAM: 0
This makes the caster immune to the effect of detection, location or analysis spells, in short anything with the letters B, C or D as the middle letter of their classification. It can be overriden by a spell of higher Casting Level, but is generally effective to make the caster nondetectable.

Odor Alteration
CST: 5 MP: 7 AP: 103 CLS: BOC GRP: PRDI
RAN : 10M DUR: 1Ho ARE: NA RES: JUD DAM: 0
This will alter the odor of a single person or object to any odor with which the caster is familiar. It also effects scent traces, so works well against tracking animals as well as having a wonderful potential annoyance value. The target must be touched to be effected, but the potential range of the odor is as indicated.

Omen
CST: 9 MP: 9 AP: 161 CLS: ACB GRP: PRDI
RAN : T/1Y DUR: NA DEL: 1Ho RES: NA DAM: 0
This gives the caster a sign of what is to come in regards to a specific area of questioning. This sign is given by the powers of fate or faith, and how it is interpretted is in the hands of the caster. It should be fairly accurate, potentially, and can concern event about which he is curious up to a year in the future. The omen can appear any time in the hour after the spell is cast, and the caster has to figure out what that he sees is the actual omen.

Pacify
CST: 6 MP: 9 AP: 98 CLS: CEA GRP: PR
RAN : 10 DUR: 1M ARE: NA RES: WIL DAM: 0
This will neutralize the hostile intentions of all persons within range of the spell for its duration. Such persons have general control over their own actions, but will not feel the desire to do violence or bring others to harm.

Palm of Light
CST: 3 MP: 3 AP: 5 CLS: GME GRP: PYLI
RAN : T DUR: 10M ARE: NA RES: NA DAM: 0
This causes the caster's palm to glow with light as bright as that of a lantern, which he can reveal or conceal by opening or closing his hand. The light is somewhat directional, like an illuminating beam.

Pattern of Cooling/Heating
CST: 6 MP: 7 AP: 30 CLS: GED GRP: BA
RAN : 10 DUR: S ARE: NA RES: NA DAM: 0
This raises or lowers the temperature in the given area by 10 degrees, effecting everyone in the area. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Darkness
CST: 12 MP: 7 AP: 45 CLS: GRD GRP: BA
RAN : 10 DUR: S ARE: NA RES: NA DAM: 0
This causes darkness to form in the given radius, obscuring vision as if it were night. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Deafness
CST: 12 MP: 10 AP: 216 CLS: BNA GRP: BA
RAN : 10 DUR: 10M ARE: NA RES: CON DAM: 0
This causes everyone within range to lose their sense of hearing for the duration of the spell if they fail a CONx3% roll.

Pattern of Earth
CST: 12 MP: 19 AP: 181 CLS: DJD GRP: BA
RAN : 30 DUR: S ARE: NA RES: AGI DAM: 10
This allows the caster to manipulate earth and stone with magical force. The potential volume he can effect is 1 Cubic Meter. Speed of movement is 10kph. He can command the direction and activity of this movement, control the movement and shape the material as he chooses for the duration of the spell. Sufficient material must be available for him to work with. The effects of the spell begin after 1/10th of the indicated AP cost has been expended. The duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the indicated AP cost has been paid again, or in a number of rounds equal to AP cost/50. The caster must keep playing for this extension to work and if he stops, even during the original casting, the spell is immediatly terminated.

Pattern of Enchantment
CST: 6 MP: 10 AP: 144 CLS: BIA GRP: BA
RAN : 10 DUR: S ARE: NA RES: WIL DAM: 0
This causes all those within range to obey a simple sequence of commands given by the caster the carrying out of which may last no longer than the duration of the spell, or until terminated by the caster. The commands must be within the abilities of the targets, and cannot bring them direct harm or injury. There is also a delay of 1 minute before the spell takes effect. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Flame
CST: 19 MP: 19 AP: 73 CLS: GJD GRP: BA
RAN : 30 DUR: 1M ARE: NA RES: AGI DAM: 10
This allows the caster to create flame and control its movement. It creates about as much flame as a common campfire, which can do the indicated amount of damage each round that it is in existence, to anything within a 3M radius. In addition, he can cause the flame to move at up to 10kph in the direction of his choice. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Forgetfulness
CST: 30 MP: 25 AP: 1350 CLS: BNA GRP: BA
RAN : 10 DUR: I DEL: 1Ho RES: WIL DAM: 0
This causes all those within range to lose their memory of any sequence of shared events specified by the caster. they should be events which happened in fairly close temporal proximity to the casting of the spell. That memory will be blocked out until the caster restores it or the effects of the spell are somehow negated.

Pattern of Healing
CST: 15 MP: 15 AP: 495 CLS: CPsA GRP: BA
RAN : 10 DUR: I DEL: 10M RES: NA DAM: 10
This heals the indicated amount of damage to all persons within the given range. That healing should be distributed evenly between their wounds.

Pattern of Light
CST: 7 MP: 7 AP: 45 CLS: GMD GRP: BA
RAN : 10 DUR: S ARE: NA RES: NA DAM: 0
This suffuses the given radius with light, illuminating the entire area as if it were in daylight. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Paralysis
CST: 4 MP: 10 AP: 60 CLS: CHA GRP: BA
RAN : 10 DUR: S ARE: NA RES: WIL DAM: 0
This causes all within range to become immobilized as if paralyzed, for the duration of the spell if they fail a WILx3% roll. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Peace
CST: 12 MP: 10 AP: 168 CLS: BOA GRP: BA
RAN : 10 DUR: S ARE: NA RES: WIL DAM: 0
This will calm all those within the radius, causing them to lose all interest in violence or hostile activity for the duration of the spell, and to act in a calm and peaceful manner. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Slaying
CST: 34 MP: 35 AP: 2205 CLS: CNA GRP: BA
RAN : 10 DUR: X ARE: NA RES: WIL DAM: 0
This causes all those within range to die on the spot if they fail to make a WILx3% roll.

Pattern of Sleep
CST: 4 MP: 10 AP: 60 CLS: CHA GRP: BA
RAN : 10 DUR: 10M ARE: NA RES: WIL DAM: 0
This causes all those within range to fall soundly asleep for the duration of the spell if they fail a WILx3% roll. There is a 1 minute delay before the spell actually takes effect.

Pattern of Storm
CST: 10 MP: 19 AP: 217 CLS: FGD GRP: BA
RAN : 30 DUR: 1M ARE: NA RES: AGI DAM: 10
This will call up a considerable storm at the caster's command, with winds of up to 50kph. It is capable of doing the indicated damage through wind or lightning directed at groups or individuals in the area during the duration of the spell. It can also increase the capabilities of an existing storm by the indicated amount, and control storms of up to twice that power, those with 100kph winds and attendant phenomena. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Terror
CST: 12 MP: 10 AP: 168 CLS: BOA GRP: BA
RAN : 10 DUR: S ARE: NA RES: WIL DAM: 0
This inspires all those in the given radius with unreasoning fear, causing them to flee away from the caster if they fail a WILx3% roll. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Water
CST: 12 MP: 19 AP: 145 CLS: EJD GRP: BA
RAN : 30 DUR: 1M ARE: NA RES: AGI DAM: 10
This allows the caster to manipulate water and other liquids with magical force. The potential volume he can effect is 1 Cubic Meter. Speed of movement is 10kph. He can command the direction and activity of this movement, control the movement and shape the water as he chooses for the duration of the spell. Sufficient water must be available for him to work with. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Wind
CST: 16 MP: 19 AP: 109 CLS: FJD GRP: BA
RAN : 30 DUR: 1M ARE: NA RES: AGI DAM: 10
This allows the caster to generate winds of up to 50kph and to direct or control the movement of winds of up to 90mph. He can also increase the speed of existing winds by 100kph. Damage done by such blasting wind is to all those in range. The effects of the spell begin after 1/10th of the AP cost has passed. Duration can be extended as long as the caster continues to play, paying the indicated Mana Point Cost and FP cost each time the AP cost period passes again, or in a number of rounds equal to AP cost/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pentacle of Binding
CST: 8 MP: 8 AP: 47 CLS: AFF GRP: SO
RAN : 1 DUR: 10M ARE: NA RES: WIL DAM: 10
This creates a pentacle to be used by the caster in protecting himself and containing summoned demons. The pentacle creates a barrier with a value equal to the caster's WP, which the demon must defeat in Will Battle to cross.

Phase
CST: 12 MP: 8 AP: 35 CLS: AKE GRP: WI
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This temporarily removes the caster into the void which exists between the planes. He will disappear from the real world for the duration of the spell, and be suspended in a timeless featureless grayness unable to do anything until he returns. However, in this time he can think and is neither effected by nor able to effect the world from which he has retreated. For those observing, he will have essentially disappeared for the duration.

Physical Characteristic Enhancement
CST: 4 MP: 6 AP: 33 CLS: CEE GRP: MY
RAN : S DUR: 10M ARE: NA RES: NA DAM: 1CP

Piercing Point
CST: 3 MP: 9 AP: 122 CLS: DEC GRP: ENST
RAN : T DUR: 1M ARE: NA RES: NA DAM: 10
This makes pointed objects sharper and more damaging. Each CL adds 6 to the potential MD of a weapon for the duration of the spell.

Plague of Boils
CST: 12 MP: 16 AP: 423 CLS: CPsB GRP: PHSH
RAN : 30 DUR: 1W ARE: NA RES: CON DAM: S
This causes a single target to break out in painful and unsightly boils all over his Body. It does 1 point of damage per hour, plus he loses 1 point of CON & STR per day that the spell is in effect, although these regenerate at the usual rate during that time and after the spell runs its course. While the spell is in effect the skin is also sensitive, so the AP cost of any armor worn is doubled.

Plague of Locusts
CST: 6 MP: 12 AP: 317 CLS: CLA GRP: BMSH
RAN : 100 DUR: 1H ARE: NA RES: NA DAM: S
This summons a mass attack of locusts which will invade the given radius, destroying all crops there and doing damage to any there at a rate of 1 point overall every 10 minutes that they are exposed.

Plague of Mites
CST: 6 MP: 14 AP: 324 CLS: CLB GRP: BMSH
RAN : 30 DUR: 1D ARE: NA RES: WIL DAM: S
This afflicts a single target within range with an infestation of biting mites which will annoy and damage him with lots of little wounds, doing one point of damage per hour, located, disregarding armor. In addition the victim loses 30 AP from his total AP each round while he is so afflicted. If a WILx3% roll is made the AP effects are halved for the next hour.

Plague of Visions
CST: 18 MP: 12 AP: 381 CLS: BPF GRP: MYSH
RAN : 3 DUR: 1D ARE: NA RES: TAL DAM: 0
This afflicts a single target with hallucinatory visions of the caster's choosing, which assail him constantly, causing him to lose 40AP during each round for the duration of the spell. If a TALx3% roll is made the victim can ignore most of the visions and loses half the indicated AP.

Planal Transport/Planewalking
CST: 35 MP: 25 AP: 338 CLS: AKE GRP: WI
RAN : S DUR: X ARE: NA RES: NA DAM: 0
This allows the caster to step directly from his world into another plane. Its limitations are similar to those of the Plane Gate spell, with transport being easier at weak points in the planal fabrics called Nexi, Gates or Junctures. From one of these gates to a similar gate on another plane the cost is as indicated, but if the transport is from a non-gate area to a gate or from a gate to a non-gate area the Mana Point Cost is doubled and the MI is halved. If no gates are being used at all the Mana Point Cost is multiplied by 4 and the MI is quartered. Again, the caster should be familiar with the destination and the plane, though this familiarity can be gained through mental images transferred from another being or other similar means. It transports only the caster, and does so instantaneously.

Plane Gate
CST: 55 MP: 31 AP: 692 CLS: AKF GRP: WI
RAN : 3R DUR: 1M ARE: NA RES: NA DAM: 0
This creates a gate from one world to another, through which as many people can pass as will fit through a 3M radius apperture in one minute, probably ten to 20 people. The caster can specify the destination as any plane with which he is familiar, but he cannot normally choose the location on that plane, except to choose between available, open nexuses where that plane shows less integrity and is 'closer' to other planes. These weak points in the planal fabric can be considered gates or links, and it is to these that a plane gate will transport people. If transport is from one gate on the plane of origin to another gate on the destination plane, the Mana Point Cost is as listed for this spell. It is possible to transport without using established gates. Ibut if the spell is cast to create a gate in a non-established location, the cost is increased. Transport from a non-gate area to a gate has double Mana Point Cost and the MI is halved. Transport from a gate to a non-gate area has the same cost. Transport from a non-gate area to a non-gate area has four times the regular Mana Point Cost and one-quarter the regular MI. If an established gate is not used the caster must be intimatly familiar with the point of arrival, though this familiarity can be gained through mental images transferred from another being or other similar means.

Plane Window
CST: 10 MP: 10 AP: 144 CLS: BEF GRP: WIDI
RAN : 1R DUR: 10M ARE: NA RES: NA DAM: 0
This creates a window through which anyone can see into another parallel world or plane. The view is chosen by the caster, though it must be a place which he is familiar with on a plane he knows, though this familiarity can be gained through mental images transferred from another being or other similar means. It is not possible to pass through this window, and it is invisible to those being viewed.

Plant Passage
CST: 17 MP: 15 AP: 169 CLS: CKD GRP: HE
RAN : 100K DUR: I ARE: NA RES: NA DAM: 0
This allows the caster to transport himself from one place to another through an affinity with plants. If he is in touch contact with a plant of a specific type he can use the spell to transport himself to another specimen of the same type of plant whichis within range. He appears to step into one plant and out of the other, and the transport is virtually instantaneous.

Plantform
CST: 7 MP: 7 AP: 52 CLS: COE GRP: HE
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This allows the caster to alter his form to that of a plant with which he is familiar. He takes on all the properties of that plant and is pretty much indistinguishable from a natural plant of that kind.

Predict Weather
CST: 8 MP: 8 AP: 85 CLS: FCA GRP: AESH
RAN : 10K DUR: I ARE: NA RES: NA DAM: 0
This will tell the caster what the weather patterns within range will be during the next 24 hour period. It is accurate and fairly detailed, and can be relied on unless the weather is tampered with magically.

Preservation
CST: 3 MP: 9 AP: 81 CLS: CFC GRP: ENST
RAN : T DUR: 1W ARE: NA RES: NA DAM: 0
This protects organic and inorganic materials from the effects of time and decay. It essentially suspends all temporal effects for that material for the duration of the spell, so that food will not rot, metal will not rust, etc. When the spell runs out all of the time which passed during the spell will effect that material immediatly, so meat preserved for a few weeks would rot away at the if the spell were dispelled or wore off.

Preserve Magic
CST: 3 MP: 7 AP: 90 CLS: AEC GRP: ENAR
RAN: T DUR: 1Ho ARE: 10MP RES: NA DAM:0
This extends the duration of an already existing Matrix up to the indicated capacity or size for the duration of the casting of this spell It can only be cast reliably once on any given Matrix After that the Matrix it is cast on will begin to deteriorate If it is cast a second time on a Matrix during that second duration the chance of a critical failure with any power released from the Matrix increases to 50% The next increment increases it to 100%, the next to 200%, etc.

Prime Summoning
CST: 7 MP: 14 AP: 389 CLS: ALB GRP: SO
RAN : X DUR: 10M ARE: NA RES: WIL DAM: 0
This summons demons who fall within the middle classification, those more powerful than imps but less formidable than the elite nobility of demon kind. To summon a demon effectively the caster must know his name and any special procedures required to summon him, in addition to this spell. Prime Demons have in the range of 100-200 Will Points.

Protection from Detection
CST: 6 MP: 10 AP: 96 CLS: AFA GRP: EN
RAN : 10 DUR: 1D ARE: NA RES: TAL DAM: NA
This masks an area up to 10M in radius from the effects of detection magic either locally applied or applied from a distance. It also protects anything brought into the area, though not items or persons in the area who leave it, once they are out of the area.

