

RUNE MASTER

BOOK 1

by Tim Doty

Introduction.....	1
Characters.....	7
Character Races.....	9
Character Background.....	31
Character Creation.....	39
Skills.....	83
Agility Skills.....	91
Communication Skills.....	97
Magic Skills.....	103
Manipulation Skills.....	111
Mental Skills.....	117
Perception Skills.....	127
Weapon Skills.....	129
Rune Mastery.....	133
Godhood.....	179
Appendix.....	187

Introduction.....	1
Dice.....	3
Resolution Table.....	3
Resistance Rolls.....	4
Levels of Success.....	4
Level of Miss.....	5
Modifiers.....	5
Experience Points.....	5
Credits.....	6
Characters	7
Character Races.....	9
Centaur.....	9
Dólgfin.....	10
Drakkonian.....	12
Dwarf.....	13
Elf.....	15
Gnoll.....	15
Gnome.....	16
Goblin.....	17
Halfling.....	18
Hobgoblin.....	19
Human.....	20
Kobold.....	21
Lizardman.....	22
Orc.....	23
Pixie.....	25
Reptileman.....	26
Sidhe.....	27
Character Background.....	31
Birthday.....	31
Siblings and Parents.....	31
Example Characters.....	33
Character Creation	39
Attributes.....	39
Characteristics.....	41
Experience & Equipment.....	46
Templates.....	48
Alchemist.....	50
Archer.....	51
Elementalist.....	52
Hedge Wizard.....	53
Hunter.....	54
Mage.....	55
Martial Artist.....	56
Nomad.....	57

Priest.....	58
Psychic.....	59
Ranger.....	60
Rogue.....	61
Sailor.....	62
Shaman.....	63
Soldier.....	64
Sorcerer.....	65
Spy.....	66
Summoner.....	67
Thaumaturge.....	68
Warrior.....	69
Weapon Master.....	70
Witch.....	71
Wizard.....	72
Magical Energy Source.....	73
Alignment.....	74

Skills **83**

Performances.....	83
Training.....	84
Books.....	85
Additions.....	87
Team Skills.....	89
Agility Skills.....	91
Acrobatics.....	91
Climb.....	91
Dance.....	91
Dodge.....	92
Fly.....	92
Hide.....	92
Jump.....	92
Ride [Animal].....	93
Run.....	93
Ski.....	94
Sneak.....	94
Swim.....	94

Communication Skills **97**

Act.....	97
Bargain.....	97
Bed.....	97
Beg.....	97
Bribe.....	98
Debate.....	98
Deceit.....	99
Elicit.....	99
Etiquette.....	99
Fast Talk.....	99
Hypnotism.....	99
Instruct.....	100
Intimidate.....	100

Leadership.....	100
Make Friend.....	100
Orate.....	101
Question.....	101
Sing.....	101
Train [Animal].....	101
Magic Skills.....	103
Alchemy [Kingdom].....	103
Area.....	103
Ceremony [Religion].....	103
Channel.....	103
Divination [Type].....	103
Duration.....	105
[Element] Elementalists.....	105
Gather.....	105
Hedge Wizardry.....	105
[Magery].....	105
Meditation.....	106
Operate Artifact.....	107
Power.....	108
Range.....	108
Sacrifice.....	108
Shamanism.....	109
Sorcery.....	109
Summoner.....	109
[Thaumaturgy].....	109
[Thaumaturgy List].....	109
Witchcraft.....	109
Wizardry.....	109
Manipulation Skills.....	111
Boat.....	111
Conceal.....	111
Craft [Type].....	111
Drive [Vehicle].....	111
Juggle.....	112
Massage.....	112
Palm.....	112
Pick Lock.....	113
Pick Pocket.....	113
Pilot [Vehicle].....	113
Play [Instrument].....	113
Sail.....	114
Traps.....	114
Mental Skills.....	117
Accountancy.....	117
Animal Husbandry.....	117
Bureaucracy.....	117
Camouflage.....	118
Compose.....	118
Discipline.....	118
Disguise.....	118
Engineer [Type].....	119
Farm.....	119
First Aid.....	119
Fish.....	119

Gamble.....	119
[Game].....	119
Herbalism.....	120
Horticulture.....	120
Hunt.....	120
Literacy [Language].....	120
Lore [Subject].....	121
Martial Arts [Style].....	121
Medical.....	121
Memory.....	121
Midwife.....	122
Navigate.....	122
Poetry.....	122
[Psychic Discipline].....	123
Research.....	123
Speak [Language].....	123
Strategy.....	123
Streetwise.....	123
Survival [Environment].....	124
Tactics.....	124
Target.....	125
Write.....	125

Perception Skills..... 127

Feel.....	127
Find Mark.....	127
Listen.....	127
Notice.....	127
Scan.....	128
Search.....	128
Shadow.....	128
Smell.....	128
Taste.....	128
Track.....	128

Weapon Skills..... 129

Archery.....	129
Axe, One Handed.....	129
Axe, Two Handed.....	129
Blowpipe.....	129
Bolas.....	129
Boomerang.....	129
Brawl.....	129
Chain.....	129
Claw.....	130
Club, One Handed.....	130
Club, Two Handed.....	130
Crossbow.....	130
Fence, One Handed.....	130
Fence, Two Handed.....	130
Flail, One Handed.....	130
Flail, Two Handed.....	130
Grapple.....	130
Hammer, One Handed.....	131
Hammer, Two Handed.....	131
Handgun.....	131
Kick.....	131
Knife.....	131

Lance.....	131	Borrow.....	145
Lasso.....	131	Command.....	145
Longarm.....	131	Mesmerize.....	146
Net.....	131	Increase Psychic Power.....	146
Polearm.....	131	Sway Crowd.....	146
Punch.....	131	Knowledge.....	147
Shield.....	131	Increase Memory.....	147
Sling.....	132	Instant Memorize.....	147
Spear, One Handed.....	132	Quick Memorize.....	147
Spear, Two Handed.....	132	Rapid Recall.....	147
Staff.....	132	Learning.....	148
Sword, One Handed.....	132	Concurrent Learning.....	148
Sword, Two Handed.....	132	Enlighten.....	148
Throw Grapple.....	132	Koan.....	148
Throw Net.....	132	Read Code.....	149
Throw Rock.....	132	Read Language.....	149
Throw [Weapon].....	132	Unleash Psychic Power.....	149
Whip.....	132	Magic.....	150
Rune Mastery.....	133	Alter Spell.....	150
Questing.....	133	Change Spell.....	150
Walking the Pattern.....	133	Dampen Magic.....	151
Rune Master.....	134	Link Spell.....	151
Rune Powers.....	136	More Magic Points.....	151
Beast.....	139	Prepare Spell.....	151
Animal Speech.....	139	See Magic.....	151
Camel.....	139	Strengthen Spell.....	152
Chameleon.....	139	Terminate Spell.....	152
Eagle Eyes.....	139	Movement.....	153
Find Food.....	140	Feather Fall.....	153
Hide.....	140	Glide.....	153
Leap.....	140	Ice Walk.....	153
Tame Animal.....	140	Long Leap.....	154
Trackless.....	140	Move Through Solid.....	154
Creativity.....	141	Move Through Water.....	154
Invent.....	141	Perfect Balance.....	154
Bring to Life.....	141	Speed Mount.....	154
Create Gateway.....	142	Spider Climb.....	154
Evoke Emotion.....	142	Oral.....	155
Make Real.....	142	Babel.....	155
Fertility.....	143	Native Speech.....	155
Ease Pain.....	143	Send Thought.....	155
Heal Other.....	143	Manipulate Audience.....	155
Identify Fertility.....	143	Gauge Audience.....	156
Impregnate.....	143	Read Thought.....	156
Increase Crop.....	144	Peasant.....	157
Influence Conception.....	144	Find Beast.....	157
Life Extension.....	144	Increase Damage.....	157
Multiply Births.....	144	Predict Weather.....	157
Rapid Healing.....	144	Protect Crops.....	157
Regenerate.....	144	Sense Danger.....	158
Regrow Limb.....	144	Sense Impending Birth.....	158
Speed Gestation.....	144	Track Herd.....	158
Wet Nurse.....	144	Perception.....	159
Force.....	145	Enhance [Sense].....	159
		Identify Forgery.....	159

Light.....	159
Pierce Disguise.....	159
See In Darkness.....	159
See Invisible.....	159
See Magic.....	159
See Through Concealment.....	160
See Through Wall.....	160
Translucency.....	160
Sea.....	161
Dead Reckoning.....	161
Deep Dive.....	161
Find School.....	161
Floatation.....	161
Monkey In The Rigging.....	161
Predict Weather.....	161
Roll With Ship.....	162
Sea Mood.....	162
See Through Fog.....	162
Sense Land.....	162
Sense Shoals.....	162
Speak With Dolphins.....	162
Swim.....	162
Breathe Water.....	162
Shadow.....	163
Alter Appearance.....	163
Conceal Magic.....	164
Dampen Noise.....	164
Hide Presence.....	164
Shadowy Appearance.....	164
Social.....	165
Clothe Self From Others.....	165
Counteract Drink.....	165
Drunken Master.....	165
High Tolerance.....	166
Prolong Pleasure.....	166
Thief.....	167
Operate Lock.....	167
Operate Trap.....	167
Blink.....	167
Palm.....	167
Conceal.....	168
Unarmed.....	169
Cancel Paralysis.....	169
Flying Attack.....	169
Increase Meditation.....	169
Iron Fist.....	169
Iron Foot.....	169
Jumping Attack.....	169
Multidodge.....	169
Multiple Styles.....	169
Multiplex Meditation.....	170
Power Punch.....	170
Pressure Point.....	170
Spear Hand.....	170
Steel Toe.....	170
Syncretize Styles.....	170

Warrior.....	171
Ambidextrous.....	171
Engage Opponents.....	171
Ignore Wound.....	172
Multishield.....	172
Protection.....	172
Resist Magic.....	172
Wealth.....	173
Detect Cheating.....	173
Detect Counterfeit.....	173
Anticipate Need.....	173
Conceal Cheating.....	173
Create Need.....	173
Impoverish.....	174
Increase Earnings.....	174
Weapon.....	175
Automatic Familiarity.....	175
Damage Boost.....	175
Deflect Attack.....	175
Ignore Armor.....	175
Early Attack.....	175
Multiple Parry.....	175
Wind.....	176
Air Walk.....	176
Automatic Arrow.....	176
Hand Bow.....	176
Power Bow.....	176
Puncture Armor.....	177
Sprint.....	177
Swift Arrow.....	177
Wind of Deflection.....	177
Vision.....	177

Godhood.....179

Quest Rune.....	179
God Rune.....	179
Divine Aspects.....	181
Agriculture.....	181
Animal.....	181
Craft.....	182
Dark.....	182
Death.....	182
Destruction.....	182
Discord.....	182
Fertility.....	182
Forge.....	182
Guardian.....	182
Harmony.....	182
Healing.....	182
Hearth.....	183
Herding.....	183
Hunting.....	183
Inspiration.....	183
Justice.....	183
Light.....	183

Love.....	183
Magic.....	183
Malevolence	183
Marine.....	183
Maritime.....	184
Plant.....	184
Protection.....	184
Ruler.....	184
Sleep.....	184
Spirit.....	184
Thunder.....	184
Trade.....	184
Travel.....	184
Trickster.....	184
Vengeance.....	184
Virgin.....	184
Youth.....	185
War.....	185
Wealth.....	185
Winter.....	185
Wisdom.....	185

Appendix..... 187

Skills by Rune.....	189
List of Skills by Skill Aptitude.....	191
Agility.....	191
Communication.....	191
Magic.....	191
Manipulation.....	191
Mental.....	191
Perception.....	191
Weapons.....	191
List of Skills by Guild.....	193
Skills Alphabetically.....	195
Resolution Table.....	204
Level of Success.....	208
Time To Master	210
Degree of Mastery.....	243



INTRODUCTION

Roleplaying games are cooperative efforts between two or more players who portray characters in an unfolding story. This portrayal is usually done by verbal exposition with dice being used to resolve the results of a character's actions in an arbitrary fashion. The majority of roleplaying games focus on heroic characters who are more powerful in their world than the player is in ours.

Roleplaying games developed in the 1970's, the first major one to be published being TSR's *Dungeons and Dragons*. Since then numerous systems have been published by various companies. TSR made several other games, such as *Gamma World*. Metagaming published *The Fantasy Trip*. FGU published many, *Chivalry and Sorcery* being the most prominent. Chaosium published *RuneQuest*, *Call of Cthulhu* and others. Steve Jackson Games published *GURPS*. White Wolf got its start with *Vampire: The Masquerade*.

The original game systems, *RuneQuest* being a notable exception, were written without regard for a specific game world. This gave the players the freedom to create any world they desired, but also required them to do so. The effort this requires prompted TSR to publish the *World of Greyhawk* as a campaign game world. Now it is commonplace for a game to be set in a specific world.

While very little has been done to advance the gaming systems themselves much has been achieved in detailing various worlds. The epitome of this approach is *GURPS* which uses the same system for every game world—and numerous worlds have been detailed.

There have been a few variations, most notable being the innovations of White Wolf in the realm of live action with games such as *Vampire*. The recent crop of roleplaying games tend to the strange or unusual, such as diceless gaming and inhuman characters and themes.

Rune Master is an attempt at an improved game system—there is no set world in which its games take place. Although it is not a requirement, the fictitious world is usually a fantasy one filled with

non-human creatures and magic. These game rules provide a structure and framework for play which is usually interpreted by one of the players who is the referee. While other players take on a single role the referee must take on the roles of all the remaining inhabitants of the world. The referee is also responsible for explaining game events to the other players.

Unlike most games, roleplaying games tend to be cooperative. The players (usually) work together to achieve common goals through their characters. The referee oversees this activity and keeps things moving. Because the referee takes on all roles some novice gamers think of the referee as a competitor, but this is not really true: after all, the referee also plays the roles of friends and allies, not just the enemies, of the characters. To do this well requires a sense of fairness and a willingness to let bad, as well as good, things happen to the characters of the players. In most games the referee is, by virtue of his position, responsible for the creation and presentation of scenarios as well as being an arbiter of the rules. It is a difficult task, but one which is rewarding for the creatively inclined.

Because a roleplaying game centers around the activities of the players' characters many game systems, including this one, provide a substantial amount of detail about them. In *Rune Master*, characters are described primarily by four things: characteristics (such as age), attributes (such as strength), skills (such as Swim) and their possessions.

Characteristics

The characteristics of a character are those things which we commonly associate with a person's description: age, gender, height, weight, eye color and so on.

Attributes

Attributes represent a character's innate abilities and aptitudes. There are ten attributes in the game, five physical and five mental. Normally they are referred to in abbreviated form: the first three letters of the attribute name. A score of 10 in an attribute is considered to be average for a human.

Strength (STR)

The first attribute is strength which describes in general terms how much physical force the charac-

ter can exert. STR is used to lift, carry, bend, break and wield objects.

Constitution (CON)

The second attribute is constitution which describes in general terms the character's health and hardiness. CON determines how much damage the character can take and how resistant he is to disease and poison.

Endurance (END)

The third attribute is endurance which describes in general terms how energetic the character is. END determines how long a character can fight, run or in general exert themselves physically.

Dexterity (DEX)

The fourth attribute is dexterity which describes in general terms how good the character's hand-eye coordination is and how quick his reflexes are. DEX is important in many skills.

Agility (AGI)

The fifth attribute is agility which describes in general terms how agile and quick the character is. AGI determines how fast the character can move and is important for some skills.

Wit (WIT)

The sixth attribute is wit which describes in general terms how perceptive the character is and the capacity of his memory. WIT is important for many skills, especially mental ones.

Will (WIL)

The seventh attribute is will which describes in general terms the character's resolve, determination and mental strength. WIL is used to resist many adverse magical effects and is a primary component in spirit combat.

Power (POW)

The eighth attribute is power which describes in general terms the character's spiritual strength and

presence. At high values the presence is so strong that other people are aware of the character if in close proximity—even if they can't see him. POW determines how much magical and psychic power the character can exert and is a primary component in combat on the spirit plane.

Talent (TAL)

The ninth attribute is talent which describes in general terms the character's natural ability with magic. TAL is of primary importance with magical skills.

Charisma (CHA)

The tenth attribute is charisma which describes in general terms the character's native leadership and personal magnetism. A high value does not necessarily mean that the character has a forceful personality—charisma can be a quiet, subtle thing which worms its way in without others noticing. CHA is of primary importance for anyone who wants to lead or communicate well with others.

Skills

A character's experience is generalized into experience points, abbreviated EP, and given specific expression by assignment to various skills.

Although the focus in the system is on treating skills as being the result of experience they can also be viewed as the result of native talent. In either case, the character will always have a set amount of EP which has been divided between various skills. Depending on various factors, the number of EP assigned to a skill will determine the character's base chance of success with endeavors utilizing that skill. Characters will start with some amount of EP and gain more for each session in which their player participates.

There are three important numbers when it comes to skill. First and foremost is the character's skill score. Generally this will be between zero and thirty. In some cases the skill score can be substituted for an attribute score. For example, a character's Acrobatics skill score can be substituted for AGI when making AGI saving throws.

A skill is also considered to have a level. A skill's level is equal to one third the skill score, rounded down. A skill level is sometimes used to rank the effectiveness of a skill in some fashion. For

Presence

Though strictly speaking not an attribute, a character's presence, abbreviated PRE, can be a palpable thing. PRE is determined by the character's WIL and distance from the character. This is covered in more detail in the Perception chapter.

example, a character must spend at least 10 – Run skill level strike ranks running before he can sprint.

Finally, a skill has a rank equal to one-sixth the skill score, rounded down. For example, a character with Martial Arts: Judo 13 is rank 2.

Dice

The normal mechanism in a roleplaying game, and *Rune Master* is no exception, for determining a character's success in an endeavor is the die roll. Dice are also used during character creation. There are a plethora of dice (available at better hobby and gaming stores) based on different geometric solids, but all are represented in the game by the same notation. First, the number of dice to be rolled is specified. This is followed by a letter, either 'd' or 's', which determines how the rolls are interpreted. Finally, the type of dice to be rolled are specified by the number of sides. For example, 3d6 indicates that three dice having six sides are to be rolled and interpreted using method 'd'—which is the normal method. Of course, a single, six-sided die could be rolled three times instead of rolling three at once—there is no difference in the result.

If the dice are to be read as 'd' (which stands for 'die') that means their numbers are read directly. In other words, if an eight-sided die is cast and the topmost number is '4' then the result is four. However, if the die roll was specified as 's' (which stands for 'scaled') the result is interpreted as specified on the *Scaled Roll* table. For example, if 1s10 is called for and the die rolls a 5 the result is read as being a two.

There are several variations in dice which are worthy of note. The standard four-sided die is a pyramid shaped die which has no top face. It is read by looking at any visible face and using the number which is right side up. There are also eight-sided dice that are marked one through four twice. Ten-sided dice are usually marked zero through nine with the roll of zero being taken as meaning ten. There are several variations of twenty-sided dice: one is simply marked one through twenty, but some are marked zero through ten twice and can be used like ten-sided dice.



Scaled Roll					
Result	1s6	1s8	1s10	1s12	1s20
1	1–3	1–3	1–4	1–3	1–5
2	4, 5	4–6	5–7	4–7	6–10
3	6	7, 8	8, 9	8–10	11–14
4	–	–	10	11, 12	15–17
5	–	–	–	–	18, 19
6	–	–	–	–	20

The most frequently made roll in *Rune Master* is 1d100—and aside from a novelty die that looks more like a golf ball than anything else it does not exist. To get the roll of 1d100 two methods can be used. In the first a single ten-sided die is rolled twice with the first number being multiplied by ten. The second method requires a special ten-sided die marked 00, 10, 20, 30, 40, 50, 60, 70, 80 and 90. This die can be rolled with a normal ten-sided die and the two are simply added together. In either method a roll of zero is read as zero unless both dice roll zero in which case it is read as 100.

So, using the first method, a roll of '0' and '5' would produce a result of 05, or five percent. In the second method if one die rolled '40' and the other '0' the result would be 40, or forty percent.

A third method of using two ten-sided dice of different colors and designating one as being multiplied by ten is prone to mistake and abuse as a player may forget the correct assignment. The first two described methods are much preferable.

Resolution Table

To determine the chance of success in an endeavor the player consults the Resolution Table. In many cases this will be the skill of the character crossreferenced with the difficulty of the attempted action. The character's score determines the column and the difficulty score determines the row. The player then rolls 1d100; if the roll is equal to or less than the indicated number the action is successful, otherwise it is a failure.

For example, Ragnar has Ride Horse 6 and is riding a horse when it is spooked. To keep control of the horse he must succeed in a Ride skill roll. The referee determines that the difficulty of doing so is 10. Reading down the sixth column to the tenth row yields 18. Ragnar's player must roll 18 or

less on 1d100 to successfully keep control of his horse.

An important feature of the Resolution Table is that it is proportional—what matters isn't the numbers themselves but their ratios. This means that if you double both scores and look them up on the table you will get the same result. Let's try it. 6×2 is 12 and 10×2 is 20. Reading down the twelfth column to the twentieth row we get 18.

Even better, it works the other way as well. If you divide both numbers by two you get 3 and 5. Reading down the third column to the fourth row also yields 18. This is important because it means you can resolve numbers that are larger than the table. The table is large enough this shouldn't happen very often, but in case it does happen this will work.

For example, if you are comparing 1,200 against 6,600 neither number is on the table. But if you divide both numbers 200 you get 6 and 33—which yields 02. In most cases the numbers don't divide out evenly. Don't worry about that, just round them off and use the result. The tables themselves have been rounded to the numbers presented. In general, if the numbers are too big for the table halve them both repeatedly until they can both be used.

Difficulty	
Difficulty	Score
Automatic	0
Sure Thing	1
Safe Bet	2
Extremely Easy	3
Very Easy	4
Easy	5
Moderately Easy	6
Slightly Easy	8
Normal	10
Slightly Hard	13
Moderately Hard	16
Hard	20
Very Hard	25
Tough	35
Very Tough	50
Extremely Tough	75
Barely Possible	90
Nigh Impossible	166
Impossible	300

Resistance Rolls

Throughout the rules there are references made to “resistance rolls.” These are resolved by using the Resolution Table in the manner already described. The notation for a resistance roll is put the player's score first followed by a slash and the difficulty score. Thus “CON/10” indicates a resistance roll with the character's CON as the player's score and having a difficulty score of 10. Most combat spells are resisted and, in general, the spell caster must roll WIL+SL/WIL to overcome the target's spell resistance. That is, they add the spell's level to their WIL and compare that, as the player's score, to the target's WIL as the difficulty score.

Levels of Success

In the simplest case a roll, whether it be for a skill or a resistance roll, either succeeds or fails. But many times it is important to consider just how successful (or how bad a failure) the attempt was. This is represented by the level of success which is found by comparing the actual roll to the chance of success on the Level of Success table.

Critical

A critical represents an extremely successful attempt and, if no other description is presented, should be considered the equivalent of three normal success or triple the effectiveness of a single, normal success as best makes sense in the situation. For many skills, such as those used in combat or for climbing or jumping, the benefit of three success levels has already been defined.

In some cases a character may get a double, triple or even quadruple critical success. On the Level of Success table the double and triple critical successes are labeled with superscript two and three. A double critical is really a critical-plus-one, a triple critical is a critical-plus-two and the rare quadruple critical is a critical-plus-three. Thus a double critical represents four levels of success.

Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	50	87	94	97	98	99	99	99	99	99	**	**	**	**
2	13	50	78	87	92	94	96	97	98	98	98	99	99	99
3	06	22	50	72	82	87	91	93	94	96	96	97	97	98
4	03	13	28	50	68	78	84	87	90	92	93	94	95	96
5	02	08	18	32	50	65	74	80	85	87	90	91	93	94
6	01	06	13	22	35	50	63	72	78	82	85	87	89	91
7	01	04	09	16	26	37	50	62	70	76	80	83	86	87

Skill	Critical ³	Critical ²	Critical	Special	Normal	Miss	Failure
50	—	—	1, 2	3-16	17-50	51-84	85-98
51	—	—	1, 2	3-16	17-51	52-85	86-98
52	—	—	1-3	4-17	18-52	53-85	86-98
53	—	—	1-3	4-18	19-53	54-86	87-98
54	—	—	1-3	4-18	19-54	55-86	87-98
55	—	—	1-3	4-19	20-55	56-87	88-98
56	—	—	1-3	4-20	21-56	57-88	89-98

The only way to achieve a quadruple critical is to have a modified chance of 100% and roll an 01 for the attempt. It is rare to get percentage additions to an attempt which makes quadruple criticals extremely rare.

Special

A special represents two levels of success and, if no other description is provided, should be considered the equivalent of two normal successes or double the effectiveness of a single, normal success as best makes sense in the situation.

Normal

A normal represents a single level of success and is the base line from which other degrees or levels of success are described.

Miss

A miss represents no levels of success, but without any especial mishap. If no description is provided it can be assumed that the character is not penalized for having missed their attempt, unless common sense and the situation dictate otherwise.

Failure

A failure represents a particularly unsuccessful attempt. If no description is provided it can be assumed that the worst reasonable consequence of failure has occurred. A failure represents a “negative” level of success.

Fumble

A fumble represents the worst possible disaster resulting from the attempt. If no description is provided it can be assumed that the the worst possible consequence of the failure, reasonable or otherwise, has occurred.

Just as with the critical it is possible to get varying degrees of a fumble. A normal fumble represents two “negative” levels of success. A double fumble represents three “negative” levels of success, a triple fumble represents four negative levels of success and a quadruple fumble represents five negative levels of success. The only way to get a quadruple fumble is to have a modified chance of success of zero and roll 100 for the attempt.

Level of Miss

In some cases the level of miss is referred to. In such a case a miss counts as one level, a failure as two levels, a fumble as three levels and so on.

Modifiers

For any given attempt there may be circumstances that modify the chance of success. Generally these fall into one of two cases: bonuses and penalties. A bonus increases the player’s score and penalties increase the difficulty score.

However if the modifier is a percentage then it actually modifies the percentage chance of success as found on the Resolution Table. This allows a chance of success to be less than 0% or greater than 100%. In such cases the 1d100 roll is modified to determine the level of success.

If the chance of success is greater than 100% then the amount it is greater than 100% is subtracted from the die roll. For example, an action with 103% chance of success rolling 38 would be adjusted to a roll of 35. Thus at 106% chance of success the player will always get at least a special success.

Conversely, if the chance of success is less than 0% the amount it is below 0% is added to the die roll. If the chance of success was -6% and the player rolled a 95 the result would be 101%—a quadruple fumble.

Experience Points

A character is created with a certain number of experience points in various skills. These experience points are equated to skill scores by looking them up on the *Skill Experience* tables. To find the skill score use the table for the skill’s difficulty and read down the column for skill aptitude until the last row whose number is equal to or less than

Score	Aptitude														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	1	1	1												
2	4	2	2	1	1	1	1	1							
3	9	5	3	3	2	2	2		1	1	1	1	1	1	
4	16	8	6	4	4	3	3	2	2	2	2	2			
5	25	13	9	7	5	5	4	4	3	3	3		2	2	2
6	36	18	12	9	8	6	6	5	4	4	4	3	3	3	3
7	49	25	17	13	10	9	7	7	6	5	5	5	4	4	4
8	64	32	22	16	13	11	10	8	8	7	6	6	5	5	5
9	81	41	27	21	17	14	12	11	9	9	8	7	7	6	6
10	100	50	34	25	20	17	15	13	12	10	10	9	8	8	7
11	121	61	41	31	25	21	18	16	14	13	11	11	10	9	9
12	144	72	48	36	29	24	21	18	16	15	14	12	12	11	10
13	169	85	57	43	34	29	25	22	19	17	16	15	13	13	12
14	196	98	66	49	40	33	28	25	22	20	18	17	16	14	14
15	225	113	75	57	45	38	33	29	25	23	21	19	18	17	15

the experience points in question. That row number is the character's skill score. For example a character with skill aptitude 12 and 16 EP in an average skill would have a score of 13.

To find the minimum experience points for any skill score up to 30 square the skill score, multiply by the difficulty score, divide by three and divide the result by skill aptitude. The final number is rounded up. The difficulty score is 2 for easy, 3 for average, 5 for hard and 10 for very hard.

$$\frac{\text{Score}^2 \times \text{Difficulty}}{3 \times \text{Aptitude}}$$

When a skill's score reaches 30 the character's POW is increased by one point. If for some reason the character loses experience or his skill aptitude is changed such that a skill previously at 30 is now less than 30 he loses a point of POW. No matter how many experience points are spent on a skill or how high the skill aptitude is a skill score cannot exceed 30 unless the character is a master of a rune governing the skill in question. The cost per skill score over 30 is found as the last row on the table (which is calculated as one-fifteenth the cost of reaching 30, rounding all fractions up). This cost is doubled per point past 60, tripled per point past 90 and so on. Points of POW are awarded at each increment of 30 skill score past 30. Thus a character with Dodge 60 will have had his POW increased by 2 points for his mastery of Dodge.

The most experience points that can be spent at any one time is limited to one-quarter the experience point award. So in a 5 EP per session game no skill can be increased by more than 1 EP per session.

Credits

I have drawn on many different sources for the construction of these rules, ranging from a general familiarity with a wide selection of game systems to the thirty years of refereeing games. Works of fiction, whether in novels, short stories, comic books, movies or TV shows are thought provoking along the lines of, "how would I represent that in a game?"

While that laid the groundwork, other things have had a more direct impact on the game system. David Williamson gave me the idea for the gradua-

tion used in the *Level of Success* table. The idea of a proportional *Resolution Table* goes back to a game run by James Claypool. I used various reference works to form a factual basis for various parts of the rules, such as herbalism and natural creatures. However, liberties have been taken in applying these facts to the game system and the rules should not themselves be considered a reference on any factual subject. Some of my ideas concerning magic and psychic powers have been influenced by the writing of James Blish (*The Devil's Day*), Linda Bushyeager (*The Spellstone of Shaltus*), Robert Adams (the Horse Clans series) and Katherine Kurtz, particularly in the *Deryni* and *Adept* series. Other literary influences are numerous, but these are the ones which stand out.

Insights into melee combat come from the Markland Medieval Mercenary Militia—an east coast group that holds medieval-style battles. The set of runes, quests and their skill associations came out of a brainstorming session between Lori Doty, Chris Vitzthum and myself. Both Lori Doty and Chris Vitzthum have also been invaluable in roughing out and detailing various other sections of the rules including, but not limited to, thaumaturgy and combat. It is difficult to estimate or properly credit their broad reaching assistance. Rose Doty has provided numerous ideas for spells and without her input the high magic rules would not be nearly as good as they are.

The people who helped play-test the rules and tolerated their evolving state are (in alphabetical order): Jerry Boyd, Charlie Brown, Brian Childs, Gene Doty, Lori Doty, Rose Doty, John Luther, Christopher Peters, Ken Trossen, Brandon Vitzthum, Chris Vitzthum, Zach Vitzthum, Bill Walker, Dawn Walker, Dustin Walker, Matt Warren, and Richard Wilson—all of whom have given various pointers and ideas.

And, most especially, Lori has tolerated the long hours I have put into this project since 1998.



CHARACTERS

Character creation is not a linear process, being formative instead. Details are added and revised in an iterative process until the character has been completed. The mechanics of generating game attributes and statistics can be presented as a logical progression and should be completed in sequence—though it is possible, and indeed probable, to refer back and forth with other aspects of character generation.

In general a character is created by defining him as a person: he needs to have a name, personality and background. The game mechanics are just a way to regularize the expression of some aspects of a character for convenience in play and to provide consistency.

When developing a character there is no one place to start. Perhaps you have a name picked out, a race selected, a history synopsis, a personality or a profession in mind. All of these are valid starting propositions and can be developed into a full fledged character. No matter where you start pick another area to develop and work on that. If something develops that changes your mind about an already established part of the character go back and change it. The one exception may be the mechanical part of character generation: to ensure fairness in character creation the referee may require you to keep rolled attributes and other randomly determined statistics.

With all of this in mind the following is an overview of approaches to the different areas.

Name

Although a name can be a conventional one from one's own time and place it helps with creating and maintaining the fantasy atmosphere to use one appropriate to the game world. Check with the referee for particulars in the campaign in question, but he may have name lists compiled for different races and countries. An easy way to establish a feel for a particular region is to designate names as coming from a particular place in our world. Thus one country may have names from Norse sagas, another from Japan and so on.

Race

Read through the Character Races chapter and consult with the referee to determine what races are available for use as player characters. It is usually more rewarding to select a race based on what appeals rather than a perceived advantage a particular race may have. Choosing a hobgoblin race solely because of their ability to not be noticed may lead to frustration as their extreme cowardice prevents them from being functional in many situations. Similarly, a centaur can take far more damage than other player character races—but is ill-suited to tight, confined spaces such as traditional dungeons.

In general a player can select any race described in the *Character Races* chapter or for which there is a player character information block in its description in the *Creatures* book. The referee may disallow any race as not fitting his campaign and he may have additional races available for use as player characters.

Profession

There are a number of professions described by templates in the *Character Creation* chapter—read through them to see what appeals. Each one has a sample character along with it which gives you some idea of what to expect. It is a good idea for the race to complement the template—although it is possible to play a hobgoblin warrior or wizard it is likely to be a frustrating experience. Another consideration is the templates chosen by other players in the game. In general it is a good idea to have at least one combat oriented and one magic oriented character.

Background

Details about the character's origins are helpful during play as they give a starting point for the character's actions and beliefs. There are numerous approaches that can be taken to inventing a character's background. You can start with first principles, the character's parents, and go from there detailing any siblings and working from the character's birth to the present through major life events such as the death of parents, contact with warfare, making life-long friends, meeting a lover and so on.

But that can be tedious and develop unnecessary

detail. It is best to start with whatever conceptions you have and expand on them in logical fashion. If you know the character led a previously sheltered life it doesn't make much sense to roll for violent life-altering events. Instead think of it as telling a story starting with a few details and adding on more.

Personality

Many players portray some fantasy version of themselves. While that can be entertaining and rewarding in its own right there is more possibility and more potential reward when portraying a different personality. But to do so consistently requires attention to detail as a player's natural habits come naturally. And even if the character is intended to be simply an extension of the player's personality it can be useful to do some introspection: the character's personality will help to inform his alignment and motivations. To that end it can be useful to consider the following five general personality traits.

Agreeable

Is the character kind and considerate? Or arrogant and egotistical? An agreeable character tends to get along well with others and be motivated by a sense of justice while a disagreeable character does not tend to get along well with others and is more motivated by rebelliousness than good sense. Agreeable characters tend to good alignment while disagreeable characters tend to evil alignment.

Planning

Is the character responsible and thoughtful? Or irresponsible and impulsive? A planning character tends to think things through and be motivated by a sense of responsibility while an impulsive character tends to not think things over and is more motivated by boredom. Planning characters tend to lawful alignment while impulsive characters tend to chaotic alignment.

Extraverted

Is the character sociable, enthusiastic and energetic? Or solitary, quiet and passive? An extraverted character prefers being in large social gatherings to working in small groups or alone and is motivated by sense of adventure while an introverted character prefers being alone or in a small group to a large

gathering and is motivated by a need for more.

Emotive

Is the character volatile and quick to react emotionally? Or stolid and unfeeling? An emotive character tends to follow the emotions of those around him and be motivated by things around him while a stolid character is largely impassive and more motivated by internalized feelings and desires. Emotive characters tend to chaotic, creative, good alignments while stolid characters tend to lawful, natural alignments.

Open

Is the character adventurous, imaginative and curious? Or conservative, dull and pedestrian? An open character tends to look for adventure and be motivated by a desire for new things while a conservative character will avoid adventure and be motivated by a desire to return to normalcy. Open characters tend to creative alignments while conservative characters tend to lawful and natural alignments.





Character Races

The following are the basic seventeen races of Rune Master and encompass the standard fantasy fare of human, elf and dwarf, as well as providing less usual character races, such as goblin and orc, and rather unique races such as the hobgoblin. There is no outstanding advantage to playing any particular race: each has benefits and draw backs. The pixies can fly, but live in an outsized world which complicates their life—how do you pay for goods when even small change is a burden? Hobgoblins are effectively invisible, but are consummate cowards. And so on.

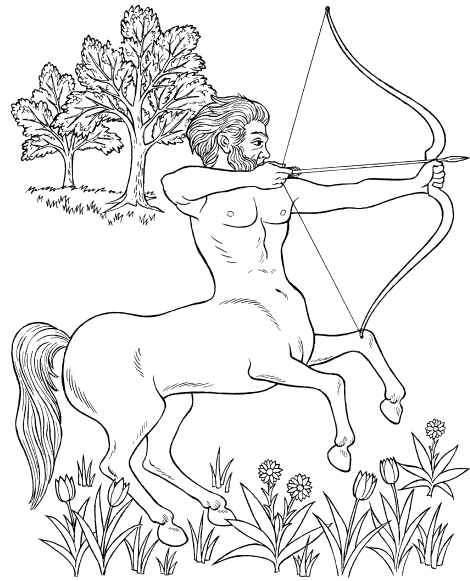
Centaur

These are half-men half-horse creatures having the form and figure of a human from the waist up situated on the forequarters of a pony-sized horse where the neck and head should be. The horse portion of their anatomy is covered with hair following the markings of horses—that is, the color may be bay, roan, chestnut, etc. and they may have secondary markings such as socks. The length of the fetlocks varies from centaur to centaur. The human portion of their anatomy is mostly covered with fine hair that is a bit thicker and darker on the back of the arm. Some are bearded, others have little facial hair growth. Hair and eyes are like human hair and eyes and so may be brown, blonde or otherwise, short or long, curly or straight. The eyes are predominantly brown, though green, hazel, blue and grey are all fairly common. Usually, although not necessarily, the hair color of the human portion mirrors that of the horse portion.

Culture

The centaur are usually rustic and community oriented. They like to sing and dance and chants around an evening campfire are common. Such chants may be knowledge oriented, such as stories of their past, or simply entertaining—usually in a humorous way. They respect knowledge and the stargazers among them are renowned for their encyclopaedic knowledge of astronomy.

Music is very important to centaurs and they do more than just chant and sing: many are competent with a variety of instruments. Traditional centaur



musical instruments include drums (often simply a hollowed out log), flutes (whether single pipe, pan or otherwise), lutes and harps.

Other recreational behavior includes a variety of sports. Common events include archery contests, races and log pulls. Although there is no class of athlete an accomplished sportsman gains a certain amount of renown.

Centaurs favor open fields though they often situate communities near forests or cultivate groves of trees so as to have sufficient lumber to build lodges. When necessary centaurs will build defensive fortifications ranging from simple palisades to earthworks topped with palisades. The latter is preferred with large raised areas behind the palisades for sentries to monitor the land around from an elevation and for the positioning of archers.

As centaurs are egalitarian there are no leaders as such, instead they arrive at decisions through consensus of the community. Still, the voice of the elders tends to carry more weight than of youth. This does not scale well, however, and is an effective limiter on the size of a centaur community.

Centaur Quick Facts

Age	Years	Size	Large
Mature	6–7	Max Lift	144–225 pounds
Adult	20	Height	5' 7"–5' 10"
Old	70	Weight	745–940 pounds
Life	100	Movement	11½–15½ mph
		Vision	1080'–1440'
Hearing	+1	Excellent Night Vision	

Most are equivalent in size to a village with some few reaching towards the population of a very small town.

Moreover there is no domination of one community by another. There are no centaur land holdings larger than a community. In time of war or other large scale emergencies each community selects a few members to represent them and an assembly is held of the communities affected. Such assemblies have no real power, simply serving as a means to talk and arrive at recommendations. Such results are then taken back to each community by their representatives and acted upon as the community individually sees fit.

Family

Although centaurs reach physical maturity in six or seven years they are not considered adults until they reach twenty. Although it is permitted to associate with the opposite sex through their whole life, sexual relations outside of marriage are discouraged. A male will propose to a female he fancies, usually around fifteen or so, and if she accepts will enter into engagement. There is no bride-price or dowry so there is very little to arrange. Marriages are usually attended by everyone in the community and are an all day affair.

Centaur families tend to be small, rarely having more than four children. Newly wed couples live in their own home, usually built with the assistance of the community. However, grandparents are often nearby and often help with child rearing. As a couple ages when one dies often the other will go to live with one of the children, though this is not always the case.

Clothing

Centaur wear little clothing, though in colder climates they may wear blankets over the horse portion and coats for the human. Normally functional clothing is limited to women wearing a top, usually a halter of some sort. Both men and women wear torcs and arm bands. Leather arm bands, decorated with stamps and sometimes hung with leather fringe (or ribbons if such are available) are popular.

Due to their unique body structure, armor for centaurs is a bit problematic. Most settle for helms

and breastplates, though custom-made armor is used at times. The legs are not usually armored as it interferes too much with the centaur's mobility.

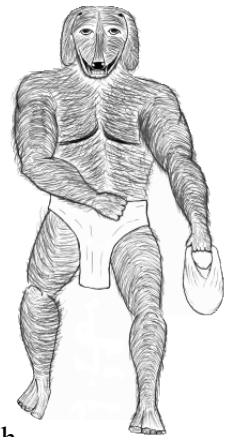
History

The centaur have a long history maintained through oral tradition. As the story of history must be relayed verbally to each new generation there is a practical limit to how much can be retained and the centaurs reached it long ago. Although some centaurs are literate most are not, even the more scholarly, so much of their own history is unknown to them. But they do have rather a lot and enough to keep most satisfied.

While most human history consists of wars and kings, centaur history is preoccupied with plantings, meteorological events and the like. They carefully record social transitions and the impact they have on individuals. They also track changes, permanent or otherwise, in the landscape. Contact with other peoples is also considered important.

Dólgfín

These are forest creatures which resemble some sort of mixture between dog and ape. They stand in a permanent ape-crouch about between five and half and six feet tall weighing about 200 pounds on average. Their hairy pelts are mottled browns, usually tangled with leaves and twigs. They differ from ape form primarily in their leanness of limb and the definite canine cast to their head from which yellow eyes examine the world.



Having ape-like hands they are capable of rudimentary crafts—sufficient to produce clubs, fire-hardened spears, stone axes and slings which they use to hunt. Though not known as conversationalists, dólgfín have been known to comment that human flesh tastes good, but elfin tastes better. Halflings are okay, though a bit on the fatty side and dwarves are just too tough and stringy—though if you stew them long enough they're edible too.

The dólgfín live in forests and woodlands on a semi-nomadic basis, usually traveling in clans of twenty to thirty (including females and juveniles).

Dólgfín Quick Facts

<i>Age</i>	<i>Years</i>	<i>Size</i>	<i>Medium</i>
Mature	7–9	Max Lift	144–225 pounds
Adult	6	Height	5' 7"–5' 10"
Old	20	Weight	165–205 pounds
Life	30	Movement	7–9 mph
		Vision	96'–120'
Hearing	+0	Dark-Sight	

But some have established semi-permanent and permanent villages with rough hewn lumber construction. They tend to copy the form of the more civilized establishments they have seen and will occasionally make efforts at a timber palisade in addition.

Native dólgfín crafts are few, but include stone work and weaving. Few wear any clothing, but bags are used to carry meat from the kill. Adventurous merchants trade glass beads and the like for pelts. Negotiating with the dólgfín is usually interesting as they rarely learn other languages, not even common, and their native tongue is very limited in what can be expressed.

Upon occasion a young dólgfín ignores his elders' advice and goes alone to a human establishment to "see the world." Since telling the difference between an inquisitive dólgfín and a marauding one is rather difficult these young dólgfín often end up as a battle trophy.

Although there is little information about the dólgfín, the evidence suggests that they grow to maturity in a scant eight years and, if they don't manage to get killed off before hand, cannot expect to live much past twenty or thirty anyway.

Family

Dólgfín are born in litters of one to four pups, though infrequently does more than one survive to a second winter. At six years of age a still growing dólgfín is expected to participate in the clan hunts. Failure to do so results in eviction from the home and the recalcitrant dólgfín must fend for himself.

Physical maturity is reached by seven to nine years of age and a male will start courting available females shortly thereafter. Once success has been achieved a new family is started. The female will likely be pregnant the majority of her fertile life—

her husband would lose honor otherwise. When a female dólgfín is no longer fertile she and her husband will usually move in with their eldest son.

Even though each atomic family lives separately they live in close proximity, usually an entire clan within a single village. Such skills as they possess are passed along in the family. Outsider dólgfín are rightly viewed with suspicion, though a certain amount of trade between clans does occur. A village will usually comprise a few score of families, each having five to ten members, most juvenile. At any given time about half the men are out hunting leaving the women to tend to the village.

Clothing

The use of clothing among the dólgfín is rather hit or miss. Some males were breech clouts while others declare that their "dangly-bits were intended to hang about in the breeze." The breech clouts themselves are as likely to be of hide as cloth, if not more so.

Still, many dólgfín villages have at least one weaver who can spin her own thread. Dólgfín cloth is derived from plant fibers and is coarse. It is also itchy to non-dólgfín who lack a protective matting of hair.

Other than breech clouts, which are somewhat more frequently worn by the females than the males, a dólgfín is unlikely to wear anything unless the weather is quite cold. They do like jewelry, however, and can be found wearing arm bands, torcs and earrings—either traded for or simply taken as dólgfín lack sufficient craft to make such items.

History

The dólgfín have little history of their own. Though they have an oral historical tradition it is so intermingled with fanciful story telling that separating fact from fiction takes rather more discernment than most dólgfín are capable of. According to the majority of their legends they were created by the Great God Gómótèp who promptly forgot about them. The dólgfín are happy with this as they feel too much attention from powerful beings is a bad thing.

According to other legends an eponymous god took the form of a dólgfín and lived with them for many years. This god taught them how to hunt,

work stone, and create fire. The god also has a multitude of exploits ranging from making off with women from other tribes, to stealing cattle from other gods, to inventing the fart joke. However, it isn't entirely clear if this god isn't just a humorous way of referring to themselves collectively. If a *dólgfín* is asked about it they invariably show their teeth and bark loudly. The best ethnologists have yet to uncover the hidden meaning behind this behavior—and the most persistent have been served for dinner.

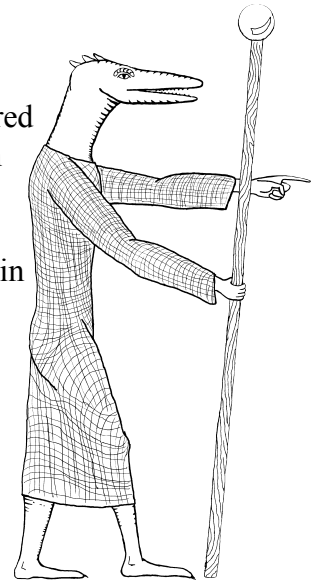
According to the wood elves, *dólgfín* started showing up in deep forest areas some three thousand years ago, though it could have been longer as their habits and behaviors were little different from animals and so they may have gone unnoticed. Then about twelve hundred years ago something happened—just what isn't clear, but for whatever reason the *dólgfín* began to show (relative) signs of intelligence.

This was evidenced in a few different ways. They started using tools. They began to erect permanent shelters. They began to tell stories. They also began to drink. The hypothesis that the *dólgfín* discovery of beer led to their... civilization... is discredited immediately upon witnessing the effects of alcohol on the hapless, innocent creatures. The Great Fire of *Fírnáth* was a direct consequence of what started as a small gathering of friends who just got a little carried away. The wood elves have still not forgiven the *dólgfín* for the loss of the ancient *Fírnáth* Forest.

More traumatic was the total destruction of the most enterprising *dólgfín* settlement ever. Situated deep in the Myrtle Mountains a *dólgfín* genius designed and oversaw construction of a dam. The felling of all the trees to build it caused a little tiff with the local wood elves so the *dólgfín* took to standing guard. One night a guard got a little tipsy and accidentally opened the dam, releasing a flood upon the *dólgfín* settlement built below it. The terrible event gave rise to a *dólgfín* children's rhyme about rivers and dams, immortalizing the catastrophe forever.

Drakkonian

The drakkonians, sometimes referred to as draks, are an ancient reptilian race possessing lean and delicate features with a proud and mystical heritage. As an elder race they are in decline; though long-lived they no longer endure for centuries. Practically skeletal, it is always a surprise when they aren't carried away by the evening breeze. Their heads are triangular with long, narrow jaws. Unlike most reptiles they do not have a tail—nor are they cold blooded, though they enjoy the sun as much as anyone. Their hands and feet are tipped with long, curving talons which the warriors cultivate and the aristocrats trim. Their tough, scaly greenish-brown hide protects them from damage as 1 AP.



They are rarely trusted by humans, elves, dwarves, or indeed anyone. Theirs is an ancient civilization which saw its height long ago and has been in decline for the last thousand years or more. However, their libraries remain repositories of great knowledge and some of the finest craftsmen are drakkonian. Though they mature as rapidly as humans, drakkonians can expect to see a hundred and fifty years and some few live to two hundred. Still, they lack the vitality of the younger races and fewer and fewer drakkonians are born each year.

Culture

The drakkonians are very structured and orderly. Life is, for most of them, a matter of routine and ritual. The performances are scarcely more than duties with little actual enjoyment obtained. Many drakkonians rely on the enormous wealth collected by their forebears and do no work themselves. Instead of work they idle and putter about.

One of the few expressions still left to the drakkonian is the theatre. Though no new plays are written they have the repertoire of millenia to draw upon. Drakkonian plays are characterized by solemn drama. Emotions are never put on for display, but depicted through elaborate ritual motions. A typical plot will involve machinations,

often political, with each would-be Machiavelli trying to out-do the others in an intricate dance of subterfuge, deception and betrayal.

A complete play will be thousands of hours in length and an active theatre may conduct one from start to finish without stop. The audience is expected to not only come and go, but to already know the drama and so watching for amusement's sake the actors going through the elaborate, ritual motions.

In these later times, however, it is more common for a play to stop during the night, picking up the next morning and having pamphlets detailing the characters, motivations and machinations up to the current point to allow someone less familiar with the proceedings to follow it. Further, the plays are usually abbreviated, omitting subplots and shortening the action.

Family

Drakkonian families are small. Not only is their fertility dropping rapidly, but many seem to have simply lost the desire to reproduce. They do reproduce sufficiently to maintain their population given losses due to natural and unnatural causes, but the future of their race hangs on a narrow balance.

What children they do have are not particularly nurtured. As many drakkonian families still have considerable wealth accumulated ages ago when they were more vital servants are common and the drudgery of rearing the young is often turned over to hired help—who, like as not, are human. This tends to give the young drakkonians a skewed outlook and helps to explain their frequent rebelliousness against their parents.

Though physically mature from twelve to fifteen years of age a drakkonian is not considered an adult until he is eighteen. Few settle down until later in

life, spending the first decade or so of adulthood in excesses.

History

In ages long gone by the drakkonians lived several hundred years, if not longer. Their extensive histories mention kings who ruled for a thousand years and dynasties that lasted tens of thousands of years. Empires rose and fell, wizards and mages conquered great territories and won battles against fell creatures now extinct. Thaumaturgy was invented and every corner of high magic was illuminated.

And then it just slowly unravelled. There was no catastrophic loss in war or to natural disaster, but cities built entirely—brick upon brick—of emerald or other precious stone simply fell into ruin. The drakkonians, having achieved so much for so long were simply consumed by ennui.

The transfer of power to the younger races was largely peaceful. While they still possessed enormous power they simply relinquished rule and settled in to wait for the end. The once great houses of drakkonians are now mostly dust and forgotten memory.

Dwarf

The dwarves build underground cities carved from rock and have undoubtedly the most highly developed art of stoneworking among all the intelligent races. Dwarf cities are delved into the sides of mountains with outposts being carved from rocky outcroppings and bluffs. They are a short, stout people who can see living creatures in the utter darkness of the underground dwellings by the heat of their living bodies. In the total absence of light they can see the general form of living creatures and even, to a small extent, track them by the heat trace lingering where they have passed. Dwarves are best known for their craftsmanship in precious metals and gems as well as for the skill in crafting arms and armor.

However, they are also well known for the stoutness of their arm and their ability to hold drink. It is a rare fool who tries to match a dwarf drink for drink, and one who will only see the underside of the table. Dwarves prefer their own mead, called óðrœrir, which has a magical quality of making the drinker poetic.

