



Heroes of Marakush

**"C&S:The Rebirth"
Continuing Campaign
incorporating
Tabletop RPG,
Live Action RPG
and Miniature Wargaming**

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THE HEROES OF MARAKUSH

"Heroes of Marakush" is the ongoing Campaign for fans of Chivalry & Sorcery. It will be run at conventions initially but will be expanded to allow online gaming.

Games that take place at Conventions will combine the aspects of Tabletop role playing, live action role playing and table top miniature wargaming, where players can take their characters onto the battlefield as heroes.

The campaign will take place within the confines of the Kingdom of Solda in the Dragon Reaches of Marakush. You will find that it will be an advantage if you have the Chivalry & Sorcery: The Rebirth rules to play Heroes of Marakush.

Characters at the outset will be restricted to Human and use the 150 point Heroic character generation system.

THE KINGDOM OF SOLDA

Location:	South of Urtind and to the east of the Ruby Mountains
Emblem:	Stag
Form of Govt.:	Feudal
Current Ruler:	King Grismol
Official Religion:	Church of Urto and the Temple of Tyrith
Official Language:	Urtish, Moorabic and Pedrandir
Area:	135,000 square miles approx.
Population:	3,795,000 Humans
Capital:	Leganti
Currency:	Darts, Arrows and Spears
Trade Goods:	Corn and timber

Description:

Solda borders the easternmost point of the Ruby Mountains, with Urtind to its immediate north. Once this region was part of the Urtish Empire but during the time of conflict with the Southern Baronies, it broke away under the influence of the Canus Cult. When King Karonus began his wars, Solda was one of the first to capitulate to his armies. Once the Cult had been eradicated the Church of Urto took over and the youngest son of the existing King was placed in power. King Grismol has now gained the respect that his father never had and he is regarded as an enlightened monarch. He has strengthened his position with various treaties, amongst them a non-aggression pact with Urtind. The ruined kingdom he inherited has developed and grown into a thriving kingdom. Its fertile valleys producing three crops of corn a year, and the increase in other produce has been the envy of its neighbours.

In the north the realm merges with the central Urtish plain, whilst in the south west lies the verdant Solda Forest which gives the realm its name. At present the King is facing his first internal problem with the Temple of Tyrith. The young men and women of the gentry have been flocking to this growing religion and this has resulted in some minor disturbances. So far the King has not acted despite pleas from the Church of Urto.

LANGUAGES

The languages available to characters in Solda are as follows:

Modern Tongues

Urtish, Moorabic, Pedrandir (Common), Jakool, Carabish

Ancient Tongues

Old Urtish

Mage Speech

Debased Argonish (Full Argonish is a lost language)

CURRENCY

In Solda the coins used are as follows:

Darts: a 4 dram copper coin

Arrows: a 4 dram silver coin

Spears: a 40 dram silver coin

A Dart is equal to a standard **C&S** Farthing (1/4 Penny)

An Arrow is equal to 4 standard **C&S** silver pennies

A Spear is equal to 40 standard **C&S** silver pennies and 6 Spears are equal to a standard **C&S** Crown.

WEAPONS AND ARMOUR AVAILABILITY

In the **Heroes of Marakush** campaign certain weapons and armour listed in the main rules are **NOT AVAILABLE**. These are:

Cavalry Lance	Poignard	Gladius
Yataghan	Spatha	Greatsword
Falchion	2-hand Sword	Zwei Hander
Cavalry Flail	Military Flail	Dwarf Hammer
Billhook	Roman Pilum	Elvish Longbow
Heavy Crossbow		
Platemail (Curiass to Full)		Fieldplate
Cavalry Plate		Late Cavalry Plate
Jousting Armour		
Visored Helm	Open Bascinet	
Great Helm	Jousting Helm	
Tower Shields		

RELIGIONS

TEMPLE OF TYRITH

In recent years a new cult has appeared within the realm of Solda which deserves a brief mention. As already discussed under Lysenda (*qv*), the Temple of Tyrith is dedicated to her. Although the Temple appears to be mainly benevolent it does seek to spread the word of Lysenda and has gained support amongst the youth of neighbouring realms. In Vinlon feasts to Lysenda have begun to increase amongst settlements near the border with Solda. In Solda itself, the Church of Urto is warning about the excesses of the religious festivals taking place claiming that some are suffering harm as a result.

This claim has been rejected by Jarynn, the High Priestess of the Temple, and claims that the founder, the Druid Tyrith only desired that the worshippers of Lysenda be allowed to follow the dance. Within Solda a rift between the youth of the realm and the establishment is beginning to appear.



Worship is led by Druid priestesses, and takes place in temples that are in natural amphitheatres such as forest clearings where the ground drops to form a bowl. During the services, which take place every ten days, the worshippers gather to listen to bands of entertainers, who call them to join in the dance. As the dance reaches its climax the priestesses wander amongst the crowd offering the blessing of the Goddess upon them. In some cases, some recipients of the blessing appear to collapse in a religious ecstasy.

A typical Priestess of the Cult will wear a simple red chiffon robe and will allow her hair to grow down to her waist, which she will wear plaited with a red ribbon woven through it. Lysenda's worshippers all carry a small set of reed pipes and some of the richer members of her congregation will have pipes of silver or gold. These pipes are played during the wild dances of her religious celebrations.

Deity: LYSEDA
Attitude: Chaotic and benevolent
Portfolio: Dance, love and music
Totem: Deer
Symbol: A set of reed pipes

Appearance:

Lysenda is the most beautiful of the Gods, a slim elf-like figure with a face carved of what seems like porcelain. Her golden brown tresses drop in waves to her waist, over the light crimson coloured chiffon robe that she wears. Her green eyes glisten at the sound of music, and she will often join wild dances when no one is fully aware of her presence. When she joins such a dance she will fling herself into the beat of the music with wild abandon, and spin as a dervish, her robe billowing out around her before she vanishes as the music reaches its crescendo.

CHURCH OF URTO

Originally, the nomadic tribes of Urtind were totemistic in religion with each tribe worshipping a particular animal and with a tribal shaman providing the priesthood for the members of that nomadic tribe.

When the Bear Tribe became the supreme tribe, the King of the tribe, Bara Ursine, was also the tribe's Shaman. When his wife gave birth to twin sons, he prepared to separate rulership from religion by bestowing one of the twins with rulership and the other with the priesthood. The Ursine family then became split into two branches - the Royal and the Religious.

Shortly after the splitting of the family, the grandson of the first King, Aldo Ursine, was struck blind and dumb for five years. When he recovered, he was imbued with a glow and he began to write new religious teachings. These scriptures advocated the fact that Beleryn was the only power in the heavens and that the other Gods drew their power from her. The animal totems, he wrote, were manifestations of Beleryn's descendants and, as such, were further aspects of her power. This belief formed the cornerstone of the Church of Urto and continues today.

Aldo made many prophecies which have come to pass. These were written down and became known as the Ursine Scriptures. As belief in Beleryn and that she was the sole power in the heavens began to spread, a church developed.

In his 67th year, Aldo Ursine, was made Leader of the Urtish Church, which over the years became known as the Church of Urto. (Aldo Ursine was murdered by Orcs when he reached the age of 72). Word of these teachings began to spread, and they even gained some acceptance in the Taraj Empire.

Despite the loss of the Southern Baronies and the subsequent fall of the Urtish Empire, the Church of Urto retained its base in Urtind, and the Primate of Urtind is still regarded as its overall leader of the church.

As the Church grew it realised it would need protection, so it sponsored the formation of religious military orders. The first one created was the Order of the Blue Rose. Its emblem being a blue rose on a white background. They were a small order, limited to 1,200 members, sworn to supporting the Rose Prophecy and dedicated to providing elite troops for the eventual quest when it came.

The second required more members in its role as protector of the Church of Urto. The Order of the Bear, whose symbol is a golden bear rampant on a black background, was created to provide a fighting order to protect the Church from attack and to guard pilgrims on the road, who were travelling from one religious community to another.

A third order in existence is located outside the Kingdom of Urtind. This is the Order of the Chalice, named after the goblet that Edwas used to anoint new converts to the faith and whose emblem is a golden chalice on a red background. Its purpose is to assist priests in bringing new converts to the faith and it protects those priests who have gone on missionary duties outside the boundaries of Urtind.

The priests of the Church of Urto are able to cast Acts of Faith as ordained priests. They wear flowing robes with a tabard. The robes are always white but the colour of the tabard relates to their rank within the Church. The lowest ordained priests wear simple brown tabards and may only cast Acts of Faith to Rank 2. The next level in the Church's hierarchy are Bishops who wear green tabards and are able to cast Acts of Faith to Rank 6. Above them are Primates (the leaders of the church in a particular realm), who wear red tabards, and the Holy Revorn (the Primate of Urtind) who wears a blue robe with a white tabard. Both the Holy Revorn and the Primates are able to cast Acts of Faith to Rank 7. Emblazoned upon the tabards, regardless of level, is the image of a phoenix in gold.

Deity: BELERYN
Attitude: Law-abiding, merciful and benevolent
Portfolio: Birth, children, justice, marriage, nature and rulership
Totem: Phoenix
Symbol: A child holding a sceptre and scales

Appearance:

If Beleryn deigns to reveal herself to a worshipper, she will normally appear as a beautiful mature woman, over 6' tall and muscular in build. Her hair is fiery red, which seems to glow with sunlight, and reaches to her waist. She tends to appear barefoot, wearing a floor length green robe which is tied at the waist with a girdle of flowers. In her left hand she carries the "Scales of Justice" and in her right hand, the "Sceptre of Rulership". Those who have been blessed by a vision of Beleryn, have never been able to fully describe her beauty which somehow mirrors nature and harmony itself.



CHARACTER GENERATION

All characters for the **Heroes of Marakush** campaign are human (further races may be added at a later stage). All character generation follows the rules as given in **Chivalry & Sorcery: The Rebirth** role-playing game.

These guidelines only detail those sections of the rules that are specific to the **Heroes of Marakush** campaign. The full **Chivalry & Sorcery: The Rebirth** rules are required along side these guidelines.

The method used for creating characters is a points-based method where points are used to purchase attributes and other personality traits. Each character begins with **150** points. All attributes cost the character points. However, personality traits can either cost the character points (represented by **negative** numbers) or gain points for the character (represented by **positive** numbers).

The steps to creating a character are as follows:

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

STEP 1 - DIVINE THE BIRTH OMENS

The inhabitants of **Marakush** believe that supernatural forces have a major influence on their destinies. Such influences are represented by **Aspect**.

To determine the character's birth omens:

- 1 Default to a Neutrally Aspected character (at no PC point cost), **or**
- 2 Elect to pay the appropriate PC Points cost as indicated in **Table 1.1a - Marakush - Birth Omens** for a Well or Poorly Aspected character.

Well Aspected: Your character was touched by supernatural forces and has a strong affinity to Magick.

Aspect	PC Points ¹
Well Aspected	-10
Neutrally Aspected	0
Poorly Aspected	+10

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

TABLE 1.1A - MARAKUSH - BIRTH OMENS

Neutrally Aspected: There is no strong magical presence in a character's blood. He has a **Magick Resistance (MR)** of **10%**.

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

At least one **Curse** afflicts a Poorly Aspected PC. However, being Poorly Aspected also bestows a powerful affinity to Magick.

STEP 2 - DETERMINE PERSONAL ATTRIBUTES

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

The Nine Personal Attributes:

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

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

Intellect (INT): This measures a character's ability to understand various situations, concentrate, to reason and to remember.

Bardic Voice (BV): This measures a character's ability to speak eloquently, sing etc.

Strength (STR): This measures the raw power of a character's body.

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

Appearance (APP): This measures a character's physical attractiveness.

Constitution (CON): This is a measure of how healthy and durable a character is.

Discipline (DISC): This measures your character's patience and ability to remain focused on a subject or goal.

Piety (PTY): This measures a character's religious faith or belief.

Table 1.2a - Marakush - Attribute Levels, Points Cost and Success Chance gives the points cost for each attribute. Each attribute must have a minimum level of **02** and can be a maximum level of **22**.

Attribute Level	Points Cost	Success Chance (SC%)	Attribute Level	Points Cost	Success Chance (SC%)
2	2	20%	13	13	70%
3	3	25%	14	14	73%
4	4	30%	15	15	76%
5	5	35%	16	17	79%
6	6	40%	17	19	82%
7	7	45%	18	21	85%
8	8	50%	19	23	88%
9	9	54%	20	25	90%
10	10	58%	21	27	92%
11	11	62%	22	29	94%
12	12	66%			

TABLE 1.2A - MARAKUSH - ATTRIBUTE LEVELS, POINTS COST AND SUCCESS CHANCE



STEP 3 – PC BACKGROUNDS

Status is everything in **Chivalry & Sorcery** games and this is no different in the world of **Marakush**. Status decides who is the most important, who has the most power etc. Social mobility is difficult but not impossible. *Tables 1.3b to 1.3e – Marakush - Father's Social Status* establish the rank of one's **father** in feudal society, which determines a PC's initial status in the social order. In feudal society, you were treated the way your father was, with little consideration for any superior personal merit you might have.

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

STEP 3A - DETERMINE PC'S SOCIAL CLASS

Players may choose to do one of the following:

- 1 Default to Rural Freeman or Townsman class, **or**
- 2 Pay the required number of PC Points to purchase the class required as shown in *Table 1.3a - Marakush - Social Class*.

Social Class	PC Points ¹
Rural Freeman	0
Townsman	0
Guildsman	-4
Landless Knight	-6

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

TABLE 1.3A – MARAKUSH - SOCIAL CLASS

STEP 3B - DETERMINE FATHER'S VOCATION & SOCIAL STATUS

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

Tables 1.3b to 1.3e – Marakush - Father's Vocation determine the vocation and social status of a PC's father (or maternal grandfather if the character is illegitimate and unacknowledged). He enjoys his father's **basic** social status on entering the campaign. Circumstances may change later. He might win honours and a rise in social rank, promotion to high office, etc.

The father's vocation may be selected from the tables at no PC Point cost. However, as in the full **Chivalry & Sorcery: The Rebirth** rules this is always rolled randomly, this option is also open to the player. In this instance, roll **1D100** and compare the result to the appropriate table.

