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the YSGARTH system



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BOOK ONE
ROLECRAFT
CHARACTERS, SKILLS AND COMBAT

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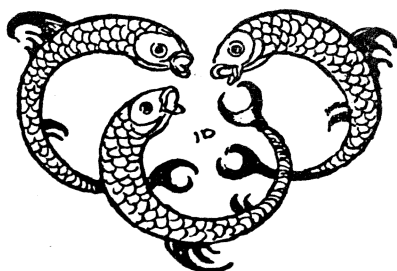
BOOK ONE

ROLECRAFT

CHARACTERS, SKILLS AND COMBAT

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DEDICATION

In designing this sytem we owe a debt of gratitude
to all the great game designs which have gone before
and to all the designers and gamemasters who have given
us new perspectives and inspiration.

This book is dedicated to the inhabitants of the
worlds of Ysgarth, Uttgart and Hyperboria, especially
to all warriors of great renown or at least great
spirit: Pwyll the One Eyed, Gilrod the Fractured Handed,
of Uttgart, Alroy, Shargalth the Lightning Handed,
Centuri Kas, Tottenjager the Undying, K'kwalnesh,
Implotius the Incomprehensible, Anar-Len, Artros,
Shigure, 'L' Dragonslayer, Aethylia, Thane Ormson, Orm
Thaneson, Ollazren the Storyteller, Thenin, Dunmar, Lir
of the Thousand Blades, Gorlma ap Greidawl, Skaluth
Kingslayer, Sordik the Nordik, Rakentine, Skodelus and
the hundreds of others who have taken up arms against
the unknown, making so many adventures memorable.
Never have such heights or depths of adventure been
equalled.

This is the first of three books which form the
complete Ysgarth system. It will open your door to the
mechanics, the mystery and the world which are Ysgarth.
We play in the realms of imagination, so let your
dreams be your guide.

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RE
GAMES

1: THE GAME

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

1.1: ORGANIZATION OF THE SYSTEM

The rule mechanics are divided into a number of sections, mostly contained in this and the next book. For practical purposes we have done our best to divorce pure mechanics from the background structure of the world of Ysgarth itself, though the integrated nature of the system means that examples from Ysgarth will be used for the social and situational elements which provide some of the most important guidelines.

The first book contains all of the hard rules for character creation, combat and skill use. The second book goes into detail on magic and religion, with spells, powers and mechanical systems. The third book goes into detail on background design and applications of the rules in the society of the world of Ysgarth from which the game takes its name. You may find yourself referred from one book to another from time to time if some element of society or culture might influence the mechanics. One other aspect of the system to keep in mind is that in many cases rules may be somewhat variable. In such cases we will provide a standard rule which we have found most practical, but we may also offer 'alternate' versions of the same rule which may be simpler or more complex, and perhaps better suited to your style of play. Ysgarth mechanics

are not meant to be rigid, and depending on your interests one way of running a particular rule may work better than another, and all styles of play are equally valid if you enjoy them. Standard and Alternate versions of rules will be kept compatible with the general rule system so that they can be used with equal effectiveness. This means that there are no rules which are 'right', so don't necessarily play by the book, play by what feels best for you.

1.2: THIS BOOK

This book contains most of the necessary rules of Ysgarth, with the exception of rules governing the specifics of magic and religion. With this book you can create characters, carry out combat and use skills.

It should be noted that some aspects of magic and religion are covered here, mainly those involving skills and characteristics. They may seem a bit mystifying, but there is no need to worry about them and they become clear when applied in book two.

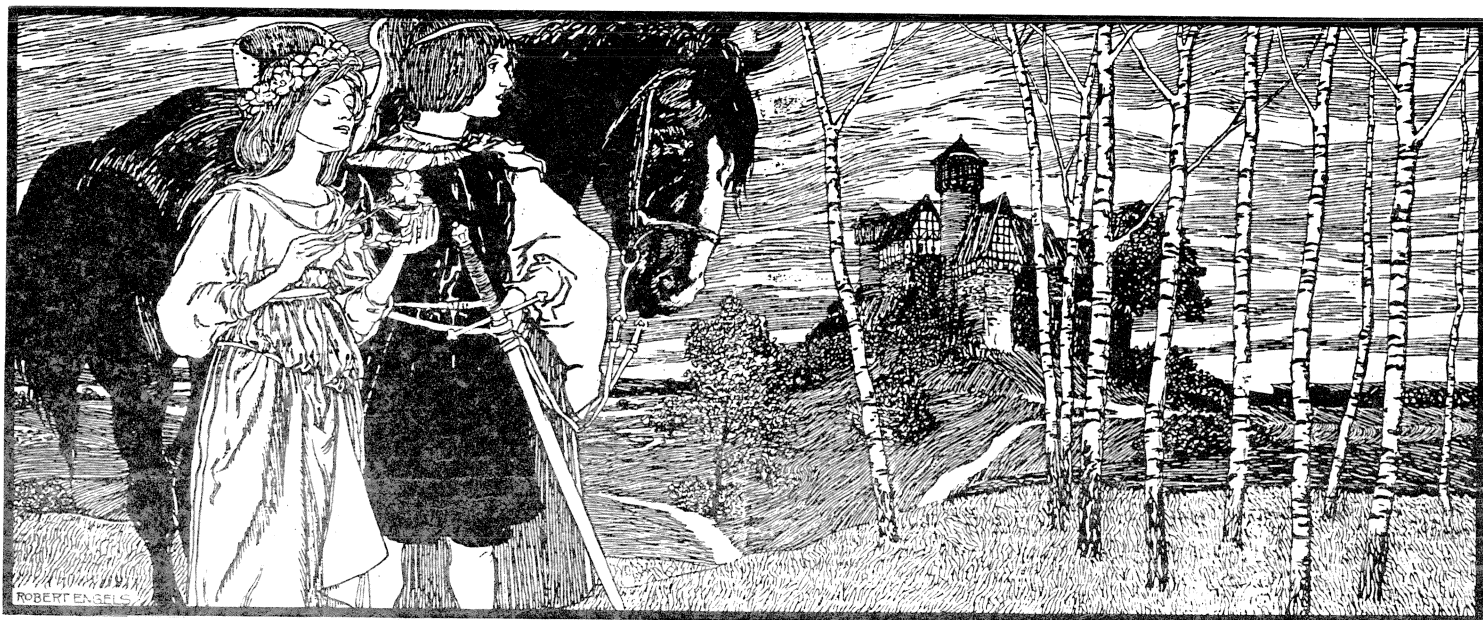
Also note that there are a fair number of abbreviations in this book. They should be kept track of carefully, and are fully explained the first time that they are used.

1.3: THINGS YOU NEED

Aside from the rules, the main thing you need to play Ysgarth is a healthy imagination. Paper and pencils will help in recording things. Dice might also be helpful. 10 sided dice are essential, and other varieties might also be helpful in some cases. All of the math involved in creating a character is simple, but a calculator could speed things up a bit. Keep in mind that almost all the math you need to do takes place when a character is created, and after that point things become much simpler.

1.4: THINGS TO KNOW

There are several constant practices which should be pointed out before you start. On all charts, tables and formulae, if you have a fraction or are between two numerical steps you should always round up. If a formula gives a number and a characteristic (for example 2CHA), that means the characteristic should be multiplied by that number. 'D' is used as a standard abbreviation for 'die'. So if you see the term 1D10 it means 1 10 sided die.



2:CHARACTER CREATION

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

2.1: THE CHARACTER CONCEPT

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

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

2.2: PRIMARY CHARACTERISTICS

These twelve characteristics define the basic natural ability a character is born with. For normal characters they are on a scale from 1 to 24 points. Most characters will average around 11. They are divided into three groupings of four characteristics each. These are the Social, Mental and Physical groups. It is not necessary for a character to have high scores in all areas and a variety of values keeps a character interesting and well-rounded. As described below, some characteristics are particularly useful for certain functions, but all have their value and none should be discounted.

The player determines the values of these characteristics by allocating points. Each player gets a fund of points to spend as he chooses within certain limitations. This fund is equal to $120+30I0$. The player must spend at least 36 points in each of the three groups and no more than 72 points in any single group of four characteristics. No characteristic may be less than 1 or more than 24, but beyond that there are no restrictions on the distribution of points.

Social Characteristics

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

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

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

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

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

Physical Characteristics

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

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

Strength(STR): Physical strength, ability to lift, carry, bend, push and exert manual force. The amount a character can lift without strain is STR^2 lbs.

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

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

Mental Characteristics

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

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

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

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

Talent(TAL): Psychic and magical ability and strength, including luck and potential to manipulate the environment with the power of the mind.

2.3: SECONDARY CHARACTERISTICS

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

Size Class(SC)

This represents the gross physical size of the character. Human average is 12. Formulae for non human races can be found in book three. For female characters SC should be reduced by 1. For normal human males SC is $(70+STR+CON+SOC+20D0)/10$.

Height(HEI)

This is determined from SC. Average human males are about 67in. Females average about 64in. HEI is in inches. HEI is $((SC \times 3)+25+106in)$.

Weight(WEI)

This is also found from SC. Average human males will weigh about 135lbs, average females will weigh about 111lbs. Weight is $SC^2-3010lbs$.

Age(AGE)

The player should have the option to choose his age, but there are advantages and disadvantages to any age. Generally characters should start at no younger than 15 and no older than 45, except in special cases with GM approval. Age increases some characteristics while decreasing others. All Physical Characteristics and APP decrease by 1 point per 10 years of age over 15(i.e. at 25, 35, 45, etc). SOC, WIL and JUD increase by 1 point at the same rate. Other benefits are noted later.

Attack Rating(AR)

Base attacking ability with hand to hand weapons of all sorts. It is $(2INT+2DEX+STR+AGI-SC)/10$.

Missile Rating(MR)

Base attacking ability with missile weapons. It is $(3DEX+INT+STR)/10$.

Unbalance Rating(UR)

Base for body attacks made as charges, tackles, trips and grapples. It is $(2AGI+2STR+SC)/10$.

Defense Rating(DR)

Base defensive ability with a parry or dodge type defense, with or without weapons. It is $(3AGI+2INT+2DEX-2SC)/10$.

Damage Class(DC)

A figure used to modify damage which a character can do with his hands or with weapons. It is $(STR+SC)/25$. The actual Maximum Damage(MD) of a weapon in his hands based on DC and original MD is $(MD \times DC)/5$.

Range Class(RC)

Relative ability to put power behind missile weapons. It is $(STR+DEX)/25$. The accuracy of a weapon(MR) decreases one per Range Increment(RI) in yards. RI is found from Range Maximum(RM) of the weapon and the character's RC. RI is $(RM \times RC)/5$.

Activity Points(AP)

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

Fatigue Points(FP)

These represent the rate at which a character tires. A character expends FP for actions and they can be regenerated partially by rest or fully by sleep. Rest is time in which a character spends no more than 1/10th of his AP per CR. Rest restores FP at a rate of 1 Fatigue Increment(FI) per ten minutes, up to a total of half his FP per day. Sleep regenerates FP at a rate of one FI per half hour up to full FP. When FP run out the character tends to drop from exhaustion. A character's total FP increase when he goes up in Rank. His total FP increase by 1 FI with each Rank after the first. HP are $WIL+3CON$. FI is $FP/10$.

Hit Points(HP)

These indicate the maximum amount of damage which a character can take. A character has a general fund of HP for his body. In addition, these are broken down by percentage in each area for use with specific located blows. See the section on combat for details of HP division and damage. As a character increases in Rank, his HP go up one Hit Point Increment(HI) with each rank added. A character also heals at a rate of one HI overall per day, also split up by percentage for the specific areas of his body. HP are $CON+SC$. HI is $HP/10$.

Movement(MOV)

The rate at which a character moves. Base MOV indicates walking speed in feet per CR. Full running speed is three times base MOV. Base MOV is $(HEI/3)+AGI$.

Native Skill Points(NSP)

These represent the learning capacity of a character, specifically as it applies to learning

native skills, or those skills originating in the character's background, early experience or non-adventuring activities. In addition to his base NSP each character has a Native Skill Increment(NSI) which is added onto his total NSP with each Rank achieved after the first. When starting a character out the player spends his base NSP value on native skills and with each Rank he gains he may spend his NSI on those or other native skills. Starting NSP are $2SOC+2INT$. NSI is $NSP/4$.

Learned Skill Points(LSP)

These represent learning capacity for specialized skills, particularly adventuring skills or unusual skills like combat or magic. In addition to base LSP each character has an LSI to indicate LSP increase with each rank after the first. When starting out each character gets base LSP to spend. With each additional Rank he may add and spend one LSI worth of points. Starting LSP are $2JUD+WIL$. LSI is $LSP/2$.

Mana Points(MP)

These are the magical resource of the character. They are used to throw spells and use power. While their use will not become immediately clear, they are extremely important in working magic, as detailed in book two. In addition to MP, each character has a set rating for Mana Point Regeneration(MPR) which indicates the rate at which expended MP return per day. Initial MP are $TAL \times 10$. MPR is $(3 \times TAL)/AGE$.

Piety Points(PP)

These indicate the character's ability to borrow power from his god and the strength of his faith. PP are a basic fund which can be expanded fairly flexibly and can be regenerated through the use of the skill Prayer. In addition to base PP there is a Piety Point Regeneration(PPR) rate which indicates the number of PP gained back per hour spent in prayer or holy ritual. This is enhanced by the appropriate skills, which add the SL directly to the ZEA of the character when determining PPR. Base PP are $ZEA \times 3$. PPR is $ZEA/3$.

Will Points(WP)

These are sort of similar to the previous characteristics, but function somewhat differently. Their role is somewhere between that of MP and HP. As with MP there is a base WP and WP Regeneration(WPR) value which indicates the rate at which they return per day. WP are used in will combat which is engaged in with summoned spirits and entities. They can be increased by the skill Will Enhancement, which adds directly to WIL for this purpose, though it does not add in when determining WPR. WP are $WIL \times 5$. WPR is just WIL.

Magic Index(MI)/Piety Index(PI)

The Magic Index or Piety Index indicates the chance of success when casting a spell or using a priestly power. There is a base MI value which every character has. This can be increased by learning appropriate magic casting skills which add a set amount per SL to the total MI. In use, MI is also adjusted for the difficulty of the spell cast. All this is detailed in book two. Base MI or PI is $DEX \times JUD$.



3:SKILLS & TRAINING

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

3.1: NATIVE & LEARNED SKILLS

Skills can be broken down into two types, depending on how and when they are used. These are the Native and Learned Skill classifications. This is a practical way of insuring that characters learn skills which will be of use in both unusual situations and his everyday life. These two groups are distinguished mainly by the source of the Skill Points spent on them. Native Skill Points may not be spent on skills which are classified as Learned Skills. Learned Skill Points may be spent on any skills, but they are the only points available to buy Learned Skills (some may not). In a later section a long list of skills is presented. When referring to this list, all skills numbered lower than 2000 or higher than 4000 should be considered general or native skills which may be purchased with either LSP or NSP. Skills in the 2000s and 3000s should be available for purchase only with LSP. These Learned skills represent highly specialized skills which might not be available to more common characters and which need to be constantly trained and maintained through practice. Native Skills represent things which the character uses constantly and regularly and which are fairly common professional abilities in the world. As an alternate option you may also want to also limit the skills from 1500-1554 to being LSP, though it is not necessary to do so.

3.2: THE LEARNING PROCESS

Skills are learned by spending SP to buy levels of a given skill. Each skill has a set cost in SP which is spent for each level. Higher levels indicate greater proficiency with the skill.

Characters acquire additional LSP and NSP as they go up in rank, although they start with a fairly large original fund. Their starting SP should be spent during set-up. LSP and NSP gained later should be spent when they are acquired, but in game terms learning takes time, based on the Difficulty(DIF) of the skill. Skills without DIF values should be treated as having a DIF of 7. Learning a skill takes DIF # of game days per NSP spent and two times that per LSP spent. Skills can also be forgotten and relearned. Each NSP freed to be respent takes 4xDIF days. Each LSP freed to be respent takes 2xDIF days. This time covers only the unlearning of that many SP invested in that skill. If those freed SP are to be spent, the learning time for the new skill must be spent as well.

In general a character should have someone to teach him a skill he chooses to learn. How this is arranged or paid for is up to the Gamemaster. Apprenticeship, schooling, family training and other methods are possible, involving payment, social obligations or other arrangements. A character can also teach himself a skill, but this is not easy. Learning a skill without coaching should take a greater length of time. Under these conditions learning time should be tripled. Learning time might also be adjusted for the skill of the teacher. Some additional variations on learning are suggested as part of the Teaching skill.

3.3: SKILL LEVELS

Two characters who have the same skill may not be equally good with it. How effective a character is with a skill depends on the number of SP he is willing to spend on that skill. Each skill has a set cost(CST). Every time a character applies that number of SP to that skill he gains one Skill Level(SL). SLs measure proficiency with a skill. There is no limit to the number of SL a character may have with a given skill. SL of a skill are used in a number of different ways, in combination with appropriate characteristics to carry out various actions. In all cases higher SLs are better, but with many skills there comes a point

where further improvement makes little difference. 5 SL shows serious interest in a skill, 10 SL is respectable, and 20 or more shows some expertise. Keep in mind that some skills are harder to use than others and 20 SL of one skill may not be nearly as effective or impressive as 20 SL of a more difficult skill.

3.4: SKILL BENEFITS

All skills have a set CST. The cost for certain skills is reduced for each character depending on social and cultural origins, background, interests and training. These cost reductions are called Skill Benefits(SB). They are a total of 10 points of discounts off the CST of certain skills which count off the price of each SL bought.

The 10 SB points break down into three groups. The first are Cultural SBs. These make up 5 points of benefits, based on the race, culture and society from which the character comes. These should be established by the GM when creating his world. At the end of this section some examples from the world of Ysgarth are provided. In some cases(as in the example) the character may have a choice of several SBs or groups of SBs within set limits.

The second group of SBs are the Professional SBs. These 3 points of SBs are assigned by the player to specific skills which he wants his character to specialize in professionally. Their assignment is completely within his control and they may be used in any combination from 3 at -1 to 1 at -3.

The final 2 points of SBs should be assigned by the GM as Social SBs, based on the background the player has provided for the character, his SOC and occupation. They should be assigned to native skills.

Some simple rules cover the use of SBs. SBs from the three separate sets can apply to the same skills, but need not do so. SBs or combined SBs cannot reduce the cost of a skill below half(rounded up) the original CST or below a CST of 2. Generally, no single SB or combination of SBs should total more than 3. Characters should have a variety of SBs, as well as concentrations to encourage competency in some area.

One special rule to note is that each character also gets 5 free SL of his native language, and these 5 SL do contribute to related languages, as explained below.