Puddleform
CST: 5 MP: 6 AP: 31 CLS: EOE GRP: HY
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This allows the caster to alter his form and material composition into a form of water, essentially turning him into a puddle. As a puddle he has water's natural resistence to most physical attacks, and also its unique vulnerabilities. In this form he cannot move or communicate, though he can terminate the spell at will.

Purify Gas
CST: 9 MP: 9 AP: 110 CLS: FND GRP: AE
RAN: 1/T DUR: X ARE: NA RES: NA DAM: NA
This removes all impurities from one cubic meter of any solid material, assuming the caster is familiar with the proper composition of that material.

Purify Liquids
CST: 7 MP: 9 AP: 146 CLS: END GRP: HY
RAN: X VOL: 1 RES: NA DAM: NA
This removes all impurities from one cubic meter of any liquid, assuming the caster is familiar with the proper composition of that material.

Purify Matter
CST: 7 MP: 9 AP: 114 CLS: DOA GRP: GEAL
RAN: T DUR: X VOL: 1 RES: NA DAM: NA
This removes all impurities from one cubic meter of any solid material, assuming the caster is familiar with the proper composition of that material.

Regenerate Limb
CST: 23 MP: 14 AP: 588 CLS: COF GRP: PH
RAN : T DUR: I DEL: 1M RES: NA DAM: 50
This will regrow a severed limb, taking 1 Month plus a number of days equal to the percentage of body hit points regrown to fully regrow that limb. The limb will not be functional until the spell has run its course.Regrows full limb in extened time period

Reincarnation
CST: 13 MP: 21 AP: 794 CLS: AID GRP: PR
RAN : X DUR: X ARE: NA RES: S DAM: 0
This causes a recently disincarnated (slain) spirit to be reincarnated in the first available body appropriate to his level of Karma. It is most likely that available bodies will be newborn infants, but it is also possible that he will find his way into a body which has somehow lost its spirit. The spirit will not necessarily find a human body, especially if it has negative Karma Points. If the character has less than -100KP he will go to whatever hell its faith condemns it. If he has less than -80KP his spirit will be reincarnated into a much lower life form, like a crustacean or insect. If he has less than -60KP his spirit will seek out a lower animal, serpent or lizard, like a snake or rat. If he has less than -40KP he will come back as a major animal or bird, like a lion or hawk. With less than -20KP he will come back as a human of lower social status than in his previous life. If he has from -20KP to +20KP he will come back in a more or less similar life situation. If he has over +20KP he sill be reborn in a higher social situation, about 4 points of SOC higher. If he has over +40KP he will be reborn with as much as 8 more SOC. If he has more than +60KP he will be reborn with as much as 12 more SOC. If he has more than +80KP he will be reborn with as much as 16 more SOC. If it is not possible to raise his SOC that much, the leftover points should be assigned to other stats. If he has over +100KP he will be assumed into whatever heaven is appropriate to his faith.

Remove Barrier
CST: 7 MP: 8 AP: 173 CLS: ARC GRP: ENWI
RAN : T DUR: I ARE: NA RES: MAG DAM: 0
This spell will remove magically maintained and created physical barriers oin which it is cast. It will eliminate barriers of up to 5MP in strength.

Repel Undead
CST: 3 MP: 9 AP: 98 CLS: AGC GRP: NEPR
RAN : 10 DUR: 1M ARE: NA RES: WIL DAM: 10
This causes spirits and creatures which can be defined as undead to be driven away from and shun the caster if they fail a WILx3% roll. The effect centers around the caster for the duration of the spell. A being can be defined as undead if it lacking one or more of the elements Mind, Body and Spirit.

Repel Water
CST: 3 MP: 6 AP: 29 CLS: EGD GRP: HY
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This spell makes a single target of up to man-size repel all water which touches it, it also allows one to stand on or walk on water, though the surface is rather slippery and unsteady.

Resiliency/Magical Armor
CST: 6 MP: 5 AP: 16 CLS: HFF GRP: EN
RAN : T DUR: 1M ARE: NA RES: NA DAM: AV+1
Each CL of this spell gives the target magical protection equivalent to 1 point of AV against all types of attacks to any area of his body.

Ressurection
CST: 17 MP: 26 AP: 1521 CLS: CRC GRP: PHPR
RAN : T DUR: X ARE: NA RES: NA DAM: S
This raises a single target from the dead. The body must be present for the spell to work, and the spirit must still be near the body. A spirit will generally stay around for WIL squared hours, minus the number of positive or negative Karma Points the character has. Ressurection heals all damage to the body which would be fatal, up to the minimum level necessary to return the character to life. It will not heal any lesser wounds or even near-fatal wounds. It will not reassemble a dismembered body or rejoin or regrow limbs or organs which are completely destroyed, nor will it work on ashes or ground up bits.

Restore Organ
CST: 8 MP: 11 AP: 454 CLS: CQC GRP: PH
RAN : T DUR: X ARE: NA RES: NA DAM: 10
This heals damaged organs, including those which have reached a # or P result. The healing done will effect damage over that necessary to reverse the # or P result up to complete healing of that organ. It does not work on overall damage, and only effects a single organ with no overlap per casting. If the amount healed does not counterract the undesirable P or # result then the spell will have to be cast again or at a higher CL.

Restore Will
CST: 6 MP: 5 AP: 83 CLS: BPD GRP: MYPH
RAN : T DUR: X ARE: NA RES: NA DAM: 5
This restores Will Points which a single subject has lost, whatever the means. Each CL restores the indicated number of WP up to his maximum.

Reverse Aging/Restore Youth
CST: 16 MP: 25 AP: 938 CLS: CED GRP: EN
RAN : T DUR: X ARE: NA RES: WIL DAM: 0
This reduces the physiological age of a single target by up to 10 years per CL. The effects are permanent, and multiple CL can combine fora dramatic reduction in apparent age.

Sandblast
CST: 2 MP: 6 AP: 8 CLS: DJG GRP: GE
RAN : 3M DUR: I ARE: NA RES: MIS DAM: 10
This causes a high-speed spray of sand particles to strike a single target, doing overall damage if the caster hits successfully. The damage is from abrasion and is treated as burn damage.

Sandstorm
CST: 7 MP: 11 AP: 49 CLS: DJA GRP: GE
RAN : 30M DUR: 1Mi ARE: NA RES: AGI DAM: 5BO
This creates a swirling storm of sand which damages all persons within the indicated radius, doing the indicated damage to all in the area each round for the duration of the spell and also causing them to lose 20 AP during each round of the effect.

Scent Illusion
CST: 9 MP: 9 AP: 175 CLS: BMA GRP: CO
RAN : 3M DUR: 10M ARE: NA RES: NA DAM: NA
This creates the artificial perception of any scent which the character is familiar with and chooses to reproduce. It must be created in the locus of the caster, but the scent itself can spread from there up to a normal range for that type of scent.

Scent Tracking
CST: 6 MP: 7 AP: 27 CLS: BBB GRP: WIL
RAN : 10 DUR: 10M ARE: NA RES: TAL DAM: 0
This allows the caster to follow the scent trail of a particular quarry as if he were a tracking animal. To establish the scent he will need something which has the scent of the quarry and a place from which to start following the trail. The quarry has a TALx3% chance of eluding tracking, but this may be modified for actions he takes or special conditions.

Scrying
CST: 5 MP: 11 AP: 109 CLS: AAB GRP: ENSH
RAN : T/X DUR: 10M ARE: NA RES: NA DAM: 0
This allows the caster to gaze into a reflective surface and see scenes which are far away, up to any distance or even outside the material plane. To focus on the scene, he must be familiar with the place he is scrying or with a person or object which he is scrying. The image shown will be of a 10M square area around the point of focus.

Sealing
CST: 4 MP: 10 AP: 225 CLS: DNC GRP: ENST
RAN : T DUR: 10Mi ARE: NA RES: NA DAM: 80R
This will seal a door or other movable barrier in a shut or open position so that the indicated cumulative or sudden damage needs to be done to it by hitting or pushing to move it. Remember that Impact Damage is only half cumulative.

Seeking Arrow
CST: 10 MP: 16 AP: 185 CLS: AEG GRP: EN
RAN : T DUR: 1W ARE: NA RES: MIS DAM: S
An arrow on which this spell is cast, when shot from a bow, will seek out and strike a specific target who the firer has in mind, assuming he is fairly familiar with that target from personal contact or through magical linking. The arrow will fly at a speed of 10kph for the duration of the spell or until it finds its target. When it has a clear shot at the target it will strike with the force, accuracy and speed of the bowshot with which it was initially fired.

Seeking Blade
CST: 2 MP: 5 AP: 13 CLS: DJC GRP: EN
RAN : T DUR: 1M ARE: NA RES: NA DAM: +3
This temporarily increases the accuracy of a weapon, increasing the effective Attack Skill Rating of the wielder by 3 per CL.

Seeking Flame
CST: 21 MP: 28 AP: 95 CLS: GJB GRP: PY
RAN : 1000 DUR: 1Mi ARE: NA RES: AGI DAM: 50BO
This creates a ball of flame from the caster's locus, which travels up to the maximum range to strike a single target with which the character is familiar. That target can take only half damage if he rolls within AGIx3% on the arrival of the attack.

Sensory Link
CST: 10 MP: 11 AP: 197 CLS: BNB GRP: CO
RAN : 1K DUR: 10M ARE: NA RES: NA DAM: 0
This puts the caster in direct, interractive contact with an illusion of his own creation. He can see through the eyes of the illusion, or at least from its locus, can direct the actions of the illusion remotely, and if he wishes to heighten the level of the interface, he can use any of his other senses through the illusion. Remember that a Visual Illusion is necessary to support this spell.

Sever Soul
CST: 5 MP: 7 AP: 133 CLS: ANC GRP: MY
RAN : 10 DUR: S ARE: NA RES: SPE DAM: NA
This separates the soul of a single target from his physical body. It can be used on a living or dead target, assuming the dead spirit is still sticking around (spirits stay with the body for WIL squared hours), however the exact way that this spell works varies slightly depending on the status of the target. Once a person has died, he begins to lose (WIL squared)/10 WP each hour after death until all his WP are gone and he goes to his just reward. This can be modified for the character's KP by reducing the number of WP to work with by his positive or negative amount of KP, if the GM wishes characters to be drawn to their fate a bit more speedily. What this spell does is to sever the link between soul and body prematurely, working as a WIL attack, initiating a Will Battle in which the attacker does his WIL as a max damage each CR and the defender loses that damage from his WP. The victim can fight back and take any other actions within his power while the Will Battle goes on, but if he loses the spirit is severed from the body. Once the spirit is severed from the body it remains in the area until its time runs out. Its WP do not regenerate, but if it has the ability to initiate a Will Battle it may attempt to repossess its body. The WP lost in the Will Battle return to the victim immediatly after he is removed from the body, but the body has an artificial number of WP equal to the amount of WIL damage done by the attacker. The spirit may then attempt to reposses his own body by battling that artificial WIL or may attempt to posses someone else. A spirit thus severed has the power to attempt possession for the WIL squared hours which remains until it vanishes to its ultimate destination. The spirit substitute in the despirited body remains there for a number of hours equal to the attacker's WIL squared. Remember that while in spirit form WIL damage will regenerate but WIL loss to time as departure approaches is non-regenerable.

Shadow Travel
CST: 17 MP: 10 AP: 60 CLS: HKD GRP: DA
RAN : 10K DUR: I ARE: NA RES: NA DAM: 0
This allows the caster to transport himself through one shadow to any other shadow within range, essentially walking into the first shadow and out of the other instantaneously.

Shaking Death
CST: 10 MP: 20 AP: 360 CLS: CEB GRP: SHNE
RAN : 10 DEL: 1H ARE: NA RES: CON DAM: S
This causes a single target to enter a series of degenerative muscle spasms which limit his mobility and eventually lead to his death at the conclusion of the spell. The victims AP are reduced by 40 and he loses 1 HP overall every 5 minutes until at the end of the hour, if he faill as CONx3% roll he dies.

Shape Metal
CST: 7 MP: 18 AP: 567 CLS: DOC GRP: GE
RAN : T DUR: X ARE: NA RES: NA DAM: NA
This allows the caster to reshape metal with his bare hands, manipulating it as if it were soft clay. He can make it into any form he chooses and it solidifies when he thinks he is done or after 10 minutes, whichever comes first. At one CL the spell lets him work one Cubic Meter of metal. Note that the metal thus shaped will not be tempered to any status other than that which it had originally.

Shape Stone
CST: 7 MP: 18 AP: 567 CLS: DOC GRP: GE
RAN : T DUR: X ARE: NA RES: NA DAM: NA
This allows the caster to reshape stone with his bare hands, manipulating it as if it were soft clay.

He can make it into any form he chooses and it solidifies when he thinks he is done or after 10 minutes, whichever comes first. At one CL the spell lets him work one Cubic Meter of stone.

Shapechange
CST: 10 MP: 10 AP: 105 CLS: COE GRP: BESH
RAN : S DUR: 1H ARE: NA RES: NA DAM: 0
This allows the caster to assume the form of any animal or person which he has seen, with the accuracy of the simulation dependent on his familiarity with the form and the accuracy of his recollection. He cannot assume a form which he has not seen. He gains all the physical attributes of the form he assumes, but not necessarily the knowledge of how to use them. Thus, if he became a bird he would be without the flying skill. Being a wolf would not give him a wolf's combat skill, etc. There are additional spells which will simulate these abilities, however. Clothes and equipment are not included in the spell.

Shatter Eardrums
CST: 11 MP: 14 AP: 206 CLS: COB GRP: PHSH
RAN : 10 DUR: X ARE: NA RES: TAL DAM: 0
This shatters the eardrums of a single target, rendering him permanently deaf, though the damagecan be repaired with a Regenerate Organ spell.

Shatter Ray
CST: 10 MP: 13 AP: 119 CLS: COG GRP: WI
RAN : 10 DUR: I ARE: NA RES: MIS DAM: S
This creates a ray-type attack which causes a limited amount of organic material to solidify and shatter. It will destroy any body area hit up to 20% of total HP, or it has an effective MD of 20 for other, larger areas.

Shattering
CST: 4 MP: 11 AP: 212 CLS: DOC GRP: WI
RAN : T DUR: I ARE: NA RES: NA DAM: S
This will shatter non-organic material or dead organic material, such as rock, glass, wood or metal. It causes any object of up to 1 Cubic Meter in volume to shatter or does the equivalent of 40 points of damage to a larger object.

Shrivel Tongue
CST: 9 MP: 12 AP: 152 CLS: COB GRP: ENSH
RAN : 10 DUR: I DEL: 1Ho RES: TAL DAM: S
This literally causes a single target's tongue to shrivel up in his mouth so that he is incapable of articulate speech for the duration of the spell.

Sign of Binding
CST: 6 MP: 7 AP: 89 CLS: DMF GRP: RU
RAN : 10 DUR: I ARE: NA RES: AGI DAM: 10CO
When drawn in the air this symbol will expand into a pattern of magical bonds which will entangle a single target if he fails an AGIx3% roll. If he is entangled he will have his AP reduced by 30 until he can break free with a STRx3% roll or less. If he breaks free he will take the indicated damage as the bonds snap. The sign is visible only to the target on which it is cast or to those with Mana Sight.

Sign of Darkness
CST: 15 MP: 10 AP: 144 CLS: HMF GRP: RU
RAN : 10 DUR: 10Mi ARE: NA RES: NA DAM: 50AP
This creates a symbol of darkness which seems to suck into itself all light in the indicated area, causing total darkness for the duration.

Sign of Flame
CST: 9 MP: 7 AP: 36 CLS: GMF GRP: RU
RAN : 10 DUR: I ARE: NA RES: AGI DAM: 10BL
This creates a burning symbol which will strike a single target if he fails an AGIx3% roll, doing the indicated burn damage and leaving an impression like a brand in the shape of any continuous symbol the caster chooses to draw. Damage done is located.