Drakkonian Quick Facts			
Age	Years	Size	Medium
Mature	12–15	Max Lift	81–144 pounds
Adult	18	Height	6' 9"–7'
Old	100	Weight	155–190 pounds
Life	150	Movement	8–11 mph
		Vision	180'–240'
Hearing	+2	Good Night Vision	

Dwarf Quick Facts

Age	Years	Size	Medium
Mature	35–45	Max Lift	144–255 pounds
Adult	100	Height	4' 3"–4' 4"
Old	375	Weight	125–165 pounds
Life	400	Movement	5–7 mph
		Vision	72'–96'
Hearing	+1	Heat-Sight	

Dwarves are very heavy for not just their height but their size as well. Some say that they are as dense as the earth they come from. Certainly they are denser than water and will sink unless they actively swim to stay afloat. Most dwarves avoid water and have a preference for large boats when they must travel across it.

There are stories of dwarves being found in forgotten shafts who appeared to be statues with inches of dust piled on them, but who awoke when found and professed to have been “only in a deep sleep.” The best explanation, that dwarves do not age while sleeping, seems improbable. The sage Var-Siik proposed putting it to the test by keeping dwarves up for years at a time to see if this did in fact shorten their life span. As the most cooperation he was able to get was an offer to definitively shorten his own life span the matter is still an open question.

Culture

Dwarves are very conservative and their culture has changed little over thousands of years. Even after a dwarf has physically matured he is not considered an adult for many years. Children are expected to respect their elders and to help their parents work—boys in the shop and girls in the kitchen. Due to the long life span this often means doing menial work for years. This is frustrating for most dwarves who either manage to suppress their aspirations, or break away to form a new colony.

The introduction of human civilization has changed the equation a bit and it is an increasingly common practice for younger dwarves to live among humans where they are treated more as equals. But once a dwarf has outlived his friends he often seeks the company of other dwarves and returns to the family—older, wiser and more patient.

Much of what dwarves do among themselves is work. It is almost an obsession to create new works of art, whether they be jewelry or armor. A dwarf artisan pours his being into his work—no self respecting dwarf would even consider making throw aways.



As they are very craft oriented there is little of leisure. No plays, nor choral arrangements, no art galleries or museums. To relax dwarves generally turn to drink and this may be the underlying source for their incredible alcohol tolerance. Drinking and story telling are the two past times and few can tell a taller tale than a dwarf.

A dwarf never cuts his beard, but will braid and groom it with care. Its length is viewed as a measure of the owner’s experience and dwarves view the human custom of shaving with some amusement—why would someone want to conceal their own status? A dwarf who has committed grave crimes and is to be banished has his beard cut—a real punishment considering the extreme pride they take in their beards.

Family

Dwarven women are scarce, comprising less than 10% of the population. However, dwarves are neither particularly possessive of their women nor do they practice polyandry. This has caused varied speculation among outsiders, none of which are particularly satisfactory. The most controversial possibility was first proposed by Var-Siik and is roundly denied and denounced by dwarves, namely that all dwarves are born male and become female when necessary for procreation.

Not only is the suggestion bizarre, but it appears contradicted by the—admittedly rare—appearance of dwarven women warriors.

History

Though long lived dwarves are not as long lived as elves and other elder races once were. As a consequence their histories do not extend back as far with as much detail. But the history they have is recorded in meticulous detail using flowery language. Most dwarven histories take the form of memoirs written as a reflection on a long and full life. It is not wise to dispute their veracity as a

memoir is considered in some sense the beard of a deceased dwarf—it represents his honor, knowledge and prestige.

The accuracy of dwarven histories is difficult to establish with certainty because so much of it deals with minutia glossed over by others. Still, it does generally agree in the broad strokes and given the dwarven tendency to forthrightness it seems reasonable to expect exaggeration to be kept to a minimum however flowery the mode of language chosen.

Elf

There are two races of elves, the forest dwelling sylvan and the sea loving ilryian. Both races share the same general characteristics: they are of medium height with slender build, pointed ears and mismatched eyes. The sylvan wood elves do tend to brown or strawberry blond hair and brown to hazel to green eyes while the ilryian sea elves tend to blue-blonde to blond hair and blue to green to grey eyes. There are exceptions, of course, though there is little quite so strange as seeing a red-headed ilryian.

Elves have a special connection with nature. The sylvan age significantly more slowly when residing in virgin forest while the ilryian age more slowly when far out on the ocean, or at least on otherwise unsettled coast. Apparently the heroes of old commonly lived to 800 or even 1000 though this is unheard of in present times.

Culture

The elves have what many would consider to be a feudal society. There is a lord and lady who rule a domain with the understanding that they will protect their subjects (though the elves never express it quite like that). Most of the subjects live well and there seems to be little in the way of servants or laborers.

Elf Quick Facts			
Age	Years	Size	Medium
Mature	30–35	Max Lift	64–100 pounds
Adult	50	Height	5' 8"–5' 11"
Old	80–400	Weight	110–140 pounds
Life	100–500	Movement	10–12 mph
		Vision	135'–180'
Hearing	+3	Moon-Sight	

Yet there are servants and common laborers, particularly in elven towns or cities. There is a strict class division with contact kept to a minimum and relations, especially marriage, absolutely prohibited. But the servile class is substantially smaller than the elite—thanks in good part to elvish lore and magic—and well treated.

For the elite much of their time is spent in leisure whether hunting or crafting. Entertainment is sophisticated with complicated plays and elaborate musical arrangements. Art appreciation displays are also common. For the servile class there is much work, but in their leisure time they enjoy drinking, singing and watching slapstick comedy.

Family

Elves usually marry late in life and have few children. Despite the paucity of offspring they rarely dote. On the surface at least they often are quite reserved and dislike displays of emotion. They raise their children with care, but methodically.

Those that live among humans tend to marry sooner and have more children. They also tend to show less reserve and more readily display emotion. Traditional elves consider them to be fallen, lacking the élan of true elves.

History

The elves have a long history sprinkled with many wars. In the olden days they strove with each other, dwarves and drakkonians. Later they took exception to the influx of forest gnomes and dólgrfin into their woods or war fish into their waters. Many of the greatest elven achievements, such as the creation of hedge wizardry, were driven by need of war.

In between wars they wrote songs and plays, though they recorded little of this. Instead, the songs and plays were more likely to record the wars. However, for all their fighting spirit the elves never practiced deception and betrayal—they consider this to be the signature mark of the younger, lesser races.

Gnoll

This is a bestial race whose features borrow equally from humans and wolves. They are of human size and, roughly, build, but with muzzles, pointed ears and yellow eyes. Gnolls see fairly well at night.

Although most humans wouldn't admit it, gnolls are just as intelligent, sophisticated and advanced as they are. They build towns and cities, practice crafts and arts, wage war on one another and others, study philosophy and magic.

Culture

More northern gnolls have a hunter heritage with a glorification of the individual. They tell stories of heroes who brought down large game or defeated numerous and powerful foes. The southerly gnolls were originally nomads with a penchant for raiding their neighbors.

But in modern times the gnolls have largely settled down with fighting being largely restricted to wars. In many ways a mirror to humans, gnolls fight amongs each other, with humans and against others—primarily elves when expanding into forested lands, but also goblins and orcs.

Gnolls are often simple and down to earth and enjoy good slapstick comedy or a good burlesque more than a philosophical play. Their stories are more full of theatrics and heroic exploits than moral lessons.

Family

Although monogamous by practice gnolls are promiscuous by nature. Having multiple wives is a point of pride for most, but the women are often not far behind in taking lovers. Each mating has a chance of impregnating the woman and gnoll females often bear two to four young at a time.

This prolificness has encouraged much of the gnoll expansion. In older times the hardships of life kept their numbers down, but as they grew more civilized the rate of infant survival increased dramat-



ically. This has led to a common practice of formally removing a young adult from the household, though the eldest son is often allowed to stay.

The disenfranchised youth tend to gather and either form a new settlement or take to banditry. Gnoll mothers will often wail that their sons have become bandits—not as a matter of honor, but because they fear for their sons' lives. In fact, gnoll bandits who are successful are respected and considered part of the community.

History

The longest war the gnolls were involved in was the crusade against the wood elves of Sárnath. What started as a skirmish between a group of young gnolls attempting to found a new village and the wood elves trying to preserve a sacred grove quickly rallied the gnoll nations after a complete massacre of the settlers.

The elves claimed that the gnolls had violated the sanctity of the sacred grove of Sárnath, but outraged gnolls weren't interested in excuses. This particular conflict came at a time when gnoll population was at an all time high and when the charismatic Gromhigar started rallying gnolls to avenge the slaughter there were plenty of footloose gnolls itching for a chance to prove themselves.

The elves of Sárnath called for help and, fearing a general gnoll invasion, the neighboring elven kingdoms answered the call. All in all there were a dozen crusades organized over the span of a hundred years. The final result was a depletion of both gnoll and elven population that allowed an easy human conquest of the territory.

Gnome

Though found widely in forest villages, gnomes do not appear to build towns or farming villages, though many have been known to settle in human ones. Despite the amount of contact between gnomes and humans little is known of gnome society. They are, on the whole, more artistic than humans and seem to be well advanced in the arts, sciences and magic—they just haven't turned their abilities to city-building.

There are in general two sorts of gnomes: forest and earth. Forest gnomes have a greenish tinge to

Gnoll Quick Facts

Age	Years	Size	Medium
Mature	12–15	Max Lift	81–144 pounds
Adult	18	Height	5' 6"–5' 9"
Old	60	Weight	135–170 pounds
Life	80	Movement	9–12 mph
		Vision	90'–120'
Hearing	+2	Good Night Vision	

Gnome Quick Facts

<i>Age</i>	<i>Years</i>	<i>Size</i>	Medium-Small
Mature	12–15	Max Lift	64–100 pounds
Adult	15	Height	4' 4"–4' 7"
Old	60	Weight	60–80 pounds
Life	80	Movement	6–8 mph
		Vision	54'–72'
Hearing	+1	Normal	

their skin and brown to black hair. Elfin facial features would seem to indicate some relation and their language is similar as well, but if they are related it is in the distant depths of time.

Although these, the forest gnomes, are the best known there is another race of gnomes who make their home underground. These gnomes have blunter features and darker skin with earth tones. Their hair also runs from brown to black. Most spend a goodly amount of their time above ground.

Culture

Forest gnomes live in small, dispersed communities predominately located in forested areas. The populations vary from fifty to five hundred, but even the larger ones have a low profile as gnome buildings are usually built into the terrain and are not particularly obtrusive. Even their farms are more like gardens with small plots worked individually without recourse to plows or other large-scale tools. Food is obtained primarily through hunting, gathering and gardening.

Earth gnomes live in burrows and delve underground. Like their cousins they congregate only in small communities and, if anything, have an even lower profile due to their subterranean habits. Still, they do not tunnel as deeply or extensively as dwarves or goblins, rarely getting more than a hundred yards below the surface and with most burrows less than a hundred feet. Earth gnomes primarily obtain food through night hunting and farming fungi. They cultivate thousands of different species and have as many different ways to prepare them.

Whether forest or earth, gnomes are fairly egalitarian with what little social distinction there is being primarily concerned with scholarly prowess. Children are cherished for their potential and adults

evaluated in terms of how well they fulfill it. A successful gnome is usually an inventor of renown. The fruits of success are increased support from the community and approach by aspiring students.

Family

Gnome families tend to a nuclear structure with adult children often moving to another village before marrying and raising a family. This practice prevents the small communities from suffering from inbreeding of the body and the mind. Gnomes are, in fact, more broadminded as a whole than any other group.

A family will usually consist of one to four children with an average of about two and a half. This just offsets the mortality rate to give rise to only a slightly population growth. This moderate-ness is just part and parcel to the gnome way of life. Their parenting is seen by many to be permissive, but they still manage to have cohesive communities.

History

Unlike many others, gnome history is practically devoid of war except where impinged on by others. They practice neutrality and gnome merchants will trade equably with both sides in a struggle. To a gnome war is important inasmuch as it disrupts scholarly progress and their orderly way of life. Of rather more significance are the discoveries and achievements of inventors.

Combine that with the lack of any concept of national identity and gnome history is devoid of the usual political details of rulers, countries, coups, generals and wars. Instead the names of individual inventors are declared without even an indication from which village they hail or where they currently reside. The names are attached to inventions with full descriptions and details. Gnome history is more like the records of a patent office.

Goblin

This is a subterranean race having a short, stubby appearance and rather bulbous features. The skin coloring is pale, but tends towards green, though sometimes it is mottled with splotches tending toward brown. Their hair is dark, brown to black, and tends to be long and wiry, almost like bristles.



They have no real facial hair unless you count the long hairs that sometimes sprout from large and unlikely warts. Their eyes are nearly uniformly black.

They have a long standing enmity with dwarves who feel, with justification, that goblins are trying to move in on their territory. Although it is a rare goblin who is a physical match for any dwarf they are tough and very stubborn. They also aren't stupid enough to make a move without superior force. A typical goblin tactic is to wait for dwarven miners to find a good vein of ore and then move in with a small army and jump the claim. The goblins make every effort to jump a claim before it becomes obvious that it is a good find and thus better protected. Nor do they even then try to take the mine by main force, but instead will attempt to infiltrate and perhaps even collapse a tunnel or two to cut off dwarven forces from one another.

Though goblins are an old race, both the elves and the dwarves record pre-goblin history. It is not clear from whence they came, but it is widely thought that they were unusually anti-social humans (perhaps mixed with some other breeds) who were driven by their more broad-thinking fellows underground. Certainly, if there is someone the goblins loathe more than a dwarf it is a "sun-dweller."

Culture

Although subterranean by habit, goblins are perfectly capable of living above ground and will occasionally raid sun-dweller settlements. The more serious of these excursions are undertaken with assistance, usually from orcs. Of all races the goblins probably only respect the orcs. They have a vastly over rated opinion of their own cunning, though they are devious, and fall prey at times to thinking that their cunning is more than a match for any amount of brawn.

Although not as famous as dwarven smiths, goblin craftsmen are very capable and given their ready access to good ore often possess well-made weaponry and armor. Consequently daring tradesmen will do business with goblins, although the goblins will usually turn on a trader at some point as a matter of illustrating their cunning if nothing else.

Goblin Quick Facts

Age	Years	Size	Medium-Small
Mature	14–16	Max Lift	64–100 pounds
Adult	15	Height	4' 4"–4' 7"
Old	45	Weight	70–90 pounds
Life	70	Movement	6–8 mph
		Vision	45'–60'
Hearing	+2	Normal	

Having turned deceit and betrayal into second nature, goblins do not easily trust one another and goblin diplomacy is delicate and convoluted. However, they will readily ally against a common enemy.

Family

Goblins tend to large families and have a strong sense of community dominated by an attitude of "us against them." Community rules are enforced initially with shame, but quickly escalate into physical punishment.

A goblin father rules his brood with an iron fist, believing firmly that if you "spare the rod you spoil the child." This aggressive and violent style of parenting is self-perpetuating as each new father strives to strike the fear he felt into his own children. Perhaps not coincidentally, the sidhe don't try their baby-changing tactics on goblin children.

History

Goblin history is punctuated with violence, whether it be coup, regicide, genocide or warfare. The filling is provided by lies, deception and back stabbing. Allies are made only to be used and discarded. Machiavelli is regarded as an example flawed by a good-hearted nature.

The Great Mushroom Famine of 1238 drove many goblins from their homelands and into human territory. Those who remained behind in the tunnels regard them with contempt for living among the sun-dwellers.

Halfling

These creatures are very human in appearance, though often somewhat rotund due to their normal overindulgence in food and fine drink. They were named by humans for having "half the stature" of a man. Their origin is a mystery and they have no

name or tongue they call their own. Although they are found in all the same places as humans they usually live in separate enclaves. Halflings practice merchanting and thieving, but many more are crafters and farmers. Few are adventurers. After all, the halflings are perhaps best known for their appetite and where is the promise of a square meal of the finest foods and wines when you are out hunting trolls or some other such foolishness?

Halflings average about four feet in height and around seventy or eighty pounds in weight. They mature physically in 12 to 15 years and are considered adults at 18. Their natural lifespan is about seventy or eighty years.

Culture

Halfling culture mirrors the local human culture, though in general they seem to have a propensity for farming. Halflings respect craftsmanship and in larger halfling settlements competent artisans are to be found. Overall they are a peaceful people who would rather submit to oppression than struggle against it.

This fatalist, accepting attitude is stifling to a small, indeed miniscule, portion of the halfling population and these malcontents try to organize resistance to bandits, are quickly disillusioned and take to travelling. Though always welcomed home they simply don't feel comfortable or at place.

Family

Halflings tend toward large families though a number are more moderate in size. Keeping track of who is related whom is a happy task for many halflings and the most respected scholars are the genealogists. Although families tend to live in separate buildings they maintain a strong sense of community.

The young are expected to obey the old, the women to care for domestic affairs and the men to occupy themselves with work.

History

Halfling history is composed almost entirely of begats. It is the first, middle and last concern when discussing historical matters. Very little of exploits are recorded and going by halfling history there never was even a single battle, much less a war. Crops bear some mentioning as does the weather. Precious little else is.

The histories are maintained by scholars and receive little interest from the commoners except at births, weddings and funerals when the entire relationship web of the halfling in question is traced throughout its entirety.

Hobgoblin

These are strange and mysterious creatures, parasites on human society from time immemorial, but little understood by any. No one knows from whence they came nor when they will go. It is unclear whether they age or even if they are born. The vast majority spend their entire lives, short or long, living in attics, alleys and under bridges. They wear whatever cast-off rags they can find and eat in a similar manner. Like rats, they are found in every human city. If a new one is built by settlers, hobgoblins will manifest in some as yet unknown fashion.

As with rats, hobgoblins survive by not being noticed. Most people realize their existence, but don't concern themselves overly much about it. When you hear the chittering of some hobgoblins hobnobbing (hence their name) in an attic you thump the ceiling much as you might for rats, but it is essentially impossible to eradicate them. This is

Halfling Quick Facts

Age	Years	Size	Medium-Small
Mature	12–15	Max Lift	36–64 pounds
Adult	18	Height	3' 11"–4' 2"
Old	60	Weight	60–80 pounds
Life	80	Movement	6–7 mph
		Vision	72'–90'
Hearing	+1	Good Night Vision	

Hobgoblin Quick Facts

Age	Years	Size	Medium-Small
Mature	1	Max Lift	36–64 pounds
Adult	3	Height	4' 5"–4' 8"
Old	20	Weight	50–65 pounds
Life	200	Movement	11–14 mph
		Vision	45'–60'
Hearing	+3	Perfect Sight	

due in part to the hobgoblins' innate power of not being noticed. As long as they are not doing something to draw attention to themselves, no one will ever see them. In fact, even if someone knows where a hobgoblin is and tries to look for them they will find themselves overlooking the hobgoblin. Using some indirect means of seeing them, such as a mirror, is about the only way to overcome this natural defense other than magic.

They would make excellent thieves and assassins except for their gibbering fear of being caught. They are a fearful and timid race who keep as quiet (except for their hobnobbing) and unobtrusive as possible. A hobgoblin thief about to leave with some valuable treasure will drop it and run at the slightest provocation (like an unexpected noise). In game terms a hobgoblin has an additional penalty of 10 whenever making a morale check. In situations that are non-stress for others the hobgoblin should still make a morale check for any condition changes. The difficulty is 10 in these cases.

Hobgoblins average about four and a half feet in height and around sixty or seventy pounds in weight. They are slender, long-limbed and covered with a brown to black fine body fur. Though humanoid their features are very animal-like. Their eyes are brown to black. They are usually as unkempt and as filthy as you would expect of anyone living in alleyways and eating scraps.

Culture

There is little indigenous to hobgoblin culture. They practice little in the way of crafts, have no artistic expression and in general are little different than animals. They are, at heart, voyeurs and enjoy watching the mini-dramas that humans, all unwitting, put on for them.

Hobgoblin communities, sometimes referred to as hives, tend (despite the name) to be small in population. A tenement that houses a hundred humans might be home to, at most, a dozen hobgoblins.

Family

Hobgoblin families are small with the young expected to assist with scavenging at an early age. Most leave their parents while still young, hoping for an easier life. But it rarely is. While hobgoblins

have a lot of free time they are also usually hungry and just waiting for an opportunity to scavenge for scraps.

There is no real sense of family, much less community, and parents often stay together only long enough for their offspring to move on. Being as high strung as they are makes relationships particularly difficult.

History

For some unknown reason several hundred years ago the hobgoblins, without any warning, began waging guerilla war on mankind. Though the initial human casualties were high, as soon as mankind figured out what was going on the losses amongst the hobgoblins were even more massive and the hobgoblins have, if its possible, been even more fearful and cautious since that time.

Prior to the Great Hobgoblin War there is little record of the hobgoblins in the elven annals (the hobgoblins do not keep any history of their own) though there are occasional entries that imply hobgoblins were parasites on the elves long before humans came around. The origins of the hobgoblin are simply lost in time.

Human

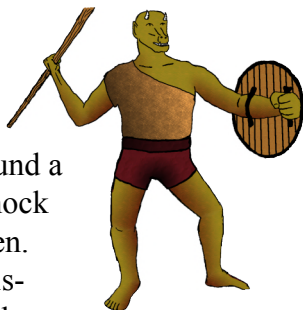
The ubiquity of humanity is somewhat balanced by their very diversity. Physically, they range considerably in height, skin color, hair color and eye color, though all have the same general form. There are numerous cultural variations as well. Ranging from primitive, stone-wielding tribesmen to technologically and culturally advanced renaissance courtiers and clergymen they present a full range.

In most games the majority of humans will be similar to Europeans with a culture ranging from medieval to renaissance.

Human Quick Facts			
Age	Years	Size	Medium
Mature	12–15	Max Lift	81–144 pounds
Adult	18	Height	5' 6"–5' 9"
Old	60	Weight	135–170 pounds
Life	80	Movement	9–12 mph
		Vision	90'–120'
Hearing	+0	Normal	

Kobold

The kobold race is said to have been created by the animal alchemist Kalmáth around a thousand years ago to act as shock troops in the battles current then. They have since then bred indiscriminately and spread everywhere.



Though not particularly bright, kobolds have their own sort of cunning and, having been created to die in the service of others, have a very much “us against them” attitude. Given their small size they use gang tactics when fighting. A kobold saying goes, “Though I may fall, my brothers, uncles and cousins follow close behind.” Around 95% of the kobold population is male.

They are squat race with considerable ugliness and a disagreeable personality to match. When Kalmáth was doing his magic it is said that he used a faithful war hound as the basis for his creation. The war hound was undoubtedly prettier, but there is no mistaking the canine heritage present in the kobold features, though it appears to have been liberally mixed with some sort of lizard.

Kobold skin is scaly and tough (which acts as armor worth one point), they have one or more short, stubby horns protruding from or near their forehead, yellow eyes with slit pupils, an almost spiny spinal column. Their hands end in lizard-like talons. Although the skin does not look like a dogs the form of the head is very canine, as are their teeth.

While Kalmáth is reputed to be their creator, the kobolds themselves worship a god they name Kelmuth as their creator. He is violent, conniving deity who seems to expect the same behavior from his followers.

Kobolds normally only wear a wide leather belt which serves to support a loin cloth and perhaps a pouch with a few personal possessions. Kobolds are notoriously fond of dicing and enjoy alcoholic beverages when they can obtain them. Most kobolds are hunters, a few raiders and some very few practice crafts or other peaceful pursuits.

Culture

Few kobolds practice any craft, but those that do tend to work leather, wood and iron for the making of weapons. They are a race focused on destruction and it permeates their life. Young kobold children play at combat and once they hit puberty train for it. As adults if they aren’t fighting they’re training—and usually it is the former.

Because violent death is such a common occurrence among kobolds it is of little moment. Parents or children may be inclined to growl the name of the dearly departed in respect and no one else is likely to notice, much less care. The passing of a kobold from old age is quite rare, however, and is observed by the entire clan.

A funeral takes an entire day though it takes little planning on the part of the participants. The deceased is dressed in armor and equipped with weapons. The whole is then put on a pyre, doused liberally with oil and then lit while the clan dances around it in a fever of ecstasy. The remainder of the festivities largely consist of bouts fought to the death, each played with tenacity to equal ferocity so as to last as long as possible. A good death match takes ten minutes to come to the bloody conclusion.

Although kobolds do not make any alcoholic beverages of their own they will drink any that they capture. If there is a sufficiency of captured drink some will be stored up for a special occasion, whether that be a funeral or, more likely, celebrating another fight.

Family

Kobolds mature in a short five years and, if they aren’t killed first, can expect to live to see twenty, maybe even thirty or forty. Most, however, die a young death. The few females are guarded like the vital key to survival they are. If fifty kobolds died defending one female it would be worth it as she can be expected to produce a litter of four to six

Kobold Quick Facts

Age	Years	Size	Medium-Small
Mature	4–6	Max Lift	36–64 pounds
Adult	5	Height	3' 11"–4' 2"
Old	30	Weight	55–75 pounds
Life	40	Movement	8–10 mph
		Vision	36'–48'
Hearing	+0	Dark-Sight	

every year from maturity until twenty or more years of age.

The privilege of mating with a female is reserved for the strongest males: only chieftans and heroes normally rate it. Couplings are emotional with a good amount clawing and biting for sport. However, kobolds don't form real relationships: the male who has mated with a female will only feel the loss of a breeder, not that of a companion.

History

From the moment of their creation, kobolds have been embroiled in war. They do not keep track of it, however. Mythic events are as important as real ones, if not more so, and kobold priests and shamans keep the myths alive.

Such stories are told around campfires by those that know them, almost becoming a contest to see who remembers (or can invent) the taller tale. The breadth and accuracy of these stories are both limited and though a kobold will take offense at someone claiming they are fabrications it is more of a misunderstanding than anything else.

The kobolds do not believe in the stories as being literally true, only as being true in spirit. Questioning the story of a kobold hero's supposed exploits is to question the kobold's honor and pride.

Lizardman

The lizardmen live in swamps where they lead a rustic life of primitive simplicity. They live primarily by fishing and are renowned swimmers with an uncanny ability to hold their breath so long that it gives them a reputation for being able to breathe water. They tend to collect around war leaders and fight constantly amongst themselves, though they will unite against outsiders—lizardmen tend to see all other races as enemies. While it is extremely rare for a lizardman to be versed in the magical arts there are lizardmen shaman, some of considerable power.

Though not truly warm-blooded, neither are they cold-blooded. Their activity level is moderated by their body temperature, but not regulated by it. Superficially they resemble humanoid alligators having long snouts double lined with curved razor teeth, protruding eyes and a powerful tail. The heavy scales of a lizardman's hide give him protec-

tion equivalent to four points of armor. They have bred alligators for size which they use as mounts. Such beasts are not truly domesticated and can be dangerous even for an unwary lizardman.

Culture

The lizardmen are nomadic with each tribe having traditional fishing grounds through which they move. There are frequently old stonework foundations and underground construction in the older, most traditional, swamps with low above ground shelters being built on top for common, every day living.

The more temporary structures are low walled with excavated floors to give the necessary ceiling height. Consequently they are often prone to flooding. In newer settlements only these temporary, above ground structures exist, though they are preferentially built on or near caves.

The presence of caves or underground construction is desirable to provide a place for the laying of eggs as well as being important to their religious rites. To a lizardman an underwater labyrinth represents the beginning and is a sacred mystery.

Lizardmen prefer cool, moist habitats. Few wear armor, or even clothing beyond a loincloth, but those that do must have it custom made to accommodate their differently shaped bodies. Few lizardmen possess the skills necessary to craft armor making the purchasing of it somewhat difficult.

Family

There is little distinction between the sexes which confuses many outsiders. Lizardmen see no dif-



Lizardman Quick Facts

Age	Years	Size	Medium-Large
Mature	5–7	Max Lift	196–289 pounds
Adult	8	Height	7' 2"–7' 5"
Old	40	Weight	380–465 pounds
Life	60	Movement	14–17 mph
		Vision	72'–90'
Hearing	+1	Good Night Vision	

ference between male and female other than when reproducing one lays the eggs and the other fertilizes them. In general lizardman egg clutches are laid and fertilized communally. There is no especial enjoyment attached to the process though there is a little ceremony.

Lizardmen young are cared for by the clan for the year, but after that is expected to survive on his own. Many die before reaching adulthood through this callousness, but the survivors bear no resentment and continue the behavior.

Consequently the clan is the smallest grouping in lizardman society and is often marked, generally by a mixture of scarrification, tattoos and piercings. Although metal piercings are preferred, bone are more common.

History

Lizardmen are a younger race that some say are devolved drakkonians. If asked a lizardman will just bare his teeth in their approximation of a smile. Though possible that is an unlikely explanation as lizardmen have their own detailed history that goes back surprisingly far.

Lizardman writing is complex and generally only found in ancient stone carvings. Few are literate, but those that are use the writings to preserve their history. The oldest lizardmen nests date back thousands of years and it seems likely that their civilization sparked some seven to eight thousand years ago.

Orc

These are humanoid creatures which in the distant past were produced as the strange offspring of humans and pigs by a forgotten elfin alchemist (even the elves have stricken his name). Orcs despise both life and nature (at least, the lives of others) and love desecrating them. They tend to brown and red skin tones and have long, coarse black hair on their heads and down the middle of their back.

Culture

Orcs worship evil gods or follow shamans who deal with evil spirits. The most common gods associated with them are Nyktar (god of raids), Umath (god of darkness) and Ilthmar (goddess of pain). They have

a low level of barbaric civilization: they build villages with wooden palisades around them and the occassional town fortified in similar fashion. Orc cities are practically non-existent.

Buildings are made of simple log-cabin construction with any subdivision into rooms being accomplished by hanging rugs. Their tool making ability is limited and much of what they use is obtained from raids on human settlements.

Orcs out raiding will usually be wearing as good armor as they can manage. For most this will be hard leather, though some few will have ringmail and the rare powerful leader will have chainmail. Many times their weapons will be tools taken from peasants, but most successful raiding parties will have rust-bitten spears, swords and axes. They all use shields whenever possible and decorate them in gruesome and inventive ways. Tribal and clan affiliations can sometimes be identified by the shield decorations.

Although orc raiding parties usually travel by foot, occasionally a leader will compel his followers to ride captured horses rather than eat them—to orcs, horse meat is a delicacy. An orc out to make a name for himself will usually try to get a few orcs to join in and convince a tribe of goblins to fight for them. Such raiding parties tend to be more disciplined and military in manner with thought given to objectives and tactics rather than simply finding the nearest target and making a head-on attack.

As orcs prize military prowess, war chiefs and their warriors are at the top of the social structure. Young orcs aspire to become great warriors resulting in a dearth of craftsmen. This lack is largely resolved by relying on other races to produce the necessary goods which are then seized by force. Equitable trade only occurs when there is military parity.

Orc Quick Facts			
Age	Years	Size	Medium-Large
Mature	12–14	Max Lift	144–225 pounds
Adult	15	Height	6' 8"–6' 11"
Old	50	Weight	253–347 pounds
Life	70	Movement	8–11 mph
		Vision	84'–105'
Hearing	+0	Star-Sight	

Goblin goods are the most common found in orcish hands, but those of human origin are a close second. Dwarvish goods are prized, but dwarves rarely trade with orcs and are generally able to withstand attempts at forced trading.

Any orcish craftwork is utilitarian in nature and much of the acquired goods are similar. Fine workmanship and design are rarely appreciated with preference being to sturdy and durable. An orc would rather have an ugly, solid blade than a brittle, high-carbon steel blade capable of holding a razor edge.

Recreation

For recreation orcs hold games or go raiding, the primary distinction being in who the opposing side is. Orc tournaments bear little resemblance to the typical human tourney other than in basic structure. There are three basic events: the melee, the grand melee and the raid.

A melee is a fight between two sides, usually (though not necessarily) numbering one each. Disabling the opponent is the objective and in a game, versus a raid, there is a chance of blunted weapons and pulled blows being used. The winner gets “coup points” which amounts to bragging rights and perhaps some renown depending on who was defeated.

A grand melee is an “every orc for himself” affair, though extemporaneous alliances are common, with coup points for each victory and the winner of the grand melee attaining some renown. Even if a grand melee starts with blunted weapons it rarely finishes with them.

A raid is an attempt to capture some objective, usually a pre-designated object or wealth. In a raid coup points are only earned if the objective is captured (or defended) without crippling or killing the opponents. Blunted weapons are rarely used in raids, but pulled blows are common. Tactical feints are the norm for raids—the aggressors will attempt to tie up the defenders in combat holding one in reserve to appropriate the objective.

There are a variety of other games played by orcs. One example is the “whipping match” in which a non-orc is driven by whipping from either side to run between goal posts. The person being whipped, referred to as the *garungr*, is usually an

involuntary participant, possibly a captive from a raid. If the *garungr* is incapacitated during the game with neither side scoring it is a draw—consequently there is a certain artistry and skill to the whip strokes employed, as well as growls and other non-contact intimidation methods used to exhort the *garungr*. In larger tribes dedicated teams will in fact have a mascot, usually a goblin, who acts as their regular *garungr*. When such teams compete the position of *garungr* is alternated between each team’s mascot.

Family

Orcs are very tribal in nature and have distinct tribes, clans and families. While some tribes are matriarchal and others patriarchal, where they don’t vary is in the authority of the tribal leader. As uncouth and violent as they are, few orcs are anarchic, preferring instead the structure and order of tribal life.

Children are praised for being violent and encouraged to become great warriors, though in most patriarchal tribes girls are taught to be submissive and obedient. In the matriarchal tribes the boys are taught to be aggressive and obedient to the matriarch’s will as they are considered less important than the females and therefore expendable.

History

Most orc towns and a few villages have a historian who records significant events such as successful major raids, changes in leadership and the exploits of heroes. These records are hit and miss as to what is recorded and prone to subjective interpretation of events. As they are not usually considered of great importance they are rarely well-protected from the elements and frequently damaged by mildew or destroyed by fire.

Another issue with orc histories is the lack of a dating scheme, or even a calendar. Orcs reckon the passage of time in a couple of ways, for example the number of days since the last dark of the moon, or the spring melt, or the first frost. As much as they are differentiated, years are identified by major events such as the death of an orc hero.



Pixie

These are small, winged humanoids with elfin features. They do not show signs of aging making a 3 year old pixie nearly indistinguishable from a fifteen year old pixie. There are two races of pixies: the Ilkthior who have dragonfly-like wings and the Parway who have butterfly-like wings.

The Ilkthior are quick and maneuverable in the air and can hover (Enc FP per round in the air; can hover, fly sideways and even backwards). The Parway can fly long distances with little effort, in part because their wings are better adapted for gliding (when not trying for fine control over flight only spend Enc FP per minute in the air, can fly backwards; cannot hover nor fly sideways.).

Pixies who find themselves in human territory are in a land of giants. Even small creatures, like gnomes, tower over them. A monstrously tall pixie still falls short of 2 feet in height: an average human is triple the height of an average pixie.

Its not just a matter of being midgets: pixies are too small to even make use of most tools or implements. Doors are nearly impossible for pixies to budge. A knife hilt is too large to grip. A thimble is easier to drink from than a mug. Almost everything must be custom made for pixie use which increases cost and decreases availability.

Culture

Although pixies are natively found in woodlands or near lakes many are found in elven, gnome or human settlements. Unlike other elven races their life span is not shortened for doing so—which is a good thing considering how brief it is to begin with.

When living among other peoples pixies tend to conform to the majority population and language. Maintaining your own language and culture is a difficult task when your life is so much shorter than your neighbors.

Family

Pixies reproduce quickly and prolifically, presumably due to their short life span and rapid gestation—about six weeks in length. Because they mature so fast households do not grow overly large with rarely more than four juveniles at a time though a pixie mother may birth a dozen children.

The young do not normally follow in the profes-

Pixie Quick Facts			
Age	Years	Size	Tiny
Mature	1	Max Lift	4–9 pounds
Adult	3	Height	1' 5½"–1' 7"
Old	18	Weight	20–38 ounces
Life	20	Flight	10–12 mph
		Vision	42'–51'
Hearing	+3	Star-Sight	

sion of their parents, instead making their own way in the world. This keeps the pixie enclaves small and contributes to the general lack of racial identity despite their unique characteristics. However, a pixie will usually try to return to visit parents once before the the parents pass on. With the relatively small amount of contact between parents and children this would seem difficult to time well, but pixie young seem to have a sense for when their parents' time is coming (though this gives no sense of sudden death).

Pixies are also greatly concerned with inquiring as to the kin of other pixies encountered. They use this to trace genealogies and attempt to avoid close interbreeding.

History

Legend has it that the Parway and Ilkthior split from an original ancestor, the specifics of which have been lost in the mists of time. According to pixie tradition the Ilkthior were bequeathed agility and the Parway endurance, and certainly this is reflected in their current physiques.

The Parway settled in forested areas and glades while the Ilkthior are found predominantly near water, especially rivers and lakes. Perhaps as a consequence the Parway are most often associated with wood elves and the Ilkthior with sea elves. Many pixies simply live among humans, but regardless of what people they live among pixies have a tendency to conform to the majority population and language. The only pixies to be found speaking their native language of Queran are deep in the forest or around an isolated lake.

Due to their particular aptitude most pixies learn some form of magic, however minor it may be, and many pixies are accomplished mages, thaumaturges or wizards. The main constraint they have is their

limited time to become expert and so pixies are more likely than most other magic users to concern themselves with anti-aging magic.

Due to their malleable nature, the history of pixies is largely the history of other peoples. Because they form a distinctly small minority they are rarely mentioned in the histories with the exceptions proving that rule by virtue of the extremes necessary to gain attention.

Reptileman

These are desert dwelling sentient reptiles who revel in the heat of their native habitat. Though cold blooded, in the desert they can get enough heat during the day to remain quite active throughout the night. In more temperate climates, however, they lapse into deep slumber and during wintry months can rarely be roused at all. Consequently, few reptilemen venture far from their hot deserts. The tough, scaly hide of a reptileman protects him for 2 AP.

The tail of a reptileman is heavy and acts as a repository for water, much like a camel's hump. This, combined with different bodily functioning, makes them uniquely adapted for hot desert climates as they can travel for days with little or no water and weeks on half water rations.

Culture

Visions play an important role in reptileman society. They can occur spontaneously or be invited through group rituals, often using drugs. These visions are sources of inspiration, such as finding layouts to create new weaving patterns as well as giving direction to the group. Dreams are closely related and a village often has a designated dream master whose job is to have lucid dreams.

They tend to make their abodes in remote cliffs or ravines where they hollow out rooms or build outward with adobe. They favor bright colors and reptileman dyers attain considerable brilliance and range of hue. They like spicy food served hot and make substantial amounts of money selling desert spices to other races.

Reptilemen rug weavers are among the most famous in the world due to the intricate (and difficulty to copy) patterns and brilliant colors. The weave is so tight as to make the cloth waterproof

Reptileman Quick Facts

Age	Years	Size	Medium-Large
Mature	10–14	Max Lift	144–225 pounds
Adult	16	Height	6' 7"–6' 10"
Old	80	Weight	305–417 pounds
Life	120	Run	11–14 mph
		Vision	100'–120'
Hearing	+1	Excellent Night Vision	

and much of their cloth is derived from durable, tear-resistant plant fibers.

Family

Due to remote dwellings, family units are close-knit and it is common to see multiple generations working side by side with the elder teaching the younger. In addition, reptilemen are prolific resulting in large families. A single cliff dwelling of a several hundred reptilemen may be comprised of only two or three families covering four or five generations.

To prevent inbreeding marriage between different communities is common. Marriages are usually arranged by the families and can take several months to negotiate. The man goes to live with his new wife's family and inheritance is matrilineal even though reptilemen are patriarchal.

Raising of children is seen as a community responsibility. The older generations give guidance and oversee the birthing and education of the younger. In return the younger watch out for and care for the elder as their faculties diminish.

History

With the arid conditions normally chosen for living, the reptilemen have a unique circumstance that allows them to keep written history on woven "paper" and stored in large jars as well as a strong oral tradition. The elder will relate the events to the younger who transcribe. After a few years the younger will read the history back to the elder to check for errors. Each year time is set aside for three weeks of the telling of the histories to the whole community and all work except for the necessary food preparation is stopped to retain everyone's attention and to ensure that errors are corrected quickly.

The jars are also transported from one community to another so that all in the race can learn and

share. As a consequence, although there is some delay the history between various communities is largely the same. They pride themselves on the uniform and comprehensive history.

Sidhe

The sidhe (pronounced “she”) are most commonly known as the “little-folk” as they are very small (though larger than pixies). The word *sidhe* comes from their own language and means “mound-dweller” which fits as the sidhe live inside of hills. However, they don’t dwell in tunnels and caves like dwarves or goblins, but rather the mound is a link to another place. Each hill represents a kingdom which is connected to other kingdoms of the sidhe only through the mundane realm.

The sidhe live up to their name of “little folk” as they only stand some two-and-a-half to three feet in height. They are famous for their craftsmanship, both for the speed with which they can work and the fineness of the quality of their products. Wishful peasants put out gifts of milk and cookies for the little folk, hoping to curry favor and maybe get some free work. And at the same time they will buy charms to protect their children from being carried off in exchange for a changeling.

Consequently, the sidhe are respected. While not entirely trusted, nor are they entirely feared. Though they rarely travel outside of their mounds, and then only extensively in their youth, they are as welcome as other strangers in most places. And their customs and culture are very similar to human ones, though their society predates any human one. Some sidhe go so far as to claim that they taught the first humans the crafts and they may be right.

Mounds

Most sidhe spend their entire lives entirely within a mound, but occasionally some venture forth singly or in bands to make the long journey to another sidhe mound or to adventure in the large outer world. And occasionally some of the big folk venture into a sidhe mound. Such entry is difficult to devise without help from the sidhe as only they or powerful magic can open the hidden gates. The likeliest way inside a mound without direct sidhe intervention is to follow returning sidhe.

Exit from the mound is not as great an endeavor.

On the other side the gate will usually appear at the end of a short cave and can be opened physically. However, the gates have the property of being either completely open or completely closed: their magical nature does not allow any other situation to occur.

Inside the mound all outsiders are magically transformed into sidhe stature, or perhaps the sidhe’s true height is only revealed in the mounds. Regardless, a non-sidhe entering a mound will find that, relative to the sidhe, he has shrunk to about one-third his former size. This does not alter attributes, however, making a human warrior a doughty opponent both stronger and tougher than any sidhe. For this reason outsiders are sometimes brought in to upset the balance in some internal sidhe battle. However, this is a trump rarely used as the sidhe mistrust what a human loose in their mound might do.

Despite persistent rumors to the contrary, the sidhe mounds do not conceal large quantities of gold. But they do have wealth of another sort. If a sidhe-made item were to be carried out of a mound it keeps its proportion to the bearer though it keeps the same weight. Such an item is nearly weightless if carried out by a human, though as tough and strong as indicated by its manufacture (about one-ninth the weight). As, on the whole, sidhe have more commerce with elves than with other races such items are often thought to be of elvish origin and “elfin” chainmail is highly prized.

A significant property of the sidhe lands is that time flows differently there. The sun does not intrude on their world, but the rising and setting of the moon forms their days. For an outsider each lunar day spent inside a mound equates to the passage of a lunar cycle in the outside world, or about 29½ days. A human who spent a month in a

Sidhe Quick Facts

Age	Years	Size	Medium-Small
Mature	12–15	Max Lift	16–36 pounds
Adult	18	Height	2' 7½"–2' 9"
Old	100–3,000	Weight	14–18 pounds
Life	200–6,000	Run	7–9 mph
		Vision	72'–90'
Hearing	+1	Moon-Sight	

sidhe mount would find that nearly two and a half years had gone by.

For a sidhe travelling in the outside world the sun accelerates time. Each day spent under the sun corresponds to 29½ days of mound time so the sidhe ages quickly and, relative to mound-time, what would otherwise be a short journey becomes very long. A sidhe company doing a hellride of a week's duration to reach another mound would age them nearly seven months with a corresponding seven month time lapse in the mound. This discourages many sidhe from traveling in the outside world and thus keeps contact between mounds to a minimum as well. Such journeys are not undertaken lightly, even given the relative longevity of the sidhe.

Consider a human and a sidhe who change places for one day, starting at the same time. When the human returns a lunar cycle has completed, an entire month gone though he has only aged a day. When the sidhe returns a month has passed in the mound and he is a month older though only gone for a single day. Each can wave as they pass on their way to the other world, but neither sees the other on return. Both find that a month has passed in their own world, but the human only ages a single day while the sidhe ages thirty days.

In principle time passes at the same rate inside a mound as outside, the discrepancies all occur during transition from one to another. This phenomenon is known as "time skip." So when a human returns to the mundane realm time skips forward the indicated amount. While a sidhe is away he ages more quickly and experiences an equivalent time skip on return. Though the outsider seems to get the better end of the deal it should be remembered that the sidhe are extraordinarily long lived.

Culture

The sidhe have, for all intents and purposes, a feudal society very like medieval Europe. Each mound is normally home to a single kingdom, though on occasion civil war divides them. The ruler may be a king or a queen, but in either case will hold court in a stone castle—often with elaborate ceremony.

Outside the castle will be a large town or city peopled by numerous sidhe, mostly artisans.

Outside of the town will be fields worked by magical tools: plows that pull themselves, scythes that harvest grain of their own accord and so on. A few peasants oversee the operation of the farms, though well away from the towns may be homesteaders who in truth work the land themselves.

Humor is the usual entertainment. Streetside puppet shows are common in towns with jesters being popular in court. Traveling circuses take their acts from mound to mound.

Family

The sidhe have one problem: they cannot reproduce. Although they are gendered and the sexes enjoy one another's companionship there can never be any fruit from their union. The sidhe solution to this is the changeling.

What the sidhe do is find some piece of wood the size of an infant they have selected, take the wood to the infant's crib and work a magic spell such that the wood takes on the appearance of the infant and comes to life. The sidhe then sneak the infant back to their mound and raise it as one of their own. This is a case where the desire to have children drive the sidhe out of their mound.

The parents have but one chance should they discover or suspect the switch: the spell worked by the sidhe is such that, if the parent's can shock the sidhe who cast the spell into breaking his concentration, it will end, transpositioning the child with the now un-animated block of wood. This must be accomplished before the child matures at which point it becomes a sidhe forever more.

To accomplish this parents will try most anything, though usually an attempt falls into one of two categories: abuse and humor. It is very common for a parent to beat changelings, sometimes to death. A traditional humorous approach is to serve tea in egg shells in the presence of the changeling, or to fry up eggshells instead of the eggs, or something else completely preposterous.

Signs of a changeling include unresponsiveness, surliness as the changeling grows, and a voracious appetite. The sidhe who cast the spell is linked to the changeling and must concentrate, day and night, for years on the spell. This is a tedious task and one not lightly undertaken. Through the link the sidhe sees, hears and experiences all that the changeling

does. It is not uncommon for a changeling to speak at a very young age or display knowledge well beyond its years—or to never talk at all. Consequently, if the changeling is beaten the sidhe feels the pain as well, though not to the same degree. It takes a lot of beating to break a sidhe's concentration. If the changeling is beaten to death the spell ends, but badly. The child is transpositioned and the parents are left only with a corpse, not a piece of wood.

Given the nature of the spell it is highly unlikely that the parents, who are usually peasants, could or would have anyone cast a spell to detect or be able to dispell it.

If the spell is not broken the changeling becomes real, just as the stolen child becomes one of the sidhe. This is a real, permanent change. It can be neither detected by magic nor dispelled. Such an adult is fey—touched by the sidhe—and is usually thought to be unlucky by those who can tell (though it cannot be detected by magic it can be seen or sensed by those with second sight or similar power). Sometimes being fey grants the individual unexpected insights or occasional second sight. But more often people simply feel uncomfortable around them making it hard for the fey individual to lead a normal life.

History

The sidhe lay claim to the oldest civilization and they may be correct. Although less common an occurrence now, in the past mounds would come and go and the oldest mounds of the current day date back a mere 20,000 years. Some that have since ceased to be are recorded as having existed some 200,000 years ago.

The sidhe also claim that time used to flow the same in the sylvan forests as in the mounds. This is not directly reflected in the elvish histories, but is echoed by stories of elven heroes living far longer than is currently possible.

In those olden days there was greater commerce between the mounds and the sidhe readily trafficked with humans.

According to ancient sidhe records the Waning started around 40,000 years ago. The Waning is characterized by a decrease in the number of mounds. There has not been a new mound in 5,000

years and the ones that do exist have been disappearing at an increasing rate. The sidhe estimate that in another 3,000 years the ancestral elven forests will be no different than any other and in 20,000 years there will be no mounds left at all.



Character Background

Although strictly speaking not necessary for game play, a background for the character helps to establish context in the game. A background helps to answer questions about the characters origins and motivations. Did the character come from a rich family or poor? One of many children or an only child? What formative experiences did the character have?

It isn't necessary, or even desirable, to have every detail worked out before proceeding with character generation, but it does help to have some ideas. Jot these down, and any others that come up during the generation process. Ask the referee questions about the game world so that the background will make sense.

There are different ways to approach developing a character's background. One is to simply take it year-by-year or event-by-event and build up, or accrete, a picture. This, however, tends to tedium and as *Rune Master* doesn't build attributes or skills in this fashion it isn't a particularly good fit.

Another approach is to determine how many life events a character has experienced before play and resolve those. Regardless of approach the following tables can be used as a starting point.

Birthday

Although age may not be particularly important in a game it can be handy to know when a character's birthday is. There are three reasonable methods for selecting a birthday: use the player's birthday, roll a random day of year or simply choose a day.

The primary advantage to using the player's birthday is that it is simple and repeatable. No need to record the birthday for fear of forgetting it. This doesn't work so well if the game world uses a substantially different calendar.

If the calendar is, or is like, the Gregorian calendar then roll 1d12 to determine the month and 1d30 to determine the day of month. To approximate a 1d30 roll 1d6. On a one or a two roll 1d10 for day of month, on three or four roll 1d10+10 and on a five or six roll 1d10+20. This method cannot generate birthdays on the thirty first of the month and can generate invalid birthdays for February. In

the event of an invalid birthday either re-roll or assign to the thirty first day of one of the 31 day months. This method is simple and gives the character his own birthday. It can also be adapted to non-Gregorian calendars.

In the end the player may simply choose a birthday. This is also straight forward and can work with any calendar.

The year of birth should be back-figured from the character's age and day of birth. Then by tracking the march of time in a campaign the character can age appropriately.

Siblings and Parents

If the character's original family makeup is to be determined randomly use the following method. To find the number of siblings roll the dice indicated on the *Siblings* table for the family size. As a rule of thumb the longer lived the race the smaller the family size. If the incidence of infant and child mortality is particularly high roll again with a die size for the number of children in the family with this roll indicating the number of surviving children. Finally, to determine the character's rank amongst his siblings roll with a die size for the number of surviving children.

If the age of the siblings is pertinent then that can be found by rolling the appropriate age difference dice. For example, if the character is the last of three and the age difference is 1s10 then the middle child would be 1s10 years older and the eldest would be an additional 1s10 years older.

The age difference die roll depends on the number of children in the family and the fertility ages. For humans use the age difference indicated on the *Siblings* table. Siblings with an age of zero are new borns and those with an age of less than zero have not been born yet.

To find the age of the parents roll the age difference dice again and add that to the eldest child's

Siblings		
Family Size	Number of Children	Age Diff
Small	1s10	1d8
Medium	2d3	1d4
Large	1d8+4	1s10
Very Large	1d12+8	1s6

age. If the family comes from an “uncultured” society then add the maturity age to find the age of the parents, otherwise use the adult age. As parents are commonly not of the same age an additional age difference die may be used to determine the age of the elder of the two parents.

For example, a Beloc the Alchemist comes from a society with medium size families and so rolls 2d3 to determine the number of children. A 6 is rolled, so in addition to Beloc there are 5 children. There being a total of six children to determine Beloc’s rank among them a 1d6 is rolled—resulting in a 1. Beloc is the eldest child. For the genders of the remaining children the 1d6 is rolled five times: 2, 3, 5, 1, 4. So after Beloc the genders are male, female, female, female and male.