YSGARTH SKILL BENEFITS

KERNWYK

- 1 Climbing or Courtly Love
- 1 Bowling or Net Fishing
- 1 Pick or Whip
- 1 Tinsmithing or Mining
- 1 Disguise or Brazieri

OSCA

- 1 Conning or Vintning
- 1 Merchant or Crossbow
- 1 Buckler or Chariot
- 1 Any 2 skills 1300-1786

ETRUA

- 1 Teaching or Law/Judicial
- 1 Pilum or Research
- 1 History or Politics
- 1 Short Sword or Writing
- 1 Mechanical or any 1 Language

MARMAR

- 1 Logistics or Cartography
- 1 Geography or Dowsing
- 1 Leeching or Dancing
- 1 Trident or Scimitar
- 1 Net or Round Shield

KYMRI

- 1 Folklore or Poetry
- 1 Calligraphy or Voice/Singing
- 1 Writing or Strategy
- 2 Longbow or Ambush

SAES

- 1 Geography or Generalship
- 1 Tactics or Strategy
- 1 Short Sword or Masonry/Engineer
- 1 Javelin or Pilum
- 1 Legion Shield or Net

VAEN

- 2 Light Lance or Leadership
- 1 Riding or Leathersmithing
- 1 Herding or Storytelling
- 1 Broadsword or Folklore

MACHAR

- 2 Hunting or Mountaineering
- 1 Dagger or Short Bow
- 1 Any 1 skill 1400-1574
- 1 Trailing or Garotte

AESC

- 1 Navigation or Hurley
- 1 Helm/Pilot or Riding
- 1 Net Fishing or Herding
- 1 Trap Fishing or Tanning
- 1 Battle Axe or Light Lance

GAEL

- 1 Planting/Tending or Riding
- 1 Herding or Harvest/Threshing
- 1 Round Shield or Great Sword
- 1 Heavy Lance or Bastard Sword
- 1 Golf or Brewing

GOTT

- 1 Armory or Cart/Wheelwright
- 1 Blademithing or Herding
- 1 Ironsmithing or Tailor
- 1 Short Sword or Halberd
- 1 Pike or Round Shield

FREJSA

- 1 Light Lance or Heavy Lance
- 1 Short Bow or Riding
- 1 Broadsword or Hunting
- 1 Surgery or Planting/Tending
- 1 Embroidery or Soccer

3.5: SKILL CONTRIBUTION

Skills do not really stand on their own. They can be grouped together by similarities and shared characteristics, and knowledge of one skill may give some ability with another.

All skills have been given a four digit identifying number. This number helps to group those skills. The first digit indicates the broadest grouping of skills. A 1 indicates the general skill list, a 2 identifies magical and religious skills, a 3 marks combat oriented skills and a 4 marks language skills. The second number indicates the major subdivisions within the broad grouping. This is most significant in the general skill group(1000-1999). The nine subdivisions there are: Social Skills(1100-1199), Intellectual Skills(1200-1299), Technical Skills(1300-1399), Deceit Skills(1400-1499), Manual/Movement Skills(1500-1599), Athletic Skills(1600-1699), Craft Skills(1700-1799), Rustic Skills(1800-1899), Marine Skills(1900-1999). Within each of these broad groups the third digit indicates further division into specific Skill Groups. All skills which share the same first three numbers are in the same Skill Group. For example, the Rustic Skills are divided into four groups, Animal Tending Skills(1811-1812), Agricultural Skills(1821-1822), Wilderness Skills(1831-1837) and Hunting Skills(1841-1843). The last number identifies the specific skill within the Skill Group.

Skill contribution represents the relationship between similar skills. All skills in the same Skill Group(same first three numbers) contribute to each other. In addition, there is cross contribution with certain skills which also contribute to specific other skills far outside their group. These contributions are shown on the list by the number of the skill contributed to in parenthesis at the end of the skill description. Contribution works by providing free SP called Contribution Points(CP) which may be spent on specific skills. CP work exactly as SP. However, it is generally not necessary to keep track of all CP as it would involve a lot of bookkeeping. It is usually best to check on CP when it becomes necessary to use a skill with which you may have them. CP are generated at a rate of one for each SL of a contributing skill which is bought with real SP. Each SL of a skill

provides one CP to spend on each skill to which it contributes. For example, 20 SL of Hunting(1841) would provide 20 CP for both Tracking(1842/CST5) and Trapping(1843/CST4). This would convert into 4 Contributive Levels(CL) of the first and 5 CL of the second, buying them at the costs listed. Thus, lots of skill in one area may yield a little ability in another.

Contribution becomes a bit more complex with weapon skills because of the sub-skills which exist within each skill. In such cases normal contribution applies, but all sub-skills within a skill also contribute to each other within that skill. In addition, sub-skills within a group which serve a similar function within their respective skills contribute to each other. For example, with Edged Weapon skills the Defense skill with each weapon contributes to defense with other weapons in the group, and to Attack with that particular weapon, but not to Attack with any other weapon in the group.

3.6: SKILL DISTRIBUTION

While it is by no means required for play, it may be desirable to encourage players to meet skill distribution requirements. This is of limited need with skilled and experienced players, but may be very helpful for inexperienced players. What it comes down to is setting guidelines for the distribution of LSP and NSP when the character is being set up in order to insure that he has both a variety and a concentration of skills.

The best way to do this is by using the major skill groups and assigning a minimum percentage of a character's SP to that group. However, don't take away the player's freedom of choice. In general no more than half his SP should be assigned for specific distribution. For example, the GM could suggest that at least 30% of a character's SP be devoted to skills in the Rustic Group and 20% to skills in the Deceit group. If distribution is being used, it should be done for both NSP and LSP, though the division for the two need not be the same.

Perhaps the best and simplest way to apply distribution is to have players concentrate at least 30% of their SP in a primary skill group and at least

20% in a secondary skill group (with a parallel division in both NSP and LSP). This insures that players who do not yet have the hang of the system will have at least a semi-reasonable concentration of SP.

Distribution is a good way to help out inexperienced players, but it is not really necessary. It might also be a workable tool for players to employ on a voluntary basis. In some cases the social situation the character finds himself in may require him to fulfill some sort of specific distribution as part of a training program or organization to which he belongs. For example, the training provided by certain demanding religious orders in the world of Ysgarth focuses skills in this way.

3.7: USING SKILLS

Each voluntary action is accomplished by the application of appropriate characteristics and skills. How easily the aim is achieved depends on the level of skill which the character has and how good the appropriate characteristic is.

There are basically two methods of determining success with a skill. One is by a percentage roll and the other is by a comparative roll of some sort. Most skills represent the ability of the character as a percentage chance of success. Others use a flat number applied as a bonus or adjustment on a die roll, on a table or against an opponent.

Any skill which is given a Difficulty (DIF) value is applied on a percentage basis. Other skills have specific special applications described for them, or have special rules to cover their use, as in the case of combat and magic. DIF values range from 2 to 7, though higher numbers are possible in some special cases.

The percentage chance of success with a skill is found by using the **Universal Skill Application Table**. The chance of success is found by dividing the characteristic being used by the DIF of the skill and comparing the result (rounded up) to the number of SL the character has of the skill. In some cases an amount over 100% will be found. Note that even in these cases a roll of 96% or higher indicates failure in applying that skill. 10100 rolls are made in the standard way using 2D10, one as the first digit and one as the second. In addition, depending on the circumstances the skill is being used under, the GM can adjust the percentage by subtracting a set amount or adding an amount to the DIF rating. Percentages are normally assumed to be for application in optimal conditions. If there is extra pressure or difficulty that should be taken into account. Also, when using a skill against the skill of another person the SL of the defending character should be subtracted from that of the character using the skill. For example, if a trap were set by a character with 10SL of Set Traps and it was being disarmed by one with 12SL, he would get to apply only 2 of his SL. If the character using the skill has fewer SL than his opponent, the difference would be added to the DIF after reducing his SL to 0. The GM should prepare before running an adventure and establish the difficulty of obstacles and situations which will be faced with a character's skills using one of these methods.

3.8: COSTS FOR SKILL USE

Using skills has its costs, both in time and fatigue. These costs vary from skill to skill and are important in limiting just how much a character can do and how fast he can do it. While it may not be practical to keep track of all costs at all times, it is important to have a general idea of the costs of frequently undertaken activities so that if a situation arises where these limits are important it will be easy to determine just what is within that character's ability. Keeping a record of every trivial cost is a

bore, but having those costs available can come in quite handy in the few situations where exhaustion, speed and reaction can mean life, death or profit.

What and how much a character can do in a CR is dependent on his Activity Points (AP). These are a set number of points which may be spent fully each CR. In most situations there is little need to worry about AP, but in combat or high-pressure situations they become more important. Each skill has some sort of AP Cost (APC). Special methods are used for determining costs for spells and magic, and each combat skill has an APC assigned. For normal skills the APC is variable, depending on the complexity and duration of the task. Some skills have no fixed cost after which they are completed, but are instead ongoing actions which take a little bit of the character's attention each round. The AP a common skill will take up is generally up to the GM, but ongoing skills should take up between 5xDIF and 10xDIF AP per round that they are being applied. Generally manually or physically oriented skills should take more AP and intellectual skills a bit less. More specific AP costs are given in sections covering combat and other actions which need close attention to time and duration.

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

Activity is tiring. Actions cost a set number of Fatigue Points (FP). Normally a character loses 1 FP per 100 AP expended, assuming those AP are spent at a rate of at least 10 per CR. This means that a normal character could carry on full activity for some 10 minutes. FP can be restored by sleep or rest as already noted. If a character is pretty much inactive, FP will drain off at a rate of 1 per hour.

3.9: CHARACTERISTIC ROLLS

In some situations characters face adversity without a skill to deal with it, or it may be something so basic that no skill applies. In these situations a characteristic-based roll is made to find whether the character succeeds or fails. This sort of roll should be adjusted for the situation, as the GM sees it. The standard roll is 1D100 within 3 times the appropriate characteristic. If the situation is particularly easy the multiplier can go as high as 5. If it is very tough, it can go as low as 1. As with skills, spending more AP can improve the chance of success, but in many situations there will not be time for extra effort. Be sure that the right characteristic is used for each situation. Logic and the descriptions of the Primary Characteristics should help make such choices. In some situations the GM may also want roll for the character so that the player will not know he was in danger, though it is usually better to let the player roll. As with skills, chance of success should never be more than 95%. The most important thing with situational rolls is to be sure that the character has a fair shake, but no unreasonable advantages. Luck should not be the primary factor in deciding situations. Skills and character initiated actions should be used whenever possible.

SKILL APPLICATION TABLE

UNIVERSAL SKILL APPLICATION TABLE

Skill Levels

CHAR/DIF	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
1	07	11	17	23	28	33	38	42	46	50	53	56	59	61	63	65	66	67	68	69	70	71	72	73	74	75
2	09	16	22	28	33	38	43	47	51	55	58	61	64	66	68	70	71	72	73	74	75	76	77	78	79	80
3	11	21	27	33	38	43	48	52	56	60	63	66	69	71	73	75	76	77	78	79	80	81	82	83	84	85
4	13	26	32	38	43	48	53	57	61	65	68	71	74	76	78	80	81	82	83	84	85	86	87	88	89	90
5	15	31	37	43	48	53	58	62	66	70	73	76	79	81	83	85	86	87	88	89	90	91	92	93	94	95
6	17	36	42	48	53	58	63	67	71	75	78	81	84	86	88	90	91	92	93	94	95	96	97	98	99	100
7	19	41	47	53	58	63	68	72	76	80	83	86	89	91	93	95	96	97	98	99	100	101	102	103	104	105
8	21	46	52	58	63	68	73	77	81	85	88	91	94	96	98	100	101	102	103	104	105	106	107	108	109	110
9	23	51	57	63	68	73	78	82	86	90	93	96	99	101	103	105	106	107	108	109	110	111	112	113	114	115
10	25	56	62	68	73	78	83	87	91	95	98	101	104	106	108	110	111	112	113	114	115	116	117	118	119	120
12	27	61	67	73	78	83	88	92	96	100	103	106	109	111	113	115	116	117	118	119	120	121	122	123	124	125
13	29	66	72	78	83	88	93	97	101	105	108	111	114	116	118	120	121	122	123	124	125	126	127	128	129	130

GENERAL SKILL LIST

1111:BUREAUCRACY CST:5 DIF:4 CHR:JUD/SOC
Dealing with and operating in a government or administrative system.(1133)

1112:ETIQUETTE/PROTOCOL CST:4 DIF:4 CHR:SOC/CHA
Understanding the mysteries of social order and proper behavior.

1113:INTRIGUE CST:7 DIF:5 CHR:INT/SOC
Advancing oneself by subterfuge within a social situation or institution.

1114:POLITICS CST:6 DIF:4 CHR:INT/CHA
Gaining public office and applying governmental power.

1121:BRIBERY CST:3 DIF:3 CHR:JUD/CHA
Judicious application of cash to grease the wheels of government.

1122:CONNING/PERSUASION CST:5 DIF:3 CHR:CHA/INT
The art of convincing the unwary to go along with whatever is best for you.(1422)

1123:COURTLY LOVE CST:3 DIF:3 CHR:CHA/INT
The romantic art of making love in the abstract.

1124:FLATTERY CST:3 DIF:3 CHR:CHA/INT
Pleasing others by telling them what they want to hear.

1125:LIP READING CST:6 DIF:5 CHR:INT/JUD
Telling what people are saying by sight rather than hearing.

1126:MENDICANCY/BEGGING CST:3 DIF:3 CHR:CHA/INT
Acquiring wealth by looking pitiful.

1127:SEDUCTION CST:6 DIF:3 CHR:CHA/INT
Making the object of your intellectual desires the subject of your physical lusts.

1128:VALET CST:3 DIF:3 CHR:SOC/CHA
Dressing and grooming others for various occasions.

1131:AMBUSH CST:5 DIF:5 CHR:JUD/INT
Locating and preparing an unpleasant tactical surprise.

1132:GENERALSHIP CST:5 DIF:4 CHR:JUD/INT
Convincing large numbers of men that they are an army, not a mob.

1133:LOGISTICS CST:4 DIF:4 CHR:JUD/INT
Getting the necessary supplies from there to here on time.

1134:STRATEGY CST:4 DIF:4 CHR:INT
Understanding the big picture, or the broad situations of a military campaign.

1135:TACTICS CST:4 DIF:4 CHR:INT
Dealing with the small picture, or the problems of conflict between small groups of men.

1211:STORYTELLING CST:6 DIF:3 CHR:CHA/INT
Making the exploits of dead people as interesting as if the listener were actually there.

1212:TEACHING CST:6 DIF:6 CHR:INT/CHA
Transmitting knowledge to those nominally willing to learn. A good teacher can impart Taught Skill Points in skills in which he is trained. The basic rate of giving out taught SP is ((Teacher's SL of taught Skill)x(Teacher's SL of Teaching))/(30xDIF of Skill) per month spent studying 30 hours per week. TSP can only be spent on the skill in which they are taught.

1221:FOLKLORE CST:4 DIF:3 CHR:JUD
Understanding the nature of the world as it is perceived by the common people, including superstitions and myths of all sorts. Should be learned separately for each cultural group or major regional division.

1222:GEOGRAPHY CST:3 DIF:4 CHR:JUD
Knowing how the land lies. Chance of knowing a particular area or feature is reduced by 1% for each mile the location is from the character's normal habitat.(1232)

1223:HISTORY CST:3 DIF:4 CHR:JUD
Understanding the course and significance of past events. Chance of knowing a particular period or event is reduced by 1% for each decade past or 5 miles distant from time and place of habitation.

1224:LAW/JUDICIAL CST:7 DIF:3 CHR:JUD/INT
Knowledge of the law, its application and interpretation both from the position of defense, offense and arbiter.

1231:CALLIGRAPHY CST:5 DIF:4 CHR:DEX
Making writing an art as well as a means of communication. Character learns a new style at each odd-numbered level.(1241)

1232:CARTOGRAPHY CST:4 DIF:4 CHR:DEX/JUD
Mapping land or locations from a description or from experience.(1222)

1233:FORGERY CST:7 DIF:5 CHR:DEX/JUD
The skill of imitating the written, plastic or painted art of others, applied with appropriate skill in the specific type of art.

1234:LOST SCRIPTS CST:9 DIF:5 CHR:JUD
Reading and using forgotten forms of writing.

1235:PRINTING CST:6 DIF:5 CHR:JUD/INT
Using various forms of printing and mechanical art or text reproduction, mostly fairly primitive.

1236:READING/Writing CST:8 DIF:4 CHR:INT
Using the written form of a language. The first level learned costs full cost, but each additional level costs one less, down to a base of 4 per SL. Levels of writing one language contribute to levels of writing others.

1241:ILLUMINATION CST:4 DIF:4 CHR:INT/DEX
Coloring and illustrating manuscripts and printed material.(1231)

1242:PAINTING CST:3 DIF:4 CHR:INT/DEX
Depicting scenes for practical purposes and covering surfaces with paint in large scale, including signs and portraits.

1243:SCULPTING CST:5 DIF:4 CHR:INT/DEX
Presenting scenes in three dimensional art, from freizes to free-standing sculpture.

1251:LINGUISTICS CST:5 DIF:4 CHR:JUD/INT
The theory of spoken language and the thought behind it.(4000s)

1261:ACCOUNTING CST:7 DIF:4 CHR:JUD
Keeping track of finances and expenses, both accurately and artistically.(1111)

1262:MATHEMATICS CST:5 DIF:5 CHR:JUD/INT
Basic and theoretical use of numbers. Each SL increases counting ability by a level of magnitude from 10(SL2=100,SL3=1000,etc). Levels also add ability with different mathematical functions.

1271:ASTRONOMY CST:9 DIF:5 CHR:JUD
Knowledge of the stars and their courses.(1933)

1272:TIME KEEPING CST:7 DIF:6 CHR:JUD/INT
Keeping track of the progress of time by various mechanical and technical methods.

1281:AESTHETICS CST:5 DIF:4 CHR:INT/TAL
Telling the difference between the beautiful and exceptional and the mundane.

1282:CRITICISM CST:4 DIF:3 CHR:WIL/INT
Analysis and description of the faults and merits of a piece of work.

1283:PHILOSOPHY CST:9 DIF:4 CHR:INT/JUD
Understanding the different systems and laws which lie behind nature and the mechanics of the universe.

1284:POETRY CST:7 DIF:4 CHR:INT/TAL
Expressing images in rhyme, verse or meter.

1291:STRING INSTRUMENT CST:5 DIF:4 CHR:DEX/TAL
Playing a variety of string instruments(a specialty should be chosen), including harps, guitars, mandolins, lutes, etc. Can be combined with Resonance in music-oriented magic.

1292:WIND INSTRUMENT CST:5 DIF:3 CHR:DEX/TAL
Playing a variety of wind instruments(choose specialty), including pipes, reeds, horns, etc. Can be combined with resonance in music oriented magic.