Sign of Light
CST: 8 MP: 6 AP: 26 CLS: GMF GRP: RU
RAN : 10 DUR: 1Mi ARE: NA RES: NA DAM: 0
This creates a glowing symbol drawn by the caster which hangs in the air where it is cast for the indicated period, casting light equivalent to that of a torch throughout the indicated radius.

Sign of Power
CST: 9 MP: 12 AP: 104 CLS: AGF GRP: RU
RAN : 10 DUR: 1Mi ARE: NA RES: WIL DAM: S
This causes any entity of a spiritual nature or of extra-planal origin to have to make a WILx3% roll or be driven away from the caster for the indicated duration, having his AP reduced by 50 should he attempt to attack or approach within the given range of the caster during that period.

Sign of Sealing
CST: 11 MP: 12 AP: 260 CLS: DNF GRP: RU
RAN : T DUR: 1Da ARE: NA RES: NA DAM: 50R
When drawn on a movable surface like a door or window this will immobilize or seal shut that moving object until someone does the indicated damage to it in a single blow, or a percentile roll is made within the total combined applied strength divided by 3. Until one of these conditions is met the target will remain sealed. The sign is visible to Mana Sight but not to normal vision.

Sign of Warding
CST: 8 MP: 15 AP: 225 CLS: CGD GRP: ENPR
RAN : 10 DUR: 1W ARE: NA RES: JUD DAM: S
This sign, when seen as a written image or when made in the air will cause those seeing it to lose WP if they fail a JUDx3% roll. Once that save is made against a stationary sign it need not be made again. If the sign is made in the air it has a duration of only 1 minute, but does double damage. It can be set up to effect anyone of a specific moral orientation, such as those with many positive or negative karma or dharma points, though it will work against only one of those four areas. It causes the difference between the caster's DP or KP and the viewer's DP or HP, as specified, to be subtracted directly from the targets WP and at the same time it does half of that damage as AP damage to the target and 1/5th of that damage as HP damage to the target.

Silence
CST: 8 MP: 9 AP: 117 CLS: BEA GRP: COST
RAN : 10M DUR: 1M ARE: NA RES: INT DAM: 0
This makes the radius indicated completely silent, blanking out all noise and sound originating within that area or entering it for the duration of the spell.

Simulacrum
CST: 16 MP: 16 AP: 461 CLS: CMF GRP: ENNE
RAN : S DUR: 1Da ARE: NA RES: NA DAM: 0
This creates a duplicate form from the physical essence of the caster which can operate and function just as the caster would, under his command and direction, but capable of thought and decision making within limits. The caster essentially loans part of his own substance to this creation, giving it a certain percentage of his characteristics and statistics which it uses to form itself. The casters stats are reduced by the amount donated for the duration of the creation, while the creature has stats equal to five times the amount donated. The stats of the creation cannot be greater than those of the original. Donation can be done evenly overall or greater with some stats and less with others, as the caster chooses. The life of the creationcan be extended so long as the caster is willing to leave his stats reduced by the indicated amount. However the percentage by which the stats are reduced is added up cumulatively to determine a permanent loss of characteristics which may result. The permanent characteristic loss is equal to the percentage donated multiplied by the number of days of duration, divided by 5, with 5 subtracted from this total. Thus, if a mage were to donate 20% of his stats accross the board for three days, he would have all his stats reduced by 20% for each of those days, and have a permanent loss of ((20+20+20>)/5)-5%=7% from each stat involved. This provides a nice limiting factor. Some of the effects of this can be reduced by keeping some stats low in donation.

Sincerity
CST: 3 MP: 6 AP: 33 CLS: BHD GRP: MY
RAN : S DUR: 10Mi ARE: NA RES: INT DAM: 0
This will make whatever the caster says during its duration completely convincing as if it were revealed truth to any who hear it and fail an INTx3% roll. It essentially makes liars and conmen as effective as possible.

Skill Enhancement
CST: 6 MP: 7 AP: 89 CLS: BED GRP: MY
RAN : S DUR: 1Ho ARE: NA RES: NA DAM: 50SP
This increases skills temporarily by making available the indicated number of SP. It works only to enhance skills which the character has previously spent SP on and they cannot be increased beyond twice their original level.

Sleep
CST: 2 MP: 9 AP: 61 CLS: CHC GRP: ENST
RAN : 3 DUR: 10M ARE: NA RES: WIL DAM: 0
This causes a single target to fall asleep instantaneously if he fails a WILx3% roll, remaining asleep for the duration of the spell or until awakened on command of the caster, by taking damage or by being shaken awake, which will take.1D6+1 CR to be effective.

Sleepless Death
CST: 9 MP: 15 AP: 243 CLS: BEB GRP: MY
RAN : T DUR: I DEL: 1We RES: CON DAM: S
This causes a single target to be unable to sleep for the duration of the spell, during which time he will become weaker and weaker until at the end of the delay period he will die. This takes the effect of the character losing 1 HP and 1 FP per hour from the moment of the casting of the spell. Every 8 hours he loses 1 point of CON and STR as well. When all these stats reach 0 he lapses into a coma. At the end of the week of delay all life functions cease. While the spell is in effect normal regeneration of HP and FP cease. Finally, as the spell progresses, the victim loses AP each day. His AP are reduced by five times the number of days that he has been suffering under the spell. Thus, in the first day his AP would be lowered by 5 and in the last day they would be lowered by 35.

Slow Time
CST: 11 MP: 13 AP: 305 CLS: AED GRP: WI
RAN : 10 DUR: 10Mi ARE: NA RES: TAL DAM: 0
This slows the flow of time in a limited area. The effect is to halve the AP of those within range, except for the caster. It also has the same effect on ongoing activities and phenomena, halving their rate of progress.

Sobriety
CST: 5 MP: 10 AP: 60 CLS: CFB GRP: PHST
RAN : T DUR: 1Da ARE: NA RES: CON DAM: 0
This protects a single target or the caster himself from the effects of all forms of alcoholic beverages for the indicated duration. At the point where he should become drunk he remains sober if he can roll within CONx3%.

Social Characteristic Enhancement
CST: 5 MP: 6 AP: 39 CLS: AEE GRP: MY
RAN : S DUR: 10M ARE: NA RES: NA DAM: 1Characteristic Points
This temporarily enhances one of the characteristics ZEA, CHA, APP or SOC by the indicated amount. That increase is indistinguishable from a natural characteristic of the increased value.

Sonar Vision
CST: 5 MP: 6 AP: 65 CLS: BED GRP: MYWI
RAN : 5 DUR: 10M ARE: NA RES: NA DAM: 0
This allows the caster to see with sound, in the manner used by bats and some marine

mammals, by bouncing sound waves off objects and creating a sort of topographical map in the mind of the area around him. It does not allow one to see color or much detail, or differences in flat surfaces, but it will show objects and outlines regardless of light or conditions.

Sonic Distortion
CST: 6 MP: 9 AP: 171 CLS: BOC GRP: WI
RAN : 3 DUR: 10M ARE: NA RES: WIL DAM: 0
This causes all sound entering the indicated area to be distorted so that it cannot be understood or comprehended in any way. It will interfere with sound-based spells, especially any bardic spells or other spells which use Singing as an element and spells which require verbal instruction. It also interferes with the Incantion skill if it is used within the radius, though not if it is used outside the radius to send effects into the radius.

Sonic Shield
CST: 7 MP: 7 AP: 27 CLS: GME GRP: COEN
RAN : S DUR: 10Mi ARE: NA RES: NA DAM: 0
This protects the caster from sonic attacks including bardic magic and non-magical or magical sonic effects for the duration of the spell.

Soul Searing
CST: 12 MP: 13 AP: 352 CLS : APB GRP: SONE
RAN : 3 DUR: 1Mi ARE: NA RES: WIL DAM: 100AP
This spell induces intense pain in entities which are primarily spiritual in nature or of extra planal origin, such as demons and undead. If the victim fails a WILx3% roll he loses the indicated amount of AP for each CR that the spell lasts and suffers severe pain during that period, which may encourage him to cooperate with the caster.

Sour Milk
CST: 8 MP: 15 AP: 394 CLS: COC GRP: BESH
RAN : 100 DUR: 1W ARE: NA RES: CON DAM: 0
This causes milk to go sour, either a specific store of milk or milk inside a cow so that that cow's milk is tainted for a period of a week. The cow may make a CONx3% roll to keep its milk pure, but milk which is outside thecow gets no resistence roll.

Spatial Awareness
CST: 5 MP: 6 AP: 52 CLS: BEA GRP: MY
RAN : 3 DUR: 10M ARE: NA RES: NA DAM: 0
This gives the caster unusual awareness of events happening around him, without his having to see those events or actions

Spectral Projection
CST: 8 MP: 6 AP: 59 CLS: ANE GRP: SOSH
RAN : S DUR: 10Mi ARE: NA RES: NA DAM: 0
This spell allows the caster to project his body into the spirit plane directly. It turns him temporarily into a spectral entity. His body retains the ability to manipulate substance, but becomes insubstantial itself, though weapons borne can do damage to material targets. In this form he can pass through solid objects if he can roll within WILx3% and cannot be harmed by physical weapons if he can make a INTx3% roll in that round to let them pass through his body. This does not work against magical or blessed weapons. The caster can take a total mass of 100kg into the spectral plane including himself.

Speech
CST: 7 MP: 14 AP: 59 CLS: DJB GRP: DIEN
RAN : T DUR: 10M ARE: NA RES: NA DAM: 0
This will temporarily endow an inannimate object with speech, though such speech can only be heard by the caster. The intelligence and knowledge of such an object is limited by its experience and the degree to which it has interracted with intelligent beings. It may also have a personality based on its experience and need not necessarily respond to questions truthfully or cooperatively. To make this spell useful, it is assumed that objects have some sort of spirit and can, to a degree, observe what goes on around them, though their perspective may be peculiar.

Spell Alteration
CST: 8 MP: 8 AP: 81 CLS: AOB GRP: EN
RAN : T DUR: X ARE: NA RES: S DAM: 0
This allows the caster to alter the fundamental nature of a spell, provided its CL is lower than the CL of this spell. For each CL over the CL of the subject spell the caster may alter one of the letters of its CLaSsification to any other possible letter, essentially changing it to another spell. For example, he could change Repel Water (EGD) to Turn Undead (CGD). Note that for this to work a passive or stationary subject is needed, most likely a spell set in a matrix. The altered version of the spell lasts for as long as the original version would have lasted and shares all of its other stats.

Spell-Locking
CST: 7 MP: 11 AP: 88 CLS: AFB GRP: EN
RAN : T DUR: 1We ARE: NA RES: NA DAM: 10MP
This essentially protects an established spell from tampering and investigation. For the purposes of negation and dispellation effects, it adds the indicated amount to the total Mana Point Cost/strength of the spell. In addition, for each CL of this spell which is thrown on another spell or complex of matrixed spells, someone attempting to analyze or alter that spell must increase the CL of the spell he is using by two in order to negate the effects of this protection.

Statueform
CST: 5 MP: 6 AP: 38 CLS: DOE GRP: GE
RAN : S DUR: 10M ARE: NA RES: NA DAM: 0
This transforms the caster into stone without doing him any permanent harm. His flesh is turned to rock and he cannot move or be harmed save by things which would destroy stone. He retains awareness of himself and what goes on around him for the duration. The statue form is made from whatever type of rock or earth material the caster is standing on at the time, so long as there is at least 1 cubic meter of it present. He takes on all the characteristics and resistence of the stone from which he is made.

Steal Knowledge
CST: 6 MP: 9 AP: 219 CLS: BNC GRP: MY
RAN : T DUR: 1Ho ARE: NA RES: JUD DAM: 50SP
This allows the caster to steal knowledge from another person. It will remove the indicated number of SP from skills of the caster's choice which the target has demonstrated in his presence and give him those SP and the skills which they were devoted to. The target loses that portion of his ability and the caster gains it for the duration of the spell. It will work with any skill and increased CL can increase the amount transferred. If the number of SP transferred are less than the total which the target has devoted to that skill, he retains what is left over and essentially shares the skill with the caster.

Steal Sight
CST: 3 MP: 14 AP: 177 CLS: BHC GRP: SHPR
RAN : 10 DUR: 1Ho ARE: NA RES: TAL DAM: 0
This causes a single target to lose his ability to see for the duration of the spell.

Stealth
CST: 4 MP: 5 AP: 45 CLS: BED GRP: CO
RAN : S DUR: 1M ARE: NA RES: INT DAM: 0
This allows the caster to move and act with enhanced stealth and reduced chance of being observed, making his form less easily spotted and his movements more silent. It has the direct effect of giving the caster a 15% bonus on all stealth-related rolls. Additional Casting Levels add the same amount again.

Stone Travel
CST: 11 MP: 12 AP: 65 CLS: DKE GRP: GE
RAN : 100K DUR: I ARE: NA RES: NA DAM: 0
This allows the caster to assimilate into a piece of rock and emerge anywhere that a piece of the same type of rock is present. Both pieces of rock must be at least 1 Cubic Meter in volume. It can also be used with other earths, such as various metals. The destination must be within the range, the caster must touch the departure stone and the transport is instantaneous.

Stoneflesh
CST: 4 MP: 4 AP: 28 CLS: COD GRP: GE
RAN : S DUR: 1M ARE: NA RES: NA DAM: +1AV
This transforms the skin of the caster to a stone-like consistency. Each CL gives the caster 1 point of absorbtion AV all over his body against club, edge and point damage. However, each CL also lowers his AP by 3 for as long as the spell lasts.

Striking Stones
CST: 3 MP: 7 AP: 10 CLS: DJG GRP: GE
RAN : 10 DUR: I ARE: NA RES: MIS DAM: 10CL
This causes one or more stones to rise up from the ground and strike a single target if the character rolls to hit successfully. Each additional CL adds one stone and each stone does separate located club-type damage.

Substantial Illusion
CST: 15 MP: 12 AP: 303 CLS: BOD GRP: CO
RAN : 3M DUR: 10M ARE: NA RES: NA DAM: 10
This gives substance to illusionary creations, endowing them with lifting and damaging capabilities. The illusion can do up to the indicated amount of damage and manipulate material objects including lifting up to 5kg of material. The specific type of damage is up to he caster. Higher CL will increase the damage proportionally. Remember that a Visual Illusion is necessary to support this spell.

Summon Air Spirit
CST: 12 MP: 19 AP: 1192 CLS: ALD GRP: AE
RAN : 10K DUR: 10Mi ARE: NA RES: WIL DAM: 0
This spell will summon an earth elemental who will remain for the duration of the spell. It will have full physical substance, but will not serve the caster unless given a good reason. The form the elemental will take is not fully fixed, though it will tend to be humanoid. It will have around 80 HP and around 100AP. It can attack with two wind blasts or lightning bolts for about 1D12 damage each and it will have a STR of approximatly 24 with a DC of around 15. These stats are variable to some degree, depending on weather conditions. The elemental will appear to materialize from he air when summoned and has human level intelligence. Most elementals of this sort have from 100 to 200 WP.

Summon Darkness
CST: 7 MP: 9 AP: 52 CLS: HGA GRP: DA
RAN : 10R DUR: 1Mi ARE: NA RES: NA DAM: 50AP
This causes night-like darkness to cover the indicated radius around the caster. The darkness reduces the effective AP of everyone in that area by the indicated amount for the duration of the spell. There is a limit to how much darkness can restrict movement, so additional CLs cannot be used to increase AP loss.