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

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

Rural Freeman

This group consists of all Freeman living in the rural part of the feudal nation. These include craftsmen (Miller, Baker, Blacksmith etc.), labourers (with little or no land), poor farmers through to wealthy farmers and Stockmen, Foresters, Fishermen, etc.

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

¹Appropriate skill of the PC's choice

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

TABLE 1.3B – MARAKUSH - FATHER'S VOCATION - RURAL FREEMAN



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

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

TABLE 1.3C – MARAKUSH - FATHER'S VOCATION – TOWNSMEN

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

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

Liveried Retainers are freemen serving in the household of the local lord.

Freed Men are freed serfs. Many are in liveried service to their lord. These include PCs who have rolled 01–25% against *Table 1.5b - Marakush - Father's Vocation - Freeman* and were accepted into higher vassalage by their lord.

Yeomen (or **Yoman** in Middle English) are essentially an English term, which we use to identify a special group of **freeborn** residents of the countryside who own smallholdings. The term **Freemen** is a good substitute.

Freeholders are "yeomen" who own about 20-40 acres of land "in fee simple," meaning they can sell it and do not have to pay rent.

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

Townsmen: Urban Freeman

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

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

The Guildsmen: Leading Freeman of the Towns

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

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

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

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



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

¹Appropriate skill of the PC's choice

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

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

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

TABLE 1.3d -- MARAKUSH - FATHER'S VOCATION - GUILDSMEN



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

TABLE 1.3E – MARAKUSH - FATHER'S VOCATION - LANDLESS KNIGHTS

The Feudal Gentry

Squires, Knights (including Unlanded Knights), and others of "gentle" blood form the **Gentry** of feudal society.

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

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

Landless Knights

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

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

STEP 4 - DETERMINE SIBLING RANK

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

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

- 1 Default to the youngest of 6 legitimate children, **or**
- 2 Pay the number of PC Points needed to purchase the sibling rank required as shown in *Table 1.4a - Marakush - Sibling Rank*.

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

PC's Sibling Rank in Family	PC Points
Illegitimate and unacknowledged offspring ¹	+5
Illegitimate and acknowledged offspring ²	+3
6th child	-
5th child	-1
4th child	-2
3rd child	-3
2nd child	-4
1st child	-5

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

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

TABLE 1.4A – MARAKUSH - SIBLING RANK

STEP 5 - STATUS IN ONE'S FAMILY

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

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

- 1 Default to "**Credit to the Family**" status without incurring a penalty, **or**
- 2 Pay the appropriate PC Points cost for the required status, as shown in *Table 1.5a - Marakush - Family Status*.

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

Family Status	PC Points
Black Sheep	+5
Credit to the Family	-
Good Son/Daughter	-5

TABLE 1.5A – MARAKUSH - FAMILY STATUS

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

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

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



1D100	Curse lying upon the Character	1D100	Curse lying upon the Character
01-04%	Character is a "Jonah" and seems to attract back luck to those around him. There is a 13% chance each day that bad luck afflicts someone near by. The victim suffers a -13% penalty to all success chances for that day.	64-66% ¹	You suffer a severe allergic reaction. This is the same as a serious reaction but the PC also suffers a high fever, rash etc. Attacks last for 1D10 x 20 minutes or for as long as the victim is in contact with the allergen. The character also suffers a -60% penalty to physical skills, a -39% penalty to non-physical skills, and loses -1 Fatigue Point per level that CON is less than 20. The lost Fatigue Points cannot be regained until the attack is over. Refer to <i>Table 1.6b - Marakush - Allergies</i> to determine the nature of the allergy affecting the PC.
05-08%	You mysteriously lose things, only to find them later, often when they are not required. There is a 13% chance of losing such an item each day, and a 21% chance (checked daily thereafter) of finding the lost item.	67%	The PC has an unusual birthmark on his left shoulder, referred to as a "witchmark" by the intensely superstitious. There is a 21% chance the character will be denounced as being in league with Dark Forces if seen by a superstitious person. If the character chooses Witchcraft as a vocation, the mark offers a 33% chance that the spirits approve and enables the PC to enjoy a bonus of +13% to all success chances when performing Witch Magicks.
09-12%	You can sometimes be very uncoordinated. At the start of each day make an Agility AR check with a -13% penalty. If he should fail then any skill involving Agility or Dexterity used that day suffers a -21% penalty to that skill. However there are days when you possess a superlative level of co-ordination. If the character succeeds with his Agility AR he has a +21% bonus when employing any skills involving AGIL or DEX.	68%	The PC has a "wandering eye", and there is a 21% chance that this will be viewed as "the Evil Eye" by someone who is intensely superstitious. The PC gains a bonus of +33% when using the skill Intimidation against such a person. However, there is a 7% risk (checked first) that he will be accused of Black Sorcery and need to deal with a fear crazed mob.
13-16%	Animals are uneasy in your presence. The PC suffers a -13% penalty to the skills of Animal Handling and Riding. You can not learn the skill of Animal Training under any circumstances. There is also a 13% chance that other animals may react if you come within 10 feet of them, or a dangerous animal may attack if you come within 30 feet of them.	69-71%	You easily manage to get your clothes dirty and ripped. There is a 13% chance per day of this occurring.
17-20%	Animals will not let you ride them. The PC suffers a penalty of -21% to his Riding skill. There is also a 13% chance that the animal will react badly when you come within 10 feet of it.	72-75%	You are haunted by evil dreams. There is a 13% chance per night of this happening and the PC is unable to recover any Fatigue Points.
21-24%	Dogs snarl and bark whenever you come near to them even though you love dogs! There is a 21% chance of dogs not snarling or attacking when you approach. However, cats love you even though you loathe them.	76-77%	Others feel uncomfortable in your presence. The PC gains a +2D10% bonus to his Intimidation skill. This is rolled randomly each time.
25-28%	Cats arch their backs and hiss malevolently at you! There is a 21% chance of them not reacting when you approach. They will scratch and bite you if you attempt to pick them up.	78-79%	Bright sunlight bothers you. You suffer a penalty of -10% to all TSC% in cloud cover of less than 40%.
29-32%	Stinging insects always seem to single you out. There is a 21% chance of this not happening.	80-81%	Animals you own or care for get sick and die. There is a 3% chance per day of the animal becoming sick. If the next roll is also within the 3% chance limit, the animal dies.
33-36%	Poisonous snakes like you and seek you out. There is a 21% chance of this not happening. Any new snakes you see may also want to become your friend and there is a 13% chance of this happening. Snakes do not attack you either and this causes some people to view you with suspicion unless you are clearly a pious person (PTY 18+) and behave accordingly.	82-83%	Major phobia. Roll against <i>Table 1.9a - Marakush - Phobias</i> .
37-38%	It is rumoured you are demon-sired, since occasionally when angry, your eyes seem to glow fiery red. When this happens you gain a +21% bonus to the Intimidation skill. The PC also has a 33% chance of bearing a "witchmark" on his left shoulder (qv 67%).	84-90%	Noticeable but socially "acceptable" physical deformity, e.g. a large nose. The PC suffers a -1 penalty to his Appearance.
39-40%	An animal you own appears to have the gift of human speech. There is a 13% chance of this happening but it is not your fault that it sounds human.	91%	Serious physical deformity, e.g. facial scar etc. The PC suffers a -1/3 D10 (rounding up) penalty to his Appearance.
41-42%	Cows tend to go dry, milk sometimes curdles in your presence, and hens stop laying. There is a 13% of this happening per day.	92%	Severe physical deformity, e.g. hideous scars, hump back etc. The PC suffers -1/2D10 (minimum -3) penalty to his appearance. There is also a 13% chance that the deformity is of a crippling nature, e.g. lame leg that leads to a physical impairment (as determined by the Gamemaster).
43-44%	Flames glow blue in your presence. There is a 13% chance of this happening.	93%	You exude a strong unpleasant body odour. The PC suffers -1/3 D10 to his Appearance and incurs a penalty of -2D10% to Charisma skills performed within 5 feet of the person you wish to influence.
45-46%	Living plants may wither from your touch. There is a 13% chance of this happening.	94-95%	Mild speech impairment, e.g. slight stutter, harsh voice etc. The PC suffers -1 to their Bardic Voice and a -1D10% penalty to any voice dependant skills.
47-50%	You burn very quick when exposed to the sun, and suffer 2 Body Points of damage per hour unprotected, to a maximum of 1/2 Body Points or -13 points (whichever is lower).	96%	Noticeable speech impairment, e.g. a pronounced stutter etc. The PC suffers a -1/3 D10 (round down) to their Bardic Voice and suffers a -2D10% penalty to any voice dependant skills.
51-60% ¹	You suffer a mild allergic reaction with red, itchy eyes, watering nose and some sneezing. Attacks last for 1/2 D10 x 10 minutes or for as long as the PC is in contact with the allergen. The character also suffers a penalty of -10% to all skills. Refer to <i>Table 1.6b - Marakush - Allergies</i> for details on the type of allergy.	97%	Severe speech impairment. The PC suffers a -1/2 D10 (minimum -3) penalty to their Bardic Voice and suffers a -2D10 + 10% penalty to any voice dependant skills.
61-63% ¹	You suffer a serious allergic reaction. This is the same as above but the PC also suffers some shortness of breath. Attacks last for 1/2 D10 x 20 minutes or for as long as the character is in contact with the allergen. The character also suffers a -39% penalty to physical skills, a -13% penalty to non-physical skills and -1 Fatigue Point per 2 levels that CON is less than 20. The lost Fatigue Points can not be regained until the attack is over. Refer to <i>Table 1.6b - Marakush - Allergies</i> to determine the nature of the allergy affecting the PC.	98-99%	Twice cursed. Roll twice on <i>Table 1.6a - Marakush - Curses</i> .
		100%	Thrice cursed. Roll three times on <i>Table 1.6a - Marakush - Curses</i> .
		¹ An allergy is not possible if the PC has a CON 20+. If so, roll again.	

TABLE 1.6A – MARAKUSH - CURSES



STEP 6 - THE "CURSE"

Note: For Table 1.6a - Marakush - Curses on page 6.

Poorly Aspected PC's **must** roll 1D100 against Table 1.6a - Marakush - Curses. Remember how the omens warned at the PC's birth that powerful forces might be at work opposing him? A Curse lying upon the character is part of the outcome of that less than auspicious beginning.

Neutrally Aspected and **Well-Aspected** PC's do not have to roll for a Curse unless it is indicated they must do so later on. However, a player can always opt for his character having a Curse in order to make things "interesting". In such an instance, roll randomly or be allowed to choose the Curse you want for the PC. A player who decides to roll for or select a Curse voluntarily gains a bonus of **+5 PC Points**.

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

TABLE 1.6B - MARAKUSH - ALLERGIES

Special Ability/Talent	PC Point Cost
Ambidextrous	-10
Born with an aptitude for a skill	-15
Enhanced Sight	-5
Extra Magical Spells	-10
Extraordinary Potential	-10
Fey Affinity (w)	-5
Fey Blood (w)	-5
Healing Powers	-20
Keen Hearing	-3
Light Sleeper	-5
Low Metabolic Rate	-5
Night Vision	-5
Premonition	-7
Resistant to Disease	-5
Resistant to Magick	-10
Resistant to Poison	-5
Scholarship	-5
Sense Auras	-7
Sense Good & Evil	-5
Speak with Animals (w)	-7
Unerring Sense of Direction	-5
Well Conditioned	-10

¹For further information see Appendix A - Special Abilities & Defects, Table A.1 - Marakush - Animal Types

TABLE 1.7A - MARAKUSH - SPECIAL ABILITIES & TALENTS

STEP 7 - SPECIAL TALENTS & ABILITIES

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

- 1 Elect to have no special talents or abilities, **or**
- 2 Purchase up to 3 special talents or abilities at the appropriate PC Points cost as shown in Table 1.7a - Marakush - Special Abilities & Talents.

Note: Any PC who decides that their character has a special ability or talent, must also possess a Flaw. Even if the PC possess several special abilities or talents, they need only possess a minimum of **one** flaw (refer to Step 8 - Character Flaws, Deficiencies & Defects).

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

Special abilities denoted **(w)** are limited to Well Aspected characters **only**.

For further information on the various special abilities, refer to **Chivalry & Sorcery: The Rebirth - Vol. 1 Core Rules**.

STEP 8 - CHARACTER FLAWS, DEFICIENCIES & DEFECTS

A player may elect to have any number of flaws up to a maximum of **+25 PC Points gained** as shown in Table 1.8a - Marakush - Flaws on page 8 overleaf.

Note: Characters who possess a special talent or ability **must** have a **Flaw** to their character so gain one Flaw without gaining any PC Points. Should they then decide to have further Flaws, they may gain PC Points as above.

For detailed descriptions of the deficiencies and defects and hints on how they can affect role-play, see **Chivalry & Sorcery: The Rebirth - Vol. 1 Core Rules**.



Deficiency/Defect	PC Point Bonus
Absent-Minded	+10
Angry	+5
Argumentative	+3
Arrogant	+10
Avaricious	+10
Cannot Hold Liquor	+7
Clumsy	+10
Compulsive Gambler	+10
Compulsive Liar	+7
Cowardly	+15
Deep Sleeper	+5
Disrespectful	+7
Drunkard	+7
Envious	+5
Frivolous	+5
Gluttonous	+5
Hypochondriac	+3
Impatient	+3
Kleptomaniac	+10
Larcenous	+5
Lazy	+3
Letcherous	+7
Lustful	+5
Major Phobia ¹	+10
Manic-Depressive	+7
Megalomaniac	+7
Minor Phobia ¹	+5
Over-confident	+7
Overly Trusting	+10
Severely Phobic	+13
Rude	+5
Poor Hearing	+4
Poor Vision	+4
Paranoid	+5
Pessimistic	+5
Slovenly	+3
Slothful	+7
Tactless	+10
Vengeful	+10

¹Roll 1D100 dice against *Table 1.9a – Marakush - Phobias* to identify the PC's phobia.
Note: no further PC Points are gained for this roll.