Beloc is 22 years old when play starts and coming from a medium size family has an age difference of 1d4 years. His siblings come in at 21 year old brother, 18 year old sister, 14 year old sister, 11 year old sister and 10 year old brother.

Rolling 1d4 to determine the gender of the younger parent nets a 3, so Beloc’s mother is younger than his father. Her age is equal to Beloc’s plus 1d4 (the age difference dice) plus human adult age (as he comes from a civilized region). With a roll of 2 this results in an age of 42 for her. Another age difference die is rolled and added to find the age of his father, 44.

Surviving Siblings and Parents

To determine if the parents (or older siblings in the case of large families or very short lived species) have died of old age compare the age to the species’ old and life ages. The percent chance of death due to old age is taken to be age minus old age, divided by twice the life age minus old age. For example, in the case of a 75 year old human: $(75 - 60) \div (2 \times (80 - 60)) = 15 \div 40 = 37\frac{1}{2}\%$. So that individual will be dead if the roll of 1d100 is 37 or less.

As no one in Beloc’s family is 60 years or older there is no chance of them having died from old age. However, if there is interest in determining if his grandparents are still alive then a quick determination of his parent’s siblings and their parents’ ages can be used to determine the odds.

For Beloc’s mother we find that she was the third of four children, that the eldest is 48, that her

Social Standing			
<i>Standing</i>	<i>1d1000</i>	<i>Income</i>	<i>Assets</i>
Slave	001–050	0 gp	8 cp
Serf	051–562	½ gp	2 sp
Artisan	563–690	1 gp	7 sp
Shop Keeper	691–754	2 gp	1 gp
Guildsman	755–786	4 gp	3 gp
Free Holder	787–969	8 gp	10 gp
Courtier	970–977	16 gp	30 gp
Merchant	978–993	24 gp	100 gp
Lord	994–997	42 gp	300 gp
Noble	998, 999	130 gp	1,00 gp
Royalty	1000	500 gp	3,000 gp

mother is younger than her father, and Beloc’s mother’s mother is 70 years old with Beloc’s mother’s father 72 years old. So Beloc’s maternal grandmother has a 25% chance of having died, and with a roll of 13 has done so. His maternal grandfather has a 30% chance of having died, but with a roll of 92 has not done so yet. In similar fashion it is determined that both paternal grandparents are still living.

And if it is desired the method can be continued to determine the remaining aunts, uncles and so on. With particularly long lived races, such as dwarves, it is entirely possible that not only the grandparents, but the great grandparents and even great great grandparents will still be living.

Family Status

The status of a family does not affect the beginning wealth a character has as the rules presume that a wise character will scrimp, save and generally be cautious while an unperceptive character is likely to lack financial sense, be an easy mark for robbery and so on.

Any tables for status should be tailored to the campaign the character will be played in, but the following can be used as a starting point. This table assumes that standing is directly related to financial prosperity which is certainly not always the case.

Artisan: the family owns a small business including tools of the trade though not the property

Courtier: the family lives at court and, though technically free and possessing at least some personal property, is in effect an indentured

servant of the royalty there

Free Holder: the family owns a small parcel of land in a rural area and farms or raises cattle on it

Guildsman: the family is a member of a craft guild and usually owns their own property where they live and work

Lord: the family owns substantial amounts of property and makes money either from rents or the labor of indentured servants

Merchant: the family owns a group of small businesses or a large business that either resells goods manufactured elsewhere or produces goods factory style

Noble: the family owns large tracts of land, has stock piles of hereditary wealth, is titled and enjoys special privilege as a member of the aristocracy

Royalty: the family is titled and related to the ruler of the land

Serf: the family have no possessions, living on the land of others and working for the profit of others

Shop Keeper: the family owns a small business selling goods made by others.

Slave: the family are the property of others and by

definition have no personal effects. Unless the character will still be a slave then the background needs to explain how he obtained his freedom. An escaped slave will likely be wanted in some areas. Sometimes a generous slave owner will free favorites on his deathbed, or as reward for exceptional service.

Family Profession

The profession followed by the employed members of the family—principally the father in most cases—further sets the stage for the character's early life. To a certain extent profession is informed by family standing: a peasant family will not in most societies hold a position as a judge.

The realm of the profession is determined, either by die roll or selection, and referenced with the status indicates the probable specific professions.

Example Characters

Sometimes examples are clearest and this is one of those cases. Now that a basic framework for defining character background has been established some concrete examples serve to illustrate.

Luven Lightfinger

This character was the original example for the *Rune Master* rules and as such was a simple run through the character creation process of rolling attributes, selecting a template and so on. The character background is then welded on after the fact. This is a perfectly legitimate approach and it can help get the creative juices flowing.

So from the examples throughout the Character

Realm of Profession

1d1000 *Realm: examples*

001–900 Food: agriculture, ranching, hunting or fishing; also land owners from free hold farmers to landed knights and most nobility

901–980 Goods: individual craftsmen, guildsmen, merchants who purvey goods

981–985 Laborers: carters, construction

986–990 Law: all levels of the city watch, judges, lawyers and sheriffs

991–996 Military: primarily soldiers and officers, but also militant monks, mercenaries and brigands

997–999 Rule: town mayors, regents, barons, dukes, courtiers and the like

1000 Learning: engineers, priests, scholars, wizards and the like

Social Standing

<i>Standing</i>	<i>1d1000</i>	<i>Income</i>	<i>Net Worth</i>
Slave	001–050	0 gp	0 gp
Serf	051–562	1½ gp	⅛ gp
Artisan	563–690	3 gp	½ gp
Shop Keeper	691–754	7 gp	1½ gp
Guildsman	755–786	16 gp	6 gp
Free Holder	787–969	36 gp	25 gp
Courtier	970–977	80 gp	100 gp
Merchant	978–993	180 gp	400 gp
Lord	994–997	400 gp	1600 gp
Noble	998, 999	900 gp	6,500 gp
Royalty	1000	2000 gp	26,000 gp

Creation chapter we know that Luven's attributes are STR 7, CON 16, END 7, DEX 20, AGI 20, WIT 14, WIL 13, POW 8, TAL 7 and CHA 14. We note from this that while he is extremely nimble, quick and capable with his hands he lacks endurance and magical aptitude.

To get the ball rolling we determine his birthday and find that it is in the twelfth month, or December. A roll of 1d30 finds that it falls on the 25th day. So Luven is a winter baby born near Yule.

Halflings have large families and Luven's is no exception with a total of 9 children. As it turns out (rolling 1d10 and re-rolling 10's) Luven is the youngest child. Stepping up through the family we find his siblings are:

- Marek, 39 year old brother
- Sam, 36 year old brother
- Hilf, 34 year old brother
- Maureen, 33 year old sister
- Laurel, 31 year old brother
- Ham, 28 year old brother
- Laurice, 27 year old sister
- Abbie, 24 year old sister

Finally, Luven's mother Mattie is 59 and his father Kam is 61. His father had a 2½% chance of having died of old age, but is still living. The family are serfs working the land for others—typical of a feudal era where 80% to 95% of the population was involved in food production.

The character background writeup used all of this as a springboard and considered the templates chosen—in this case a mix of the Rogue and Spy templates.

Luven's Background

As the ninth of nine children Luven, though well-loved by his parents, did not receive much attention except from his two closest sisters who took it upon themselves to raise him. Of course, they weren't much older than he was so it was rather more like the child raising the child and Luven now blames his lack of ethics on the lack of good parenting. Still, that is largely tongue in cheek and he has fond memories of his family.

It was with a certain amount of regret that he left them, but living on the farm was just a bit too quiet and stolid for him so he went to the nearby town of Holmestead. There Luven discovered that

he didn't have any money but he did have a knack for discovering unsecured goods. Unfortunately he lacked sufficient tact to fence in a small town and he moved on just ahead of the law.

He did learn from the experience, however, and realized that he would have a better chance of blending in where there were more people. So he set out for the city of Kormal. It wasn't much of a city, really, but it was large enough. Luven set about making the right contacts to avoid the risk of fencing the goods themselves.

It was in Kormal that he encountered his first locks. The devices fascinated him and he managed to study under Helmund, a more experienced thief who had taken a liking to the enterprising Luven. That association ended when Luven lifted Helmund's valuable pick set. Purchasing such a fine set was well beyond his means and, after all, his trade was that of a thief.

Helmund was not so broad minded and the guild put out a reward for his apprehension. Again Luven found it necessary to skip town, though this time on the run from the underworld.

Again, he learned from the experience. If you want to steal from a fellow thief you need to have a scape goat to deflect attention and, after landing in the city of Pearl he spent some time working on crafting not just plausible, but believable, stories. He still lacks significant experience, but is a quick understudy in practicing deception.

Kelvin (son of Seth)

This character started with the conception of a psychic. Although gnomes are the best suited to being psychics the decision to use a human character was made. At this point it is a good idea to start thinking about background, but without any further ideas jumped straight into rolling up attributes.

Humans roll attributes on 3d6 and so ten rolls were made, one for each attribute. The result was STR 9, CON 9, END 14, DEX 9, AGI 6, WIT 17, WIL 9, POW 17, TAL 12 and CHA 12. Now that the attribute rolls have been determined the attribute points can be distributed.

Because psychic powers physically drain a character four points are used to increase END 14 to END 18. Although not central to a psychic, Channel and Meditation are both important and talent based

so six points are used to increase TAL 12 to TAL 18. That leaves 20 attribute points; with WIT and POW being of primary importance to a psychic they are divided evenly between the two. Lets see if that works out.

Both are already 17 so one point raises it to 18 leaving 9 points (each). At two points per added point from 19 to 21 there is a cost of 6 additional points to reach 21. Three points, which is all that is left, buys 22. So both WIT and POW start at 22. This is definitely shaping up to be a good psychic character, but not very much good for anything else. Although tolerable, STR, CON, DEX and WIL are all moderately low at only a 9 and AGI is definitely low at a 6.

And this lack gives the first impulse for character background: maybe AGI wasn't always this low, but something happened to make it that way. Psychic's aren't the usual run of the population, so maybe he was considered a freak and, with that as an excuse, was treated as something less than human. Captured and used for his ability and crippled to prevent him from escaping.

Looking at the psychic template shows that two psychic disciplines are known to a beginning character. The Sleep psychic discipline is really neat so that will be the primary, but the secondary psychic discipline remains undecided. The problem with Sleep is that it would make keeping someone a captive for an extended period of time rather difficult. Since the character was to be captured and used for a psychic power and Sleep isn't it the secondary psychic discipline is chosen for being something that others could exploit. The one selected is Shapeshift Wolf.

This is rather handy as it implies werewolf without actually having to deal with a werewolf—which could be quite dangerous. So the group taking advantage of the character are in fact a carnival and the character, Kelvin, is a man-wolf sideshow freak. With this in mind a background is forming and is time to start writing. While writing the background consultation with the character sheet was made, such as to determine the ranges at which the effective pPOW was sufficient to cause an average person to sleep. The reason Kelvin didn't change into a wolf and rip out the whip

carnie's throat is that he would have had to stop the Sleep which allowed him to escape. The background implies a few things, such as the existence of siblings and the (presumed) continued living of the parents. The background also reveals what Kelvin thinks of his family and what they think of him.

To give further detail the guidelines for determining the family are used. A medium size family has 2d3 children, in this case two 3's were rolled for a total of 6. Rolling 1d6 determines that Kelvin is the fifth of six. Using the 1d4 years apart and rolling another die for gender the siblings are found to be:

- 30 year old brother,
- 29 year old sister,
- 26 year old brother,
- 22 year old sister,
- 19 year old Kelvin,
- 15 year old sister

If Kelvin hit puberty at 12 then his younger sister was 8 and his next older sister was 15. This information then informs the character background which is expanded on further.

His father is 51 years old and his mother is 55. The family status is determined to be free holder which plays in nicely to Kelvin's presumed rural upbringing. Unsurprisingly they were farmers. As free holders they likely held a fair amount of frontier land, some of which was likely let to tenants with the family being paid by the majority of the crop produced.

Kelvin's Background

Kelvin (son of Seth) is a human born in the Middle Kingdoms some 19 years ago to a free holder family. He was always an odd child with a love for the wilderness that his parents found unsettling. He got along best with his younger sister Flora. He had been four when she was born and he always remembered her as an infant, weak and needing protection. As he, among all his siblings, had the greatest attachment to her she had roamed in the woods with him and frequently called him her favorite brother.

When he hit puberty more than his voice changed—he transformed into a wolf. His parents, fearing that he had become a werewolf, tried to kill him. A scared and confused Kelvin fled into the night. He hung around for a few days, but as any

approach invited violence—even from his younger sister Flora—he eventually gave up and left for good.

His ability to transform into a wolf was a purely mental one, but his emotional upset hindered his ability to control it. Consequently his mastery of the technique has been slow but he has not been entirely unable to give it up—he loves running free through the woods. So, inevitably, he has been discovered shifting into, or out of, wolf shape and has never stayed long in any one place.

Eventually he was “discovered” by a travelling circus and was impressed into service as “the wolfman.” He escaped, but was soon recaptured and crippled for his efforts. He moves with a distinct limp as a consequence and is far from nimble. He no longer can race through the woods and feel the perfect beauty and stillness in the night air—and for this he hates those who crippled him and circuses and carnies in general. He tried to refuse to perform, but that just gave the carnie an excuse to lay into him harder with the whip. He gained numerous deep scars from the scouring and is now terrified of whips and has a special hatred for those who wield them.

Chained in a cage and crippled to boot he had nothing but time on his hands. In between eating the slop he was served he pondered and examined his mind, searching for a way out of his predicament. Then one day he found it, a door previously unopened. With careful experimentation and practice he developed his skill, honed it in secret, until he was ready.

It was to be a performance in the “great tent.” He was led in, hitch-shuffling in his shackles, and taken into one of the three rings. There the shackles were removed while the whip snaked and snapped threateningly, the carnie well experienced with Kelvin’s fear and using it avidly. Then he was ordered to change and when he did not the carnie layed into him with artistry. In truth the crowd was likely as pleased with this performance as they would have been with seeing him transform. But that day he did not transform. Instead he unleashed his new power with everything he could muster behind it. The result astonished even him as he had never truly used it before.

Everyone within about thirty feet of him collapsed. It got a few people on the bench nearest the ring, but more importantly it dropped his handlers and the carnie with the whip. Without wasting an instant he sprang for the edge of the ring and fled, cutting a swath through the crowd as people collapsed—anyone within twenty to thirty feet just fell to the earth. The rose as soon as he had passed, shaking themselves and wondering what had just happened.

The carnie woke up in time to see him disappearing from the tent, but during the show there was no time to start a chase. Instead he pretended it was part of the act. The crowd was pleased. The carnies were not. As soon as practical a hunting party was put together. No one was quite sure what had happened so theories abounded. The fact that everyone had gotten back up gave them courage.

The first attempt to recapture Kelvin failed as it was a simple attempt to grab. Again everyone near him fell asleep and he made good his escape a second time. But they learned and have an idea as to the extent of his power. They must capture him as much to remind all other unwilling freaks in their shows that escape is not possible. After making a showing of him they plan to kill him, judging him to be too difficult to control at this point.

Quirks

Some obvious quirks arise from the background description. First, Kelvin loves to run in the woods. The fact that he can’t do so any more thanks to being crippled is beside the point—he yearns for that and will be wistful when in or near woods. Second, he fears and hates whips. Anyone with a whip becomes a target for his fear and hate. He won’t touch whips and doesn’t like seeing them or being around them. Third, he hates carnies and carnivals in general. He would never willingly go to a carnival or circus. If he had the opportunity he would hurt carnies, and if he ever had the chance he would kill the carnie who whipped him. Fourth, he is confused about his family—he still loves them, but they won’t accept him. He is smart enough to not try and go back again, but he is conflicted about his family and this is likely to show up in small ways during play. If he saw Flora again he would not be able to help trying to approach her—he badly

needs her to reaffirm her affection for him. Fifth, he isn't just clumsy with AGI 6, but walks with a distinctive limp. This makes him stand out in a way that his otherwise fairly non-descript appearance does not.

Additional Experience Points

In addition to the basic five free experience points, Kelvin qualifies for the five free experience points from character quirks. In addition as a 65 EP character he can get up to three free experience points from background. His character background describes three life changing events: first he was driven from home by his family, second he was captured by carnies and put on display and third he escaped and is now on the run with active pursuers who are liable to show up at any time.



Character Creation

The first step in rolling up a character is to generate the attributes—which rolls are determined by the selected race. Following attribute generation characteristics are determined. There are several professions outlined which cover the common ground found in role-playing games, from them a profession is chosen and initial experience points recorded. Once the beginning equipment has been determined, gather source chosen and alignment traits selected the mechanics of character creation are complete.

Attributes

Once the player has decided on the character's race the attributes can be generated. Attributes describe how fast, strong and healthy the character is as well as other basics. There are no gender distinctions in *Rune Master* though a referee should feel free to implement them if desired. As a rule of thumb, perhaps a -2 STR and +2 TAL for female characters. These adjustments should be made after any attribute points have been spent and ignore the Attribute Cost table. Thus a female pixie could conceivably have TAL 38.

The player rolls each attribute in turn using the dice indicated on the *Attributes by Race* table. Once all attributes have been rolled the player spends the attribute points listed in the Pts column to increase his attribute scores as desired. An attribute is raised one point at a time and the number of points required to purchase a score is given in the *Attribute Cost* table. For example, an attribute that was originally rolled using 3d6 would cost 2 points for an attribute score of 19, but the score would have to already be an 18 to be able to do so. If the original roll was a 15 then the total cost would be 1 (for 16), plus 1 (for 17), plus 1 (for 18), plus 2—or 5 points in all.

Attribute Cost

Dice	Average	1 Point	2 Points	3 Points
1d4	2½	1–4	5	6
1d6	3½	1–6	7	8
2d4	5	2–8	9, 10	11, 12
2d6	7	2–12	13, 14	15, 16
2d8	9	2–16	17, 18	19, 20
3d6	10½	3–18	19–21	22–24
2d10	11	2–20	21, 22	23, 24
3d8	13½	3–24	25–27	28–30
3d10	16½	3–30	31–33	34–36



Attributes by Race

Race	Size	STR	CON	END	DEX	AGI	WIT	WIL	POW	TAL	CHA	Pts
Centaur	Large	3d8	3d6	3d6	3d6	2d6	3d6	3d6	3d6	3d6	3d6	31
Dólgfin	Medium	3d8	3d8	3d8	2d6	2d8	2d6	2d6	2d6	2d6	2d6	44
Drakkonian	Medium	3d6	3d6	3d6	2d8	3d6	2d10	3d8	3d8	3d8	3d8	19
Dwarf	Medium	3d8	3d6	3d8	3d6	2d8	3d6	2d10	3d6	2d6	3d6	29
Elf	Medium	2d8	3d6	3d6	3d6	3d8	3d6	3d6	2d10	3d8	3d6	25
Gnoll	Medium	3d6	3d6	3d6	3d6	3d6	3d6	3d6	3d6	3d6	3d6	30
Gnome	Med-Small	2d8	3d6	3d6	3d6	3d6	3d8	3d8	3d8	3d8	3d6	20
Goblin	Med-Small	2d8	3d8	3d6	3d6	3d6	2d8	2d8	2d10	2d10	2d8	32
Halfling	Med-Small	2d6	3d8	2d8	3d8	2d10	3d6	3d6	3d6	2d8	3d6	30
Hobgoblin	Med-Small	2d6	3d6	3d8	3d8	3d8	2d8	2d6	2d6	2d4	2d6	42
Human	Medium	3d6	3d6	3d6	3d6	3d6	3d6	3d6	3d6	3d6	3d6	30
Kobold	Med-Small	2d6	3d6	3d6	3d6	3d8	2d8	2d8	2d8	2d8	2d6	40
Lizardman	Med-Large	3d10	3d8	3d8	2d6	2d8	2d8	2d10	2d10	2d8	2d6	29
Orc	Med-Large	3d8	3d8	3d8	3d6	3d6	2d8	3d6	3d6	2d8	2d8	26
Pixie	Tiny	1d4	3d10	3d6	3d6	3d10	3d6	3d6	3d6	3d10	2d6	24
Reptileman	Med-Large	3d8	2d10	2d10	2d8	2d10	3d6	2d10	2d10	2d10	2d10	25
Sidhe	Small	2d4	3d8	3d6	3d8	3d8	3d6	3d6	3d6	3d8	3d8	21

There are at least four approaches to how to spend attribute points: for a template, to accentuate a character's strengths, to compensate for weaknesses, or to generally improve the character. In most cases it is best to use a mix of approaches.

In the first case points are spent on the attributes identified for the desired template. For example, if the player desires to use the martial artist template then the points would be divided between DEX, AGI and WIT.

Accentuating a character's strengths has the advantage of creating truly exceptional characters at the risk of having crippling defects. By spending points on the best two or three attributes it is generally possible to have very high scores. For example, if the character is a human with nothing above 14 except STR 16 and CON 17 then those two can be raised to STR 20 and CON 21.

Compensating for a character's weaknesses has the advantage of removing defects, but generally precludes having really good attribute scores. This is generally achieved by spending points to bring all the low attributes to a single lowest common denominator. For example, if a human character's lowest attribute scores are CON 3, DEX 5 and WIT 6, TAL 7 and CHA 8 with no other attribute being below 12 then raising CON to 11 allows all others to be increased to a 12.

Finally, the points can simply be distributed evenly between the attributes. For a human this will generally result in an increase of three to each attribute (though an attribute of 16 or more will not get as much benefit). This approach simply takes the random spread and raises the bar.

Advanced Options

There are two optional methods of generating attributes which the referee may allow. In general all characters should be generated the same way.

Weighted Rolls

In this method the player rolls each attribute in turn, but rolls an extra die each time and discards the lowest roll. That is, a 3d6 roll is resolved by rolling four six-sided dice with the lowest roll being dropped and the best three added together to find the attribute. For example, a pixie's STR is found

Name: Luven Lightfinger

STR: 7	Race: Halfling
CON: 16	Size: Medium Small
END: 7	Age: 22 Sex: male
DEX: 20	Ht: 4' 3" Wt: 104 pounds
AGI: 20	Hair: light brown, short
WIT: 14	Eye: brown Skin: fair
WIL: 13	HP: 12 (4) SR: 4
POW: 8	FP: 7 / ^{Penalty} 3 / ^{Recover} 1/rnd
TAL: 7	Mv: 10 / ^{Swim} 4 / ^{Fly}
CHA: 14	Perc: 96' / ^{Night} Good / ^{Hearing} +1

Example Character

Luven is to be a halfling thief—which no one will ever suspect because he, ah, um, won't tell them and, well... Okay, so everyone will assume he's a thief and Luven won't disappoint them.

Luven's player rolls 2d6 for STR and gets a 2 and a 5 for a total of 7. He then rolls 3d8 for CON and gets a 6, a 2 and an 8 for a total of 16. END is rolled with 2d8 for a 6 and a 1 totalling 7. DEX is rolled with 3d8 getting an 8, a 1 and a 4 for a total of 13. AGI is rolled with 2d10 getting a 3 and a 1 for a total of 4.

WIT, WIL and POW are all rolled with 3d6 and get (1+3+6) 10, (2+6+5) 13, and (2+1+5) 8. TAL is rolled with 2d8 for (2+5) 7. Finally, CHA is rolled with 3d6 for (1+4+6) 11. He now has 30 points to spend on improving these rolls.

As a thief his most important attributes will be DEX, AGI, WIT and CHA. Of these, AGI is very bad and DEX is the best. Luven's player spends 16 points to bring his AGI up to 20, 7 points to bring his DEX to 20 and the remaining points to bring both WIT and CHA to 14.

by the roll of 1d4 so two four-sided dice would be rolled and the higher roll used.

Overall this method produces somewhat higher than average attributes, but the player has no control over which attributes are high and which are low. The main downside to it is that it makes those races which have high attribute rolls, such as the Sidhe, even more powerful.

To counteract this the referee should adjust the number of beginning experience points (see p.) by $\text{Pts} \times 5 - 150$. For example, a sidhe character in a 125 EP game would start with 95 EP. A kobold, on the other hand, would start with 175 EP.

Point Distribution

In this method the character starts off with the average roll for each attribute, rounded down. The number of attribute points is increased by half the number of attributes that were rounded down (still rounding down). Attribute scores can be raised normally, but they can also be lowered. For each point an attribute is lowered the character gets a “refund” of one point. However, no attribute can be reduced below the lowest score that could be rolled and only one attribute can be reduced below three-quarters of the average roll, rounded up.

Thus the player desiring to create a human fighter might reduce TAL to 3 and WIT, WIL, POW and CHA to 8 for a “refund” of 15 points. This would allow STR, CON and DEX of 21 and AGI 13. The main downside to this method is that, with the random component removed, characters tend to start looking the same.

Characteristics

While attributes describe general facets of the character the characteristics are specific features. The calculated characteristics, such as hit points and movement rate, are determined by the character’s attributes and race. Other characteristics, such as weight and age, may start with calculated values but are not bound inflexibly to the attributes and race.

Age

A character’s initial age is really up to the player and the referee, but the *Racial Characteristics* table gives some basic figures which can be of assistance. The first age column, initial age, is a die roll which can be used to randomly determine a character’s age. The second column, mature, indicates the age when physical maturity is reached. The third column, adult, is the age generally considered to be the transition to adulthood. This roughly corresponds to the expected physical peak.

The remaining columns, old age and life, are for old characters and indicate when physical deterioration is in full force and the average life expectancy. A character could expect to be at no better than half his original score in his physical attributes by the time he reaches his life expectancy and for the

Racial Characteristics I							
Race	Age					Size	
	Initial	Mature	Adult	Old	Life	Height	Build
Centaur	1d20 + 5	6–7	20	70	100	3d6 + 58	$\times 5.37$
Dólgfin	1d8 + 5	7–9	6	20	30	3d6 + 58	$\times 1.18$
Drakkonian	1d10 + 15	12–15	18	100	150	3d8 + 69	$\times 0.63$
Dwarf	2d20 + 30	35–45	100	375	400	3d4 + 45	$\times 2.06$
Elf	2d20 + 25	30–35	50	80†	100†	3d6 + 59	$\times 0.77$
Gnoll	1d10 + 15	12–15	18	60	80	3d6 + 57	$\times 1.00$
Gnome	1d10 + 10	12–15	15	60	80	3d4 + 46	$\times 0.95$
Goblin	1d10 + 12	14–16	15	45	70	3d4 + 46	$\times 1.05$
Halfling	1d10 + 15	12–15	18	60	80	3d4 + 41	$\times 1.22$
Hobgoblin	1s10	1	3	20	200	3d4 + 47	$\times 0.74$
Human	1d10 + 15	12–15	18	60	80	3d6 + 57	$\times 1.00$
Kobold	1d4 + 3	4–6	5	30	40	3d4 + 41	$\times 1.13$
Lizardman	1d6 + 4	5–7	8	40	60	3d10 + 72	$\times 1.29$
Orc	1d10 + 10	12–14	15	50	70	3d8 + 68	$\times 1.13$
Pixie	1s10	1	3	18	20	$\frac{1}{2} \times (3d4 + 29)$	$\times 0.50$
Reptileman	1d12 + 10	10–14	16	80	120	3d8 + 67	$\times 1.41$
Sidhe	1d10 + 15	12–15	18	100	200	$\frac{1}{2} \times (3d6 + 54)$	$\times 1.00$

† up to $\times 5$ this if living in natural surroundings

Build	
Roll	Mod
01	$\times 0.65$
02, 03	$\times 0.70$
04–07	$\times 0.75$
08–13	$\times 0.80$
14–21	$\times 0.85$
22–31	$\times 0.90$
32–43	$\times 0.95$
44–57	$\times 1.00$
58–69	$\times 1.05$
70–79	$\times 1.10$
80–87	$\times 1.15$
88–93	$\times 1.20$
94–97	$\times 1.25$
98, 99	$\times 1.30$
100	$\times 1.35$



Height-Weight									
Height	Weight	Height	Weight	Height	Weight	Height	Weight	Height	Weight
10"	0.49 lbs.	1' 11½"	6.3 lbs.	3' 2"	27 lbs.	5' 5"	134 lbs.	7' 8"	379 lbs.
10½"	0.56 lbs.	2'	6.7 lbs.	3' 3"	29 lbs.	5' 6"	140 lbs.	7' 9"	392 lbs.
11"	0.65 lbs.	2' ½"	7.2 lbs.	3' 4"	31 lbs.	5' 7"	146 lbs.	7' 10"	405 lbs.
11½"	0.74 lbs.	2' 1"	7.6 lbs.	3' 5"	34 lbs.	5' 8"	153 lbs.	7' 11"	418 lbs.
1'	0.84 lbs.	2' 1½"	8.1 lbs.	3' 6"	36 lbs.	5' 9"	160 lbs.	8'	431 lbs.
1' ½"	0.95 lbs.	2' 2"	8.6 lbs.	3' 7"	39 lbs.	5' 10"	167 lbs.	8' 1"	445 lbs.
1' 1"	1.1 lbs.	2' 2½"	9.1 lbs.	3' 8"	41 lbs.	5' 11"	174 lbs.	8' 2"	458 lbs.
1' 1½"	1.2 lbs.	2' 3"	9.6 lbs.	3' 9"	44 lbs.	6'	182 lbs.	8' 3"	473 lbs.
1' 2"	1.3 lbs.	2' 3½"	10.1 lbs.	3' 10"	47 lbs.	6' 1"	189 lbs.	8' 4"	487 lbs.
1' 2½"	1.5 lbs.	2' 4"	10.7 lbs.	3' 11"	51 lbs.	6' 2"	197 lbs.	8' 5"	502 lbs.
1' 3"	1.6 lbs.	2' 4½"	11.3 lbs.	4'	54 lbs.	6' 3"	205 lbs.	8' 6"	517 lbs.
1' 3½"	1.8 lbs.	2' 5"	11.9 lbs.	4' 1"	57 lbs.	6' 4"	214 lbs.	8' 7"	532 lbs.
1' 4"	2 lbs.	2' 5½"	12.5 lbs.	4' 2"	61 lbs.	6' 5"	222 lbs.	8' 8"	548 lbs.
1' 4½"	2.2 lbs.	2' 6"	13.2 lbs.	4' 3"	65 lbs.	6' 6"	231 lbs.	8' 9"	564 lbs.
1' 5"	2.4 lbs.	2' 6½"	13.8 lbs.	4' 4"	68 lbs.	6' 7"	240 lbs.	8' 10"	580 lbs.
1' 5½"	2.6 lbs.	2' 7"	14.5 lbs.	4' 5"	73 lbs.	6' 8"	249 lbs.	8' 11"	597 lbs.
1' 6"	2.8 lbs.	2' 7½"	15.2 lbs.	4' 6"	77 lbs.	6' 9"	259 lbs.	9'	614 lbs.
1' 6½"	3.1 lbs.	2' 8"	16 lbs.	4' 7"	81 lbs.	6' 10"	269 lbs.	9' 1"	631 lbs.
1' 7"	3.3 lbs.	2' 8½"	16.7 lbs.	4' 8"	86 lbs.	6' 11"	279 lbs.	9' 2"	648 lbs.
1' 7½"	3.6 lbs.	2' 9"	17.5 lbs.	4' 9"	90 lbs.	7'	289 lbs.	9' 3"	666 lbs.
1' 8"	3.9 lbs.	2' 9½"	18.3 lbs.	4' 10"	95 lbs.	7' 1"	299 lbs.	9' 4"	684 lbs.
1' 8½"	4.2 lbs.	2' 10"	19 lbs.	4' 11"	100 lbs.	7' 2"	310 lbs.	9' 5"	703 lbs.
1' 9"	4.5 lbs.	2' 10½"	20 lbs.	5'	105 lbs.	7' 3"	321 lbs.	9' 6"	722 lbs.
1' 9½"	4.8 lbs.	2' 11"	21 lbs.	5' 1"	111 lbs.	7' 4"	332 lbs.	9' 7"	741 lbs.
1' 10"	5.2 lbs.	2' 11½"	22 lbs.	5' 2"	116 lbs.	7' 5"	343 lbs.	9' 8"	760 lbs.
1' 10½"	5.5 lbs.	3'	23 lbs.	5' 3"	122 lbs.	7' 6"	355 lbs.	9' 9"	780 lbs.
1' 11"	5.9 lbs.	3' 1"	25 lbs.	5' 4"	128 lbs.	7' 7"	367 lbs.	9' 10"	800 lbs.

decline to begin with the onset of old age. The loss should be prorated for the span of years separating the two ages.

Height and Weight

The predominate factor in a character's size is his race. A character's height is found by consulting the table; it is measured in inches. To find a character's weight consult the *Height-Weight* table to find the base weight and multiply this base weight by the racial build and the modifier from the *Build* table.

Optionally, the character's final weight is adjusted for STR and CON. For each point of strength above the average (rounded up) for his race increase the character's base weight by 2%.

Similarly each point below the average (rounded down) reduces weight by 2%. For each point of

CON below 9 either increase weight by 10% for obesity or decrease weight by 5% for being underweight. If the character loses CON during the game he would normally experience the weight loss associated with being underweight. This could cause an obese character to lose a large amount of weight.

Hair, Eye and Skin

The character's hair color and style, eye color and shape, skin complexion and color are decided upon by the player. They should be appropriate for the selected race, but there is enough room for individual variation to have significant differences from the norm.

Hair has a natural coloring and this will usually be what is recorded here, but hair can also be dyed.

In some cases it may be streaked with secondary colors. Although most hair is straight it may be curly or feathered or styled in some fashion.

Eyes are nearly always their natural color and little can usually be done to alter their shape. Eyes can be round, slanted, almond-shaped, or even bulging. Occasionally, especially among elves and dólgin, the eye colors will be mismatched.

Skin can be characterized by color and complexion, but may have other features such as freckled. Complexion can vary from smooth to pock-marked to scaly.

Hit Points

Hit points, abbreviated HP, determine how tough physically the character is. HP are based on CON, multiplied by the character's size factor as found on the *Hit Points* table. A character's Serious Wound level is determined by looking up his HP on the *Serious Wound* table. The character's hit points are recorded on the HP line of the character sheet with the character's Serious Wound level in parenthesis after the HP.

Strike Rank

A character's strike rank, abbreviated SR, is equal to his DEX plus AGI, the sum divided by 10 and rounded normally. A character's melee SR, except for centaurs, is adjusted for size. This modifier will not reduce a SR below 1—the only way to have a base SR of 0 or less is to have a combined DEX and AGI score of 4 or less. This base SR is recorded on the character sheet.

Fatigue Points

Fatigue points, abbreviated FP, determine how resistant the character is to fatigue. FP are equal to END. The characters fatigue points are recorded on the FP line of the character sheet, followed by the penalty and recovery rate found on the *Fatigue* table. When a character's FP are reduced below zero any action attempted is penalized by the indicated penalty per point below zero. Fractional penalties are rounded down so a character with END 40 would not have any penalty at -1 FP.

Now to determine Luven's characteristics. He is a halfling so his age is determined by rolling 1d10 and adding 15. The roll is a 7, plus 15 yields 22 years of age.

Luven's height is determined by rolling 3d4+41. Lacking an actual four-sided die an eight-sided die is rolled instead, halving the results and rounding halves up. The first roll is 5, which becomes a 3; the second roll is 8, which becomes a 4 and the third roll is another 5 which becomes a 3. The total height is $3 + 4 + 3 + 41 = 51$ inches, or four feet, three inches.

Looking the height up on the Height-Weight table gives a base weight of 74 pounds. This is multiplied by 1.22 for being a halfling giving 90.28 pounds. Next, we need to find his build—to do this we roll 1d100 and consult the Build table. A roll of 84 indicates a build multiplier of 1.15; taking 90.28×1.15 yields 103.822 pounds. Because Luven is of average STR for a halfling his weight is not adjusted further and we round the result to an even 104 pounds.

The hair, eye and skin color are really up to the player; guided by the general description of the race. It is decided that Luven has short, light brown hair, brown eyes and is fair-complected.

Although HP are usually equal to CON, halflings are medium small and their HP are only equal to $HP \times \frac{3}{4}$. This gives Luven 12 HP. It takes a third of that, or 4 HP, to cause a serious wound so his HP are recorded as 12 (4) on the character sheet.

To find his strike rank we add DEX 20 to AGI 20 for a total of 40, divided by 10 is 4 so we

Hit Points		Serious Wound					
Size	HP	HP	SWL	HP	SWL	HP	SWL
Tiny	$\times \frac{1}{5}$	2–4	1	32–34	11	62–64	21
Very Small	$\times \frac{1}{3}$	5–7	2	35–37	12	65–67	22
Small	$\times \frac{1}{2}$	8–10	3	38–40	13	68–70	23
Med-Small	$\times \frac{2}{3}$	11–13	4	41–43	14	71–73	24
Medium	$\times 1$	14–16	5	44–46	15	74–76	25
Med-Large	$\times 2$	17–19	6	47–49	16	77–79	26
Large	$\times 4$	20–22	7	50–52	17	80–82	27
Very Large	$\times 8$	23–25	8	53–55	18	83–85	28
Huge	$\times 15$	26–28	9	56–58	19	86–88	29
Enormous	$\times 30$	29–31	10	59–61	20	ea. +1	+1

record SR 4 on the character sheet. Luven's FP are equal to his END, or 7. By consulting the Fatigue table we find that his penalty is 3 and that he recovers 1 FP every round of complete rest. If Luven exerts himself such that he loses 7 FP then he is temporarily at 0 FP. There is no especial consequence of his activities up through this point, but if he expends another FP and goes to -1 then his fatigue penalty of 3 is added to the difficulty of any action he attempts. If he expends a further FP and goes to -2 then his fatigue penalty is added twice.

The halfling movement rate multiplier is 0.5 so, with AGI 20, he has Mv 10. The halfling swim multiplier is 0.2 so he can swim at Mv 4. His base perception distance is 6, giving him a base vision distance of 96 feet. His night vision of "good" is recorded on the character sheet, as is his hearing of +1.

Although Luven will not likely need them, we record his magic points anyway. Unlike the other characteristics these are not recorded on the front of the character sheet, but rather on the last page where all the other magic entries go.

Then there are the skill aptitudes. Agility, Communication, Magic, Manipulation and Mental are easy as they map directly to attributes. Perception is the average of WIT and CON, so Luven has $(14 + 16) \div 2 = 15$ Perception Aptitude. Weapon is the average of STR and WIT, averaged with DEX. The average of Luven's STR and WIT is $(7 + 14) \div 2 = 10.5$, averaged with his DEX 20 is 15.25, which rounds to 15.

Agility and Mental aptitudes are recorded on the front of the character sheet as well as in their blocks on the skill page.

Movement Rate

A character has two movement rates, one for land and one for water. Characters capable of flight will have one for flying as well. A character's movement rate is equal to his AGI, multiplied by the land or water factor for his race. For example, a dwarf with AGI 12 would have a move score of 12×0.6 , or 7. The character's movement rate is rounded normally and recorded on the Mv line of the character sheet.

Perception

A character's base vision distance is found by multiplying CON by the number indicated on the *Racial Characteristics* table. This represents visual acuity in daylight. The efficiency of the race's night vision is then noted. A race with "perfect" night vision sees as well at night as by daylight. Some races have a different quality of perception indicated as a sight. Finally, the modifier to the character's hearing, representing aural acuity, is noted.

Races possessing moon-sight are better able to see at night, particularly when it is illuminated by the moon. Star-sight is very similar, but allows the race to see by the faint light of the stars and is even more suspect. Races having dark-sight can see in nearly lightless conditions and in fact have their vision impaired by bright light. Heat-sight is the ability to see in total darkness, though fine detail will often be muddy.

Magic Points

Magic points, abbreviated MP, determine how much mystical energy the character has. MP are equal to POW. A magic user casting spells expends MP, as do other characters in certain circumstances. MP can only be regained through application of the Gather skill.

Strike Rank						Skill Aptitude	
DEX+AGI	SR	Size	Melee	Size	Melee	Category	Formula
0-4	0	Extremely Tiny	-3	Medium Large	+1	Agility	AGI
5-14	1	Very Tiny	-2	Large	+1	Communication	CHA
15-24	2	Tiny	-2	Very Large	+2	Magic	TAL
25-34	3	Very Small	-1	Huge	+2	Manipulation	DEX
35-44	4	Small	-1	Enormous	+3	Mental	WIT
45-54	5	Medium Small	-	Titanic	+3	Perception	WIT
ea. +10	+1	Medium	-	Gargantuan	+4	Weapon	DEX

Skill Aptitude

A character's aptitude in various skill categories depends on his attributes; the formula for finding the aptitudes is given in the *Skill Aptitude* table. To determine a character's score in a skill the character's skill aptitude in the skill area, the skill's difficulty and the number of experience points in the skill are considered on the skill tables.

In general, refer to the table for the difficulty of the skill and crossreference the skill aptitude with the skill score to determine the number of experience points required to reach that skill score.

Encumbrance

There are five levels of Encumbrance: unencumbered, lightly encumbered, encumbered, heavily encumbered and extremely encumbered. The most weight that a character can carry and still be at an Encumbrance level is given in the Encumbrance table. Encumbrance determines how fast a character fatigues, his adjusted movement rate, and gives a penalty for agility and weapon based skills.

Racial Characteristics II					
Race	Movement		Perception		
	Land	Water	Vision	Night Vision	Hearing
Centaur	×1.7	×0.3	×12	Excellent	+1
Dólgfín	×0.8	×0.3	×8	Dark-Sight	0
Drakkonian	×0.8	×0.3	×20	Good	+2
Dwarf	×0.6	×0.2	×8	Heat-Sight	+1
Elf	×0.7	×0.3	×15	Moon-Sight	+3
Gnoll	×0.8	×0.3	×10	Good	+2
Gnome	×0.6	×0.3	×6	Normal	+1
Goblin	×0.6	×0.3	×5	Normal	+2
Halfling	×0.5	×0.2	×6	Good	+1
Hobgoblin	×0.8	×0.1	×5	Perfect	+3
Human	×0.8	×0.3	×10	Normal	0
Kobold	×0.6	×0.3	×4	Dark-Sight	0
Lizardman	×1.5	×0.9	×6	Good	+1
Orc	×0.8	×0.2	×7	Star-Sight	0
Pixie	×0.2‡	×0.1	×3	Star-Sight	+3
Reptileman	×1.0	×0.3	×10	Excellent	+1
Sidhe	×0.5	×0.3	×6	Moon-Sight	+1

‡ tripled when flying

Encumbrance				
Level	Weight	Move	Agility	Weapon
Unencumbered	$STR^2 \times \frac{1}{10}$	Mv	—	—
Lightly Enc.	$STR^2 \times \frac{1}{4}$	$Mv \times \frac{3}{4}$	2	1
Encumbered	$STR^2 \times \frac{1}{2}$	$Mv \times \frac{1}{2}$	5	3
Heavily Enc.	STR^2	$Mv \times \frac{1}{4}$	13	7
Extremely Enc.		$Mv \times \frac{1}{10}$	30	15

Encumbrance				
Level	Weight	Mv	Enc	AGI
Unenc.	4.9	12	1	8
Lt. Enc.	12 $\frac{1}{4}$	9	2	12
Enc.	24 $\frac{1}{2}$	6	3	16
Hv. Enc.	49	3	5	24
Ex. Enc.		1	10	32

Magic Points: 8

Experience & Equipment

In most games characters will start with a certain number of initial experience points (EP): 65, 125, 250, 500 or even 1,000. This determines not only how skillful the character starts as, but also how much beginning wealth he has.

- 65 EP **Green-horn** A standard, beginning character with little experience to rely on. Such a character is young or led a very sheltered life.
- 125 EP **Competent** A character with some basic experience roughly equivalent to four years of study or a year or two of practical experience.
- 250 EP **Veteran** A character with five to ten years of experience in his field which has given him a history and background that should be detailed.
- 500 EP **Expert** Such a character will be at or near rune master level from his many years of experience and have a diversity of skills that needs a detailed background to explain
- 1,000 EP **Master** Such a character has many years of experience and is expected to be master of at least one rune.

Equipment

A character begins with a combined amount of coins and goods totalling no more than a value indicated by his WIT, luck and the number of beginning experience points. The player matches the character's WIT against 10 on the resistance table and looks up the result on the *Initial Wealth* table, crossreferenced for the number of beginning experience points. This indicates the character's wealth relative to standard incomes; a basic fantasy-medieval economy is described in Book Five. For example, a character with a special success and starting with 125 EP would have one months of wealth for a social status 6 income. The player can spend this money as he sees fit—as long as he meets the referee's requirements. Just because an item is in the price list does not mean that it is available in a particular campaign—that is a determination to be made by the referee.

Automatic Equipment

A character is assumed to have a bare minimum of belongings that includes one set of every day clothing—usually a homespun tunic or shirt and trews with sandals, though appropriate for the character's social status and circumstances at the beginning of the game.

Template Equipment

A template may indicate certain equipment as being appropriate for the character to have at the beginning of the game. In some cases, particularly with magic users, this may include books. Such books are at an appropriate reading level and written in a language known to the character..

Experience

Characters begin the game with a number of experience points which they can use to purchase skills. Unlike the attribute points, a character can earn additional experience points through game play. No more than one-quarter the EP at any given time can be put into a single skill. Normally a character begins the game with 65 experience points, but the referee may decide that a greater (or lesser) amount better suits his campaign. For a campaign intended to create rune masters the characters should start with 250 (or even 500) EP.

All adult characters start with 12 EP in their native language and another 10 EP each to put into History and Area Knowledge for the region they grew up in. In a cosmopolitan campaign characters should receive another 12 EP to put into additional languages. These are free EP—they do not count against the character's beginning EP—but they can

Initial Wealth			
<i>WIT/10</i>	<i>Status</i>	<i>Beginning EP</i>	<i>Term</i>
Critical ³	9	65 EP	4 days
Critical ²	8	125 EP	1 week
Critical	7	250 EP	2 weeks
Special	6	500 EP	1 month
Normal	5	1,000 EP	2 months
Miss	4		
Failure	3		
Fumble	2		
Fumble ²	1		
Fumble ³	0		

only be spent on the skills indicated. If the player desires the character to have further linguistic experience, historical knowledge or area knowledge they can spend their normal EP in addition to the free EP.

Skills

The cost for a skill score depends on the character's aptitude in the skill and the skill's difficulty. The *Skill Experience* tables give the experience point cost to achieve a given skill score.

A score of 9 is considered adequate for minor, every day use of a skill. At this skill score the character would be considered to have some skill, but to not actually be proficient.

A score of 18 indicates that the character is either well-trained or has substantial experience. This would be an appropriate amount for a journeyman in a craft.

A score of 24 indicates real expertise and is the result of either exhaustive training or long experience. This would be appropriate for a master in a craft.

A score of 30 indicates complete mastery. Only very experienced characters have this level of skill. This would be an appropriate score for a guild master in a craft.

Extra Experience Points

To encourage players to better visualize their characters, additional experience points are awarded for establishing personality and for describing significant life events and their impact on the character. For each personality quirk or full alignment trait taken the character gets 1 EP to spend as desired, up to a maximum of 5 additional EP.

Alignment is described more fully later in this chapter. Personality quirks are just that: quirks. They should be something that will come up in play at least from time to time.

Quirks can be in seeming contradiction of alignment by giving it greater specificity. For example, a character may have the Trusting alignment trait, but distrust gnomes as a character quirk. To a great extent the precise effect of a quirk is up to the player, but any impact it has on game mechanics is subject to approval by the referee and

in general a quirk should not give the character a bonus.

For example, a player may decide that his character hates goblins and even go so far as to describe in detail what consequences this has, but the player cannot just decide that his character gets a bonus when fighting goblins (though he could voluntarily levy a penalty due to the character becoming irrational around goblins).

Further, each described life event gains an additional EP with a limit of 5% of the base EP for the game. So in a 65 EP game the character can get no more than 3 additional EP from described life events. Whether or not a description merits extra EP lies at the sole discretion of the referee.

Advanced Options

The use of templates is aimed at streamlining the character creation process while ensuring that characters have all the skills necessary for their intended profession. There are two alternative methods which may be allowed by the referee.

Free Form

The player spends the character's experience points with only one restriction: no skill can have more than one-quarter of the total experiences spent on it. This method gives the player the greatest freedom, but can easily result in imbalanced characters. For this reason it is recommended to only allow experienced players to use it.

Professional Expertise

The referee sets a minimum expertise level and, for the chosen template, a character must have as many points as necessary spent trying to reach the minimum score indicated. Any experience points left over can be spent as desired as long as no more than one quarter of the total are spent on a single skill.

For example, Luven is using the spy template and the referee has set, for a 400 EP campaign, a minimum of Journeyman level expertise. The primary skills must then be bought to 18, secondary skills to 9 and recommended skills to 6.

The spy template provides some choices in skills and Luven's player settles on the primary skills Elicit, Memory, Shadow, Sneak and the secondary skills Deceit, Listen, Notice and Scan. The skills not selected become recommended skills

which makes those Discipline, Fast Talk, Fencing, Hide, Question, Search, Speak [Language] and Literacy [Language].

The primary skills cost a total of 131 EP (Elicit 18 costs 39 EP, Memory 18 costs 39 EP, Shadow 18 costs 36 EP and Sneak 18 costs 17 EP). The secondary skills cost a total of 31 EP (Deceit 9 costs 10 EP, Listen 9 costs 6 EP, Notice 9 costs 9 EP and Scan 9 costs 6 EP. Finally buying the recommended skills to score 6 costs a total of 34 EP (Discipline 6 costs 5 EP, Fast Talk 6 costs 3 EP, Fencing 6 costs 3 EP, Hide 6 costs 2 EP, Question 6 costs 5 EP, Search 6 costs 3 EP, Speak Akkadian (H) 6 costs 5 EP, Literacy Akkadian (H) costs 5 EP. Luven is from the Middle Kingdoms and so is a native speaker of the Middle Kingdoms language.

This gives a total of 196 EP to reach the minimum levels leaving 204 EP left to spend as the player desires (though no more than $\frac{1}{4}$ of that, 51 EP, on any one skill, including points already allocated for it being a primary, secondary or recommended skill).

Templates

The provided templates are for a 65 EP game. Each template has a “high attributes” entry. Ideally a character’s highest attribute scores will match the ranking of the chosen template. However this is a guide, not a requirement.

The character gets the number of experience points indicated by the template for skills in each category. For example, a hedge wizard gets 18 EP for each primary skill and 8 EP for each secondary skill. Putting free EP or EP earned during game play into the recommended skills is a good idea, but there are no EP provided specifically for that purpose. In all cases the number of EP provided by the template total to 60—the “missing” five experience points are so-called “free EP” meaning that they can be spent on any skill the player desires.

The “free” experience points are called such because the player chooses the skills on which to spend them (subject to referee approval). Spending at least some of the points on recommended skills is advised though it is not a requirement. Any skill option not taken is a recommended skill. For example, if the template gives a choice between Hide

Professional Expertise

Level	Primary	Secondary	Recommended
Apprentice	9	6	—
Journeyman	18	9	6
Master	24	18	9
Senior	30	24	18

Example Skills

Luven will be in a normal campaign starting with 65 experience points. His skill aptitudes are Agility 20, Communication 14, Magic 7, Manipulation 20, Mental 14, Perception 15 and Weapon 15. Luven’s player looks over the templates to see what kind of thief is most appealing and decides that a combination of the Rogue and Spy templates best fits Luven.

Because two templates are being combined the EP contribution of each is halved. The primary Rogue skills (each getting 4 EP) are Bargain, Find Mark, Hide or Sneak, Listen or Search, and Pick Lock or Pick Pocket. The player selects Sneak over Hide, Listen over Search and Pick Lock over Pick Pocket. The secondary Rogue skills (each getting 1 EP) are Dodge, Knife, Notice, Streetwise and Tactics.

The primary Spy skills (each getting 6 EP) are Elicit or Question, Hide, Shadow and Sneak. The player selects Elicit over Question. The secondary Spy skills (each getting 2 EP) are Deceit, Listen and Scan or Search. The player selects Search over Scan.

Because halving the EP for the Rogue template resulted in 10 skills having their EP rounded down there are five EP to distribute between those skills. 1 EP is added to Find Mark, Pick Lock, Streetwise, Dodge and Knife. The five free EP are spent on Lore Economics and Pick Pocket.