Summon Earth Spirit
CST: 12 MP: 19 AP: 1192 CLS: ALD GRP: GE
RAN : 10K DUR: 10M ARE: NA RES: WIL DAM: 0
This spell will summon an earth elemental who will remain for the duration of the spell. It will have full physical substance, but will not serve the caster unless given a good reason. The form the elemental will take is not fully fixed, though it will tend to be humanoid. It will have around 60 HP and around 60AP. Its fists or other appropriate attacks will do 1D12 damage and it will have a STR of approximatly 24 with a DC of around 15. These stats are variable for the form and the type and strength of the earth from which it is drawn. In a region of sedimentary rock it might be weaker, while in a region of irons and metamorphic rock it might be stronger. The elemental will appear to rise up out of the ground when summoned and has human level

intelligence. Most elementals of this sort have from 100 to 200 WP.

Summon Elemental
CST: 9 MP: 14 AP: 647 CLS: ALD GRP: EL
RAN : X DUR: 10Mi ARE: NA RES: S DAM: 0
This general spell can be used to summon any appropriate type of elemental, but it must be learned separately for each of the four major elements, Earth, Air, Fire and Water. There is no guarantee that the elemental summoned with the spell will be accomodating unless bribed, wheedled or coerced effectively.

Summon Fire Spirit
CST: 12 MP: 19 AP: 1192 CLS: ALD GRP: PY
RAN : 10K DUR: 10Mi ARE: NA RES: WIL DAM: 0
This spell will summon a fire elemental who will remain for the duration of the spell. It will have full physical substance, but will not serve the caster unless given a good reason. The form the elemental will take is not fully fixed, though it will tend to be humanoid. It will have around 80 HP and around 60AP. It can use two flaming hand attacks for aobut 1D12 damage each and it will have a STR of approximatly 24 with a DC of around 15. These stats are variable for the volume of fire from which it is drawn and other approrpiate conditions. The elemental will emerge from the fire when summoned and has human level intelligence. Most elementals of this sort have from 100 to 200 WP.

Summon Fish
CST: 4 MP: 8 AP: 64 CLS: CGD GRP: HYBE
RAN : 100 DUR: I DEL: 10Mi RES: TAL DAM: 0
This summons all of the fish of a specific type which are within the indicated radius directly to the locus of the caster, calling them directly from the water and depositing them around him, so that they seem to leap out of the water and land at his feet.

Summon Genius Loci
CST: 10 MP: 16 AP: 845 CLS: ALD GRP: SH
RAN : 1000 DUR: 10Mi ARE: NA RES: WIL DAM: 0
This will call up an animistic spirit from the region in which it is cast, usually a guardian spirit or spirit of the given place. Such spirits vary in power and orientation depending on the nature and history of the place and events which have happened there. This includes the summoning of guardian spirits of wooods and rivers, even when they approach an almost godlike level of power. It gives no guarantee of control or cooperation.

Summon Object
CST: 9 MP: 14 AP: 89 CLS: DKB GRP: WI
RAN : 1000 DUR: I ARE: NA RES: NA DAM: 1kg
This allows the caster to summon to him any object within range with which he is familiar by touch and which masses less than 1kg. It will be summoned regardless of material barriers and will appear in his hand.

Summon Spirit of the Dead
CST: 7 MP: 14 AP: 389 CLS: ALB GRP: NE
RAN : X DUR: 10M ARE: NA RES: WIL DAM: 0
This will summon up a dead spirit with which the caster is familiar or to which he has some sort of bond through remains or personal effects. The ease with which the spirit may be summoned varies depending on how long it has been dead and its WIL at the time of death. Each spirit has a resistence equal to 3 times its WIL plus 3 times the square root of the number of years since its death. The chance of successfully obtaining the spirit after successfully casting the spell is 100-Resistence as a percentage. However, the caster can expend WP to reduce the resistence at a rate of 1 WP per point off of resistence. However, once a spirit arrives, if it is hostile, it may be necessary to engage it in WIL battle as well or contain it inside a Triange of Binding, lest it attempt to possess the caster or someone else. The spirit will remain in the material world for the duration of the spell, but need not be fully cooperative.dead spirit

Summon Water Spirit
CST: 12 MP: 19 AP: 1192 CLS: ALD GRP: HY
RAN : 10K DUR: 10Mi ARE: NA RES: WIL DAM: 0
This spell will summon a water elemental who will remain for the duration of the spell. It will have full physical substance, but will not serve the caster unless given a good reason. The form the elemental will take is not fully fixed, though it will tend to be humanoid. It will have around 80 HP and around 60AP. It can fire two waterblast attacks for about 1D12 damage each and it will have a STR of approximatly 24 with a DC of around 15. These stats are variable for the size of the body of water from which it is drawn. The elemental will appear to rise up out of the water when summoned and has human level intelligence. Most elementals of this sort have from 100 to 200 WP.

Summon Water/Create Spring
CST: 3 MP: 7 AP: 108 CLS: ELD GRP: HY
RAN : T DUR: 1Da ARE: NA RES: NA DAM: 0
This will summon up water from beneath the surface of the ground to form a spring which will last for the duration of the spell. It will draw the water from the nearest available underwater source, and depending on the nature of the source and the availability of water in the region the duration may be greater or less than indicated at the GMs discretion. There may be a delay in achieving results if the nearest water is at a signifcant distance.

Summon Woodland Spirit
CST: 10 MP: 16 AP: 845 CLS: ALD GRP: BEHE
RAN : 1000 DUR: 10M ARE: NA RES: WIL DAM: 0
This calls up a spirit from the area around the caster if he is in a wooded area. It can be any type of woodland spirit, from a Faun to a Dryad or something much more powerful. What spirit will show up at any given place or time should be mostly up to the GM. Such spirits are not necessarily hostile, though they may not take well to being disturbed.

Suspend Animation
CST: 5 MP: 15 AP: 338 CLS: CEC GRP: MY
RAN : S DUR: 1Ye ARE: NA RES: WIL DAM: 0
This places the caster in a state of suspended animation for the duration of the spell. It lowers all of his body functions to a minimal level, so that in the course of a year his body goes through about a week of subjective physiological time. The result is that at the conclusion of the term of the spell the subject is extremely hungry and rather weakened and dehydrated, but alive. It also increases resistence to cold and adverse conditions and keeps characters at a # result for slow death from dying until after the spell wears off. Of course, while in this state the subject cannot defend himself or make any actions and rousing him before the spell wears off will be extremely difficult and possibly dangerous to him.

Systemic Purge
CST: 9 MP: 9 AP: 183 CLS: CND GRP: PHMY
RAN : T DUR: I ARE: NA RES: NA DAM: 0
This removes all foreign substances from the blood and tissue of a single target or the caster himself, provided such poisons or foreign materials are not resent in sufficient volume to be fatal. It is excellent for effecting instant sobriety or curing a hangover.

Tactile Illusion
CST: 9 MP: 9 AP: 175 CLS: BMA GRP: CO
RAN : 3M DUR: 10Mi ARE: NA RES: NA DAM: 0
This will give the illusion of tactile sensation to an object or to an illusion created with one of the other illusion spells. It can make something feel like anything which the caster is familiar with and can give illusions the feel of solidity, though not the ability to manipulate or effect real matter.

Telekinesis
CST: 7 MP: 9 AP: 73 CLS: BKC GRP: MYWI
RAN : 10 DUR: 1Mi ARE: NA RES: NA DAM: 10S
This allows the caster to move material objects with the raw force of his mind with no visible connection between the force exerted and the caster. He can do up to 6 points of damage with a blow from the spell or cause 30 points of AP damage. He can also move 1kg of mass at 10kph or any equivalent action. Fine manipulation is not necessarily possible unless the character can make an INT roll adjusted for the difficulty of the manipulation as detemined by the GM.

Telepathic Projection
CST: 4 MP: 10 AP: 150 CLS: BAC GRP: MY
RAN : 10 DUR: 10Mi ARE: NA RES: WIL DAM: 0
This allows the caster to initiate direct mental communication with anyone of his choice who is within range. He can only telepathize with one person at a time, but can switch from person to person at choice within the duration. It allows the caster to send his thoughts into the minds of others and to receive those thoughts which someone he is in communication with chooses to make available to him.

Teleport
CST: 19 MP: 13 AP: 92 CLS: AKE GRP: WZ
RAN : 10K DUR: I ARE: NA RES: NA DAM: 0
This transports the caster and additional material to a total of 100kg anywhere within the indicated range, instantaneously, assuming he is familiar with the location to which he is teleporting, such familiarity requiring having spent significant time there.

Thorn Barrier
CST: 8 MP: 10 AP: 80 CLS: CFF GRP: HE
RAN : 10 DUR: 10Mi ARE: NA RES: NA DAM: 15PL
This summons up a wall made of woven thorns, presenting a formidable barrier to those who wish to pass through it, who may take damage from it. Any attempt to pass through the barrier will cause the indicated damage, and will fail unless a STR% roll is made. The barrier can be cut through, but it is necessary to do 60 points of damage to the barrier to break through it.

Thoughtseeker
CST: 18 MP: 30 AP: 1458 CLS : AMB GRP: MY
RAN : 60MV DUR: S ARE: NA RES: S DAM: 100WP
This creates an artificial spirit which is programmed to seek out specific thought patterns. When it finds them, it will expend itself as a WIL attack against the WP of that person. If it eliminates the WP of a person, that person dies. If it has WP left over at this point it will carry on to the next nearest person with that thought pattern, carrying this on until it has expended all of its damage potential. It expends WP in untits of 10 per round. Each WP it uses up knocks an equal number of WP off the victim, but it loses the WP thus expended. It is also subject to attack through a Will Battle if the victim has that ability and is aware of what is going on.

Timestop
CST: 25 MP: 17 AP: 417 CLS: HNA GRP: WI
RAN : 10R DUR: 10Mi ARE: NA RES: NA DAM: 0
This freezes time in the indicated radius area for the duration of the spell. During that time no one in the area or entering the area may move or perform any actions with the exception of the caster. However, though the caster can move and manipulate objects and persons, the substance of those persons and objects is frozen in time and cannot be damaged or altered in any way.

Touch of Death
CST: 14 MP: 11 AP: 197 CLS: BRB GRP: NE
RAN : T DUR: I ARE: NA RES: WIL DAM: S
This will kill a single target who the caster touches, at his touch, if that target fails a WILx3% roll. It kills by destroying the mind, without leaving a mark on the body. If the target is attempting to evade the fatal touch the caster must roll to hit.

Trace Teleport
CST: 11 MP: 15 AP: 585 CLS: HDD GRP: WI
RAN : 100K DUR: I ARE: NA RES: NA DAM: 0

When a person has teleported into or out of an area where this spell is cast, the caster can use this spell to discover where he teleported from or to, with an image good enough to effect his own teleport to that place. It will also work with spells which function similarly to teleport, generally those spells with K as the middle letter of their classification.

Traitor Tongue
CST: 6 MP: 10 AP: 30 CLS: CJB GRP: SHEN
RAN : 10 DUR: 10Mi ARE: NA RES: CON DAM: 0
This gives the caster control of the tongue of a single target within range, allowing him to dictate mentally the words which come from that person's mouth for the duration of the spell. It does not effect or alter body movements and if the victim resists speach can be somewhat distorted.

Transfer Damage
CST: 5 MP: 6 AP: 49 CLS: CNB GRP: PHMY
RAN : T DUR: I ARE: NA RES: TAL DAM: 10HS
This will transfer damage up to the indicated limit from the caster to any other person who he can touch, if he can hit the target and the target fails a TAL save. The wounds transfered are duplicated more or lss exactly.

Transfer Mana
CST: 9 MP: 7 AP: 133 CLS: AND GRP: EN
RAN : T DUR: X CAP: 10MP RES: NA DAM: 0
This will transfer the indicated amount of mana from one mana receptacle to another, assuming the spirits or enchantments controlling both are willing. It will transfer mana from one person to another, from a person to a magical item or from one magical item to another. It will only work on raw mana, not mana which has been imprinted with a spell, so while it might remove the power reserve from an item it will not remove its matrix or its potential for power. Items are considered unwilling unless sentient and consenting or created by the caster.

Transformation
CST: 7 MP: 14 AP: 343 CLS: COC GRP: BEEN
RAN : 3 DUR: 1Ho ARE: NA RES: TAL DAM: 0
This transforms any single target within range into any creature or object with which the caster is familiar without doing any actual physical damage to the target. The target gains all of the physical attributes of the thing he is turned into, but retains his own mental attributes. If he remains in the new form for an extended period of time, after his INT in hours whe will begin to lose LSP and NSP at a rate of 5% per hour. The points lost may be respent on skills and abilities native to his new form. If he is restored to his natural form his original skills and abilities will return at the same rate.

Transfusion
CST: 8 MP: 9 AP: 49 CLS: EKD GRP: PH
RAN : T DEL: 1Mi ARE: NA RES: NA DAM: 50HS
This will transfer blood from one person to another to negate the effects of the indicated amount of overall poison or blood loss damage and transfer them to the person who is donating the blood to the original victim.

Translate Speech
CST: 12 MP: 10 AP: 210 CLS: BOD GRP: DI
RAN : 10 DUR: 10Mi ARE: NA RES: NA DAM: 0
This will cause the caster to percieve the speech of another person on whom it is cast as being in his own language, as closely translated as possible, by reading the surface thoughts of the speaker and expressing them in the caster's mind in his familiar idiom.

Translocation
CST: 20 MP: 14 AP: 177 CLS: AKD GRP: WI
RAN : 10K DUR: I ARE: NA RES: TAL DAM: 0
This transports a single target massing up to a total of 100kg anywhere within the range, so long as the destination to which the target is sent is familiar to thecaster, such familiarity requiring that he have spent significant time there. Transport is instantaneous. The target may make a TALx3% roll to avoid being teleported.

Transmutation
CST: 10 MP: 13 AP: 296 CLS: DOD GRP: AL
RAN : T DUR: X ARE: NA RES: NA DAM: 0
This will transform up to one kilogram of matter from one material to another. The mass of the substance is maintained so it will become smaller or larger depending on change in density after the transformation. This is known most commonly intended for the transmutation of lead or other substances into gold. One kilogram of gold is worth about 700M.

Treehouse
CST: 11 MP: 11 AP: 212 CLS: COD GRP: HE
RAN : 10 DUR: 1Da ARE: NA RES: NA DAM: 0
This will weave the branches of a decent-sized tree into an elevated dwelling which with interior space of about 10 Cubic Meters, enough to house three people in some comfort. It shelters well from wind and rain and will keep animals out.

Triangle of Binding
CST: 8 MP: 8 AP: 47 CLS: AFF GRP: NE
RAN : 1M DUR: 10Mi ARE: NA RES: S DAM: S
This creates a magical triangle for enclosing spirits summoned after death. The triangle has a WP strength against WIL attacks equal to four times the caster's WIL. Spirits must first face that barrier if they wish to break free from the triangle.

Triggering
CST: 3 MP: 9 AP: 122 CLS: AAC GRP: EN
RAN : T DUR: 1We ARE: NA RES: NA DAM: 0
This gives an enchanted item the ability to release its power on receiving a comand or being exposed to a specific circumstance. When the spell is cast the caster establishes conditions under which the spell or power it is linked to will be activated. This can be any conjunction of conditions, any event, or even a mental command from the caster or some other person as specified. Once the conditions are set they cannot be changed until the spell has run out. Activating the trigger with a mental command has a delay equal to the 1/10th of the AP cost of the spell or power which is being activated or 30AP, whichever is higher.

True Flight
CST: 2 MP: 5 AP: 13 CLS: DJC GRP: EN
RAN : T DUR: 1CR ARE: NA RES: NA DAM: AR+5
This increases the chance of a missile weapon hitting the target at which it is thrown or fired. It adds two to the attacker's Missile Attack Skill Rating with that weapon.

True Sight
CST: 5 MP: 6 AP: 39 CLS: BEE GRP: ENPR
RAN : S DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows the caster to see the true nature of things. He can see through illusions and even see the outline of the true form of a shapechanged creature. It will only see truly through spells which cost 15 or fewer Mana Point Cost unless cast at a higher CL to compensate for this limitation.