TABLE 1.8A – MARAKUSH - FLAWS

STEP 9 – PERSONAL FEARS

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

Any player desiring a Phobia for his character can either:

- 1 Roll a 1D100 and compare the result with *Table 1.9a – Marakush - Phobias*, or
- 2 Select a Phobia from those listed in *Table 1.9a – Marakush - Phobias*. There is no cost or gain of PC Points for electing to have a Phobia, it only needs to be something you can role-play well.

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

MORALE CHECK VS FEAR & PHOBIAS

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

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

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

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

TABLE 1.9A - MARAKUSH - PHOBIAS



STEP 10 - DETERMINE CHARACTER SIZE

DETERMINE CHARACTER'S HEIGHT

The player has the choice of the following:

- 1 Roll the **Height Die** (for male characters this is **2D10 + 62**, and for female characters this is **2D10 + 59**) to give the **Height Factor**. This is the PC's height in inches, **or**
- 2 Default to the average height for the PC (for males this is 73 inches and for female character's 70 inches), **or**
- 3 Pay **5 PC Points** to increase or decrease the PC's average height by up to 6 inches.

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

TABLE 1.10A – MARAKUSH - WEIGHT MODIFIERS

DETERMINE CHARACTER'S WEIGHT

The basic Weight (WT) of any character is 10 lbs plus 5 lbs for every inch in height over 40 inches. To modify this in respect of the PC's build compare the PC's Build Factor to *Table 1.10a – Marakush - Weight Modifiers* and amend the basic weight calculation by the given percentages (rounding up any fractions).

STEP 11 - DETERMINE CHARACTER BODY POINTS

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

DETERMINING BASIC BODY POINTS

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

- 1 Add Body from *Table 1.11a - Marakush - Weight Factor*
- 2 Add **Constitution** attribute
- 3 Add **1/2 Strength** attribute (rounded down)

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

TABLE 1.11A – MARAKUSH - WEIGHT FACTOR

RECOVERING BODY POINTS

The **Body Recovery Rate (BRR)** or the rate at which a character recovers lost Body Points through natural healing. *Table 1.11b – Marakush - Body Recovery Rates* shows the percentage of Body Points recovered each day (rounded up) and depends on the level of a character's Constitution.

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

TABLE 1.11B – MARAKUSH - BODY RECOVERY RATES (BRR)

DETERMINE CHARACTER'S BUILD

The player has the choice of the following:

- 1 Roll the **Build Die** (for male characters this is **1D10 + 2**, and for female characters this is **1D10 - 1**) and if applicable, modify the result by the following:
 - If a PC has **Agility 15-19**, reduce the result by -1
 - If a PC has **Agility 20+**, reduce the result by -2
 - If a PC has **Constitution 15-19**, increase the result by +1
 - If a PC has **Constitution 20+**, increase the result by +2

This will give you the PC's **Build Factor**, **or**
- 2 Default to the average build for the PC (for males this is 07 = Heavy, and for females this is 04 = Average), **or**
- 3 Pay **5 PC Points** to increase or decrease the PC's Build Factor by one level. The Build Factor can be modified by a maximum of 3 levels.



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

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

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

NEGATIVE BODY LIMITS

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

RESIST DISEASE (RD%)

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

STEP 12 - DETERMINE CHARACTER FATIGUE POINTS

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

DETERMINING BASIC FATIGUE POINTS

To calculate your PC's Fatigue Points:

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

RECOVERING FATIGUE POINTS

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

The amount of Fatigue Points regained after 10 minutes of rest, as shown in *Table 1.12a - Marakush - Fatigue Recovery Rates* is the amount of Fatigue Points recovered in the first 10 minutes of rest following any form of activity. This requires the individual PC to simply sit and do nothing, gradually "getting his breath back".

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

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

TABLE 1.12A – MARAKUSH - FATIGUE RECOVERY RATES (FRR)

STEP 13 - DETERMINE CHARACTER LIFTING & CARRYING CAPACITY

LIFTING CAPACITY (LCAP)

Lifting Capacity (LCAP) is the weight a character can lift over his head. To determine a character's lifting ability, compare his Strength rating to Body weight as shown in *Table 1.13a – Marakush - Strength/Body Ratio*.

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

TABLE 1.13A – MARAKUSH - STRENGTH/BODY RATIO

CARRYING CAPACITY (CCAP)

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

To reflect this, Carrying Capacity is calculated as **1/2 x LCAP** (rounding up).

STEP 14 - DETERMINE CHARACTERS JUMPING ABILITY

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

The character's **Jump** is calculated as **2 feet + 1/4 x (STR + AGIL)**.

STEP 15 - DETERMINE CHARACTERS MOVEMENT

DETERMINING BASE ACTION POINTS (BAP)

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

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

Round fractions **down** when computing Base Action Points (BAP). Include all levels possessed in AGIL even if over AGIL 20 but **the maximum that can be included for INT or CON levels is INT 20 and CON 20.**



1D100	Star sign	Favoured Skills & Benefits	Symbol	Drago calender Start	End	Urtish calender Start	End
01-09%	Estero	Materia Magica, Any Lore	Pentacle	1st Hare	15th Fox	1st Inarr	45th Inarr
10-17%	Dragus	Combat, Materia Magica	Dragon	16th Fox	30th Hawk	1st Chefror	45th Chefror
18-24%	Hyandin	Combat, Perception	Wolf	1st Stag	15th Eagle	1st Maruth	45th Maruth
25-31%	Aracnus	Thievery, Crafts	Spider	16th Eagle	30th Horse	1st Ebrild	45th Ebrild
32-38%	Pegasar	Materia Magica, Materia Medicina	Pegasus	1st Trout	15th Storm	1st Mald	45th Mald
39-45%	Cressa	Agriculture, Animal	Sickle	16th Storm	30th Dragon	1st Mehevin	45th Mehevin
46-52%	Hadris	Charisma, Cooking & Brewing	Lady	1st Bear	15th Deer	1st Gorrfriend	45th Gorrfriend
53-60%	Khazan	Crafts, Materia Medicina	Mountain	16th Deer	30th Boar	1st Asut	45th Asut
61-69%	Gohan	Combat, Outdoor	Gosut lion	1st Wolf	15th Troll	1st Medi	45th Medi
70-78%	Skenn	Combat, Mental Fortitude	Sword	16th Troll	30th Frost	1st Hydrek	45th Hydrek
79-88%	Hadrin	Athletic, Agriculture	Man	1st Snow	15th Ice	1st Tached	45th Tached
89-97%	Tempes	Seamanship, Outdoors	Rain	16th Ice	30th Death	1st Ragfyrn	45th Ragfyrn
98-100%		Select any Birth Sign					

TABLE 1.16A - MARAKUSH - BIRTH SIGNS & SYMBOLS

STEP 16 - DETERMINE CHARACTERS HOROSCOPE

CASTING THE HOROSCOPE

The player may elect to either:

- 1 Roll a 1D100 and compare the result to *Table 1.16a – Marakush - Birth Signs & Skills*, or
- 2 Pay **-10 PC Points** to choose the Birth Sign desired.

BIRTH SIGN SKILLS

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

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

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

SUCCESS BONUSES FOR HAVING WELL ASPECTED SKILLS

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

Character's Starting Age	Skill Points	PC Point Cost
13	25	+10
14	30	+8
15	35	+6
16	40	+4
17	45	+2
18	50	—
19	55	-2
20	60	-4
21	65	-6
22	70	-8
23	75	-10
24	80	-12
25	85	-14

TABLE 1.17A – MARAKUSH - PC AGE

STEP 17 - CHARACTER AGE

Within the **Heroes of Marakush**, it is age which determines a character's starting experience. These rules enable a character to start either younger or older than the base age of 18 years.

A player has the opportunity to:

- 1 Default to the base age of 18, or
- 2 Pay the appropriate amount of PC Points as shown in *Table 1.17a – Marakush - PC Age* to select the character age required.

The experience points obtained can be spent on skills etc. and may result in the character starting higher than Level 1.

STEP 18 - DETERMINE CHARACTER'S PERSONALISING TRAITS

A character becomes more of an individual the more a "personalises" him. Remember in **Chivalry & Sorcery**, especially in the **Heroes of Marakush** the more detail, the better!

NAMING THE PLAYER CHARACTER

Names are **important**. When choosing a name for your character, consider what you are trying to say about him or her. In the **Heroes of Marakush** campaign, characters initially come from the Kingdom of Solda. Names of characters from Solda should have a Germanic sound but this is not exclusive. In the end, it is the player's choice! He has to live with it!

PERSONAL FOIBLES

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



VOCATIONS

In the **Heroes of Marakush** campaign characters are restricted to the following vocations:

Warriors

Knights (Landless)
Sergeants-at-arms & Petit
Sergeants
Common Men-at-arms
Foresters

Thieves

Burglars
Beggars
Cut-purses

Physicians & Heralds

Mages

Guild of Esoteric Lore:

Diviners
Enchanters
Hex Masters
Thaumaturges

Ancient Order of Elemental

Magic (Secretive Order:
Elementalists - Air, Earth, Fire
and Water

Priests

Friars - Church of Urto
Monastics - Church of Urto
Ordained Clergy - Church of
Urto & Temple of Tyrith

Priest Mages

Witches
Druids

Religious Fighting Order

Knights
Chaplains

A character begins play with level 0 in his background skills, in addition they also receive these common skills that can also be regarded as Background skills unless listed under the vocation as Primary Skills.

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

A character receives 10 skills from his vocational list at level 1. At least 6 of these must be from his primary skill. Where a character has combat skills listed, then all of these combat skills are classed as vocational, but the number that a character can choose to start with is limited to the number shown.

Primary (or Vocational) Skills

Primary or Vocational Skills are skills that are essential to the vocation chosen by the character. The PC learns Primary Skills at a **Difficulty Factor (DF)** of **-1 DF**.

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

Secondary Skills

Secondary Skills may also form part of the character's vocation but they are not considered as practised or as necessary as Primary Skills.

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

Tertiary (or Hobby) Skills

A character also has a number of **Tertiary (or Hobby) Skills** which are the characters pastimes. They are learnt at an increased **Difficulty Factor (DF)** of **+1 DF**. These Tertiary Skills can be used on a regular basis throughout the game. It may transpire that any regularly used Tertiary Skills can be promoted to Secondary Skills. The number of starting Tertiary skills are as follows:

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

TABLE 2.1 – NUMBER OF TERTIARY SKILLS

Mastered Skills

A character may not assign his 5 mastery slots. **Mastered Skills** gain a bonus of **-1 DF** to its learning and improving rates. In addition, a player will gain one additional level in skills that are initially mastered when selecting his ten starting skills, therefore any such Primary (or Vocational) Skills begin at Level 2 and -2 DF and any Background and Secondary skills begin at Level 1 and -1 DF when mastered.

WARRIORS

Knights (Landless)

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

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

TABLE 2.2 - VOCATIONAL SKILLS - KNIGHTS (LANDLESS)



Sergeants-at-Arms & Petit Sergeants

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

Sergeant's Primary Skills (-1 DF to learn) ¹	Sergeant's Secondary Skills (-1 DF if for Mastery)
Animal Riding ² Mounted Combat ³ Conditioning Endurance Any Combat Skills (except K Only)	Any K Only Combat Skills ⁴ Weaponsmithing & Armoury Leadership First Aid Stamina Any background skills
Initial Number of Combat Skills	6
¹ Any vocational skills that are selected for Mastery carry a -2 DF advantage. ² Animal Riding must be selected as the first skill chosen for Mastery. Characters qualified by birth and background to become feudal Sergeants have basic knowledge. ³ Mounted Combat must be the second skill selected for Mastery. It was the Sergeants role to fight alongside his Knight! It was not enough to have fighting prowess, his identity as a mounted warrior was based on his prowess in the saddle. ⁴ Knight only combat skills are restricted to Ride a Warhorse, Wear Battle Armour and Cavalry Lance. Sergeants-at-Arms would be more likely to have Knightly Secondary Skills than Petit Sergeants would because they have a greater chance of obtaining regular training in them.	

TABLE 2.3 - VOCATIONAL SKILLS - SERGEANTS-AT-ARMS & PETIT SERGEANTS

Common Men-at-arms

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

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

TABLE 2.4 - VOCATIONAL SKILLS - COMMON MEN-AT-ARMS

Foresters

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

Forester's Primary Skills (-1 DF to learn) ¹	Forester's Secondary Skills (-1 DF if for Mastery)
Archery or Hurling Javelins ² Any Outdoors Skills ³ Combat skills (marked F) Bestiary Lore Regional and National Geography ⁵ Regional and National History ⁶ Herbalism	Any Combat skills not K only Conditioning ⁴ Endurance ⁴ Stamina ⁴ First Aid Bowery & Fletching Any background skills
Initial Number of Combat Skills	4
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage. ² Either Archery or Hurling Javelins must be the first skill selected for Mastery. ³ Outdoor skills are mandatory for any Forester and he possess a minimum of three of these skills. Also half of their Mastery slots must spent on Outdoor Skills. If the PCs father's vocation is a Forester, the character will start with background knowledge in any four Outdoor Skills. ⁴ If born to a Forester background, the character will have basic knowledge in these athletic skills. ⁵ Foresters only learn knowledge of forests within these skills.	

TABLE 2.5 - VOCATIONAL SKILLS - FORESTERS

THIEVISH VOCATIONS

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

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

All thievish characters receive the following basic Primary (Vocational) Skills at level 0 at no cost. However, in addition each of the specialist types of thief has their own special areas of competence.

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

TABLE 2.6 - BASIC THIEVES' PRIMARY SKILLS

**Burglars**

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

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

TABLE 2.7 - VOCATIONAL SKILLS - BURGLARS

Beggars

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

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

TABLE 2.8 - VOCATIONAL SKILLS - BEGGARS

Cut-Purses

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

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

TABLE 2.9 - VOCATIONAL SKILLS - CUT-PURSES

PHYSICIANS & HERALDS**Physician**

Primary Attribute: Intellect (INT)
Secondary Attribute: Agility (AGIL)

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

TABLE 2.10 - VOCATIONAL SKILLS - PHYSICIAN

Herald

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

A Herald is similar to an Adventurer. He requires **Heraldry** plus Charismatic skills, and high BV and INT levels are also useful. He should also be able to read and write.

Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF if for Mastery)
Riding & Mounted Combat ¹ Heraldry ² Any 2 Combat skills marked (K) ³ Diplomacy & Politics ⁴ Conditioning ⁵ Endurance ⁵ Stamina ⁵ Battlefield Tactics ⁶ Leadership Any 3 Languages (Spoken & Written) Any Noble Skills	Any other Combat skills First Aid Any background skills
¹ Riding & Mounted Combat constitute the essential skill for any Knight and must be selected for Mastery before any other skill. ² Heraldry must be the second skill selected for Mastery. ³ The next two skills selected for Mastery must be Combat skills characteristic of Knighthood even though a Herald normally does not engage in battle. ⁴ Diplomacy & Politics must be the fifth skill selected for Mastery. ⁵ If from a chivalric or noble background, Conditioning, Endurance and Stamina training are part of a character's rigorous preparation for Knighthood. They are learnt and improved as a matter of course at -2 DF (BCS +20%, -2 SKP, -200 EXP) and need not be selected for Mastery. ⁶ A character of noble background with an INT+WIS = 28+ will learn Battlefield Tactics at -2 DF (BCS +20%, -2 SKP, -200 EXP) and cannot select it for Mastery as this is part of his fundamental training, and since his intellectual capabilities enable him to be considered to have Mastery in the skill.	

TABLE 2.11 - VOCATIONAL SKILLS - HERALD



MAGES

Mages cover all magick users who use the study of magick and bargaining with spirits to practice their arts.

Diviner

Primary Attribute: Intellect (INT)
Secondary Attribute: Wisdom (WIS)

Diviner's Primary Skills (-1 DF to learn) ¹	Diviner's Secondary Skills (-1 DF if for Mastery)
Divination Mode (-3 DF) Laws of Magick Lore of Correspondences Spell Research Divining the Omens Divination Method Arcane Method Summoning Method Transcendental Method	Command Method Plant Method Wards Method Basic Magick - Air Method Basic Magick - Fire Method Basic Magick - Water Method Oratory Any Lore Historical Read Character Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.12 - VOCATIONAL SKILLS - DIVINERS

Enchanter

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

Enchanters use music and song to cast their spells and a few will use poetry or dance in their arts. The enchanter is particularly adept at the methods of Command and Illusion. If an enchanter lacks any of the following skills, penalties are applied until skill is acquired:

Singing or Poetic Recitation: -10% to TSC% for magick targeting rolls

Play Musical Instruments or Dancing: -10% TSC% to all magick methods.

Enchanter's Primary Skills (-1 DF to learn) ¹	Enchanter's Secondary Skills (-1 DF if for Mastery)
Enchantment Mode (-3 DF) Lore of Correspondences Sing Any Musical Instruments Poetic Recitation Any Dance Command Method Illusion Method Summoning Method Transmutation Method Wards Method Any Languages (Spoken) Any 2 Languages (Written) Any 2 Charismatic skills Any 3 Materia Magicka Any 2 Lore Historical Meditation	Spell Research Basic Magick - Air Method Basic Magick - Fire Method Basic Magick - Water Method Arcane Method Transcendental Method Any Charismatic skills Any Material Magicka Any Arts & Entertainment skills Any Lore Historical any 2 Languages (Written) Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.13 - VOCATIONAL SKILLS - ENCHANTERS

Hex Master

Primary Attribute: Intellect (INT)
Secondary Attribute: Discipline (DISC)

Hex Master's Primary Skills (-1 DF to learn) ¹	Hex Master's Secondary Skills (-1 DF if for Mastery)
Magecraft Mode Laws of Magick Lore of Correspondences Any 3 Lore Historical Any 7 Methods of Magick Any 3 Materia Magicka skills Any 3 Languages (Written) Any 3 Languages (Spoken)	Any Methods of Magick Any Lore Historical Any Languages (Written) Any Languages (Spoken) Any Material Magicka Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.14 - VOCATIONAL SKILLS - HEXMASTER

Thaumaturge

Primary Attribute: Intellect (INT)
Secondary Attribute: Agility (AGIL)

Thaumaturge's Primary Skills (-1 DF to learn) ¹	Thaumaturge's Secondary Skills (-1 DF if for Mastery)
Thaumaturge Mode (-3 DF) Oratory Con Any 2 Materia Magicka Any 2 Languages (Spoken) Any 2 Languages (Written) Any 1 Lore Historical Sleight of Hand Illusion Method Command Method Transmutation Method Wards Method	Any 2 Thievery skills Any Languages Any Arts & Entertainment skills Any Materia Magicka Basic Magick - Air Method Basic Magick - Fire Method Arcane Method Divination Method Plant Method Summoning Method Transcendental Method Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.15 - VOCATIONAL SKILLS - THAUMATURGE

Elementalist

Primary Attribute: Intellect (INT)
Secondary Attribute: Constitution (CON)

Elementalists are amongst the most primitive of all the mage types. Their mastery over the elements exceeds that of any other mage type. The Elementalist over the centuries has become more and more specialised as their art has developed. There can now be found four kinds of Elemental Magus, one for each of the four elements. The Elementalist vocation consists of a set of common skills that each Elementalist can learn and a set of additional specialist skills appropriate to a specific type of Elementalist.

Elementalist's Primary Skills (-1 DF to learn) ¹	Elementalist's Secondary Skills (-1 DF if for Mastery)
Law of Magick Law of Correspondences Any Materia Magicka + <i>specialist skills</i>	Spell Research Spell Enhancement Any Languages Word of Guard Any background skills + <i>specialist skills</i>
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.16 - BASIC ELEMENTALIST'S PRIMARY & SECONDARY SKILLS



Air Elementalists' Primary Skills (-1 DF to learn) ¹	Air Elementalists' Secondary Skills (-1 DF if for Mastery)
Air Elementalists Mode (-3 DF) Basic Magick - Air Method Basic Magick - Fire Method Basic Magick - Water Method Command Method Divination Method Wards Method	Interpret Omens (Aeromancy) Basic Magick - Earth Method Arcane Method Summoning Method
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.17 - VOCATIONAL SKILLS - AIR ELEMENTALISTS

Earth Elementalists' Primary Skills (-1 DF to learn) ¹	Earth Elementalists' Secondary Skills (-1 DF if for Mastery)
Earth Elementalists Mode (-3 DF) Basic Magick - Earth Method Basic Magick - Fire Method Basic Magick - Water Method Command Method Wards Method Summoning Method Word of Guard	Masonry & Stonecutting Gem Cutting Basic Magick - Air Method Arcane Method Divination Method Plant Method
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.18 - VOCATIONAL SKILLS - EARTH ELEMENTALISTS

Fire Elementalists' Primary Skills (-1 DF to learn) ¹	Fire Elementalists' Secondary Skills (-1 DF if for Mastery)
Fire Elementalists Mode (-3 DF) Basic Magick - Fire Method Basic Magick - Air Method Basic Magick - Earth Method Command Method Divination Method Wards Method	Interpret Omens (Pyromancy) Basic Magick - Water Method Arcane Method Summoning Method Word of Guard
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.19 - VOCATIONAL SKILLS - FIRE ELEMENTALISTS

Water Elementalists' Primary Skills (-1 DF to learn) ¹	Water Elementalists' Secondary Skills (-1 DF if for Mastery)
Water Elementalists Mode (-3 DF) Basic Magick - Water Method Basic Magick - Air Method Basic Magick - Earth Method Divination Method Wards Method	Interpret Omens (Hydromancy) Basic Magick - Fire Method Command Method Illusion Method Plant Method Summoning Method
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.20 - VOCATIONAL SKILLS - WATER ELEMENTALISTS

PRIESTS

In these rules the main church is the Church of Urto and its Priest vocations are based on the Christian Priests of the Middle Ages. The Priest relies on his Faith for his power, believing unequivocally in the power of the Divine.

Friars

Primary Attribute: Piety (PTY)
Secondary Attribute: Wisdom (WIS)

Friars are members of a religious order who are reliant on donations for their day to day existence. Although they lead a secular life, they do so in the real world, in an individual existence.

Friar's Primary Skills (-1 DF to learn) ¹	Friar's Secondary Skills (-1 DF if for Mastery)
Faith Calligraphy & Illumination Oratory Any 2 Languages (Written) Any 2 Languages (Spoken) Any Materia Medicina Any Materia Theologica	Poetic Composition Storytelling Any 1 Agricultural skill Singing Brewing Paper & Ink Making Any Lore Historical Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.21 - VOCATIONAL SKILLS - FRIARS

Monastics

Primary Attribute: Piety (PTY)
Secondary Attribute: Discipline (DISC)

In comparison with the Friars, the Monks generally wear brown robes and are attached to a particular monastic community, usually known as an abbey. These are self-contained communities, with a church, refectory, dormitory and guesthouse.

Monastic's Primary Skills (-1 DF to learn) ¹	Monastic's Secondary Skills (-1 DF if for Mastery)
Faith Any 2 Agricultural skills Calligraphy & Illumination Any Languages (Spoken) Any Languages (Written) Any 2 Materia Medicina Any Materia Theologica Singing (Monastic Chants)	Any 1 Lore Scientific Any Resolution skills Paper & Ink Making Any 5 Learned Lore Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.22 - VOCATIONAL SKILLS - MONASTICS

Monastics and Friars have identical organisations, each position requires a certain level of **Personal Faith Factor (PFF)**.

Rank	PFF%	Social Status
Novice	1	7
Lay Brother	5	8
Monk Brother	10	9
Cellarer	15	10
Precentor	20	11
Sacrisant	25	15
Almoner	30	17
Circatore	35	25
Prior	40	40
Abbot	50	50
Father General	75	70

TABLE 2.23 - MONASTICS - RANKS



Ordained Clergy

Primary Attribute: Piety (PTY)
Secondary Attribute: Intellect (INT)

This is someone who has elected to accept Holy Orders and become ordained as a priest into his chosen faith. Ordained Priests are the mediators between the Divine and their mortal worshippers, the mouthpiece of God. They have greater access to the Acts of Faith granted by God. The greater their faith and Piety the greater the Acts of Faith that they may call upon. Ordained Clergy also have the opportunity to retire from their calling and adopt a monastic life. However, this does not remove their ability to mediate with God. Indeed some Ordained Priests have no lay congregation but rather join Fighting Orders as their priests, adopting a military monastic life.

Clergy's Primary Skills (-1 DF to learn) ¹	Clergy's Secondary Skills (-1 DF if for Mastery)
Faith Any Languages (Written) Any Languages (Spoken) Any 1 Charismatic skill Any Materia Theologica Any 3 Learned Lore Materia Medicina	Any 1 Perception skill Any 3 Learned Lore Calligraphy & Illumination Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.24 - VOCATIONAL SKILLS - ORDAINED CLERGY

Within the Clergy there are specific ranks which one may advance though, each one requiring a specific **Personal Faith Factor (PFF)**.

Rank	PFF%	Social Status
Novice	1	7
Reader	5	9
Deacon	10	11
Postulant	15	13
Priest	20	15
Curate	20	18
Chaplain	20	20
Rector	25	25
Rural Dean	30	30
Canon	35	40
Archdeacon	40	55
Bishop	45	75
Archbishop	50	85
Primate	60	95
Cardinal	75	100
Pope	100	150

TABLE 2.25 - ORDAINED CLERGY - RANKS

PRIEST MAGES

The priestly mages are those who practise the old religions. Their vocations call upon the Divine for aid, mingled with knowledge of the Arcane. They are able to practise magick hand in hand with Acts of Faith. These Priest-Mages have survived into the current times, but mainly in seclusion and secrecy.

Witch

Primary Attribute: Intellect (INT)
Secondary Attribute: Piety (PTY)

Witch's Primary Skills (-1 DF to learn) ¹	Witch's Secondary Skills (-1 DF if for Mastery)
Witchcraft Mode (-3 DF) Faith Laws of Magick Lore of Correspondences Herbalism Any 1 Materia Medicina Any 3 Materia Magicka Command Method Divination Method Plant Method Transmutation Method Wards Method	Any 1 Materia Magicka Any 1 Outdoor skill Any 1 Animal skill Any Materia Medicina Vegetable Crops Any 1 Agricultural skill Illusion Method Transcendental Method Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.26 - VOCATIONAL SKILLS - WITCHES

Druids

Primary Attribute: Various
Secondary Attribute: Piety (PTY)

Druids are priestly mages who worship Beleryn, the mother Goddess. Through divination and sacrifice they are said to "know the will of the goddess". In their worship practices, they revere nature and live close to nature, although this does not mean they practice Plant Magick.

Druid's Primary Skills (-1 DF to learn) ¹	Druid's Secondary Skills (-1 DF if for Mastery)
Druid Mode (-3 DF) Divination Method Transcendental Method Transmutation Method Wards Method Faith Interpret Omens Artefact Lore Faerie Lore Spell Enhancement Spell Research Read Character Concentration Theology	Any Lore Scientific Any Lore Historical Any Local History & Legends Command Method Summoning Method Poetic Recitation Oratory Poetic Composition Storytelling Materia Medicina Riddling Meditation Law Any background skills
¹ Any vocational skills that are chosen for Mastery carry a -2 DF advantage.	

TABLE 2.27 - VOCATIONAL SKILLS - DRUIDS



There are four main sub types of Druid. These are shown below along with additional Primary skills and the appropriate Primary Attribute. One type should be selected for the character.

Judges (Brithem)	Teachers
<i>Primary Attribute:</i> Wisdom (WIS)	<i>Primary Attribute:</i> Intellect (INT)
<i>Primary Vocational:</i> Law (-DF 4) Any Lore Historical Diplomacy & Politics Detect Lie	<i>Primary Vocational:</i> Any Lore Historical Any Lore Scientific Theology
Physicians	Poets
<i>Primary Attribute:</i> Intellect	<i>Primary Attributes:</i> Bardic Voice
<i>Primary Vocational:</i> Materia Medicina Vegetable Crops Brewing	<i>Primary Vocational:</i> Riddling Oratory Poetic Recitation Poetic Composition Storytelling

TABLE 2.28 - DRUIDS - TYPES

Druidic Acts of Faith

As Priests of their religion, Druids are able to call upon Divine Power.