This gives the skills as follows: Sneak 14 (4 PT + 6 PT), Find Mark 8 (4 PT + 1 EP), Listen 7 (4 PT), Bargain 7 (4 PT), Pick Lock 10 (4 PT + 1EP), Streetwise 5 (1 ST + 1 EP), Tactics 3 (1 ST), Dodge 6 (1 ST + 1 EP), Knife 5 (1 ST + 1 EP), Notice 3 (1 ST), Elicit 7 (6 PT), Hide 10 (6 PT), Shadow 7 (6 PT), Deceit 4 (2 PT), Listen 5 (2 ST), Search 5 (2 ST), Lore Economics 4 (2 FP) and Pick Pocket 6 (3 FP).

and Sneak and Hide was selected then Sneak becomes a recommended skill.

If the game is based on something other than 65 EP simply adjust the numbers. A 125 EP game uses 120 EP for template skills plus 5 free EP and so characters built on such templates get twice the indicated number of experience points in template skills. A 250 EP game uses 240 EP for template skills plus 10 free EP, a 500 EP game uses 480 EP for template skills plus 20 free EP and a 1000 EP game uses 960 EP for template skills plus 40 free EP.

If a player wants to combine two templates halve the EP for each. Halves are rounded down; for every two skills whose EP are rounded down the free points are increased by one. For example, a rogue hedge wizard would get 9 EP for each hedge wizard primary skill, 4 EP for each hedge wizard secondary skill, 4 EP for each rogue primary skill, 1 EP for each rogue secondary skill and have 5 extra free EP to distribute. It is more common to combine templates in higher experience point games so the character can get more meaningful experience from them.

Beginning Spells

A character may begin with knowledge of a variety of spells. Just knowing them is one thing, it is preferable for the character to have them memorized. A beginning character can start with up to Memory skill score spells memorized to no higher a level of memorization than his Memory skill rank.

For example, a character with Memory 8 could have eight spells memorized to the first level. No spell could start at the second level of memorization.

Template Experience Points		
<i>Base EP</i>	<i>adjEP</i>	<i>Free EP</i>
65	×1	5
125	×2	5
250	×4	10
500	×8	20
1,000	×16	40

Alchemist

High Attributes: TAL, WIT

A brewer of potions and elixirs, the alchemist appears to others as a chemist of sorts and indeed there are certain resemblances. But an alchemist's true concern is not with the productions of philtres, but with the attainment of enlightenment through the purification and elements and the understanding that gives. There are three paths to this enlightenment: manipulation of animals, plants and minerals and each is a different form of alchemy. Although the goals and underlying principles and methods are essentially the same the particulars differ so much as to make each a separate skill and alchemists of the different varieties rarely associate with one another.

An alchemist works within the confines of a laboratory, though some of the equipment is small, sturdy and light enough for use in a portable lab. Acquisition of such facilities would be a definite goal of an adventurer alchemist, though any alchemist will need to have access to full facilities to make greatest use of his skills and improve upon them.

Plant alchemists will likely grow a variety of plants and need to have space for them as well, usually in a controlled environment so as to protect some of the more delicate specimens. Animal alchemists grow a variety of animals which, if kept after production, have their own requirements. Only mineral alchemy lacks additional requirements of space to operate effectively and is thus more commonly found outside of cities and special institutions dedicated to the pursuit.

Beginning Skills

The Smell and Taste skills are used to identify various substances of alchemical interest. Accountancy and Bargain form the basis of running a business which, however distasteful to the purist, is a practical necessity to finance his true interests. Herbalism is a useful adjunct skill though not particularly common for alchemists to know.

Beginning Formulas

An alchemist starts the game knowing alchemical formulas chosen, within limits, by the player. He can select up to alchemy skill level formulas, but

Alchemist Template Skills

Primary Skills (15 EP): Alchemy [Kingdom], Memory

Secondary Skills (6 EP): Accountancy, Bargain, Literacy [Language], Smell, Taste

Recommended Skills: Herbalism

only if he meets the prerequisites. For example, at skill score 8 in Animal Alchemy he can pick two: perhaps Harmonize and Spark of Life. But he could not pick Gift of Regeneration.

Beginning Equipment

Alchemists must have books available to study in order to spend experience points on his alchemy skill. An alchemist character starts the game having one such book in his possession without counting against his initial wealth. It is a good idea to use the initial wealth to purchase alchemical equipment and ingredients appropriate to the alchemy being practiced. It is important to note that only the one book is "free"—all other beginning equipment must be purchased.

In addition the beginning alchemist may want to purchase a blank book to record the results of his experiments and vials to store any elixirs he may make. If the alchemist starts the game with sufficient literacy and a blank book as part of his initial equipment he can be presumed to have written out formulas known to him as desired to the capacity of the book.



Archer

High Attributes: STR, DEX, AGI

Although named for the archery skill this template is appropriate for any professional soldier who specializes in ranged weaponry. The role of the archer is to provide support to the foot soldiers. This ranges from picking off targets of opportunity in small skirmishes to raining massed fire in full scale battles.

Professional archers are better paid than common foot soldiers and carry a lower risk of dying in battle making this a preferable profession. However, archers are often comprised of levies and in such cases the service is usually expected and may not be compensated.

Beginning Skills

Although Archery is the default skill for this template Crossbow is equally appropriate and the various Throw [Weapon] skills can be substituted as well. The other principle skill is that of clearly distinguishing targets which is represented by the Scan skill.

An archer's preference is to avoid melee engagements, but such are generally unavoidable in a battle and for this reason the discipline to stand and engage is important, as is skill with a melee weapon, the tactical sense to track what is going on in the confusion of a melee and first aid for after action recovery. The ability to evade blows whether the melee weapon is to hand is also useful and archers have to pull sentry duty as much as other soldiers and so have experience for listening in the night.

Other skills typical of archers include various hand to hand fighting, as well as the ability to ride providing greater earning ability in most militaries. Advancement usually requires some leadership ability and, after a battle has been fought, looting the bodies is typical of all soldiers. Finally, soldiers turn to gambling and various games to pass the time between engagements and to relieve the tension before an expected battle.

Beginning Equipment

A beginning archer should obtain an appropriate missile weapon and missiles. Light armor is sometimes worn by archers, but mobility is preferred to being encumbered. If the archer has skill in a game

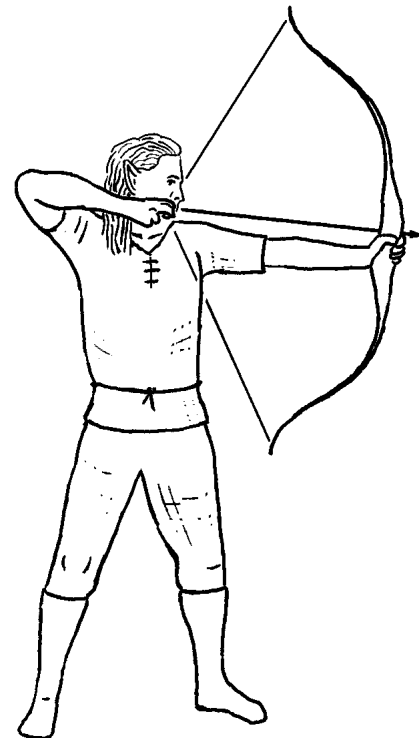
Archer Template Skills

Primary Skills (12 EP): Archery (or an appropriate ranged weapon), Scan

Secondary Skills (6 EP): Discipline, Dodge, First Aid, Listen, Tactics, Sword 1-H (or any other melee weapon skill)

Recommended Skills: Brawl, Gamble, [Game], Grapple, Knife, Leadership, Ride Horse, Search

then starting with the necessary components is appropriate—particularly if he is also skilled in gambling.



Elementalist

High Attributes: TAL, POW

An elementalists uses magic to manipulate one of the four elements. Although TAL is useful for skill, the raw power of an elementalists quickly grows with POW. Many elementalists also practice martial arts with the typical pairings being air with kung-fu, earth with shaolin, fire with taekwondo and water with aikido.

An elementalists uses his chi to manipulate the indicated element in a manner similar to magic while at the same time being distinctly non-magical. Though not exclusively combat oriented the martial capabilities of an elementalists are dominant with the exception of water elementalism.

Beginning Skills

Often elementalists knowledge is codified in written treatises so many experienced elementalists are literate in multiple languages. Research is often a fundamental part of improving knowledge. The ability to effectively Target elementalists powers or hurl their effects with Throw Rock is not essential, but often useful.

Being able to gather back energy, literacy in multiple languages and the ability to conduct effective research are common among experienced elementalists.

Beginning Equipment

There is no intrinsically required equipment for an elementalists.

Elementalist Template Skills

Primary Skills (30 EP): [Element] Elementalists

Secondary Skills (10 EP): Channel, Meditation, Target or Throw Rock

Recommended Skills: Gather, Literacy [Language], Research

Hedge Wizard

High Attributes: TAL, WIT, POW

Although looked down on by practitioners of high magic, hedge wizards are the magical practitioner most likely to be encountered by commoners and for those who dabble in magic this is a popular form of magic given the breadth of spells available.

A hedge wizard learns his spells from grimoires and if he is at all serious about his art will have at least one of his own. He may have acquired his knowledge strictly from book reading, or he may have studied under a master. Some towns and many cities have a guild of hedge wizards who will train others (for a fee, of course).

Some people study hedge wizardry so that they can cast a spell or two to enhance their normal activities. For example, a rogue may find the Silence cantrip handy in his work an archer might make use of Duplicate Missile, and so on.

Others devote themselves to the study and practice of hedge wizardry. While they may not be able to compete with a mage in terms of raw power, the ease with which hedge wizardry can be mastered makes up for quite a bit. While a mage is still struggling to get his spells off reliably a hedge wizard will have mastered his art.

Beginning Skills

Although not required many hedge wizards find literacy useful to read magical treatises.

Beginning Spells

A hedge wizard is assumed to have already learned some spells before play begins. The player can choose, within limits, what spells he wants the character to know. The character gets a number of “points” equal to his skill score. The “cost” of a spell is found by the summation series for the spell’s level. That is, spell level one spells cost one point, spell level two spells costs three points, and so on.

Beginning Equipment

If the character knows the Inscribe Cantrip spell and starts play with a blank book he can be presumed to have already inscribed every spell he knows (assuming the book is long enough, of course). This is useful in preparing spells for use.

Hedge Wizard Template Skills

Primary Skills (18 EP): Gather, Hedge Wizardry

Secondary Skills (8 EP): Channel, Meditation, Memory

Recommended Skills: Literacy [Language]

Hedge Wizardry Initial Spells

SL:	1	2	3	4	5	6	7	8
Score:	1	3	6	10	15	21	28	36

Suggested Cantrips

The following lists of cantrips are suggestions for what the player might select.

Combat Specialist: Blast, Blink, Cloak of Armor, Cloak of Distortion, Coordination, Fear, Heal, Jinx (especially as a reflex casting), Magic Fist, Matu, Slow, Speed, Strength, Stun and Vigor.

Combat Support: Attack Boost, Cloak of Armor, Cloak of Distortion, Cloak vs Magic, Cloak vs Spirits, Confuse, Coordination, Detect Enemies, Duplicate Missile, Extreme Velocity, Fear, Fire Arrow, Fireblade, Heal, Ignite, Rage, Repair, Sharpen, Slow and Speed.

Information Specialist: Boundary, Detection Blank, Detect Copper, Detect Detection, Detect Enemies, Detect Gold, Detect Iron, Detect Magic, Detect Silver, Detect Undead, Detect Water, Eagle Eye, Identify, Second Sight and Spell Sniffer.

Meddling Spells: Acne, Baldie, Curdle Milk, Grow Mustache, Sprout Beard and Jinx.

Magic Specialist: Cloak vs Magic, Detect Magic, Dispel Magic, Inhibit Magic, Inscribe Cantrip, Inscribe Scroll, Make Focus, Make Magical and Permanency.

Rogue Specialist: Charm Person, Detection Blank, Blink, Detect Gold, Detect Silver, Dispel Magic, Identify, Knock, Link, Make Pet, Second Sight, Silence and Speed.

Hunter

High Attributes: DEX, WIT, AGI

A hunter makes his living killing animals for meat or for their hides. In general there are three approaches to hunting: the ambush, stalking prey and trapping. A final consideration is the hunter who primarily relies on trained animals to find and bring down game. For example, a falconer.

A stalker identifies where game animals are likely to be and stealthily walks through the woods looking for them. When found, he will sneak up as close as is practical and launch a ranged attack. Upon reaching the fallen animal he will give it a coup de grace if necessary.

Those who hunt by ambush identify game trails and look along them for good ambush points. Once one is selected they will prepare hiding places well camouflaged and lie in wait. When prey appears a ranged attack is made at the closest point of approach with a coup de grace delivered as needed.

A trapper essentially hunts by ambush, but leaves a camouflaged trap instead of lying in wait himself. As few traps are reliably lethal a coup de grace is usually necessary.

Beginning Skills

The generic hunter template is for a hunter who doesn't specialize in any one form of the hunt. As such he is skilled in sneaking around in the woods and tracking prey. Secondly he has experience with either a ranged attack or with a melee weapon. A hunter knows what meat is best and how to get it most efficiently off the carcass, or how to remove the hide without damaging it. He is also adept at setting traps and spotting prey.

In all templates any appropriate ranged weapon can be substituted for archery. Throw Spear and Boomerang (for throwing clubs) are particularly appropriate. Crossbows are commonly used as well. Similarly any appropriate melee weapon can be substituted for Club 1-H. Spear 2-H is the most obvious candidate.

Beginning Equipment

A hunter will want to start with weapons he is skilled in. A trapper would do well to have an assortment of traps. Poison is appropriate when using weapons such as blow guns.

Hunter Template Skills

Primary Skills (10 EP): Hunt, Sneak, Track

Secondary Skills (5 EP): Archery or Club 1-H, Camouflage, Craft Butcher or Craft Skinner, Lore Animal, Scan or Search, Trap

Recommended Skills: Craft Cook, Dodge, Hide, Listen, Ride Horse, Survival Woodland, Tactics, Train [Animal]

Stalker Subtemplate Skills

Primary Skills (9 EP): Archery, Hunt, Scan, Sneak, Track

Secondary Skills (5 EP): Craft Butcher or Craft Skinner, Listen, Lore Animal

Recommended Skills: Club 1-H, Craft Cook, Dodge, Survival Woodland, Tactics, Train [Animal]

Ambush Subtemplate Skills

Primary Skills (8 EP): Archery, Camouflage, Hunt, Listen, Scan

Secondary Skills (5 EP): Club 1-H, Hide, Lore Animal, Track

Recommended Skills: Craft Butcher, Craft Cook, Craft Skinner, Dodge, Survival Woodland, Tactics, Train [Animal]

Trapper Subtemplate Skills

Primary Skills (12 EP): Camouflage, Hunt, Trap

Secondary Skills (6 EP): Club 1-H, Craft Butcher or Craft Skinner, Lore Animal, Search

Recommended Skills: Craft Cook, Dodge, Listen, Scan, Survival Woodland, Train [Animal]

Hunt Master Subtemplate Skills

Primary Skills (10 EP): Hunt, Lore Animal, Train [Animal]

Secondary Skills (5 EP): Craft Butcher or Craft Skinner, Listen, Ride Horse, Scan, Track

Recommended Skills: Craft Cook, Dodge, Survival Woodland

Mage

High Attributes: TAL, WIT, POW

These are spell casters whose powers can vary widely from one to the next. A fire mage controls all aspects of flame from healing to immolation, a spirit mage can open portals between planes of existence and banish objects—and even creatures—to limbo, an animal mage can change shape and create wholly new creatures, an information mage can identify the creator of an object and locate the caster of a spell. The extreme requirements of the profession require a focus and talent beyond that of the low magic user. Only the highly talented and determined make successful mages.

Although the combat potential of a mage can be considerable, a wise mage hangs to the rear taking to heart the maxim “swords before sorcery” and allowing fighters to prove their bravery on their lives. And not all mages are combat oriented though still having considerable powers. Sometimes obtaining information is more powerful than a fireball.

Beginning Skills

A mage following the template can select the same or different forms of magery for the primary and secondary [Magery] skill slots. Focusing on a single area increases a mage’s effectiveness at the expense of flexibility. The recommended skills of Area, Duration, Power and Range are not required, but can be used to augment a mage’s power.

Literacy in numerous languages is a hallmark of an experienced mage as grimoires and treatises on magic are often written in different, and difficult, languages. The Target skill is used by some spells to direct the effect to the desired target so its utility depends on the spells known to the mage.

Beginning Spells

Although a mage can, in principle, cast any spell in the area of magery known to him, in practice his repertoire is more limited. Basically he has to become aware of a spell to be able to do it. This can happen either from exposure to spells in a grimoire or by original research.

In either case a beginning mage character is presumed to have had opportunity to learn about spells. This works by the player picking up to [Magery] skill score list levels of spell lists. For

Mage Template Skills

Primary Skills (12 EP): Gather, Meditation, [Magery]

Secondary Skills (6 EP): Channel, Literacy [Language], Memory, [Magery]

Recommended Skills: Area, Duration, Literacy [Language], Power, Range, Research, Target

example, a mage with Fire Magery 8 might know the spells from two fourth level lists.

Beginning Equipment

A mage must have an appropriate book available for study in order to be able to spend experience points on his magery skills. A character starts with books for the appropriate level of expertise in the forms of magery he knows. These books are “free” in that they do not count against the character’s initial wealth.

If the mage has sufficient literacy and acquires a blank book as part of his initial equipment he can be presumed to have written out spells known to him as desired to the capacity of the book. While a spell can be memorized, if it is not in “active memory” using aids such as written records can assist with making it active and so usable by the mage.

Martial Artist

High Attributes: DEX, AGI, WIT

These characters eschew the use of weapons in favor of fist and foot. Most wear little if any armor to prevent increasing the difficulty of agility skills, though dwarven martial artists have been known to go about armored. In general only unarmed martial arts styles should be selected with this template. For styles that employ weapons the correct template is the Weapon Master.

All martial artists are trained by masters, usually in a school though that is not always the case. Schools teach loyalty to the master and camaraderie with fellow students. As an adventurer the character will be expected to return periodically to the school to receive instruction, to give gifts and to aid in time of need. Whether taught in a school or by a solitary master, he is expected to obey his master in all things.

The main template is for a character who is interested in martial arts in general even though he knows a specific style. One of the three attack skills (Grapple, Kick and Punch) will be a secondary skill while the others are primary skills. The choice of primary skills should match the style. For example, it would not be appropriate for an Aikido practitioner to select Grapple as his secondary attack skill. Similarly a taekwondo practitioner should select Grapple as a secondary skill.

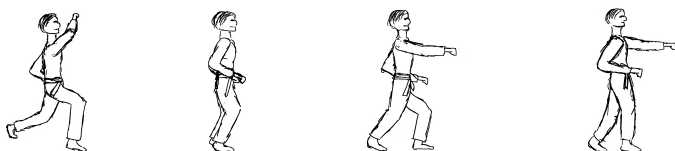
Specialized templates are provided for several styles. Check with the referee to see if he is providing other martial arts styles or templates tuned to specific styles not covered here.

Beginning Skills

The recommended skills are commonly used by or are useful to practitioners of the art even if they are not central to it.

Beginning Equipment

Any martial artist planning on punching opponents is well advised to acquire cestai to improve his damage and help prevent hurting himself.



Martial Artist Template Skills

Primary Skills (10 EP): Dodge, Grapple or Punch, Kick or Punch, Martial Arts [Style]

Secondary Skills (5 EP): Discipline, Grapple or Kick or Punch, Meditation, Tactics

Recommended Skills: Acrobatics, Climb, Jump, Run

Aikido Subtemplate Skills

Primary Skills (12 EP): Dodge, Grapple, Martial Arts Aikido, Meditation

Secondary Skills (6 EP): Discipline, Tactics

Recommended Skills: Gather, Kick, Punch

Judo Subtemplate Skills

Primary Skills (12 EP): Dodge, Grapple, Martial Arts Judo

Secondary Skills (6 EP): Discipline, Meditation, Punch, Tactics

Recommended Skills: Jump, Kick, Run

Kung-Fu Subtemplate Skills

Primary Skills (10 EP): Dodge, Kick, Martial Arts Kung-Fu, Punch

Secondary Skills (5 EP): Acrobatics, Discipline, Meditation, Tactics

Recommended Skills: Climb, Grapple, Jump, Run

Shaolin subtemplate Skills

Primary Skills (10 EP): Discipline, Dodge, Grapple, Martial Arts Shaolin, Punch

Secondary Skills (5 EP): Meditation, Tactics

Recommended Skills: Grapple, Jump, Run

Taekwondo Subtemplate Skills

Primary Skills (12 EP): Kick, Martial Arts Taekwondo, Punch

Secondary Skills (6 EP): Discipline, Dodge, Meditation, Tactics

Recommended Skills: Grapple, Jump, Run

Nomad

High Attributes: AGI, DEX, WIT

Nomads roam a savannah, tundra, or some other wide open expanse of land, following food herds through the seasons and across the land. For recreation they sing, dance, tell stories and raid other tribes.

This template is appropriate for a character who has just left the tribe to begin adventuring. It represents

Beginning Skills

The skills of a nomad all relate to survival on the plains while leading a nomadic existence. If he doesn't know how to butcher an animal for meat then he must be skilled in bringing in food either by hunting or through gathering. Similarly all nomads have at least some slight expertise with ranged weapons as nomadic warfare usually involves skirmishes with only brief contact.

And though survival on the plains is paramount it is common for nomads to barter amongst themselves or with more civilized groups for products not available to a nomad.

Beginning Equipment

As a special consideration a nomad always starts with a mount regardless of initial wealth. However, only goods appropriate to a nomad may be purchased with the starting wealth and any excess monies are simply lost. To avoid losing money or have the freedom to purchase arbitrary goods the player can decline the free mount—in such a case the character must pay for any mounts out of his initial wealth but has no special limitation on what goods he can start the game with.

Nomad Template Skills

Primary Skills (10 EP): Craft Butcher or Hunt or Survival Plains, Ride, Scan, Track

Secondary Skills (5 EP): Archery or Throw Spear, Knife (or any hand to hand combat skill), Hide or Sneak, Tactics

Recommended Skills: Bargain, Craft Skinner

Priest

High Attributes: TAL, WIT, END

These are people who have committed to the service of a religion. The service may be evangelical, military or otherwise and this template is often combined with another. The Lore [Religion] is for the selected religion and is of average difficulty. The literacy difficulty depends on the character's native tongue and the religion, but unless it is foreign to the character will most likely be of easy difficulty.

The player chooses one of Discipline, Meditation and Memory to be a primary skill, the other two are secondary skills. The choice between Orate and Target boils down to the difference between those militant priests who use rituals require mental targeting of assailants and all others.

Beginning Skills

First and foremost a priest knows the lore of his religion: its myths, beliefs and history. He is also versed in the style and manner of the ceremonies of his religion. A priest will also have a mental focus, such as on discipline, meditation or memorization.

Secondarily the priest is literate in the language used to write the holy works and rounds out his mental focus. A lecturing priest has experience with oratory while a militant priest will have experience directing the effect of certain combat rituals.

Most experienced priests are also capable debaters, are frequently literate in many languages and able to converse in them, and are scholars of some breadth and depth.

Beginning Religious Status

A beginning character is considered to be a layman of any religion in which he has Ceremony 1 or more. As a rule of thumb a character starts as an initiate if he has the relevant Ceremony skill at 8 or more, a priest at 14 or more and a high priest at 20 or more.

If a character is ranked in a religion then he starts the game knowing up to Ceremony skill level rituals of his choosing. He need not be qualified to perform them, though any selected rituals should be confirmed with the referee as appropriate for the campaign.

Priest Template Skills

Primary Skills (12 EP): Ceremony [Religion], Discipline or Meditation or Memory, Lore [Religion]

Secondary Skills (6 EP): Discipline or Meditation, Meditation or Memory, Literacy [Holy Language], Orate or Target

Recommended Skills: Debate, Literacy [Language], [Lore], Speak [Language]

Beginning Equipment

A priest should purchase an appropriate religious talisman with his initial wealth. Such a talisman can be used to facilitate a meditative focus. One or more holy books and other religious paraphernalia are usually appropriate as well.

Psychic

High Attributes: WIT, POW, END

These are people who have honed their mental power to a fine edge. Unless otherwise skilled, psychics are usually misfits lacking the skills necessary to lead a normal life. As presented they are so focused as to have no non-essential skills.

As such psychics lead extraordinary lives—perhaps locked away in a monastery where there are no distractions or as a specialist who working as a member of a group. Typical examples of working psychics include spies and interrogators who can read minds, scouts who can see remote locations and telepaths for clandestine communication.

Psychics are often feared and mistrusted. Non-psychics often have no appreciation for the differences between psychic disciplines and consider all of them to be mind readers and controllers. This perception is not helped by the excesses of some psychics who use their powers indiscreetly and indiscriminately for personal gain.

Beginning Skills

The control of a psychic discipline is of course of primary importance to a psychic. In addition, the ability to effectively channel her will and focus her mind are key.

Most successful psychics discipline their emotion as well as their powers, are experienced at gathering energy to restore themselves, and in targeting their will.

Beginning Disciplines

As an exception to how other templates work the two choices of [Psychic Discipline] can be used to have a single discipline with greater experience though it is recommended to keep them separate.

The referee may wish to restrict the character to only choosing disciplines of the same generate type or in some other fashion. It is a good idea to check with the referee to verify that the selected disciplines are in fact available in the campaign.

Note that “Shapeshift” represents numerous psychic disciplines: each shape to shift into is a separate discipline and thus a separate skill to learn.

Beginning Equipment

As a psychic uses solely the power of her mind there are no special needs for equipment.

Psychic Template Skills

Primary Skills (24 EP): [Psychic Discipline]

Secondary Skills (12 EP): Channel, Meditation, [Psychic Discipline]

Recommended Skills: Discipline, Gather, Target

Psychic Disciplines

The following list summarizes the standard disciplines available in Rune Master:

Astral Projection: moving out of body

Boost: amplifying another psychic's power

Clairaudience: hearing at a distance

Clairvoyance: seeing at a distance

Damper: reducing other's psychic powers

ESP: seeing without eyes

Heal: healing wounds and curing disease

Illusion: altering other's perception

Mind Blender: disrupting another's thoughts

Mind Control: bending another's will

Mind Reading: reading another's mind

Psychokinesis: remote manipulation

Psychometry: reading impressions of the past

Pyrokinesis: remote starting of fires

Second Sight: seeing invisible things

Shapeshift []: changing the psychic's shape*

Shield: protection from other psychics

Sleep: putting others to sleep

Sniffer: detecting psychic disciplines

Telecoercion: affecting another's mind

Telekinesis: remote force

Telepathy: mental communication

Teleportation: “blinking” to another place

Ranger

High Attributes: WIT, AGI, DEX

Rangers are knowledgeable woodsmen who may make a living from hunting or guiding others through unknown territory. They tend to be solitary, though often friendly enough with each other. Most prefer the company of plants and animals to humans.

Unless a paid guardian of a forest, as for a king's woods, making a living as a ranger often involves hunting for one's own food as not. Self sufficiency is the norm.

Beginning Skills

Knowledge of the various plants and animals is essential to being a ranger, as is knowing how to survive in the wilds. Effective and efficient movement—whether on foot or mounted—is also important as are basic perception skills.

Further, a ranger should know how to hunt and to hide. Skulking in the woods is at times necessary to avoid unwanted encounters. Most experienced rangers are also skilled in animal husbandry, combat, climbing and training a variety of animals ranging from dogs to horses to ferrets.

Beginning Equipment

A ranger should equip himself with a water skin and a pouch for carrying food rations in. A walking stick is a good traveling companion and less threatening than a conventional weapon. Many rangers are equipped with a bow for hunting and defense. Most are armored lightly, if at all, and in general travel light.

Ranger Template Skills

Primary Skills (9 EP): Lore [Animal or Plant], Survival [Environment], Ride or Run, Scan, Track

Secondary Skills (3 EP): Hunt, Listen, Lore [Plant or Animal], Camouflage or Hide, Sneak

Recommended Skills: Animal Husbandry, Archery, Climb, Dodge, First Aid, Staff, Tactics, Train [Animal]

Rogue

High Attributes: DEX, AGI, WIT

These are ruffians, thieves and burglars who make a living on the seamier side of life. Though they will fight if pressed their combat motto is “I never fought a fair fight” and a competent rogue will be on the lookout for an unfair advantage *before* the fight breaks out.

Of course, fighting is dangerous and should be avoided where possible. No self respecting rogue picks a fight, though blustering in such a fashion may get the aggrieved party to back down. Such blustering can backfire and a line of retreat should be designated beforehand.

Rogues rarely stay in one place too long. Between trouble with the law and their fellow rogues, life can get a little troublesome. They are often footloose and many live it up so as to get what good they can before they have to move on again.

Beginning Skills

A rogues work begins by finding a likely target using Find Mark, or casing a joint. He then brings his skills to bear for liberating goods from the previous owner—depending on the circumstances he may use Pick Pocket (usually with an accomplice) or Sneak into a treasure room. He may need to pick a lock, or dodge out of the way if discovered. Finally, he will need to use Streetwise to find a fence and Bargain to make the transaction without being taken advantage of. It is a rough and difficult life for a rogue.

Many accomplished rogues not only master the above, but use a facile wit to fast talk their way out of bad situations, have a knowledge of economics to better determine which goods are valuable, and a complete array of stealth and perception skills.

Beginning Equipment

A rogue who knows how to pick locks should use his initial wealth to buy the best set of lock picks that he can. A money belt or similar article of clothing is invaluable for concealing lifted articles. Also handy are wrist sheathes for knives to have them ready though not obvious. Aside from helping to conceal light weaponry, long sleeves are good for hiding small objects and a good location for a hidden pouch.

Rogue Template Skills

Primary Skills (9 EP): Bargain, Find Mark, Hide or Sneak, Listen or Search, Pick Lock or Pick Pocket

Secondary Skills (3 EP): Dodge, Knife, Notice, Streetwise, Tactics

Recommended Skills: Camouflage, Discipline, Fast Talk, Lore Economics

Appearances are perhaps more important for rogues than other characters. It is desirable to blend in which means at the least *not* looking like a streetwise vulture. This isn't a disguise as such, but it is best to look the part of an ordinary craftsman, farmer, or whatever happens to be the most common and least approached type of person where ever the rogue happens to be. This often requires dressing the part so the beginning rogue character should settle on a persona and equip himself appropriately.

Sailor

High Attributes: DEX, AGI, WIT

Sailors are the life blood of commerce. Caravans are slow and expensive. The risk of sea travel can be largely abetted by having a capable crew. But it is not an entirely pleasant life being bound to the sea. Sailors rarely live long between exposure to the elements and the hazards of the sea—consequently when in port they live hard.

This boisterous behavior gives them quite a reputation and, particularly on the night before sailing for another port, they are often particularly energetic. Consequently sailors are often looked at askance by reputable folk and preyed on by rogues. All in all, it is a life of adventure for a sailor.

Beginning Skills

The template is for sailing vessels and is so headed by Sail skill—this is useful for manning the rigging, but in general covers the everyday tasks that any crewman on board a ship would be expected to perform. Knowledge of the sea simply comes with the territory, alongside skill in handling an oared vessel (usually smaller, such as a ship's boat, but including galleys and the like).

All self respecting sailors know how to give in a brawl, whether it be the eye-gouging style of pure mayhem, the more reserved use of grappling techniques, or the desperate swing of a knife. Further, all sailors need to have some craft to assist with ship operations: typically sewing, carpentry or cooking.

Most experienced sailors have actual combat experience from the bad times and gambling from the good. The unfortunate or the crazy learn how to swim and those aspiring to higher position on the ship mastery navigation.

The marine subtemplate is intended to represent naval combat service. Marines are expected to help sail the ship—there is little room for dead weight on a naval vessel—though their knowledge of marine matters is often less than that of a regular sailor.

The archery skill may be replaced by Crossbow or another ranged attack if the referee approves. Marines are as likely to have experience in unarmed combat as a sailor, though experience with a regular melee weapon may be substituted.

Sailor Template Skills

Primary Skills (15 EP): Lore Sea, Sail

Secondary Skills (6 EP): Boat, Brawl or Grapple or Knife, Craft Sewing or Craft Carpenter or Craft Cook, Scan, Survival Coast

Recommended Skills: Axe (or any other melee weapon skill), Discipline, Gamble, Navigation, Swim, Tactics

Marine Subtemplate Skills

Primary Skills (15 EP): Archery, Sail

Secondary Skills (6 EP): Boat, Discipline, Brawl or Grapple or Knife, Scan, Tactics

Recommended Skills: Axe (or any other melee weapon skill), Gamble, Lore Sea, Swim

Beginning Equipment

Sailors will usually carry all of their possessions in a trunk or a sack which is secured as best as able. There are no other special considerations for equipment. Marines who have mustered out will likely have few possessions from their time in service though they may have a sum of money from being paid out.

Shaman

High Attributes: WIL, POW

These are rarely player characters as they are tied to a tribe or clan which makes adventuring not much of an option in most games. Any character can use this template, but it is up to the referee whether or not the character can begin the game as a shaman. Usually the character is just an apprentice and not a full-fledged shaman.

blah

Beginning Skills

Knowledge of spirits is essential to surviving as a shaman. The capabilities and habits of a spirit, if not known before hand, can be quite dangerous. Of course, skill in binding and controlling spirits (Shamanism) is central.

A shaman also must be able to perform divinations and gather to restore lost magical energy. A knowledge of herbs and meditation are also required. Most experienced shamans also have knowledge of animals as well as leadership experience.

Beginning Spirits

If the character is a full-fledged shaman then he will have a fetch and can have spirits bound to him. For the purposes of character generation the SPI of a bound spirit cannot exceed a limit set by the character's WIL, POW, Lore Spirit and Shamanism with the lowest score establishing the limit. The total SPI of all chosen spirits cannot exceed the character's Shamanism skill level.

For example, a shaman with WIL 12, POW 13, Lore Spirit 8 and Shamanism 14 cannot start the game with any bound spirit having more than SPI 3 and the total SPI of all spirits bound to him cannot exceed 4.

If the character is only an apprentice then he does not start the game with a fetch or any bound spirits.

Beginning Equipment

A shaman requires little in the way of special equipment. He may have some herbs to assist achieving a deep trance and various totems into which spirits have been bound (but only spirits such as were acquired above).

Shaman Template Skills

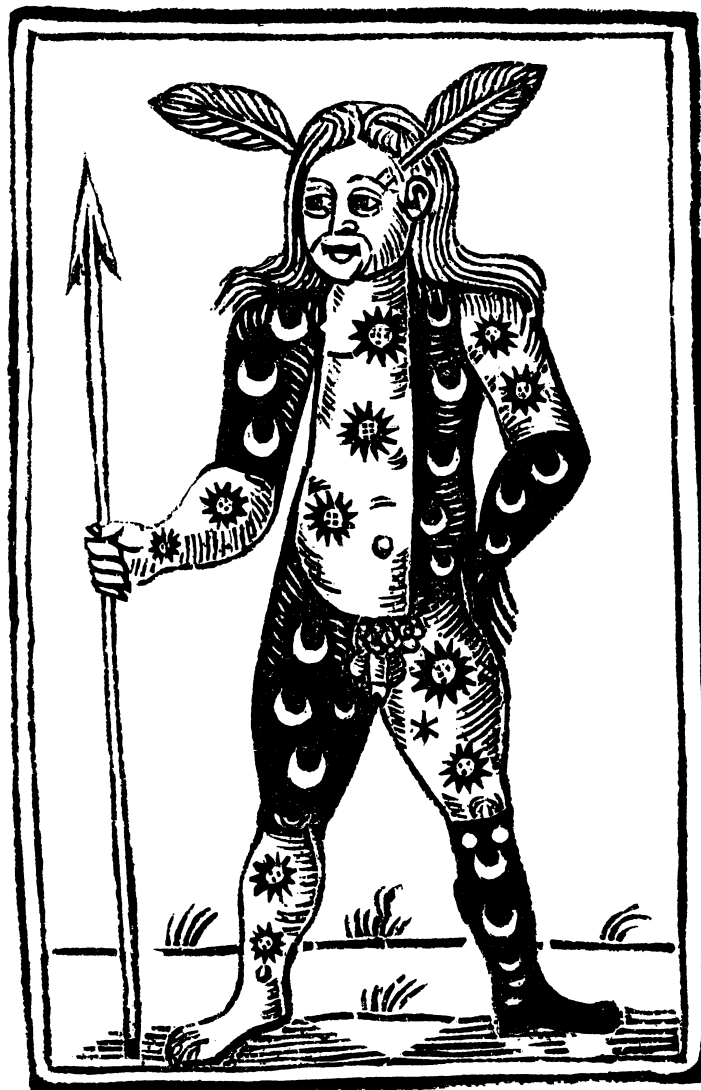
Primary Skills (16 EP): Lore Spirit, Shamanism

Secondary Skills (6 EP): Divination [Method], Gather, Herbalism, Meditation

Recommended Skills: Leadership, Lore Animal

SPI Limit

SPI	Score
1	1, 2
2	3-5
3	6-9
4	10-14
5	15-20
6	21-27
7	28+



Soldier

High Attributes: STR, DEX, WIT

A soldier is a lineman in a field of battle. There are, broadly speaking, two roles a soldier may have. The first is shieldman. This is most often relegated to new recruits as it requires the least skill, but it is nevertheless an essential role. A shieldman may attack, but his job is to not get killed. The second role, that of the second rank, is offensive. These use spears, polearms or pikes—any weapon that can be used from a second or higher rank.

The cavalry is better paid and sometimes reserved for the higher social classes.

Beginning Skills

This template is for a shieldman who is in the forefront of the battle array. Tactically, his job is to protect those behind him. As such he primarily wields a shield, which is reflected in its use being a primary skill with weapon skills being secondary. The discipline required to stand ground in the face of destruction is why that skill is also a primary skill.

Inevitably soldiers find themselves fighting unarmed whether due to desperate circumstances in a battle or the general unavailability of weapons in a mess hall altercation. Sentry duty hones the listening and spotting skills. Tending wounds is a basic skill drilled into all soldiers. Many soldiers also often find themselves using knives off the battlefield, leadership on the battlefield and to advance in rank, and knowing how to ride a horse is one way into the better paid cavalry. Soldiers turn to gambling and various games to pass the time between engagements and to relieve the tension before an expected battle.

Second ranks soldiers should use the appropriate subtemplate. Fighting from the second rank requires greater tactical initiative but is otherwise very similar to the front line soldier. The backup weapon is very important in the event that the line falters and the primary weapon has been lost.

Cavalry represent a very different combat role. Unlike the knight with the lance charge a cavalryman fights from his stirrups with a melee weapon. He is expected to use his superior mobility to tactical advantage.

Soldier Template Skills

Primary Skills (12 EP): Discipline, Shield

Secondary Skills (6 EP): Brawl or Grapple, First Aid, Listen, Scan, Sword 1-H (or any other one handed melee weapon), Tactics

Recommended Skills: Gamble, [Game], Knife, Leadership, Ride Horse

Second Rank Subtemplate Skills

Primary Skills (12 EP): Polearm or Spear 2-H, Tactics

Secondary Skills (6 EP): Brawl or Grapple, Discipline, First Aid, Listen, Scan, Sword 1-H (or any other one handed melee weapon)

Recommended Skills: Gamble, [Game], Knife, Leadership, Ride Horse

Cavalry Subtemplate Skills

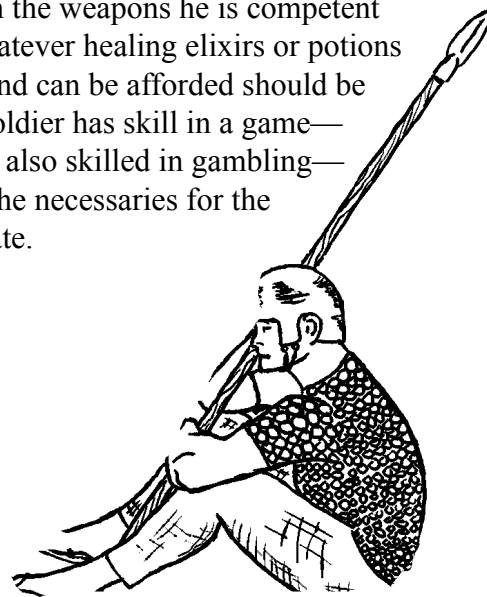
Primary Skills (10 EP): [melee weapon] 2-H or [melee weapon] 1-H, Ride Horse, Tactics

Secondary Skills (5 EP): Brawl or Grapple, Discipline, First Aid, Lance or Shield, Listen, Scan

Recommended Skills: Gamble, [Game], Knife, Leadership

Beginning Equipment

A soldier should purchase the best armor he can after outfitting with the weapons he is competent with. After that whatever healing elixirs or potions that are available and can be afforded should be purchased. If the soldier has skill in a game—particularly if he is also skilled in gambling—then starting with the necessities for the game are appropriate.



Sorcerer

High Attributes: TAL, WIL, POW

There are four main categories of sorcerers: those that are lily white, those that dabble, necromancers and summoners. A lily white sorcerer will not learn any black magic and considers grey magic to be a bit dubious. The majority of sorcerers are dabblers in that they are not above knowing, and in some circumstances using, black magic. The third category live and breathe the black arts and don't bother with learning white magic as they will never be able to cast it anyway.

A sorcerer is often a person apart in a community. Even white sorcerers may not always be trusted to not use their arts for ill. But there are always those who will seek their service, whether to heal an injury, exorcise a spirit or remove a curse. And those who wish harm to befall another, and these pay best of all.

Beginning Skills

The choice of using Channel or Sacrifice is largely one of white versus black: only an evil sorcerer would use blood sacrifice to power his charms—and an evil sorcerer is likely to as it is easier and more efficient than channeling.

Although literacy is not strictly required for a sorcerer it is common for experienced sorcerers to be literate in multiple languages.

Beginning Spells

A sorcerer starts the game knowing charms chosen, within limits, by the player. He can select up to Sorcery skill level spells whether they are white, grey or black magic. However, it is not likely for a good character to know any black magic, much less use it.

For recommendations on the charms to select see the side bar Suggested Charms. They are listed in the order of recommendation but only individual judgement can determine which ones are appropriate for a given character.

Beginning Equipment

A sorcerer who knows the charm Enchant Wand can start the game with a wand if he so chooses having a spell level no greater than the lesser of his TAL and POW. If he has sufficient literacy and acquires a blank book as part of his initial equipment he can be

Sorcerer Template Skills

Primary Skills (18 EP): Gather, Sorcery

Secondary Skills (8 EP): Channel or Sacrifice, Meditation, Memory

Recommended Skills: Literacy [Language]

presumed to have written out spells known to him as desired to the capacity of the book. While a spell can be memorized, if it is not in “active memory” using aids such as written records can assist with making it active and so usable by the sorcerer. Each spell takes one page to record.

Suggested Charms

White Sorcerer: Heal, Lay to Rest, Lift Black Magic, Lift [Charm], Protection from Black Magic, Banish, Cleanse Injury, Disarm, Draw Protective Circle, Banish, Cleanse Injury, Exorcise, Remove Taint, Show Alignment, Speak with Animal, Ward

Dabbler: Heal, Sleep, Scry, Enchant Wand, Disarm, Ward, Doom, Geas, Blast, Conceal Presence, Curse, Energize, Block

Black Sorcerer: Evil Eye, Strike with Palsy, Strike Dumb, Strike with Fear, Enchant Wand, Drain, Doom, Geas, Block

Necromancer: Warlock's Mark, Bale Fist, Blighted Edge, Command Undead, Conceal Black Magic, Conceal Presence, Contain Taint, Create Draugr, Create Flying Skull, Create Jack-o-Crow, Create Lich, Create Skeleton, Create Vampire, Create Wraith, Create Zombie, Curse, Death Curse, Enchant Wand, Energize, Evil Eye, Fester Wound, Raise Dead, Raise Undead Warrior, Speak with Dead, Block

Summoner: Banish [Spirit Being], Bind [Spirit Being], Command [Spirit Being], Conceal Black Magic, Create Khatin, Draw Pentagram, Enchant Ceremonial Implement, Enchant Wand, Summon [Spirit Being], Ward

Spy

High Attributes: CHA, WIT, AGI

These are sly types who double deal for a living. Perhaps because of the dishonesty inherent in what they do many actually have a strict code of personal ethics. A spy might be a foreign diplomat intent on espionage, a devious courtier, a military man with special skills or a member of the underworld. A successful spy is friends with everyone and may seem shallow.

Although it may be tempting to conceal ones profession from other player characters it is difficult unless actual skill in some profession is had. Rather than trying to deceive them it is usually better to allow them to assist in any cover, for example posing as an apprentice or assistant. In many cases those of perceived lower rank or stature are inspected less being beneath the notice of their betters.

The basic thrust of this profession is the collection of information, often surreptitiously. In most sword and sorcery fantasy games this is of limited use, but for more refined games it is useful or even critical. But unless the campaign is “fight first and last” there is some use for information gathering and this may serve as a second template. Many players will enjoy the game better if they can participate actively in combat so when taking this as the sole template it is advisable to spend free experience points on some combat skills. Dodge and grapple make a good defensive combination with some offensive capability.

Beginning Skills

A spy needs to be able to get answers to questions, whether through eliciting them surreptitiously or overt questioning while keeping track of what is said when to read between the lines and discern truth from falsehood. He needs a good memory as most often he will not be able to take notes while actively collecting information.

Ability to follow others without being seen and moving quietly are also essential skills. He needs to be able to hide before being found, or rely on a silver tongue and a web of deceit to divert suspicion. Eaves dropping is commonly practiced. Being able to spot someone at a distance or find an object concealed in a room or one a person are also useful. Finally a basic survival skill for a spy is to notice if

Spy Template Skills

Primary Skills (10 EP): Elicit or Question, Memory, Shadow, Sneak

Secondary Skills (5 EP): Deceit or Hide, Listen, Notice, Scan or Search

Recommended Skills: Discipline, Etiquette, Fast Talk, Fencing, Literacy [Language], Make Friend, Pick Lock, Pick Pocket, Speak [Language]

something is out of place—early warning allows evacuation before apprehension.

Experienced spies exhibit a degree of discipline under stress, a glib tongue, are quick at making friends and know several languages. Those who mix court often become able fencers out of necessity. The ability to gain entry to a room is also useful as is skill in planting incriminating evidence.

Beginning Equipment

A spy will likely want to have parchment for writing on, quills and ink for writing with and small message tubes for the concealment of secret missives.

Summoner

High Attributes: TAL, WIT

These name, summon, command and dismiss spirits of chaos directly from the plane of Chaos itself. Although they have no other magical ability of their own they can achieve much through the labor of the chaos spirits. As being a summoner is risky business they are not well considered by most people and considered little better than practitioners of black magic.

Due to the difficulty in naming new spirits most summoners rely extensively on the efforts of their predecessors which has the side effect of collecting summoners into centers of learning, usually those with a long history or at least superlative libraries.

Beginning Skills

A summoner must know both the names, habits and powers of spirits he might summon, and also how to perform the rituals to summon and command them. As much of the knowledge is recorded in writing a summoner must be literate as well.

Further, he must be able to gather back spent magical energy, be able to meditated and have skill in effectively researching—as in a library—to find the information he needs. Most experienced summoners also are adept at channeling magical energy to get the most of it and are broadly literate with an expansive memory to readily recollect all chaos spirits known to them. All summoners with experience in summoning powerful spirits possess considerable discipline to avoid being provoked by a spirit into a fatal error.

Beginning Spirits

A beginning summoner knows the names of up to Lore Summoner skill score chaos spirits. The rank of a known chaos spirit cannot exceed the character's Lore Summoner skill rank and it is ill-advised for a beginning character to attempt to summon a varius, much less a dux.

When selecting the chaos spirits the player should feel free to name them as he likes, but the powers are up to the referee and most likely generated randomly.

Beginning Equipment

Most practicing summoners do so from a single location which will have a permanently inscribed

Summoner Template Skills

Primary Skills (14 EP): Literacy [Language], Lore Summoner, Summoner

Secondary Skills (6 EP): Gather, Meditation, Research

Recommended Skills: Channel, Discipline, Literacy [Language], Memory

and triple-checked protection circle. Travelling summoners make do with chalk—sticks of it for conveniently drawing up circles on wood or stone flooring and powdered chalk to dispense in an outdoor setting.

Spirit Limit

Rank	Chaos Spirit
0	Fōrma
1	Servus
2	Varius
3	Dux
4	Potens
5	Superbia

Thaumaturge

High Attributes: TAL, WIT, POW

These are magical specialists who make a living through their arts. Like other practitioners of high magic their power potential is considerable, but the path is slow and difficult. A thaumaturge studies a branch of magic and chases down all the variations to their logical conclusions. It is as nearly an engineering art as a magical practice can be.

Relative to other high magicians thaumaturges are more narrowly focused, but are generally more powerful within their sphere of interest. One significant advantage a thaumaturge possesses is that if he casts a spell it always works—the casting process is more of a release of predetermined events than an active forging of magical forces.

Beginning Skills

A thaumaturge can pursue a single family of thaumaturgic lists by combining the experience points from the primary and secondary [Thaumaturgy] Lists skill slots, or diversify by keeping them separate.

Each family of lists is comprised of multiple skills, usually three, with one skill being the basic skill required by others at certain minimum scores before proceeding to further groups of lists. If the player so chooses he can put only as many experience points as necessary into a skill to meet the minimum requirements for a more advanced skill and spend the remaining experience points on them.

For example, a character with TAL 25 who chose the Basic Fire Lists as his primary thaumaturgic list would reach a skill score of 12, the minimum required to learn the Control Fire Lists, by spending 10 EP. He could then put his remaining 5 EP into the Control Fire Lists, getting a skill score of 8.

As thaumaturgic books and grimoires are written in a variety of languages an experienced thaumaturge is usually literate in a number of languages. The Research skill is useful for conducting original research, or perusing a library for specific information. The Target skill is used to direct some spell effects to their targets.

Thaumaturge Template Skills

Primary Skills (15 EP): Gather, [Thaumaturgy] Lists

Secondary Skills (6 EP): Channel, Literacy [Language], Meditation, Memory, [Thaumaturgy] Lists

Recommended Skills: Research, Target

Beginning Spells

A thaumaturge must have access to a spell list, usually via a grimoire, to learn spells. A beginning thaumaturge is assumed to have been exposed to spell lists during training and will know every spell available to him.

Beginning Equipment

A thaumaturge must have an appropriate book available for study in order to be able to spend experience points on this thaumaturgic skills. A character starts with books for the appropriate level of expertise in the thaumaturgic lists known to him.

If the thaumaturge has sufficient literacy and acquires a blank book as part of his initial equipment he can be presumed to have written out spells known to him as desired to the capacity of the book. While a spell can be memorized, if it is not in “active memory”—a requirement for using the spell—using such aids can assist with making the spell “active in memory.” To record a spell takes a number of pages equal to its rank.

Warrior

High Attributes: STR, CON, DEX

These are mercenaries, brigands and duelists who make a living through fighting. Unlike soldiers they do not often fight in restrictive formations and are accustomed to one-on-one fighting. Depending on the warrior's behavior and the culture he may be respected as a defender of the weak, tolerated as a member of society, disliked for preying on merchants or feared for unpredictable violent behavior.

Beginning Skills

Although a two-handed spear is the most frequent armament the player can substitute any melee weapon skill in its place. Similarly any ranged weapon skill can be substituted for Throw Spear. The choice of Dodge or Shield is frequently based on whether or not the chosen melee weapon skill is one or two handed. Unarmed skirmishing is expected of warriors who can choose to focus on wrestling or the raw attempt to cause injury.

All warriors need discipline to stand firm in melee, skill in treating wounds, an understanding of tactics and the perception skills for standing sentry. In addition most experienced warriors have found occasion to become experienced in using a knife as well as riding a horse. Search is useful for looting bodies and leadership becomes pertinent as rank and prestige increase.

Beginning Equipment

There are no special considerations for a warrior's beginning equipment. He will of course want to start with weapons with which he is proficient and armor suited to his carrying capacity and standing. Even if he is expecting to rely on magical healing it is usually a good idea to stock up on healing potions or elixirs.