Truthspeak
CST: 5 MP: 7 AP: 89 CLS: BID GRP: DI
RAN : T DUR: 10Mi ARE: NA RES: WIL DAM: 0
This compels the target to speak only the truth for the duration of the spell, should he fail a WILx3% roll. If he makes the roll he need not indicate that he is lying and the caster may not know whether he is telling the truth or not. While the character is telling the truth, there is nothing to dictate how much of the truth or what aspect of it he relates. Half truths and slightly twisted truths are possible.

Tsunami/Tidal Wave
CST: 14 MP: 23 AP: 170 CLS: EJA GRP: HY
RAN : 100 DUR: 3Mi ARE: NA RES: AGI DAM: S
This calls up a tidal wave which strikes any area adjacent to a decent sized body of water. All persons in that area take a 30 point overall attack at the start of the effect and 2 points of damage per round thereafter. An AGI save can halve the damage from the initial attack, but the later effects continue. Similar damage is done to structures and any flora or fauna which get in the way.

Turn Wood
CST: 2 MP: 4 AP: 16 CLS: CGD GRP: HE
RAN : S DUR: 1Mi ARE: NA RES: NA DAM: defense SR+5
This will cause objects made of wood or with wood as one of their major components to resist striking the caster. Each CL increases the caster's defense SR against wooden objects by the indicated amount.

Unbinding
CST: 7 MP: 11 AP: 327 CLS: BNC GRP: ENSH
RAN : T DUR: I ARE: NA RES: NA DAM: 50MP
This will break magical bonds of all sorts, doing the indicated number of MP damage to the bond. The resistence of the bond is equal to the number of MP put into it when cast. If this is exceeded it will break or be dispelled.

Unclean Calling
CST: 12 MP: 14 AP: 59 CLS: CKG GRP: PR
RAN : 10 DUR: I ARE: NA RES: MIS DAM: 50S
This spell is rolled as missile ray attack. The caster specifies an organ or bone which he is calling to himself and then attacks/locates with that as his aiming area. Sub-location is automatically rolled to determine what specific result he gets. He may not get the organ or bone he intended, but sub-location will determine what he actually gets. The immediate result of the spell will be an automatic # damage result or an S result if in a limb. This effect bypasses armor.

Unravelling
CST: 15 MP: 12 AP: 312 CLS: ANA GRP: ENSH
RAN : 10 DUR: I DEL: 10M RES: NA DAM: 50MP
This negates enchantments up to a total strength of the indicated MP within the radius given. It strikes against the matrix of an enchantment and need only overcome the actual MP of the enchantment, not any MP resevoir involved.

Unsealing
CST: 4 MP: 10 AP: 225 CLS: DNC GRP: EN
RAN : T DUR: 10Mi ARE: NA RES: NA DAM: 40I
This will do the indicated amount of damage specifically towards breaking open doors which are magically sealed. It must be cast at the second CL to negate 1CL of Sealing. Remember that Impact Damage is only half cumulative.

Veil of Death
CST: 56 MP: 35 AP: 1715 CLS: CRF GRP: NEEN
RAN : 10 DUR: 10Mi ARE: NA RES: CON DAM: 0
Those passing through this invisible magical barrier must make a CONx3% roll or drop dead on the spot. This effects all persons passing the barrier for the duration of the spell.

Veil of Madness
CST: 15 MP: 10 AP: 264 CLS: BPF GRP: MY
RAN : 10 DUR: 10Mi ARE: NA RES: WIL DAM: 0
This creates an invisible barrier of magical force which causes all those passing through it to go temporarily insane. Those effected, after failing a WILx3% roll will lose 60 AP in the round immediatly following affliction, 50 the next round, 40 the next, etc until the AP loss reaches 0. In addition, they will be afflicted for the next day by a tendancy towards paranoia and psychosis, manifesting as seems appropriate to the GM. They are also likely to be violent and alienated

in the first few rounds after being effected and are likely to attack friends and companions.

Visible Trail
CST: 6 MP: 13 AP: 396 CLS: ADB GRP: DIEN
RAN : 10 DUR: 1Da ARE: NA RES: S DAM: 0
This causes a person to leave a trail of mana which is visible if the caster rolls within 3 times the targets TAL. The spell can be cast on a person or on a place where he was present within the duration of the spell. The trail can be followed to locate the target. The power of any magic items in the possession of the target might also be added into the roll.

Visual Illusion
CST: 9 MP: 9 AP: 175 CLS: BMA CLS: CO
RAN : 3M(v) DUR: 10Mi ARE: NA RES: NA DAM: 0
This creates an illusory image conforming to a mental image developed by the caster. It can be of up to 3 Cubic Meters in volume and looks fully real, in full color and three dimensions. In addition, it will display action and movment as programmed by the caster for the duration of the spell, and if it is within his sight he can direct its actions as he observes it. Although such an illusion looks real, it has no substance or ability to manipulate reality or material objects. nor can it issue sound unless appropriate accompanying spells are employed.

Visual Masking
CST: 8 MP: 12 AP: 303 CLS: BOC GRP: EN
RAN : 1 DUR: 1We ARE: NA RES: WIL DAM: 0
This obscures the appearance of a single surface up to one square meter, such as a face or a written page. The normal appearance of this surface is replaced by an unfocused blur for the duration of the spell. Observers can see through the blur if they make a WIL% roll, but otherwise the area covered by the spell is obscured.

Voice of Commanding
CST: 6 MP: 10 AP: 144 CLS: BIA GRP: EN
RAN : 10 DUR: 10Mi ARE: NA RES: WIL DAM: 0
When the caster of this spell gives a simple command, all those within range who hear it will be forced to comply, so long as it does not cause them immediate life-threatening danger and if they fail a WILx3% roll. The action cannot take longer than the duration of the spell, and the instructions should consist of no more than a simple sentence of command.

Voice of the Wind
CST: 8 MP: 6 AP: 98 CLS: AND GRP: AE
RAN : 1K DUR: I DEL: 10M RES: NA DAM: 0
This allows the caster to send his voice out on the wind so that it will be heard by anyone he chooses to direct it to who also comes into contact with that particular breeze or wind. It travels to its destination at the speed of that wind, and is fully audible to the target at the volume that it was originally spoken. Note that this may be used to enhance the range of some spells which depend on being heard, but the effectiveness of this should be carefully arbitrated by the GM.

Wakefulness
CST: 4 MP: 10 AP: 54 CLS: BHE GRP: MYST
RAN : S DUR: 3Da ARE: NA RES: NA DAM: 0
This allows the caster to remain awake for up to the duration of the spell without having to sleep. During that period he will regain FP at a rate of his FI every three hours. However, after the spell wears off he will lose his FI every hour for a number of hours equal to the number of total hours he was under the effects of the spell. The spell ends when it runs out, when the character goes to sleep or when he voluntarily cancels it.

Wall of Darkness
CST: 18 MP: 12 AP: 208 CLS: HMF GRP: DA
RAN : 10 DUR: 10Mi ARE: NA RES: NA DAM: 50BO
This creates a wall of darkness 10Mx10Mx1M. Anyone entering it will become disoriented, taking the indicated damage overall plus 50 potential AP damage.

Wall of Destruction
CST: 29 MP: 12 AP: 208 CLS: HRF GRP: WI
RAN : 10 DUR: 10Mi ARE: NA RES: NA DAM: 50BO
This creates an invisible barrier of force which, rather than stopping movement, disintigrates anything which passes through it, doing the indicated damage overall not only to persons, but to each object they wear or carry, so that in addition to damaging flesh, armor, weapons and even clothing can be destroyed.

Wall of Flame
CST: 22 MP: 17 AP: 209 CLS: GMF GRP: PY
RAN : 10 DUR: 10Mi ARE: NA RES: AGI DAM: 40BO
This creates a wall of flame 10Mx10M by 1M thick. Anyone passing through it takes the indicated amount of overall flame damage, unless they make an AGIx3% roll, in which case they take half damage.

Wall of Sleep
CST: 4 MP: 10 AP: 60 CLS: CHF GRP: EN
RAN : 10 DUR: 10Mi ARE: NA RES: CON DAM: 0
This creates an invisible barrier. Anyone passing through it for the duration of the spell will fall asleep until the spell wears off, unless they make a CONx3% roll.

Wall of Steel
CST: 12 MP: 15 AP: 405 CLS: DMF GRP: GE
RAN : 10 DUR: 10Mi ARE: NA RES: NA DAM: 1100R
This creates a wall of steel 10M by 10M and 1M thick. This wall stands for the duration of the spell, unless it can be broken through by doing the indicated amount of damage to one area.

Wall of Stone
CST: 9 MP: 12 AP: 260 CLS: DMF GRP: GE
RAN : 10 DUR: 10Mi ARE: NA RES: NA DAM: 80R
This creates a wall of solid stone, made from the available stone with 10Mx10Mx1M dimensions, capable of withstanding the indicated amount of damage in an area before a hole can be broken through it. The resistence of the stone may vary by 20 points in either direction depending on what is available.

Wall of Water
CST: 9 MP: 12 AP: 346 CLS: EMF GRP: HY
RAN : 10 DUR: 10Mi ARE: NA RES: STR DAM: 50CO
This creates a wall of fixed and flowing water 10M high and 10M wide and 1M thick. Anyone attempting to enter this wall of water takes the indicated amount of damage as well as 50 points of potential AP damage. It is not possible to batter through the wall with weapons, but if one enters the wall, survives the damage and has enough AP left to make a STRx3% roll one can pass through it.

Ward of Defense
CST: 26 MP: 17 AP: 417 GRP: HMF CLS : ENRU
RAN : T DUR: 1D ARE: 1M RES: NA DAM: +30DR
When drawn on a surface, this symbol will trigger the indicated effect when conditions defined by the caster are met within the indicated range of the symbol. The symbol is visible to Mana Sight, but not to normal vision. In this case the range effected is usually a specific object on which it is drawn. The first DUR value is the time that the ward stays in effect, while the second is the duration for which the triggered effect lasts. The ward will only trigger its effect once unless the CL is increased. In this case the effects are to make it harder to hit the object on which the ward is drawn, increasing its defense SR by the indicated amount.

Ward of Flame
CST: 15 MP: 12 AP: 104 CLS: GMF GRP
RUPY
RAN : 10/T DUR: 1D/1M ARE: NA RES: NA DAM: 40BO
When drawn on a surface, this symbol will trigger the indicated effect when conditions defined by the caster are met within the indicated range of the symbol. The symbol is visible to Mana Sight, but not to normal vision. The first RAN value given is for the size of the effect, while the second is the RAN at which the caster can draw the ward. The first DUR value is the time that the ward stays in effect, while the second is the duration for which the triggered effect lasts. The ward will only trigger its effect once unless the CL is increased. In this case the effects are to envelope one or more targets in the area in flame for the indicated damage divided among the targets struck. Targets may make an AGIx3% roll to avoid being in the area of flame.

Ward of Lightning
CST: 12 MP: 9 AP: 59 CLS: GMF GRP: AERU
RAN : T DUR: 1D/I ARE: NA RES: AGI DAM: 110BO
When drawn on a surface, this symbol will trigger the indicated effect when conditions defined by the caster are met within the indicated range of the symbol. The symbol is visible to Mana Sight, but not to normal vision. It effects only those who come into direct contact with the object on which it is drawn. The first DUR value is the time that the ward stays in effect, while the second is the duration for which the triggered effect lasts. The ward will only trigger its effect once unless the CL is increased. In this case the effect is to release a lightning charge for the indicated damage when triggered.

Ward of Warning
CST: 10 MP: 10 AP: 216 CLS: AMF GRP: ENRU
RAN : 10/T DUR: 1Da ARE: NA RES: NA DAM: 0
With this spell the caster draws a symbol on any surface. While creating this ward the caster must define conditions which will trigger it, and if those conditions occur within the indicated range and in line of sight of the surface which the ward was drawn on, the ward will be triggered. The effect of this ward is to send up an alarm, lasting for any duration specified by the caster and producing any sound which the caster is capable of making himself while casting the spell. Once the alarm has been given the ward will reset itself and will repeat the alarm anytime the same conditions are met during the duration. Note that conditions to trigger the alarm can be as simple or complex as the caster desires, from any intrusion into the area to specific actions by specific individuals.

Water Road
CST: 6 MP: 6 AP: 41 CLS: EOF GRP: HY
RAN : T DUR: 1Mi ARE: NA RES: NA DAM: 0
This solidifies an invisible pathway on the surface of a body of water, essentially making that area of water which is 2M wide and 50M long as solid as earth for the duration of the spell, so that it can be walked accross. The road begins at the point touched by the caster and goes to any point within range.

Water Travel
CST: 10 MP: 11 AP: 44 CLS: EKE GRP: HY
RAN : 1000 DUR: 1Mi ARE: NA RES: NA DAM: 0
This allows the caster to merge with a body of water at one point, become immaterial and emerge from anywhere else in that body of water instantaneously as limited by the range given.

Waterblast
CST: 5 MP: 7 AP: 36 CLS: EMG GRP: HY
RAN : 10 DUR: I ARE: NA RES: MIS DAM: 10CO
This fires a high power spray of water which does overall damage to the target intended and if he is hit, in addition to taking overall damage he must make an AGIx3% roll or lose Sizex5 AP.

Waterspeach
CST: 3 MP: 7 AP: 40 CLS: EAA GRP: HY
RAN : 10 DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows the caster, when underwater, to speak and be understood, as if in open air, by other persons who are also underwater, assuming they can understand the language he is speaking

and are within range.

Waterspout
CST: 8 MP: 16 AP: 41 CLS: EJG GRP: HY
RAN : 100 DUR: 1Mi ARE: NA RES: MIS DAM: 40CO
This causes the erruption of a powerful spout of water from any point in a body of water aimed anywhere within the indicated range of the point where it errupts. It does the indicated overall damage to a 3M square area, effecting everyone in that area as overall club damage and used as a missile attack against each person in that area, rolled separatly. As an alternative they can be given AGIx3% rolls to evade instead of rolling as a missile attack.

Whisper of Death/Sibilant Whisper
CST: 10 MP: 21 AP: 477 CLS: BIB GRP: NE
RAN : T DUR: X ARE: NA RES: WIL DAM: S
This spell causes a single target to drop dead on the spot. It requires the caster to wisper in the ear of the victim, passing on the secret knowledge which will destroy the victim's mind and cause him to die on the spot. There is a WILx3% roll to survive the spell. If the character survives, he suffers a WIL attack which permanently destroys up to 50WP.

Will Binding
CST: 9 MP: 17 AP: 781 CLS: ANC GRP: SO
RAN : 3 DUR: 1We ARE: NA RES: S DAM: WIL
This spell initiates a Will Battle with a demonic or extra planal spirit for the purpose of dominating his will so that he will be subservient to the caster and can be compelled to perform a specific action or to enter into a particular item or locus to perform a set function. Once the spirit is dominated, the spell binds him to a specific object or the completion of a specific task. Once that job is done or once the duration of the spell runs out, the spirit returns whence he came, though he has the option to counterattack against the summoner before he departs, with whatever WIL has regenerated by that point. It can compel the spirit to use any powers he has in this purpose as seems appropriate.

Will Domination
CST: 3 MP: 10 AP: 180 CLS: BIC GRP: MY
RAN : 10M DUR: 10Mi ARE: NA RES: SPE DAM: WIL
This initiates a will battle between the caster and a living target so that the winner will take over control of the actions of the loser. The will battle is concluded as normal, with the WIL of each combatant indicating his maximum damage per attack in WP and his WP acting as HP for surviving the attack. When one person's WP reach 0, the other may take over command of his body, making him totally subservient to his will until such a time as the loser has regenerated enough WP to initiate another Will Battle, which he may do at any time after being dominated. Each attack in a Will Battle costs 30 AP, and attacks can be made at will for the duration of this spell until the combat is over. Those involved in battle can also choose to take physical action in addition to or instead of a will attack. It will not work on extraplanal or spiritual beings.