1293:RHYTHM INSTRUMENT CST:4 DIF:3 CHR:DEX/TAL
Playing a variety of rhythm instruments, including sticks, drums, bells, etc. Can be combined with Resonance in music oriented magic.

1294:VOICE/SINGING CST:5 DIF:3 CHR:CHA/DEX
Trained use of the voice in music of various sorts. Can be combined with Incantation in music oriented magic.

1311:MAGICAL RESEARCH CST:9 DIF:6 CHR:INT/JUD
Discovering the arcane secrets of forgotten magics and inventing new ways to apply known magic.

1321:PREACHING CST:5 DIF:5 CHR:CHA
Spreading the word of your god and convincing others that he is the god for them and that his way is the true way.

1322:LITURGY/RITUAL CST:4 DIF:3 CHR:INT/JUD
Knowing holy writ and services. Being able to perform ceremonies and quote scripture as is required of a priest.

1323:COUNSELING CST:5 DIF:3 CHR:CHA/JUD
Advising the flock and hearing their problems with a sympathetic ear.

1331:CARD READING CST:6 DIF:7 CHR:TAL/JUD
Predicting the future through the use of cards, savvy and maybe a little second sight. Predictions should be general enough to be flexibly applied.

1332:CAST READING CST:5 DIF:7 CHR:TAL/JUD
Predicting the future through the use of cast dice, sticks or bones, along with savvy and maybe a little second sight. Predictions should be general enough to be flexibly applied.

1333:DOWSING CST:5 DIF:6 CHR:TAL/JUD
Locating water and sometimes other things through the use of a divining rod or plumb, based on judgement, luck and maybe a little magic.

1334:PALMISTRY CST:6 DIF:7 CHR:TAL/JUD
Predicting a person's future from a look at his palm, savvy and maybe a little second sight. Predictions should be general enough to be flexibly applied.

1335:TRANCE PROPHECY CST:6 DIF:7 CHR:TAL/JUD
Predicting the future while in a mystic (or apparently mystic) trance, by the use of judgement, generalization and maybe a little spiritual inspiration. Predictions should be general enough to be flexibly applied.

1341:ACUPUNCTURE CST:7 DIF:5 CHR:DEX/JUD
Curing illness and pain through the application of needles and pressure to manipulate the nervous system. Results should be at least somewhat unreliable and of limited scope.

1342:ANATOMY CST:3 DIF:4 CHR:JUD
The parts and organs of the body. Where they are, what they do.

1343:SURGERY CST:8 DIF:6 CHR:JUD/DEX
Making repairs to the human body through the use of knife, needle and thread.(1361)

1344:MASSAGE CST:2 DIF:2 CHR:DEX/INT
The manipulation of bones and muscles for therapy and relaxation.

1351:ARREST BLEEDING CST:2 DIF:2 CHR:DEX/JUD
Stopping the flow of blood from a wound without causing further damage or loss of circulation. Each SL also temporarily neutralizes 1 HP of wound damage up to half the HP in the area wounded. Effects last for SLx10min, at which point damage begins to return to effect at a rate of one HP per 5min.

1352:ARREST POISON CST:6 DIF:4 CHR:JUD/DEX
Minimizing and slowing the effects of poison to prolong resistance and allow time for more permanent treatment. Each SL temporarily neutralizes 1 HP of poison damage up to half the subjects overall HP. Effects last for SLx5min, at which point damage begins to return to effect at a rate of one HP per 5min.

1353:HERBAL CURING CST:5 DIF:4 CHR:JUD
The application of medicinal herbs to accelerate the rate of recovery from disease or poison. Each SL adds 5% to daily healing rate.

1354:HERBAL HEALING CST:7 DIF:4 CHR:JUD
The application of medicinal herbs to accelerate the rate of recovery from wounds or other physical damage. Each SL increases the regular healing rate by 5%.

1355:LEECHING CST:3 DIF:7 CHR:JUD
The application of little bloodsucking creatures to a patient in order to correct an imbalance in his bodily fluids. May actually work against hormonal imbalances and some blood disorders. Also may have a tranquilizing effect.

1356:MIDWIFERY CST:5 DIF:3 CHR:DEX/JUD
Delivering babies and post natal care for both mother and child.

1361:BARBERING CST:2 DIF:2 CHR:DEX
The cutting of hair and other aspects of personal grooming, including the treatment of superficial wounds.(1128)

1411:ACTING/PLAYING CST:7 DIF:4 CHR:CHA
Portraying a character or role convincingly for entertainment or deception.(1432,1431,1122)

1412:MIME CST:7 DIF:4 CHR:CHA/INT
Conveying images and information through the use of the body without the use of language.

1413:ORATORY CST:5 DIF:3 CHR:CHA/INT
Speaking in public in a manner which will hold the attention of an audience and present a topic attractively.

1421:INTIMIDATION CST:3 DIF:4 CHR:CHA/SC
Making others do what you want by fear and threat.

1422:LEADERSHIP CST:5 DIF:5 CHR:CHA/INT
Convincing others to let you make their decisions for them and to go where you go and do what you do.(1132)

1431:DISGUISE CST:5 DIF:5 CHR:DEX/CHA
Changing your appearance so that you look like someone else.(1411)

1432:INFILTRATE CST:6 DIF:6 CHR:INT/CHA
Becoming part of a group, society or organization and being able to pass as a member when not naturally born or acceptable for that role.(1411)

1441:CASING/SURVEILLANCE CST:3 DIF:3 CHR:JUD/INT
Examining the scene or subject of a potential crime and determining the best approach and technique to approach.

1442:EVALUATE ITEM CST:5 DIF:5 CHR:JUD
Determining the worth of an item prior to sale or purchase, with some examination required and modifications for skills relating to the use or manufacture of the item. A failed attempt should result in a faulty evaluation without knowledge of failure.

1443:OBSERVE CST:3 DIF:5 CHR:INT
Noticing the unusual, the usual or the merely notable. Seeing dangers in time to react to them. Maintaining observation costs 10AP per CR.

1444:RESEARCH CST:4 DIF:4 CHR:INT/JUD
Finding out the history of a place, item or person using a variety of written, oral and material sources.

1445:STREET SENSE CST:3 DIF:3 CHR:INT
Awareness of events in the underworld and the ability to communicate and relate with the characters who inhabit the underside of society.

1446:TRAILING CST:5 DIF:3 CHR:INT/JUD
Following a quarry in the urban environment while avoiding detection.

1511:CONCEAL ITEM CST:4 DIF:3 CHR:INT/DEX
Hiding things on your person or in a place so that others will not be able to find them easily.(1542)

1512:SEARCH AREA/OBJECT CST:4 DIF:3 CHR:INT/DEX
Finding things which are concealed in a place and in or on an object.

1521:CUT PURSE CST:4 DIF:4 CHR:DEX
Removing an exposed purse from the belt of its owner without being caught.

1522:PICK POCKET CST:6 DIF:6 CHR:DEX
Removing the contents of a person's pocket without disturbing him or being caught.

1523:SEARCH PERSON CST:3 DIF:3 CHR:INT/DEX
Finding things which are concealed on the body or in the clothing of another person.

1531:OPEN SILENTLY CST:3 DIF:4 CHR:DEX
Opening doors and drawers or moving small objects as silently as possible.

1532:PICK LOCKS CST:5 DIF:5 CHR:DEX
Opening locks of varying complexity and function without the use of keys.

1533:SET TRAPS CST:4 DIF:4 CHR:DEX/INT
Setting up active and passive traps either with planned situations and material or with available materials with an appropriately increased DIF. DIF should also be adjusted for complexity of the trap.(1843,1913)

1541:JUGGLING CST:6 DIF:5 CHR:DEX
Making balls and other objects fly in pleasing patterns from hand to hand. DIF is equal to the number of balls attempted, plus an adjustment of 0 to 3 points of DIF for unweildy objects.

1542:PALMING CST:6 DIF:4 CHR:DEX
Picking up and concealing small objects, generally those which are hand sized or smaller.(1511,1575)

1543:POISONING CST:6 DIF:4 CHR:DEX/INT
Administering poison to food or directly to a person without being noticed. Should be adjusted for circumstances. Includes only slight knowledge of making or preparing the poison.

1544:SLEIGHT OF HAND CST:7 DIF:4 CHR:DEX
Making things appear and disappear with skillful use of the hands. Covers such things as minor magic tricks, illusions, etc. Can be enhanced with gimmicks and supporting equipment.(1573)

1551:CLIMBING CST:4 DIF:4 CHR:AGI/DEX
Climbing rocks, buildings, walls, trees, etc. Does not cover the knowledge of mountainous terrain or architecture, merely the physical abilities required.(1835)

1552:CONCEALMENT/HIDING CST:4 DIF:3 CHR:INT/JUD
Taking cover in various situations, concealing where one is and avoiding detection and observation.

1553:SILENT MOVEMENT CST:5 DIF:3 CHR:AGI
Moving without making sound to attract the attention of whomever may be listening.

1554:TUMBLING/GYMNASTICS CST:6 DIF:5 CHR:AGI
Artistic and athletic body movements, including traditional tumbling as well as gymnastics and acrobatics. Specific examples might be dives, rolls, swings, falls, etc. DIF rating should be adjusted for circumstances and the difficulty of the move attempted.

1561:DANCING CST:3 DIF:4 CHR:AGI/CHA
Agile performance of various styles of dance to music, alone or as part of a group of dancers.(1127)

1562:SEXUAL TECHNIQUE CST:5 DIF:4 CHR:DEX/CHA
The art of giving and receiving optimal pleasure in a sexual situation.

1571:BOARDGAMING CST:4 DIF:3 CHR:JUD
Winning strategy in all types of board and table games.

1572:CARD PLAYING CST:5 DIF:3 CHR:JUD
Knowledge of the best strategies in a variety of types of card and chit games.

1573:DICING CST:5 DIF:3 CHR:JUD/DEX
Knowledge of the roll of the die and other cast gambling devices.

1574:WAGERING CST:5 DIF:4 CHR:JUD
Betting wisely on sporting events and other risks of unknown outcome.

1575:CHEATING CST:5 DIF:5 CHR:DEX/INT
Improving luck at any game through the use of extralegal tactics.

1581:BOWLING CST:4 DIF:2 CHR:DEX/AGI
Lawn and pin bowling of some sort, involving rolling a ball at a target.

1582:GOLF CST:3 DIF:3 CHR:DEX/INT
Whacking a little ball with a big stick along a carefully designed wilderness-like course with the objective of putting the ball in a small hole.

1583:HURLEY CST:5 DIF:4 CHR:AGI/DEX
A team sport of stick and ball, similar to hockey or lacrosse, with a good bit of extra violence thrown in.

1584:JUMPING CST:4 DIF:3 CHR:AGI
Going aerial to cover height or distance. Jumping distance is $((AGI/SC) \times (SL/5)) + 3yds.$ Jumping height is $((AGI/SC) \times (SL/8)) + 1yds.$ APC is 50 for a full jump.

1585:RUNNING CST:4 DIF:2 CHR:AGI
Increasing running speed and endurance. Top running speed is $MV + SL$ in feet per CR. APC is 50 for full running.

1586:SOCCER CST:4 DIF:4 CHR:AGI/INT
A team sport involving kicking a ball across a field to score goals.

1591:DRIVING CST:3 DIF:4 CHR:DEX/AGI
Driving a cart, wagon or carriage in normal conditions. If taken as a Learned Skill it covers driving chariots in combat or racing. APC is 10 or more.

1592:RIDING CST:4 DIF:4 CHR:DEX/AGI
Sitting astride a horse for transport under normal conditions. If taken as a Learned Skill it covers combat riding and racing. Riding reduces AP by at least 10.

1611:GREENGROCERY CST:3 DIF:2 CHR:INT
Preparing and marketing vegetable goods.

1612:HOSTLERY CST:4 DIF:3 CHR:INT/CHA
Running an inn, tavern, cafe, restaurant, hotel or boarding house.

1613:MERCHANT/SALES CST:4 DIF:4 CHR:CHA/INT
Selling a product, any product. Number of SLs indicate general percentage increase in profits for having the skill.

1614:TAPSTERY/BARTENDING CST:3 DIF:2 CHR:INT/CHA
Disbursing a variety of alcoholic beverages to the drinking public.

1621:BUTCHERY CST:4 DIF:3 CHR:DEX/JUD
Killing and sectioning various animals prior to sale.

1622:EMBALMING CST:5 DIF:4 CHR:JUD
Treating bodies for preservation, including mummification and knowledge of different techniques and conditions.

1623:SALT PACKING/CURING CST:3 DIF:2 CHR:INT
Curing white and red meats and vegetables for preservation so that they will be more or less palatable later.

1631:BAKING CST:3 DIF:3 CHR:DEX/INT
Turning various grains into bread, pastries and other dietary staples.

1632:BREWING CST:6 DIF:3 CHR:INT
Making beer of variable quality and strength. Includes judicious selection of ingredients and other aspects of preparation.

1633:CIDER/MEADE MAKING CST:4 DIF:3 CHR:INT
Turning apples or honey into a potent alcoholic beverage. Also covers the making of other alcoholic fruit-derived beverages.

1634:COOKING/COUSINE CST:3 DIF:3 CHR:INT/DEX
Cooking food, maybe even making it palatable and attractive.

1635:DISTILLING CST:8 DIF:5 CHR:INT
Turning fruit or grain into hard, high alcohol content liquor of an appropriate type, assuming the necessary equipment is available.

1636:VINTNING CST:5 DIF:4 CHR:INT/JUD
Turning grapes into wine, including knowledge of the growth and selection of grapes and the blending of wines.

1711:BOOKBINDING CST:3 DIF:4 CHR:JUD/DEX
Attractively binding and protecting books and manuscripts, including finishing of vellum and parchment.

1712:COBBLER/BOOTER CST:4 DIF:3 CHR:DEX/JUD
Making all sorts of footwear from leather, wood and other appropriate materials.

1713:LEATHERSMITHING CST:4 DIF:3 CHR:DEX/JUD
Working leather into a variety of functional forms, including clothing, armor, bags and other items.(1766)



1714:PELTING/SKINNING CST:3 DIF:2 CHR:INT/JUD
Removing the skins from animals, cleaning them and making them ready for tanning.

1715:SADDLERY CST:4 DIF:3 CHR:DEX/INT
Turning leather into saddles and other horse trappings.

1716:TANNING CST:3 DIF:2 CHR:INT/JUD
Taking hides and turning them into leather through chemical and mechanical treatment. Includes initial manufacture of vellum and parchment.

1717:TOOLING CST:4 DIF:4 CHR:DEX/INT
Decorating leather goods of all sorts.

1721:DYING CST:4 DIF:2 CHR:INT
Giving color to fabrics, leather and other materials, including the mixing of dyes.

1722:EMBROIDERY CST:5 DIF:4 CHR:INT/DEX
Decorative sewing for clothing, tapestries and other forms of display. Includes special work like brocading.

1723:KNITTING CST:3 DIF:3 CHR:DEX/INT
Making yarn and thread into cloth through the use of needles, including crocheting and crewel work.

1724:PAPERMAKING/FELTING CST:5 DIF:3 CHR:INT/JUD
Turning wood pulp into paper. Includes the making of papyrus from reed and the necessary treatment and preparation of the paper to receive inks. Also includes the making of felt fabrics, which is a very similar process.

1725:QUILTING CST:3 DIF:2 CHR:DEX/INT
Sewing bits of fabric together to form patchwork cloth for various purposes.

1726:SEWING/TAILORING CST:3 DIF:2 CHR:DEX
Using needle and thread to repair or create clothing.(1128,1235)

1727:SPINNING CST:3 DIF:3 CHR:DEX
Turning wool or flax into thread for use in weaving or other methods of fabric manufacture.

1728:WEAVING CST:5 DIF:4 CHR:DEX
Using a loom to weave thread together into cloth of some sort, including clothing fabrics, decorative fabrics and rugs.(1736,1922)

1731:BOWERY/FLETCHING CST:5 DIF:4 CHR:DEX/JUD
The making of bows and arrows with attendant equipment. Must be combined with Mechanical skill to make Crossbows.

1732:CARVING/WOODWORKING CST:5 DIF:3 CHR:DEX
Decorative wood working, particularly in abstract motifs on furniture or flat surfaces.

1733:COOPERY CST:4 DIF:2 CHR:DEX/JUD
Making barrels, including more or less watertight barrels for many purposes.

1734:JOINING/CARPENTRY CST:4 DIF:4 CHR:DEX/JUD
Construction of furniture or small structures out of wood, from boxes to wooden chairs and tables.

1735:THATCHING/ROOFING CST:3 DIF:2 CHR:AGI/DEX
Roofing buildings with straw or other materials, not including tile or slate, which are in the province of the mason.

1736:WICKER WORKING CST:4 DIF:3 CHR:DEX
Weaving with wicker, from simple baskets to complex cages and even furniture.

1737:CART/WHEELWRIGHT CST:4 DIF:4 CHR:DEX/JUD
Making moving vehicles from wood, including the manufacture of wheels and axles.

1738:FRAMING/BUILDING CST:4 DIF:4 CHR:JUD/DEX
Construction of building from wood or with wooden frames.

1739:SHIPWRIGHT CST:5 DIF:5 CHR:INT/DEX
Building seagoing vessels from wood or other appropriate materials.

1741:MECHANICAL CST:8 DIF:5 CHR:INT/DEX
General knowledge of mechanical systems and the design and construction of basic machines from presses of various sorts to wheel assemblies to mechanical clocks.(1235,1533,1635,1731,1737,1739)

1742:MILLING CST:3 DIF:4 CHR:INT
Building and operating milling machinery of all sorts.

1743:SEIGE ENGINEERING CST:5 DIF:5 CHR:INT/DEX
The manufacture and operation of siege engines, including catapults, towers, ballista, trebuchets, etc.

1751:IRONSMITHING CST:4 DIF:4 CHR:JUD/DEX
Making basic iron wares, particularly beaten tools and utensils. DIF should be adjusted for the grade of iron or steel attempted.

1752:FOUNDRY/ROLLING CST:5 DIF:6 CHR:JUD/DEX
Casting, rolling, cutting and spinning iron to make somewhat more complex and attractive items. DIF should be adjusted for the grade of iron or steel attempted.

1753:FARRIERY CST:3 DIF:3 CHR:DEX/JUD
Working small iron items, particularly trappings for horses(especially horseshoes) or for common rural usage.

1754:ARMORY CST:7 DIF:5 CHR:DEX/JUD
Making iron and steel armor for man or beast to wear. DIF should be adjusted for the grade of iron or steel attempted.

1755:BLADESMITHING CST:8 DIF:5 CHR:DEX/JUD
Creating iron and steel weapons of all sorts, particularly sword blades. DIF should be adjusted for grade of iron or steel attempted.