All Druidical Acts of Faith are ritual in nature. The time taken to perform the ritual is:

(Act of Faith PFF x 60) / Druid's PFF in minutes

with a minimum time of 1 minute.

Ranks in Druidry

ML	Rank	
1 – 2	Candidate (Fear-iarraidh)	A Candidate is one who has presented himself for study at the Druidic college. They learn some small secrets as they are assessed to see if they are fit to proceed.
3 – 5	Student (Sgoilear)	The Student has proven worthy and will be apprenticed in rites and tasks with more experienced Druids.
6 – 8	Druid (Druidh)	The Druid is a full priest or priestess. The specialist Druids may be assigned to courts of Kings and the Priestly sent to Sacred Places.
9+	Arch Druid (Ard- Druidh)	The Highest Druid in the land. Any other Druid reaching this magical level but not obtaining the office of Arch Druid may take the rank of "Faith" or Seer, if they devote themselves to prophecy and foreseeing the future. Some nations do not have a High Druid, preferring a convocation of equals.

TABLE 2.29 - DRUIDS - RANKS

RELIGIOUS FIGHTING ORDERS:

KNIGHTS AND CHAPLAINS OF THE CHURCH OF URTO

Primary Attribute: Strength (STR)

Secondary Attribute:

Order of the Blue Rose Intellect (INT)

Order of the Bear Constitution (CON)

Order of the Chalice Agility (AGIL)

Within the Church of Urto are three fighting orders, these being the Orders of the Blue Rose, the Order of the Bear and the Order of the Chalice. Each order undergoes specific training that results in additional benefits. These are shown in the vocational table.

In addition, some member of the Orders undergo ordination. These Chaplains of the Orders in to the normal Acts of Faith available to any ordained clergy, have access to unique Acts of Faith. These are as follows:

Order of the Blue Rose - Vision of the Goddess

PFF: 15

SC: Chaplain's Faith TSC%

Cost: -2 FP

This miracle allows the Chaplain, whilst kneeling at the side of an ill patient, to enter a short trance that lasts for 5 minutes. Whilst in the trance he will receive a vision from the Goddess Beleryn allowing him to see into the patient's injuries or illness. The result will give a bonus of **+10%** to their TSC% in any Materia Medicina skill used (if the miracle has a Critical Success the bonus is **+20%**).

Order of the Bear – Wall of the Goddess

PFF: 20

SC: Chaplain's Faith TSC%

Cost: -5 FP

This miracle allows the Chaplain to bring into force a wall of holy fire which is **Faith x 10 feet** long and **2 feet x Crit Die** high. Anyone trying to cross the fiery barricade with evil intent will suffer fire damage equal to the Chaplain's piety (doubled if Critical Success 10 was rolled when casting the miracle). Should someone with no ill feelings to the Chaplain attempt to cross the barrier they will suffer no injury. The barrier lasts for **15 seconds x Faith TSC%**, i.e. a Faith TSC% of 67% gives a duration of 67 x 15 = 1,005 second or 16 minutes 45 seconds.

Order of the Chalice – Breath of the Goddess

PFF: 15

SC: Chaplain's Faith TSC%

Cost: Chaplain -2 FP and Recipient -3 FP

This miracle allows the Chaplain to allow one person to hold their breath underwater for a duration of **15 seconds x Target's Piety** (doubled if a Critical Success 10 is rolled on the Crit Die).



Vocational Skills (-1 DF to learn)	Secondary Skills (-1 DF if for Mastery)												
Riding & Mounted Combat ¹ A or B ² or Order Skills ⁶ Leadership Any Noble skills Any Materia Medicina ⁵	Any other Combat skills Any 2 Language Lore (Spoken) Any 2 Language Lore (Written) Any Materia Theologica skills Any 2 Materia Magica skills Any 2 Historical Lore Any Charismatic skills Any Background skills Order skills ⁶												
¹Riding & Mounted Combat must be the first skill chosen for Mastery. ²The choice of A or B will dictate the technical title of a character within the Holy Fighting Order: A = Any 4 combat skills can be chosen as Primary Skills and Faith as a Secondary Skill. The character will be Squire or Knight in the Fighting Order. B = Any 2 combat skills and Faith can be chosen as Primary Skills, along with one Language (spoken and written) or Historical Lore skill. The character will be a Brother or Reverend Father (Ordained Priest), a Chaplain in the Fighting Order, and Faith will always be the second skill chosen for Mastery. Within the various Marakush orders, 5% of the Order of the Bear will be Chaplains, 10% of the Order of the Chalice and 25% of the Order of the Blue Rose. (The choice of whether the character is a Chaplain of an Order is the player's choice and should not be rolled randomly.) ³If from a chivalric or noble background, Conditioning, Endurance and Stamina training are part of a character's rigorous preparation for Knighthood. They are learnt and improved as a matter of course at -2 DF (BCS +20%, -2 SKP, -200 EXP) and need not be selected for Mastery. ⁴A character of noble background with an INT+WIS = 28+ will learn Battlefield Tactics at -2 DF (BCS +20%, -2 SKP, -200 EXP) and cannot select it for Mastery as this is part of his fundamental training, and since his intellectual capabilities enable him to be considered to have Mastery in the skill. ⁵Some Knights, especially those who become ordained Priests, may become physicians and healers, as Holy Fighting Orders maintain hospitals and minister to the sick and wounded. ⁶In the various Orders additional skills are learnt and these must be shown as one fo the available Mastery slots. The skills are: <table> <tr> <td>Order of the Blue Rose</td><td>Healing Arts 1</td></tr> <tr> <td>Order of the Bear</td><td>One additional combat skill</td></tr> <tr> <td>Order of the Chalice</td><td>Mariner</td></tr> </table> Secondary sills for the Orders are as follows: <table> <tr> <td>Order of the Blue Rose</td><td>Any Lore skills</td></tr> <tr> <td>Order of the Bear</td><td>Any Outdoor skills</td></tr> <tr> <td>Order of the Chalice</td><td>Any Seamanship skills</td></tr> </table>		Order of the Blue Rose	Healing Arts 1	Order of the Bear	One additional combat skill	Order of the Chalice	Mariner	Order of the Blue Rose	Any Lore skills	Order of the Bear	Any Outdoor skills	Order of the Chalice	Any Seamanship skills
Order of the Blue Rose	Healing Arts 1												
Order of the Bear	One additional combat skill												
Order of the Chalice	Mariner												
Order of the Blue Rose	Any Lore skills												
Order of the Bear	Any Outdoor skills												
Order of the Chalice	Any Seamanship skills												

TABLE 2.30 - VOCATIONAL SKILLS - MARAKUSH - CHURCH KNIGHTS



CONVERTING CHARACTERS FOR "THE ART OF WAR" WARGAME AND "C&S SONNETTS", THE C&S LIVE ACTION EXPERIENCE

On the battlefield Characters are individual figures, which represent the various Heroes, Wizards and Priests who may find themselves on the battlefield. They are always based as individual figures with a frontage equal to their height and a depth equal to the type of troop type whether infantry or cavalry (25mm figures have a frontage of 25mm for example. The first of these we shall look at are the Heroes, characters with some fighting ability who do not have the capability of casting spells or praying for miracles.

During conflicts many members of society with above average ability may find themselves on the field of conflict, Knights, Archers, Foresters, Thieves all have something to offer on the battlefield. All characters are classed as 5 figures when making attacks.

These characters also include Player Characters from the role playing version of Chivalry & Sorcery and firstly we shall examine the conversion rules for these characters (these also apply to Wizards and Priests).

Attributes	Description
Attack Rating (AR)	This attribute is calculated by adding the bonus for the weapon type (+1 for Light, +2 for Medium, +3 for Heavy and +4 for Two handed) to the PSF bonus (PSF / 10 round up) of the characters main weapons. Increase this score by 1 for every 5 levels of experience of the character (6-10 levels of experience would give a +2 bonus)
Defence Rating (DR)	This attribute is calculated by adding the bonus for the armour used (+3 for Battle, Defence, +2 for Heavy, +1 for Light) and the shield if any (+1 for Light, +2 for Heavy and +4 Point for Tower) to the PSF bonus (PSF / 10 round up) of the characters Dodge and Shield play skill. Increase this score by 1 for every 5 levels of experience of the character (6-10 levels of experience would give a +2 bonus)
Move	The number of movement points a character has is equal his Base Action Points divided by 2 rounded up (Characters can ignore the movement reductions for armour).
Morale	A characters Morale level is equal to the characters Discipline score divided by 2 plus the PSF bonus (PSF / 10 round up) of the characters Willpower skill. Increase this score by 1 for every 5 levels of experience of the character (6-10 levels of experience would give a +2 bonus)
Body	A characters Body is equal to the Table top PC's Body divided by 10 rounded up.

Characters receive a number of Saving throws in a battle equal to their level in the role playing game. These saving throws cost 2 points each. These saving throws allow a Character to ignore the results of damage and are made by rolling a D10. To this is added their Defence and Body score and if this exceeds the damage dealt then no damage occurs.

Characters may also have Battlefield Tactics and Leadership scores as indicated in Chapter 1 – Troop Characteristics at the appropriate costs (this is calculated as the skill PSF / 10 rounded up). Characters may also act as generals commanding armies.

A Mage will have a Magick Level (ML), which indicates how many points are available for spell casting and also what levels of spells are available. A Mage can cast any spell which has a MR rating of 2 or more below his ML, so a Mage with ML 7 could cast any spells up to MR 5 in level and have 7 points to cast such spells per battle turn. Although it could be assumed that all spells are available, only certain spells would prove effective on the battlefield. When resolving a spell attack a Mage figure should be counted as equivalent of 5 figures when attacking. Certain spells may require more than 1 round to cast.

A Priest can call upon any Act of Faith which has a Faith Rating (FR) rating equal to or lower than its FL, so a Priest with FL 5 has access to Acts of Faith up to FR 5 in level and have 5 points to call upon such acts per battle turn. Although it could be assumed that all Acts of Faith are available, only certain Acts of Faith would prove effective on the battlefield. Certain Acts of Faith may require more than 1 round to cast.

A list of available spells and acts of faith for the wargame will be made available on the website.

LIVE ACTION

Live action will allow the use of any skill the tabletop character possesses. Further information on the use of these skills will be given at the preliminary event at Dudley Bug Ball 2002.

The combat system if used will be **NON-CONTACT** on Health and Safety grounds, and due to the number of families that may be taking part.

It will utilise the Art of War character statistics. Each player will have a number of laminated cards representing their available weapons. Each weapon having an Attack Rating.

If a character wishes to attack another player then he must state that is his intention and select his Laminated Attack Card. The defender must then reveal his Defence Card. If the Attack Card score is higher than the defenders card then the difference is the damage inflicted and is removed from the characters body. If the defenders card is higher he gets a free counter blow, before taking his own attack. It should be noted that the original attacker does not have the opportunity for a counterblow.

HEROES OF MARAKUSH – CHARACTER SKILL LISTING - PAGE 1 OF 10

SKILL NAME	ATTRIBUTES	DF	BCS	%	SKP	PRE-REQUISITE
<u>AGRICULTURAL SKILLS</u>						
Field Crops	Strength & Wisdom	DF 3	40%	3%	5 SKP	-
Fruit Crops	Intellect & Wisdom	DF 3	40%	3%	5 SKP	-
Vegetable Crops	Wisdom x 2	DF 2	50%	3%	4 SKP	-
Viniculture	Intellect & Wisdom	DF 3	40%	3%	5 SKP	-
<u>ANIMAL SKILLS</u>						
Animal Husbandry:	Intellect & Wisdom					
Bee-Keeping		DF 4	30%	3%	6 SKP	-
Cattle Herding		DF 3	40%	3%	5 SKP	-
Horse Breeding		DF 4	30%	3%	6 SKP	-
Running a Dairy		DF 3	40%	3%	5 SKP	-
Pig Raising		DF 2	50%	3%	4 SKP	-
Poultry Raising		DF 2	50%	3%	4 SKP	-
Sheep Herding		DF 2	50%	3%	4 SKP	-
Animal Handling & Drover	Intellect & Wisdom	DF 3	40%	3%	5 SKP	-
Animal Riding	Strength & Discipline					
Donkey		DF 2	50%	3%	4 SKP	
Horse, Pony, Mule		DF 3	40%	3%	5 SKP	
Camel		DF 4	30%	3%	6 SKP	
Exotic Animal		DF 5	20%	3%	7 SKP	
Mythical/Legendary Beast		DF 6	10%	3%	8 SKP	
Animal Training [-]	Bardic Voice & Discipline	DF 3	40%	3%	5 SKP	-
Animals: Veterinary [-]:						
Veterinary Surgery	Intellect & Agility	DF 3	40%	3%	5 SKP	-
Veterinary Medicine	Intellect & Wisdom	DF 4	30%	3%	6 SKP	-

ARTS & ENTERTAINMENT SKILLS

Acting: Costume & Make-Up	Intellect & Discipline	DF 3	40%	3%	5 SKP	-
Acting: Performance	Bardic Voice & Discipline	DF 4	30%	3%	6 SKP	-
Acting: Ventriloquism	Bardic Voice & Agility	DF 4	30%	3%	6 SKP	-
Calligraphy & Illumination [-]	Agility & Discipline	DF 4	30%	3%	6 SKP	-
Dancing: Court Dancing	Agility & Discipline	DF 2	50%	3%	4 SKP	-
Dancing: Folk Dancing	Agility & Discipline	DF 2	50%	3%	4 SKP	-
Juggling	Agility x 2	DF 2	50%	3%	4 SKP	-
Musical Instruments:						
Bagpipes	Constitution & Bardic Voice	DF 4	30%	3%	6 SKP	-
Drums	Agility x 2	DF 2	50%	3%	4 SKP	-
Flutes	Agility & Bardic Voice	DF 3	40%	3%	5 SKP	-
Horns	Constitution & Bardic Voice	DF 3	40%	3%	5 SKP	-
Strings	Agility x 2	DF 3	40%	3%	5 SKP	-
Painting & Sketching	Agility x 2	DF 4	30%	3%	6 SKP	-
Poetic Composition	Bardic Voice & Wisdom	DF 4	30%	3%	6 SKP	-
Poetic Recitation	Bardic Voice & Intellect	DF 3	40%	3%	5 SKP	-
Sculpting	Agility & Discipline	DF 4	30%	3%	6 SKP	-
Singing	Bardic Voice & Intellect	DF 4	30%	3%	6 SKP	-
Sleight of Hand	Agility x 2	DF 4	30%	3%	6 SKP	-
Storytelling	Bardic Voice & Wisdom	DF 4	30%	3%	6 SKP	-