Will Blast
CST: 6 MP: 7 AP: 133 CLS: BRC GRP: MY
RAN : 10 DUR: I ARE: NA RES: SPE DAM: S
This works as a single attack, without initiating a Will Battle, but attacking as a blast, destroying the WP of the target. The attacker has a MD in WP of twice his WIL and the target cannot strike back unless he can initiate a Will Battle on his own. The WP destroyed will regenerate, but if the victim's WP go below 0 he can be considered braindead and will not regenrate WP, though his body will remain alive and he can be animated with appropriate spells.

Wind Barrier
CST: 10 MP: 12 AP: 70 CLS: FFF GRP: AE
RAN : 10 DUR: 1Mi ARE: NA RES: STR DAM: 54CO
This creates a wall of moving wind, invisible, but capable of keeping people from passing through it. Anyone who enters the barrier must make a STR% roll to pass through. In addition, he will take the indicated amount of overall damage whether he makes it through the barrier or not, with a corresponding loss of 60 AP for the attempt.

Windriding
CST: 11 MP: 9 AP: 37 CLS: FKD GRP: AE
RAN : S DUR: 10Mi ARE: NA RES: NA DAM: 0
This allows the caster to take an immaterial form and ride on the available winds in the general direction that it is going. If the wind is low, he can move at 10kph in the direction of his choice. He can also alter the direction of the wind he is riding with 10kph worth of force. He can stay in motion for the duration of the spell, but for that full time he is immaterial and cannot manipulate reality. He can come out of the effect at any time, but once material he cananot remount the wind in this way. Windriding characters are visible, but transparent as outlines or hazy images. The spell will allow up to 100kg of mass including the mass of the caster to be transported.

Winds of Change
CST: 16 MP: 16 AP: 359 CLS: COA GRP: ENSH
RAN : 30 DUR: I DEL: 10M RES: TAL DAM: 50WP
This calls up a supernatural wind with afflicts all those in the indicated area. If they fail a TALx3% roll which must be made each CR they lose 20WP each time they fail. When they run out of WP they are transformed into an animal form of less than their own mass which is chosen by the caster. The caster can choose up to 3 forms to be randomly assigned to those afflicted.

Wither Limb
CST: 11 MP: 14 AP: 206 CLS: COB GRP: SHNE
RAN : 10 DUR: X ARE: NA RES: TAL DAM: 50%
This will effect one limb on a single target. It halves STR in that limb and also halver DEX or AGI, whichever applies. The effect can be treated as a permanent loss of half the HP in that area. It can be cured by the application of a Restore Flesh spell.

Withering
CST: 8 MP: 24 AP: 864 CLS: CEC GRP: HENE
RAN : 3 DUR: X ARE: NA RES: CON DAM: 10HS
This will cause living or non-living organic matter to wither, losing tissue strength and integrity. It causes the indicated damage, which can be located as a missile attack or done as general overall damage. If it is done as an overall effect the target may make a CONx3% roll to avoid damage. This does not apply with a missile-type attack.

Woodweave
CST: 8 MP: 10 AP: 80 CLS: CFF GRP: HE
RAN : 10 DUR: 10Mi ARE: NA RES: NA DAM: 0
This will take herbal growth and animate it to weave together to form a barrier which will make passage difficult. The barrier is 10M square and about 1M deep, and it takes by 10M and it takes 50 points of damage to cut a passage through the barrier. Note that suitable vegetation should be available and the resistence of the barrier may vary depending on the specific material available.

Word of Command
CST: 5 MP: 7 AP: 71 CLS: BIA GRP: EN
RAN : 10 DUR: 1Mi ARE: NA RES: WIL DAM: 0
This allows the caster to speak a single-word command which will effect all who hear it within range. All those persons have to obey that one-word command to the best of their ability for the duration of the spell. Commanding them to die will cause them to hesitate for the duration of the spell. Each higher CL can add one word to the command, or perform any of the usual increasing functions.

Word of Warding
CST: 5 MP: 10 AP: 100 CLS: CGD GRP: ENPR
RAN : 10 DUR: 1Mi ARE: NA RES: TAL DAM: 10CO
With this spell the caster speaks a mystic word which triggers the effects of the spell, establishing an area of the given radius, in which any who enter with hostile intent towards the caster will take the indicated amount of overall damge each round that they are in the stated area.



APPENDIX F: SPELL INTERRACTION & FUMBLES

WHEN SPELLS INTERRACT

Spells interract when their targets are the same or if one target is in the area of the second spell or if their areas overlap. Interraction also happens if spells of target classifications (last letter of classification) BCD or G are cast from one target at the other. If interraction takes place by the situation meeting these criteria the Spell Interraction table should be consulted, comparing the middle letter of the classifications (effect) of the two spells to determine the result.

SPELL INTERACTION TABLE

	PASSIVE SPELL																	
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
A	1	2	3	4	-	5	5	5	-	1	-	5	-	-	-	-	-	-
B	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
C	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
D	6	-	-	-	-	-	6	6	-	-	6	6	-	-	-	-	-	-
E	7	-	-	-	8	7	7	7	7	7	3	5	7	9	9	9	9	9
F	10	10	10	10	7	8	-	-	-	-	-	-	-	10	-	10	-	-
G	-	-	-	-	-	-	11	-	-	-	-	-	-	-	-	-	9	-
H	-	-	-	-	-	-	-	11	-	-	-	-	-	-	-	-	-	-
I	-	-	-	-	10	-	-	-	12	12	-	-	9	9	9	9	9	9
J	13	13	13	13	-	-	-	13	-	11	-	13	14	14	14	-	-	-
K	-	-	-	-	-	-	-	-	-	-	9	9	-	-	-	-	-	-
L	-	-	-	15	-	15	15	15	-	-	9	9	-	-	-	-	-	-
M	-	-	-	15	-	15	15	15	-	-	-	-	11	9	9	9	9	9
N	10	10	10	10	-	10	-	-	-	-	9	14	14	12	9	9	-	-
O	-	-	-	-	-	16	16	16	16	16	17	14	14	12	12	16	16	16
P	1	2	3	4	2	5	5	5	-	1	4	5	9	10	10	13	9	9
Q	-	-	-	-	-	-	-	-	-	-	-	-	18	-	-	18	18	18
R	-	-	-	-	-	-	-	-	-	-	-	-	-	-	12	12	13	12

1: Garbled communications/instructions/command
2: Opposite result or answer from correct
3: Error in time, amount, duration or content
4: Error in distance, direction or targeting
5: Wrong target/subject effected
6: Transfer effect of subject spell onto caster, or make caster its target/destoination.
7: Intended effect transferred to effect subject spell itself
8: Effects either combine or negate (need chart)
9: Subject spell goes berserk with deformed, partial or damaging result, with CL of acting spell added to CL of subject spell and damage at a rate of MD6 per CL in physical damage, or corresponding levels of other sorts of damage where appropriate.
10: Subject spell negated, unless targetted specifically for the product or locus of the acting spell, amount negated is up to CL of acting spell.
11: Subject and acting spells both take same target, with combined power and with both having equal chance of dominance
12: Both spells negated, unless one is of higher CL, in which case any left over CL carry on through.
13: CL of acting spell increased by CL of subject spell, with that spell negated.
14: Give control of both spells to caster of active spell.
15: Thing created takes on some or all characteristics of target/object of subject spell, possibly combined with original intent. Alternatively, thing summoned will be changed along same lines.
16: Effects of subject spell transfered onto caster of acting spell, up to CL of acting spell, or Caster of acting spell becomes target/subject of subject spell, as appropriate.
17: Casters of both spells included in effects of subject spell.
18: CL of subject spell increased by CL of acting spell, with that spell negated.

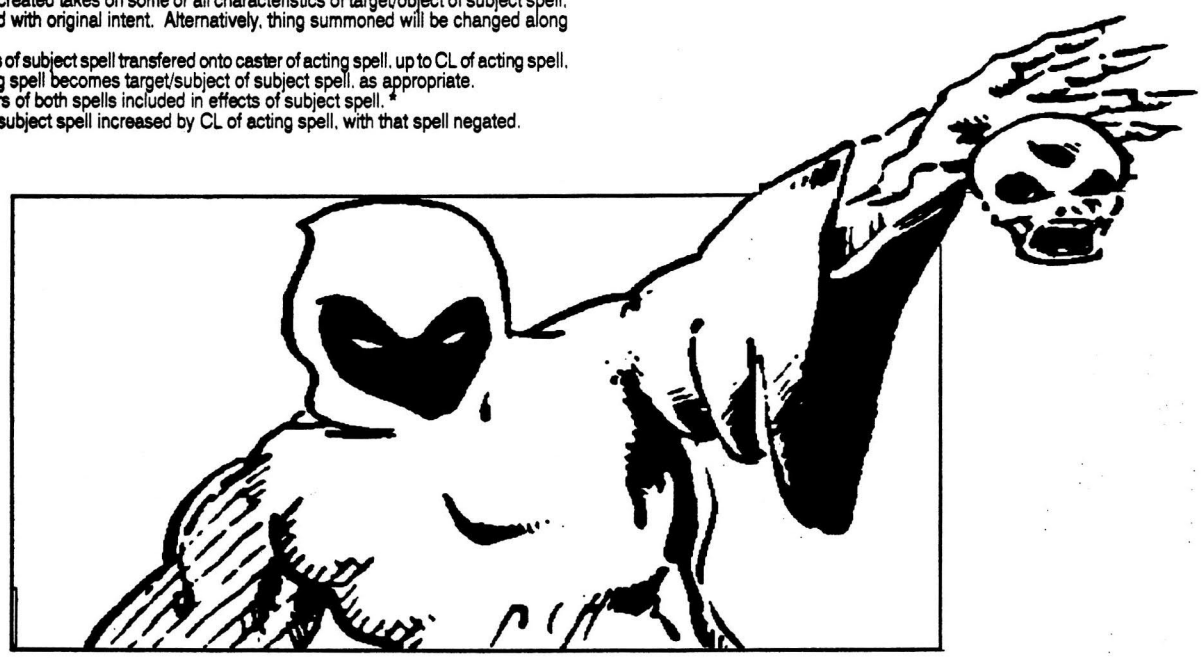
WHEN SPELLS ARE FUMBLED

A spell is fumbled when the character rolls higher than his Skill Rating on 1D100. If his SR is higher than 100 then he still fumbles if he rolls 96 or more on 1D100. When a fumble is rolled consult the fumble table to find out the exact result. The GameMaster should use discretion in customizing results. The Fumble Table determines a result by comparison of a 1D100 roll and the Effect (middle letter) of the spell classification.

FUMBLE TABLE

D100 ROLL	SPELL EFFECT																	
	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R
1-30	1	2	1	2	5	2	2	2	2	1	4	8	5	5	5	5	2	2
31-55	1	2	2	4	6	13	5	5	5	2	5	10	8	6	6	6	3	8
56-75	5	5	3	5	7	7	6	6	6	5	7	11	9	7	8	8	8	14
76-90	14	14	4	14	9	19	13	13	10	16	14	12	16	10	13	10	10	15
91-00	15	15	5	15	20	20	7	7	19	17	18	13	17	19	19	19	20	20

1: Garbled communications, information, instructions, command.
2: Opposite result/effect or answer from correct.
3: Error in time, amount, duration or content.
4: Error in distance and/or direction.
5: Random wrong target/subject effected or produced.
6: Effects of spell transfered onto caster or he becomes target.
7: Spell repeats again and again, draining full mana cost until the mage can make a TALx3% roll to stop it. He may roll once per casting.
8: Spell goes berserk with partial or increased result, leading to deformity and monstrosity.
9: Product of spell explodes doing Mana Point Costx3 as max overall damage of appropriate type to caster and half to anyone within original spell range.
10: Effect delayed for 1D100% of its original duration.
11: More powerful being of same type summoned
12: Summoner goes to summonee rather than the expected way.
13: All pentacles and protections in area are dispelled up to 3 times the Mana Point Cost of this spell.
14: Caster loses Mana Point Costx5 AP and is stunned.
15: Caster loses Mana Point Costx5 WP and goes mildly insane and disoriented.
16: Animation or creation has free will (if possible, or roll again).
17: Animation or creation has free will and is hostile (if possible, or roll again).
18: Control of spell given to nearest inimical character or foe
19: Caster of spell included in its effects.
20: GM discretion. Do your worst.



APPENDIX G: GODS OF YSGARTH

Provided here are the major deities of Ysgarth, sorted according to their status in the city of Tolemeias. This list includes deities from all over the world with soem basic descriptive information.

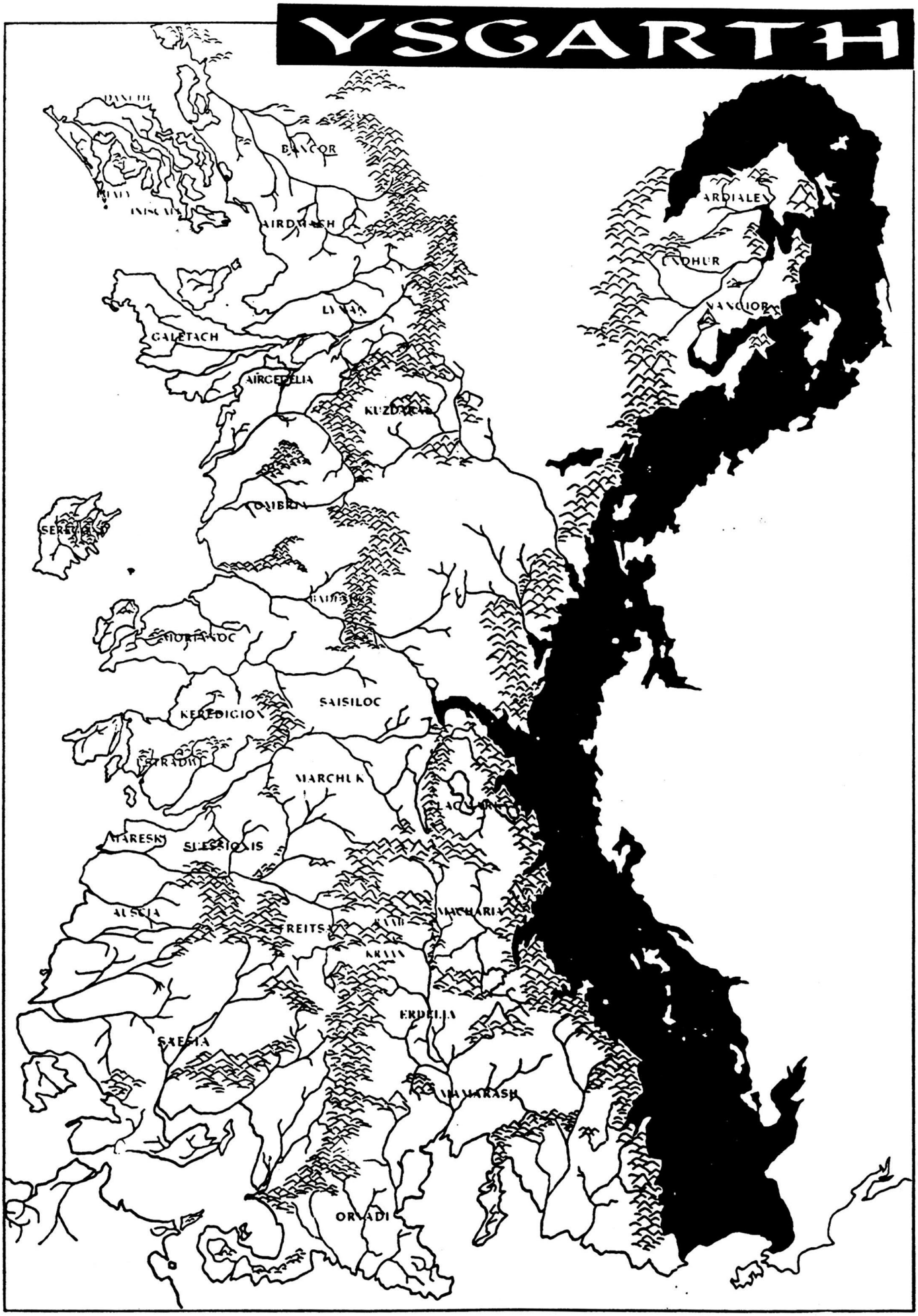
Several columns of description are given. The first gives the name of the god, followed by areas of power and interest, followed by WEAlth, POPularity STAtus and ADDress, all for the city of Tolemeias. WEA is the relative wealth of the temple in the city. The yearly budget of the temple is equal to WEA x 10000M. POP indicates the popularity of the church and the number of worshippers which it has. The total worshipping body in the city is equal to POP x 50. The number of people at attending services each week (divided between the services) is POP x 10. The number of priests and administrators is POP/2. STA represents the relative social ranking of the church in Tolemeias. ADD is the physical address of the church on God's Street in Tolemeias. Spell lists available to priests are indicated, then the names of the High Priest and Champion of thet deity in Tolemeias. GRP indicatesthe pantheon or group of deities from which that deity originates. Race indicates the races which actively worship the deity. Analog indicates a deity from traditional earth mythology who is relatively similar in character, though not always identical.