1761:BRAZIER CST:5 DIF:3 CHR:DEX/JUD
Working and casting bronze in various forms and for various functions. Covers the manufacture of lots of major household and commercial implements.

1762:TINSMITHING/TINKER CST:3 DIF:3 CHR:INT/DEX
Working tin for ornamental and functional uses. Includes the manufacture of all sorts of inexpensive and practical items.

1763:GOLD/SILVERSMITHING CST:6 DIF:5 CHR:DEX/INT
Working gold, silver and other precious metals primarily for ornamental and decorative functions, particularly jewelry, platework and inlay.(1442)

1764:ETCHING CST:7 DIF:5 CHR:DEX/JUD
The creation of images and decoration on metal through incision and tinting.

1765:JEWELSMITHING CST:6 DIF:5 CHR:INT/DEX
The cutting and setting of precious and decorative stones, including the ability to assess value and identify jewels.(1442)

1766:HILTYERY CST:3 DIF:4 CHR:INT/DEX
The fitting of weapons with secondary, though often essential trappings, such as hilts, guards, hafts, etc.

1771:EXCAVATION/MINING CST:5 DIF:4 CHR:JUD
Digging holes of various sorts for fun and profit, from quarrying to digging foundations to mining to tunneling into fortifications.

1772:STONE CUTTING CST:4 DIF:4 CHR:INT/DEX
Cutting stone to fit specific shapes for construction or trimming stone into ornamental forms.(1243)

1773:MASONRY/ENGINEERING CST:6 DIF:4 CHR:DEX/INT
Constructing building, bridges, roads and other structures out of fitted stone. Includes construction of brick and ceramic roofs and other parts.

1781:BRICKMAKING CST:4 DIF:3 CHR:INT
Turning clay and straw into brick. Production of fired brick and glazed brick require additional skills.

1782:POTTERY CST:5 DIF:3 CHR:DEX/INT
The creation of functional vessels from clay.

1783:GLASSMAKING CST:6 DIF:5 CHR:DEX/JUD
Blowing, cutting and casting heated glass and crystal into useful shapes.

1784:MOSAIC/TILE CST:5 DIF:4 CHR:INT/DEX
The manufacture and arrangement of painted, glazed or plain tile in pleasing forms.

1785:GLAZIERY/STAINING CST:4 DIF:4 CHR:DEX/INT
Glazing or staining glass or pottery of various sorts.

1786:ENAMELING CST:4 DIF:4 CHR:DEX/INT
Imparting pigment to a variety of surfaces through the use of enamel and pigment.

1811:HERDING/CURRIERY CST:3 DIF:3 CHR:INT/DEX
Taking care of and managing animals, including herding, currying and general feeding and maintenance of a full selection of animals. Need not be learned separately for different types of animals unless the character changes application of the skill wildly.

1812:ANIMAL TRAINING CST:5 DIF:4 CHR:CHA/INT
Training animals for combat or to do tricks. Includes falconry and related skills. Should be learned separately for different types of animals, with levels from one type contributing to others.

1821:PLANTING/TENDING CST:3 DIF:3 CHR:JUD/INT
Planting and taking care of crops of all sorts through the growing season.

1822:HARVEST/THRESHING CST:3 DIF:3 CHR:JUD/DEX
Harvesting and treating mature crops prior to sale, storage or use.

1831:BIVOUAK CST:3 DIF:3 CHR:JUD
Finding the best available campsite or place to rest.

1832:TRAIL FINDING CST:4 DIF:4 CHR:INT/JUD
Locating regularly used animal and human trails in woodland or other areas.

1833:GATHERING/FORAGE CST:3 DIF:3 CHR:JUD
Finding wild vegetation which is edible for survival.

1834:LUMBERING CST:4 DIF:4 CHR:INT/DEX
Cutting down trees, preparing and trimming the wood, including primitive milling.

1835:MOUNTAINEERING CST:5 DIF:4 CHR:INT
The knowledge of mountains, their dangers, conditions and vicissitudes. Includes survival skills for mountain conditions.

1836:WILDERNESS SURVIVAL CST:3 DIF:4 CHR:INT
Survival in wild lands, particularly unclaimed woodland, fens, moorland, fens, etc. Includes locating food and shelter.

1837:DESERT SURVIVAL CST:4 DIF:5 CHR:INT
Survival in arid and semi-arid areas, including desert, tundra, steppes, etc. Includes locating food and shelter.

1841:HUNTING CST:4 DIF:4 CHR:INT/DEX
Finding and killing animals using weapons appropriate to the danger involved. Does not include skill with hunting animals or the necessary weapon skills, but does cover bringing the quarry to ground.

1842:TRACKING CST:5 DIF:4 CHR:INT/JUD
Following the traces left by a person or animal in wilderness areas, with appropriate reduction for skill of the quarry and the age of the trail left.

1843:TRAPPING CST:4 DIF:5 CHR:INT/DEX
Setting traps in the wild, particularly passive traps for animals along trails or other appropriate areas. Includes knowledge of design(with available materials), construction and placement.

1911:FIND FISH CST:3 DIF:3 CHR:JUD
Locating schools of fish at sea or likely locations for fish in lakes or rivers.

1912:LINE FISHING CST:4 DIF:3 CHR:DEX/JUD
Catching fish through the skilled use of pole, line and hook.

1913:NET/TRAP FISHING CST:3 DIF:4 CHR:INT/DEX
Catching fish with nets, weirs or traps, including crustaceans of various sorts. Both on rivers and at sea.

1914:SPEAR FISHING CST:4 DIF:4 CHR:INT/DEX
Catching fish by the use of a spear or trident, either thrown or thrust, either in shallow seas, lakes or rivers.

1915:CLAMMING CST:3 DIF:3 CHR:DEX/INT
Digging clams, mussels or other shellfish from beds in ocean shallows.

1921:KNOT TYING CST:3 DIF:4 CHR:DEX/INT
Tying ropes, strings and other flexible material in knots of all kinds and functions.

1922:NET WEAVING CST:4 DIF:4 CHR:INT/DEX
Weaving rope into nets of variable strength and size for the aquatic quarry in question.

1923:SAIL TENDING CST:4 DIF:4 CHR:AGI/DEX
Tending and maintaining the sails and rigging of a ship of any size.

1931:ROWING CST:2 DIF:2 CHR:DEX/STR
Pulling an oar in unison with other rowers and with optimal efficiency in any situation.

1932:HELM/PILOT CST:5 DIF:5 CHR:DEX/WIL
Guiding and steering a ship at sea, in harbor and along coastline.

1933:NAVIGATION CST:8 DIF:5 CHR:JUD/INT
Knowledge of coast, sea and stars enough to get from place to place. Knowledge of navigation out of sight of land requires a rather high level of skill. Increase DIF by 1 per 15 miles from shore.

1934:NAVAL COMBAT CST:5 DIF:5 CHR:JUD/INT
Guiding a ship or fleet of ships through a naval encounter, with particular concentration on boarding and ramming tactics. Can be combined with Tactics and Strategy for best effect.

1941:SWIMMING CST:8 DIF:3 CHR:AGI/DEX
Staying afloat in the water and sometimes even moving through it with some effectiveness. Water is greatly feared, so this is not a common skill in most societies. AP cost is 40.

1942:DIVING CST:3 DIF:5 CHR:CON/AGI
Diving into and beneath the water with grace and skill, including aspects of underwater movement, awareness and combat.

1943:HOLD BREATH CST:4 DIF:3 CHR:WIL
Keeping from breathing under variable conditions, for as long as possible. In most cases this means a period of up to (WIL+SL)x10 seconds. AP cost is 20.

1944:AQUATIC SURVIVAL CST:5 DIF:4 CHR:INT/DEX
Staying alive on and near the water, finding aquatic sources of food and drink, though the possible duration of survival would depend a great deal on conditions.

2111:DIVINE AID CST:5 DIF:7 CHR:ZEA/CHA
Allows the partial intervention of the deity in priestly power use. It allows the character to convert Deity Points to Piety Points at a rate of SL PP per DP converted.

2112:PRAYER CST:5 DIF:5 CHR:CHA/ZEA
Communion with the deity. More practically, each SL adds to ZEA when determining rate of Piety Point Regeneration.

2113:ENHANCE WILL CST:6 DIF:5 CHR:WIL
Strengthens the will and mental strength of a character. Each SL adds directly to WIL when determining Will Points.

2114:MEMORIZATION CST:6 DIF:3 CHR:WIL
Learning and remembering data, DIF should be modified for volume and complexity of material.

2121:MEDITATION CST:5 DIF:5 CHR:MAG
Casting magic through meditation upon the objectives of the spell, using only the mind.

2122:RITUAL CST:5 DIF:5 CHR:MAG
Casting magic through complex gestures, movements and chants. A rather slow method of spell casting.

2123:SOMATIC CST:6 DIF:5 CHR:MAG
Casting magic through the use of special hand gestures and patterns. A particularly fast method of casting.

2124:SYMBOLIC CST:6 DIF:5 CHR:MAG
Casting magic through the use of drawn symbols, letters, patterns or runes.

2125:INCANTATION/VOICE CST:6 DIF:5 CHR:MAG
Casting magic through the use of the voice in a chant or song.

2131:CONTAGION CST:6 DIF:5 CHR:MAG
Focusing magical energy through a relationship of some sort of contagious contact between a place or thing and the target of the magic.

2132:SYMPATHY CST:5 DIF:5 CHR:MAG
Focusing magic through the use of an image of the target which is in the control of the spell caster.

2133:RELATIVE CST:6 DIF:5 CHR:MAG
Focusing magic through the use of some material which is part of the physical or spiritual form of the caster.

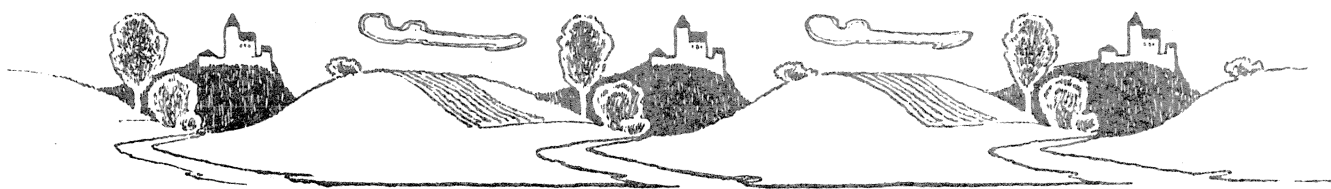
2134:RESONANCE CST:7 DIF:5 CHR:MAG
Focusing magic through the fundamental resonant forces which unite all matter, a raw and expensive method

2135:COMPONENT CST:7 DIF:5 CHR:MAG
Focusing magical power through the use of powders, chemicals or other forms of concrete physical catalyst.

3811:BACKSTRIKE CST:7 DIF:7 CHR:AGI/JUD
Sneaking up behind a victim. Each SL allows the character to spend 5SP before his target can spend any. The DIF should be increased by 1 for each SL of this skill or Observe which the target has.

3821:VITAL STRIKE CST:7 DIF:7 CHR:DEX/JUD
Hitting a vital organ for maximal effect when attacking in close quarters. Will only work with a point weapon less than 2ft in blade length. If the percentage roll is made the character may add together the two D10 rolled for damage and use the total to figure his damage.

3831:BERSERKERGANG CST:5 DIF:5 CHR:WIL
Harnessing the power of berserk rage in combat. When berserk SL is added to AR and DC and subtracted from MR and DR. SLxHI is also added to HP temporarily and the character need not make rolls against pain or unconsciousness. There is a DIF of 4 to trigger the rage and a DIF of 7 to end it. If it is not ended in time the berserker will begin to attack his comrades when he runs out of enemies to attack.



YSGARTH LANGUAGES

4111:KYMRAEG CST:7 DIF:3 CHR:INT
Spoken by the Kymri people dwelling in Morganuc, Seisylluch, Ystrad Tywi, Ceredigiaun, Marchuk, Prydein and Lloegyr.

4112:GAEL CST:6 DIF:3 CHR:INT
Spoken by the common Gael people of a number of nations, including Ardmacha, Banchor, Llynan, Gaeldoch, Argathylia and Lloegyr.

4113:CALWDAEG CST:6 DIF:3 CHR:INT
Spoken by the island Gael people of Tharnet, Ynisgael, Imaly and Hy.

4114:KERNWAEG CST:5 DIF:3 CHR:INT
Spoken by the Kernwyk people of Suessiones, Mersk and other areas bordering the Saes Empire.

4121:LLOEGRAN CST:6 DIF:3 CHR:INT
Hybrid language of the march kingdoms of Lloegyr and Prydein.

4122:SAESAN CST:5 DIF:3 CHR:INT
The official language of the conquering class of the Saes Empire (formerly the Oscan and Etruan Empires).

4123:AESCAN CST:5 DIF:3 CHR:INT
The language of the royal classes and conquerors of several Gael nations, including Gaeldoch, Argathylia and Ardmacha.

4124:VAEN CST:5 DIF:3 CHR:INT
Spoken by the dominant tribes of the northeastern steppes.

4125:FREJSAN CST:5 DIF:3 CHR:INT
Spoken by migrant settlers in Frejsa on the Saes border.

4126:GOTTAN CST:6 DIF:3 CHR:INT
Spoken by migrant settlers scattered throughout the Prefecture of Gottia in the Saes Empire.

4131:MACHARI CST:6 DIF:3 CHR:INT
Spoken by natives in the mountain nations of Machar Orszag/Lagoland, Toth Orszag and Erdely Orszag.

4132:MARMARI CST:5 DIF:3 CHR:INT
Spoken in the southern coastal nations of Marmarash and Horvath.

4133:OSCAN CST:6 DIF:3 CHR:INT
Spoken by the peoples of the defunct Oscan Empire, now the Prefecture of Oscala in the Western Saes Empire.

4134:ETRUAN CST:7 DIF:3 CHR:INT
Spoken by the peoples of the defunct Etruan Empire, now the Prefectures of Etruika and Evaria in the southern Saes Empire. Also the language of Saes administration.

4135:HOUKOSI CST:6 DIF:4 CHR:INT
Spoken by migrant laborers and thieves of the Houkos.

4136:UKRAL CST:7 DIF:4 CHR:INT
Spoken by the extreme northern steppe tribes and the settled members of the Ukral race in the northern mountains.

4141:KENNIK CST:4 DIF:4 CHR:INT
Thief/underworld cant of Northern Saes Empire.

4142:JENNISCH CST:4 DIF:4 CHR:INT
Thief/underworld cant of Southern Saes Empire.

4143:HANTYRKA CST:5 DIF:4 CHR:INT
Thief/underworld cant of Marmar and Machar areas.

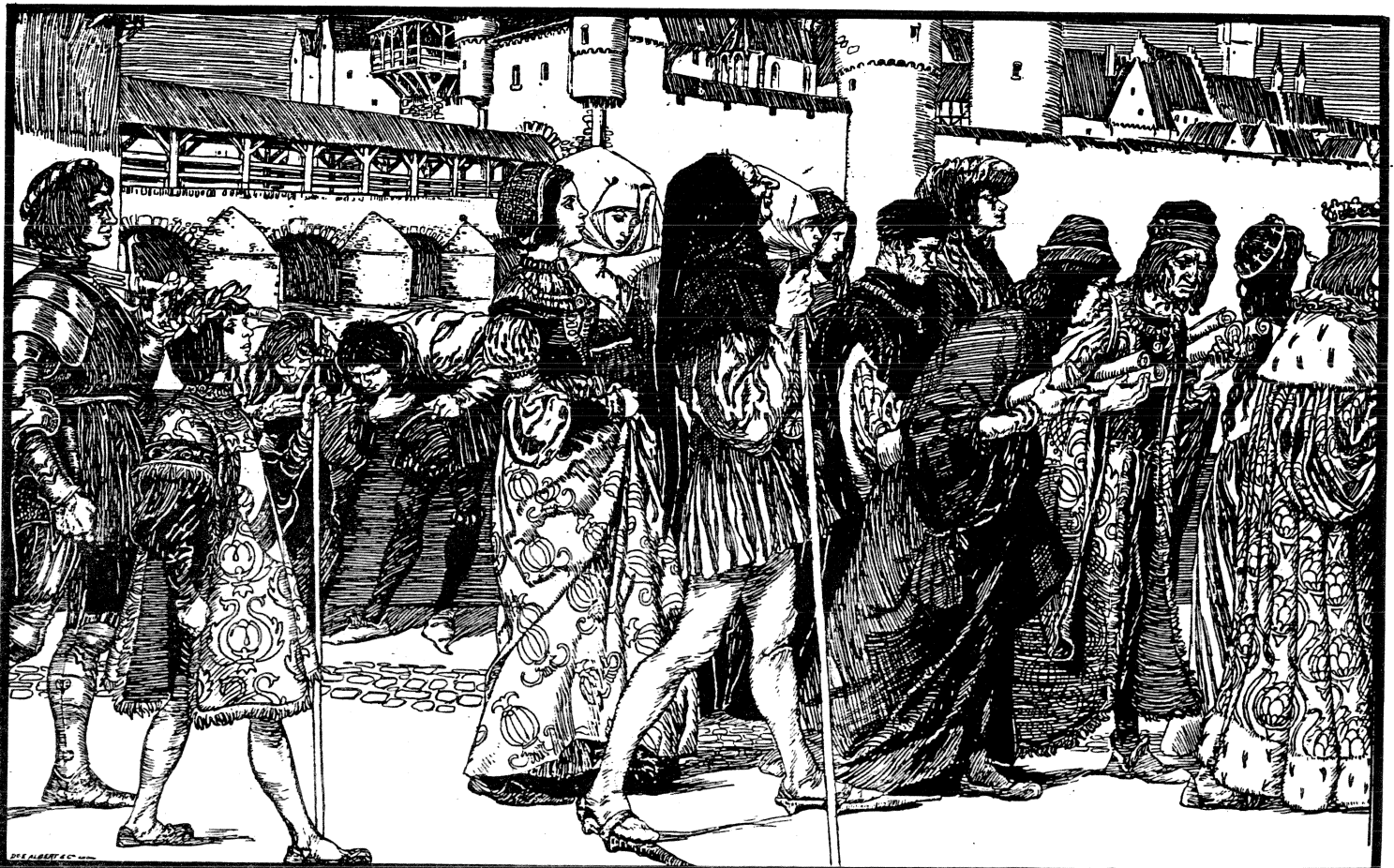
4144:GAMMAN CST:5 DIF:4 CHR:INT
Thief/underworld cant of Kymric and Kernwyk areas.

4145:BERLAG CST:6 DIF:4 CHR:INT
Thief/underworld cant of Gael regions.

4151:SAPRA CST:5 DIF:2 CHR:INT
Parent language of most trade speeches of Ysgarth, native language of old families in Ptolemeias.

4152:CANSA CST:3 DIF:2 CHR:INT
Trade speech of Ysgarth, centered around Ptolemeias.