ATHLETIC SKILLS

Boxing	Strength & Agility	DF 4	30%	3%	6 SKP	-
Climbing	Strength & Constitution	DF 3	40%	3%	5 SKP	-
Conditioning (NS) [-]	Body Points	DF 5	n/a	-	7 SKP	-
<i>Each level gives +1 to Body to a maximum of ¼ of his initial Body</i>						
Endurance (NS) [-]	Fatigue Points	DF 4	n/a	-	6 SKP	-
<i>Each level gives +1 to Fatigue to a maximum of ½ of his initial Body</i>						
Jumping (NS) [-]	Jump Distance	DF 3	n/a	-	5 SKP	-
<i>Each level gives +1 to Jump Factor to a maximum of ½ of his base Jump Factor</i>						
Stamina	Strength & Constitution	DF 3	40%	3%	5 SKP	-
Swimming	Strength & Constitution	DF 3	40%	3%	5 SKP	-
Wrestling	Strength & Agility	DF 4	30%	3%	6 SKP	-

CHARISMATIC SKILLS

Bargaining	Bardic Voice & Wisdom	DF 3	40%	3%	5 SKP	-
Begging	Bardic Voice & Wisdom	DF 3	40%	3%	5 SKP	-
Charm	Bardic Voice & Appearance	DF 4	30%	3%	6 SKP	-
Con	Bardic Voice & Wisdom	DF 4	30%	3%	6 SKP	-
Diplomacy & Politics	Bardic Voice & Wisdom	DF 4	30%	3%	6 SKP	-
Intimidation	Stength & Discipline	DF 4	30%	3%	6 SKP	-
Leadership	Bardic Voice & Discipline	DF 4	30%	3%	6 SKP	-
Oratory	Bardic Voice & Discipline	DF 4	30%	3%	6 SKP	-

COMBAT SKILLS

Archery	Agility x 2	DF 5	20%	3%	7 SKP	-
<i>There are a number of sub-skills which can be specialised in at the cost of an extra 5 Experience Points (5 SKP) each.</i>						
<i>Every sub-skill gives modifiers to the TSC% of the general Archery skill.</i>						
Crossbow	+20 to TSC%					
Composite Bow	+10 to TSC%					
Elven Longbow - Non-Elves	+0 to TSC%					
- Elves	+10 to TSC%					
Longbow	+5 to TSC% and +1 to Crit Die					
Shortbow / Selfbow	+15 to TSC%					
Axes (K) (F)	Strength x 2	DF 4	30%	3%	6 SKP	-
Battlefield Tactics (K Only)	Intellect & Wisdom	DF 5	20%	3%	7 SKP	-
Brawling (K) (F)	Strength & Agility	DF 3	40%	3%	5 SKP	-
Cavalry Lances (K Only)	Agility & Discipline	DF 5	20%	3%	7 SKP	Mounted Combat
Chivalric Great Blow (K Only) (NS) [-]	None	DF 5	n/a	-	7 SKP	-
Dodge (K) (F)	Agility & Wisdom	DF 3	40%	3%	5 SKP	
Fighting Staves (K) (F)	Strength & Agility	DF 4	30%	3%	6 SKP	
Flails (K Only)	Strength & Discipline	DF 5	20%	3%	7 SKP	
Great Swords (K)	Strength x 2	DF 5	20%	3%	7 SKP	
Hurling Axes (K) (F)	Strength & Agility	DF 3	40%	3%	5 SKP	Axes
Hurling Javelins (F)	Strength & Agility	DF 3	40%	3%	5 SKP	Spears
Horse Archery	Agility x 2	DF 5	20%	3%	7 SKP	Animal Riding & Archery
Knife & Dagger Fighting (K) (F)	Agility x 2	DF 3	40%	3%	5 SKP	
Maces, Hammers & Clubs (K) (F)	Strength x 2	DF 4	30%	3%	6 SKP	
Mounted Combat (K Only)	Agility x 2	DF 5	20%	3%	7 SKP	Animal Riding
Pole Arms	Strength & Discipline	DF 6	10%	3%	8 SKP	
Riding a Warhorse (K Only)	Agility x Discipline	DF 5	20%	3%	7 SKP	Animal Riding (Horse)
Shield Play Light Shields (K)	Strength & Agility	DF 4	30%	3%	6 SKP	
Shield Play Heavy Shields (K)	Strength & Agility	DF 4	30%	3%	6 SKP	
Short Swords (K) (F)	Strength & Agility	DF 4	30%	3%	6 SKP	
Slashing Swords (K) (F)	Strength & Agility	DF 4	30%	3%	6 SKP	
Slings (F)	Agility x 2	DF 4	30%	3%	6 SKP	

HEROES OF MARAKUSH – CHARACTER SKILL LISTING - PAGE 4 OF 10

Spears (K) (F)	Strength & Discipline	DF 4	30%	3%	6 SKP	
Throwing Knives & Daggers (F)	Agility x 2	DF 4	30%	3%	6 SKP	Knife & Dagger Fighting
Throwing Objects	Agility x 2	DF 3	40%	3%	5 SKP	
Wearing Light Armour (K) (F) (NS) [-]	None – Only Basic Knowledge Required	DF 3	n/a	-	5 SKP	Wearing Light Armour
Wearing Heavy Armour (K) (NS) [-]	None – Only Basic Knowledge Required	DF 4	n/a	-	6 SKP	Wearing Heavy Armour
Wearing Battle Armour (K Only) (NS) [-]	None – Only Basic Knowledge Required	DF 5	n/a	-	7 SKP	A minimum of STR 11 and AGIL 13 and a minimum of basic knowledge in the use of weapons wielded
Two-Weapon Fighting	Agility x 2	DF 7	05%	-	9 SKP	

COOKING & BREWING SKILLS

Brewing [-]	Intellect & Wisdom	DF 3	40%	3%	5 SKP	
Cooking	Intellect & Wisdom	DF 3	40%	3%	5 SKP	

The cook acquires skill in any five of the following areas of Cooking. Additional areas cost an extra 1 SKP) each to learn and add to one's Cooking skill.

Camp Cooking: This is the preparation of a basic meal over a campfire, roasting meat on a spit, baking bannock and making simple stews or soups.

Baking Bread: This is skill in baking fresh breads, rolls, bannocks and hard tacks.

Baking Pastries & Making Desserts: This is the preparation of fruit pies, pastries and confections.

Soups & Stews: This is skill in cooking soups, stews and other dishes containing meat and vegetables mixed together.

Butchering Fresh Meat: This is skill in slaughtering animals, then skinning, cleaning, de-boning and cutting fresh meat & fowl into attractive cuts, e.g. steaks, roasts.etc

Cooking Meat: This is skill in the roasting, braising, frying and boiling meats and fowl.

Baking Meat Pies: This is skill in the preparation of meat-filled pies and pastries.

Preserving Meat: This is skill in smoking, spicing and curing hams, bacon, sausages, salt pork, beef, or fish, etc., so that they do not readily spoil.

Cooking Seafood: This is the preparing of freshwater and saltwater fish, clams, mussels, oysters, shrimps, lobsters, scallops, etc.

Herbs, Spices & Seasonings: This is knowledge of how to use a variety of herbs, spices, etc., to enhance the taste and aroma of foods. The skill adds +1 to the Crit Die when preparing meat and seafood dishes.

Haut Cuisine: To possess this area of Cooking the character must have at least six other cooking skills, including Cooking - Herbs, Spices, & Seasonings). Possessing this skill adds +10% to TSC% and +1 to the Crit Die when preparing any food.

Winemaking [-]	Intellect & Wisdom	DF 4	30%	3%	6 SKP	-
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CRAFT & TRADE SKILLS

Blacksmithing	Strength & Constitution	DF 3	40%	3%	5 SKP	
Bowery & Fletching	Intellect & Agility	DF 4	30%	3%	6 SKP	
Carpentry	Strength & Agility	DF 4	30%	3%	6 SKP	
Cartwright & Wheelwright [-]	Strength & Agility (or Dex)	DF 3	40%	3%	5 SKP	
Cooper [-]	Strength & Agility	DF 3	40%	3%	5 SKP	
Clothes: Sewing, Embroidery & Knitting	Agility x 2	DF 2	50%	3%	4 SKP	Clothes Sewing, Embroidery & Knitting
Clothes: Tailoring [-]	Agility x 2	DF 4	30%	3%	6 SKP	
Cloth Making: Dyeing [-]	Agility (or Dex) x 2	DF 2	50%	3%	4 SKP	
Cloth Making: Spinning & Weaving	Agility (or Dex) x 2	DF 3	40%	3%	5 SKP	
Fashioning Non-Metallic Arrowheads	Intellect & Agility	DF 4	30%	3%	6 SKP	
Foundryman: Smelting & Casting	Strength & Constitution	DF 3	40%	3%	5 SKP	
Gem Cutting [-]	Agility & Discipline	DF 4	30%	3%	6 SKP	
Glassblowing & Glazing [-]	Constitution & Agility	DF 4	30%	3%	6 SKP	
Gold & Silversmithing	Agility & Discipline	DF 4	30%	3%	6 SKP	
Leatherworking & Tanning	Constitution & Agility	DF 3	40%	3%	5 SKP	
Masonry & Stonecutting	Strength & Constitution	DF 3	40%	3%	5 SKP	
Mining & Tunnelling	Strength & Constitution	DF 3	40%	3%	5 SKP	
Paper & Ink Making [-]	Intellect & Agility	DF 3	40%	3%	5 SKP	
Perfumery [-]	Intellect & Agility	DF 4	30%	3%	6 SKP	
Pottery	Intellect & Agility	DF 3	40%	3%	5 SKP	
Seal Making, Engraving & Coinage [-]	Agility & Discipline	DF 4	30%	3%	6 SKP	
Weaponsmithing & Armoury	Strength & Constitution	DF 5	20%	3%	7 SKP	Blacksmithing

Weaponsmithing & Armoury should be learnt as two separate specialised skills beyond Level 1 in the skill.

LEARNED LORE

LANGUAGE LORE

Own Language (NS) [-]:		DF 1	60%	10%	3 SKP	-
Spoken	Intellect & Bardic Voice					
Written	Intellect & Agility					
Common Tongue (NS) [-]:		DF 2	50%	10%	4 SKP	-
Spoken	Intellect & Bardic Voice					
Written	Intellect & Agility					
Foreign Language (NS) [-]		DF 2	50%	10%	4 SFP	-
Spoken	Intellect & Bardic Voice					
Written	Intellect & Agility					
Ancient Language (NS) [-]:		DF 3	40%	5%	5 SKP	
Spoken	Intellect & Bardic Voice					
Written	Intellect & Agility					
Dwarven Tongue (NS) [-]:		DF 3	40%	5%	5 SKP	-
Spoken	Intellect & Bardic Voice					
Written	Intellect & Agility					
Elven Tongue (NS) [-]:		DF 5	20%	3%	7 SKP	-
Spoken	Intellect & Bardic Voice					
Written	Intellect & Agility					
Mage Speech (NS) [-]:		DF 4	30%	5%	6 SKP	
Spoken	Intellect & Bardic Voice					
Written	Intellect & Agility					
“Monster” Tongues (NS) [-]:		DF 3	40%	5%	5 SKP	-
Spoken	Intellect & Bardic Voice					
Written	Intellect & Agility					
Beast Tongues (NS) [-]:		DF 6	10%	3%	8 SKP	
Spoken	Intellect & Bardic Voice					
Written	n/a					

LORE HISTORICAL

Local Geography	Intellect x 2	DF 1	60%	3%	3 SKP	
Regional & National Geography	Intellect x 2	DF 2	50%	4%	4 SKP	
World Geography [-]	Intellect x 2	DF 4	30%	6%	6 SKP	
Ancient Local Geography	Intellect x 2	DF 2	50%	4%	4 SKP	
Ancient Regional/National Geography [-]	Intellect x 2	DF 3	40%	5%	5 SKP	
Ancient World Geography [-]	Intellect x 2	DF 5	20%	7%	7 SKP	
Local History & Legend	Intellect x 2	DF 1	60%	3%	3 SKP	
Regional/National History & Legend [-]	Intellect x 2	DF 2	50%	4%	4 SKP	
World History & Legend [-]	Intellect x 2	DF 4	30%	6%	6 SKP	

LORE SCIENTIFIC

Accurate Counting (NS)	None – Only Basic Knowledge Required	DF 1	60%	3%	3 SKP	Accurate Counting
Architecture & Engineering [-]	Intellect & Wisdom	DF 4	30%	6%	6 SKP	
Arithmetic & Mathematics [-]	Intellect & Wisdom	DF 4	30%	6%	6 SKP	
Astronomical Lore [-]	Intellect & Wisdom	DF 4	30%	6%	6 SKP	
Bestiary Lore	Intellect & Wisdom	DF 3	40%	5%	5 SKP	
Cartography	Intellect & Wisdom	DF 3	40%	5%	5 SKP	
Geological Lore [-]	Intellect & Wisdom	DF 3	40%	5%	5 SKP	

MATERIA MEDICINA: HEALING LORE

First Aid	Intellect & Agility	DF 2	50%	4%	4 SKP
Chirurgery [-]	Intellect & Agility	DF 4	30%	6%	6 SKP
Pharmacology & Medicine [-]	Intellect & Wisdom	DF 4	30%	6%	6 SKP
Herbalism [-]	Intellect & Wisdom	DF 4	30%	6%	6 SKP

MATERIA MAGICKA

Artefact Lore	Intellect x 2	DF 6	10%	3%	8 SKP
Demon Lore Attributes:	Intellect x 2	DF 5	20%	3%	7 SKP
Interpret the Omens [-]	Wisdom & Discipline	DF 5	20%	3%	7 SKP

This skill is the ability to prophesy, to read omens presaging the future, through charting the stars (Astrology), reading signs in the heavens or the entrails of sacrificial animals (Augury), throwing the Runes, reading the Tarot, scrying through a Crystal Ball etc. The player specifies one such method when his character learns the skill (see Table 3.1 - Methods of Divination). Extra types of divination can be learned by expending an extra 5 SKP per form of Divination. The extra forms of divination are raised in level separately from the initial three at the usual cost. Each area of specialisation will add +10% to the TSC% of the divination skill if that specialised form of divination is employed to Interpret the Omens.