The racial groups: are KYveni KErnioc, AUscian, GOtt, VAen, AEsc, KAludic, AeGera, AEtruvian, EVarian, MAchari, UKral, SAes, AChajan, ILchanian. Generally the race listed first is the race of origin for that deity.

The spell lists are: AEromancer, HYdromancer, PYromancer, GEomancer, BEastmaster, HErbalist, ENchanter, SOrcerer, LIghtmage, DArkmage, COnjuror.

Faith/Deity	Attributes/Interests	Whole City Temple Ranking WEA	POP	STA	ADD	Spell Lists	High Priest	Champion	Race	Analog
Gilrod	Fire/Darkness/Time/Magic	155	131	1	1	PY/EN	Maneluch	Tottenjager	PT	None
Brihtr	Light/Sun/Speech/Beauty	158	159	2	2	PR/LI	Advacher	Ifor Cibddar	AEGOFR	Baldr
Bel-Zin	Moon/Time/Dream/Justice	110	28	3	3	LI/DI	Tasangaman	Kumari	PTILVO	Sin
Upuatu	Dark/Evil/Faith/Loyalty	118	153	4	4	DA/MY	Malarak	Mechidez	AGPT	Set
Gagnradr	Father/War/Betrayal/Sky	158	150	5	5	AE/WA	Graugur Ulsson	Malvang	KAGOFRAR	Odin
Aranrhid [F]	Mother/Fertility/Harvest	143	130	6	6	BE/PR	Biraea	*	KYKE	Arianrod
Harakte	Vengeance/Martial Arts	125	136	7	7	LI/WA	Atengarach	Kasaman	AG	Horus
Angraman	Darkness/Power/Evil/Earth	120	108	8	8	DA/SO	Imrad Zulman	Razaythe	ILPTAE	Ahriman
Dialon	Sea/Waves/Darkness/Storm	145	151	9	9	HY/EN	Viaddur	Cabbacei	KYKAKE	Dylan
Belence	Sun/Light/Spring/Rebirth	138	140	10	10	LI/PR	Santo Raddhan	Tarangis	KAKYKEAU	Bel
Nodens	War/Sky/Herding/Tides	153	155	11	11	AE/LI	Hwyl A'Faeris	Merkwaz	KAKYKE	Nuada
Aromazias	Light/Sun/Energy/Creator	118	128	12	12	LI/PR	Isamahan	Daestrim	ILALKA	Ahura Mazda
Zehuti	Magic/Moon/Secret Power	150	107	13	*	SO/DI	Kamas Tabmanul	Abantsero	AEAGEV	Thoth
Guyon	Hunt/Storm/War/Death/Wild	160	161	14	13	AE/BE	Thiolar Kylach	Vernoch	KYKAKAEY	Gwyn
Kaelis	Sky/War/Wisdom/Ancient	130	146	15	14	AE/EN	Ifar Talchyd	Gorlma Uwrecha	KA	Coel
Yoton	Nature/Ice/Fire/Storm	43	105	16	15	CR/PY	Ungulf	Ynrangi	AEVAUK	Jottun
Anpu	Tomb/Guardian/Guide/Death	75	138	17	16	NE/EN	Satramir	Adlack	AGAE	Anubis
Thayndoz	Death/Suicide/Despair	28	155	18	17	MY/NE	Cushara	Reza Aljehtan	PTAEACHE	Hades
Mardiok	Sun/War/Storm/Terror	41	91	19	18	PY/LI	Zurud Abarman	Chahixom	PTILVO	Marduk
Ba'al	Storm/Disease/Harvest	115	104	20	19	SH/AE	Ptomir Solmis	Tyrhinn	VOBA	Ba'al
Agmios	Strength/War/Learning	128	133	21	20	DI/WA	Burchyr	Thargell	KAKYKE	Oghma
Nurgal	War/Death/Dark/Fate/Evil	41	70	22	21	DA/SO	Talgaredd	Middulmorig	PTIL	Nergal
Arion	Winter/Illusion/Otherworld	140	148	23	22	DA/HY	Liam Caulwin	Kenurwy	KYKE	Arawn
Kronos	Time/Void/Chaos/Father	135	106	24	*	WI/AE	Grato Tagro	Doelf Kyrios	PTAEAC	Chronos
Tyke [F]	Fate/Luck/Nature/Guidance	113	90	25	23	EN/CO	Kios Kutillis	Balentio	AESAAUEV	Tyche
Lugon	Sun/Healer/Craft/Magic/War	137	141	26	24	EN/WA	Rythtarig	Biledydd	KAKYKE	Lugh
Ptah	Creator/Energy/Void/Craft	122	94	27	25	WI/DA	Ktenarchem	Anar Len	AGPTAE	Ptah
Dionos	Drink/Dance/Madness/Nature	123	102	28	26	CO/BE	Acinos	Nevila Cabis	HEAESA	Bacchus
Hemandar	Guardian/Battle/Rainbow	122	125	29	27	LI/DI	Rigdi Raluson	Danaer	AEFRGOVA	Heimdallr
Lytir	Rain/Sun/Crops/Trade/Death	147	130	30	28	SH/NE	Herugar	Thenin	VAKAAEFR	Freyr
Estrae [F]	Dawn/Sunset/War/Love/Hate	103	86	31	29	DA/LI	Serko Kapetix	Calentios Dila	AEILVO	Ishtar
Nerthus [F]	Mother/Hunt/Moon/Darkness	111	122	32	30	BE/SH	Liak Albis	Vatellicos	MAGOFREV	Nerthus
Amon	Sun/Ruler/Guide	146	157	33	31	LI/PY	Nefrentu	Gort Stupekhe	AGMental APT	Ra
Vayu	Light/Crops/Victory/Morals	104	119	34	32	LI/WA	Dastiran	Melkarth	SAILMA	Mithras
Kybele [F]	Caverns/Earth/Beasts/Hills	133	135	35	33	BE/EN	Ilea	Kratellos	SAEVAUAE	Cybele
Maponos	Harper/Youth/Healer/Hunter	128	123	36	34	BA/BE	Isberygos	Gragian Llyddan	KYKEAU	Mabon
Powill	Wisdom/Strength/Afterworld	73	87	37	35	WA/PR	Kwedig	Kwedig	KY	Pwyll
Tiwaz	War/Strength	71	97	38	36	WA/SH	Ulf Sigeson	Nuri Gwestyl	AEVAFRGO	Tew
Ousir	Judge/Sun/Death/Harvest	110	101	39	37	PH/LI	Intehukan	Tabazash	AGAEMA	Osiris
Rana[F]	Sea/Death/Drowning	100	83	40	*	HY/NE	Thur Hrimson	Azran Edios	AEKA	Ran
Eset [F]	Mother/Magic/Lust/Travel	107	92	41	39	EN/SO	Lisitaia	*	AEAGAPT	Isis
Cernunnos	Wild Nature/Moon/Magic	106	99	42	40	DA/BE	Kion Parwlyn	Lun Tureyar	AUEVKYKE	Gwyn
Hekat [F]	Mother/Magic/Fertility	104	95	43	41	SH/EN	Mediasa	*	MAAEHE	Hecate
Liron	Seas/Father/Honor/Justice	31	42	44	42	HY/AE	Llyinas	Talrin	KYKAKE	Llyr
Brigiat[F]	Mother/Learning/Craft/Arts	27	66	45	43	BA/WA	Colmdura	*	KA	Brigit
Gefjon [F]	Fertility/Magic/Language	25	42	46	44	CO/WA	Volvanara	Vodegunda	VAFR	Gefjon
Bastet [F]	Cats/Sun/Music/Dance/Healer	69	68	47	45	BE/CO	Nefrakhti	*	AGAEMA	Bast
Govannon	Smith/Rage/Strength/Crafts	97	53	48	*	EN/WA	Tal Durgawn	Carragyr	KYKAKE	Goibne
Ullr	Hunt/Snow/Honor/Magic	65	98	49	46	CR/EN	Sugrind Gurson	Thalrik	VAAEUKAR	Ullr
Cromach	Hills/Dark/Evil/Spider	98	81	50	*	DA/NE	Olsayindar	Esard	KAKYKEVA	Crom Cruach
Tagdon	Ruler/Earth/Nature/War	66	85	51	47	WA/PR	Suan Ma'Tagh	Eithnoch	KA	Dagda
Guidon	Forest/Wisdom/War/Priest	63	37	52	48	EN/WA	Ifor Morgwyl	Rautrhyd	KYKE	Gwydion
Hodr	Blind Fate/Mischance/Poetry	26	41	53	49	HE/DI	Raeschingar	Hedran Yold	AE	Hodr
Fomori	Death/Dark/Sea/Illusion	86	92	54	*	HY/DA	Uch Trydawn	Kallan Dhu	KAPTKYKE	Fomori
Donnar	Storm/War/Virtue	149	142	55	50	AE/PY	Hoddingast	Traegar	FRAEGO	Thor
Bragir	Poetry/Runes/Song/Skalds	40	82	56	51	BA/WA	Ulfios Imba	Therwi Thal	AE	Bragi
Aegir	Sea/Storm/Brewing	79	91	57	52	HY/WA	Eidnulfar	Teirgwedd	AEFRKA	Aegir
Dianoct	Medicine/Jewelsmith/Artist	88	61	58	53	PH/PR	Aethnan	*	KAKYKE	Dian Checht
Shamaz	Sun/Divination/Growth	36	29	59	54	LI/DI	Chamtalra	Sulumarik	ILAL	Shamash
Van	Commerce/Father/Victory	26	63	60	55	SH/PR	Vingaman	Orm Thegnson	VA	Van
Dagon	Seas/Storm	64	71	61	*	HY/DA	Oubalro	Buglo	VOBARLPH	Dagon
Hoenr	Battle/Honesty	37	77	62	56	WA/PR	Uri Laeson	Lemron Skurd	AE	Hoenir
Sifir [F]	Earth/Family/Marriage/Corn	39	78	63	57	GE/PR	Uthrunda	*	AEVA	Sif
Taranis	Thunder/Storm/War	93	62	64	58	AE/PY	Attello	Grato Cybis	AUEVGOFR	Taranis
Hela [F]	Shadow/Darkness/Underworld	91	77	65	59	NE/EN	Drihtnig	Urmurd Nihtsaar	VAAEFRKA	Hel
Danu [F]	Mother/Hills/Wildlife	38	41	66	60	BE/SH	Traedwydur	Witryd	KA	Danu
Njorthr	Trade/Sea/Fertility/Moon	69	77	67	61	AE/HY	Dian Marach	Nisslyn A'Pwyll	VAFRGOAE	Njord
Lok	Fire/Deceit/Disorder/Chaos	61	40	68	62	CO/PY	Oenferingar	Bragoros	AE	Loki
Apollyon	Evil/Deception/Afterlife	63	25	69	63	SO/CO	Klus Edrachur	Nesernios	PTVOILSAAE	Satan
Manawan	Sea/Trade/War/Afterworld	154	145	70	64	HY/EN	Rachan Baluch	Sobast Ma'Gunna	KAKY	Mannanan