4153:TAFIR CST:4 DIF:2 CHR:INT
Trans-oceanic trade-speech of the Empire of Ilchania, sometimes encountered in major Saes cities like Tibrum or in Ptolemeias.



COMBAT SKILLS

CLUB WEAPONS	ATT			DAM	DEF	DIS	UNB	SPD	APC	MD		
	C	E	P							C	E	P
Cudgel	2	--	--	14	7	9	8	18	28	6	--	3111
Hammer	3	--	--	16	8	7	--	16	24	6	--	3112
Mace	3	--	--	15	7	8	--	15	24	6	--	3113
Battle Mace	4	--	--	13	10	10	9	19	36	10	--	3114
Staff	4	--	--	14	5	6	6	12	18	4	--	3115

BLADE WEAPONS	ATT			DAM	DEF	DIS	UNB	SPD	APC	MD		
	C	E	P							C	E	P
Dagger	--	3	3	14	4	7	--	13	16	--	4	3121
Short Sword	--	4	4	17	4	6	--	15	20	--	6	3122
Broad Sword	--	5	7	16	6	7	--	17	24	--	8	3123
Bastard Sword	--	6	9	16	8	9	9	19	28	--	10	3124
Great Sword	--	7	11	16	9	11	8	22	32	--	12	3125
Falchion	--	3	5	19	7	11	--	18	26	--	8	3126
Scimitar	--	5	8	18	7	8	--	16	28	--	10	3127
Epee	--	5	6	17	5	5	--	14	20	--	6	3128
Glaive	--	6	8	17	7	9	6	20	42	--	6	3129

THRUST WEAPONS	ATT			DAM	DEF	DIS	UNB	SPD	APC	MD		
	C	E	P							C	E	P
Spear	6	7	5	15	6	5	7	18	22	4	4	3131
Trident/Spetum	7	--	5	16	7	4	7	19	36	4	--	3132
Pike	--	--	6	25	9	18	7	36	48	--	10	3133
Rapier	--	--	5	17	5	6	--	14	18	--	6	3134
Light Lance	--	--	5	15	8	12	6	20	25	--	10	3135
Heavy Lance	9	--	5	13	10	14	4	--	50	6	--	3136

AXE WEAPONS	ATT			DAM	DEF	DIS	UNB	SPD	APC	MD		
	C	E	P							C	E	P
Hand Axe	--	3	--	14	8	8	--	16	24	--	6	3141
Battle Axe	6	4	--	13	9	9	6	17	30	4	--	3142
Double Axe	5	5	--	11	10	10	8	20	36	6	10	3143
Halberd	8	6	7	14	7	11	4	23	42	4	8	3144

ARTICULATED WEAPONS	ATT			DAM	DEF	DIS	UNB	SPD	APC	MD		
	C	E	P							C	E	P
Flail	7	--	--	12	15	16	8	23	44	18	--	3151
Lariat	--	--	--	--	--	--	--	26	40	--	--	3152
Morningstar	5	--	--	14	12	15	9	22	36	6	--	3153
Nunchaka	5	--	--	15	8	12	8	15	26	4	--	3154
Net	8	--	--	20	6	5	5	20	48	3	--	3155
Whip	--	6	--	20	18	5	6	16	22	--	3	3156
Garotte	5	--	--	14	--	--	--	20	32	--	6	3157

UNARMED COMBAT	ATT			DAM	DEF	DIS	UNB	SPD	APC	MD		
	C	E	P							C	E	P
Bite	--	3	2	17	--	--	--	17	28	--	2	3211
Hand/Claw	2	3	4	14	8	8	7	13	16	3	3	3212
Head Butt	3	--	--	25	--	--	--	30	40	6	--	3213
Foot/Kick	4	6	7	13	12	9	5	21	28	6	4	3214
Dodge	--	--	--	--	6	--	--	25	24	--	--	3215
Trip	--	--	--	--	--	--	6	23	28	SC	--	3216
Throw	10	--	--	20	--	--	7	28	32	DC	--	3217
Grapple	8	--	--	20	--	8	8	30	38	DC	--	3218

SHIELD COMBAT	ATT			DAM	DEF	DIS	UNB	SPD	APC	MD		
	C	E	P							C	E	P
Buckler	4	6	--	16	4	7	7	16	22	4	3	3311
Round Shield	5	7	6	18	5	9	6	19	26	4	4	3312
Chevron Shield	6	9	--	20	7	11	5	24	28	5	5	3313
Legion Shield	7	--	9	23	9	12	5	30	36	5	--	3314

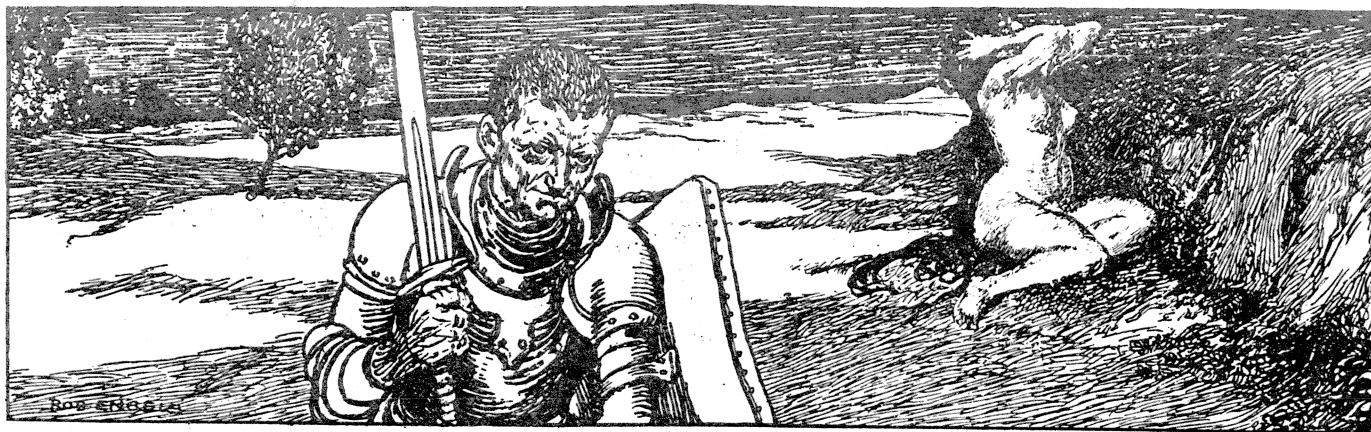
ARCHERY	ATT			DAM	RAN	C	E	P	RM	SPD	APC	
	C	E	P									
Crossbow	--	--	5	25	30	--	--	20	5	35	70	3411
Shortbow	--	--	6	18	20	--	--	6	9	22	30	3412
Longbow	--	--	8	15	17	--	--	8	12	24	40	3413

THROWN WEAPONS	ATT			MD								
	C	E	P	DAM	RAN	C	E	P	RM	SPD	APC	
Dart	--	--	3	24	30	--	--	2	2	15	18	3511
Javelin	--	--	4	16	19	--	--	6	6	20	24	3512
Knife	--	--	5	18	26	--	--	4	3	15	22	3513
Hammer/Stick	3	--	--	15	23	6	--	3	17	24	3514	
Pilum	--	--	5	13	19	--	--	6	5	20	26	3515
Axe	--	4	--	14	24	--	6	--	3	20	28	3516
Shiruken	--	3	--	20	25	--	3	--	3	12	16	3517
Boomerang	6	7	--	18	24	6	6	--	4	19	24	3518
Discus	--	5	--	16	23	--	6	--	4	18	26	3519

ARTICULATED MISSILE COMBAT	ATT			DAM	RAN	C	E	P	RM	UNB	SPD	APC	
	C	E	P										
Net(Entangle)	6	--	--	30	30	--	--	4	3	5	39	50	3611
Bola(Entangle)	5	--	--	25	25	8	--	--	4	6	32	40	3612
Sling	4	--	--	20	26	3	--	--	5	--	15	22	3613
Atlatl	--	--	6	14	18	--	--	8	8	--	24	32	3614

BLOWN MISSILES	ATT			DAM	RAN	C	E	P	SPD	AP	
	C	E	P								
Blow Gun	3	--	4	28	35	2	--	3	18	24	3711
Spat Missile	2	--	3	35	40	0	--	1	16	18	3712





4:COMBAT

As the general skill system has already been described, it is just a small step to the specialized application of skill which is involved in combat. Combat breaks down into several major sections, based on the skill system and dominated by the factors of attack, defense and damage.

4.1: SKILLS IN COMBAT

A section of specialized combat skills was presented with the general skill lists. Some explanation of the function of these skills will be a useful basis for establishing an understanding of the structure of combat. Each skill has a number of descriptive aspects and sub-skills which should be clarified.

Weapons are classified into groups by general type. Each weapon has several sub-skills with separate costs for different uses of the weapon. The aspect of contribution has been covered in the section on Skill Contribution. To recap, sub-skills contribute to each other as do parallel sub-skills within the group. Thus, the Attack skill with Dagger contributes to Attack with Short Sword or to Defense with Dagger, but not to Defense with Short Sword. For more information on weapons see the special listing of weapon descriptions.

Attack Sub-Skill(ATT): Offensive ability with the particular weapon or type of attack. It may be divided into as many as three skills, for Club, Edge and Point, if all three of those attack types are possible with that weapon. Each SL adds directly to base AR to determine total AR with that weapon in combat. With missile weapons SL are added to MR.

Defense Sub-Skill(DEF): Defensive ability with that weapon or attack. Each SL adds directly to base DR to determine total DR while that weapon or skill is in use. Levels of DEF with different weapons or skills are cumulative if they are being used at the same time.

Disarming Sub-Skill(DIS): Ability to disarm with that weapon or attack. Each SL adds to AR when making a disarming attack which has special effects as noted later. SL of disarming with more than one weapon add together when added to AR if both weapons can be used at the same time.

Unbalancing Sub-Skill(UNB): Ability to unbalance an opponent using that particular weapon or skill. It is added to UR when making this sort of attack. How such an attack is resolved is explained later. If two weapons or attack types are used their levels add together for the attack.

Damage Sub-Skill(DAM): Ability to increase the damage done by that weapon. Each SL adds directly to the Maximum Damage(MD) of the weapon prior to modification for the character's Damage Class(DC). It applies for most missile weapons in the same way, though not with mechanical weapons like Crossbow.

Speed Sub-Skill(SPD): Ability to increase the speed of use of that weapon. Each SL lowers APC by 3%, up to a total of 50% off whenever he uses that weapon. It applies to any and all uses to which the weapon is put.

Activity Point Cost(APC): This is the base cost per use for any application of skill with that weapon. It must be spent for Attack, Defense or the use of any of the sub-skills. The only exception to this is that when Attack is paid for it includes the Damage sub-skill and the based MD of the weapon. Additional spending of this APC can increase any of these stats(as explained later), but when increasing AR, MD is not automatically increased and must be spent for separately to increase.

Maximum Damage(MD): The highest amount of damage that weapon can normally do, broken down by Club, Edge and Point classification. It is modified by the DC of the character and his levels of DAM with that weapon to find the actual MD when the weapon is put to use.

4.2: PREPARING FOR COMBAT

This system provides a great number of possibilities and options in combat. Nonetheless, in most combat situations a great deal of innovation and improvisation will cost more in time than it is worth in results, although the flexibility of the system is extremely valuable for really vital encounters.

You start out by learning combat skills along the standard lines. When first creating a character it is good to specialize in one weapon and branch out later. Remember to keep track of contribution to sub-skills because they can improve your use of the weapon in peripheral but useful areas. Once you have determined your skills and just what they do for you, it is most practical to set up a standard approach to normal combat situations. You should outline a sequence of actions which you take in each round of combat and stick to it, except in unusual situations where other options might be necessary. This makes combat much simpler and more practical. If the GM wants to simplify combat, he can require such a set-up and require characters to more or less stick by it.

Outlining a standard set-up depends mostly on AP. Determine how many AP you have each round and allocate them to the different actions you choose to make. The standard method of doing this is to pay once for defense with whatever form of defense is best and then use the remaining AP to pay for as many basic attacks as possible. For example, a character with 60 AP using Dagger(APC20) would spend once for defense(-20AP) and once for each of 2 attacks(-40AP). So he would add his SL of DEF to his DR and attack twice in the round with his AR plus SL of ATT. Remember that actions can be paid for with AP drawn partly from the end of one round and the beginning of the next if the character has an uneven number of AP. Creating this sort of set-up or several standard alternate set-ups can help keep combat simple and fast moving, limiting potential complexity.

4.3: AP IN COMBAT

AP can be spent to increase the value of any skill used in combat. Spending 1 times required APC yields base SL value plus any base stat(AR,DR,etc). Spending 3 times required APC doubles base SL and base stat value. Spending 5 times APC triples effect. This can be carried on in the same way. AP spent may be increased on more than one skill in use if the AP are available.

Certain forms of AP extension, reduction and borrowing are possible. These may be useful in special situations or combat tactics. A character need not spend the full APC required for a skill. He may not spend less than half the APC if he wishes the skill to work, but he may spend as little as half with a corresponding reduction in effectiveness of that skill. For example, if he was using Dagger(APC20) and had a total AR of 30 with his SL, and spent only 10 AP, his effective AR would be 15. This can increase attacks in a round or allow for a pre-emptive strike in some situations.

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

AP and the sequence of actions is worth remembering.. Different characters have different amounts of AP, but they all spend their AP in the same amount of time, meaning that those with more AP are a bit faster acting than those with fewer. The AP a character enters combat with are equal to his total AP minus any cost for defense(DR) and any encumbrance(Armor APC) or other overall subtractions. The remainder are his free AP to spend on aggressive actions that round. To determine who can strike first subtract the lower AP from the higher AP. The character with the higher AP can spend half the difference before his foe may begin to spend his AP and may spend the other half after his foe has run out. For group combat just have characters attack in descending order of number of AP.

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

4.4: MAKING THE ATTACK

After all this preparation, the process of actually engaging in a combat is fairly simple.

The attack consists of the character striking the blow choosing a general target area and rolling 1D100. To this roll he adds his total AR including appropriate skill with that weapon. From this total he subtracts the total DR of his target including any and all appropriate skills and modifiers. The total is compared to the Combat Table for the target area chosen and that determines whether he hit and what part of the body he hit. The possible target areas are the Head, Chest, Abdomen, Arms and Legs. He may specify one leg/arm or another, in which case the left and right designations are switched on the chart. AP are paid for the attack. Note that the attack charts modify chance of hitting for the area aimed at. The combat charts are provided at the end of this section.

One key aspect to note is that if the character comes up with a total roll(including all modifiers) greater than 100, he may subtract half the amount he is

over 100 from 100 on the combat chart he is using and choose any area within that range to hit. For example, if he was aiming for the head and rolled a 120, he could choose to hit anywhere in the Left Arm, Neck, Face or Pate. The areas on the combat chart are explained in the section on damage.

Whenever the character has the AP to spend on a blow the same process is repeated, while at the same time his opponent makes his attacks in the same way. Just what happens after the character hits the area he aims at or another area is covered later. Remember that in a long and involved combat fatigue may become a factor. Fatigue loss in combat follows the general principles already outlined in the sections on general skill use.

4.5: DOING DAMAGE

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

In determining damage it is important to start by knowing the Maximum Damage(MD) potential of the attack. This is found from the base MD of the weapon and the Damage Class(DC) of the character using it. Real MD is $(DC \times MD)/5$.

Physical Damage is determined by rolling 2D10. The player takes the lower of the two numbers reduced(0 counts as a 10). This is multiplied by MD and divided by 10. In other words damage is $(MD \times Roll)/10$. This can also be determined by comparing the MD and the lower roll on the Damage Determination Table. The effects of this damage are discussed in a later section. Essentially they are subtracted from his Hit Points(HP) in the area struck and nasty things happen if too many HP are lost. Stun damage is based on physical damage and is covered in a later section.

4.6: CRITICALS & FUMBLES

Sometimes a person may strike a particularly good or bad blow. If, when rolling his attack on 1D100, the character gets a natural roll of 05 or less, not counting modifiers, it is considered a fumble. If, when rolling damage with 2D10, the two numbers rolled match, it is considered a critical hit.

A fumble is a particularly badly executed blow, and when a character fumbles you should consult the appropriate fumble table to see what the result is. Tables are provided for different types of weapons. A Fumble Table is provided at the end of this chapter with the other combat charts.

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

4.7: EFFECTS OF DAMAGE

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

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

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

The different letter designations should be explained briefly here. -: No effect. U: Wound causes unconsciousness, unless character can roll within (3CON-HP of Damage in Area)% to remain conscious. I: Area incapacitated, roll within (3WIL-HP of Damage in Area)% to use. D: Character dies, on the spot. S: Limb is severed, totally useless, partially attached but unretrievable, no special bleeding result. B: Limb is broken, may not be used until healed. P: Character is paralyzed in that area of the body and all areas below it. A: Severed artery, rapid blood loss, loss of (1xArea HP) per CR from overall HP. #s 1-9: Serious internal damage, character dies in CON/# minutes if not given serious immediate medical attention. Note that if damage in an area proceeds past one times damage or two times damage, the effects of the lower damage multiples still count, so if a person takes 3x club damage in the Chest he gets U from 1x, P from 2x and a #3 from 3x damage. Multiple wounds in a given area are additive, even when they are of different types of damage. In mixed damage the GM should decide which type would predominate, or he can mix results. Such things as incapacitation and some of the other results should be interpreted by the GM in a way appropriate to the area in question, with added effects like hindered mobility or vision as seems called for. Incapacitation of the legs should require a rather tough roll to remain standing, with almost no chance if both legs are effected. Remember that damage does regenerate at a rate of one Hit Point Increment(HI) restored to his overall HP per day, assuming he has lost overall HP. One HI is also split between the various areas of the body, distributed according to the percentage of the total HP which each of those areas has. Remember that healed wounds leave scars and little reminders. Old wounds, especially serious ones, should be kept track of, and might yield a little stiffness, or even a few points off of an appropriate characteristic, as the GM determines to be appropriate.

To add detail to combat, you may wish to use a system of sub-location. This is an alternate system which takes a bit of extra time and is certainly not essential. It can be rewarding, but the added detail may not be worth the time. When one of the areas

marked with a letter in parenthesis after its name passes 1x damage with an I, U or # result, you can refer to the appropriate sub-location table to determine the specific result, a bit of added detail and effect. The results listed on the appropriate sub-location chart are in addition to any normal effect, and are not modified by the amount of damage. The effects are in addition to those for the general location. Note that if there are two # results in effect, the higher one dominates.