Warrior Template Skills

Primary Skills (10 EP): Brawl or Grapple, Dodge or Shield, Spear 2-H, Throw Spear

Secondary Skills (4 EP): Discipline, First Aid, Listen, Scan, Tactics

Recommended Skills: Knife, Leadership, Ride Horse, Search

Weapon Master

High Attributes: DEX, WIT, STR

A weapon master is a specialist knowing a single weapon and knowing it very well having dedicated his life to its mastery. A weapon master usually receives instruction from a single master, though in some case—such as learning kenjutsu from tengu—instruction may be from several masters. In such cases loyalty is expected by everyone in the group that is instructing the character.

Often loners living in remote places or wanderers without apparent purpose weapon masters seek to improve their skill either through introspection and meditation or by testing it constantly. Duels are frequent.

Beginning Skills

A weapon master selects a style and an appropriate weapon skill for use with it. This also dictates the craft skill to be learned. The dedication of a weapon master requires discipline and meditation and the practice of the mastery requires tactical skill.

A practitioner of kyūjutsu is primarily concerned with arrow making as arrows have a greater impact on the art than the bow. The player chooses how to divide the experience points between the two crafts.

Practitioners of kenjutsu and scuola magistrale desire to master swordsmithing and if they have sufficient experience points to meet the prerequisites they can, at they player's option, put remaining craft EP into Craft Swordsmith.

Beginning Equipment

As a special consideration a weapon master is always assumed to start with the weapon of his style and at least basic craft equipment though he must use what initial wealth he has to pay for them with any excess wealth to be spent as the player

Weapon Master Template Skills

Primary Skills (15 EP): [Weapon Skill], Martial Arts [Style]

Secondary Skills (6 EP): Craft [varies], Craft Weaponsmith, Discipline, Meditation, Tactics

Recommended Skills: Dodge, Run

Shinobi Subtemplate Skills

Primary Skills (10 EP): Dodge, Martial Arts Shinobi, Sword 1-H

Secondary Skills (6 EP): Discipline, Hide, Meditation, Sneak, Throw Knife

Recommended Skills: Climb, Craft Blacksmith, Craft Weaponsmith, Craft Swordsmith, Jump, Lore Poison, Pick Lock, Run

desires.

Shinoboi

The shinobi style is a special case of weapon mastery. While the practitioner is a martial artist using a weapon he is not focused on the weapon to the same extent as a true weapon master and should use the shinobi subtemplate skills instead. Shinobi characters have no special considerations for beginning equipment.

A practitioner of shinobi is focused on stealth and evasion as much as hitting with a sword and his skills reflect that. Although not a strict requirement many experienced practitioners also have skill in movement skills like Climb, Jump and Run as well as mastering lock picking and the skills needed to craft his own weapons.

Weapon Master Skills by Style

<i>Style</i>	<i>Weapon</i>	<i>Weapon Skill</i>	<i>Craft Skill</i>
Jojutsu	Baton	Club 1-H	Woodcarver
Kali	any whip	Whip	Leatherer
Kenjutsu	Katana	Sword 1-H or Sword 2-H	Blacksmith → Swordsmith
Kyūjutsu	any bow	Archery	Bowyer and Fletcher
Masaki Ryu	Manriki-Gusari	Chain	Blacksmith
Scuola Magistrale	Rapier	Fencing 1-H	Blacksmith → Swordsmith

Witch

High Attributes: TAL

Witches can be good or evil, the defining characteristic is a special understanding of nature which is used to cause magical effects ranging from concocting potions to scrying distant things to weaving spells. This understanding is usually conveyed to junior witches through the instruction of a coven. Although witchcraft is primarily a female domain it is not entirely so and male witches exist.

Just as witches can be good or evil so can the magics be white or black. Although all witches know all witchcraft spells the good witches refrain from performing black magic and the evil witches are constitutionally unable to perform white magic no matter how much they might want to.

Beginning Skills

The skills needed by a witch are few. Primarily she needs to be able to gather magical energy that has been expended in casting spells and of course an understanding of how to scry, brew potions and weave spells. Secondly knowledge of herbs is useful in enhancing potions and increasing memory capacity is useful to have more spells ready for use at a time.

Channel for reducing the magical energy expenditure of the witch is helpful and many experienced witches know a fair amount about horticulture and surviving in the natural environment.

Beginning Spells

All witches know all witchcraft spells and formulas.

Beginning Equipment

There are no special considerations for the beginning equipment of a witch.

Witch Template Skills

Primary Skills (20 EP): Gather, Witchcraft

Secondary Skills (10 EP): Herbalism, Memory

Recommended Skills: Channel, Horticulture, Survival [Environment]

Wizard

High Attributes: TAL, WIT, POW

These are magical specialists who make a living through their arts. The use of power words is not a matter for the untalented, however, and only those with promise are likely to succeed in mastering wizardry.

A wizard who learned his art in a city was most likely instructed in a school while rural wizards usually have but a single master. In either case the training is daunting and takes time for any progress to be visible—the pursuit of wizardry will engage the character for some time to come as there is much to master.

In addition to pronouncing power words a wizard knows how to engrave the spell's true name for magical effect. Such creations are known as sigils and form an important part of the art both for adventurers and those selling magical wares.

Beginning Skills

The primary skill of wizardry is, unsurprisingly, Wizardry, but it is not the only required skill. To improve in Wizardry requires original research or reading instructional material so virtually all wizards are literate in at least one language. The skills Area, Duration, Power and Range are necessary to give spells those properties.

Gather and Meditation are required to recuperate magical energy and Channel is useful in reducing the drain on the wizard's personal magical energy. The Target skill is necessary in directing the magical effect of some spells so its utility depends on the spells used by the wizard.

Beginning Spells

A wizard gets a number of “points” equal to his skill score to “buy” spells with. The cost of a spell is determined by its complexity as found on the *Beginning Spells* table. For example, a beginning wizard with Wizardry 8 might select one hard and two average spells to start the game with.

Beginning Spells	
<i>Complexity</i>	<i>Memory</i>
Simple	1
Average	2
Hard	4
Complex	8
Multiplex	16
Omniplex	32
Transcendent	64

Wizard Template Skills

Primary Skills (10 EP): Magery, Literacy [Language]

Secondary Skills (5 EP): Area, Channel, Duration, Gather, Meditation, Memory, Power, Range

Recommended Skills: Literacy [Language], Research, Target

Beginning Equipment

A wizard must have an appropriate book available for study in order to be able to spend experience points on Wizardry. A character starts with a book for the appropriate level of expertise. So a character with Wizardry 8 would have a primer while a character with Wizardry 12 would have a reader. This book is “free” in that it does not count against the character's initial wealth.

If the wizard has sufficient literacy and acquires a blank book as part of his initial equipment he can be presumed to have written out spells known to him as desired to the capacity of the book. While a spell can be memorized, if it is not in “active memory” using aids such as written records can assist with making it active and so usable by the wizard. To record a spell takes a number of pages equal to its “memory size” as determined by its complexity.

Magical Energy Source

All characters, whether or not they use magic, have a magical energy source. This determines how they replenish their magical energy—which can also be used to restore physical energy. There are many types of magical energy sources, but a character only has one and the choice of source is limited by race as indicated on the table. This must be determined when the character is created though in many cases the selection may be limited. For allowed gather sources see the *Gather Source by Race* side bar.

Cemetary source allows the character to draw energy from grave sites. The older and more numerous the graves in the site the better. While it is possible to draw this energy during the day it flows more readily at night. This is a negatively aspected energy source.

Earth source allows the character to draw energy from fertile land and tilled fields with crops growing. This is closely connected with life and is a positive source of energy.

Fire source allows the character to draw energy from any natural fire source whether it be a torch or a forest fire. This is a chaotic source of energy not easily tamed.

Hanging & Oaks source allows the character to draw energy from those executed by hanging, crucifixion or oak trees. If a corpse is moved then it no longer serves as a conduit of energy between the mortal realm and the spirit world. Oak trees are similarly conduits, the older the better. This is negatively aspected, but it is not an evil energy source.

Kundalini source allows the character to draw energy from sex. It requires a partner who is skilled in Bed. This is a positively aspected energy source.

Lunar source allows the character to draw energy

Example Gather

Being a halfling, Luven can choose his gather source as being Cemetary, Earth, Hanging & Oaks, Kundalini. Not wanting a necromancer or to be tied to sex, Luven's player chooses Earth.

Gather Source by Race

Note that all races can make use of Cemetary, Hanging & Oaks and Kundalini.

Centaur: Earth, Nature, Song & Dance or Wind

Dólgfin: Tree

Drakkonian: Fire or Solar

Dwarf: Rock or Shadow

Elf: wood elves use Nature, Solar or Tree; sea elves use Nature, Lunar or Water

Gnoll: *any*

Gnome: forest gnomes use Nature or Tree; dark gnomes use Nature or Shadow

Goblin: Rock or Shadow

Halfling: Earth

Hobgoblin: Shadow

Human: *any*

Kobold: Shadow

Lizardman: Lunar or Water

Orc: Fire or Wind

Pixie: Ilkthior use Nature or Wind; Parway use Lunar or Nature

Reptileman: Fire or Wind

Sidhe: Lunar or Nature

from the moon, though only at night and the energy flows more freely the fuller the moon's phase. This is a negatively aspected nature aligned energy source.

Nature source allows the character to draw energy from pristine locations untouched and unsoiled by tools and their makers. This energy is most abundant in places that have only ever been seen by those of elven blood (centaur, elf, færie, gnome and sidhe) or natural animals and the like. Even if the place is no longer virgin it can still serve as a source of energy if it has not been defiled by tools or habitation. This is a natural aligned energy source.

Rock source allows the character to draw energy from rocky formations or caves, the larger and deeper the better. This is a neutrally aspected

and aligned energy source.

Shadow source allows the character to draw energy from darkness, the deeper and more pervasive the better. Although a negatively aspected energy source it is not evil.

Solar source allows the character to draw energy from the sun. The best time is dawn and barring that the less cloud cover the better. This energy source is only available outside and during the day. It is positively aspected and creative aligned.

Song & Dance source allows the character to draw energy from singing and dancing. This works best as a group effort. This is a positively aspected creative aligned energy source.

Tree source allows the character to draw energy from trees. The older the better and yew and oaks are the best. This is a positively aspected and natural aligned energy source.

Water source allows the character to draw energy from bodies of water. Larger bodies and flowing water are best, as are naturally formed bodies of water. This is a negatively aspected and nature aligned energy source.

Wind source allows the character to draw energy from the wind. The stronger and more violent the wind the better and this energy source is only available outside. It is a chaotic energy source.

Alignment

All characters, monsters, spirits and spells have an alignment that represents broad generalities about personality, morality and mystical attributes. Although the player determines a character's

Alignment Score

Score Description

- | | |
|---|---|
| 0 | None: the character does not possess this alignment trait |
| 1 | Slight: the character has slight tendencies toward this alignment trait—it applies either about 10% of the time or $\frac{1}{10}$ as much |
| 3 | Partial: the character partially possesses the alignment trait—it applies either about $\frac{1}{3}$ of the time or $\frac{1}{3}$ as much |
| 5 | Full: the character fully possesses the alignment trait |

actions those actions should be consistent with the basic character conception (which may evolve during play). Alignment is a way of placing all the complexity of an actual personality into a ballpark approximation.

The purpose of alignment is two-fold. First, it helps give a basic idea as to a character's nature. Second, it determines how some things interact with a character. For example, if a character is "good" you already know he's not likely to be a serial killer, while an "evil" spirit will have reduced effectiveness against someone protected by magic from "evil." And a "creative" aligned character will not be able to use the Nature magical energy source.

There are three axes of alignment: good-evil, law-chaos, and nature-create. Each axis is comprised of seven alignment trait pairs, each of which describes some aspect of an alignment. A character may possess any alignment trait pair and in such case has a rating determining how strong the trait is for one of the alignments whose axis it belongs to. There are four possibilities in all: none, slight,

<i>Good</i>	<i>Evil</i>
Caring	Apathetic
Charitable	Greedy
Content	Envious
Forthright	Cunning
Humble	Arrogant
Martyr	Sadistic
Pacific	Wrathful
Trusting	Suspicious

<i>Lawful</i>	<i>Chaotic</i>
Conservative	Liberal
Indecisive	Self Reliant
Forgiving	Vengeful
Moderate	Gluttonous
Obedient	Disobedient
Order	Disorder
Patient	Impatient
Selfless	Selfish

<i>Natural</i>	<i>Creative</i>
Concrete	Abstract
Fatalist	Free Will
Indolent	Energetic
Practical	Creative
Pristine	Craft
Shy	Uninhibited
Rough	Sophisticated
Spartan	Hedonistic

partial and full. Each has an associated numeric score that is found on the *Alignment Trait Strength* table.

By totalling the scores for each alignment trait in an alignment the alignment score is found. If an alignment score is eight or more points higher than its opposite the character is considered to possess that alignment. Thus a character might be good-lawful-natural or evil-lawful-creative. If an alignment score is three to seven points higher than its opposite the character is considered to have tendency toward that alignment. A character possessing an alignment tendency can feel a connection with an aligned magic item, but he cannot use it. Similarly, a character who does not fully possess an alignment trait can feel a connection but not use magic items aligned with that trait.

For example a character with partial humility, partial kindness, partial charity, partial caring and full wrath has a total of 12 points on the good axis and 5 points on the evil axis. This gives the character an overall alignment of Good with an alignment score of 7. Being of Good alignment the character is unable to use a magic item having the Wrath alignment trait because the base alignment for the item will be Evil which the character is not.

There is an important distinction between a character who lacks alignment and one who is neutral. True neutrality is its own alignment and represents an equal balance of the possible alignments. While an unaligned character is not excessively arrogant nor truly humble neither does he present a true balance between those two tendencies. A true neutral character lacks all alignment traits while an unaligned character merely possesses them in varying quantities. To be considered neutral the character must have all seven trait pairs of that axis at score zero, otherwise the character is considered to be unaligned. This gives an alignment score of 40 for neutral. A completely neutral alignment is neutral on each axis with a resulting alignment score of 120.

If an action is contrary to a character's alignment the referee may require a roll on the resolution table for the character to overcome his innate resistance to the very idea. The character's score on the resolution table is 1 if the action is very much

Example Alignment

Luven's player wants to portray him as a rascal more than a villain. Despite a blustery front, Luven is caring (partial) and even pacific (slight) with no evil traits. This gives a combined Good score of 4, enough to be "slightly good" though without complete alignment. On the other hand although Luven does appreciate a certain amount of order, he is disorder (partial), selfish (slight) and cunning (partial) which, despite being moderate (full), gives him a combined Chaotic score of 2—enough to give him chaotic tendencies. Finally, Luven values craft (full), believes each person makes their own destiny (partial), likes living large (partial) and appreciates the finer things in life (partial) with no natural traits to offset this giving him a combined Creative score of 14. So Luven is Creative with Chaotic Good tendencies. If Luven were to find a Chaotic Good aligned magic item he would feel an affinity, but be unable to make use it.

against the alignment, 3 if it is against the alignment and 10 if it is only somewhat contrary to the alignment. In all cases the resisting score is the character's alignment. Thus a fanatic with an alignment score of 30 desiring to do something that is mildly contrary to the alignment would have to roll 5% and would be entirely unable to do something in complete contradiction of the alignment.

If an alignment trait agrees with the purpose or command of a resisted spell then the trait's score is added to the difficulty of any resistance roll to oppose the spell. If, on the other hand, the trait is in opposition to the spell then the character receives the trait score as a bonus to any resistance roll.

Good

These traits are characteristic of people commonly thought of as good. Although this includes the goody-two-shoes it also describes a holy paladin. So you thought being a goody-two-shoes was all of that and a side of fries? Think again, or even better learn from the example of Saint Dunderhead. Not that there's anything wrong with being good, nosiree, but it can be, you know, just a little bit of a pain sometimes.

Caring

A caring character has beliefs, opinions and concerns. He cannot let the world go by—he must do something. Such a person is an activist and a meddler. This is the opposite of Apathetic. *Upon learning of the slave market Saint Dunderhead would not rest until he had freed the merchandise, ignoring the inevitable wrath of the rich slave merchant, Tencher.*

Charitable

A charitable character is generous—to a fault. He will keep no more than 10% of his income from whatever source giving the majority of his earnings to whatever church or charity seems most closely aligned. If there are none he will establish one of his own. This is the opposite of Greedy. *The rest of the party grumbles while Saint Dunderhead insists on obtaining his share of the treasure, only to hand it out to orphans.*

Content

Someone possessing this trait is satisfied with their place and position in life. Because of his contentment he lacks ambition. This is the opposite of Envious. *Although always hungry from self-induced poverty Saint Dunderhead never grumbled.*

Forthright

Someone possessing this trait is open about his intentions, beliefs and opinions. There is no guessing where he stands or how he feels. This is the opposite of Cunning. *“Just so you know,” said Saint Dunderhead to the visiting diplomat, “I know your word is worthless and we will invade no matter what you say or do.”*

Humble

Someone possessing this trait does not think of himself as being better than anyone or anything else—he knows that everything has its place and purpose. Because of his humility he will not scorn or look down on others; he will have an open ear to what others have to say. He will also not only fail to take credit for his own actions, but deny them. This is the opposite of Arrogant. *“Oh no, really, that is too much, it was only a little thing” said Saint Dunderhead on being rewarded for saving the world.*

Martyr

Someone possessing this trait lacks a sense of self preservation and is not only capable but willing to sacrifice himself. The end result is the character will allow himself to be in situations involving personal pain and degradation. This is the opposite of Sadistic. *Saint Dunderhead allowed some misguided peasants to beat the snot out of him without lifting a hand against them.*

Pacific

Someone possessing this trait believes that violence solves nothing and will attempt to find alternative solutions. Because of his reluctance to commit violence he suffers a penalty of 6 to all violent actions if he can be pressured into committing them at all. An extreme pacifist will not only refuse to perform violent actions himself but will attempt to convince, coerce or otherwise prevent others from doing them either. This is the opposite of Wrathful. *Saint Dunderhead is unable to convince the party to drop their plans to ambush some marauding orcs—so he resorts to slipping out of camp to go warn the orcs of the ambush.*

Trusting

Someone possessing this trait always takes things at face value and takes others at their word. In a word, naïve. This is the opposite of Suspicious. *“When Lakon the Liar says he won’t do it we have to believe him,” said Saint Dunderhead.*

Evil

These traits are characteristic of people commonly thought of as bad. It is not limited to devils and demons, but includes generally those who harm others. After seeing how much the good characters allow themselves to be dragged through the mud you might be looking forward to playing an evil character instead. Before going down that road read through the miseries of Drakkon.

Apathetic

Someone possessing this trait does not care about much of anything, lacks opinions and generally fails to express or act on his beliefs. This is the opposite of Caring. *When they came for the perverts Drakkon did nothing because he was not a pervert. When they came for the invalids Drakkon did*

nothing because he was not an invalid. When they came for the protesters Drakkon did nothing because he was not protesting. When they came for the citizens in the dark of the night Drakkon did nothing because he was not targeted. And at last, when they came for Drakkon, he was alone.

Arrogant

Someone possessing this trait believes that he is better than everyone else and will not tolerate suggestions to the contrary. Because of his need to feel superior he will belittle everyone around him, regardless of how many enemies he makes. He will take credit for others actions and not see anything wrong with it. He is also prone to misjudging his actual abilities for those he imagines he has. This is the opposite of Humble. *Drakkon, having seen a sword once, figures that he can use it. "How hard can it be," he thinks and allows himself to be talked into a duel.*

Cunning

Someone possessing this trait is always deceitful and scheming. If it isn't one cunning plan it is another deceitful one. Half truths and untruths are the order of the day. This is the opposite of Forthright. *Drakkon could never bring himself to tell his full plans even to his most trusted lieutenants.*

Envious

Someone possessing this trait is unhappy with his lot and figures everyone else has it better than he does. Consequently it is only just and proper for him to take from others to redress this imbalance. This is the opposite of Content. *Drakkon is jealous of the foot soldiers in his outfit, figuring they don't work as hard as he.*

Greedy

Someone possessing this trait takes a me-first approach to the world. Because of this stinginess he would rather steal than pay for something. He wants more of everything and will take it from whoever has it whether through stealth or force. Sharing is a foreign concept. Thoughts of money or other forms of wealth are a primary motivating factor. This is the opposite of Charitable. *Visions of the lost loot of Luxor kept Drakkon going all through the night as*

he strove to be the first to reach the fabled city.

Sadistic

Someone possessing this trait enjoys inflicting pain on others and will torture any that he can. Because of his need to inflict pain he will hurt others even when it is clearly in his best interests to not do so. This is the opposite of Martyr. *Even knowing that doing so was a critical delay he could ill-afford, Drakkon paused to twist the spear in the wound, trembling with pleasure as spasms of pain wracked his fallen foe.*

Suspicious

Someone possessing this trait cannot put their faith or trust in anyone or anything being always concerned about hidden motives and hidden agendas. This is the opposite of Trusting. *After Saint Dunderhead saved his life, Drakkon barely managed to thank him for it and left as fast as he could to avoid the inevitable betrayal.*

Wrathful

Someone possessing this trait believes that might makes right and that violence is the only solution. Because of his violent proclivities he will kill all without mercy and encourage others to do the same. This is the opposite of Pacific. *After the battle has gone against him and the opposing side has sent envoys to negotiate terms Drakkon strikes them down before speaking. "Death before dishonor," he screams.*

Lawful

These traits are characteristic of people who work well as a group. They generally believe in "the greater good" and like working in a structured environment. A lawful alignment is one that puts

Using Magic Items

Any character can use an unaligned magic item, but if the item has an alignment then only characters who have the specified alignment and alignment traits can use it. For example, a character who is Good (Charitable, Chaste, Caring) can use a magic item aligned Good (Chaste) but a character who is aligned Good (Charitable, Humble, Caring) cannot. Both can use a magic item simply having Good alignment with no traits specified.

order and society before the individual which evidences itself in different ways. This is made clear through the example of Kardon Lawbringer.

Conservative

Someone possessing this trait dislikes and resists change, always preferring the status quo. This is the opposite of Liberal. *Kardon Lawbringer opposed building a bridge, asserting that the ford had been good enough for their fathers so it was good enough now.*

Indecisive

Someone possessing this trait depends on others to lead the way and make decisions. If at all possible the character will seek a consensus before taking action—and is unlikely to do anything if no consensus is reached. This is the opposite of Self Reliant. *Upon disturbing a saboteur while on watch Kardon Lawbringer dithered as to whether he should give chase or check the defenses. When a strange light lit the night sky and strange voices could be heard during his watch Kardon Lawbringer did nothing. When the party later found out about the incident and asked why he had not awakened anyone he replied, “You only told me to wake people up if we were under attack. I didn’t know what to do.”*

Forgiving

Someone possessing this trait cannot keep a grudge and will forgive those who harm him. Because of his forgiving way he will not seek revenge. This is the opposite of Vengeful. *Kardon Lawbringer forgave and released the serial killer who had killed Kardon’s infant son after the miscreant said he was sorry for the crime.*

Moderate

Someone possessing this trait not only knows and practices self restraint but is given to privation. Such a character will minimize activities that bring him pleasure as they cloud the mind and judgement. This is the opposite of Gluttonous. *When seated at a fine feast Kardon Lawbringer would not eat or drink of it, though he would politely mime such motions. Instead he subsisted on a simple diet.*

Obedient

Someone possessing this trait will always follow

orders from perceived authority and never question them. This is the opposite of Disobedient. *Kardon Lawbringer executed an innocent man on the spot when ordered to do so.*

Order

Someone possessing this trait believes that structure and hierarchy are necessary and rules are to be followed at all times. Because of this he will have a strict code of conduct from which he will not deviate. Usually, though not necessarily, this code will be that of his own people. In an unstructured situation the character will attempt to impose order or at the very least presume an order that does not exist. The character will judge others based on his code of behavior and otherwise hold them to his own standards. This is the opposite of Disorder. Despite the pleas of survivors of previous victims Kardon Lawbringer released the evil sorcerer Malgrímr on a solemn oath to harm no one. *Kardon justified his action saying, “He swore an oath not lightly broken.”*

Patient

Someone possessing this trait is willing and able to plan and wait for results. In fact, they would rather plan carefully than risk taking rash action. This is the opposite of Impatient. *Kardon Lawbringer insisted on weighing merits and considering alternative courses of action before engaging the demon that was presently destroying the village.*

Selfless

Someone possessing this trait places others first and believes in the “Greater Good.” It is this trait that allows someone to make the ultimate sacrifice, particularly when combined with the Martyrism trait. This is the opposite of Selfish. *Kardon Lawbringer’s career was brought to an end when he allowed the exchange of his only child for the heir to the throne—it is a long story but suffice to say his wife was not happy with his decision though the kingdom was saved from a tyrant by it.*

Chaotic

These traits are characteristic of people who do not see any value to society. They are individualists and anarchists whose self-centered behavior is exemplified by Jarvis.

Disobedient

Someone possessing this trait is constitutionally unable to follow orders always finding some way, however small, to rebel against them. This is the opposite of Obedient. *When ordered to secure the prisoner Jarvis did so, but made sure to leave the knots loose enough to be easily worked out.*

Disorder

Someone possessing this trait believes that rules, any rules, are an affront to his individual rights and liberty. Because of this he will never cooperate with any authority. Moreover he does not believe in cause and effect, rather that things just happen because they do. Because of this he will ignore causal connections regardless of the evidence. This is the opposite of Order. *After his shop was robbed Jarvis grumbled, but it never occurred to him to report it to the authorities. When a friend suggested he file a report he began to suspect the friend as a mole.*

Gluttonous

Someone possessing this trait knows no moderation and does everything to excess. Basically, if something feels good the character will continue doing it until forced to stop. This is the opposite of Moderate. *Jarvis figured out the perfect crime: he commissioned an enchanter to make an item that would suppress the magic in an area and then prevent detection of itself as being magical. He'd scout out a magically protected vault, place and trigger the item and vamoose. The owner, alerted by the failure of the magical protections, would have the vault checked. It would be secure so the owner would assume that the enchantments had been undersold and complain to the sellers. As such differences would take a few days to resolve Jarvis would use the intervening time to waltz into the vault and lift the goods—including his own enchanted item. The problem was he just couldn't stop. After the third robbery a pattern became visible and at the fifth he was ambushed.*

Impatient

Someone possessing this trait is unable to wait for results, preferring instead to rush into things without any preparation. He is a free spirit living entirely in the present and will resist cooperating

with any plan or course of action other than seat-of-the-pants decision making, much less cooperate with making any plans. This is the opposite of Patience. *While the others considered options for infiltrating the palace Jarvis slunk off—damned if he was going to wait for them to make up their mind.*

Liberal

Someone possessing this trait believes that change is always for the better and is forever seeking new experiences and shunning the old. This is the opposite of Conservative. *When asked why he favored unnecessary reconstruction of the town bridge Jarvis replied, "but the old bridge is so... old."*

Self Reliant

Someone possessing this trait is willing and able to make decisions for himself. Moreover he will resent the perception that any decisions were made for him and dislikes the notion of a group coming to a consensus. This is the opposite of Indecisive. *Before the meeting Jarvis had already decided on his course of action. Despite being asked for input he remained silent and resolved to continue with his own plans regardless of any decisions made in the meeting.*

Selfish

Someone possessing this trait is unable to conceive of anyone or anything being as important as himself. Because of this any decision will always be made with his best interests in mind. A selfish character will never make a sacrifice that is not for his own advancement. This is the opposite of Selfless. *Unbeknownst to the party Jarvis had stolen the Eye of Set from a nearby temple. Later during a fight the priests manage to take a party member hostage and offer a trade: a life for the Eye of Set. Jarvis disavows all knowledge of the Eye of Set, unwilling to part with it unless fairly compensated.*

Vengeful

Someone possessing this trait cannot forgive the slightest insult and must seek retribution. Because of his need for vengeance he will be driven and suspicious of everyone he meets. This is the opposite of Forgiveness. *After getting involved in a game of dice with a more skilled gambler Jarvis lost a substantial sum of money. Unable to recoup his*

losses in the game he ambushed the gambler later that night.

Natural

These traits are characteristic of people who prefer the beauty of nature to the elegance of technology. In the extreme they become luddites. Their view is illustrated by the Vitruvius the Elf.

Concrete

Someone possessing this trait prefers working in concrete terms and with things that can be seen, touched and felt. This is the opposite of Abstract. *Vitruvius the Elf enjoyed working with his hands, but abstruse subjects like wizardry left him cold.*

Fatalist

Someone possessing this trait believes that events are pre-ordained and so cannot be contravened. Once something is perceived as fated the character will do nothing to oppose it. This is the opposite of Free Will. *Although he was a rune lord and a rune mage, Vitruvius the Elf did nothing to stop the common peasants from cutting down his ancestral forest. "If it is meant to be, it is meant to be," he said, "and there is nothing that can or should be done against the hand of fate."*

Indolent

Someone possessing this trait is lazy to the point of sloth. Just thinking of doing something is both tiring and satisfying enough that there isn't any point in actually doing it. This is the opposite of Energetic. *After the planning session for the daring midnight raid was completed Vitruvius the Elf announced his intentions to retire for the evening.*

Practical

Someone possessing this trait prefers function over appearance. This is the opposite of Creative. *Vitruvius the Elf traded his valuable but artistic sword for an inexpensive but plain sword.*

Pristine

Someone possessing this trait believes that civilization should never come at the expense of the natural world and that true beauty can only be found in nature. Because of this he may tolerate wood cutting if trees are replanted in accordance with nature, but never strip mining. Similarly he will always value natural monuments over human

achievements. The character will try to prevent others from altering a natural state. This is the opposite of Craft. *When asked why he hadn't gathered enough wood for a fire Vitruvius the Elf explained that he had already gathered all the dead fall he could find.*

Shy

Someone possessing this trait shuns social contact and is given to thought and introspection. In general priority is given internal things such as thoughts and ideas. This is the opposite of Uninhibited. *Vitruvius the Elf kept to himself as much as possible. When asked if that was because he didn't like the other members of the party he gave the matter considerable thought—though he didn't share these thoughts with anyone.*

Rough

Someone possessing this trait is uncouth and uncultured with little idea of or care for culture and art. He prefers the simple things in life. This is the opposite of Sophisticated. *Vitruvius the Elf let out an enormous belch while dining with the Marquis. "What?" he asked when all eyes turned toward him.*

Spartan

Someone possessing this trait attempts to use or deplete resources as little as possible. They prefer to leave things plain and unadorned. This is the opposite of Hedonistic. *"No, no," said Vitruvius the Elf when his companion reached for a new bottle of wine, "There's still a couple of drops left in this one."*

Creative

These traits are characteristic of people who believe in the inherent value of technology. They believe that progress is to be achieved at any cost. This attitude is exemplified by Dain the Dwarf.

Abstract

Someone possessing this trait prefers dealing in abstract thoughts, ideas and forms. This is the opposite of Concrete. *Although Dain the Dwarf enjoyed visualizing sculptures he always felt dirty crafting them from stone. If only there were some way to create sculptures from pure thought, he reflected.*

Artistic

Someone possessing this trait prefers form over

function. This is the opposite of Practical. *Dain the Dwarf refused to give up his sword whose ornate handle made it awkward to wield.*

Craft

Someone possessing this trait believes that true beauty can only be found in things which have been created. Because of this he will always value human achievements more than natural monuments. This is the opposite of Pristine. *When Dain the Dwarf was sent to bargain for some wood from the elven ancestral forest he offered an ornate brooch in trade. "It is much better than the wood, really," he said, "this was made by one of the best living craftsmen."*

Energetic

Someone possessing this trait believes that labor is its own reward and is always in motion doing something. This is the opposite of Indolent. *Even after being warned that too much movement would destabilize the flying carpet Dain the Dwarf retorted, "Well, you can't expect me to just sit and do nothing!"*

Free Will

Someone possessing this trait believes that everyone makes their own destiny and may interfere in the course of events on general principle if no other excuse can be found. This is the opposite of Fatalist. *When asked why he closed the establishment's door Dain the Dwarf replied, "Well I saw no reason to just let leave it open."*

Hedonistic

Someone possessing this trait believes in enhancing or improving things, and in conspicuous consumption for comfort. He cannot restrain himself from seeking pleasure. For example, the use of make up to accentuate, alter or conceal. The creation (and consumption) of fancy foods. This is the opposite of Spartan. *Dain the Dwarf's house was always brightly lit both day and night. "That must cost a fortune," a friend observed. "But it is worth it," Dain the Dwarf replied.*

Sophisticated

Someone possessing this trait is cultured and refined, caring little for the gross and vulgar pleasures of commoners. He values instead things which are

complex or artistic. This is the opposite of Rough. *After watching a brilliant burlesque performance Dain the Dwarf described it as "of interest only to those without a brain."*

Uninhibited

Someone possessing this trait enjoys human interaction and is not inclined to deep thinking. This is the opposite of Shy. *Seeing someone he hadn't met yet, Dain the Dwarf grabbed an extra drink and headed to the solitary figure in the corner.*



SKILLS

The role of skills is to act as a description of the capabilities and expertise of a character. They are not meant to short circuit or otherwise undermine the game. No matter how skilled a character is, they should never be allowed to let a skill roll substitute for roleplaying. To do so turns the game into a die-rolling exercise and the whole thing becomes rather pointless—unless you like being an accountant.

The skills are listed in alphabetical order by Skill Aptitude (Agility, Communication, Magic, Manipulation, Perception, Stealth and Weapon). The descriptions give a standard name by which the rules refer to it. Skill references are always capitalized for clarity. The listing also gives the skill's difficulty and the rune or runes which govern it. If it is normally taught by a guild or other organization those are named as well. For a fuller description of guilds and their activity consult the Guilds chapters.

A character's expertise in a given skill is determined by his skill score. This in turn is determined by the number of experience points spent on the skill, the skill's difficulty, and the character's aptitude with the skill. As one-third and one-sixth skill scores are frequently used they have special names: skill level is one-third the skill score and skill rank is one-sixth the skill score. This is summarized on the Skill Level & Rank table.

Skill Level & Rank					
Skill	Level	Rank	Skill	Level	Rank
0–2	0	0	33–35	11	5
3–5	1	0	36–38	12	6
6–8	2	1	39–41	13	6
9–11	3	1	42–44	14	7
12–14	4	2	45–47	15	7
15–17	5	2	48–50	16	8
18–20	6	3	51–53	17	8
21–23	7	3	54–56	18	9
24–26	8	4	57–59	19	9
27–29	9	4	60–62	20	10
30–32	10	5	+3	+1	+½↓

Minimal Chance

The referee *may consider* a character to have a minimal chance of success in a skill, even if no experience points have been applied. In such a case the character's base chance of success is determined as if a single experience point had been applied.

If a player makes use of this rule it is entirely reasonable for the referee to require the player to spend an experience point on the skill which was so utilized at the next opportunity—regardless of whether or not the character succeeded.

Routine Use

Any “routine usage” of a skill, as determined by the referee, has the difficulty halved. This is most commonly found when using a skill during practice, as with archery practice or weapon sparring. It is also rarely important to determine the relative success or failure because it is routine.

Performances

Usually when a character makes use of Dance, Sing, Play Bagpipes, or any other performance skill they are performing some kind of routine. Whether it be the piece of music he memorized for the piano recital or the moves for a dance there is a sequence of choreographed events which the character will perform.

Any such performance has a difficulty score associated with it, much like a skill effort. The difficulty is not only the base difficulty of a performance, but determines in part how much time and effort must be expended to master the performance piece.

The better a character knows a performance the better a chance he has of pulling it off without a hitch. This is represented in the game by degree of mastery which is in the range of zero to five. Zero mastery indicates the character has no experience and is unlikely to execute the performance well or efficiently. A first degree of mastery only indicates the character has an understanding of the basics with increasing understanding and experience culminating in the fifth degree being complete mastery.

In general any skill roll for performing the task is adjusted for the degree of mastery as indicated on the table though mastery might indicate a change in

how quickly the task can be executed or some other measure of performance instead. The meaning of mastery is then dependent on the task.

To improve mastery requires experience and contemplation. The experience requirement is met by performing the task a number of times since achieving the last degree of mastery equal to the next degree, squared. So to go from second to third degree mastery requires at least nine performances of the task at the second degree of mastery.

The contemplation requirement is met through focused contemplation on the performance of the task with a number of hours required equal to the square of the desired degree of mastery divided by the percentage chance of success in the skill and multiplied by 1.01 – the percentage chance of success. This chance is solely determined by comparing the base skill against the difficulty of the task. No bonuses or modifiers are considered. So to go from second to third degree mastery in a task having difficulty 10 with which the character's skill score is 10 would require 9 hours and 11 minutes of contemplation.

Note that time spent in contemplation can only accrue once the number of performances requirement has been met. If the character has a meditative focus on contemplating the task or is actively practicing then any time spent counts double so in the previous example 4 hours and 36 minutes of meditative focus would be required—if the character took 15 minutes to achieve meditative focus lasting 30 minutes it would take a minimum of 7 hours and 6 minutes in total between contemplation and time spent achieving the focus.

As a special consideration every time a character reaches a new skill level he gains that many presumed performances to distribute between whatever tasks are desired. Further, a number of

Degree of Mastery			
<i>Degree</i>	<i>Mastery</i>	<i>Skill</i>	<i>Time</i>
Zero	None	–10	1 minute
First	Basic	–6	3 rounds
Second	General	–	1 round
Third	Skilled	+6	1 action
Fourth	Advanced	+10	1 SR
Fifth	Complete	+20	Reflex

Cost of Training	
<i>Frequency</i>	<i>Cost</i>
Very Common	4 cp per week
Common	10 cp per week
Infrequent	2 sp per week
Rare	5 sp per week
Very Rare	10+ sp per week

hours of contemplation equal to the skill score can be distributed between those tasks. For example, upon attaining skill level 2 (skill score 6) a character having two performances in a first degree task can raise that to an effective four performances and start with six hours of contemplation in it.


Alternatively the character could designate two tasks not previously performed and meet the single performance requirement and have three hours of contemplation each.

It is important to note that all hours of contemplation accumulate equally and the next degree of mastery is achieved when the calculated time is met. For example, if when a character begins contemplation his skill score and the task difficulty indicate fifty hours of contemplation are required and he then accumulates ten hours, but later raises his skill to the point that only ten hours are required, he will achieve the degree of mastery without having done any further contemplation.

As a final note, the performing arts skills are not the only ones that can be used to make performances. Although having fencing skill is not required for a stage actor to enact some dramatic depiction of a fencing duel it will help his performance. In such a case the Fencing skill can be treated as if it were a performance skill and adjusted for the difficulty of the fight choreography and the amount of practice.

Training

In general a character improves his skills by expending experience points, but if he has the time and money then he can benefit from training. The normal instructor or instructors for a skill is noted in its description. It is up to the referee to decide based on the circumstances, such as the size of the local guildhall, how common a skill is. For more information about training availability and costs see the Guild chapter.

Instructional Text		Insights						
<i>Quality</i>	<i>Pages/EP</i>	<i>Depth</i>	<i>Difficulty</i>	<i>Max Skill</i>	<i>Easy</i>	<i>Average</i>	<i>Hard</i>	<i>Very Hard</i>
Poor	6	Very Common	8	8	1	1	1	1
Average	4	Common	10	15	1	2	2	5
Good	3	Infrequent	13	21	2	3	5	9
Exceptional	2	Rare	16	26	3	4	7	15
		Very Rare	20	30	3	5	9	19
		Unique	25	—	4	6	10	20

A training week is four hours a day, six days a week—spending less time extends the length of training but usually has no effect on the cost per week. For more rapid training double the hours but triple the cost; each week counts as two training weeks. One training week earns 1 experience points. Generally, a skill cannot be trained above 21. The exceptions are knowledge based skills which consist of either research or booklearning.

To be able to train someone else in a skill a character must have at least 10 in it and the highest skill score they can train someone to is equal to their own skill score, less twenty, plus skill rank, plus Instruct skill level. Thus someone knowing a skill at 15 and Instruct 14 can train others up to 1, and if the trainer knew the skill at 20 he could train others to 7.

Books

An alternative to training is to learn from a book. In fact, some skills require possession of a book to be able to put experience points into them. Books are rated in two ways: instructional depth and number of insights. A primer kept for the edification of apprentices would be composed mostly of instructional information with few, if any, insights. The

workbook of an eminent researcher might have no instructional value at all, but have insightful gems scattered throughout its meandering narrative.

Instruction

Instructional depth is rated for the maximum skill score that can be gained and for the maximum experience point equivalency. Using the book a character cannot exceed the maximum score indicated, nor can he gain more experience points from reading it than the maximum experience point rating. For a character spending his own experience points only the maximum score applies.

The quality of the writing determines the ratio of experience points to length. A poorly written text will only reveal 1 EP every six pages while an exceptionally well-written text can reveal up to 1 EP every other page. A typical text will reveal 1 EP every four pages. Experience points are typically awarded upon completion of the reading (and so before any rolls for insight) at half of the remaining experience points (rounded up) though the referee may choose to award experience points throughout the reading based on this award.

The rate at which a character can actually absorb instructional EP is one per twenty hours

Example Books											
<i>Text</i>	<i>Length</i>	<i>Quality</i>	<i>Min</i>	<i>Max</i>	<i>Max EP</i>	<i>VC</i>	<i>C</i>	<i>I</i>	<i>R</i>	<i>VR</i>	<i>U</i>
Primer	24	Average	0	8	3	1	1	—	—	—	—
Reader	60	Average	8	15	7	—	1	2	—	—	—
Advanced Reader	80	Average	15	21	9	—	—	1	2	—	—
Master Book	100	Average	21	26	11	—	—	—	1	2	—
Grand Master Book	90	Good	21	26	10	—	—	—	1	2	1
Über Master Book	80	Exceptional	21	26	9	—	—	—	1	3	2
Vade Mecum	20	Average	8	15	2	—	—	1	—	—	—
Workbook	48	Poor	8	21	1	—	—	1	1	—	—
Master Workbook	96	Poor	15	26	1	—	—	—	1	1	1

divided by Literacy skill level. For example, reading a typical primer from cover to cover would award 1 EP upon completion.

It is important to note that a character cannot simply read multiple books to gain the instructional experience points. When reading an additional book whose maximum EP are the same as a book previously read instructional EP can only be earned if the book provides more—and then only the difference is available after a complete reading.

Insight

Insights are rated for their number and depth. The expected number of insights depends on the level of the book, the depth of the insight in question and the length of the book. As a rule of thumb the total EP from insights reduces those available from instructional EP with no more than one insight per ten pages. Upon completion of reading the book one of the insights has the potential to be revealed. For the character to grasp the insight he must succeed in a WIT + skill level roll using the difficulty indicated for the depth of that particular insight. Insights are revealed in succession of increasing depth. To proceed to the next insight one must first grasp the previous insight. For example, if a book contains one Very Common and one Common insight then before the Common insight can be revealed the character must grasp the Very Common insight. A character automatically grasps (without gaining experience points) all insights whose maximum skill score is below their own skill score.

If the character achieves a success he grasps the insight and gains the experience points listed for it based on the depth of the insight and the difficulty of the skill. A character's skill score cannot be raised above the indicated maximum skill for its depth. Excess experience points are simply lost. And even unique insights cannot raise a skill above 30 unless the character has mastered a rune governing it (though the experience points are still gained in such a case).

On a special success the character gets the instructional experience points as if the book had been read again and an immediate roll to grasp the next insight, if any. In such a fashion a character can gain all instructional and insight experience

points in a single reading. If a critical success was achieved then the next roll to grasp an insight has a bonus equal to five times the level of the critical.

On a miss the character fails to grasp the insight but is tantalizingly aware of its existence. Each successive reading of the book gives another chance to grasp the insight with a cumulative +1 bonus for each reading that results in a miss. That is, the second reading has a bonus of +1 and if it results in a miss as well the third reading has a bonus of +3 and so on. If the roll is a failure then no insight is gained, but no accumulated bonuses for grasping the insight are lost. If any roll is fumbled then all accumulated bonuses are lost and the next reading has a penalty equal to the five times the level of the fumble.

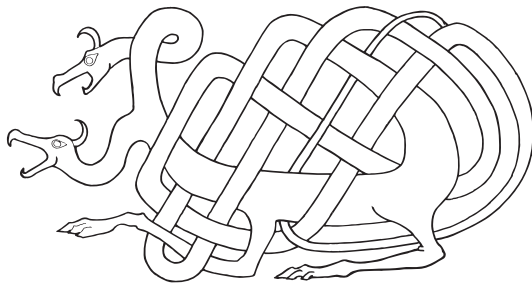
If a character reads a different book covering the same skill with the same depth of insight available there is a chance that the insight is already known to the character. Very Common insights have a 75% chance of overlap, Common insights have a 50% chance, Infrequent insights have a 25% chance, Rare have a 10% and Very Rare insights have a 1% chance. Unique insights never overlap.

Self Study Example

Terance is doing self-study of an average skill and possess a primer, reader, advanced reader and master book for that skill. He has WIT 10 and a skill aptitude of 10 with this skill.

On completion of the first reading of the primer he gains 1 EP and has a chance of grasping a Very Common insight equal to $10 + 0 / 8$, or 68%. He rolls 66 and gains another EP for the insight. He now has 2 EP which gives him skill score 4, or skill level 1. On completion of the second reading of the primer he gains 1 EP and has a chance of grasping a Common insight equal to $10 + 1 / 10$, or 59%. He rolls 27 raising his total EP to 7, giving him skill score 8 and skill level 2—the most that he can achieve with a primer.

He now takes up the reader and on completion of the first reading gains 3 EP and the chance to grasp another Common insight. He has $10 + 2 / 10$, or 65% chance of grasping it. He rolls 08, a special success, and in addition to the 2 EP for the Common insight immediately gains the 3 EP for a second reading and the chance to grasp an



Infrequent insight. He has a $10 + 2 / 13$, or 43% chance of grasping it. He rolls 26 and does so for an additional 3 EP. This gives him a total of 6 instructional EP and 5 insight EP for a grand total of 18 EP yielding skill score 13 and skill level 4. He reads the book again, earning the last instructional EP and a chance to grasp the second Infrequent insight. He has $10 + 4 / 13$, or 57% and rolls 78—a miss. He now has a total of 19 EP which is not enough to increase his skill score. He reads the book again gaining another chance at the Infrequent insight. His chance is $10 + 4 + 1$ (for the previous miss) / 13, or 62%. He rolls 07 and gains the 3 EP for a total of 22 EP and skill score 14. He is one EP shy of the 23 needed for skill score 15 and cannot learn anything more from this reader. Terance's options at this point include getting a second reader or finding a teacher. One way or the other he acquires the needed experience point and is ready to move on.

Terance now starts on the advanced reader. A first reading provides 4 EP from instruction and a $10 + 5 / 13$, or 62% chance of grasping an Infrequent insight. He rolls 73, a miss. He now has 27 EP, giving him skill score 16. He reads the book a second time gaining another 4 instructional EP and another shot at the Infrequent insight, but this time with a chance of $10 + 5 + 1 / 13$, or 67%. He rolls 90, a miss. He now has 31 EP which gives him skill score 17. On reading the book for a third time he gains one instructional EP, but has a $10 + 5 + 3 / 13$, or 74% chance of grasping the insight. But with a roll of 79 it still eludes him and the one additional EP does not change his skill. On the fourth reading he has a $10 + 5 + 6 / 13$, or 81% chance of grasping the insight and does so with a roll of 73. Now he has 35 EP giving skill score 18 and skill level 6. He reads the book for a fifth time and has a $10 + 6 / 16$, or 50% chance of grasping one of the Rare insights. He rolls 29 gaining the 4 EP and raising his skill to score 19. There is only one Rare insight left which

he has a $10 + 6 / 16$, or 50% chance of grasping. With a roll of 03 he does so on the next reading of the book and now has 43 EP giving him skill score 20. He is 2 EP shy of the 21 necessary to understand his master book and has the same options as before to make up the lack.

Once he has done so he reads through the master book, gaining 5 EP for doing so and getting a shot at a Rare insight. His chance for grasping it is $10 + 7 / 16$, or 56%. He rolls 26 and does so gaining 4 EP. He now has 54 EP giving skill score 23. He reads the master book a second time gaining another five instructional EP and has a $10 + 7 / 20$, or 36% chance of grasping a Very Rare insight. He rolls 48, a miss, leaving him with 59 EP and skill score 24. On a third reading he gains the last instructional EP and has $10 + 8 + 1 / 20$, or 45% chance of grasping the insight. He rolls 38 and gains the five EP for insight raising the total to 65 EP and skill score 25. To grasp the last insight is a $10 + 8 / 20$, or 41% chance. Luck is still with him and he rolls 13 after the fourth reading and gains 5 EP for a total of 70 EP and skill score 26.

Skills Requiring Study

Some skills, notably lores and high magic, require book study to be able to spend experience points in them. As a rule of thumb the character can only spend an experience point after reading ten pages. The character's literacy thus has a strong influence on the rate at which experience points can be spent on these skills.

Additions

Although the basic rules for skills are fine, sometimes a character wants more and that is where the "skill addition" rules come in. They allow characters to execute their skills with style or more effectively. But this comes with a cost.

Flourish

Sometimes a character is more concerned with style than actual results. One example of this is in a demonstration of skill: often times it is more impressive to do something in an exaggerated or stylistic manner than in the most practical and effective way.

A character can choose to use as much flourish as they desire in any attempt by taking a voluntary

Flourish		
Addition	Penalty	Description
+1	2	minor but noticable
+2	4	a little risky
+3	8	substantial
+4	15	impressive
+5	30	dangerous
+6	60	foolhardy
+7	125	incredible
+8	250	amazing
+9	500	miraculous

penalty to their skill. The larger the penalty the more impressive the flourish is. To quantify how impressive a demonstration of skill is the Flourish scale is used.

The base Flourish score is zero for any success or a miss, negative one for a failure and negative five for a fumble. This base score is increased by the indicated addition if the skill attempt was successful. So it doesn't make much sense for a character with a skill of only 8 to attempt a flourish penalty of 15.

Focus

A character can, through meditation, achieve a mystical focus of mind on a *single, particular* effort. This is required for some skills, such as Gather, to have effect but for others it enhances them by giving a bonus to a single action equal to the character's Meditation skill score.

To earn the bonus the character must define the act and circumstances to be enhanced before meditating. Once focus has been achieved the character has until the meditative focus ends to perform the action. If any detail changes, or was based on an incorrect assumption, then any benefit is lost.

For example, a character desiring focus for climbing a tree would have to single out a particular tree for climbing, sit down and meditate on that tree with it clearly visible to him. As long as he started climbing the tree before his focus ended he would add his Meditation skill score as a bonus to his first Climb skill. However if the tree were cut down, if it suffered a significant loss of branches or even if it

gained new branches the advantages of the meditative focus would vanish.

Likewise in a fight the bonus would apply only if the presumed situation did not change: if the fight wandered out of the room in which the character had meditated on it happening, if an additional combatant engaged the character or if the combatant or its nature (like a werewolf shape-shifting) changed. Because of the relative times involved for achieving meditative focus it is unlikely to be used in combat excepting in a duel—in which case it would only work for the first attack action.

The times for achieving focus and how long the character has before the focus will passively disappear are found under Meditation in the Magic Skills chapter.

Attentive

Any character can improve his chance of success with a skill by simply concentrating on it to the exclusion of other tasks. If used in combat the player chooses the skill to focus on and how it is to be used (attack or defense) and cannot use any other skill during that round. This does not preclude follow-on uses of the skill pursuant to its single, intended use, such as counterattacks or repeat attacks. In general a skill attempt takes twice as long as normal and excludes the use of any other skills during that time. For combat this means that one round is spent preparing for the attack which culminates in the second round at the normal SR. For ranged attacks this is equivalent to a "long aim" and the two cannot be combined.

The benefit is that the character gains a bonus of 6 to his base skill. For low level skills this can be the difference between fumbling and merely missing. For high level skills this can be the difference between just succeeding and getting a critical.

Team Quality					
Skill	Quality	Skill	Quality	Skill	Quality
0	-20	7	-5	23-25	5
1	-19	8	-2	26-28	6
2	-15	9, 10	0	29, 30	7
3	-13	11-13	1	31, 32	8
4	-11	14-16	2	33, 34	9
5	-9	17-19	3	35, 36	10
6	-7	20-22	4	+2	+1

Team Skills

There are some skills, notably having to do with rowing or sailing ships, that involve coordinated teamwork. In these skills only the coordinator rolls against a skill. The influence of the various team members skill is accounted for by adjusting his skill or the penalty accordingly.