Lakhmu	Serpent/Chaos/Creation	37	59	71	65	GE/DA	Issaktechse	Tres Lsseme	TRILVOAL	Lakhmu
Kvasir	Meade/Poetry/Visions	41	75	72	66	EN/HY	Uls Kersson	*	AEVADWFR	Kvasir
Enlil	Storm/Wolves/Flood/Rain	22	108	73	67	AE/HY	Zulmadir	Zured Balaralil	ILVOBA	Enlil
Shu	Light/Force/Energy	36	30	74	68	LI/WI	Ukhentarahe	Graserno	AGPT	Shu
Gwyrthur	Sky/Wind/Fire/Anger	24	58	75	69	LI/PR	Taro A'Wyhil	Carachan	KY	Gwyrthur
Keb	Earth/Strength/Growth	22	24	76	70	GE/WA	Okhente	Okhente	AGPT	Geb
Dusares	Meteor/Volcano/Earthquake	58	57	77	*	GE/PY	Kais Murix	Barcio Cylla	AUAEEV	Dusares
Pallas [F]	War/Wisdom/Arts/Sciences	88	114	78	71	WA/DI	Lectianis	Abo Gaegix	HEACMA	Athena
Macha [F]	Battle/Madness/Anger	35	56	79	72	WA/MY	Conal Ma'Draeg	Feochyr	KA	Macha
Tezcat	Chaos/Destroyer/Mind/Dark	21	23	80	73	NE/DA	Khet	Ulamelac	TE	Tezcatlipoca
Bendigan	Underworld/Might/War	56	74	81	74	WA/EN	Boru Raeligh	Bafin Argyltir	KAKY	Bran
Oneiros	Dream/Night/Visions	55	55	82	75	EN/DA	Hwyl A'Laeghu	Afyr Uldoc	TO	Oneirus
Morrigu[F]	War/Destruction/Desolation	26	54	83	76	WA/PH	Gulmagocha	Ungoch Ma'Dunal	KAKY	The Morrigu
Rianona [F]	Birds/Horses/Wild Nature	54	53	84	77	BE/EN	Baedda A'Ryhwl	*	KYKE	Rhiannon
Proteus	Sea/Change	42	43	85	*	CO/BE	Medekrator	Alkymenios	ACHEAPT	Proteus
Cordelia [F]	Nature/Seasons/Spring	88	112	86	78	DI/PH	Bronwra	Missynala	KYKE	Creudilad
Dyaus	Father/Otherworld	81	49	87	*	MY/PR	Lais Maeruis	Caecinian	SAEVAUAE	Dis Pater
Esus	Forest/Agriculture/Animals	33	52	88	80	HE/WA	Raluchastar	Alo Tebu	AUEVSA	Esus
Teutates	Guardian/War/Trade/Healing	85	72	89	81	PH/WA	Diotharix	Traetigern	AUGOEVKE	Teutates
Epona[F]	Horses/Death/Rebirth	53	51	90	82	BE/PR	Dian Maeligh	Fianugar	EVSAAU	Epona
Uranos	Sky/Father	32	50	91	83	AE/PR	Anoxirines	Thales Kironos	ACAEHE	Uranus
Axieras [F]	Mother/Crops/Corn/Bounty	84	51	92	85	GE/HE	Praserpina	*	AUEVAEAC	Ceres
Priapus	Fecundity/Lust/Potency	82	111	93	86	EN/CO	Polos Maelix	Raekus Flannios	AESAEVAU	Priapus
Poseidon	Ocean/Horses/War	23	22	94	*	HY/WA	Phaelios	Valembos	ACAEEV	Neptune
Frigir [F]	Foresight/Marriage	52	98	95	87	SH/MY	Gundrida	*	ASVAFRGO	Firgga
Sobekh	Crocodile/Rivers/Guardian	30	37	96	*	HY/DA	Nekhuraseb	Tulgadon	AGBAPT	Sebek
Loviatar[F]	Disease/Pain/Death	32	28	97	88	PH/SH	Tulo Laiiki	K'kwalnesh	UKKA	Loviatar
Artemis [F]	Maiden/Hunt/Nature/Chastity	75	43	98	89	BE/HE	Meta Thurilar	Melitara	HEACAE	Diana
Kore [F]	Death/Afterlife	19	33	99	*	NE/DA	Diothanses	Midul Jesukkar	ACAEEV	Persephone
Cadmillus	Messenger/Travel/Trade	45	37	100	90	DI/PH	Viatides	Kos Keteni	HEACAE	Hermes
Ukko	Sky/Thunder/Justice	51	30	101	91	PR/PY	Oleki	Udofin	UKKA	Ukko
Fortuna [F]	Fertility/Womanhood/Fate	71	38	102	92	EN/MY	Ekhente	Khemnaris	SAAUAEEV	Fortuna
Gaia [F]	Fertility/Bees/Honey	50	39	103	93	MY/PR	Melusintha	*	HEAEAC	Gaia
Sarapis	Healing/Death/Afterlife	79	48	104	94	PH/NE	Harunil	Kerim Razak	AESAAG	Sarapis
Solonges	Sun/Father	76	47	105	95	LI/PR	Patrilos	Vilis Malentix	SAAEEV	Sol
Sucellos	Fertility/Drink/Death/Mad	65	73	106	*	EN/GE	Conal Gurax	Lepticulos	AUEV	Sucellos
Eleusis	Underworld/Harvest/Rebirth	49	37	107	*	GE/DA	Aes Phiros	Nerva Maximinus	AE	Hades
Asclepos	Healing/Wisdom	88	76	108	96	PH/PR	Julos Etrikas	Kais Kuriar	AEACHE	Ascelpius
Ahto	Sea	21	31	109	97	HY/PR	Kir Laiiki	Ilo Laiiki	UKKA	Ahto
Sylvanos	Woods/Nature/Fertility	47	36	110	98	HE/BE	Roddigan	Poilos	EVAU	Sylvanus
Hafgan	Earth/Famine/Plague/Sun	12	13	111	99	SH/PY	Kaedmon	Talmerch	KY	Hafgan
Anshar	Air/Sky/Light/Darkness	8	7	112	100	DA/LI	Kumar Ramdal	Zurad Abazi	ILVOAL	Anshar
Donnotaurus	Bull/Rulership/Strength	11	21	113	*	PR/WA	Sula Mantakis	Kais Durkarik	AUEVKE	Donnotaurus
Mamau [F]	Mothers/Nature/Elements	17	22	114	*	PR/SH	Imwyuda	Rolugar	KAKEEV	The Y Mamau
Bes[F]	Marriage/Birth/Music/Humor	18	19	115	101	PH/SH	Shekhent	*	AGAEPT	Bes
Khepera	Beetle/Sun/Change/Renewal	7	10	116	102	BE/LI	Renkha	Kheratu	AGPT	Khepera
Teyrnon	War/Violence/Personal Honor	5	26	117	*	WA/SH	Uchrys A'Caral	Uchrys A'Caral	KYKEAU	Teyrnon
Vidar	Smith/Crafts/War/Virtue	76	33	118	103	EN/WA	Anfhere	Maenferd	FRGOAEVA	Viddar
Oengus	Love/Beauty/Light	45	18	119	104	LI/EN	Naenvarar	Fian A'Kaufe	KAKEKY	Aengus
Ereskigal [F]	Death/Afterworld/Age	28	17	120	105	CO/NE	Ham Tolar	Sargo Haumid	ILALVO	Ereshkigal
Ogun	Iron/Smith/Hunting/War	10	16	121	106	PY/EN	Ibefayi	Cha Rutaun	AJPT	Ogun
Orishala	Judge/Death/Father	18	12	122	107	NE/SH	Nure Jakindo	Uwingade	AJPT	Olorun
Ramman	Justice/Storm/War	20	11	123	108	AE/DI	Othmanti	Isamin Arangir	ILVOPT	Ramman
Seker	Necropolis/Death	13	7	124	109	NE/GE	Emphateret	Ramhepta Zugal	AG	Seker
Anu	Wind/Storm/Sky/Peace	7	6	125	110	AE/LI	Tragon	Barangal	ILALPH	Anu
Yngar	Woodland/Earth/Death	47	28	126	111	SH/NE	Rundwal	Raspe	VAKAAEFR	Freyr
Ithunn[F]	Immortality	44	11	127	113	PR/EN	Ranegunda	*	kAEFR	
Modi	Anger/Rage/Berserker	30	10	128	114	WA/SH	Venar Rorkson	Venar Rorkson	AE	Idun
Matholc	Magic/Enchantment/Wisdom	96	64	129	79	EN/BE	Drwst Rhodar	Llyderwidd	KYKE	Math
Atargatis [F]	Elements/Destiny/City/Love	15	20	130	115	GE/AE	Tellahira	*	AUAEEV	Atargatis
Dumuzi	Harvest/Woodlands/Beauty	16	26	131	116	HE/BE	Omphalio	*	AESAEVMA	Tammuz
Wepwawet	War/Leader/Navigator	9	18	132	117	AE/DI	Wehtareyu	Khimo Herete	PTAGAEMA	Set
Litera [F]	Beauty/Love/Death/Magic	79	88	133	38	SH/CO	Gullamina	Uthan Vidik	VAFRAEDW	Freyja
Condatis	Rivers/The Cynfael	11	21	134	*	HY/PR	Enticulos	Lanio Darak	PTKYAE	Condatis
Jakuta	Storm/Thunder/Magic/Healing	15	16	135	119	AE/PH	Massintar	Belugondo	AJPT	Shanga
Quetzal	Smith/Wind/Civilization	6	5	136	120	EN/AE	Huitzata	Nahiwautica	TEPT	Quetzalcoatl
Rama	Courage/Virtue/Duty/War	16	7	137	121	PR/WA	Ravaman	Pejurash	SIPT	Rama
Siva	Truth/Fertility/Destruction	13	6	138	122	PH/PR	Asir Rhamanta	Siv Ajasir	SIPT	Shiva
Daboan	Magic/Power/Life/Fertility	6	11	139	*	EN/PR	Inkando	Nkone Mburra	AJPT	Damballa
Eshua	Evil/Thief/Disease/Magic	14	17	140	*	CO/EN	Marek Jitar	Kais Ompal	AJPTAE	Legba
Nut [F]	Mother/Sky	5	4	141	123	PR/AE	Ekheu	*	AG	Nut
Athyr [F]	Dance/Song/Merriment/Women	6	15	142	124	PR/PH	Hiksar	*	AGAEPT	Athyr
Zeus	War/Sky/Lightning/Father	125	120	143	125	AE/WA	Ticarios	Grato Malix	HEMAAC	Zeus
Modron [F]	Mother/Earth/Nature	4	9	144	126	GE/HE	Buiadca	*	KEKYAUKA	Modron
Kali [F]	Evil/Death/Vengeance	6	8	145	127	NE/EN	Amapalatri	Alucron	SI APT	Kali
Moloch	Fire/War/Destruction	62	27	146	84	PY/NE	Tabanorsi	Aelicos	AJVOMA	Moloch
Kicva [F]	Hearth/Home	3	14	147	128	PR/SH	Nimwa Edwyg	Grishnak	KYKE	Kicva
Gullveig[F]	Magic/Riches/Treachery/Death	9	12	148	118	EN/NE	Ula Varisson	Unta Varisson	VAPTAEFR	Gullveig
Vali	Vengeance/Rage/Madness	3	3	149	*	WA/PR	Tor Valing	Ulf Vidik	AEFR	Vali
Okeanos	Seas/Father	25	25	150	*	HY/PR	Papudaran	Kiomides	ACAEHE	Oceanu
Contrebis	Trade/Towns	5	3	154	*	PR/GE	Drwstal	Rhyndar	AEEV	Contrebis
Dunatis	Walls/Construction/Masonry	5	2	155	*	GE/EN	Lio Nikomes	Afero Rais	AEEVAU	Dunatis
Kingu	Waves/Fish/War/Fate	4	6	156	*	HY/BE	Eltar Kantiss	Amol Rusmar	ILALPH	Kingu
Tum	Bull/Sun/King/Spirit	4	5	157	*	PY/PR	Ventane	Tatrakhir	AG	Tum
Alisanos	Rock/Hills/Mountains	9	14	158	*	GE/PR	Kion A'Trenos	Miranos	AUKEPT	Alisanos
Ankou	Death/Mystery/Afterworld	15	28	159	*	NE/PR	Tresal	Nicos Ptormik	KEKYPTAUEV	Ankou
Belimor	Tribe/Father/Leader	3	7	160	*	PR/WA	Rauch Awleru	Rauch Awleru	KYKE	Beli Mawr
Amaethon	Agriculture/Plowman	3	6	161	*	HE/PR	Tam Glwrydd	*	KYKE	Amaethon
Onouris	War/Honor/Huntsman	21	43	95	*	WA/PR	Khoris	Imerotep	AGPTAE	Anhur
Chukwu	Creator/Healer/Prophet	10	7	150	*	PH/DI	Chandama	Tukawendi	AJPT	Chukwu


YSGARTH
BAYCOR
AIRDRITH
LIVAN
GALETACH
AIRGEDELIA
KUZDARIA
SAISILOC
MARCHLA
ERDELIA
ORVADI

Ysgarth

Character Sheet Mark 40

Player:_____

Character:_____

Race:_____

Nationality:_____

Social Characteristics

APP:	CHA:	ZEA:	SOC:

Physical Characteristics

CON:	STR:	DEX:	AGI:

Mental Characteristics

INT:	JUD:	WIL:	TAL:

Secondary Characteristics

Size:	Age:
Activity Points:	Fatigue Points:
Hit Points:	Damage Class:
Mana Points:	Will Points:

Skill Points

Social:	Physical:	Mental:

Experience Points

Social:	Physical:	Mental:

Character Notes

Skill	APT	CST	SL	CP	CL	FAC	SR

Spell	CST	SL	AP	MP	RAN	DUR	DAM	SR

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Ysgarth

Useful Charts and Tables

Skill Use Table

Adjusted D100	Result
151+	Critical Success
100-150	Success
51-100	Marginal Success
26-50	Failure
1-25	Critical Failure
1-5	Always Critical Failure on Natural Roll

Craft Skill Table

Adjusted D100	Result
196-224	QL 5
169-195	QL 4
144-168	QL 3
121-143	QL 2
100-120	QL 1
81-99	QL 0
64-80	QL -1
49-63	QL -2
36-48	QL -3
25-35	QL -4
1-25	Critical Failure
1-5	Always Critical Failure on Natural Roll

Attack/Defense Results: Large Body Area Target

Adjusted D100	Result
121+	Critical Hit in Area of Choice
91-120	Successful Hit in Aimed Area
61-90	Marginal Hit - Wrong Body Area
06-60	Miss
96-100	Always Marginal Hit on Natural Roll
1-5	Always Critical Miss on Natural Roll

Attack/Defense Results: Small Body Area Target

Adjusted D100	Result
126+	Critical Hit in Area of Choice
101-125	Successful Hit in Aimed Area
76-100	Marginal Hit - Wrong Body Area
06-75	Miss
96-100	Always Marginal Hit on Natural Roll
1-5	Always Critical Miss on Natural Roll

Attack/Defense Results: Special Attacks

Adjusted D100	Result
121+	1 x Aptitude Resistence Roll
106-120	2 x Aptitude Resistence Roll
91-105	3 x Aptitude Resistence Roll
76-90	4 x Aptitude Resistence Roll
61-75	5 x Aptitude Resistence Roll
06-60	Miss
96-100	Always 5 x Aptitude Resistence on Natural Roll
1-5	Always Critical Miss on Natural Roll

Fumble Table

Roll%	Hand to Hand	Missile	Unarmed
96+	No Effect	No Effect	No Effect
76-95	Trip, lose 5xSize AP	Break Weapon	1/2 MD to Limb Used
61-75	Break Weapon	Strike Comrade	Strike Comrade
46-60	Drop Weapon, 90 AP	Trip, lose 5xSize AP	Trip, lose 5xSize AP
26-45	Strike Comrade	Drop Weapon, 90 AP	Strike Self, 1/2 MD
01-25	Strike Self, 1/2 MD	Strke Self, 1/2 MD	Limb Stunned,

MAXIMUM DAMAGE

	Weapon MD										
DC	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**
5	3	3	4	4	5	5	6	6	7	7	8
6	3	4	5	5	6	6	7	8	8	9	9
7	4	5	5	6	7	7	8	9	10	10	11
8	4	5	6	7	8	8	9	10	11	12	12
9	5	6	7	8	9	9	10	11	12	13	14
10	5	6	7	8	9	10	11	12	13	14	15
11	6	7	8	9	10	11	13	14	15	16	17
12	6	8	9	10	11	12	14	15	16	17	18
13	7	8	10	11	12	13	15	16	17	19	20
14	7	9	10	12	13	14	16	17	19	20	21
15	8	9	11	12	14	15	17	18	20	21	23
16	8	10	12	13	15	16	18	20	21	23	24
17	9	11	12	14	16	17	19	21	23	24	26
18	9	11	13	15	17	18	20	22	24	26	27
19	10	12	14	16	18	19	21	23	25	27	29
20	10	12	14	16	18	20	22	24	26	28	30
21	11	13	15	17	19	21	24	26	28	30	32
22	11	14	16	18	20	22	25	27	29	31	33
23	12	14	17	19	21	23	26	28	30	33	35
24	12	15	17	20	22	24	27	29	32	34	36
25	13	15	18	20	23	25	28	30	33	35	38

DAMAGE EFFECTS

LOC	SDM	%HP	1xD	2xD	3xD	4xD	5xD
Head	6-4-2	15%	UUU	UD3	DDD	DDD	DDD
Neck	5-3-2	15%	UU-	P51	DD5	DDD	DDD
Hands	3-2-1	10%	II-	BAI	ASI	SSS	SSS
Arms	3-2-1	20%	II-	BAI	ASI	SSS	SSS
Chest	5-3-1	40%	UU1	P35	3DD	6DD	DDD
Abdomen	5-4-2	30%	U21	P42	573	DD8	DDD
Legs	4-2-1	30%	II-	BAI	ASI	SSS	SSS
Feet	3-2-1	15%	II-	BAI	ASI	SSS	SSS
Tail	3-2-1	20%	II-	BAI	ASI	SSS	SSS
Overall	6-3-2	100%	UU1	P35	3DD	DDD	DDD

Spell Casting Results

Adjusted D100	Result
151+	Critical Success
100-150	Success
51-100	Marginal Success
26-50	Failure
1-25	Fumble
1-5	Always Fumble on Natural Roll

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Ysgarth

Behold the dream...

Imagine a roleplaying system which brings every aspect of epic fantasy to life. Imagine a world of the mind which is as real and as powerful as our world of the flesh.

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Ysgarth is flexible. The rules cover every possible aspect of play in as much or as little detail as you want. In addition to the standard rules there are alternate rules for novice and advanced players and special variants so you can customize the game to suit your needs.

Ysgarth is believable. The rules emphasize skills and a wide choice of character actions. The world background is detailed and comprehensive, strongly linked to the traditions of myth and legend, yet still new and unusual. **Ysgarth** brings the fantasy world and the characters startlingly alive.

Ysgarth is roleplaying. It leaves control of how the character develops in the hands of the player, providing systems which encourage characters with unique personalities and real substance. The rules are supportive and never restrictive, a framework on which the imagination can build greatness.

Ysgarth is progressive. This is the sixth edition released in the thirteen years since **Ysgarth** was first developed. The rules are constantly being tested and updated so they define the leading edge of game design, leaving other games to follow or fall by the wayside.

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