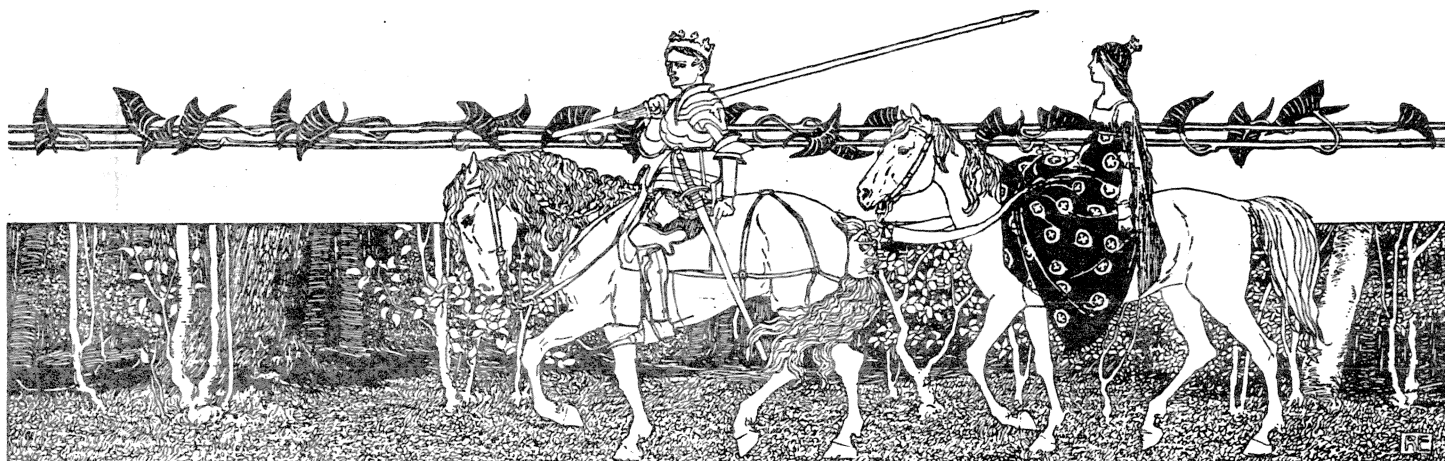
Stun damage is another added aspect which you may want to play with if you are in an important combat or duel situation. It can become too involved for quick and mass combat. However, it does allow people to be taken out of combat without being killed. As shown on the Damage Effects Chart each area of the body has a Stun Damage Modifier(SDM) broken down by Club, Edge and Point. If a person is hit in that area with that particular type of weapon, the Physical Damage(before armor reduction) is multiplied by the SDM to find the number of AP which the character loses from his total AP. Depending on your preference this loss can come immediately or at the end of the round. The first option is more realistic, the second is more fair. You should play with the same version in all cases. Rules are flexible, but must be consistent.

A final added factor which may be useful when dealing with major wounds is blood loss. This can be handled fairly simply. If a wound is taken and not adequately treated, it will bleed. The rate of blood loss is based on the weapon type and the amount of damage taken. Blood loss subtracts HP from the fund of overall HP. Basic blood loss per CR is (Damage taken in area/X). For club weapons X=10. For Point weapons X=6. For Edge weapons X=3. Note that if the damage chart indicates an A result, that takes precedence. Wounds of less than 1/10th of area HP will not bleed enough to worry about. With appropriate equipment(tourniquets, bandages, sutures) and skills(Arrest Bleeding) blood loss can be stopped and wounds patched up.

4.8: ARMOR & SHIELDS

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

Several types of armor are available, from the thinnest leather to the sturdiest plate. Most real armor will be a mixture of these forms to fit the function desired by the character. Armor has three characteristics. These are Deflection Value(DV), Absorbition Value(AV) and Encumbrance(APC). DV is an amount which a person wearing that armor adds to his DR against Club, Edge and Point attacks. There is a separate DV listed for each armor type for C, E & P



type weapons. If a character had a DR of 12 including his defensive skills and Chainmail (AV5/6/4), his DR would become 17/18/16 with the DV. AV is an amount by which armor reduces the damage of every blow striking the areas it covers. The reduction is broken down by weapon type. In addition to the CEP values AV also has an A value indicating the amount it absorbs from the Stun/AP damage of a blow striking the area it covers. If a sword blow struck a person wearing Chainmail, it would have its damage (after rolling) reduced by 5 and its AP damage reduced by 10. The APC of armor is as given, and is a reduction of the character's total overall AP each round that he is wearing that armor. The areas which armor covers are indicated by type on the Damage Effects Chart. Other characteristics are on the Armor Characteristics chart. If a character has an armor type and it does not cover a given area, that area will be covered by the next best type of armor in a full suit of that type, so a character with Light Plate would have Scale in the hands and thighs. Special armor combinations can be made, but these are the standard designs. Armor may be bought to wear under other armor. In such a case, the APC is totalled, the DV is that of the outer suit, and the AV is totalled. However, armor cannot be combined if the total AV against Club totals more than 5. If this limitation is violated, the armor is too restricting and the character will have trouble moving.

Shields work more or less as armor, with a couple of adjustments. AV is pretty much the same, for Club, Edge, Point and AP. Defensive value is based on skill with the shield. If the shield is in normal position, the AV of the shield is added to that of any armor in the areas covered. The Damage Effects Chart shows the areas a shield covers in standard position. The shield can be moved to cover any adjoining areas of a HP percentage within the total listed under Percentage Covered. The first number listed there is for the arm automatically covered by the shield, the second number is for the amount potentially coverable, though the player must specify readjustment of shield position before being attacked. In addition, he must make a successful skill roll with the shield at DIF 3 to move it without his opponent being able to get his blow around it. With a shield the DV is dependent on skill with the shield, which adds to DR as indicated in the combat skill section. The APC is also covered there.

4.9: SPECIAL ACTIONS AND COSTS

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

It is important to know how many AP certain actions cost. Getting up when prone costs SCx2 AP. Crawling moves the character at MOV/2 for the same 10APC as walking movement. Drawing a weapon for the first time costs APC/2 AP. Cocking a crossbow costs the full APC in addition to the normal APC. For other missile weapons loading APC part of the basic cost.

Unbalancing attacks are made like normal attacks, but with UR instead of AR, plus any SLs. If the attack hits any part of the body, the target must make a AGIX3% roll or be tripped/unbalanced, which results in him taking his SC/2 in real overall damage and losing SCx5 AP. Certain unbalancing attacks are also possible without skill. A charge or tackle costs 50 AP for the attacker. It is rolled as a normal attack using UR. The attacker, who does his DC+SC in real overall damage and 3 times that in AP. He also takes 3 times the target's SC in AP damage himself. A grapple does overall damage of up to 2 times the attacker's DC, with 3 times that in AP. Breaking a grapple costs 30 AP and allows the breaker to make a comparative roll against his opponent, both rolling STR+10D20, with a break

occurring if the defender has the higher total. A throw does overall MD to the victim of attacker's DC plus 2 times the defender's SC. AP damage is 5 times this. If a character falls from a height, he takes an overall MD based on height in yards and his SC. Overall real damage is $((HT \times SC)/2) - 8$. AP damage is 10 times that.

Immobilizing and disarming attacks are also possible. A character may roll an attack to try to grab or immobilize an enemy with his hand or a weapon. The area hit will be immobilized if a comparative STR+10D20 roll is failed by the opponent. Note that the attacking weapon/arm will also be immobilized. A new comparative STR roll may be made each CR after that to break the immobilization. A disarming attack is made with AR and SL of disarming skill. If a successful hit for disarming is made anywhere on the targeted arm, the opponent must roll within STR+DEX% to keep hold of his weapon.

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

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

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

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

In some cases a weapon may be too large or small for a given character. A limit should be imposed or the option to get special weapons should be available. A character can use any weapon with a Maximum Damage (MD) up to twice his DC without penalty. If the weapon has a MD over 2xDC, then DC, AR and DR with that weapon should be reduced by $((2 \times DC) - MD) \times 10\%$. A character with a 3 DC using a Greatsword (MD12) would have an effective DC of only 1, and a 60% reduction of his other combat stats.

Also worth considering is the shield bash, which is essentially an attack with a defensive tool, as outlined in the combat skill section. Another important option is the subduing attack. If a character chooses, he may lower his real damage by up to 50% while increasing his AP damage or Stun damage by a parallel proportion. This is at the same AP cost, and is particularly effective with club weapons.

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

COMBAT TABLES

COMBAT TABLE

ROLL	HEA	ARM	CHE	ABD	LEG
100+	PAT	RHA	LCH	ABD	RFT
99	PAT	RHA	LCH	ABD	RFT
98	PAT	RFA	LCH	ABD	LFT
97	FAC	RFA	LCH	ABD	LFT
96	FAC	RFA	LCH	ABD	RCA
95	NEC	RUA	LCH	ABD	RCA
94	NEC	RUA	LCH	ABD	RCA
93	LHA	RUA	RCH	ABD	RCA
92	LFA	RUA	RCH	GRO	LCA
91	LUA	RCH	RCH	GRO	LCA
90	LUA	RCH	RCH	GRO	LCA
89	LCH	RCH	RCH	GRO	LCA
88	LCH	RCH	RCH	GRO	RTH
87	LCH	RCH	RCH	LCH	RTH
86	LCH	RCH	LUA	LCH	RTH
85	RCH	LCH	LUA	LCH	RTH
84	RCH	LCH	LUA	LCH	RTH
83	RCH	LCH	RUA	LCH	RTH
82	RCH	LCH	RUA	RCH	LTH
81	RUA	ABD	RUA	RCH	LTH
80	RUA	ABD	NEC	RCH	LTH
79	RFA	ABD	NEC	RCH	LTH
78	RHA	ABD	LFA	RCH	LTH
77	ABD	GRO	LFA	LTH	LTH
76	ABD	GRO	RFA	LTH	GRO
75	ABD	LTH	RFA	LTH	GRO
74	ABD	LTH	ABD	LTH	GRO
73	GRO	LTH	ABD	RTH	GRO
72	GRO	RTH	ABD	RTH	ABD
71	LTH	RTH	ABD	RTH	ABD
70	LTH	RTH	ABD	RTH	ABD
69	LTH	LUA	LHA	LUA	ABD
68	RTH	LUA	RHA	LUA	RCH
67	RTH	LFA	GRO	RUA	RCH
66	RTH	LFA	GRO	RUA	RCH
65	LCA	LHA	GRO	LFA	RCH
64	LCA	NEC	FAC	LFA	LCH
63	RCA	FAC	PAT	RFA	LCH
62	RCA	PAT	PAT	RFA	LCH
61	LFT	PAT	LTH	LHA	LCH
60	RFT	LCA	LTH	RHA	RHA
59	---	LCA	LTH	LCA	LHA
58	---	RCA	RTH	LCA	RFA
57	---	RCA	RTH	RCA	LFA
56	---	LFT	RTH	RCA	RUA
55	---	RFT	LCA	NEC	RUA
54	---	---	LCA	FAC	LUA
53	---	---	RCA	PAT	LUA
52	---	---	RCA	PAT	NEC
51	---	---	LFT	LFT	FAC
50	---	---	RFT	RFT	PAT
49	---	---	---	---	---

DAMAGE DETERMINATION TABLE

Roll	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20
1	0	0	0	0	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2
2	0	0	1	1	1	1	1	2	2	2	2	2	3	3	3	3	3	3	3	3
3	0	1	1	1	2	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6
4	0	1	1	2	2	2	3	3	4	4	4	5	5	6	6	6	7	7	8	8
5	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
6	1	1	2	2	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12
7	1	1	2	3	4	4	5	5	6	7	8	8	9	10	11	11	12	13	13	14
8	1	2	3	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16	16
9	1	2	3	4	5	6	7	8	9	10	11	12	13	14	14	15	16	17	18	18
10	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20

ARMOR CHARACTERISTICS

ARMOR	DV(CEP)	AV(CEPA)	APC
Leather(LE)	1/2/3	1/2/1/6	4
Studded Leather(SL)	2/2/3	2/3/2/8	5
Boiled Leather(BL)	2/3/4	3/3/2/8	6
Ringmail(RM)	4/4/3	3/4/4/10	10
Chainmail(CM)	5/6/4	3/5/5/10	12
Scale Mail(SM)	5/5/5	4/3/4/10	16
Light Plate(LP)	4/7/10	5/4/3/14	20
Heavy Plate(HP)	5/8/11	5/5/4/16	24

SHIELD CHARACTERISTICS

SHIELD	%COVERED	AV(CEPA)
Buckler(BC)	15%+15%	3/4/2/12
Round(RN)	20%+100%	3/3/2/20
Chevron(CH)	25%+150%	3/3/4/24
Legionaire(LG)	25%+180%	3/2/4/28

FUMBLE TABLE

ROLL%	HAND TO HAND
1-12	Strike Comrade
13-18	Strike Self, half damage
19-33	Trip, lose 5xSC AP
34-46	Drop Weapon, 90AP
47-52	Jostle Comrade 30AP
53-60	Break Weapon
61-80	Roll 2 of Above
81-90	Roll 3
91-96	Roll 4
97-00	Roll 5

SUB-LOCATION TABLES

F Areas	Roll(D10)	C E P
L Eye	1-2	I S S
R Eye	3-4	I S S
Mouth	5-8	U S 3
L Ear	9	U S -
R Ear	10	U S -

N Areas	Roll(D10)	C E P
Neck	1-8	U A -
Throat	10	4 6 2

C Areas	Roll(D10)	C E P
Clavicle	1-3	U U -
Ribs	4-7	U U -
Lung	8-9	1 U 3
Heart	10	U U D

G Areas	Roll(D20)	C E P
None	1-6	- - -
Diaphragm	7-10	1 U 3
Intestine	11-15	- 1 2
Kidneys	16	1 - 1
Liver	17-18	- - 1
Spleen	19	1 2 3
Appendix	20	2 1 2

MISSILE

Trip, lose 5xSC AP
Stumble, lose 30AP
Break Weapon
Strike Comrade
Drop Weapon, 90AP
Jostle Comrade 30AP
Roll 2
Roll 3
Roll 4
Roll 5

DAMAGE EFFECTS CHART

AREA	SDM	1xD	2xD	3xD	4xD	5xD	SHIELD COVERAGE	ARMOR COVERAGE
Overall Body	C E P	CEP	CEP	CEP	CEP	CEP		LE SL BL RM CM SM LP HP
PAT:Pate/Head	5 3 1	100%	UU1	P35	3DD	6DD	DDO	LE SL BL RM CM SM LP
FAC:Face(F)	6 4 2	10%	II1	125	35D	DDD	DDD	LE BL SM LP
NEC:Neck(N)	5 3 2	14%	UU-	PDU	DDA	DDO	DDO	LE SL BL RM CM SM LP
LHA:Left Hand	3 2 1	5%	II-	BSI	SAI	AAA	AAA	LE SL SM
LFA:Left Forearm	3 2 1	9%	II-	BSI	SAI	AAA	AAA	BC RN CH LG LE SL BL LP
LUA:Left Upper Arm	3 2 1	12%	II-	BSI	SAI	AAA	AAA	RN CH LG LE SL BL RM CM SM LP
LCH:Left Chest(C)	5 3 1	35%	UU1	P35	3DD	6DD	DDD	RN CH LG LE SL BL RM CM SM LP HP
RCH:Right Chest(C)	5 3 1	35%	UU1	P35	3DD	6DD	DDD	RN CH LG LE SL BL RM CM SM LP HP
RUA:Right Upper Arm	3 2 1	12%	II-	BSI	SAI	AAA	AAA	LG LE SL BL RM CM SM LP
RFA:Right Forearm	3 2 1	9%	II-	BSI	SAI	AAA	AAA	LE SL BL LP
RHA:Right Hand	3 2 1	5%	II-	BSI	SAI	AAA	AAA	LE SL SM
ABD:Abdomen(G)	5 4 2	30%	UU2	P42	DDO	DDO	DDD	RN CH LG LE SL BL RM CM SM LP HP
GRO:Groin(G)	6 3 2	25%	UUU	U32	26D	59D	DDD	CH LG LE SL BL RM CM SM LP
LTH:Left Thigh	4 2 1	25%	II-	BSI	SAI	AAA	AAA	CH LG LE SL BL RM CM SM
RTH:Right Thigh	4 2 1	25%	II-	BSI	SAI	AAA	AAA	LG LE SL BL RM CM SM
LCA:Left Calf	3 2 1	12%	II-	BSI	SAI	AAA	AAA	LG LE SL BL LP HP
RCA:Right Calf	3 2 1	12%	II-	BSI	SAI	AAA	AAA	LE SL BL LP HP
LFT:Left Foot	3 2 1	8%	II-	BSI	SAI	AAA	AAA	LE SL BL SM LP
RFT:Right Foot	3 2 1	8%	II-	BSI	SAI	AAA	AAA	LE SL BL SM LP

WEAPON NOTES

Provided here are basic descriptions for weapons, armor and attacks mentioned in the skill section. Some terms could be clarified for the reader. 'Guard' refers to the protective bar or other shape which runs perpendicular to the blade or shaft of a weapon. The 'shaft' is the wooden part of a weapon which is held at one end and has the heavy metal 'head' at the other. The 'blade' of a sword is the actual metal part which is struck with. The 'edge' is the sharp part of the blade. The 'point' or 'tip' is the sharpened end of a weapon. The 'grip' or 'hilt' is the part of a weapon which is held in the hand. The 'pommel' is the bottom of the hilt. All length measurements are from pommel to point. Other terms should be clear in context.

CLUB WEAPONS

Cudgel: Any big stick, 24-40in long, used in one hand, possibly with knobs or nails in it, like a shillelagh.

Hammer: An iron hammer head on a 24in wood shaft. A variant is the pick, which does point instead of club damage. Used one-handed.

Mace: A 24in wooden shaft topped by a spiked metal ball, star or other shape as a head. Used one-handed.

Battle Mace: An extra large version of the mace, used in two hands, with a shaft of about 36in.

Staff: A hardened piece of wood, 65-75in long, with both ends used to strike, generally held in two hands. Ends are often shod with bronze or iron.

POINT/THRUSTING WEAPONS

Spear: The classic thrusting weapon, used two handed. Has the added advantage of being a decent staff-like club, and if made with a broad head it has the ability to slice a bit as well. It can even be thrown, though clumsily. 70-80in long.

Trident: A three-headed thrusting weapon, good for disarming men and for stopping attacking animals. Used either one or two handed, also thrown in some cases. 48-60in long.

Pike: A classic spear-like pole arm, sometimes without even a metal head, merely a hardened wood point, used by peasants against horses, used most effectively when set against a charge. Pretty useless in close in combat. 84-110in long.

Rapier: A one-handed, thrusting sword, with a thin, stiff, triangular, edgeless blade and a sharp point designed to pierce the joints of armor. Usually has a good guard. 32-36in long.

Light Lance: Essentially a one-handed spear used from horse-back to stab and skewer opponents. Sometimes used on a charge attack, but released on impact, not held set against the body. Most useful against ground running animals like boar. Point may be iron tipped. 70-80in long.