For normal operation there must be a minimum number of team members and there is usually a maximum number who can be effective at the task. The minimum and maximum number of team members is situation dependent. For a ship this is the smallest and largest crew to be effective.

If there is insufficient crew the difficulty is adjusted as follows after all other modifiers. It is doubled if there is at least three-quarters the required crew, quadrupled if there is at least half the required crew and ten times the difficulty if there is less than half the required crew. Maneuvering a ship with a skeleton crew is risky even with an experienced captain.

The skill modifiers for each crewman are combined with the total divided by the size of the crew. This, and any situational modifiers, are then applied to the coordinator's skill roll.

It should be obvious that having a skilled crew can be more important than having a full crew. A three-quarter minimum crew of crack team members could give a bonus of 7 against a doubled difficulty while a full crew of complete incompetents could give a penalty of 20. Under normal circumstances with a coordinator skill of 10 this would result in 17/20, 36%, in the former and 10/30, 6%, in the latter. Even with a skilled (score 20) coordinator this is 73% versus 22% and it takes a complete master to have a 50% chance of success with a completely incompetent crew.

There may be an auxiliary coordinator whose individual skill or presence is more significant than a regular team member's. Examples of this include the drummer on a gallery (who keeps the rowers on a steady beat and thus their oars from obstructing one another's strokes), the first mate on a sailing ship (whose oversight keeps the ship running) and the steersman (without whom there is no direction). Crucial members of the team have the modifier for their skill applied directly to that of the coordinator

Team Skill Example

The captain of the trading vessel Summer Hawk is Nathaniel Hawk whose Sail skill is 20 and Leadership skill is 3. Nathaniel is fortunate to have experienced ship officers: the navigator, Boris Delan, has Sail skill at 15 and the first mate, Morgan Fairhair, has Sail skill at 25 and Leadership 10. The Summer Hawk requires at least 9 hands to crew her adequately, but no more than 18 are helpful. Morgan can only manage 24 sailors in any case.

The Summer Hawk sets sail with a new crew of fifteen whose average quality is 0. Nathaniel's skill receives a bonus of (2 [navigator] + 5 [first mate] + 0 [crew]) 27, but any difficulty is increased by one for the indirection of using a first mate to manage the sailing crew.

Unfortunately he is set upon by pirates and loses the navigator and eight crewmen. He reassigns one of the more competent crewmen to steering (the sailor has Sail 12) and is left with an undermanned ship whose crew has an average quality of -2. Nathaniel's skill now only receives a bonus of (1 [navigator] + 5 [first mate]) 6, and worse the difficulty is increased by ((-2 [crew] - 1 [indirection]) 3 before being quadrupled for insufficient crew.

Later in the voyage scurvy claims Morgan, the first mate, so Nathan undertakes that role himself. He can only manage six crewmen (Sail skill level 6 times Leadership skill level 1) which, counting the navigator, leaves him with five effective sailors. His skill now only receives a bonus of 1 for the navigator with the difficulty increased by 2 for the lack of quality crew before being quadrupled for insufficient crew.

instead of being averaged in with the common crew. If no one is filling their role it is up to the referee to determine the penalty which could range from 6 up to 20.

The largest group that can be effectively coordinated by a leader depends both on the skill of the leader and the degree of direction required. If the skill or situation demand direct oversight, such as a tactical leader giving commands to his team in a constantly shifting situation the largest team that the

leader could hope to manage is, not counting himself, equal to his skill level. This is increased by any skill level in Leadership. For example, a character with Tactics 24 and Leadership 12 could effectively command a unit of twelve soldiers.

If, on the other hand, team members are expected to show a great deal of autonomy then the largest team that the leader could manage is equal to his skill level in the team skill in question times Leadership skill level. If a ship has a minimum crew size of 20 and the captain has Sail 15 he must have at least skill score 12 in Leadership to be able to coordinate that many sailors. A leader not meeting this minimum requirement is penalized for having an insufficient crew. In our example, a captain with Leadership 10 (max crew 15) would be penalized as if 5 required crew positions were vacant. In this case that puts the crew at three-quarters manning which doubles the base difficulty.

By delegation the crew size limit based on skill can be circumvented. There is still only one skill roll, that of the overall leader. However, each level of indirection used gives a cumulative penalty. The total penalty is 1 for one level, 3 for two, 6 for three, 10 for four and so on. Each coordinator must have sufficient skill to coordinate his group or the insufficient crew penalty is passed up the chain.

For example, a ship's overall coordinator is usually the captain. Below him are the navigator or steersman, the first mate, and the bosun (boatswain) or sailing master. The captain needs to have at least Leadership 3 to manage these three officers. The bosun, being in charge of the rigging, should have sufficient skill level to handle the sailing crew.

Abilities

A character may have abilities other than actual skills. These include drinking tolerance, tying knots and effectively molding wax into an ear to protect from sirens. All of these should be rated by the referee with an appropriate difficulty, generally 5 for easy, 10 for average, 20 for hard and 50 for very hard. The character's score is up to the circumstances and the referee, but is generically a 10. If the character has no experience with the ability then a score of 8 is appropriate and if the character has significant experience then a 13 might be used. If the player chooses to spend experience points then the score is improved. 1 EP buys 20, 2 EP buys 30, 3 EP buys 40 and so on.



Agility Skills

Acrobatics

Difficulty: Hard

Runes: Movement

Taught by: Performers Guild

This skill is used to learn and execute acrobatic maneuvers. Anyone possessing this skill at 18 or more moves with a cat-like grace, no effort involved. Generally, one skill roll is made per series of moves to determine the quality of the effort.

A performer will have set routines which they practice. The difficulty of a routine modifies the skill percentage, though this modifier itself can be adjusted if the performer spends time practicing the routine.

Most characters, on the other hand, are going to want to try *ad hoc* acrobatic maneuvers in stressful situations. These are not situations which can be specifically trained or practiced for and so any penalty levied by the referee cannot be alleviated through practice.

The most common “combat” use of this skill is probably the roll. It is used to come out of a bad fall or to recover from being thrown. Each level of success effectively reduces the fall distance by ten feet. As failures and fumbles have negative levels of success they actually increase the effective distance.

Another combat use of this skill is to fight while standing on a narrow beam or other situation requiring delicate balance. In such a situation the character’s combat skills are limited by his Acrobatics skill score—*before* modifiers.

Acrobatics can increase AGI for resistance rolls.

Climb

Difficulty: Average

Runes: Movement

*Taught by: Foresters Guild,
Hunters Guild, Thieves
Guild*

This skill is used to climb trees, walls or quickly ascend steep slopes. The surface being climbed determines the base difficulty of the climb roll. If a character wishes to ascend

more quickly than they can do so, but at a penalty of 6 to Climb. The distance achieved is determined by the level of success for that round. A quick climber moves twice the distance indicated, but is more likely to fall.

Dealing with the fact that few climbs can be completed by a direct vertical ascent is up to the referee if he feels like the added complication. Climbing gear can affect these rates. Spiked boots give a bonus of 6 for climbing most slopes or trees. Using rock climbing gear gives a bonus of 10 for such climbs, but the normal movement rates are halved and a quick ascent is impossible.

Note that even with proper rock climbing equipment falls are still possible and indicate that the pitons were not hammered in sufficiently or some other such disaster. Mountain climbing is dangerous. Note that a final chance of less than 36% is not likely to achieve any headway and that a final chance of less than 72% poses real danger on long climbs.

Any penalty noted with a fall result is the penalty to any chance to achieve a good landing with, e.g., Acrobatics. The penalty is due to the fall being a tumbled, uncontrolled one.

Dance

Difficulty: Average

Runes: Social

Taught by: Performers Guild, Prostitutes Guild

This skill is used to study and execute dance moves. Anyone possessing this skill at 18 or more moves with a cat-like grace, no effort involved. Dance can increase AGI for resistance rolls.

Acrobatic Fall		Difficulty of Climb		Distance Climbed	
Success	Effective Fall	Surface	Difficulty	Success	Result
Critical ³	–50'	Ladder	1	Critical ³	50 feet
Critical ²	–40'	Steep Slope	3	Critical ²	40 feet
Critical	–30'	Climbing tree	5	Critical	30 feet
Special	–20'	Average tree	10	Special	20 feet
Normal	–10'	Tree trunk	15	Normal	10 feet
Miss	–	Bluff	20	Miss	no progress
Failure	+10'	Stone wall	30	Failure	slide 10 feet
Fumble	+20'	Brick wall	50	Fumble	fall
Fumble ²	+30'	Ice wall	75	Fumble ²	fall, –2
Fumble ³	+40'	Sheer wall	300	Fumble ³	fall, –6

Dodge

Difficulty: Average

Runes: Movement, Unarmed

Taught by: Mercenaries Guild, Thieves Guild

This skill allows the character to defend himself in melee combat by ducking, dodging or otherwise evading the attack. More detailed rules are in the *Combat* chapter.

Fly

Difficulty: Average

Runes: Movement

Taught by: Pixies

This skill is used to maneuver effectively while flying. In effect, a flying character engaged in combat uses the lesser of his flying movement rate and his Fly skill level to determine his actual movement rate.

A character's effective skill with a weapon when flying cannot exceed his Fly skill. For example, Shaft Highbow with Archery 19 and Fly 2 will only have an effective Archery 2 when flying.

Hide

Difficulty: Average

Runes: Shadow, Thief

Taught by: Foresters Guild, Hunters Guild, Thieves Guild

This skill is used to hide oneself or a sizable object from view or notice, e.g., ducking before the guard turns to look. Naturally it is most effective when used for oneself—when used for another or an object the skill is effectively halved. A successful Hide with any reasonable expectation of cover or

concealment requires that someone be actively looking to perceive whatever was hidden. The difficulty of the perception is determined by the level of success. A Hide roll for stationary concealment is effective until moved or the situation changes, such as the rising sun dispelling all concealing shadows. A Hide roll for concealment while moving must be rolled for every round in which someone might observe the character. A mobile hide can only be performed on the character possessing the skill.

Jump

Difficulty: Easy

Runes: Movement

Taught by: Foresters Guild, Thieves Guild

This skill is used to leap across pits, down from walls, onto tables or quickly descend steep slopes, as well as retaining balance after such. A character's "Base Jump" is $(3 \times \text{AGI} + \text{STR}) \div 4$. This is then modified for the character's size and is the base distance for a horizontal leap. Jumping over something (vaulting) halves the distance. Jumping on top of something is three feet less than vault height. and jumping down is a fall with the effective distance reduced by base jump distance.

A running start on the jump increases the distance of a long jump by half the distance moved (not more than 5 SR of movement count toward this). A pole can be used to increase the height of the jump. Basically, a five-foot pole adds five feet to the jump. However, to use a pole requires a running start of at least 1 SR and a Mv equal to or greater than the length of the pole. Pole-vaulting gives a 6

Example Jump

The woodelf Shaft Highbow has Jump 24, STR 9 and AGI 16. This gives him a base jump distance of $9\frac{1}{2}$ feet. While relaxing in a corner of a bar he hears a commotion at the door. Unable to see what is going on he decides to jump onto his chair for a better vantage. The table is $2\frac{1}{2}$ feet off the ground and he wants to land on it—unfortunately his base jump to land on top of something is $2\frac{3}{8}$ feet. But the table is within his maximum high jump of $3\frac{1}{2}$ feet so with a Jump roll he can make it. The player rolls a 94, a miss, and Shaft lands on top of the table—but it takes him a full combat

Jump Fumble

1d20	Result
1–4	Bad landing: sprain ankle (as per Combat fumble)
5, 6	Bad landing: strain ankle (as per Combat Fumble)
7	Bad landing: fall and take damage for distance jumped/slid/rolled
8–13	Bad take off: jump half base distance
14–17	Bad take off: jump quarter base distance
18, 19	Bad take off: no jump
20	Fall on take off: no jump but slide/roll half Mv at time of jump

penalty to Jump skill.

A properly placed springboard can also be used to increase the height of a jump. Springboards give a penalty to Jump skill based on their power. The percentage penalty is equal to one-quarter the square of the feet added. Thus a springboard that will add five feet to a jump has a penalty of 6.

Normally a character must make a Jump roll, however if a character is not attempting to jump more than half his base distance it is made with a 6 bonus.

Success	Result
Critical ³	No restrictions
Critical ²	Can act but not move
Critical	Spend 1 SR regaining balance
Special	Spend 2 SR regaining balance
Normal	Spend 3 SR regaining balance
Miss	Spend one action regaining balance
Failure	Jump no further than base distance, spend one round regaining balance
Fumble	Roll once on <i>Jump Fumble</i> table
Fumble ²	Roll twice on <i>Jump Fumble</i> table combining the result of both rolls
Fumble ³	Roll three times on the <i>Jump Fumble</i> table combining the results of all rolls

Ride [Animal]

Difficulty: Average

Runes: Movement

Taught by: Hostlers Guild

This skill is used to mount, dismount, guide and generally control a riding beast, usually (but not always) a horse. This skill is different for different beasts: Ride Horse, Ride Hippogryph, Ride Wyvern, etc.

However, all forms of this skill serve the same function. If the skill is less than 6 a roll is required to mount or dismount—failure will usually merely indicate lack of grace and general difficulties, not complete lack of success in the basic endeavor.

While mounted a skill roll is required to make the beast travel in the manner and direction desired. A well-trained riding horse will need little direction if traveling with a group and this should be taken into consideration. Generally speaking, each level of success will keep the animal on track for an hour. It may often be desirable to simply gloss over these

Jump Distance

Size	Base Jump + Jump skill level	High
Extremely Tiny	× 0.1	−1/4
Very Tiny	× 0.1	−1/2
Tiny	× 0.1	−3/4
Very Small	× 0.2	−1
Small	× 0.3	−1½
Medium Small	× 0.4	−2
Medium	× 0.5	−3
Medium Large	× 0.6	−4
Large	× 0.7	−6
Very Large	× 0.8	−8½
Huge	× 0.9	−12½
Enormous	× 1.0	−18
Titanic	× 1.1	−26
Gargantuan	× 1.2	−37

requirements, simply keeping in mind that characters with low skills will spend a lot of their time trying to control their mount.

If something happens to startle or excite the mount then a skill is required to maintain control. This will usually happen whenever a mount is spooked, every round a riding horse is ridden in or through combat, and similar situations.

Also, a character's effective skill with a weapon when mounted cannot exceed his riding skill. Thus a rune lord with Sword 24 and a Ride Horse 6 will only have skill score 6 if attacking while mounted.

Run

Difficulty: Average

Runes: Movement

Taught by: Foresters Guild

This skill is used to run more efficiently. A character choosing to sprint doubles his Mv and incurs 1 FP every skill level SR *in addition to* any other fatigue accrued for movement. To sprint a character must first run a number of consecutive SR equal to 10 – Run level, although this time can be reduced by a number of SR equal to extra FP expended. A character choosing to run for distance only accrues FP equal to Enc every skill level minutes, *replacing* any other fatigue accrued for movement. If skill level is zero then the character can neither sprint nor run for distance, simply accruing FP based on Enc every round of running.

For example, John Average has Mv 8, END 10, Run 3 and no encumbrance. Fully rested, he can cover 160 feet in a single round at a dead sprint and be just accruing negative FP (10 for 10 SR of sprinting, plus one for an acting during the round). Or he can cover about 1½ miles in ten minutes before accruing negative FP (1 FP per minute, no FP charge per round if he is just running). At Run 20 he could cover over 30 miles in 100 minutes for the same FP cost.

Ski

Difficulty: Average

Runes: Movement

Taught by: Foresters Guild, Hunters Guild

This skill is used to move and maneuver with skis across snowy terrain. Cross country skiing resembles running with the ski planks preventing the foot from sinking into the snow and even providing some extra movement due to the glide. Due to variations in terrain and uncertainty of snow pack maintaining balance is a constant effort. A bow or spear is the most often used accessory to maintain balance though most any stick or pole can be substituted. Lack of such reduces the effective skill score by half.

A cross country skier's movement rate is determined by $AGI \times Skill \text{ Skill Level} \div 10$. A skill roll is usually only made when maneuvering and then only for non-routine maneuvers. As with other movement skills the effective skill score of another skill exercised while skiing cannot exceed the character's Ski skill score.

When skiing downhill significant speeds can be achieved, but only with commensurate risk. In effect Mv is increased by an amount depending on the grade of the slope, but generally around ten and not exceeding twenty. At the end of any round in which the highest Mv used in any SR exceeded the character's normal ski Mv a Ski roll is required to avoid falling. The difficulty of such a roll is equal to the highest Mv. If the attempt is critically successful then the next Ski roll is automatically successful.

Success Result

Critical³ Next three Ski rolls are successful

Critical² Next two Ski rolls are successful

Critical Next Ski roll is automatically successful

Special Balance maintained with panache

Normal	Balance maintained, but lose next action
Miss	Off balance
Failure	Fall
Fumble	Fall badly, take damage for greater of 10' fall and Mv as feet of fall
Fumble ²	Fall badly, take damage for greater of 20' fall and Mv as feet of fall
Fumble ³	Fall badly, take damage for greater of 30' fall and Mv as feet of fall

Sneak

Difficulty: Average

Runes: Shadow, Thief

Taught by: Foresters Guild, Hunters Guild, Thieves Guild

This skill is used to moved quietly with a minimum of fuss and noise. Consequently the character doesn't move very fast either. A Sneaking character's movement rate is reduced to one, though a special success allows two movement points and a critical three movement points. A successful Sneak requires that someone be actively listening to hear the character's breath or movements. In fact, the perception roll must succeed at least as well as the Sneak. A roll for being quiet is required for every minute in which someone might hear the character.

Swim

Difficulty: Average

Runes: Movement, Sea

Taught by: Sailors Guild

This skill is used to stay afloat, avoid swallowing water and to make headway in water. The character's movement rate in water is determined by skill, AGI and race. In any water with currents or waves a skill roll is required every round to avoid drowning. If this roll is missed the character doesn't swallow a significant amount of water, but does move half the normal distance.

The assumption with all of this is that the character is unencumbered. An encumbered character suffers significant penalties. As a rule of thumb the difficulty of swimming is increased by the number of pounds carried in excess of the character's unencumbered weight. Anything that would specifically impede swimming (like holding something in a hand) is an additional 6 penalty.

Holding Breath

A character can hold his breath for a number of rounds equal to his Swim skill level if he is prepared. After that he must make a CON roll against a resisting score equal to the number of rolls made so far, plus one. If the character is unprepared then he must start making the rolls immediately. Each roll costs the character 1 FP. Breath holding is resolved at the beginning of the round.

For example, Shaft Highbow has Swim 15 and CON 16. He is trapped in a room which is being flooded with water so he is attempting to hold his breath. For the first five rounds he can hold his breath automatically. At the beginning of the sixth round he must make a CON/1 roll to continue holding his breath. He rolls a 68, easily a success. At the beginning of the seventh round he must make a CON/2 roll, this time rolling a 17. At the beginnings of the eighth, ninth and tenth rounds he rolls 20, 23 and 79—all successes.

It has been a minute and he is still trapped. He has expended 5 FP for lack of air. At the beginning of the eleventh round he rolls a 78. For rounds 12 to 17 he rolls 16, 48, 27, 39, 49 and 3—all successes. He has expended a total of 12 FP holding his breath and is starting to get tired. He has been under water for nearly two minutes now. At the beginning of the eighteenth round he has a CON/13 roll, or 67% chance. Unfortunately he rolls a 75. He has used up all the air in his lungs and goes unconscious. He will take one point of damage per round until dead.

Water can be dangerous, especially for platemail-clad adventurers or those unfortunate enough to meet pookas. A character in water is considered to be in one of three states: swimming, thrashing and drowning. A character who is swimming is able to stay afloat or to move around in the water. A character who loses this state, usually because of a failed Swim roll, is considered to be thrashing. A thrashing character cannot move and is in imminent danger of beginning to drown. A character who fumbles a Swim roll, or misses a Swim roll while thrashing, begins to drown. A drowning character must make a Swim roll every round and takes damage based on the success or failure of that roll.

Although their bodies are inordinately dense, dwarves *can* swim. Doing so takes constant effort, however, as they have to fight just to stay afloat. What this extra effort means is that a dwarf will lose an extra FP per round spent in water unless he simply ceases struggling and sinks like a rock.

Lizardmen are at the opposite end of the spectrum and swim very well indeed. Not only do they move more quickly than any other character race, but they can hold their breath longer, too. A prepared lizardman can hold his breath for a number of rounds equal to Swim skill level \times 5 and only rolls every fifth round thereafter. Moreover, a lizardman floating motionless near the surface looks more like a submerged log than anything else and he can breathe through his nostrils while doing so, effectively “holding his breath” indefinitely.

Swimming

Success	Swimming	Thrashing	Drowning
Critical ³	stay Swimming; $3 \times$ move	begin Swimming; $1\frac{1}{2} \times$ move	begin Swimming; $1 \times$ move
Critical ²	stay Swimming; $2\frac{1}{2} \times$ move	begin Swimming; $1 \times$ move	begin Swimming; $\frac{1}{2} \times$ move
Critical	stay Swimming; $2 \times$ move	begin Swimming; $\frac{1}{2} \times$ move	begin Swimming
Special	stay Swimming; $1\frac{1}{2} \times$ move	begin Swimming	begin Thrashing
Normal	stay Swimming; $1 \times$ move	stay Thrashing	stay Drowning
Miss	stay Swimming; $\frac{1}{2} \times$ move	begin Drowning	stay Drowning; 1 damage
Failure	begin Thrashing	begin Drowning; 1 damage	stay Drowning; 1s6 damage
Fumble	begin Drowning	begin Drowning; 1s6 damage	stay Drowning; 1d4 damage
Fumble ²	begin Drowning; 1 damage	begin Drowning; 1d4 damage	stay Drowning; 1d6 damage
Fumble ³	begin Drowning; 1s6 damage	begin Drowning; 1d6 damage	stay Drowning; 1d8 damage



Communication Skills

Act

Difficulty: Hard (mixed)

Runes: Creativity, Oral, Shadow

Taught by: Performers Guild, Thieves Guild

This skill is used to take on a coherent personality different than one's own. It is most used to act appropriately for one's situation or dress when they are different than natural—whether on a stage or on the street.

It can also be used to mimic a specific person's mannerisms and speech. This is very difficult and will not fool anyone who was familiar with the targeted person unless a special success was achieved and will only fool someone who was close to the target if a critical success was achieved. It will not fool someone who was intimate unless magic is involved.

A roll is required for every encounter. If this is with a group only one roll is required and its level of success considered with each member of that group. A group is considered to be a collection of people meet within five minutes. Regardless a new roll is required every half hour of constant exposure.

If the character is not disguised to look like the target then the convincing acting becomes even more difficult with a penalty of 4.

Bargain

Difficulty: Average (verbal)

Runes: Oral, Wealth

Taught by: Merchants Guild

This skill is used to dicker over the amount to be paid in a financial transaction. It is usually more satisfying to roleplay the encounter out, but if the referee simply wants to adjust prices based on the character's skill in this he can do so by using the Bargain table. The player rolls against this skill with a difficulty equal to the merchant's skill.

Note that prices are increased as well as decreased. This is to reflect the fact that prices are not set, but dickered over from beginning to end. Each transaction is different. Although a character can try to go from booth to booth to find a better deal, in most economies the merchants engage in price setting. A notation of ND in the table indicates

that there was no deal, neither party could agree to a sale.

The basic premise used for the pricing is that of the "average sale price" which implies that some pay more and some pay less. If dickering is common then merchants can be expected to have a skill around 20 and it pays to have all sales transactions be done by someone competent with this skill.

Bargain

<i>Success</i>	<i>Purchase</i>	<i>Sell</i>
Critical ³	$\times \frac{1}{2}$	$\times 1$
Critical ²	$\times \frac{2}{3}$	$\times \frac{3}{4}$
Critical	$\times \frac{3}{4}$	$\times \frac{2}{3}$
Special	$\times \frac{7}{8}$	$\times \frac{5}{8}$
Normal	$\times 1$	$\times \frac{1}{2}$
Miss	$\times 1\frac{1}{4}$	$\times \frac{3}{8}$
Failure	ND	ND
Fumble	$\times 1\frac{1}{2}$	$\times \frac{1}{3}$
Fumble ²	$\times 1\frac{3}{4}$	$\times \frac{1}{4}$
Fumble ³	$\times 2$	$\times \frac{1}{8}$

Bed

Difficulty: Hard (non-verbal)

Runes: Fertility, Social

Taught by: Prostitutes Guild

This skill is used to bed someone in a very pleasurable manner. Generally, this skill is rolled for once per encounter to determine the amount of added pleasure delivered. The more successful the skill the more at ease and peaceful the subject is afterwards. This can be done gratuitously, but also with malice aforethought as a means of making an easier robbery or getaway, or both. The term of the blissful period is up to the referee, but as a rule of thumb can be taken to be an hour for a critical success, thirty minutes for a special success and fifteen minutes for a normal success. A failure means that the sex wasn't good and a fumble means that it was downright bad. The exact effects of this are so dependent on the particular situation that it is entirely up to the referee to adjudicate.

Beg

Difficulty: Average (mixed)

Rune: Oral

Taught by: Thieves Guild

This skill is used to play on someone's emotions to convince them to give something, preferably money, to the character. The level of success determines how convincing the character was. A miss may get some sympathy, but nothing more. A failure doesn't

even get sympathy and a fumble may incite an angry response. For more information see begging as a profession in Book Five.

Bribe

Difficulty: Easy (mixed)

Runes: Wealth

Taught by: Thieves Guild

This skill is used to convince an official to do something illegal or wrong through financial enticement. Because a balance must be struck to avoid offending by offering too little, scaring off by offering too much, offending by making too obvious an offer, getting overlooked by making too inobvious an offer, getting noticed because a scene results from the offer there is a certain amount of expertise involved.

This skill starts with recognizing if an individual is susceptible to bribery and what their price is. It also covers proper offering of the bribe and how to handle the transaction. Note that there are some unscrupulous officials who will gladly take bribe money but not hold up their end of the bargain.

The following bribe amounts are guidelines for the referee and not to be taken as set amounts. A “standard” bribe is equal to one week’s salary. If bribery is commonplace then bribes will usually be lower. If the bribe is for a minor matter then the amount is halved. If it is for a major matter then the amount is doubled.

For simple bribe attempts a single roll is made which wraps up the whole process in a single result. A success means that if the target was bribable they were and the transaction would require a perception roll equal to the level of success to be noticed. Basically a critical success implies that the transaction went by so quickly and smoothly it would be almost impossible to detect.

A miss, on the other hand, means that the bribe failed to take place for whatever reason—most likely that, true or not, the character judges the target as unbribeable. A failure means that the bribe attempt was misjudged: the target doesn’t stay bribed, will report the bribe, the amount was too little, etc. as appropriate for the individual and the situation. A fumble means that the character completely bungles the attempt and will suffer the maximum penalty for having done so.

Debate

Difficulty: Average (verbal)

Runes: Oral, Force

Taught by: Performers Guild

This skill is not supposed to involve anything more than a logical discourse, but in truth personal magnetism does have an impact. Hence this skill being treated as a communication, rather than mental, skill. Progress in this skill does assume reliance upon logic, but much of an argument is presentation and delivery. The emphasis here is on being rational. This is in sharp contrast to Orate. The quality of the skill roll determines the effectiveness of a speech. A speech prepared before hand can be examined once by an individual who then rolls their skill. If successful then they know the level of success (or failure) attained by the speech writer.

Deceit

Difficulty: Hard (mixed)

Runes: Oral, Shadow

Taught by: Thieves Guild

This skill is used to tell a lie in a convincing manner. It is more about mannerisms than content and gives the sense of true sincerity. It does not make an obvious lie any more believable, only conveying the impression that the liar truly believes what they are saying. On a miss the lie is not convincing, but there is no especial adverse reaction. On a failure it is obvious that the character is dissembling.

This skill is always attempted with a penalty which is equal to the highest WIT of the group being lied to, minus one per person in the group past the first. An experienced liar finds a group of people is easier to deceive than a single, astute listener as the weaknesses of each member of the group can be exploited in turn and their own dynamics used against them. If one of the listener’s possesses this skill at more than 10 then their effective WIT is increased by skill score – 10. An inveterate liar is more likely to catch another in the attempt.

Elicit

Difficulty: Hard (verbal)

Runes: Oral, Shadow

Taught by: Thieves Guild

This skill is used to acquire information from someone through casual conversation without their realizing that they are being questioned. If attempted cold, that is on an unknown or unfamiliar target, the difficulty is increased by the half the target's WIT. In addition, the first success only establishes rapport and does not cause the target to reveal any information. Each attempt requires 15 minutes of (at least mostly) uninterrupted conversation. If the effort drags on the referee should make the target suspicious in accordance with circumstances and the target's WIT. If any attempt is a failure then the target realizes that he is being questioned and will react accordingly. If the target can be plied with drinks without arousing any suspicion this effectively adds 1 per half hour of steady drinking to the Elicit attempts. Too much drinking can backfire if the target becomes less predictable, or simply too drunk to understand the subtle questioning.

Etiquette

Difficulty: Average (mixed)

Runes: Social

Taught by: Noblewomen, Prostitutes Guild

This skill is required to mix in social circles without committing a faux pas. The rules can be learned fairly quickly, the skill comes in following them effortlessly. Anyone wishing to act like nobility should take this skill. It can also be used for effective class snobbery.

Fast Talk

Difficulty: Average (mixed)

Runes: Oral, Shadow, Wealth

Taught by: Thieves Guild, Merchants Guild

This skill is used to get someone to make a snap decision in favor with the character by using loose logic, playing on sympathies and using anything else in pop psychology that might serve. The greater the degree of success the more successful the fast talk is. On a critical success the target is in complete alignment with the character. With a normal success the target is only in partial agreement, but enough to

serve the interests of the character. If the attempt is a failure the target realizes that the character is trying to manipulate them and if the attempt is fumbled they are negatively influenced.

The target of this skill may later, upon reflection, change their mind or at least realize that they've been used. If at some later point the target of a successful fast talk reflects on the event for fifteen minutes they get a WIT roll to realize what happened. What they do after that is up to the character. A critical fast talk gives a resisting score of 20, a special gives 10 and a normal gives 5.

Hypnotism

Difficulty: Hard (mixed)

Runes: Force

Taught by: Performers Guild

This skill is used to put others into a hypnotic trance. It is covered in more depth in the Hypnotism chapter.

Instruct

Difficulty: Hard (mixed)

Runes: Learning

Taught by: any guild

This skill is used to teach effectively. In game terms the lower of this skill and that being taught is used to determine the results of training.

Intimidate

Difficulty: Average (non-verbal)

Runes: Force

Taught by: Enforcers Guild

This skill is used to coerce someone into complying with demands through the implicit or explicit threat of danger or violence. At its most simple level it is simply staring someone down, but encompasses subtle mannerisms, bearing and judging of the target to adjust the levels and obviousness of threat as appropriate. Overdoing a threat of violence can be as ineffective as underdoing it. Too much fear does not produce compliance. The difficulty of the attempt is increased by the half the target's WIL. If the target also possesses this skill then both roll and their levels of success are compared with the greater winning. Each roll takes about a minute of posing, sometimes less.

Intimidate can also be used in stressful situations to directly threaten the target in an at-

tempt to force them to back down. Each such attempt is a single action replacing the character's normal combat action and has a base difficulty equal to the target's WIL adjusted for relative size. The character's PRE is a bonus to his attempt. Each level of success does one point of effective damage. Such "damage" is transient and only lasts through the immediate encounter.

Leadership

Difficulty: Hard (mixed)

Runes: Oral, Warrior

Taught by: Performers Guild, Mercenaries Guild, City Guard

This skill is used to lead and motivate others. Its primary use is to exhort others before difficult times (such as combat) to improve morale or to rally a demoralized group. Note that only the leader who gets the highest level of success counts here. Generally the effects of morale boosting diminish at a decreasing rate: the first point is lost after ten minutes, the second point after another twenty minutes, the third point after another forty minutes and so on. Note that this diminishment will, by itself, never reduce morale below zero.

Make Friend

Difficulty: Hard (mixed)

Rune: Social

Taught by: Thieves Guild, Prostitutes Guild

This skill is used to become friends with someone. Doing so requires time and effort, not just a roll on a skill. Because of the difficulty in making new friends, most people make do with those that they have. An acquaintance friend is someone that the character can hang out with, but the relationship is fairly shallow. When it comes to losing blood or money an acquaintance will usually decline. All forms of friendship require maintenance. If the character is not around the acquaintance for a week or more they will usually lose interest and move on to someone else. An actual friend will last longer, but usually not much more than a month or two without extended contact. As a rule of thumb, the levels of success in an acquaintanceship dissipate at the rate of one every two days and a friendship will dissipate at the rate of one level of success every two weeks.

To make an acquaintance friendship the character must spend at least fifteen minutes of "quality time" with the target while employing this skill. One roll is allowed every fifteen minutes with an acquaintance friendship being struck when there are three or more levels of success. If both persons involved were trying to make friends they could each roll and their levels of success being considered a common pool. While it might seem unreasonable that two people reaching out to each other wouldn't connect, this is often the case in real life. To make a full-fledged friend requires even more work. To earn a roll requires an hour of "quality time" with the other person. Five levels of success are required to turn an acquaintance friend into a full-fledged friend.

Orate

Difficulty: Average (verbal)

Runes: Force, Oral

Taught by: Performers Guild

This skill is used to convince an audience of a certain fact or manner of thinking but calling on their emotions. Some people resent this kind of rhetoric and may take offense. The emphasis of this kind of speaking is effective evocation of emotions towards aligning the audience with the cause of the speaker. The quality of the skill roll determines the effectiveness of a speech. A speech prepared before hand can be examined once by an individual who then rolls their skill. If successful then they know the level of success (or failure) attained by the speech writer.

Question

Difficulty: Hard (verbal)

Runes: Oral

Taught by: City Guard

This skill is used to gain as much reliable information as possible from an unfriendly source. It is mostly concerned with questioning techniques to ascertain the truth of what is being said. Though sometimes combined with torture, the use of that makes this skill rather less effective (as a rule of thumb give a penalty of 12 if mild physical torture is employed). An interrogation is a long and tedious process taking about half an hour per question to be asked. Note that successful use of this skill may

only show that the target is lying—it does not compel truthful answers.

Sing

Difficulty: Hard (non-verbal)

Runes: Creativity, Oral, Social

Taught by: Performers Guild

This skill is used to do more than just carry a tune without a bucket, it represents a refined control over the character's voice and an ability to produce true notes on command. Although the average church choir doesn't have much in the way of this skill, those members who do stand out. Anyone who expects to make a living with their voice needs this skill.

For game purposes characters are assumed to have a "normal" voice to start with. Such a voice, although not abhorrent, is only pleasing to its owner or the owner's mother. The quality of the voice is improved by Sing skill level, assuming that the character has a chance to warm up. Fatigue, particularly vocal fatigue, reduces the voice quality. The skill roll determines the quality of the performance.

Short term vocal fatigue will reduce the quality by one point per hour of performance. Long term vocal fatigue is up to the referee, but after a performance a recovery of one day per point of fatigue is required for a full recovery. Every fifth point is durable and requires a week of *additional* recovery.

A singer who performs an hour every day is fine, but if she performs five hours at a time once per week then each week will see an accumulation of one durable point which is not being recovered. Even with Sing 20 the results would only be tolerable (score 1) after nine weeks.

Train [Animal]

Difficulty: Easy (non-verbal)

Runes: Beast, Force

Taught by: Performers Guild

These skills are used to train animals. The training of each animal is a separate skill as the methods are different. However, the similarity in principles allows a quarter of one skill to be substituted for another. There are two principle uses of animal training: obedience training and performance training. An animal may respond to one type of training better than another, depending on its intelligence and temperament. For more information see the Animal Training chapter in Book Two.

Voice Quality

Score	Description
11+	Voice of an angel, ethereal beauty
7–10	Beautiful singing voice
4–6	Excellent singing voice
2, 3	Good singing voice
1	Tolerable singing voice
0	Normal singing voice
–1	Scratchy, annoying voice
–2, –3	Faulty, irritating voice
≤–4	Hoarse voice



Magic Skills

Alchemy [Kingdom]

Difficulty: Very Hard

Runes: Learning

Taught by: Alchemists Guild

This skill is used to make alchemical concoctions and differs for each kingdom: Plant, Animal and Mineral. It covers the basic processes and procedures of alchemy, but does not specifically provide for making any alchemical product. Normally alchemists work from their laboratory workbook (or another alchemist's stolen, copied or acquired workbook). Experimentation in the laboratory, which risks life, materials and equipment, is the only other way to expand one's knowledge.

Area

Difficulty: Very Hard

Runes: Magic

Taught by: Mages Guild, Wizards Guild

This skill represents knowledge and understanding of magical flows that cause, contribute to, or enhance the area affected by a spell. This knowledge can only be put to practical use with wizardry or magery. Other forms of magic are self contained in a fashion that prevents casting of the spell if the area properties are meddled with.

Ceremony [Religion]

Difficulty: Average

Runes: Knowledge

Taught by: Priests

This skill is different for each religion, even closely related sects. It represents knowledge and understanding of various rituals and is used to work miracles—channeling divine energy through the priest. Although the difficulty is typically Average the actual difficulty is determined by the religion in question. For more information see *Book 4: Magic*.

Channel

Difficulty: Very Hard

Runes: Magic

Taught by: Mages Guild, Sorcerers Guild

This skill allows the character to make more effective use of his personal energy. The net effect

is to reduce the number of magic points supplied by the character, the rest being channeled through the character from ambient energy. If skill score is at least equal to the MP cost of the action being undertaken then the MP cost is halved, rounding fractions up. If the skill level is at least equal to the MP cost of the action then the cost to the character is reduced to one tenth MP, rounded up. To channel requires that the character spend an entire round doing nothing else (not even walking or talking). The points are then available to an action (usually but not necessarily a spell casting) which begins in the following round. A character who has achieved a meditative focus on channeling for a specific spell (or action) can channel the magic points while performing the action with no restriction or limitation other than that which is imposed by the action itself or maintaining a meditative focus.

Divination [Type]

Difficulty: Hard

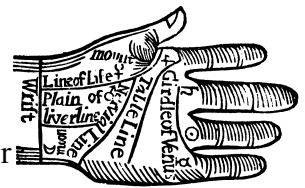
Runes: Knowledge

Taught by: Shamans

This skill allows the character to correctly interpret the natural signs around them as pertains to predicting the future. This should not be taken to imply that there will always be pertinent signs—whether or not there are portents is up to the referee.

This skill never directly reveals the future—indeed, the idea that the future is set and therefore predictable is theologically unsound in most places. Rather, it gives portents. A divination might reveal that a journey to be undertaken is particularly dangerous, or that it may be particularly profitable. Portents can even be a mixed bag with predictions of danger mixed with those of profit.

Interpreting and applying this skill is up to the referee, but should take into account the degree of success. Note that there are different methods of divination, each of which is considered to be a different skill. There are too many methods to enumerate here, but some of the more popular are *cartomancy* (revealing the future through cards, in particular the tarot), *pyromancy* (seeing visions of the future in dancing flames), *oneiromancy* (interpreting dreams as portents of the future, as well as other personal divinations), *astrology* (reading the



Gather Source					
Source	<i>Very Abundant</i>	<i>Abundant</i>	<i>Normal</i>	<i>Scarce</i>	<i>Very Scarce</i>
Cemetery ¹	100 years old and 10,000 plots	30 years old and 1,000 plots	10 years old and 100 plots	3 years old and 10 plots	A year old and a single plot
Earth ²	Freshly plowed	Tilled & fertile	Fertile ground	Normal soil	Rocky ground
Fire	Forest or prairie fire	Huge bonfire (10+ hexes)	Bonfire (3+ hexes)	Hearthfire	Torch
Hanging & Oaks ³	Fresh corpse ⁴ (<24 hours), 100+ ⁵	Recent corpse ⁴ (<1 week), 10+ ⁵ , 1000+ years ⁶	Old corpse ⁴ (<1½ months), 1+ ⁵ , 200+ years ⁶	Mature oak (40+ years)	Young oak (8+ years)
Kundalini ⁷	CHA 21+	CHA 15+	CHA 10+	CHA 5+	CHA 1+
Lunar ⁸	Full moon	Gibbous moon	Half moon	Crescent moon	New moon
Nature	Untouched ⁹ for 100 years	Never spoiled ¹⁰	Unspoiled ¹⁰ for 100 years	Uninhabited with no trace	Uninhabited with trace
Rock	Mountain or deep cave	Bluff or deep mine	Outcrop or shallow cave	Boulder or shallow mine	Large rock or deep pit
Shadow	Pitch-black	Deep shadow (distant candle)	Shadowed (candle)	Light shadow (twilight)	Some shadow (not fully lit)
Solar ¹¹	Dawn ¹²	Clear day	Partly cloudy	Cloudy	Overcast
Song & Dance ¹³	100+ participants	30+ participants	10+ participants	3+ participants	Self only
Tree	Old oak (200+ years)	Mature oak or yew (50+ years)	Mature tree (20+ years)	Young tree (5+ years)	Sapling
Water ¹⁴	Ocean	Lake, bay or enormous river	Pond or river	Small river or small pond	Stream or large puddle
Wind	Gale (40+ mph)	Strong wind (20+ mph)	Wind (10+ mph)	Strong breeze (5+ mph)	Breeze (2+ mph)
Time Rate:	1 round	3 rounds	1 minute	3 minutes	10 minutes
¹ Only after sunset and before sunrise ² During night time hours the effective level of abundance is reduced by one ³ Only one condition needs to be met; during daylight the effective level of abundance is reduced by one ⁴ Hanged (and still hanging) corpses only ⁵ Refers to trees which have been used for the given number of hangings over a year ⁶ Refers to the oak tree's age ⁷ Partner's level of success in Bedding × Gather skill level is amount earned; CHA is partner's ⁸ Only outside and during night time hours ⁹ Untouched means only elven races (elf, faerie, sidhe) have been in or near the place ¹⁰ Unspoiled means no construction or tool use ¹¹ Only outside and during daylight hours ¹² A five minute period; effective Meditation skill level is reduced by number of columns for cloudiness ¹³ Difficulty of performance ÷ 10 × level of success in Dance or Song × Gather skill level is amount earned ¹⁴ If the body of water is artificial, damned or channeled the effective level of abundance is reduced by one					

stars and other astral signs), and *augury* (interpreting natural events, such as a black cat, appearance of crows, breaking a mirror, etc., as portents of the future).

Duration

Difficulty: Very Hard

Runes: Magic

Taught by: Mages Guild, Wizards Guild

This skill represents knowledge and understanding of magical flows that cause, contribute to, or enhance the duration of a spell. This knowledge can only be put to practical use with wizardry or magery. Other forms of magic are self contained in a fashion that prevents casting of the spell if the duration properties are meddled with.

[Element] Elementalist

Difficulty: Very Hard

Runes: Magic

Taught by: Elementalist

This is a different skill for each element, such as Fire Elementalist or Earth Elementist. The skill allows the character to remotely manipulate the element and is described more completely in the Book Two.

Gather

Difficulty: Easy

Runes: Magic

Taught by: Mages Guild, Shamans, Sorcerers Guild, Summoners Guild, Thaumaturges Guild, Witch Covens, Wizards Guild

This skill is used to restore personal energy by drawing on the environment. It can be used to restore MP or FP, the number to be restored being equal to the character's Gather skill level. Every fifth recovered FP restores 1 LFP. All gathering is done from a source. Any character has one and only one source from which they can gather. The choice

of source is sometimes limited by race, but in any case it is set at the time that the character is created and cannot be changed thereafter.

To gather the character must achieve a meditative focus on, and be in physical contact with (if relevant), what they are desiring to draw from. This requires humans who use solar gathering to be outdoors and it be during the day. Lunar gathering can likewise only be done outdoors at night. Cemetery gathering can only be done at night. Wind gathering must be done outdoors. The amount drawn is normally equal to the skill level and the rate at which those points are drawn depends on the quality of the source as rated on the *Gather Sources*. This is the only way that magic points can be recovered. This skill cannot increase MP above POW or FP above END.

The greater a character's magical aptitude (TAL) and attunement with his source of magical energy (Gather) the more sensitive the character is to such sources. The sum of TAL and Gather skill level is the nominal range in feet to which the character will sense a location from which he can draw on the source. Abundant sources can be detected farther away, but their apparent level of abundance is reduced comensurately. This is summarized on the Gather Sense table. For example, a Very Abundant source would be sensed at sixteen times the nominal range, but with only a strength of a Very Scarce source. The character's sense of direction of the source increases with its apparent abundance.

Hedge Wizardry

Difficulty: Average

Runes: Magic

Taught by: Hedge Wizards

This skill heading covers those spells utilized by hedge wizards. Each cantrip is a separate spell which must be either memorized or cast from a spell book. Hedge wizardry is characterized by unique formulas comprising spells with ritual gestures and incantations being required for casting.

Gather Sense					
<i>Source</i>	<i>×1</i>	<i>×2</i>	<i>×4</i>	<i>×8</i>	<i>×16</i>
Very Abundant	VA	A	N	S	VS
Abundant	A	N	S	VS	—
Normal	N	S	VS	—	—
Scarce	S	VS	—	—	—
Very Scarce	VS	—	—	—	—

Meditative State

A character who is in a meditative state is narrowly focused. This allows the character to do things that are not normally possible, but at the expense of some normal functionality. For example, to be able to channel magical energy normally requires a round devoted to that activity but a character with a meditative focus for that one activity can do so without any delay.

Activities that are closely related to the focus of the meditative state can still be used normally. For example, a character who has a meditative focus on channeling magical energy for a sorcery charm casting can use his Sorcery skill as normal. Or a character with a meditative focus on using a sword in a specific fight has no penalty to his Tactics skill.

However, activities that are not closely associated receive a 6 penalty. In the case of movement the character's movement rate becomes 1, or two hexes per round. Any movement in excess of that increases the difficulty of any associated actions by Mv. For example, an AGI roll is not normally required to walk, but a character in a meditative state focused on Channel attempting to use Mv 8 would have to make an AGI/8 resistance roll each "action" (that is, 4 SR or portion thereof) to avoid stumbling. A failure would indicate an off-balance state while a fumble would result in the character falling down. Similarly, if the character attempted a Dodge action the difficulty would be increased by 6.

Meditation Times

Skill Level	Time to Attain	Duration of State
0	1 hour	8 minutes
1	30 minutes	15 minutes
2	15 minutes	30 minutes
3	8 minutes	1 hour
4	4 minutes	2 hours
5	2 minutes	4 hours
6	1 minute	8 hours
7	4 rounds	12 hours
8	2 rounds	16 hours
9	1 round	20 hours
10	1 action	24 hours
11+	instantaneous	indefinite

[Magery]

Difficulty: Very Hard

Runes: Magic

Taught by: Mages Guild

This skill represents a practical knowledge of magical structures laws as they pertain to some particular area of magic. Consequently this skill is different for every area of magery. For more information see the Magery chapter in the High Magic book.

Meditation

Difficulty: Very Hard

Runes: Learning, Magic

Taught by: Mages Guild, Shamans, Sorcerers Guild, Summoners Guild, Thaumaturges Guild, Witch Covens, Wizards Guild

This skill is used to achieve a singular focus on one specific thing. For wizards, sorcerers and the like this is often the Channel or Gather skill. Shamans can use this level of concentration to leave their body and visit the spirit world. A thaumaturge must utilize this to make a spell ready for use. This is also used to attune an item, usually a magic or rune item. Normally only one thing can be focused on, however, those able to split this skill can focus on as many things at a time as ways they can split the skill.

The time it takes for a character to achieve a meditative focus, and how long the focus lasts, is found on the Meditation Times table. While trying to achieve a meditative focus the character can do nothing else. The use of focii makes it easier to achieve a meditative state—the quality of the focus is added to the character's skill level when consulting the table (though it cannot raise the effective skill level above 10).

Common focii include large, flawless crystal balls, precious gems of unusual clarity and brilliance, and specially cut runes. Even drugs can be

Meditation with Focus

Success	Result
Critical ³	16 hours
Critical ²	4 hours
Critical	1 hour
Special	15 minutes
Normal	4 minutes
Miss	—
Failure	2 distraction
Fumble	6 distraction
Fumble ²	10 distraction
Fumble ³	25 distraction

Attuning Items

To attune an item a character must meditate on an item and achieve a meditative focus on it. Once that has been accomplished zero degrees of mastery are obtained. For more information on mastery consult the Operate Artifact skill. In general an attuned item can have its power turned on or off, activated through the expenditure of MP, or charges discharged.

used to assist achieving a meditative state, a common practice among shamans (even increasing the effective skill level above 10).

Any item, if it is to be used in conjunction with the object of the meditative state, can act as a focus effectively increasing the character's Meditation skill level by one (even above skill level 10). For example, a wood-elf meditating on gathering from a tree could use the tree as a focus to achieve the meditative state more quickly and allow it to last longer.

The meditative state can be terminated any time the character wishes (if, for example, he wants to meditate on something else), but will also be terminated immediately if the character is affected mentally (as by a Confuse spell), severely injured (a serious wound) or loses consciousness (through injury, magic or sleep).

A character can attempt to achieve a meditative state in a single round by making a skill roll. In such a case each point of focus increases the character's score by 2.

The distraction caused by failures and fumbles lasts for 1 minute before being downgraded one level which will last twice as long as the preceding. Thus a triple fumble would cause distraction of 25 for one minute, followed by distraction of 10 for two minutes, followed by distraction of 6 for four minutes, followed by distraction of 2 for eight minutes.

Operate Artifact

Difficulty: Hard

Runes: Magic

Taught by: Mages Guild, Shamans

This skill is used to operate magic items and artifacts, particularly items made through enchantment magic. Such items must first be

attuned which is done simply by achieving a meditative focus on the item in question. Once attuned, if in physical contact (Strong Presence range counts at referee discretion) the character can operate the item and increase his mastery of it.

An item has a difficulty to operate or master. For those created from the magery or wizardry enchantment spells this difficulty is equal to one complexity level less than the spell as cast. For thaumaturgical enchantments it is equal to the adjScore. Most items can be operated automatically, but if the description specifies that a skill roll is required then this skill is used.

Many items require no particular mastery. For example, a sword enchanted with Keen Edge does not even require attunement to use, much less any degree of mastery. However, to turn a power on or off requires the item be attuned and to have any control over the power, such as the illumination intensity of a Wand of Light, requires at least some degree of mastery. For simple enchantments which can only be turned on or off, activated or discharged doing any of those requires attunement and five rounds. Finer control requires mastery beyond degree zero.

Mastery is rated in degrees and starts at zero. To earn a degree of mastery the character must have the previous degree, have used the item at least a number of times since then equal to the square of the desired degree and spend a cumulative amount of time meditating on the mastery as found on the Degree of Mastery table. The time is determined by the effective chance of success and the degree of mastery to be obtained. Note although the time is spent meditating it does not require a meditative state as defined under the Meditation skill. However, time spent in a meditative state counts double. The

Time Activate

<i>Mastery</i>	<i>Time</i>
Zero Degrees	Five rounds
First Degree	Three rounds
Second Degree	One round
Third Degree	One action
Fourth Degree	Two SR delay
Fifth Degree	Reflex

item being mastered can be used as a meditative focus, increasing the effective skill level by one.

For example, a character with Operate Artifact 6 attempting to gain the first degree of mastery of an item with difficulty 10 would have to spend four hours and thirty seven minutes meditating on the item. With Meditation 4 using the item being mastered as a focus it would take 15 minutes to achieve a meditative state lasting 30 minutes. Thus every 45 minutes spent achieving and in a meditative state would count as 1 hour of the time required, reducing it to 3 hours and 28 minutes.

Finally, a character need not ever utilize the artifact to master it, but failure to do so increases the time required to achieve mastery. The additional time required is equal to the normal time for mastery times the number of required uses that are being omitted. So, in the previous example, if the character had never utilized the item then it would take 9 hours and 14 minutes to master or, with meditative focus, 6 hours and 56 minutes.