Faerie Lore	Intellect x 2	DF 3	40%	3%	5 SKP
Laws of Magick	Intellect x 2	DF 3	40%	3%	5 SKP

This skill gives a character the knowledge of the many laws, which govern the mechanics of Magick. It should be considered as a pre-requisite for any spell casting activity. A Magus without this skill suffers a penalty of –15% to his TSC% in any Method of Magick or spell casting. There are a number of specialisations that can also be learnt that give a Magus beneficial bonuses and these are shown in Table 3.2 – Laws of Magick. Each of these specialities costs 250 Experience Points. More details on this can be found in section Applying the Laws of Magick in Chapter 5 – Magick.

Law of Resistance	Law of Personalities	Law of Reciprocity	Law of Harmony
Law of Polarity	Law of Personal Reality	Law of Paradoxes	Law of Contrariness
Law of Spells	Law of Objects	Law of Association	Law of Contact
Law of Possession	Law of Sympathetic Magick	Law of Names	Law of Invocation
Law of Evocation	Law of Words of Power	Law of Energy Control	Law of Enchanted Objects
Law of Quantity	Law of Personal Attunement	Law of Causation	Law of the Focus
Law of Discharge & Recharge			

Lore of Correspondences [-]	Intellect x 2	DF 5	20%	3%	7 SKP
Lore of the Dead	Intellect x 2	DF 3	40%	3%	5 SKP
Magical Beast Lore	Intellect x 2	DF 4	30%	3%	6 SKP
Magical & Enchanted Races Lore	Intellect x 2	DF 3	40%	3%	5 SKP

Spell Enhancement [-]	Discipline x 2	DF 4	30%	3%	6 SKP
Spell Research [-]	Intellect x 2	DF 4	30%	3%	6 SKP
Word of Guard [-]	Intellect & Bardic Voice	DF 4	30%	3%	6 SKP

METHODS OF MAGICK [-]

Methods of Magick are the actual building blocks of Magick; they form the areas of spell types. The character's TSC% in the various methods gives the chance to cast the spells of that Method.

Basic Magick - Air	Intellect & Agility	DF 5	20%	3%	7 SKP
Basic Magick – Earth	Intellect & Constitution	DF 5	20%	3%	7 SKP
Basic Magick – Fire	Intellect & Constitution	DF 5	20%	3%	7 SKP
Basic Magick - Water	Intellect & Agility	DF 5	20%	3%	7 SKP
Arcane Magick	Intellect & Constitution	DF 6	10%	3%	8 SKP
Command	Intellect & Bardic Voice	DF 5	20%	3%	7 SKP
Divination	Intellect & Wisdom	DF 5	20%	3%	7 SKP
Illusion	Intellect & Wisdom	DF 4	30%	3%	6 SKP
Plants	Intellect & Discipline	DF 5	20%	3%	7 SKP
Summoning	Intellect & Constitution	DF 5	20%	3%	7 SKP
Transcendental	Intellect & Discipline	DF 5	20%	3%	5 SKP
Transmutation	Intellect & Constitution	DF 5	20%	3%	7 SKP
Wards	Intellect & Constitution	DF 5	20%	3%	7 SKP

Modes of Magick [-]

Modes of Magick represent the attunement of a particular Magus to the various Methods of Magick. One must learn the Enchantment Mode to be considered an Enchanter or learn the Conjunction Mode to be called a Conjuror. These modes dictate the Magus' ability to learn and cast the various Methods of Magick as governed by the Metaphysical Laws. They also affect a Magus' ability to successfully target a spell.

Divination	Intellect & Wisdom	DF 5	20%	3%	7 SKP
Enchantment	Intellect & Bardic Voice	DF 6	10%	3%	8 SKP
Hex Master or Magus	Intellect & Discipline	DF 6	10%	3%	8 SKP
Thaumaturgy	Intellect & Wisdom	DF 6	10%	3%	8 SKP
Elementalist Magus	Intellect & Constitution	DF 7	7%	3%	9 SKP

Mage-Priest Modes

Druidic		DF 7	7%	3%	9 SKP
Druid and Judge (Brithem)	Wisdom & Piety				
Teacher (Fear-teagaisg)	Intellect & Piety				
Physician (Lighiche)	Intellect & Piety				
Poet (Bard)	Bardic Voice & Piety				
Witchcraft	Intellect & Piety	DF 6	10%	3%	8 SKP

MATERIA THEOLOGICA

Theology of ("Religion")	Intellect & Discipline	DF 4	30%	3%	6 SKP
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A character choosing a priestly vocation also has the option to further specialise by initially spending an additional 5 SKP on any one of the following and then an extra 1 SKP per level in Theology skill gained thereafter:

Liturgy: Specialised knowledge of the rites required for communal worship. The character gains a bonus of +1% per level in Theology to belief rolls of Believers participating in such rites presided over by the character. He also gains +1 to the Crit Die.

Scripture: Specialised knowledge of the writings of the religion. The character gains +1 to the Crit Die when quoting scripture in debate.

Canon: Specialised knowledge of the code of laws of a particular religion. If an individual is tried under religious law, a character can substitute Theology for Law when he is acting as prosecutor or defender and gains a bonus of +2% per level to his TSC% when making his case.

Faith	Piety x 2	DF 5	20%	3%	7 SKP
Law	Intellect & Discipline	DF 3	40%	3%	5 SKP
Debate	Intellect & Wisdom	DF 4	30%	3%	6 SKP

MENTAL FORTITUDE SKILLS

Concentration	Discipline x 2	DF 3	40%	3%	5 SKP
Meditation [-]	Discipline x 2	DF 3	40%	3%	5 SKP
Riddling	Intellect & Discipline	DF 3	40%	3%	5 SKP
Willpower	Discipline x 2	DF 3	40%	3%	5 SKP

NOBLE SKILLS

Chess	Intellect x 2	DF 3	40%	3%	5 SKP
Courtly Love	Bardic Voice & Discipline	DF 3	40%	3%	5 SKP
Courtly Manners	Bardic Voice & Discipline	DF 3	40%	3%	5 SKP
Heraldry [-]	Intellect & Wisdom	DF 3	40%	3%	5 SKP

OUTDOOR SKILLS

Blending into Surroundings	Wisdom & Agility	DF 4	30%	3%	6 SKP
Calm & Attract Animals [-]	Bardic Voice & Discipline	DF 4	30%	3%	6 SKP
Covering Tracks	Intellect & Agility	DF 4	30%	3%	6 SKP
Detecting Snares	Intellect & Wisdom	DF 4	30%	3%	6 SKP
Finding Direction	Intellect & Wisdom	DF 2	50%	3%	4 SKP
Finding One's Location	Intellect & Wisdom	DF 3	40%	3%	5 SKP
Finding Water	Intellect & Wisdom	DF 3	40%	3%	5 SKP
Fishing	Wisdom & Agility	DF 3	40%	3%	5 SKP
Foraging for Wild Foods	Intellect & Wisdom	DF 3	40%	3%	5 SKP
Forester's Stealth	Wisdom & Agility	DF 4	30%	3%	6 SKP
Intention of Animals	Intellect & Wisdom	DF 3	40%	3%	5 SKP
Setting & Disarming Snares	Intellect & Agility	DF 4	30%	3%	6 SKP
Tracking Prey	Intellect & Wisdom	DF 4	30%	3%	6 SKP

Intentions of Animals (Equivalent)

HEROES OF MARAKUSH – CHARACTER SKILL LISTING - PAGE 10 OF 10

PERCEPTION SKILLS

Alertness: Sight (NS)	None – Sight Modifier	DF 7	5%	3%	9 SKP	-
Alertness: Sound (NS)	None – Hearing Modifier	DF 7	5%	3%	9 SKP	-
Detect Lie	Intellect & Wisdom	DF 5	20%	3%	7 SKP	
Read Character	Intellect & Wisdom	DF 5	20%	3%	7 SKP	

SEAMANSHIP SKILLS

Fisherman	Strength & Constitution	DF 3	40%	3%	5 SKP	Fishing & Sailing Small Boats
Mariner [-]	Strength & Constitution	DF 4	30%	3%	6 SKP	Sailing Small Boats
Piloting & Navigation [-]	Intellect & Wisdom	DF 4	30%	3%	6 SKP	Mariner & Cartography
Sail & Cordage Making [-]	Strength & Agility	DF 2	50%	3%	4 SKP	
Sailing Small Boats	Strength & Agility	DF 3	40%	3%	5 SKP	
Ship's Carpenter [-]	Strength & Agility	DF 4	30%	3%	6 SKP	Carpentry
Shipbuilder Maritime Architecture [-]	Intellect & Wisdom	DF 5	20%	3%	7 SKP	

SKILLS FOR THIEVES, ROGUES & DESPERATE MEN

Administer Poisons & Drugs Undetected	Intellect & Agility	DF 4	30%	3%	6 SKP	
Backstabbing [-]	Intellect & Agility	DF 5	20%	3%	7 SKP	
Concealing & Finding	Wisdom & Agility	DF 4	30%	3%	6 SKP	
Detecting Thievery	Wisdom & Agility	DF 5	20%	3%	7 SKP	
Detecting Mantraps	Intellect & Wisdom	DF 4	30%	3%	6 SKP	
Disguises	Intellect & Wisdom	DF 3	40%	3%	5 SKP	
Evaluating Loot	Intellect & Wisdom	DF 2	50%	3%	4 SKP	
Hearing Rumours	Intellect x 2	DF 2	50%	3%	4 SKP	
Garrotting [-]	Strength & Agility	DF 4	30%	3%	6 SKP	
Mugging	Strength x 2	DF 4	30%	3%	6 SKP	
Picking Locks	Intellect & Agility	DF 3	40%	3%	5 SKP	
Picking Pockets & Cutting Purses	Intellect & Agility	DF 3	40%	3%	5 SKP	
Setting & Disarming Mantraps	Intellect & Agility	DF 4	30%	3%	6 SKP	
Skulk in Shadows	Agility & Discipline	DF 4	30%	3%	6 SKP	
Stealth of Thieves & Assassins	Agility & Discipline	DF 4	30%	3%	6 SKP	
Streetwise	Intellect & Wisdom	DF 4	30%	3%	6 SKP	



HEROES OF MARAKUSH - LAWS, CRIME & PUNISHMENT

As a result of its history, Solda has a similar set of laws as the country of Urtind. This is due to the fact that many of the laws were established during the period of the Raas Dynasty in Urtind, when Solda was still part of Urtind. After Solda gained its independence, the laws and their punishment remained in use, simply because they worked.

There are four categories of law - military, religious, civil and criminal.

Military Law

All crimes result in a loss of honour.

Honour	Crime	Punishment
All	Cowardice	Flogging 200-200 lashes ¹
2-20	Carrying out an order in a negligent fashion	Flogging 5-50 lashes
2-16	Refusing to carry out an order	Flogging 10-100 lashes
All	Desertion	Outlawed, if caught death by hanging
All	Mutiny	Outlawed, if caught death by drowning

¹If the flogging is survived, the social status is reduced to Serf and the guilty party is bonded to another clan.

Flogging: System shock roll is needed every 40 lashes to check survival.

Religious Law

Crime	Punishment
Desecration	Death by stoning
Heresy	Death by burning
Blasphemy:	
Major	Death by starvation
Minor	1 week in stocks
Sacrilege	Death by burning
Necromancy	Death by burning, stoning and starvation ¹

¹The miscreant is burnt and stoned to within an inch of his life and then starved.

Civil Law

Normally enforced within the towns and cities.

Crime	Punishment
Evading taxes/duties	Fine equal to twice the evasion plus 20%
Debt	Confiscation of property equal to the debt
Breach of Contract	Fine
Fraud	Fine plus 10-100 lashes
Giving false measure	Fine plus 1 week in stocks
Actions for damages/libel	Fine equal to damage done plus 50%
Carrying out a Guild business without Guild permission	Fine plus confiscation of tools plus 1 week in the stocks
Carrying out an unguilted business without a hawkers licence	Fine plus 1 week in the stocks

Fines: Normally 5D10 x 50 silver Spears (depending on the circumstances).

Criminal Law

Crime

Treason or Rebellion
Murder

Assault

Rape

Arson

Theft:

First offence
Second offence
Third offence

Poaching a Deer¹

Smuggling:

First offence

Second offence

Third offence

Fourth offence

Spying

Impersonating a Noble:

First offence
Second offence

¹This offence applies to any commoner not having the right or permission to hunt deer.

Punishment

Death by hanging, drawing and quartering
Death by hanging plus weregild paid by offender to victim's family equal to one year's income of the victim

Trial by combat with Lord's champion (note that the winner becomes the new champion) **or** a fine of 200 Arrows (silver coins), 12 lashes and 3 days in the stocks
Castration followed by death by stoning by the clan's women
Branding on forehead and loss of right hand

80 lashes
Loss of right hand
Death by hanging
Death by flaying alive

Fine equal to the value of the goods plus 3 days in the stocks and confiscation of the goods
Same as for the first offence plus 24 lashes
Same as for the first offence plus 48 lashes
Same as for the first offence plus death by hanging
Death by hanging, drawing and quartering

24 lashes and 3 days in the stocks
Death by hanging

LAW ENFORCEMENT

Law enforcement in towns and cities is normally provided by the Watch, but on highways and in rural lands, law enforcement is by the local Lord and his sergeants at arms.

However, to ensure that the Lords of the realm themselves behave in a legal and lawful manner, King Grismol has developed the system of a roving Justices, who are responsible only to the King. These Justices, accompanied by a retinue of veteran knights, men-at-arms and a Priest Confessor travels throughout the land and received the appeals of all citizens regardless of rank.