Heavy Lance: A giant spear with a guard, used for a mounted charge, usually against other horsemen. Carried in one hand set against the body for maximum force. Point is often iron-tipped. 78-90in.

AXE WEAPONS

Hand Axe: A small, single bladed axe, used for chopping. The length will be about 24in and it is used one handed.

Battle Axe: A larger, single-bladed axe, often with a point or hook behind the blade. Used one-handed and sometimes 2 handed, with a 30-33in length.

Double Axe: A large, double-bladed axe with a heavy head. Used two handed, 36-42in long.

Halberd: An axe-pole-arm, similar to a Battle Axe with a longer shaft, makin the total length about 75-80in.

EDGED WEAPONS

Dagger: A common weapon with both a blade and a point, or at least one of these, coming in lots of varieties from a broad bladed knife to a long dirk, poignard or stiletto. Length is 12-20in, always used in one hand.

Short Sword: A short, bladed weapon coming in several varieties, including the traditional, broad bladed style with or without a point to the stabbing, sharp pointed gladius style. Used 1 handed. Usually 20-28in long with a rudimentary guard of some sort.

Broad Sword: A mid-length, primarily blade oriented weapon, though it usually has a point. Used 1 handed, 32-40in long. Usually has two edges and a full guard.

Bastard Sword: A compromise weapon, designed for one-handed use but heavier, with room for two hands on the hilt and a large guard. Also called the 'Hand and a Half' sword. The highest development of this form was the basket-hilted Scottish Claymore. Length is 40-48in.

Great Sword: The two-handed engine of doom. A great double bladed, dull-pointed, hacking machine. Used in both hands. 50-66in long, with a large guard. Design and size are highly variable.

Falchion: The common man's sword, a single edged, broad-bladed, slightly curved cutting weapon usually beaten or cast out of iron with little attention to quality. Similar in design to a machete, 28-34in long, with a rudimentary guard.

Scimitar: A long, single-edged sword with a narrow curved blade, though some designs are somewhat wider near the point. Class includes the cutlass, katana and sabre. Excellent for cutting or slicing strokes. May or may not have a guard. Length is highly variable, from 30-48in.

Epee: A lighter development out of the broadsword, with a thin blade, a single edge and a point. Always used one handed, with a fully developed guard or basket hilt. Length is usually 32-36in.

Glaive: A bladed pole-arm, essentially a sword on a stick, with a broad, slightly curved blade and a single edge. Sometimes also has a nice point or even a hook. Usually used two handed. Length with shaft is 72-84in.

ARTICULATED WEAPONS

Flail: A shaft with 3-5 chains at the end. The chains are usually 24-36in long and the shaft is about the same length. Chains will be tipped by spiked metal balls. Used mostly two handed.

Lariat: A rope with a slip-knotted loop at the end. Used as an entangling weapon, with two hands.

Morningstar: Similar to the flail, with a single ball and chain and somewhat smaller dimensions for one-handed use. Total length is about 40in.

Nunchaku: A segmented staff joined by chains. Usually in two sections, sometimes in more. Total length is about 36-40in, used in one hand when striking.

Net: Similar to the fishing tool, but weighted and used to envelope or entangle. May also be thrown to entangle or envelope. Usually used one handed with another weapon. Diameter is about 48-66in.

Whip: A length of leather, hardened and shaped to do some damage, mostly causing pain or entangling limbs. Used one handed, about 76-80in long.

Garrote: A fine, knotted cord, used by wrapping around the neck of a victim from behind in order to choke him. Used two handed, about 36-42in long.

BOW WEAPONS

Crossbow: An extremely strong bow on a rifle-type stock, cocked by hand or by a lever. A large variety exist, with bows of varying materials and strengths ranging in size from 20in to as much as 10ft (the ballista is a crossbow seige engine. The standard military crossbow has a 32-36in bow. Also possible are repeating, semi-automatic crossbows, though they were rather rare. All varieties fire a heavy, unfletched quarrel or bolt which has limited range but great penetration.

Shortbow/Horsebow: A light hand-held bow to be fired by moving infantry or horsemen. Bow should be between 36in and 48in. Pull will be 30-60lbs.

Longbow: A longer bow designed for distance firing into massed troops or through heavy armor, firing a heavier arrow at potentially great range and penetration. Bow length is about 60-72in. Pull is 70-120lbs.

THROWN MISSILES

Dart: A 3-6in fletched and pointed missile, designed to penetrate the skin and deliver some sort of poison.

Javelin: A weighted throwing spear cast with a full overhand swing for good range and penetration. Usually 48-60in long.

Knife: A weighted dagger, thrown with a spinning motion, intended to hit with the point.

Thrown Hammer/Stick: A variety of heavy, blunt instruments thrown with a spin from the handle and intended to hit with the heavy head.

Pilum: A heavy, often solid-metal javelin. Thrown with a spin and intended to penetrate heavy armor at short range. Usually 40-50in long.

Axe: A light axe, thrown with a spin so that it will hit with the edge of the head.

Shuriken: A variety of throwing stars or disks or up to 3in diameter, with small points or edges, capable of causing injury or serious damage in vulnerable parts of the body.

Discus: A large, edged throwing disk, used primarily against animals. It is heavy enough that if it does not hit with the edge it can knock an animal out. Diameter is 10-20in.

ARTICULATED MISSILES

Boia: Two or three weights connected by a rope, used to entangle and disable running animals.

Sling: A cloth or string assembly used to throw small stones or metal balls a fair distance with considerable accuracy.

Atlatl: A spear caster made of string and stick, designed to enhance the range and power of a thrown spear of about 36-42in.

WEAPONLESS ATTACKS

Bite: Using the teeth to do damage. MD given is for human characters and is higher for some animals and non-humans.

Hand/Claw: Doing damage with the bare hand. Stats and skills provided are for three different types of blows possible with the human hand. Non-humans might have somewhat different stats. Note that a character may purchase Casti to cover his hand. These can double the MD of any one of the three types.

Head Butt: The head makes a fairly good battering ram or club weapon.

Foot/Kick: There are a variety of types of kicks covered in this classification, including back, front and side kicks.

Dodge: This is the essential natural combat defense. The skill essentially enhances the natural tendency of the character to get out of the way of an attack.

Trip: An unbalancing attack using the legs to entangle and knock down the opponent. MD is defender SC/2, with a SDM of 10.

Throw: An unbalancing attack using the hands to throw the opponent to the ground. MD is Attacker DC+2xDefender SC. SDM is 5.

Grapple: Wrestling with the opponent. MD is 2xAttacker DC. SDM is 3.

ARMOR TYPES

Leather Varieties: Heavy, cured leather clothing, fairly unencumbering and covering almost the entire body, including a possible face-mask. Can be boiled to increase hardness and rigidity or studded with iron studs to reduce effectiveness of edged weapons.

Ringmail: Leather armor with closely sewn rings of iron to make a cheap alternative to chainmail.

Chainmail: Woven or linked chain or rings designed to be particularly effective against point and edge weapons. Usually does not cover lower legs or face.

Scalemail: Finely worked, segmented light plate sewn on a leather backing. Fairly unencumbering and excellent protection against a range of weapon types.

Platemail: Iron plating to provide maximal protection at a great cost in encumbrance. It can cover most of the body, including the face, but the heavier variety cannot be segmented well, and therefore is used only on the larger vital areas.

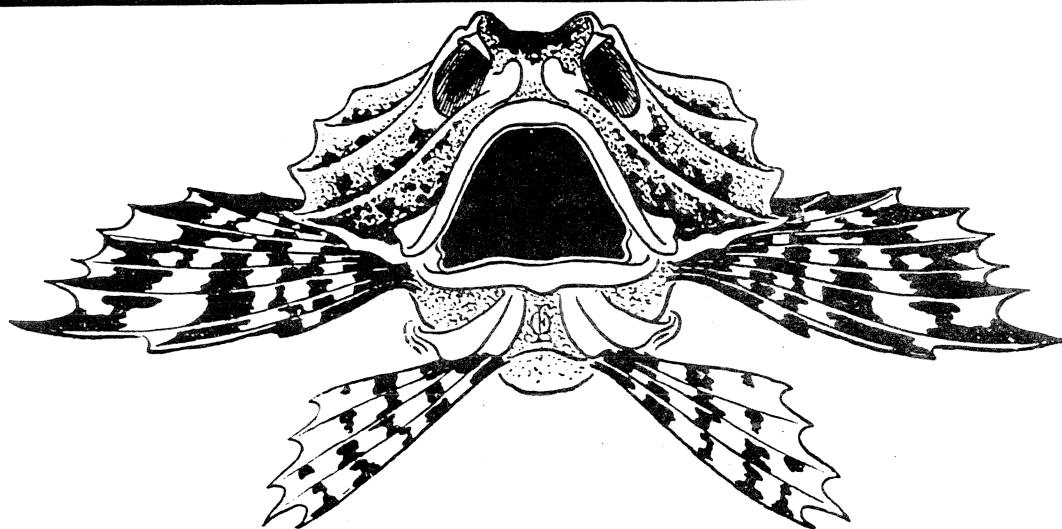
SHIELDS

Buckler: A small, very mobile, rectangular shield to cover the arm and protect it when deflecting blows. Dimensions are about 8x14in.

Round Shield: A circular, target shaped shield, ideal for use by foot soldiers, as it does not get in the way of their weapon arm. Size is variable, as are materials. Diameter is between 24 and 40in.

Chevron Shield: The classic, heavy chivalric shield, of somewhat variable shape, but usually some sort of modified triangle, held inverted. Width is usually 15-30in, height can range from 24-48in. Usually used in mounted combat.

Legion Shield: A large, more or less rectangular, full-body shield made of fairly light materials, for use by foot soldiers in shield walls and coordinated actions. Dimensions are between 24x42in and 32x60in.



5: ADVANCEMENT

As characters go through life they gain experience. This allows them to advance in Experience Rank, which leads to increases in a number of secondary characteristics, including the all important Native and Learned Skill Points.

5.1: ADVENTURE AND EXPERIENCE

Theoretically characters gain experience throughout their life for every use of their skills and all of their actions. For practical purposes characters should gain experience for what they do during the course of active play. In his world, the character is always doing something worthwhile, but the gamemaster only glimpses that activity when the player takes control and puts the character through his moves.

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

The rate of giving out EP should be based primarily on the level of quality at which the player plays the character in question. The gamemaster should evaluate many aspects of play, particularly character development, imagination, clarity of personality, and originality. Probably the most important thing to look for is whether the player keeps a consistent character personality and has the character act in a manner which is always in keeping with the personality he has established, even when it is not to the character's objective advantage. Other factors to be considered as well include specific actions undertaken between adventures and the length of actual play in that adventure. EP should be given out at a fairly slow rate. The average five hour adventure should yield 1 to 5 EP per character, averaging about 3 EP. The most successfully realized character should get the most EP and the lower EP values should go to those who made little mark on the adventure and showed little effort at role-playing or personality. If you need a formula to give out EP, it is not hard to set up. Establish a Role-Playing Rating(RPR) for each character on a 1-10 scale, with 1 the worst and 10 the best. You will also need hours of play(HRS) and the Experience Rank(ER) of the character. With this data the formula would be $(4RPR+2HRS+ER)/10$, rounded up. What it boils down to is that EP should be assigned equitably by the GM as he sees appropriate for the quality of play he observes.

This may yield very similar figures for different players. As a rule there should be a spread of at least three points between the best character and the worst. If the math doesn't make it come out this way, the GM should.

5.2: EXPERIENCE RANK

As characters gain EP they advance in Experience Rank. These steps of advancement are the points at which certain secondary characteristics increase in increment. It is an essentially artificial structure designed to allow for a slight curving of advancement and to allow a general comparison of the advancement of different character. Note that the Rank Advancement Chart given below is set up so that characters will start out with fairly rapid advancement, but this will gradually level off, so that while a character might go up 2 Ranks after his first adventure it might take him 3 or 4 adventures to go from 6th to 7th rank.

A character starts out with 0 EP and a Rank of 1. When he acquires the appropriate number of EP he advances to the appropriate Rank. At Rank 1 a character has the base values for most of his secondary characteristics. With each Rank that he gains he gets to add the appropriate increment or rate of increase to the total values of those characteristics which increase with Rank.

As a final note, it is very important for the GM to remember that EP should not become inflated too much as characters advance in Rank. Players always want their characters to advance rapidly, but a campaign can get out of hand if characters advance in Rank after every adventure. Once a character is established he should be able to grow in personality and character without the frequent concrete statistical increase which may support his growth when he is first starting out.

Rank	Experience
1	0-1
2	2-4
3	5-9
4	10-16
5	17-25
6	26-36
7	37-49
8	50-64
9	65-81
10	82-100
11	101-121
12	122-144
13	145-169
14	170-196
15	197-225
16	226-256
17	257-289
18	290-324
19	325-361
20	362-400



6: DEEDS & MORALITY

People are supposed to be moral, with principles and certain standards of behavior. As an aid to character development and role-playing a simple point system lets the GM keep track of how a character is progressing relative to more or less objective moral and philosophical standards. In addition, it is possible to keep track of the status, influence and renown of the character in a similar manner. These aids are useful, but not essential, and will be expanded on in appropriate areas of the subsequent books. In all cases, assignment of these points is highly subjective and in the hands of the GM. As long as the same standards are used for all characters the actual rate of point distribution is far less important than the relative numbers of these points had by different characters.

6.1 KARMA POINTS(KP)

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

6.2: DHARMA POINTS(DP)

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

6.3: RENOWN POINTS(RP)

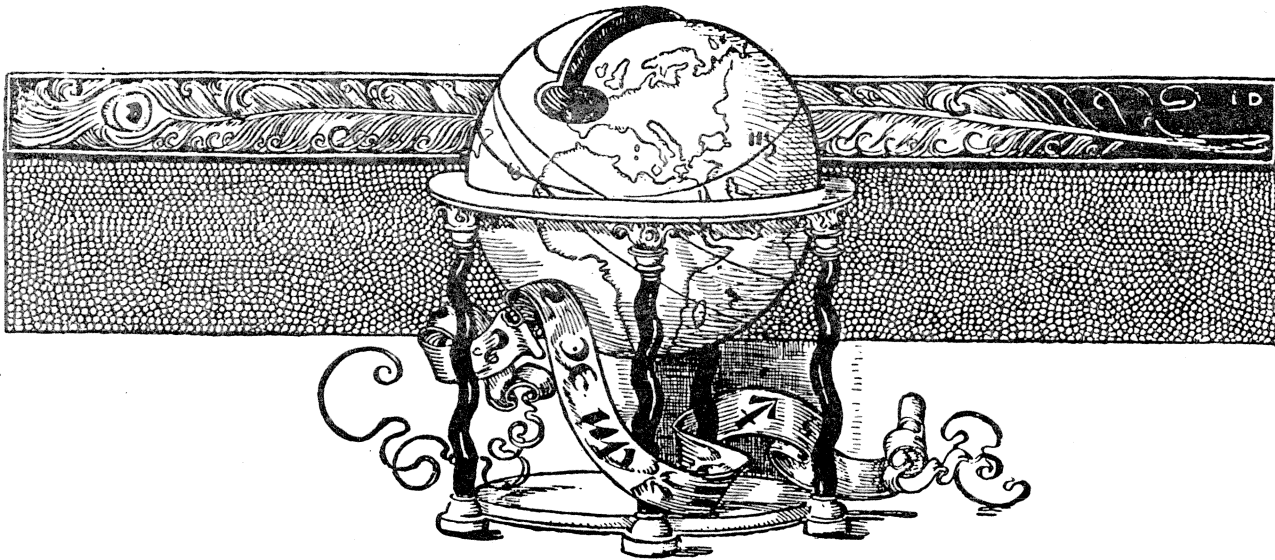
These run on a positive scale, with the normal character starting out at 0 and gradually acquiring renown. Most people in the world will not acquire more than a dozen RP during their lifetime. RP represent how well the character is known, essentially how famous he is. They say nothing about his personality or what he is famous for, they just indicate the likelihood that he will be known for whatever it is that he has

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

6.4: INFLUENCE POINTS(IP)

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

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



7: COSTS & EQUIPMENT

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

7.1: STANDARD COINAGE

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

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

7.2: INITIAL WEALTH & STATUS(WEA)

A newly created character should start out with a limited amount of ready cash. This amount should be equal to $(250C \times AGE) - 400M$. Note that this can yield a negative amount if the character has particularly low stats. If this is the case, it means that the character is in bondage, in slavery, or still a dependent. They will remain in that status for 1 year per 50M of debt. Which sort of situation they are in depends on their SOC. Characters starting with SOC of 1-4 would be slaves, those with SOC 6-8 would be in bondage, those with SOC 9-12 would be in some sort of trade or craft apprenticeship, those with SOC 13-15 would be either in a business apprenticeship or still wards of their family. These guidelines should be adjusted by the GM.

As a general guide to family origin by SOC, 1-3 is slave or serf background, 4-7 is bondman, churl or villain, 8-12 is free farmer, yeoman or tradesman, 13-16 is merchant or small landholder, 17-19 is knight, burgher or equivalent, 20-21 is Alderman, Baron, Thane, minor nobility, 22 is major Mayor, Count, Marquis,

middle nobility, 23 is Duke, Earl, major nobility, 24 is Prince, King, Grand-Duke, part of a sovereign ruling house. Beyond that the GM should improvise as seems appropriate to the character, campaign and situation. Characters will usually not be actual ruling nobles. More likely they are younger children, renegades or members of cadet branches of great houses.

7.3: INCOME, JOBS AND STATUS(INC)

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

7.4: LIVING EXPENSES(EXP)

How much it costs to survive is based primarily on SOC. A character will need a set amount per year to live, without entertainment or non-necessities, merely to cover food, drink and shelter. This should come to about $1000 + (SOC \times 50)M$. In game situations the role of SOC on expenses should also be considered, with high SOC causing merchants to up their prices on the spur of the moment, and those used to the good life seeking out the more expensive forms of entertainment, eating and lodging, within the limits of the character's upbringing and personality.

7.5: EQUIPMENT & COSTS

Several lists of commonly purchased items accompany this section. Most should be familiar, and will sell at the costs which are listed for them, varied at GM discretion. Used versions of many items may be available at as much as 20% off, but may have hidden defects.