Power

Difficulty: Very Hard

Runes: Magic

Taught by: Mages, Wizards Guild

This skill represents knowledge and understanding of how to focus magical energy so as to increase the intensity of a spell. This knowledge can only be put to practical use with any form of magic that has a variable spell level (for example, this skill has no effect with hedge wizardry which is self contained in a fashion that prevents successful spell casting if spell intensity has been meddled with). In general the maximum spell level achievable is increased by rank.

Range

Difficulty: Very Hard

Runes: Magic

Taught by: Mages, Wizards Guild

This skill represents knowledge and understanding of magical flows that cause, contribute to, or enhance the range of a spell. This knowledge can only be put to practical use with wizardry or magery. Other forms of magic are self contained in a fashion that prevents casting of the spell if the range properties are meddled with.

Sacrifice

Difficulty: Average

Runes: Magic

Taught by: Black Sorcerers

This skill is used to make a blood sacrifice as part of an evil ritual for drawing energy from the sacrificial victim. The ritual requires a knife be used to slit the jugular of the victim to release its life blood. This ritual is inherently evil and inherently magical: the MP gained from it causes a surge of evil with a presence equal to twice the MP obtained and then taints each participant in the ritual with BMP equal to one-fifth the MP. BMP are lost as described in the Magic chapter.

The MP gained from use of this skill are immediately available to the ritual's leader. Normally they are added to his score which can exceed the character's POW. The character's presence is equal to his MP while they exceed his POW, though excess MP are lost at the rate of one per minute. However, if an item requiring or able to store MP is used to contain the blood, or stained with the blood, then that item becomes the repository of the MP instead.

The individual leading the ritual is the only one to make a skill roll, but his skill is modified by the participants as for any team skill. There is no minimum number of participants, however, and the

maximum is the square of the leader's Sacrifice skill level. The amount of MP gained from the sacrifice depends on the sacrificial victim and the level of success with the skill. Animals (any creature that is not fully sentient) are worth half the indicated amount and "innocents" (as judged by the referee) are worth double.

Sacrifice	
Victim	MP
Animal	$\times \frac{1}{2}$
Sentient	$\times 1$
Innocent	$\times 2$



<i>Success</i>	<i>Result</i>
Critical ³	Victim's POW \times 5
Critical ²	Victim's POW \times 4
Critical	Victim's POW \times 3
Special	Victim's POW \times 2
Normal	Victim's POW \times 1
Miss	Victim's POW \times ½
Failure	None
Fumble	Each participant loses 1d6 POW and 1d6 WIL, one point of which is permanent.
Fumble ²	Loss is 2d6 POW, 2d6 WIL, two points of which are permanent.
Fumble ³	Loss is 3d6 POW, 3d6 WIL, three points of which are permanent.

Shamanism

Difficulty: Hard

Runes: Magic

Taught by: Shamans

This skill is used to bind and control spirits. For more information see the Shamanism chapter in Book 4.

Sorcery

Difficulty: Average

Runes: Magic

Taught by: Sorcerers Guild

This skill is used to cast sorcery spells. It covers the basic ritual elements, but does not specifically provide for casting any spell. A sorcerer usually memorizes each spell, learning new ones from other sorcerers or grimoires. Sorcery is characterized by requiring eye contact with the target of the spell and notions of black and white magic.

Summoner

Difficulty: Very Hard

Runes: Magic

Taught by: Summoners Guild

This skill is used to summon and command spirits from the plane of Chaos. For more information see the Summoners chapter of Book Four.

[Thaumaturgy]

Difficulty: Very Hard

Runes: Magic

Taught by: Thaumaturges

This skill represents a symbolic and ritual knowledge of thaumaturgical devices and laws as

they pertain to some particular area of magic. In practice this skill can be used to read thaumaturgic grimoires of the appropriate type. It also includes knowledge of the specialized vocabulary required for discussing thaumaturgic matters. See the Thaumaturgy chapter in the High Magic book for more information.

[Thaumaturgy List]

Difficulty: Average

Runes: Magic

Taught by: Thaumaturges Guild

This skill represents specific knowledge of the means and methods for practical application of a subset of the symbolic and ritual knowledge embodied by a [Thaumaturgy] skill and is used to know and cast spells from the list. For more information see the Thaumaturgy chapter of the High Magic book.

Witchcraft

Difficulty: Average

Runes: Magic

Taught by: Witch Covens

This skill is used to cast witch spells. It covers the basic ritual elements, but does not specifically provide for casting any spell. A witch usually memorizes each spell, learning new ones from other witches. Witchcraft is characterized by requiring sundry materials relevant to the spell casting by contagion or sympathy. It also has components of black and white magic.

Wizardry

Difficulty: Very Hard

Runes: Magic

Taught by: Wizards

This skill represents both the theoretical understanding, and the practical application, of power words. A power word is the true name of a spell and can be represented through sound or as a graphic symbol. For more information see the Wizardry chapter in the High Magic book.



Manipulation Skills

Boat

Difficulty: Easy

Runes: Sea

Taught by: Fishers Guild, Sailors Guild

This skill is used to row and steer small boats using oars or paddles. This is a “team” skill with the coordinator being the steersman. The steersman rolls against this skill. The team consists of the oarsmen and the steersman, though a rowing master is averaged in if available.

Using a drummer (or flautist) is effective by helping the oarsmen to keep in time. This gives a bonus of 2 to all oarsmen below 10, not to exceed a 10 adjusted skill, as it helps to compensate for their lack of skill by giving them a beat for the strokes. Note that all good rowers chant which does much the same thing and is part of their skill score. Rowing in silence reduces the effective skill by two.

This skill should be rolled against every watch (four hours) under “smooth” sailing conditions. When moving tactically it should be rolled against for every maneuver attempted.

The steersman can declare to row for speed in a sprint or to pace for a long rowing term. When sprinting the team’s level of success is added to the movement rate. When long rowing the oarsmen cannot exceed $\frac{2}{3}$ effort (about 82% nominal speed), but only incur fatigue every Boat Skill Level rounds. If the effort does not exceed $\frac{1}{3}$ (about 58% nominal speed) then fatigue is only incurred every Boat Skill Level minutes.

Conceal

Difficulty: Average

Runes: Thief

Taught by: Thieves Guild, Performers Guild

This skill is used to conceal a small object on one’s person. Concealment should be limited to something the size of a small pouch, a deck of cards or some similar object. Anything bigger quickly becomes more difficult. For example, difficulty 12 (moderately hard) for something the size of a trade paperback book and difficulty 16 (hard) for anything larger that the referee feels can reasonably be concealed on one’s person. A successful Conceal

roll requires that someone visually or physically search the character to discover the concealed item. A visual search uses the Scan roll and must be at least as successful as the Conceal was. A physical shakedown will normally, e.g., even with a miss, find a successfully concealed item. A special success Conceal requires a normal success Search and a critical success Conceal requires a special success Search. A good search is hard to get anything by. The referee may penalize the Search for particularly small and well concealed objects, such as a wire sewn into the hem of a cloak.

Craft [Type]

Difficulty: variable

Runes: Creativity

Taught by: Craft Guilds

This is a separate skill for every craft, each of which must be bought with separate experience points. The character’s skill in a craft rates how effectively he can perform the specified craft. If the quality of a particular piece of work is significant than it can be found by rolling against the character’s skill, modified as appropriate for the work at hand.

Common crafts are Armorer, Baker, Blacksmith, Boatwright, Bowyer, Carpentry, Cartwright, Cobbler, Fletcher, Leatherer, Potter, Shield, Shipwright, Tailor, Wainwright, Weaponsmith, Weaver, and Wheelwright. There is a more thorough treatment of crafts in that chapter.

Drive [Vehicle]

Difficulty: Average

Runes: Movement

Taught by: —

This is a separate skill for every type of vehicle. It covers all aspects of vehicular operation, such as the harnessing of the animals to pull it, not just controlling the moving vehicle. For doing simple tasks, such as starting the team up or slowing it down the skill has a bonus of 6. For control in emergency situations a skill roll is required for each event, with penalties if the situation is particularly difficult.

Juggle

Difficulty: Hard

Runes: Thief, Wind

Taught by: Thieves Guild, Performers Guild

This skill is used to accurately toss various small to medium sized objects ranging from scarves to oranges to axes. Although this skill is generally used to perform a juggling act it is not limited to that—it can be used to perform any highly accurate, especially rhythmic, toss or throw.

If used to toss several roughly uniform objects in a rhythmic pattern the skill is effectively doubled, though it must be rolled against every round. The quality of success determines how much control was maintained.

If used for a single toss, or a series of tosses, the skill is used as is. However, the toss or tosses are hyperaccurate. Any success counts as a critical success, though misses are rated normally. As a rule of thumb the variance between the aim point and the point of impact is no more than an inch for a normal success, a half of an inch for a special success and a quarter of an inch for a critical success.

This skill *cannot* be used to throw a knife, axe or spear in combat—that is a different matter all together. This skill is only appropriate for trick throws and the like where, no matter how difficult, the target is known and predictable.

Juggle can increase DEX for resistance rolls.

Massage

Difficulty: Hard

Runes: Social

Taught by: Prostitutes Guild

This skill is used to give pleasurable, relaxing and/or stimulating massages. Can be used to ease tense, strained or pulled muscles (e.g., from injuries). This kind of treatment requires a minimum amount of time to be effective depending on the level of success achieved with the skill. For a normal success this is 15 minutes, for a special success it is 10 minutes and for a critical success it is 5 minutes. A miss means that though the massage feels good it has no therapeutic value. A failure means that it doesn't even feel particularly good

and a fumble that is uncomfortable at best and injurious at worst.

The exact result is up to the referee and might involve a CON/10 saving throw on the part of the person receiving the massage. For example, it might do as little as cause 1d10 points of pain for 1d6 × 10 minutes or it might cause the minimum damage for a serious wound. In general it should be appropriate to the attempted therapy. A strained knee might wind up as a torn muscle. A tense thigh muscle could turn into a charlie horse (stun at least equal to the minimum damage for a serious wound). Heart compression is possible from deep tissue therapy of the chest or back.

Palm

Difficulty: Average

Runes: Thief

Taught by: Thieves Guild, Performers Guild

This skill is used to pick up small objects without this action being noticed. Palming should be limited to something the size of a small pouch, a deck of cards and similar objects. Anything bigger is more difficult. For example, difficulty 12 (moderately hard) for something the size of a modern paperback book or a dagger, difficulty 16 (hard) for something the size of a trade paperback, difficulty 24 (tough) for something the size of a standard dictionary or a shortsword, difficulty 32 (very hard) for something the size of a sword or small chest and 50 (extremely tough) for anything that requires two hands.

If the attempt is a miss than attention was directed at the wrong point and the object was not pilfered. If the attempt was a failure then the object was picked up, but anyone around will see it. If the attempt was fumbled then the character makes an obvious attempt to sneakily pick up the object, but drops it instead. A successful Palm requires that someone be actively watching the character and achieve at least the same degree of success with a Scan roll. Note that palming does not automatically conceal the object on the character's person, it simply allows the item to be picked up sight unseen.

Pick Lock

Difficulty: Average

Runes: Thief

Taught by: Thieves Guild

This skill is used to open locks without having the proper key or combination. The difficulty of the attempt is the complexity of that lock. The level of success combined with the adjusted Elaborate Score (adjES) of the lock—a rating for how elaborate the mechanism is—determines how long it takes to pick. When the cumulative levels of success reach or exceed the adjES the lock is picked. Rolls for lock picking are made at the highest strike rank in the round. A failure reduces the cumulative level of success by one—if this reduces it below zero then the lock is jammed. A fumble removes all accumulated levels of success—if there were none then the lock is jammed. A double fumble jams the lock and breaks the pick. A triple fumble breaks the pick and the lock as well.

<i>Success</i>	<i>Time to Pick</i>
< adjES	Not yet
adjES	End of round
adjES + 1	One action
adjES + 2	One SR at base SR + 5
adjES + 3	Reflexive no later than base SR + 5

Pick Pocket

Difficulty: Hard

Runes: Thief

Taught by: Thieves Guild

This skill is used to surreptitiously lift a small object from someone else's person. The item to be stolen need not be in a pocket: a skilled thief is also adept in undoing pursestrings. Basically, anything not clutched to the breast or stuffed down one's shorts is subject to theft by this skill.

This does not mean that such thefts are always easy. Thieves usually work in pairs with a classic distract-snatch maneuver. In such a case the thief with the lowest skill usually does the distraction because it requires little skill, only the thief doing the snatch need roll. The distracting thief may need to run for his life, however. Performing this skill without a partner gives a penalty of 6. A partner whose skill is below 6 levies the difference as a penalty against the Pick Pocket skill roll. An espe-

cially skilled partner gives a bonus: a partner with at least 12 gives a bonus of 1, 15 or more gives a bonus of 2 and 18 or more gives a bonus of 3.

A general penalty is levied for especially difficult endeavors. Although the following guidelines are given everything is so event specific it is really up to the referee to assess just how hard any given attempt is. An item in an article of clothing not immediately in contact with the victim's skin is at no penalty—and maybe even gets a bonus (for example, a backpack). An item in an article of clothing in immediate contact with the victim's skin (for example, a trouser pocket) is slightly hard (difficulty 10). An item itself in direct contact with the victim's skin (for example, a bracelet) is moderately hard (difficulty 12). An item whose location either impedes removal (for example, a finger ring) or is easily observed (for example, an earring) is at least hard (difficulty 16).

Note that this skill allows the character to untie all manner of knots. A thief untying a knot outside of the context of picking a pocket does so by rolling against his skill with a bonus of 6. Unless the knot is especially well done even a miss will untie it. A thief can, if he achieves the same level of success given the same penalty as the person who tied the knot, untie even a sailor's knot.

Pilot [Vehicle]

Difficulty: Hard

Runes: Movement

Taught by: —

This skill is used to pilot a flying vehicle. A roll is necessary for each control event during critical situations.

Play [Instrument]

Difficulty: Average

Runes: Creativity

Taught by: Performers Guild, Prostitutes Guild

This skill is used to play effectively the designated instrument, such as piano, flute, horn, trumpet, bagpipes or drums. The level of success determines the quality of the presentation of the work known to the player. The level of success cannot be higher than that of the original work, unless a critical success is achieved in which case the quality of the original work is effectively increased by one. If the

original was a critical success then the degree of success is one higher the skill roll. If both are critical successes then the quality of the performance is four levels of success—truly astounding.

Sail

Difficulty: Average

Runes: Sea

Taught by: Fishers Guild, Sailors Guild

This skill is used to man the sails and steer boats using sails. It is a “team” skill with the coordinator being the first mate. The first mate rolls against this skill as adjusted for the quality of his crew.

There is a penalty of 2 for each non-crew member on deck whose Sail is below 6—having inexperienced sailors on the deck simply interferes with the work of adjusting and repairing rigging and in general the proper functioning of the ship. A captain, firstmate and possibly members of the crew will yell liberally at any passengers underfoot. Keep in mind that deck space is at a premium—these aren’t luxury ocean liners.

There is also a penalty for sailing a craft with which the sailor is unfamiliar. This is 2 for a new ship or 6 for different rigging. The penalty is reduced by 1 for every twenty hours of duty the sailor performs on the ship.

Generally this skill should be rolled for each watch (four hours) under “smooth” sailing conditions. If the ship is moving tactically it should be rolled against for each maneuver that is attempted.

Note that this skill allows the character to tie all manner of knots, this being an essential sailor task. A sailor tying a knot outside of the context of running a ship does so by rolling against his skill with a bonus of 6. A failure means that the knot fails to hold and a miss that the knot is weak—it is only of a normal strength and complexity. A knot tied by a sailor requires a degree of success equal to that achieved by the sailor who tied it. In addition a sailor can intentionally tie a more difficult knot by taking a penalty to his skill. This same penalty is applied to the skill of anyone, other than the tying sailor, who desires to undo the knot.

Traps

Difficulty: Average

Runes: Thief

Taught by: Thieves Guild

This skill is used to set or disarm a mechanical trap such as might be used with a lock or to catch an animal. The complexity of the trap to be set or disarmed determines the number of successes required to perform that function.

Each attempt takes one minute with a skill roll being attempted at the end of that period. If the number of successes becomes negative, or any roll is fumbled, the trap is triggered immediately.

Typical hunting traps have a rather low complexity (one to three) as most animals are unlikely to have this skill. Lock traps intended for the unwary will also have low complexity, but those intended to intimidate accomplished thieves may have complexities of five to ten.

A trap is also indicated for the tool needed to set or disarm it. For common hunting traps there are no particular tools needed, but trapped locks may require special tools to deal with.



Mental Skills

Accountancy

Difficulty: Average

Runes: Wealth

Taught by: Merchants Guild

This skill is used to maintain, balance and check books. It doesn't necessarily require literacy as there are standard marks used in accountancy, however books kept written in normal language *do* require a literate accountant.

Normally a skill roll is required whenever the books are balanced with the base difficulty score being the number of days since the last balance. This base difficulty is modified for the amount and complexity of activity going on. A critical success balances the books perfectly, a special success does so within 1% and a normal success within 5%. A failure means that an error was made in the accounting or in the checking so that the next attempt has its degree of success reduced by one. A fumble means that the books, if they were correct, are reported as being off and if they were off are reported as being correct. The success of consecutive attempts is cumulative, e.g., two normal successes become a special success.

Each attempt to balance or check the books takes five minutes per point of difficulty so books twenty days behind can be very difficult to bring up to speed. A wealthy trader will need to have several accountants to keep his books with a head accountant to periodically balance them all against each other.

Animal Husbandry

Difficulty: Average

Runes: Beast, Fertility

Taught by: Farmers

This skill is used to care for and breed animals. Some animals, like horses, require lots of care to stay healthy. A high maintenance animal like that must receive a minimum of fifteen minutes of quality care a day or risk deterioration. A horse that has been ridden needs at least an hour. Quality care means at least a normal success. A miss wastes five minutes of time, a failure wastes fifteen minutes of time and a fumble means that the activity was detrimental to the animal.

This skill is also used to manage breed lines, but a complete treatment of that subject is beyond the scope of these rules. Basically: a roll would be required to find appropriate matings, to assist in difficult birthings, and so on.

This skill *does not* allow the character to train animals.

Bureaucracy

Difficulty: Average

Runes: Wealth

Taught by: Scribes Guild

This skill can be used to either function as a bureaucrat, or to deal with one. A bureaucrat is a master of rules and it doesn't pay to tangle with one unless you have superior connections. In practical terms, this skill can be used to establish or make contacts in a bureaucracy. It can also be used to avoid offending a bureaucrat, or to try and smooth over an already existing offense.

For active use, usually to establish contacts, the character must spend 30 minutes and 1d20 silver pieces on chatting up and providing gifts to the functionaries with the quality of the success determining that of the contact. A failure means that the character is marked as an outsider and any further attempts are at a cumulative penalty of 4 (persistence marks one as internal affairs or stupid, both bad qualities). A fumble means that the character immediately falls afoul of some bureaucratic nicety in a bad way and will likely have a lot of negative attention and results from the bureaucracy in question unless he clears out and vacates.

To smooth over things requires a similar effort which is graded in similar fashion, but the greater the problem the more time and money that must be spent. In some cases the skill will have to be used several times separately on individual bureaucrats as the ladder of authority is ascended. Note that this is *not* bribery, which is a separate skill. While bribery subverts the system, bureaucracy works with the system. It is people skills and sometimes known as "social engineering."

Camouflage

Difficulty: Average

Runes: Beast

Taught by: Foresters Guild, Hunters Guild

This skill is used to conceal oneself or others in an outdoor environment using available cover. This is a static concealment and precludes moving. Evaluating a camouflage effort is an easy task with a success informing the character of whether or not the camouflage itself was a success. The length of time camouflage remains effective varies with how it is accomplished. Gathered green vegetation is initially quite effective in woodland areas, but becomes less so as the vegetation dies. Something that is camouflaged can only be found through active perception, which actions have a difficulty determined by the level of success in the camouflage. If an object is concealed with the Hide skill before hand then one roll is required to penetrate the camouflage and a second roll to penetrate the Hide.

Compose

Difficulty: Hard

Runes: Creativity

Taught by: Performers Guild

This skill is used to compose music and for the sake of simplicity is assumed to cover generally all types of musical composition. The quality of the music composition is determined by the level of success. A work can be reworked over time with each revision's level of success replacing that of the original work. Not all revisions are worthwhile.

Discipline

Difficulty: Hard

Runes: Warrior

Taught by: Mercenaries Guild, City Guard

This skill is used to govern oneself against normal desires or impulses. For example, to show no response after being struck on the cheek. Discipline score can replace WIL for resistance rolls. The main exception is when resisting magic (though it can be substituted for WIL when resisting magical or psychic attempts to control the character).

This is an effective skill for concealing one's true desires, emotions and motives, but only behind a blank wall—it cannot be used to mimic others. In

general it can be used by a character to demonstrate self control.

Discipline also represents a character's morale which is discussed more thoroughly in the Combat chapter of book 2.

Disguise

Difficulty: Hard

Runes: Shadow

Taught by: Thieves Guild, Performers Guild

This skill is used to alter one's appearance so as to not look like oneself, maybe to look like a different kind of person and sometimes to look like a specific other person.

If the goal is merely to alter one's appearance that is easily done and is only normal difficulty. Apparent height can be altered by about an inch either way through posture and minor alterations to appearance can be done with makeshift props.

To look like another kind of person, like going from beggar to noble or noble to mercenary or crafter to sailor, requires appropriate dress and can be helped by cosmetics and other tools. The degree of success represents the quality and thoroughness of the disguise. Keep in mind that a disguise is static and does not make the character an actor.

To look like another specific person is Very Hard, requires appropriate dress, cosmetics, dyes, etc. and is only half the battle—without mimicking a person's mannerisms (Act skill) the disguise is of little use. Hair can be done, height dropped by an inch or raised two inches with lifts. Apparent weight can be reduced or increased by 20%—and increased to 100% or more through effective use of quality made padding. Moles and other blemishes can be created through cosmetics. Skin tone can be altered, although extreme variations would require magic to be effective.

No matter what type of disguise is done the effects are temporary and the disguise must be renewed every four hours (by rolling against skill) or a level of success is lost. An alteration disguise takes about 15 minutes to do and 5 minutes to restore. An appearance disguise takes about 30 minutes to do and 10 minutes to restore. A person disguise takes at least an hour to do and 30 minutes to restore.

Engineer [Type]*Difficulty: variable**Runes: Creativity**Taught by: Engineer Guilds*

This is a separate skill for each type of engineering, each of which must be bought with separate experience points. While craft skills work with the hands these are done with the mind, although usually resulting in some sort of drawn plan. Some examples are Architecture, Astronomy, Cartography, Cryptography and Mechanical. For more information consult the Engineering chapter in Book 2.

Farm*Difficulty: Average**Runes: Peasant**Taught by: Farmers Guild*

This skill is used to determine good land for farming and techniques for preserving land fertility as much as the act of farming.

First Aid*Difficulty: Easy**Runes: Fertility**Taught by: Mercenaries Guild*

This skill consists of basic medical knowledge, such as how to avoid shock, proper binding of wounds, making field tourniquets, field splints. See the Healing chapter for more information.

Fish*Difficulty: Average**Runes: Peasant**Taught by: Fishers Guild*

This skill is used to determine good places to fish and avoiding over fishing as much as the act of fishing.

Gamble*Difficulty: Hard**Runes: Wealth**Taught by: Thieves Guild*

This skill represents a practical understanding of odds and betting along with a mix of gaming (and gambling) psychology. This skill does not make a character better at playing or winning a game, but what it does do is help them to bet effectively.

Any time the character is in a situation where bets are being made he can use this skill to ascertain the actual odds for what is under consideration. A bookie understands this skill quite well. Although some bets are straightforward (the odds of rolling a seven or eleven on two six-sided dice is two in nine), not all odds are quite so easily determined (blackjack is an easy example, likewise poker with its wider assortment of viable hands and their relative values).

A character with a good poker skill might be able to win frequently, but without a good Gambling skill he is liable to bet poorly and may not even come out ahead. Similarly, by knowing when and how much to bet even a poor poker player can minimize his losses. Again, this skill does *not* affect a character's chance of winning in a game, merely his ability to bet effectively.

To truly present gambling and game play is outside the scope of these rules, but to determine the winnings from gambling each player should roll against his character's Gambling skill. A critical success should keep the poorest player from losing money and a fumble will prevent the best player from gaining any. Gambling should be rolled once for an entire session of gambling. Effective gambling is concerned with overall results, not short term gains or losses.

Sometimes players will insist on betting on their own play (or that of another character). If they roleplay the betting throughout then let their winnings ride on the odds and the results without modification for this skill. This is appropriate *only* when the player is making all the choices and not relying on any of his *character's* judgment. Keep in mind, however, that someone attempting to underplay their skill to improve the odds or otherwise manipulate the situation is taking their life into their own hands.

[Game]*Difficulty: Variable**Runes: Social**Taught by: Thieves Guild*

This skill represents knowledge of and expertise in the indicated game. The complexity of play determines the difficulty of the skill. Discussing the details of various games is beyond the scope of

Example Games

Game	Difficulty	Type	Start	Finish
Craps	Easy	Dice	*	1 round
Checkers	Easy	Board	0	+8
Chess	Hard	Board	0	+5
Go	Very Hard	Board	0	+20
Backgammon	Average	Board	0	+12
Poker	Average	Cards	*	1 roll, high score
Blackjack	Average	Cards	*	1 roll, high score
Darts	Average	Darts	0	first score of 12

* Random start, roll for success using 50%

these rules, but a short list of examples is provided. Some of these, like poker, are anachronistic and provided mainly for reference.

In game terms each round of play involves a roll against this skill. Some games, such as craps, have very little skill involved in the game itself and revolve primarily around the placing of bets (and side bets). Betting is outside the scope of any Gaming skill and is covered by the Gambling skill. As a rule of thumb, the more difficult the skill the more significant the level of success.

Many games give each participant a random (unless cheating is involved) base point from which to play. Chess and checkers are notable exceptions here where, unless there are voluntary handicaps, each player starts with the same base value. During each round of play a skill roll, modified for the last skill roll, is made to improve the position. This continues until either a set number of rounds have elapsed, or until one player achieves a sufficiently large lead on all others.

There are a few games, darts is one, that belong to this skill category, but are Manipulation, not Mental, skills.

Herbalism

Difficulty: Average

Runes: Learning

Taught by: Witches, Shamans, Scribes Guild

This skill is used to make herbal concoctions which will have known and predictable effects. Herbalism can be used to make effective healing salves, poultices, etc. It can also be used to make herbal potions and the like. This is covered in more detail in the chapter on Herbalism.

Gaming Success

Success	Modifier	Position
Critical ⁴	+100%	+6
Critical ³	+80%	+5
Critical ²	+60%	+4
Critical	+40%	+3
Special	+25%	+2
Normal	+10%	+1
Miss	—	—
Failure	−10%	−1
Fumble	−25%	−2
Fumble ²	−40%	−3
Fumble ³	−60%	−4
Fumble ⁴	−80%	−5

Horticulture

Difficulty: Average

Runes: Fertility

Taught by:

Farmers Guild

This skill is used to grow, pollinate and cross-pollinate plants. Mastery of this skill implies understanding of and the ability to manipulate plant growth cycles and predict harvest yields.

Hunt

Difficulty: Average

Runes: Peasant

Taught by: Hunters Guild

This skill is used to determine good places to hunt and avoiding over hunting as much as the act of hunting. Ancillary skills, such as Trap or Spear, are necessary for the conduct of hunting. This skill is used in conjunction with Lore Animal and is not a replacement for the lore.

Literacy [Language]

Difficulty: variable

Runes: Learning

Taught by: Mages Guild, Scribes Guild

This skill represents the character's ability to read and write the specified language. The difficulty of this skill is based on that of the language (see the Language chapter for more information), but adjusted for the complexity of the written form.

Lore [Subject]*Difficulty: variable**Runes: Knowledge, Learning**Taught by: Scribes Guild*

This category of skill represents those things which are pure knowledge and not, in and of themselves, functional. Consequently they can only be learned through absorption of the information—in a class room, from a book or through direct observation. And some times the last is not possible, as in the study of history. For more information see the Lore chapter in Book Two.

Martial Arts [Style]*Difficulty: Hard**Runes: Unarmed**Taught by: Martial Arts Schools*

This skill is different for each style and is described in depth in the Martial Arts chapter.

Medical*Difficulty: Hard**Runes: Fertility**Taught by: Doctors Guild*

This skill is used to treat patients in a clinical setting. It is used by nurses to monitor a patient's condition and identify the patient's needs. Being under medical care increases a character's CON according to the degree of success obtained with this skill. A critical success effectively doubles the patient's CON, a special success increases it half-again, and a normal success adds one point. A failure means that the improper treatment penalizes the character's effective CON by one point and a fumble means that the character's CON roll is also fumbled. This skill is good for treating wounds, illnesses and poisons. The nurse must make the roll before every CON roll made by the patient.

Memory*Difficulty: Hard**Runes: Knowledge**Taught by: Alchemists Guild, Mages Guild, Witch Covens, Shamans*

This skill is used to commit something to memory for later recall, or to remember some specific thing accurately and in detail. It also sharpens the character's memory in a general way so that he can remember more.

The “size” of a character's active memory is equal to two plus half his WIT plus his Memory score. To utilize something from memory it must be active. Thus for an artist to paint a person from memory he must have previously memorized the individual and then have that in active memory. Likewise only an actively remembered spell can be cast from memory.

To rapidly memorize something requires a Memory skill roll with a difficulty equal to the “size” of the thing to be memorized. It takes one action to make such an attempt. For example, a mage with Memory 15 attempting to rapidly memorize a complex spell would have an 94% chance of success. A normal success memorizes it to the first level while a special success allows it within a single strike rank. Each level of critical success increases the level of memorization by one. The level of memorization from repeated attempts is not cumulative, only the most successful attempt is considered.

Any miss not only means that the attempt to memorize did not succeed, but determines how long the character must wait before an attempt can be made again. A miss indicates a minimum of five minutes, a failure a minimum of an hour and each level of fumble a day. Thus a double fumble would preclude another attempt to memorize the thing within two days. Additionally, a character who fumbles loses a number of levels of memorization equal to the level of the fumble itself.

A character choosing to take his time need not roll, but instead must spend an amount of time as for achieving a first degree of mastery using the same chance of success as for a rapid memorization. Following the previous example the mage would have to spend four hours and thirty seven minutes on the memorization.

This time can be halved if the character maintains a meditative focus on the effort.

To achieve a second level of memorization would require time as for a

Base Active Memory

WIT	Size	WIT	Size
1, 2	3	15, 16	10
3, 4	4	17, 18	11
5, 6	5	19, 20	12
7, 8	6	21, 22	13
9, 10	7	23, 24	14
11, 12	8	25, 26	15
13, 14	9	+2	+1

second degree of mastery and so on. The greater the level of memorization, up to five, the more detail and the greater the accuracy of the memorization.

A face is generally size three to memorize so a character with Memory 10 attempting to memorize the face of someone newly met would have a 95% chance of doing so to at least a first level of memorization. A person's appearance as a whole is generally size five. In general, text has a size equal to the number of passages. Spells have a size as indicated for the type of magic and the spell.

The length of time to bring something into active memory depends on how well it has been memorized and whether or not memory aids are used. Magic users often use grimoires for this to speed up readying spells. If a character has a meditative focus on readying that particular spell then the effective level of memorization is improved by one. This allows something to be readied in memory as a reflex action without using any memory aids.

For example, a mage attempting to ready a spell learned to the first degree of mastery using a grimoire to help him and having a meditative focus on readying that spell gives him an effective second level of memorization, thus taking only 10 minutes.

Activate Memory		
Level	With Aid	Without Aid
Zero	1½ hours	not possible
First	10 minutes	1½ hours
Second	1 minute	10 minutes
Third	1 round	1 minute
Fourth	reflex	1 round
Fifth		reflex

Midwife

Difficulty: Average

Runes: Fertility

Taught by: Midwives

This skill is used to bring a pregnancy to term and deliver the child with a minimum of danger. Going through pregnancy and especially childbirth without a midwife is dangerous and foolhardy. Although dealing with pregnancy lies beyond the scope of this game, in general this skill can be used to avert disasters during pregnancy and childbirth.

A midwife can attempt to cause or avert miscarriages, usually with the help of Herbalism. If the mother becomes sick, falls, or some other misadventure occurs, a successful application of midwifery can avert risks to the unborn child.

Navigate

Difficulty: Hard

Runes: Sea

Taught by: Sailors Guild

This skill is used to ascertain directions from the sun, moon and stars and also to determine a course to reach a specific destination. This is primarily used by a ship's navigator to plot courses from one port to the next. Because direction and position are determined by reading the sky this skill cannot be used effectively on a cloudy day or night. It is also assisted by proper instrumentation, such as astrolabes, and information, such as maps.

Course plotting is the most time consuming aspect of this skill and takes 15 minutes per skill roll with a course requiring a number of successes equal to one-fiftieth of the distance (in miles). Thus to plot a 500 mile voyage would require ten successes. Each fumble indicates an error in the course which won't be discovered unless the course is double checked by someone else (who must achieve the same number of successes). Each failure causes the loss of one level of success due to miscalculations.

Poetry

Difficulty: Hard

Runes: Creativity

Taught by: Performers Guild

This skill is used to compose poetry, whether technical or entertaining. The level of success determines how well the goal is achieved. A poem can be reworked to be improved with the new level of success replacing the original. A new version isn't always a better version.

Keep in mind that the quality of the poem is general: a particular audience may view it well or poorly in part based on the delivery. This skill is also used to read poetry effectively. Although delivery normally cannot improve the "quality" of the poem, it does generally limit it. The exception is a critically successful poem which improves the

level of success of delivery by one and a critically successful delivered poem which increases the poem's level of success by one. So a critical poem delivered with a critical is astounding, achieving four levels of success.

[Psychic Discipline]

Difficulty: Very Hard

Runes: Force, Learning

Taught by: Psionicists Guild

This skill heading covers those disciplines used by psychics and described in that chapter. Generally these skills can only be learned with referee permission.

Research

Difficult: Hard

Runes: Learning

Taught by: Mages Guild

This skill is used to locate information contained in written works. It does not help the character in *applying* the information, just in finding information related to a subject specified by the player. It can also be used in conjunction with a wizard area skill, such as Alteration Magic, to either create new spells or to recreate a spell from the list.

As a rule of thumb it takes 30 minutes per attempt to find relevant information. A critical success means that the information was found in the first 10 minutes and a special success that the information was found in 20 minutes. If the character is familiar with the resources being employed then the times are halved. If the character is in a large or disorganized setting then the times are doubled.

Speak [Language]

Difficulty: Variable

Runes: Oral

Taught by: Native speakers

This skill heading covers all languages. The difficulty depends on the relation between the character's native language and the language to be learned. A character's native language is always of Easy difficulty. For more information see the Language chapter in Book Two.

Strategy

Difficulty: Hard

Runes: Warrior

Taught by: Mercenaries Guild

This skill is used to effectively conduct warfare. It is concerned with the deployment of troops, but even more importantly with issues of supply and support. A skilled strategist may lose every waged battle to the skilled tactician, but will outmaneuver the tactician so as to force surrender because his troops are starving, lack war supplies, etc. Additionally, the strategist will be able to effectively choose the time and place of battles to give himself a tactical advantage.

A normal success yields a bonus of 1, a special success a bonus of 2 and a critical success a bonus of 3. Note that when picking the time and place this does not mean that the character gets to choose when and where, merely that the character is able to identify the best time and place. This might not be feasible or the choice may not be utilized for some other reason (in which case there is no bonus). A full treatment of strategy is beyond the scope of these rules.

Streetwise

Difficulty: Average

Runes: Thief

Taught by: Thieves Guild, City Guard

This skill is used to move about the underworld. It is used to establish a contact, such as a fence, a supplier of illegal goods or an informant, and to avoid unwanted contacts—such as running afoul of the local crime boss.

For active use, usually to establish contacts, the character must spend 30 minutes and 1d20 silver pieces (petty bribes or drinking with the natives) with the quality of the success determining that of the contact. A failure means that the character is marked as an outsider and any further attempts are at a cumulative penalty of 4 (persistence marks one as law enforcement or stupid, both bad qualities). A fumble means that the character immediately falls afoul of some street nicety in a bad way and will likely have his ticket punched unless he's on his toes and clears out in a hurry.

Another use of it is as a kind of perception: a character targeted for pick pocketing or worse at the hands of local vermin gets a roll against this skill to detect such actions. The reason for this is quite simple, anyone familiar with the street may well recognize activity consistent with an imminent crime. A critical success means that the attempt is witnessed from its inception, e.g., when the character is first targeted. A special success means that the attempt is detected in time to probably avert it—usually one to five rounds in advance. A normal success means that the attempt doesn't take the character entirely by surprise: he gets to take one action *before* the thieves. A fumble means that he does not get normal perception rolls to detect the unfolding events.

Survival [Environment]

Difficulty: Average (mostly)

Runes: Beast or Thief

Taught by: various

This skill is used to provide subsistence level living in the specified environment. Common environments are Coast, Desert, Glacier, Jungle, Marine, Mountain, Plains, Subterranean, Urban and Woodland, each of which has its own ecosystem to meld with. Thus, this is a separate skill for each environment.

However, they all function in the same way, only the details of how the character survives differ. For example, Survival Urban provides scraps of meat, rotten vegetables and the like by rooting through trash and refuse while Survival Woodland provides roots, nuts, berries and the like.

The basic function of these skills is to provide subsistence living. This means surviving, not eating well. A character who is only getting nutrition from these skills is getting enough not to die for some time, but his health will deteriorate. No matter how many "rations" are consumed the food will not count as being better than subsistence level eating.

Each attempt with one of these skills takes one hour of foraging with a difficulty

depending on the abundance of food. In general this is average difficulty, but during a drought will be hard or very hard. Some environments are simply inhospitable, such as glaciers, and will be hard under normal circumstances. The number of "rations" provided is equal to twice the level of success with a Miss still providing a single ration. A failure provides no rations and a fumble indicates that poisonous food was gathered by accident—when the bad stuff is consumed the character must make a CON/10 roll and consult the Poisoned Gathering table. Any penalty is for all skills. The time delay from consumption to poisoning effect is highly dependent on the nature of the poison ingested. For game purposes roll $1d12 \times 1d12$ for the number of minutes delay.

Tactics

Difficulty: Average

Runes: Warrior

Taught by: Mercenaries Guild

This skill is used by a leader of a small group in combat to use them effectively against opponents. most commonly the character using this skill goes with the group and gives commands to the others who, as long as they obey the commands, gain benefits. The largest size group that can be effectively controlled by the character is determined by his skill. The full description of the skill being used in this manner can be found in the Combat chapter.

This skill is also used by a group commander who remains separate from the individual units and keeps track of the battle as a whole. In such a case the character relies on some method of signals to relay commands to subordinates. The maximum

Poisoned Gathering

<i>Roll</i>	<i>Penalty</i>	<i>Duration</i>	<i>Description</i>
Critical	—	—	No adverse effect
Special	4	4 hours	Sick to stomach
Normal	6	6 hours	Mildly sick
Miss	8	8 hours	Sick and occasional vomiting
Failure	10	10 hours	Sick and frequent vomiting, take 1d6 damage
Fumble	20	12 hours	Very sick, take 2d6 damage
Fumble ²	30	14 hours	Extremely sick, take 3d6 damage
Fumble ³	40	16 hours	Deathly sick, take 4d6 damage

number of units that can be effectively controlled by the character is determined by his skill. The full usage of the skill in this manner is beyond the scope of these rules.

As a rule of thumb the maximum number of people that a character can effectively manage in a group (not counting himself) or units he can command from behind is equal to his Tactics skill level.

Target

Difficulty: Easy

Runes: Force

Taught by: Psionicists Guild

This skill is used to focus the character's presence or will on the target as for a presence attack. It is also used to target psychic disciplines or some magic spells—anything that involves mental focus to project and needs a skill roll to hit. The effective short, medium and maximum ranges for this skill are based on the character's base vision distance and how long the character spends aiming. For more information consult the Combat chapter.

Write

Difficulty: Hard

Runes: Creativity

Taught by: Scribes Guild

This skill is used to write prose effectively, the level of success in this skill determining the quality of the writing. This would be used to write a treatise on some subject (history, herbalism, siege engines, architecture, etc.), a novel or some other work of prose. Considering the general illiteracy of the population it doesn't serve much useful purpose, though scribes and some nobles find it educational and sometimes entertaining to read.



Perception Skills

Feel

Difficulty: Average

Runes: Perception

Taught by: Thieves Guild

This skill is used to identify objects and by their texture, weight, etc. The advantage is that an object does not have to be seen to be identified.

Find Mark

Difficulty: Average

Runes: Thief

Taught by: Thieves Guild

This skill is used to identify a good target for theft. Although a mark is generally associated with a person to rob (whether by means of Pick Pocket, three-card monty or some other means) this skill can also be used case a business or domicile for burglary.

Success does not necessarily imply the presence of a good mark—there must be such in the area being perused. A miss means no mark is identified. A failure means that the mark actually had nothing of value. A fumbled roll means that the thief mistakenly targets an undercover guardsman, a powerful wizard, the head of the thieves guild, or some other non-target.

A character possessing this skill at 6 or more can intentionally make themselves look like more or less of a target. Because this can be overdone the modifier cannot exceed a quarter of his skill. For example, an adventurer with Find Mark 10 who is looking for trouble might increase his visibility as a good mark by up to 3.

However, no matter how skilled they cannot cover up certain factors such as big swords, platemail and the like. Usually anyone with visible weapons who moves in a manner consistent with one versed in their use (someone with at least 10 in a weapon skill) does not make a good mark.

Listen

Difficulty: Average

Runes: Perception

Taught by: Foresters Guild, Hunters Guild, Thieves Guild

This skill is used to make out faint noises, distinguish them from the background and to identify them. It can be used to make out conversations behind closed doors, to catch a whisper, or notice the clink of money passing hands under the table.

Notice

Difficulty: Hard

Runes: Perception

Taught by: Thieves Guild, Mercenaries Guild, Rangers

This skill is used to pick up on things. It is primarily used when a character is not being intentionally observant too see if he “notices” something (and could then make an appropriate perception roll, such as Listen, Scan or Search). Under no circumstances can a player initiate use of this skill—if he is being observant then he simply rolls against the appropriate perception skill. That is why this skill is so difficult to learn, it amounts to constant alertness.

An example of this skill’s use would be if a character is eating in a restaurant to see if they notice someone walking in. Ideally, the referee would make this roll. If it is successful then the character happens to glance up when the person enters and the referee would then make a Scan roll to see if the character recognizes the person, otherwise the character doesn’t happen to look up and thus has no chance of recognizing the person when they enter—if the referee were not making the rolls himself the player would naturally be alerted to the presence of something or someone, even if the roll was missed. By following the rules as outlined the players will find it easier to remain in character.

Scan

Difficulty: Average

Runes: Perception, Wind

Taught by: Mercenaries Guild, City Guard, Foresters Guild, Hunters Guild, Thieves Guild

This skill is used to identify someone or something. This is used by soldiers when standing guard, hunters looking for a deer through the trees, or a thief posted as lookout for the city watch. It is used whenever the character is looking for something or someone, but is not performing a search of a specific location. This skill is most useful out to the “normal” visual range of the character. Out to the “identify” visual range the character can still identify what, and possibly whom, but they are not able to get detail or a good description. Out to the “spot”

Search

Difficulty: Average

Runes: Perception

Taught by: Mercenaries Guild, City Guard, Thieves Guild

This skill is used to find things whose specific location is unknown or whose presence is suspected. An investigator “tosses a room” looking for evidence and a thief does the same looking for loot. An area is searched, whether that be a room, a stretch of ground or someone’s body. A search usually covers one object, e.g., a person, a desk or 100 square feet of clear flooring, and takes about fifteen minutes. If there are numerous hiding places (e.g., a thief’s or magician’s cloak) then more rolls and time may be called for.

Shadow

Difficulty: Hard

Runes: Shadow

Taught by: Thieves Guild, City Guard

This skill is used to follow someone without being noticed. For more information see the Shadow section of the Perception chapter in Book 2.

Smell

Difficulty: Average

Runes: Perception

Taught by: Thieves Guild

This skill is used to identify smells, or objects by their odor. The range and extent of a character’s olfactory perceptions are determined by the species.

Although close proximity can allow humans to identify a wide variety of chemicals and herbs few can do so with any separation of time or space, let alone track by smell.

Taste

Difficulty: Average

Runes: Perception

Taught by: Thieves Guild

This skill allows the character to identify a substance by its taste. Although only the most minute amount of the substance is necessary, with some substances their toxicity makes even this dangerous.

Track

Difficulty: Average

Runes: Beast, Perception

Taught by: Foresters Guild, Hunters Guild

This skill is used to find and follow tracks and trace left by animals or humans. The time it takes to find a track varies enormously on the situation, but to pick up animal tracks in an area where they are fairly common might take 30 minutes per attempt. To follow tracks that have been found requires a roll every thirty minutes and anytime they cross a river, stony ground, the trail doubles back, or anything else that would be especially difficult. Not that it is impossible to track someone if there is no trace making it very difficult if they travel across stony ground or a massive storm washes away all trace.



Weapon Skills

Archery

Difficulty: Hard

Runes: Warrior, Wind

Taught by: Mercenaries Guild, Hunters Guild

This skill allows the character to use a bow effectively with a maximum pull strength of $STR^2 \div 2$ pounds. A skilled archer can draw a heavier poundage bow through better technique. At skill 11 he can use a bow of 1 STR more, at skill 13 he can use a bow of 2 STR more, at skill 16 he can use a bow of 3 STR more and at skill 20 he can use a bow of 4 STR more. It normally takes two actions to load a bow: one to draw the arrow and a second to nock it on the string. At 18 skill and above this can be done with a single action.

Axe, One Handed

Difficulty: Average

Runes: Weapon, Warrior

Taught by: Mercenaries Guild

This skill allows the character to use a one handed axe effectively in melee combat for offense and defense.

Axe, Two Handed

Difficulty: Average

Runes: Weapon, Warrior

Taught by: Mercenaries Guild

This skill allows the character to use a two handed axe effectively in melee combat for offense and defense.

Blowpipe

Difficulty: Average

Runes: Wind

Taught by: Hunters Guild

This skill allows the character to use a blowpipe.

Bolas

Difficulty: Hard

Runes: Wind

Taught by: Hunters Guild

This skill is used to throw a bola accurately and for entanglement.

Boomerang

Difficulty: Hard

Runes: Wind

Taught by: Hunters Guild

This skill is used to throw and catch boomerangs and to throw hunting clubs and sticks.

Brawl

Difficulty: Average

Runes: Social, Unarmed

Taught by: Mercenaries Guild, Enforcers Guild

This skill is used to fight in a dirty no-holds-barred manner using anything available as a weapon. Improvised weapons (table legs, chairs, benches, bottles, pipes, etc.) are gained and lost as indicated by the results of the brawl. Basically, it is up to the referee to explain the cause or lack of damage.

Attempting to brawl with anything other than a viable improvised weapon (things that are not viable improvised weapons include most melee weapons, books, money pouches, etc.) gives a penalty of 4 for one hand being so occupied and 16 if both hands are precluded from use. It is still very possible to inflict severe damage, but the opportunities are much reduced.

Armor impedes as much as it helps and is ignored (a great helm makes a rude place to have a head knocked around in, a joint can still be overextended, and no armor protects completely enough, while at the same time reducing quickness, agility and grip—all things of essential importance in brawling).

There is no such thing as a defense. Remember, the point of the Brawl skill is to cause injury to the other guy. Dodge is the only refuge and cannot be employed in the same round as a Brawl.

Chain

Difficulty: Average

Runes: Unarmed

Taught by: Masaki Ryu

This skill allows the character to wield a chain effectively in melee combat for offense and defense. This skill is the same whether the chain is being used one or two handed, but it is still not ambidextrous—one hand still leads. When using a chain one handed the minimum strength to wield it is higher and no defense with this skill is possible.

The reach given in the weapons table is the maximum reach for the chain. To adjust reach in combat takes a general action unless the character is at 15 or more in this skill in which case he can do so in 1 SR.

Claw

Difficulty: Easy

Runes: Weapon

Taught by: Mercenaries Guild

This skill allows the character to use a fighting claw.

Club, One Handed

Difficulty: Easy

Runes: Peasant

Taught by: Mercenaries Guild, Enforcers Guild, City Guard

This skill allows the character to use a one handed club effectively in melee combat for offense and defense.

Club, Two Handed

Difficulty: Easy

Runes: Peasant

Taught by: Mercenaries Guild, Enforcers Guild

This skill allows the character to use a two handed club effectively in melee combat for offense and defense.

Crossbow

Difficulty: Average

Runes: Warrior, Wind

Taught by: Mercenaries Guild, City Guard

This skill allows the character to use a crossbow effectively. A character can cock by hand no more than $STR \times 5$ pounds, with a goat's foot or belt claw (and taking two rounds) a crossbow of up to $STR \times 10$ pounds can be cocked, with a crank (and taking a minute) a crossbow of up to $STR \times 50$ pounds can be cocked. To use a crank, belt claw or goat's foot requires that the crossbow be made with special fittings to accommodate that tool. The method used to cock the crossbow determines the time required to do so. It normally takes two actions to load a cocked crossbow, one to draw the bolt and a second to place it. Times can be reduced through the combination of actions at higher skill levels.

Score Time

18 draw and place bolt with single action

23 ready and engage a goat's foot, belt claw or crank are included in cocking action

27 cock by hand, draw and place bolt with a single action

Fence, One Handed

Difficulty: Average

Runes: Weapon, Warrior

Taught by: Mercenaries Guild

This skill allows the character to use a fencing weapon effectively in melee combat for offense and defense.

Fence, Two Handed

Difficulty: Average

Runes: Weapon, Warrior

Taught by: Mercenaries Guild

This skill allows the character to use a fencing weapon effectively in melee combat for offense and defense.

Flail, One Handed

Difficulty: Easy

Runes: Peasant

Taught by: Mercenaries Guild

This skill allows the character to use a flail effectively in melee combat for offense. A flail cannot normally be actually used to parry with and so has no defensive component. However, it makes a wonderful offensive weapon.

Flail, Two Handed

Difficulty: Average

Runes: Peasant

Taught by: Mercenaries Guild

This skill allows the character to use a two-handed flail effectively in melee combat for offense and defense.

Grapple

Difficulty: Average

Runes: Unarmed, Warrior

Taught by: Mercenaries Guild, Enforcers Guild

This skill amounts to practical wrestling and is covered more thoroughly in the Grapple chapter. Grapple can increase AGI for resistance rolls.

Hammer, One Handed

Difficulty: Average

Runes: Peasant, Warrior

Taught by: Mercenaries Guild

This skill covers the use of one handed hammers in melee.

Hammer, Two Handed

Difficulty: Average

Runes: Peasant, Warrior

Taught by: Mercenaries Guild

This skill covers the use of two handed hammers in melee.

Handgun

Difficulty: Average

Runes: Wind

Taught by: Mercenaries Guild

This skill covers the use and operation of a handgun (generally any firearm lacking a stock, such as pistol, derringer, or revolver) appropriate to the region where the character learned the skill. This is generally going to be a matchlock or a flintlock.

Kick

Difficulty: Average

Runes: Unarmed

Taught by: Mercenaries Guild, Enforcers Guild

This skill allows the character to use his feet and knees effectively in unarmed combat.

Knife

Difficulty: Average

Runes: Weapon

Taught by: Mercenaries Guild, Enforcers Guild

This skill allows the character to use a knife effectively in melee combat for offense. It is normally impossible to use a knife for a parry, the one common exception being against a fencing weapon.

Lance

Difficulty: Average

Runes: Warrior

Taught by: Mercenaries Guild

This skill allows the character to use a lance or spear from horseback in a charge.

Lasso

Difficulty: Hard

Runes: Peasant

Taught by: Farmers Guild, Mercenaries Guild

This skill is used to effectively throw a lasso in combat to entangle or “rope” an opponent.

Longarm

Difficulty: Average

Runes: Wind

Taught by: Mercenaries Guild

This skill covers the use and operation of a longarm (generally any firearm with a stock, such as a rifle, carbine or musket) appropriate to the region where the character learned the skill. This is generally going to be a matchlock or a flintlock.