THE LANGUAGE OF URTISH

The Urtish tongue is a principle language amongst many of the realms in the Dragon Reaches. The language uses 11 vowels and some 30 consonants, which are here shown translated into their nearest English (Pedrandir) equivalents.

Vowels

A	sounds like "a" as in "at"
AY	sounds like "ay" as in "hay"
E	sounds like "e" as in "enter"
EE	sounds like "ee" as in "see"
EI	sounds like "ei" as in the German for one - "eins"
I	sounds like "i" as in "brick"
O	sounds like "o" as in "on"
OE	sounds like "oe" as in "stove"
U	sounds like "u" as in "under"
Y	sounds like "i" as in "hive"
'	sounds like "ar" as in "arm"

Consonants

B	sounds like "b" as in "bat"
BR	sounds like "br" as in "branch"
C	sounds like "c" as in "circle"
CH	sounds like "ch" as in "church"
D	sounds like "d" as in "do"
DR	sounds like "dr" as in "drink"
F	sounds like "f" as in "fire"
FR	sounds like "fr" as in "free"
G	sounds like "g" as in "get"
GR	sounds like "gr" as in "ground"
H	sounds like "h" as in "hoe"
J	sounds like "j" as in "jungle"
K	sounds like "c" as in "cut"
L	sounds like "l" as in "let"
LD	sounds like "ld" as in "build"
M	sounds like "m" as in "man"
N	sounds like "n" as in "no"
ND	sounds like "nd" as in "and"
NG	sounds like "ng" as in "tongue"
NK	sounds like "nk" as in "think"
NT	sounds like "nt" as in "ant"
P	sounds like "p" as in "put"
PL	sounds like "pl" as in "please"
PP	sounds like "pp" as in "stopped"
QU	sounds like "qu" as in "queen"
R	sounds like "r" as in "string"
RN	sounds like "rn" as in "born"
RR	sounds like "r" as in "run"
RT	sounds like "rt" as in "art"
S	sounds like "s" as in "sun"
SH	sounds like "sh" as in "ship"

SS	sounds like "ss" as in "hiss"
ST	sounds like "st" as in "start"
T	sounds like "t" as in "to"
TR	sounds like "tr" as in "train"
V	sounds like "v" as in "vine"
W	sounds like "w" as in "wind"
X	sounds like "x" as in "box"
Z	sounds like "z" as in "azure"

Verbs

Urtish regular verbs use only six tenses. There is only one irregular verb and that also uses six tenses.

Present:

Root + "a" if the final letter of the verb is a consonant. Root only if final letter of the verb is a vowel

Past:

Root + "ant" if the final letter of the verb is a consonant.

Root + "nt" if the final letter of the verb is a vowel

Future:

Root + "est" if the final letter of the verb is a consonant.

Root + "st" if the final letter of the verb is a vowel

Imperative:

Use the root of the verb only, the only exception being the irregular verb "to be" whose imperative is "be".

Participial:

Root + "in" if the final letter of the verb is a consonant

Root + "t" if the final letter of the verb is a vowel The only exception to this is the irregular verb "to be" whose participial is "beat"

Auxiliary:

Root + "in" if the final letter of the vowel is a consonant

Root + "lin" if the final letter of the verb is a vowel.

The tables on the followin page are examples of the verb ILEING, meaning "to throw" and the irregular verb SA, meaning "to be".



SA - to be

Present Tense

I am	Ysh Sa
He is	So Sa
She is	Soe Sa
We are	Ra Sa
You are	Ish Sa
They are	Roe Sa

Past Tense

I was	Ysh Sant
He was	So Sant
She was	Soe Sant
We were	Ra Sant
You were	Ish Sant
They were	Roe Sant

Future Tense

I will be	Ysh Sast
He will be	So Sast
She will be	Soe Sast
We will be	Ra Sast
You will be	Ish Sast
They will be	Roe Sast

Auxiliary

I have been	Ysh Salin
He has been	So Salin
She has been	Soe Salin
We have been	Ra Salin
You have been	Ish Salin
They have been	Roe Salin

Imperative

Be!	Be!
-----	-----

Participial

Being	Beat
-------	------

ILEING - to throw

Present Tense

I throw	Ysh Ileinga
He throws	So Ileinga
She throws	Soe Ileinga
We throw	Ra Ileinga
You throw	Ish Ileinga
They three	Row Ileinga

Past Tense

I threw	Ysh Ileingant
He threw	So Ileingant
She threw	Soe Ileingant
We threw	Ra Ileingant
You threw	Ish Ileingant
They threw	Row Ileingant

Future Tense

I will throw	Ysh Ileingest
He will throw	So Ileingest
She will throw	Soe Ileingest
We will throw	Ra Ileingest
You will throw	Ish Ileingest
They will throw	Row Iliengest

Auxiliary

I have thrown	Ysh Ileingin
He has thrown	So Ileingin
She has thrown	Soe Ileingin
We have thrown	Ra Ileingin
You have thrown	Ish Ileingin
They have thrown	Roe Ileingin

Imperative

Throw!	Ileing!
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Participial

Throwing	Ileinget
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**Noun Forms**

Noun plurals are created by adding “ee” to a noun ending in one or more consonants. Words ending in a vowel add “s”. The possessive is formed by dropping the final vowel, if any, and adding “u”. Add “-un” to plurals after dropping the final vowel.

Sentence Construction

Urtish sentences have the form “*subject - verb - object*” only.

For example:

“The dragon has been killed by the King” would be simplified in the “The King has killed the dragon” using the verb “to kill” in the past tense. In Urtish this would be “*Shy Kyng so songant shy drucas*”.

In the present tense this would be “The King is killing the dragon”, which in Urtish would be “*Shy Kyng so songa shy drucas*”.

URTISH TO ENGLISH DICTIONARY

Urtish	English	Urtish	English	Urtish	English	Urtish	English
VERBS		B'ran	Baron	Freiri	Hill	Pleiad	Battle
Ajend	Heal	B'rant	Baronette	Freisheen	Mountain	Pleiadij	Battleaxe
Ajoev	Exorcise	Bresay	Horse	Freivink	Dwarf	Pleibres	Warhorse
Aynk	Climb	By	By	Fun	Fens	Plei-ij	Waraxe
Dreit	Swim	By	Near	Gi	Long	Pleilok	Armour
Ei	Help	By	Next to	Giar	Longbow	Plom	Chest
Ele	Work	Byrig	Port	Giqueiv	Longsword	Plomlok	Cuirass
Gulan	Curse	Chei	Fast	Golash	East	Queiv	Sharp
Ilant	Reach	Cheigru	Wind	Gres	Slow	Qui	Coat
Ilieing	Throw	Coenig	Crown	Gulan	Cursed	Quint	Spring
Kek	Fall	Dolant	West	Had	Small	Quitay	Surcoat
Olfrei	Ride	D'ran	North	Hadaru	Halfpenny	Quitree	Cloak
Queiven	Sharpen	Dreirr	Time	Hadij	Hatchet	Ra	We
R'rt	Hit	Dreiteer	Swimmer	Hung	When	Ri	Our
Sa	Be	Dreitert	Swimming	Ij	Axe	Rig	Ocean
Shif	Move	Drest	Lost	Ijeiss	Axeman	Rig	Sea
Song	Kill	Drucas	Dragon	Ileinget	Throwing	Rivinke	Merman
Sonoev	Die	Ef	Head	Ishant	Yourself	Rivinkeo	Mermaid
Tard	Call	Eflok	Helm	Ishar	Your	Roe	They
Veng	Enter	Eflokert	Helmet	Kalvink	Goblin	R'rtet	Hitting
		Eif	Tree	Keg	Was	Serr	Lord
Agru	Air	Eiffert	Wood	Keket	Falling	Serr	Sir
Ajendeer	Healer	Eiffertif	Woodaxe	Kylar	Power	Servan	Cross
Ajendeer	Physician	Eig	Leaf	Kyng	King	Servar	Crossbow
Ajendet	Healing	Ein	Road	Lin	Had	Sheen	Large
Ajoeveer	Exorcist	Eiss	Warrior	Lin	Has	Shfert	Forest
Al	Village	Eit	Water	Lin	Have	Shelan	Shilling
Ant	Self	Eitro	Stream	Lok	Barrier	Shevink	Elf
Ar	Bow	Eldan	Silver	Mal	Me	Shiflok	Shield
Areiss	Archer	Elebres	Workhorse	Max	City	Shy	The
Arn	Ford	Elet	Working	Neeld	Barbarian	Sin	Straight
Aru	Copper	Elstash	Knight	Nix	Town	So	He
Ash	Royal	Eorl	Earl	Noe	Short	Soe	She
Avoe	Fire	Equee	Narrow	Noear	Shortbow	Songeer	Assassin
Aykeit	Rain	Equeebrey	Rapier	Noequeiv	Shortsword	Songeer	Killer
Aynkeer	Climber	Ern	Ford	Olfreibres	Palfrey	Songeer	Murderer
Aynket	Climbing	Est	Will	Olfriet	Riding	Songet	Killing
Barig	Dark	Ez	Bottom	Peild	Hauberk	Sonoeru	Ghost
Barig	Night	Foe	Broad	Penang	Penny	Sonoeru	Spirit
Be	Be	Foebray	Falchion	Pitqueiv	Lightsword	Sonoev	Death
Beat	Being	Foeij	Broadaxe	Pitree	Heavy	Sonovink	Undead
Beeld	Branch	Foequeiv	Broadsword	Pitro	Light	Stash	Noble
		Freiqueiv	Peak	Plei	War	Ste	Man



Urtish	English	Urtish	English	Urtish	English	Urtish	English
Steo	Woman	Tay	Top	Treind	Vally	Urtind	Goldenland
Ster	Master	Tind	Earth	Treit	River	Urtish	Goldentongue
St'rn	South	Tind	Land	Ubray	Blade	Uruvink	Orc
Syn	Curved	Tish	Language	Uqueiv	Sword	Urvink	Goldenpeople
Synbray	Scimiter	Tish	Tongue	Ur	Gold	Venget	Entered
						Vink	People

ENGLISH TO URTISH DICTIONARY

English	Urtish	English	Urtish	English	Urtish	English	Urtish
<i>Verbs</i>		Coat	Qui	Killer	Songeer	She	Soe
Be	Sa	Copper	Aru	Killing	Songet	Shield	Shiflok
Call	Tard	Cross	Servan	King	Kyng	Shilling	Shelan
Climb	Aynk	Crossbow	Servar	Knight	Elstash	Short	Noe
Curse	Gulan	Crown	Coenig	Land	Tind	Shortbow	Noear
Die	Sonoev	Cuirass	Plomlok	Language	Tish	Shortsword	Noequeiv
Enter	Veng	Cursed	Gulan	Large	Sheen	Silver	Eldan
Exorcise	Ajoev	Curved	Syn	Leaf	Eig	Sir	Serr
Fall	Kek	Dark	Barig	Light	Pitro	Slow	Gres
Heal	Ajend	Death	Sonoev	Lightsword	Pitqueiv	Small	Had
Help	Ei	Dragon	Drucas	Long	Gi	South	St'rn
Hit	R't	Dwarf	Freivink	Longbow	Giar	Spirit	Sonoeru
Kill	Song	Earl	Eorl	Longsword	Giqueiv	Spring	Quint
Move	Shif	Earth	Tind	Lord	Serr	Straight	Sin
Reach Ilant		East	Golash	Lost	Drest	Stream	Eitro
Ride	Olfrei	Elf	Shevink	Man	Ste	Surcoat	Quitay
Sharpen	Queiven	Entered	Venget	Master	Ster	Swimmer	Dreiteer
Swim	Dreit	Exorcist	Ajoeveer	Me	Mal	Swimming	Dreit
Throw	Illeing	Falchion	Foebray	Mermaid	Rivinkeo	Sword	Uqueiv
Work	Ele	Falling	Keket	Merman	Rivinke	The	Shy
		Fast	Chei	Mountain	Freisheen	They	Roe
Air	Agru	Fens	Fun	Murderer	Songeer	Throwing	Ileinget
Archer Areiss		Fire	Avoe	Narrow	Equee	Time	Dreirr
Armour	Pleilok	Ford	Arn	Near	By	Tongue	Tish
Assassin	Songeer	Ford	Ern	Next to	By	Top	Tay
Axe	Ij	Forest	Shefert	Night	Barig	Town	Nix
Axeman	Ijeiss	Ghost	Sonoeru	Noble	Stash	Tree	Eif
Barbarian	Neeld	Goblin	Kalvink	North	D'ran	Undead	Sonovink
Baron	B'ran	Gold	Ur	Ocean	Rig	Vally	Treind
Baronet	B'rant	Goldenland	Urtind	Orc	Uruvink	Village	Al
Barrier Lok		Goldenpeople	Urvink	Our	Ri	War	Plei
Battle	Pleiad	Goldentongue	Urtish	Palfrey	Olfreibres	Waraxe	Plei-ij
Battleaxe	Pleiadij	Had	Lin	Peak	Freiqueiv	Warhorse	Pleibres
Be	Be	Halfpenny	Hadaru	Penny	Penang	Warrior	Eiss
Being	Beat	Has	Lin	People	Vink	Was	Keg
Blade	Ubray	Hatchet	Hadij	Physician	Ajendeer	Water	Eit
Bottom	Ez	Hauberk	Peild	Port	Byrig	We	Ra
Bow	Ar	Have	Lin	Power	Kylar	West	Dolant
Branch	Beeld	He	So	Rain	Aykeit	When	Hung
Broad	Foe	Head	Ef	Rapier	Equeebray	Will	Est
Broadaxe	Foeij	Healer	Ajendeer	Riding	Olfriet	Wind	Cheigru
Broadsword	Foequeiv	Healing	Ajendet	River	Treit	Woman	Steo
By	By	Heavy	Pitree	Road	Ein	Wood	Eiffert
Chest	Plom	Helm	Eflok	Royal	Ash	Woodaxe	Eiffertif
City	Max	Helmet	Eflok	Scimiter	Synbray	Workhorse	Elebres
Climber	Aynkeer	Hill	Freiri	Sea	Rig	Working	Elet
Climbing	Aynket	Hitting	R'tet	Self	Ant	Your	Ishar
Cloak	Quitree	Horse	Bresay	Sharp	Queiv	Yourself	Ishant