EQUIPMENT LISTS

PROFESSIONAL EQUIPMENT	COST
Vellum Folio(10x20in)	10M
Book(12 bound folios)	150M
Ink(1oz)	2M
Woodworking Tools	25M
Cut Quill	4M
10ft Rope	4M
Peton	2M
Pole(10ft)	3M
Board(.5in x 10in x 10ft)	4M
Board(2in x 4in x 10ft)	3M
Iron Rod(5ft)	40M
Pins(Paper of 5)	80M
Thread(100ft Spool)	2M
Wire(30ft Spool)	300M
Chain(10ft)	50M
Small Sack	2M
Large Sack	3M
Backpack	5M
Barrel	8M
Bolt of Rough Cloth(3ftx15ft)	35M

HOUSEHOLD GOODS	COST
Mug	8M
Knife	12M
Fork	10M
Spoon	9M
Bowl	3M
Plate	15M
Crystal Goblet	150M
Water Skin	30M
Glass Vial(1oz)	350M
Glass Bottle(10oz)	1000M
Oil Lamp	50M
Oil Lantern	70M

PERSONAL EQUIPMENT	COST
Money Belt	8M
Purse	3M
Snow Shoes	25M
Skis and Poles	50M
Sled	500M
Tent	250M
Pavillion	2000M
Mirror(Bronze)	200M
Mirror(Silver)	600M
Pitch(1 Gal)	2M
Oil(1 Gal)	5M
Glass Beads(50)	20M
Flying Knives(set)	1200M
Castration Knife	120M
Candle	6S
Clothes(suit)	150M
Shoes	15M
Sandles	6M
Boots	40M

LIVESTOCK & FARM IMPLEMENTS	COST
Horse	300-1000M
Mule	200M
Donkey	160M
Cow	200M
Bull	500M
Boar	80M
Goat	20M
Sheep	30M
Hunting Falcon	300M
Hunting Dog	100M
Ox	150M
Plough	15M
Bread(loaf)	1M
Ox Harness	20M
Saddle	100M
Bridle	30M
Hoe/Rake	8M

TRANSPORTATION	COST
Cart	1100M
Wagon	1500M
Carriage	4000M
Stretcher/Litter	60M
Sedan Chair	800M
Rope Bridge	400M
Rope Ladder	100M
Coracle(3 ton)	150M
Rowboat(3 ton)	300M
Skiff(5 ton)	1200M
Longboat(20 oar/20 ton/6 knots)	15000M
Longboat(60 oar/50 ton/8 knots)	40000M
Galley(100 oar/100 ton/7 knots)	100000M
Bireme(200 oar/175 ton/8 knots)	160000M
Sail Ship(1 mast/100 ton/5 k)	75000M
Sail Ship(2 mast/150 ton/5 k)	110000M
Sail Ship(3 mast)/200 ton/5 k)	140000M
Chariot	2500M
Torch	1M

LAND & EMPLOYMENT	COST
Household Slave	5000M
Trained/Special Slave	8-15000M
Field/Mine Slave	2000M
Household Servant(per year)	1500M
Trained Employee(per year)	3000M
Guard/Soldier(per year)	2800M
Townhouse(small)	80000M
Suburban House(large,w/2 acres)	100000M
Small Rural Castle(w/out land)	300000M
Acre of Farm Land	3000M
Acre of Grazing Land	2000M
Acre of Urban Land	50-100000M

FOOD & LODGING	COST
Beer(pint)	5S
Wine(5oz)	8S
Steak(cooked)	4M
Gruel(bowl)	5S
Room rent(1 night)	3M
Salt(oz)	50M
Pepper(oz)	5M
Milk(gallon)	7S
Cheese(1lb)	8S
Dried Meat(1lb)	1M

WEAPONS	COST
Cudgel	1M
Hammer	25M
Mace	40M
Battle Mace	70M
Staff	2M
Dagger	15M
Dirk	17M
Short Sword/Gladius	100M
Broad Sword/Saexe	250M
Bastard Sword	400M
Great Sword	550M
Falchion	70M
Scimitar	150M
Epee	300M
Glaive	100M
Spear	60M
Trident	80M
Spetum	70M
Pike	30M
Rapier	400M
Lance(Light)	50M
Lance(Heavy)	80M
Hand Axe	60M
Battle Axe	120M
Double Axe	240M
Halberd	80M
Flail	180M
Morningstar	120M



Nunchaka	80M
Net	40M
Whip	30M
Longbow	225M
Dart	5S
Javelin	15M
Throwing Knife	25M
Pilum	30M
Shiruken	4M
Boomerang	20M
Discus	15M
Bola	10M
Sling	3M
Atlatl/Spear Caster	12M
Blow Gun	3M
Trebuchet(catapult)	8500M
Ballista(catapult)	12000M

ARMOR, SHIELDS & HARNESS	COST
Quiver	4M
Buckler	120M
Shield(Round)	80M
Shield(Chevron)	200M
Shield(Legion)	90M
Crossbow(Heavy)	900M
Crossbow(Light/Fowling)	700M
Shortbow/Horsebow	150M
Leather Armor	100M
Leather Armor(Studded)	180M
Leather Armor(Boiled)	150M
Ringmail	350M
Chainmail	520M
Scale Mail	700M
Platemail(Light)	1000M
Platemail(Heavy)	1400M
Barding(Leather)	240M
Barding(Chain)	1100M
Barding(Plate)	2500M

GARTH CHARACTER SHEET MARK XXX

HAR: ALKYMENIOS		RP: 3	IP: 2
ROF: CITY GUARD		EXP: 21	RNK: 5
P: +8		DP: -27	
ODS: CERNUNDS		DIP: 6	
PP: 15	RACE/CULTURE: OSCAN		
HA: 11	NATIONALITY: SAES EMPIRE		
EA: 9	HEI: 65"	WEI: 130lb	SC: 12
OC: 8	BIRTH DATE: 3/19/77		AGE: 21
ON: 15	AR: 9	MR: 9	UR: 7
TR: 15	DR: 11+25	C: 41	E: 41 P: 41
EX: 19	DC: 8	RC: 12	AP: 67 MV: 35
GI: 13	HP: 39	HI: 3	FP: 96 FI: 7
NT: 18	NSP: 52	NSI: 13	NST: 104
UD: 6	LSP: 35	LSI: 18	LST: 107
IL: 23	BMI/BPI: 114	WP: 115	
AL: 10	MP/PP: 100	MPR/PPR: 2	
EA: 2510m		INC: 1740m	EXP: 1400m

OMBAT SKILLS

EAPON: CROSSBOW			
KILL: ATTACK	CST: 3	SL: 7	CL: -
KILL:	CST:	SL:	CL:
KILL:	CST:	SL:	CL:
KILL:	CST:	SL:	CL:
AR: 16	DR:	DA:	UR: AP: 70 MD: 20

EAPON: SHORT SWORD			
KILL: EDGE ATTACK	CST: 2	SL: 21	CL: -
KILL: DEFENSE	CST: 3	SL: -	CL: 7
KILL: POINT ATTACK	CST: 4	SL: -	CL: 5
KILL:	CST:	SL:	CL:
AR: 30	DR: +7	DA: +3	UR: - AP: 20 MD: 10

EAPON: BUCKLER			
KILL: DEFENSE	CST: 2	SL: 18	CL: -
KILL: ATTACK	CST: 4	SL: -	CL: 4
KILL:	CST:	SL:	CL:
KILL:	CST:	SL:	CL:
AR: 13	DR: +18	DA:	UR: AP: 22 MD: 7

INVOLVED IN VARIOUS MINOR CRIMINAL ACTIVITIES. HE WAS BEFRIENDED BY
 AN OLD SOLDIER TURNED BROTHEL GUARD NAMED JELGAR, WHO WAS LATER
 KILLED IN A PUNITIVE RAID ON THE BROTHEL BY MEMBERS OF THE MANTAKIS
 CRIMINAL FAMILY. HE SECRETLY VOWED VENGEANCE ON THE FAMILY + THEIR ALLIES
 AND JOINED THE CITY GUARD TO GIVE SOME LEGITIMACY TO HIS VENGEANCE.

AV	C	E	P	DAM	LOC	C	E	P	%HP	CEP	CEP	CEP	CEP	CEP
4-3-4	5	PAT	5	3	1	12%	UU-	UD3	DDD	DDD	DDD	DDD	DDD	DDD
4-3-4	4	FAC	6	4	2	10%	111	125	35D	DDD	DDD	DDD	DDD	DDD
4-3-4	6	NEC	5	3	2	14%	UU-	PDU	DDA	DD5	DDD	DDD	DDD	DDD
4-3-4	2	LHA	3	2	1	5%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	4	LFA	3	2	1	9%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	5	LUA	3	2	1	12%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	14	LCH	5	3	1	35%	UU1	P35	3DD	6DD	DDD	DDD	DDD	DDD
4-3-4	14	RCH	5	3	1	35%	UU1	P35	3DD	6DD	DDD	DDD	DDD	DDD
4-3-4	5	RUA	3	2	1	12%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	4	RFA	3	2	1	9%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	4	RHA	3	2	1	5%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	12	ABD	5	4	2	30%	U21	P42	DD5	DD8	DDD	DDD	DDD	DDD
4-3-4	10	GRO	6	3	2	25%	UUU	U32	26D	59D	DDD	DDD	DDD	DDD
4-3-4	10	LTH	4	2	1	25%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	10	RTH	4	2	1	25%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	5	LCA	3	2	1	12%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	5	RCA	3	2	1	12%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	4	LFT	3	2	1	8%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA
4-3-4	4	RFT	3	2	1	8%	11-	BS1	SA1	AAA	AAA	AAA	AAA	AAA

LANGUAGES

LANGUAGE: OSCAN	CST: -	SL: 5	%: 58
LANGUAGE: SAESAN	CST: 5	SL: 3	%: 48
LANGUAGE:	CST:	SL:	%:
LANGUAGE:	CST:	SL:	%:

NATIVE SKILLS

SKILL: CONNING	CST: 4	SL: 7+1	%: 71
SKILL: INTRIGUE	CST: 7	SL: 4+1	%: 43
SKILL: OBSERVE	CST: 2	SL: 11+2	%: 76
SKILL: STREET SENSE	CST: 3	SL: 4+4	%: 71
SKILL:	CST:	SL:	%:
SKILL:	CST:	SL:	%:
SKILL:	CST:	SL:	%:
SKILL:	CST:	SL:	%:
SKILL:	CST:	SL:	%:

LEARNED SKILLS

SKILL: CHARIOT	CST: 2	SL: 4	%: 38
SKILL:	CST:	SL:	%:
SKILL:	CST:	SL:	%:
SKILL:	CST:	SL:	%:
SKILL:	CST:	SL:	%:
SKILL:	CST:	SL:	%:
SKILL:	CST:	SL:	%:
SKILL:	CST:	SL:	%:

BACKGROUND/DESCRIPTION BORN IN THE COUNTY
 OF GAEDA IN SAES EMPIRE. PARENTS WERE
 TENANT FARMERS ON A LARGE ESTATE.
 THEY WERE KILLED BY MACHAR
 RAIDERS WHEN HE WAS 8. TOOK OFF
 ALONE FOR CITY OF PTOLEMEIAS. HE
 GREW UP ON THE STREETS, BECOMING

ROLL	HEA	ARM	CHE	ABD	LEG
100+	PAT	RHA	LCH	ABD	RFT
99	PAT	RHA	LCH	ABD	RFT
98	PAT	RFA	LCH	ABD	LFT
97	FAC	RFA	LCH	ABD	LFT
96	FAC	RFA	LCH	ABD	RCA
95	NEC	RUA	LCH	ABD	RCA
94	NEC	RUA	LCH	ABD	RCA
93	LHA	RUA	RCH	ABD	RCA
92	LFA	RUA	RCH	GRO	LCA
91	LUA	RCH	RCH	GRO	LCA
90	LUA	RCH	RCH	GRO	LCA
89	LCH	RCH	RCH	GRO	LCA
88	LCH	RCH	RCH	LCH	RTH
87	LCH	RCH	LUA	LCH	RTH
86	RCH	LCH	LUA	LCH	RTH
85	RCH	LCH	LUA	LCH	RTH
84	RCH	LCH	LUA	LCH	RTH
83	RCH	LCH	RUA	LCH	RTH
82	RCH	LCH	RUA	RCH	LTH
81	RUA	ABD	NEC	RCH	LTH
80	RUA	ABD	NEC	RCH	LTH
79	RFA	ABD	NEC	RCH	LTH
78	RHA	ABD	LFA	RCH	LTH
77	ABD	GRO	LFA	LTH	LTH
76	ABD	GRO	RFA	LTH	GRO
75	ABD	LTH	RFA	LTH	GRO
74	ABD	LTH	ABD	LTH	GRO
73	GRO	LTH	ABD	RTH	GRO
72	GRO	RTH	ABD	RTH	ABD
71	LTH	RTH	ABD	RTH	ABD
70	LTH	RTH	ABD	RTH	ABD
69	LTH	LUA	LHA	LUA	ABD
68	RTH	LUA	RHA	LUA	RCH
67	RTH	LFA	GRO	RUA	RCH
66	RTH	LFA	GRO	RUA	RCH
65	LCA	LHA	GRO	LFA	RCH
64	LCA	NEC	FAC	LFA	RCH
63	RCA	FAC	PAT	RFA	LCH
62	RCA	PAT	PAT	RFA	LCH
61	LFT	PAT	LTH	LHA	LCH
60	RFT	LCA	LTH	RHA	RHA
59	---	LCA	LTH	LCA	LHA
58	---	RCA	RTH	LCA	RFA
57	---	RCA	RTH	RCA	LFA
56	---	LFT	RTH	RCA	RUA
55	---	RFT	LCA	NEC	RUA
54	---	---	LCA	FAC	LUA
53	---	---	RCA	PAT	LUA
52	---	---	RCA	PAT	NEC
51	---	---	LFT	LFT	PAT
50	---	---	RFT	RFT	PAT
49	---	---	---	---	---

EQUIPMENT
 SCALEMAIL
 SHORT SWORD
 CROSSBOW
 BUCKLER
 DAGGER
 PURSE
 OIL LAMP
 CLOTHES
 BOOTS
 TRAVELING CLOAK
 BRONZE MIRROR
 RENTED ROOM

GET-MANTAKIS FAM.
 KRUSGAN
 ALL MACHARS
 MONEYLENDERS

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COMBAT EXAMPLE

Situation

On a hot afternoon two old enemies squared off in the rocky field behind Halich's Tavern. Alkymenios had an old score to settle with Krusgan, dating back to the Feast of Attis three years before, when the beefy poseur had lured away a Machari wench Alkymenios had staked out for some lecherous amusement. It was easy to catch the beefy youth alone and the remote field was the ideal spot to teach him a lesson.

Alkymenios(HP39, AP51: after armor) uses Short Sword(AR30, DR41, MD10, APC18) and Buckler(AP20). Krusgan(HP43, AP32: after armor) uses Great Sword(AR35, DR20, MD24, APC32).

Round One

Alkymenios devotes 20AP to his buckler, and 18 to one attack and 13 to a second. He aims for the legs with the first blow, with a bonus of 30, as Krusgan is spending no AP on defense. He rolls an $07+30=37$, a clear miss.

Krusgan devotes all of his AP to a single swing. He is -6 to hit, aims for the Chest and rolls $66-6=60$, hitting in the Left Thigh, rolling 4 and 7 for damage, so he does 8 points of damage. Fortunately, Alkymenios has 3 points of AV for his Scale Mail, so that he only takes 5 points of real damage, only half of 1 times damage, though he also loses 6 AP after 10AP damage is absorbed.

Round Two

Alkymenios takes the AP loss immediately, and begins spending the remaining 7 AP for the next CR, where he attacks twice(36AP) and uses his buckler for defense(20AP), so that he has full AR for two blows and full DR. Krusgan is taking the same strategy, so he is +30, aims for the head, rolls a $45+30=75$ and hits the Abdomen, rolling 6 and 3 for 3 points of damage and

12AP, which is absorbed by Krusgan's Plate Mail. He strikes again, aiming for the head, rolling $55+30=85$ and hits the Right Chest, rolling 10 and 5, for 5HP and 15AP, which the armor absorbs.

Towards the end of the round Krusgan attacks at -6, aiming for the legs, rolling a $69-6=63$, hitting in the Right Chest, rolling 2 and 3 for 3 damage and 8 AP after armor.

Round Three

Alkymenios spends his 1 AP from the 2nd round and his 43 remaining AP to defend himself with a DR of 63, making no attack.

Krusgan does the same tactic again, at -28, aiming at the legs, rolling $36-28=8$, a miss.

Round Four

In the fourth round Alkymenios drops his defense, puts all his AP into his attack, borrowing from the next round as well. This gives him a total of 77AP to spend. He spends 45 on AR for a total of 53, and 32 extra on MD, for a MD of 18. He rolls a $97+53$, lets him pick almost any location, so he chooses the Right Foot, rolling 3 and 3, for 6HP and 6AP damage after armor. 6HP is one times damage in the foot, so Krusgan must make an AGIX3 roll to stay on his feet. He needs a 36 and rolls a 63, so he falls down.

Conclusion

At this point Krusgan could get up on his wounded foot, spending all 32 of his AP(his SC is 16). Alkymenios is resting for that CR from his extra effort borrowing of AP. So they could start from scratch in round 6, if Krusgan can make a roll to stand on his bad foot, but he rolls a 41, and really ought to yield. Krusgan's situation is not too good with getting up costing as many AP as he has in a CR and only being able to get up if he makes a 36% roll.



This is the first of three books in the Ysgarth role-playing system, the first game to bring together fantasy and reality as a believable whole. Ysgarth is an advanced system, streamlined and unusually open-ended to encourage the imaginations of players and game-masters while providing a practical background and mechanical structure. Ysgarth is a challenge to your imagination, adding depth and texture to your fantasy adventures.

Ysgarth combines simplicity and logic so that the game is both comprehensive and playable. More than that, Ysgarth is easy to learn and fun to play, even though it is more sophisticated than other fantasy games. Because Ysgarth is a skill-based system it allows you to create the character you want with a well developed background and identity. Variety and flexibility are the greatest strengths of the system and insure that every character and situation is unique.

This book contains all the basic rules you need to start play. The first area covered is character creation, with a unique attribute system which lets the player pick his abilities within certain guidelines. Next the player picks a logical selection of skills from a listing of over 400 skills and special areas of knowledge or training. At that point the character is ready for play, and mechanics are provided for skill use, background and social status, advancement, further training, morality and a combat system so simple and realistic that it is almost elegant. Extensive examples are provided and all the rules, including variants, are clearly explained. The rules place the emphasis on role-playing and character development and allow lots of freedom of choice for the player and gamemaster in designing characters and situations.

This book provides only basic functional information for magic and world background design. These two topics are covered in the second and third books of the system respectively. Book two contains complete rules on magic and religion with hundreds of spells and priestly powers and extensive discussions of mage guilds, religions, gods and cults. Book three is a detailed background aid for the world of Ysgarth, including detailed scientific data on how a world works. It also includes a set of introductory adventure scenarios.

Ysgarth opens the door to the worlds of your fantasy, with the first mechanics so simple and realistic that they enhance rather than limit your imagination. There is no quicker route to glory and adventure.

YSGARTH

A REVOLUTION IN ROLE-PLAYING