Net

Difficulty: Hard

Runes: Peasant

Taught by: Mercenaries Guild

This skill is used to wield a net effectively in melee to entangle opponents and even parry.

Polearm

Difficulty: Average

Runes: Peasant

Taught by: Mercenaries Guild, City Guard

This skill allows the character to use a polearm effectively in melee combat for offense and defense.

Punch

Difficulty: Average

Runes: Unarmed

Taught by: Mercenaries Guild, Enforcers Guild

This skill allows the character to use his hands and elbows effectively in unarmed combat, as well as a cestus.

Shield

Difficulty: Easy

Runes: Warrior

Taught by: Mercenaries Guild

This skill allows the character to deflect blows with a shield effectively.

Sling

Difficulty: Hard

Runes: Wind, Warrior

Taught by: Mercenaries Guild

This skill allows the character to use a sling effectively.

Spear, One Handed

Difficulty: Average

Runes: Weapon, Warrior

Taught by: Mercenaries Guild

This skill allows the character to use a one handed spear effectively in melee combat for offense and defense.

Spear, Two Handed

Difficulty: Average

Runes: Weapon, Warrior

Taught by: Mercenaries Guild, Hunters Guild

This skill allows the character to use a two handed spear effectively in melee combat for offense and defense.

Staff

Difficulty: Average

Runes: Peasant

Taught by: Mercenaries Guild

This skill allows the character to use a staff two-handed effectively in melee combat for offense and defense.

Sword, One Handed

Difficulty: Average

Runes: Weapon, Warrior

Taught by: Mercenaries Guild

This skill allows the character to use a one handed sword effectively in melee combat for offense and defense.

Sword, Two Handed

Difficulty: Average

Runes: Weapon, Warrior

Taught by: Mercenaries Guild

This skill allows the character to use a two handed sword effectively in melee combat for offense and defense.

Throw Grapple

Difficulty: Average

Runes: Wind, Warrior

Taught by: Mercenaries Guild, Thieves Guild

This skill allows the character to accurately throw a grappling hook so that it lodges on a wall or other high place securely.

Throw Net

Difficulty: Hard

Runes: Wind

Taught by: Mercenaries Guild

This skill is used to throw a net in combat so as to tangle the opponent.

Throw Rock

Difficulty: Easy

Runes: Wind

Taught by: Mercenaries Guild

This skill allows the character to accurately throw a rock or stone balanced for throwing.

Throw [Weapon]

Difficulty: Average

Runes: Wind, Warrior

Taught by: Mercenaries Guild

This skill allows the character to accurately throw the specified weapon (assuming it is properly balanced for throwing). Typical examples include axe, knife, hammer and spear.

Whip

Difficulty: Hard

Runes: Peasant, Unarmed

Taught by: Farmers Guild

This skill allows the character to use a whip effectively in combat. It can also be used to play with a whip, demonstrations that you might see at a fairgrounds. The difficulty of non-combat uses varies considerably with the difficulty of the feat attempted. Just getting a whip to pop is an extremely easy task—but doing so with injuring oneself is less trivial. In the case of “just popping the whip” it would be an easy task with a failure earning a sting and a fumble actual injury. Safely executing a more complicated maneuver might be hard, with the same risks for failure and fumble.

shaped by them. If the seeker falls unconscious due to MP or FP loss, or voluntarily leaves the pattern he loses one permanent attribute point each in CON and POW for each veil passed.

Attribute	Runes
STR	Peasant, Wind
CON	Beast, Fertility
END	Sea, Unarmed
DEX	Thief, Weapon
AGI	Movement, Shadow
WIT	Perception, Learning
WIL	Force, Warrior
POW	Knowledge, Wealth
TAL	Creativity, Magic
CHA	Social, Oral

The forces that shape the seeker also serve to protect him. The pattern, when being walked, provides magical, spiritual and physical protection with the strength in each category being equal to the cost of the pattern (15 for lesser, 35 for greater) times the number of the current veil (1 to 5). If the pattern has been completed then the seeker is (while they remain in the center) immune to any force, divine or otherwise.

For example, while attempting the third veil of a lesser pattern the seeker is considered to have 45 AP, it would take a 46th level spell to affect him, and any attempt by a spirit to enter the pattern would have to overcome a 45 WIL.

All temporary losses to attributes from walking the Pattern are recovered at the rate of one point per week per attribute.

Rune Master

A rune master is someone who has gained mastery of at least one rune. His prowess as a rune master is measured in levels, a level being earned for each skill (governed by a rune he has mastered) that is brought to 30 and again when it is raised to 60, and indeed every 30 point plateau thereafter. If someone walks the Pattern and has only one skill at 30 then they have only one rune level.

Any skill that is raised to 30 and is governed by a rune that has been mastered can be used simultaneously with itself by dividing the skill score. For weapon skills this means that the character can attack twice in a round with a single attack action,

but the effective skill is halved. At 45 the skill can be divided three ways, at 60 it can be divided four ways, and so on. For some skills it is not obvious what simultaneous usage means and it is up to the referee to make a ruling.

Upon attaining rune mastery the character's attribute governed by that rune increases by one point for each skill governed by the rune which is 30 or higher. Each skill (governed by the rune) thereafter which reaches 30 adds an additional point to the attribute.

Note that there is an overlap between some runes with a skill being governed by two or more runes. If a skill has already been used in the mastery of a rune it can be used again, but without any benefit to rune level or attribute score.

For example, a rune master who has already mastered the Weapon Rune has met at least one skill requirement for the Warrior Rune. If he later quests for the Warrior Rune on the basis of a weapon skill used in mastering the Weapon Rune that skill will earn him no additional rune levels, nor will he gain the attribute bonus for it.

Essentially, each skill gives a bonus of +1 rune level and +1 attribute, but only once at 30 and every 30 points thereafter.













A rune master has rune powers which work continuously whether awake or asleep. The pool of points he has to distribute between whatever powers are available to him is equal to his rune level. These points can be shifted at any time by an act of will, that is, the rune master must concentrate for one round.

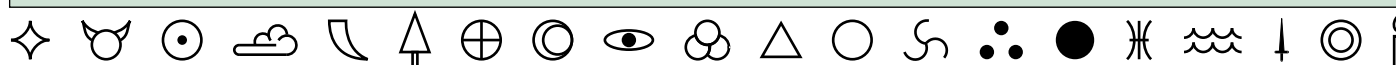
A rune master is inherently magical and is detected by spells which locate magic. The effective spell level of a rune master is equal to his rune level and his magic type is "rune" with the rune mastered being the particular type of rune magic. This "spell level" is unaffected by spells which alter SL, such as Dispel Magic or Inhibit Magic.

Rune Magic

Any rune master can draw or carve, in a magical way, the rune he has mastered. To do so requires that he have the skill appropriate to the method of



Rune	Skills	Rune	Skills
 Beast	Animal Husbandry, Animal Lore, Camouflage, Survival [non-Urban environment], Track, Train [Animal]	 Perception	Feel, Listen, Notice, Scan, Search, Smell, Taste, Track
 Creativity	Act, Compose, Craft [Type], Engineer [Type], Play [Instrument], Poetry, Sing, Write	 Sea	Boat, Navigate, Sail, Sea Lore, Swim
 Fertility	Animal Husbandry, Animal Lore, Bed, First Aid, Horticulture, Medical, Midwife, Plant Lore	 Shadow	Act, Deceit, Disguise, Elicit, Fast Talk, Hide, Shadow, Sneak
 Force	Debate, Hypnotism, Intimidate, Orate, [Psychic Discipline], Target, Train [Animal]	 Social	Bed, Brawl, Dance, Etiquette, [Game], Make Friend, Massage, Sing
 Knowledge	Ceremony [Religion], Divination [Type], Lore [Subject], Memory	 Thief	Conceal, Craft Locksmith, Find Mark, Hide, Juggle, Palm, Pick Lock, Pick Pocket, Traps, Sneak, Streetwise, Survival Urban
 Learning	Alchemy [Kingdom], Herbalism, Instruct, Literacy [Language], Lore [Subject], Meditation, [Psychic Discipline], Research	 Unarmed	Brawl, Dodge, Grapple, Kick, Martial Arts, Punch
 Magic	Area, Channel, Duration, [Element] Elementalist, Gather, Hedge Wizardry, [Magery], Meditation, Operate Artifact, Power, Range, [Thaumaturgy], [Thaumaturgy List], Sacrifice, Sorcery, Witchcraft, Wizardry	 Warrior	Archery, Axe 1-H, Axe 2-H, Craft Armorer, Craft Shield, Crossbow, Discipline, Fence 1-H, Fence 2-H, Grapple, Hammer 1-H, Hammer 2-H, Lance, Leadership, Shield, Sling, Spear 1-H, Spear 2-H, Strategy, Sword 1-H, Sword 2-H, Tactics, Throw Axe, Throw Grapple, Throw Spear
 Movement	Acrobatics, Climb, Dodge, Drive [Vehicle], Fly, Jump, Pilot [Vehicle], Ride [Animal], Run, Swim	 Wealth	Accountancy, Bargain, Bribe, Bureaucracy, Economics Lore, Fast Talk, Gamble
 Oral	Act, Bargain, Beg, Debate, Deceit, Elicit, Fast Talk, Leadership, Orate, Question, Sing, Speak [Language]	 Weapon	Axe 1-H, Axe 2-H, Claw, Craft Weaponsmith, Fence 1-H, Fence 2-H, Knife, Spear 1-H, Spear 2-H, Sword 1-H, Sword 2-H
 Peasant	Animal Husbandry, Chain, Club 1-H, Club 2-H, Farm, Fish, Flail 1-H, Flail 2-H, Hammer 1-H, Hammer 2-H, Hunt, Lasso, Net, Polearm, Staff, Weather Lore	 Wind	Archery, Blowpipe, Bolas, Boomerang, Craft Bowyer, Craft Crossbow, Craft Fletcher, Crossbow, Handgun, Juggle, Longarm, Scan, Sling, Throw Grapple, Throw Net, Throw Rock, Throw [Weapon]



drawing (Literacy for parchment, Craft Leather for tooling leather, Craft Wood for wood carving, Craft Tattoo for tattooing, Craft Engrave for engraving, and so on). When the rune is drawn the rune master decides what power to imbue it with. The item on which the rune is being drawn must be appropriate for the power. What constitutes appropriateness is up to the referee's judgment. For example, Damage Boost should only be put on weapons, a skill enhancing rune goes on the tool to be enhanced and so on.

For a temporary effect the rune master puts MP into the drawing as he does it, each MP giving 1 rune level in the power and the effect lasting for a number of hours equal to his rune level. There is no limit to the number of MP that can be put into the rune in this fashion. However, when the duration is up the effect is gone forever and the rune becomes an ordinary decoration.

For a reusable effect the rune master puts one point of his POW into the rune while drawing it. This is a permanent expenditure of POW, it is not recovered. The created rune has a level equal to that of the rune master at the time he made it. The rune can be energized by putting MP into it with the effect lasting a number of hours equal to the rune's level. The maximum effect is equal to the rune's level, any additional MP put into the rune are wasted. Such a rune can be used by anyone who has it in their possession as long as they have attuned themselves to it. The creating rune master is automatically attuned.

For a permanent effect the rune master puts as many points of his POW into the rune while drawing it as he desires the rune's level to be. This cannot exceed his actual rune level. This is a permanent expenditure of POW, it is not recovered. The rune power works for whoever possesses the rune without any MP expenditure, though if the power has an effect on the owner the rune must be attuned before they can control the rune power. For example, an axe with Damage Boost level 5 on it would be magical, but if the rune power had been "turned off" by the previous owner then the current owner would have to attune the rune carved on the

axe to be able to activate the power. Similarly, a brooch with Shadowy Appearance level 5 on it which had been left on by the previous owner would make the wearer's appearance shadowy and indistinct—to turn this effect off the owner must attune the rune and will it to be inactive.

Generally speaking, a rune imbued with power grants the power to the item or location on which it is drawn, or to the current physical owner, as appropriate. For example, sandals imbued with the Wind Rune power of Air Walk or a tattoo of the Unarmed Rune for Power Punch. Another use of rune magic is to create a Pattern. A Lesser Pattern requires a spiral and five runes, one for each Veil. The first Veil must be SL 1, the second SL 2 and so on. The total cost of making a Lesser Pattern is then 15 POW (if made permanent). A Greater Pattern requires five Quest Rune spirals to be drawn, one for each Veil, in addition to one each of the lesser runes. This gives it a cost of 35 POW (if made permanent).

Rune Lord

A rune lord is someone who has mastered the Unarmed, Warrior, Weapon or Wind rune. Rune lords are greatly feared to meet in combat primarily because of their ability to engage multiple opponents simultaneously. It is not uncommon for a side opposing a rune lord to suffer desertions.

Rune Mage

A rune mage is someone who has mastered the Magic rune. Rune mages are the most powerful of all rune masters simply because they have to build up such a base to attain this most difficult of all runes.

Rune Powers

A rune master can draw on any powers of any runes he has mastered, dividing his rune level between these powers as he sees fit. These powers are continuous whether the rune master is awake, asleep or unconscious, ending only with his death. The mix of active powers can be changed at the beginning of any round by a conscious act of will by the rune master. A rune power only works for the rune master himself—no benefits can be conferred on



another. A few rune powers, noted as such, effect others. No rune power, unless specifically stated in its description or that of a spell, can be affected in any way by said spell. It can be detected and identified and that is pretty much it.

Time Limited Powers

Many powers have a duration depending on how many rune points are ultimately assigned to them. For example, a master of the movement rune can move through water as if through air by assigning one rune point per hour. This means that, upon entering water and exercising the power the rune master must assign at least one rune point to it. At the end of the first hour, if the rune master desires to continue the effect, at least two rune points must be assigned. At the end of the second hour at least three rune points must be assigned for the effect to continue, and so on.

If the rune master does not exercise the power for at least as long as it will last for a single rune point then the rune point count is reset and starts from one again. To continue the example, if at the end of the third hour the rune master removes all rune points from the power *and* waits at least one hour before exercising the power again then it will only require one rune point be assigned for one hour of use, two rune points to enable a second consecutive hour and so on.

Basic Powers

There are four powers basic to all runes. Because they consist of basic rules applied to the domain of each rune they are described here rather than being repeated throughout the description of each rune.

Common to all runes is the power of enhancing a skill governed by that rune. Each point increases the chance of success with that skill by 2. Note that this works only if the character has a chance of success with the skill in question. He must have at least 1 EP in the skill before he can increase it with this power.

Another rune power held in common is that of enhancing the attribute governed by the rune. Each point assigned to the attribute increases it by one point. This is considered to be a temporary adjust-

Multiple Usages		
<i>Extra Usages</i>	<i>Total Usages</i>	<i>Rune Points</i>
0	1	0
1	2	1
2	3	3
3	4	6
4	5	10
5	6	15
6	7	21
7	8	28
8	9	36
9	10	45

ment and as such does *not* alter the rune master's skill aptitude. It does, however, alter other aspects: increased CON raises HP, increased END reduces the penalty for fatigue, increased STR raises weapon damage, and so on.

The third common rune power is that of allowing multiple uses of a skill governed by that rune in a single round. The number of rune points required is equal to the number of usages desired. However, lesser usages must also be used. That is, to get two additional usages requires three points: one for one additional usage and two for two additional usages. The fatigue cost of multiple usages is equal to the fatigue cost for the most expensive single action undertaken. The actions are considered to be simultaneous and occur during the same strike rank. A master of the Warrior rune could use this power to use his Tactics skill twice to track twice as many people. A master of the Wind rune could use this power to fire two arrows at a time. The rule of thumb for this power is that any time the character would normally have a usage of the skill they get the extra usages.

The fourth common rune power applies to any skill (governed by the rune) which has a time per roll of one minute or longer. Each rune point assigned to a skill for this power reduces the time required by 10%. Note that time cannot be reduced to zero; the exact meaning of non-zero time should vary with the skill and circumstances, but in general would indicate one action or one round. For example, a skill having a time per roll of 1 minute



would be reduced to 9 rounds for one rune point. 9 rune points would reduced the time per roll to 1 round. The rune points must be assigned to this power for the entire modified time, e.g., in the last example 9 points must be applied throughout an entire round in which the skill is being used. Otherwise the modified time is for the number of rune points continuously assigned—and the rune points must still be assigned throughout this period, of course.

Runic Energy

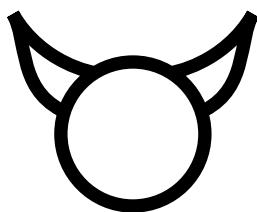
A rune master can assign rune points to runic energy which itself can be used offensively, defensively or projected. This runic energy envelopes the rune master in an invisible magic aura. Defensively, each point will stop one point of damage (before any doubling, tripling, etc.) and regardless of the type of damage in question. Offensively, each point does 1d6 damage to anyone who touches the rune master without his consent.

If the rune master focuses the runic energy for an entire round (during which time it cannot be used either offensively or defensively) then he can target one person within range of his presence and, with a successful Target skill roll, will do 1d6 damage per point assigned to runic energy. This is a full round action during which the rune master can take no other action (such as an attack or defense, though a walk during movement phases is allowed).

However, any time runic energy is exercised (whether offensively, defensively or projected) each *instance* costs one magic point. For example, if a rune master with rune points assigned to defensive runic energy is hit three times in a round it costs him three magic points. If he does not have magic points to expend on an instance then the runic energy has no effect.

A paranoid rune master might stipulate that no one has his consent to touch him while he is sleeping, though it should be noted that the consent is based only on information available to the rune master *at that time*. In other words, a sleeping rune master is unable to distinguish between people to give consent to some and not others.





Beast

The Beast Rune is one that encompasses the natural world, in particular that of animals, and is wild and unruly. This is

reflected in those skills it governs, such as Camouflage, Trapping and Animal Lore. Mastery of this rune implies an understanding of the outdoors. This was the second rune mastered by the First God and governs CON.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Animal Husbandry, Lore Animal
General knowledge of animals or how to raise them.
2. Camouflage
Understanding how things appear and disguise.
3. Survival [any environment other than Urban]
Knowing how to survive in the wilderness.
4. Track
Knowing the movements and traces of animals.
5. Train [Animal]
Understanding of the actions and reactions of animals.

Quest

The goal of a Beast rune quest will usually involve animals and the outdoors. Tracking and trapping some dangerous beast like a dragon would be appropriate. Less dangerous beasts can also be used, particularly if there is a restriction that the beast cannot be killed, or maybe even harmed.

Skills

The following skills are governed by the Beast Rune and can be increased beyond 30 once this rune is mastered. The effect of multiple uses of the skill is as given.

- Animal Husbandry
- Camouflage
- Lore Animal
- Survival Coast
- Survival Desert
- Survival Glacier

- Survival Jungle
- Survival Marine
- Survival Mountain
- Survival Plains
- Survival Subterranean
- Survival Woodland
- Track
- Train [Animal]

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Animal Speech

The rune master can communicate with animals by using their noises and body language. Although the amount of information that can be communicated in this fashion is limited, the exact limits of this are up to the referee.

Camel

The rune master can make do without water by applying one rune point for every day. The first day requires one rune point and the tenth day requires ten rune points. A fifth level rune master can go five extra days without water before suffering ill effect. To reassign rune points applied to this power without risking dehydration requires the consumption of two gallons of water per point—which the rune master can do at the rate of one gallon per minute.

Chameleon

The rune master can alter his appearance so as to blend in automatically with his surroundings. This only applies to natural environments and has no effect in a town or city. The net effect is to give the rune master a bonus of 6 per rune point to Hide or Camouflage while stationary and 3 per rune point to Hide while moving.

Eagle Eyes

The rune master can narrow his gaze and pick out a single object or small locale as if using binoculars. Each rune point assigned to this power halves the apparent distance and the field of vision. Normal field of vision is 180°.

For example, a rune master who put three points into this power would be able to reduce the apparent distance to anything he was looking at to one eighth

the real distance, but his field of vision would be reduced to 22.5°.

Find Food

In the wilds the rune master is able to find food, each rune point allows him to find one 'ration' per five minutes.

Hide

The rune master can cause natural camouflage, such as grass, branches and leaves, used to camouflage something to become and remain alive as long as the camouflaged object or creature remains stationary. This enhances the camouflage, giving it a bonus of 6 and allowing it to last for as long as the rune points are maintained. One rune point is sufficient to camouflage 50 pounds of object or creature, for larger objects use five rune points per hex.

Leap

The rune master can extend the length or height of his jump by 5 horizontal or 2½ vertical feet for every rune point assigned to this power. If the jump is no more than that of the rune power plus 2½ feet the rune master can accomplish the jump as if walking with no skill roll required.

If the rune master wishes to jump both high and far he can do so by mixing the adds to his distance. For example, if the height of the leap was within his normal capabilities, but the spot to jump to lies twenty feet distant, then that jump can be accomplished by means of assign four rune points to horizontal distance. An additional point could be used to increase the vertical leap by 2½ feet, all in one jump.

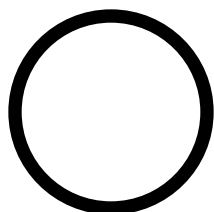
Tame Animal

The rune master adds two points to his CHA for every rune point assigned to this power when addressing animals.

Trackless

Neither the rune master, nor his mount, will leave any tracks or incidental trace if he assigns enough rune points to this power as required by his situation. Stony ground or water requires only a single point, normal woodlands two points, if there are fresh fallen leaves or dense bushes then three

points are required, and five points are required to walk trackless through mud or freshly fallen snow.



Creativity

The Creativity Rune is one that encompasses inspiration, creation and the spirit. This is reflected in those skills it governs, such as

Compose and Poetry. Mastery of this rune implies an understanding of the creative processes. This was the twelfth rune mastered by the First God and governs TAL.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Act
Ability to portray the actions and attitudes of others.
3. Compose, Sing
Ability to compose lyrics or deliver them well.
4. Craft [Type] or Engineer [Type]
Understanding of the intricacies of handiwork and design.
5. Play any instrument
Understanding the art of music.
5. Poetry, Write
Ability to express thoughts, emotions and notions in words.

Quest

The goal of a Creativity rune quest will usually involve the creation of something new and different. For example, using exotic materials such as the feathers of a griffin for the brush used to paint something. In many cases the quest will involve the production of various items and their subsequent effective use—as in creating the properties for a play, writing the dialog and scenes, and staging it in a full production. Buying the exotic materials does not achieve the goal of a rune quest, nor does paying writers to script it.

Skills

The following skills are governed by the Creativity Rune and can be increased beyond 30 once this rune is mastered.

- Act
- Compose

- Craft [Type]
- Engineer [Type]
- Play [Instrument]
- Poetry
- Sing
- Write

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter. Note that each power has a prerequisite skill which must be known to 30 before that power can be employed.

Invent

This rune power represents the rune master's inventive genius. The more rune points are assigned to it the more genius he is. Generally speaking, the player should come up with some item that he wants to invent (generally but not necessarily mechanical) and the referee should set a requirement of rune point-days. Once the required number of rune point-days have been satisfied the rune master comes up with workable plans. For example, a rune master decides that he wants to have a mechanically-switched computer (driven by a steam engine he has already designed and built). The referee decides that this would take 180 rune point-days, so with the intrepid inventor assigning five rune points to the endeavor he will have a working blue-print in 36 days. Building it will likely to take more time.

Bring to Life

This rune power allows the rune master to bring a painting or sculpture to life for as long as points are assigned. This is true, independent life—in other words the rune master doesn't control the actions, aims or ideals. To bring the painting or sculpture to life it must be something that the rune master himself made and with critical success.

To bring a non-critical success painting or sculpture to life requires an additional rune point for each level of success it is lacking. To bring to life a work of art which the rune master did not create costs a number of rune points equal to eight minus the level of success with which the artwork was created.

As a rule of thumb the number of rune points that must be assigned is equal to $\frac{1}{2}$ the square root

of the square footage of the canvas for paintings and 1 point per foot of height for statues (bipedal), or more generally, requires a number of points equal to the cube root of the volume in cubic feet.

Create Gateway

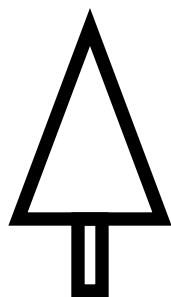
This rune power allows the rune master to open a portal to a pocket world whose scope is basically what is depicted in the painting. At least one rune point must be assigned to this power and no more people can utilize the portal than points are assigned. Moreover, this power can only be used with artwork the rune master has created.

Evoke Emotion

This rune power allows the rune master to evoke a specified feeling in the audience through their art. This can be used, for example, to cause fear, panic, or peace and calm. The extent and intensity of the feelings varies with the rune points currently assigned. The rune master assigns points when creates the piece. The only change the rune master can later make is to remove assigned points.

Make Real

This rune power allows the rune master to make the topic of a song (instrumental or otherwise) that he performs real for the members of the audience. They experience it fully—which in some cases can be deadly. Sights, sounds, smells, pain—and even injury—are all created. An unreceptive audience resists the effects with WIT against a difficulty of five times assigned rune points. Such resistance rolls are made for each significant event, though a member of the audience who accumulates more levels of success than rune points assigned is no longer affected by the rune power.



Fertility

The Fertility Rune is one that encompasses life, growth and multiplicity. This is reflected in those skills it governs, such as Animal Husbandry, Bedding and Plant Lore. Mastery of this rune implies an understanding of

life and reproduction. This was the sixth rune mastered by the First God and governs CON.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Animal Husbandry, Horticulture
Understanding of how animals live and what they require for health and reproduction.
2. Lore Animal, Lore Plant
Understanding of the natural world.
3. Bed
Understanding of human sexual intercourse.
4. First Aid, Medical
Understanding of how living things heal.
5. Midwife
Understanding of the birth process and the creation of life.

Quest

The goal of a Fertility rune quest will usually involve harnessing life, such as the creation of a new breed of animal or new strain of plant. Such activities generally involve extensive, experimental animal husbandry or horticulture using exotic plants and animals. Purchasing the plants and animals used does not achieve the goal of a rune quest.

Skills

The following skills are governed by the Fertility Rune and can be increased beyond 30 once this rune is mastered.

- Animal Husbandry
- Bed
- First Aid
- Horticulture
- Lore Animal
- Lore Plant

Rune Points	Type of Pain
1	Scrape
2	per point of damage
3	Hangover
5	Severe Hangover
10	Childbirth
15	Difficult Childbirth

- Medical
- Midwife

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter. Note that each power has a prerequisite skill which must be known to 30 before that power can be employed.

Ease Pain

The rune master can ease the pain of someone else by laying on of hands. The more rune points assigned to this power the greater the easing of pain. Because individual tolerance for pain can vary so much depending on what causes the pain this can be difficult to rate. Keep in mind that this power can only ease physical, not emotional, pain. The referee is encouraged to use the following table as a guide.

Heal Other

The rune master can, by laying on of hands for five minutes, heal one point of damage per point assigned to this power.

Identify Fertility

This rune power allows the rune master to identify the gender of any creature within their presence. The creature to have its gender identified must be visible. One rune point must be assigned to this power for it to be active.

Impregnate

This rune power allows the rune master to cause the touched (female) creature to become pregnant. If the rune points are reassigned before birth the pregnancy will abort. The minimum number of rune points to assign depends on the relative fertility of the creature and ranges from one point for extreme fertility to two points for normal fertility to three points for low fertility up to five points for being barren.

Increase Crop

The rune master is able to increase the yield of a crop by two-fold. This requires one rune point per acre from planting to harvest.

<i>Conception</i>	<i>Time in Cycle</i>
5%	0 to 4 days
20%	5 to 11 days
50%	12 to 19 days
20%	20 to 27 days

Influence Conception

The rune master can increase or decrease the likelihood of conception consequent to their sexual intercourse. Each rune point assigned to this power during and for 24 hours following sexual intercourse adjusts the chance of conception by $\pm 5\%$. Individual fertility varies considerably, but the following can be used as a starting point with the cycle starting on the first day of menstruation.

Life Extension

The rune master can suspend his aging by assigning one rune point for every five years to be deferred. Thus fifty years of suspended aging requires 10 rune points. If the rune points are reassigned then the years catch up immediately and cannot be re-suspended though further aging can be.

Multiply Births

This rune power allows the rune master to cause multiple births (e.g., twins, etc.) by assigning rune points. The creature to be affected must already be pregnant (but still within the first trimester), touched by the rune master when the points are first assigned, and the points must remain assigned for the duration of the gestation. Each rune point causes an additional birthing.

Rapid Healing

The rune master can speed up the healing process. For every point assigned continuously over a 24 hour period he gets a CON/10 roll. Each level of success heals one point.

Regenerate

The rune master can regenerate damage very rapidly by assigning one rune point for every point of damage to be regenerated. However, to regenerate any more damage before the next sunset requires assigning a number of rune points that have already been assigned to this power in addition to those to be regenerated now. For example, if five

points have been assigned to this power since the last sunset to regenerate three additional points requires that 8 be assigned.

Regrow Limb

The rune master can regrow a severed or maimed limb. Each point assigned to this power accrues in a cumulative fashion of one point every day counting against the damage done to cause the maiming or impairment of use. At the end of the time the limb regains full function.

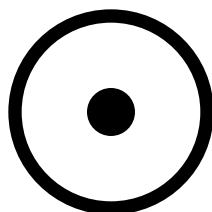
Speed Gestation

This rune power allows the rune master to speed up the gestation of a pregnant creature. Each rune point assigned counts for gestation time while it is assigned. In other words, if one rune point is assigned for three months it would reduce the total gestation period by three months. A human gestation (normally 9 months) would be reduced to one month if eight rune points were assigned for that month. The rune master must touch the pregnant creature when the rune points are first assigned, although the points assigned can later be shifted at will—with the single exception that if the rune points assigned ever drops to zero then the rune master must touch the pregnant creature again to be able to reassign any rune points.

Wet Nurse

The rune master can maintain lactating breasts longer than normal by assigning points to this power. Each month past the normal termination of lactation requires one rune point so to keep lactating five months after it would normally have stopped requires five rune points.

To arbitrarily start lactation is also possible, but requires five rune points to start with, and then because it would normally be stopped requires an additional rune point per month be assigned to maintain lactation. Note that this is the only way in which men can lactate.



Force

The Force Rune is one that encompasses power over others and its use. Mastery of this rune implies an understanding of the use of force.

This was the third rune mastered by the First God and governs WIL.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Debate, Orate
Understanding of how to impose one's will through speech and argument
2. Hypnotism, Intimidate
Understanding of how to impose one's will on others
3. [Psychic Discipline]
Understanding of how to impose one's will through mental effort alone
4. Target
Ability to relate one's mind and mental effort directly to the world
5. Train [Animal]
Understanding of how to impose one's will on animals

Quest

The goal of a Force Rune quest will usually involve some sort of domination. For example, a coup achieved without force of arms, stealth or diplomacy. Another example of domination would be domesticating a previously wild animal species—not necessarily every last member but a sufficient number to avoid reversion to becoming feral again.

Skills

The following skills are governed by the Force Rune and can be increased beyond 30 once this rune is mastered.

- Debate
- [Psychic Discipline]
- Hypnotism
- Intimidate
- Orate

- Target
- Train [Animal]

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Borrow

This rune power allows the rune master to deplete an attribute or skill of the target. The target must be within the rune master's Normal presence range (if that is zero the rune master must touch the target). Each point assigned to this power allows the rune master to transfer one attribute point or 1 point of a skill to himself. This effect lasts for as long as the points are assigned to this power, regardless of how close or distant the target becomes. Skill adds are to the skill total of the rune master and act as a simple bonus. Attribute adds affect everything that the attribute does, except skill base. No attribute can be reduced below 1, no skill can be reduced below 0.

Command

This rune power allows the rune master to mentally control, while concentrating, the targeted creature. This control is total and absolute, but because the rune master must divide his attention between himself and his target the effective control is rarely absolute. One rune point must be assigned to this power for every five points of WIL the target has. E.g., if the target has WIL 16 then 4 rune points must be assigned. The rune master must touch the creature when the points are first assigned, but the effect will last as long as points are assigned and the target remains within the rune master's weak presence.

To make the targeted creature commit any particular action requires the referee to rate the likelihood of the creature doing the action of their own nature and volition. A WIL/WIL resistance roll is made and the level of success determines if the creature was adequately controlled. If the controlled action is something that the creature would probably do in the given situation, the creature does it unless the roll was a failure or fumble. If the controlled action is within its nature, but not necessarily something that it would do on its own in the current situation the creature only does so with a success. If the controlled action is unlikely and the

creature is specifically trying to resist then a special success is required. A critical indicates that the creature is controlled like a puppet and does exactly what the rune master wants, even if that is to cut its own throat or jump in a furnace.

Although the rune master can make the creature perform like a puppet he *cannot* force it to use special abilities—such as casting magical spells, exercising rune powers, etc. Nor does absolute control give the rune master the finesse of the creature's native skills and talents: he can make the creature fight, but unless it is doing so in accordance with its own will its effective skill is equal to the rune master's WIT $\times \frac{1}{5}$.

Nor does this rune power confer any mind reading or telepathic ability on the rune master. The rune master does not see or hear with the eyes and ears of the controlled creature. Consequently, unless the rune master is constantly controlling the creature to not do something and he cannot see the target it is difficult for him to prevent the target from taking some action.

Mesmerize

This rune power increases the depth of hypnotic trance by the rune points assigned, but only if the target is already in a hypnotic trance. It also effectively allows the rune master to take away hypnotic control of a subject.

Increase Psychic Power

This rune power allows the rune master to increase her pSTR by two points per rune point assigned.

Sway Crowd

This rune power allows the rune master to more easily sway a crowd with Orate or Debate. As long as the size of the crowd does not exceed ten times the square of the rune points assigned to this power the level of success applies to the crowd as a whole and any member trying to resist this must succeed in a WIL roll with a resisting score equal to the size of the crowd. A crowd will be swayed for as long as the rune master maintains sufficient rune points to this power and stays within Very Weak presence range. After that the crowd will break up in a number of minutes equal to the square root of the number of people in the crowd.

<i>Success</i>	<i>Result</i>
Critical	Can separate from the crowd and take two individuals if they are not swayed.
Special	Can separate from the crowd and take one individual if he is not swayed.
Normal	Can separate from the crowd.
Miss	Unswayed, but carried along with the crowd.
Failure	Character is swayed by the speech.
Fumble	Character is swayed by the speech and will remain so for no less than one hour per rune point that was assigned to the power at the time the speech was delivered.



Knowledge

The Knowledge Rune is one that encompasses encyclopedic knowledge. This is reflected in those skills it governs, such as History, Law and Memory. Mastery of this rune implies an understanding of information and facts. This was the twentieth rune mastered by the First God and governs POW.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. Note that Lores whose difficulty is Easy do not count towards rune mastery. The slots are:

1. Lore Ancient History, Lore Area Knowledge, Lore History
Knowledge of the past and present
2. Lore Animal, Lore Earth, Lore Plant, Lore Poison, Lore Sea, Lore Spirit, Lore Weather
General knowledge of the world
3. Ceremony [Religion], Divination [Type], Lore Religion
Knowledge of the secret workings of the world
4. Lore Economics, Lore Heraldry, Lore Law
Knowledge of human rules and constructions
5. Memory
Ability to commit knowledge to memory

Quest

The goal of a Knowledge rune quest will usually involve original and unique research to expand human knowledge and understanding of some field of knowledge. For example, studying the marine biology of an inland sea to completely catalog it or uncovering the complete history of a lost city. A different style of quest would involve the collection and correlation of pieces of information to reveal some previously hidden knowledge—for example, the imminent arrival of a comet that will coincide with a full-scale invasion.

Skills

The following skills are governed by the Knowledge Rune and can be increased beyond 30 once this rune is mastered.

- Ceremony [Religion]
- Divination [Type]

- Lore [Subject]
- Memory

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Increase Memory

This rune power allows the rune master to keep more things “ready” in memory. Each rune point assigned to this power increases the ready memory allowance by two points.

Instant Memorize

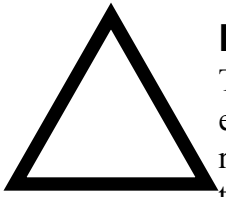
This rune power allows the rune master to memorize something whose level does not exceed the number of rune points assigned to that task. The memory will only last as long as the rune points are assigned (though the rune master can memorize it from this memory).

Quick Memorize

This rune power allows the rune master to quickly memorize something. The level of the thing to be memorized is effectively reduced by the number of rune points assigned to this power.

Rapid Recall

This rune power allows the rune master to quickly bring a memorized fact, spell or formula to active memory. The number of rune points assigned to this power reduces the level of the item in question. For example, it would only take three minutes to activate an inactive level eight formula if five rune points were assigned to this power for the duration.



Learning

The Learning Rune is one that encompasses philosophy, logic and rational thought. This is reflected in those skills it governs, such as

Alchemy, Law and Literacy. Mastery of this rune implies an understanding of logic. This was the eleventh rune mastered by the First God and governs WIT.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. A Lore must be at least of Average difficulty to qualify for rune mastery. The slots are:

1. Alchemy [Kingdom], Herbalism
Understanding of the connections and combinations of chemicals, animals and herbs
2. Literacy [Language]
Ability to read and write
3. Lore [Subject]
General understanding of the world
4. Meditation, [Psychic Discipline]
Understanding of the inner workings of the mind
5. Instruct, Research
Ability to efficiently acquire or transfer information

Quest

The goal of a Learning rune quest will usually involve resolution of some philosophical issue or pursuit of knowledge. A specific goal might be to define and describe domestication, or love, as a process and a state. A means for acquiring the knowledge can be research; not just in a library but journalistic as well—interviews and observation. The quest itself is often as important as the final result—true understanding doesn't come by reading works in a book but through actual experience.

Skills

The following skills are governed by the Learning Rune and can be increased beyond 30 once this rune is mastered.

- Alchemy [Kingdom]
- Herbalism

- Instruct
- Literacy [Language]
- Lore [Subject]
- Meditation
- [Psychic Discipline]
- Research

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Concurrent Learning

This rune power allows the rune master to divide his attention without loss of comprehension. The most additional objects of attention is equal to the rune points assigned. This rune power allows the rune master to read multiple books at the same time, to carry on a conversation while reading a book and writing another. It also effectively increases the character's Tactics skill level for tracking opponents in combat.

Enlighten

This rune power allows the rune master to answer a koan if he assigns as many rune points as the Koan currently has. An answered Koan immediately ceases to have any effect regardless of rune point assignment. The rune master can answer someone else's koan if they ask him.

Koan

This rune power allows the rune master to pose a cryptic question without answer to an individual who will then become obsessed with finding the answer as long as rune points are assigned to this power. To overcome this obsession requires a WIL roll against a resisting score of five times the number of rune points assigned. While obsessed a character will take no action (other than to eat, drink and sleep, and that as little as possible) other than to ponder, research and question trying to find the answer. An obsessed character will certainly not have time for piddly things like fighting.

Note that though the koan is spoken to the target the communication of the koan is transmitted magically. If the target is within the rune master's Normal presence range speech itself is not required. Delivering a koan is one action.

Read Code

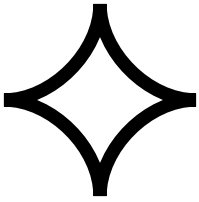
This rune power allows the rune master to read a code as if it were plain text. A number of points equal to the difficulty of the code must be assigned for this rune power to be effective. In addition, the rune master must know the language of the code being used or assign an additional two rune points. Note that this rune power gives the rune master no understanding of the code involved, it merely allows him to read the encoded message.

Read Language

For each point assigned to this power the rune master gains knowledge of the specified written language. For one rune point the effective skill is equal to $WIT \times \frac{1}{5}$. For two rune points the effective skill is equal to $WIT \times \frac{1}{2}$. For three rune points the effective skill is equal to WIT. Each additional rune point increases the multiplier by $\frac{1}{2}$. This confers ability without understanding: the rune master will have no greater comprehension of the language after the points have been reassigned than he did before they were assigned in the first place. Nor can he teach others.

Unleash Psychic Power

This rune power allows the rune master to use his full pSTR as if with a meditative focus if one rune point is assigned to this power.



Magic

The Magic Rune is one that encompasses the supernatural world, in particular that of magic, esoteric knowledge and spirits. This is

reflected in those skills it governs, such as Meditation, Sorcery and Channel. Mastery of this rune implies an understanding of magic. This was the first rune mastered by the First God and governs TAL.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. At least one slot must be Magery, Summoner, a Thaumaturgic list, or a Wizardry skill. The slots are:

1–3. [Element] Elementalist, Hedge Wizardry, Operate Artifact, [Magery], Shamanism, Sorcery, Summoner, [Thaumaturgy], Witchcraft, Wizardry

Harnessing and guiding of magical energies

4. Area, Channel, Duration, Gather, Power, Range, Sacrifice

Understanding of the flow of magical energies

5. Meditation

Attunement with the world

Quest

The goal of a Magic rune quest will always involve magic to some degree and will likely involve some danger. The creation of a new sixth level hedge wizardry spell is appropriate as is creation of a new thaumaturgic list.

Skills

The following skills are governed by the Magic Rune and can be increased beyond 30 once this rune is mastered.

- Area
- Channel
- Duration
- [Element] Elementalist
- Gather
- Hedge Wizardry
- [Magery]
- Meditation
- Operate Artifact

- Power
- Range
- Sacrifice
- Shamanism
- Sorcery
- Summoner
- [Thaumaturgy]
- [Thaumaturgy List]
- Witchcraft
- Wizardry

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Alter Spell

This rune power is only useful with high magic spells. It allows the rune mage to shuffle effect points between the different aspects of a spell (SL, range, duration and target) that he can perceive, regardless of whether or not he cast it. If it is a spell cast by the rune mage and he has maintained a connection with the spell then that counts as perception.

Each point assigned to this power allows one effect point to be shifted. Although this shifting only lasts as long as the points are assigned a traditional method of dispelling weaker spells and enchantments is to shuffle duration points into a different aspect so that the spell terminates—at which point this power can be neglected as the spell has actually ended.

This power can also be used to adjust the range of a spell so that it does not reach the rune mage which is a more subtle way of avoiding the spells of another—especially when they are unaware of the rune mage's presence.

Change Spell

This rune power allows the rune mage to change the nature of the targeted spell to some other spell known to him. He must be able to perceive the spell to affect it and assign at least as many rune points to this power as the adfSL of the targeted spell. This could be used, for example, to change a Protection spell into a Create Fire spell. This changes the *effect* of the spell only, not its range, duration or targeting. Thus the created fire in the previous example would cling to the unfortunate target like a second skin and

High Magic Preparation							
<i>Desired Complexity</i>	<i>Actual Complexity</i>						
	<i>Simple</i>	<i>Average</i>	<i>Hard</i>	<i>Complex</i>	<i>Multiplex</i>	<i>Omniplex</i>	<i>Transcendent</i>
Reflexive	1	3	6	10	15	21	28
Simple	—	1	3	6	10	15	21
Average	—	—	1	3	6	10	15
Hard	—	—	—	1	3	6	10
Complex	—	—	—	—	1	3	6
Multiplex	—	—	—	—	—	1	3
Omniplex	—	—	—	—	—	—	1

doing damage every round. The change lasts only so long as the rune master keeps points assigned. A duration effect spell that is changed to an instant effect will have its effect once every round for the duration.

Dampen Magic

This rune power creates an anti-magic field around the rune mage which reduces the SL of any spell within the rune mage's presence by the square of the number of points assigned to this power, not to exceed the character's Presence at that range. This power has no effect on SL equivalencies, such as the inherent SL of a rune master.

Link Spell

This rune power allows the rune mage to link to any spell within strong presence range that he specifies. This can be, at the rune mage's option, an exclusive link—essentially allowing him to co-opt another wizard's spell. This power requires that one rune point be assigned to it for each spell level the rune mage wants a link to. One use of this power is to regain (at the expense of rune power) a link to a spell the wizard originally cast. Once linked there is no range requirement between the rune mage and the spell.

More Magic Points

This rune power allows the rune mage to spend more magic points on a spell than is normally allowed. For example, it effectively increases TAL when casting sorcery spells and increase the normally immutable spell level of hedge wizardry spells. For every rune point assigned to this power he can spend two additional magic points.

Prepare Spell

This rune power allows the rune mage to more

quickly prepare or effectively cast a spell by lowering a spell's level or rank by the number of rune points assigned to this power. If the effective level or rank is reduced below one then the spell can be readied instantly. For magery and wizardry consult the table to determine the effective complexity for purposes of casting.

It is important to realize that this rune power is an internal effect: if the rune mage records a spell whose complexity has been reduced it is recorded at that lower complexity and is thus unusable by anyone not assigning sufficient rune points to this power as there is missing information—the rune power grants insights rather than actually changing the nature of the spell.

See Magic

This rune power allows the rune mage to see magic as with normal eyesight. Because magic is considered to be light emitting (rather than light reflecting) the rune mage can see the presence of magic even in low light conditions. To find perception ranges use the Presence table, but with TAL instead of POW.

A weak range means that the rune mage can detect the presence, rough strength (in 5 SL increments) and general type (hedge wizardry, sorcery, witchcraft or wizardry). At strong range the rune mage can more accurately gauge the strength (in 3 SL increments) and type (skill area of wizardry, black/grey/white sorcery, etc.) as well as area of effect. At very strong range the rune mage can identify the spell, though not its attributes (duration) or variations (if any). This power must have one rune point assigned to it to be active.

Note that this works through indirect visual perceptions, e.g., mirrors and scrying. The visual

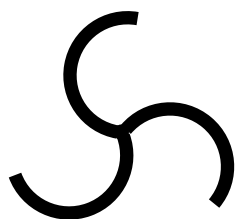
distance to the subject is the significant distance.

Strengthen Spell

This rune power allows the rune mage to bolster the SL of the targeted spell. He must be able to perceive the spell to affect it. The SL of the targeted spell is increased by the number of points assigned to this power. For spells without variable SL, such as the hedge wizardry Frostman spell, either the duration is multiplied appropriately or, for instant spells, the spell itself is applied multiple times immediately. Fractional spell occurrences are lost.

Terminate Spell

This rune power allows the rune mage to end the targeted spell. He must be able to perceive the spell to terminate it and assign at least as many rune points to this power as there are SL in the targeted spell. This power affects *any* type of magic and is permanent so the points can be reassigned as soon as the targeted spell is terminated (end of the round).



Movement

The Movement Rune is one that encompasses all forms of movement or transportation. This is reflected in those skills it governs, such as Climb, Swim and Ride Horse. Mastery of this rune implies an understanding of all motion. This was the thirteenth rune mastered by the First God and governs AGI.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Acrobatics, Dodge
Understanding of agile motion.
2. Climb
Understanding of climbing.
3. Drive [Vehicle], Pilot [Vehicle], Ride [Animal]
Understanding of how to use someone or something for transportation.
4. Fly, Run, Ski, Swim
Understanding of movement.
5. Jump
Understanding of leaping.

Quest

The goal of a Movement rune quest will usually involve the accomplishment of some great feat of movement, such as making a long, dangerous and extremely treacherous climb. Or taming some preternaturally feral horse.

Skills

The following skills are governed by the Movement Rune and can be increased beyond 30 once this rune is mastered.

- Acrobatics
- Climb
- Dodge
- Drive [Vehicle]
- Fly
- Jump
- Ride [Animal]
- Run
- Ski
- Swim

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Feather Fall

This rune power allows the rune master to negate some of the energy accumulated while falling: each rune point assigned to this power reduces the effective height of a fall by 10 feet.

Glide

This rune power allows the rune master to glide as if he had fixed wings with some steering ability. Only one rune point must be assigned to this power, but in such a case the rune master must stay within 2 points of the wind's direction.

Normally, to begin gliding the rune master must achieve a relative air speed of at least 30 mph (plus an additional 5 mph for every 10 pounds of gear carried). Thus, running 30 mph into a 15 mph headwind would allow a rune master with modest gear (10 pounds or less) to begin gliding. Jumping off of a cliff is another technique, though it requires 35' height just to get the required velocity and then the rune master will still have to pull out of the dive (which would take another 65' so a 100' cliff is a minimum just to scrape belly—however at the end he would have a speed of 70 mph).

Once airborne the rune master will travel relative to the air, not the ground. To glide cross-wind requires three rune points and to glide into a headwind requires five rune points. Failure to assign sufficient rune points costs the rune master 10' of altitude per round per rune point.

While gliding the rune master can increase his velocity 1 mph for every 2' of dive. Thus a 100' stoop would increase his velocity by 50 mph. Such gains are lost at the rate of 5 mph each turn, but the velocity is relative to the wind and allows easier crosswind or headwind gliding.

Ice Walk

This rune power allows the rune master to walk on ice as if walking on normal friction ground. A single point is necessary if barefoot, two rune points if wearing footwear and three rune points for slippery footwear or hooves or the like. For five rune points the rune master can grant this power to his mount.

Long Leap

This rune power increases the jumping distance of the rune master by five feet per rune point assigned. If the rune master is not jumping, merely walking or running, this can be used to extend the stride at any given step, once per round. As it can be applied horizontally or vertically a stationary rune master can effectively levitate himself into the air five feet per rune point assigned—but this is not cumulative as he will immediately begin falling unless he has also mastered the wind rune and is Air Walking (in which case the rune master is probably better off simply multiplexing his Jump skill).

The jumping distance increase is per jump made, or once per round for passive use as previously described. If combined with multiplexing of his Jump skill this rune power increases the distance of each jump—regardless of how many are made in one round. In general, for long distance jumping it is more effective to multiplex the Jump skill. However, if there is not a place to land between jumps this power can be employed to extend the jump distance to reach a landing spot.

Move Through Solid

This rune power allows the rune master to move through a solid by assigning 1 rune point per 1' of solid. That is, a single rune point is sufficient to pass through any door and most walls (modern interior walls are generally 8 inches thick). A modest castle wall would be 10 feet thick and so require 10 rune points be assigned. If there are not enough points for the rune master to pass through the solid he “bounces off.” In other words, no worries about getting stuck in the middle of a cliff.

Move Through Water

This rune power allows the rune master to move through water (or some other liquid) as if it were air. Thus he would have his normal movement rates and actions whether hip-deep in a swamp or completely submerged. It does not affect the wetness of the liquid, nor does it allow him to breathe the liquid. The effect lasts one hour per rune point assigned.

Perfect Balance

This rune power prevents the rune master from losing balance due to dodges or fumbles as long as

the number of lost balance results do not exceed the points assigned to this rune.

Speed Mount

This rune power increases the movement rate of the rune master's mount by 2 points per rune point assigned to this power.

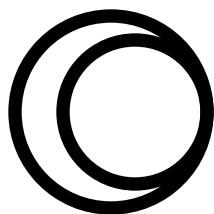
Spider Climb

This rune power allows the rune master to climb any surface (that provides friction) without the need for handholds (and thus no Climb skill rolls—use the rune master's normal movement rate instead). However, the rune master must strike a balance between how many hands and feet are wall clinging and how much weight he wants to bear.

With only one rune point assigned to this power the rune master must have both hands and feet engaged with the surface at all times to make effective use of his carrying capacity. By assigning two rune points the rune master can free one hand at a time for non-climbing/clinging uses. If three rune points are assigned then both hands are free.

If five rune points are assigned then the rune master's personal gravity is with respect to the surface closest to his feet. In such a case the rune master can remain upside down without having blood pooling in his head or suffering vertigo, etc.

This power does not allow the rune master to climb frictionless surfaces like smooth glass or ice unless it is used in combination with Ice Walk.



Oral

The Oral Rune is one that encompasses language and its uses. This is reflected in those skills it governs, such as Bargain, Elicit and Fast Talk.

Mastery of this rune implies an understanding of all forms of communication. This was the eighth rune mastered by the First God and governs CHA.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Act, Beg
Understanding of how to put on an act.
2. Bargain, Debate
Understanding of how to wheel and deal.
3. Deceit, Fast Talk
Understanding of how to conceal information.
4. Elicit, Question
Understanding of how to get information.
5. Leadership, Orate, Sing, Speak [Language]
Understanding of verbal expression.

Quest

The goal of a Oral rune quest might be to achieve some rare and difficult knowledge—such as the secret crypt of a vampire—through investigation using solely the skills governed by this rune.

Skills

The following skills are governed by the Oral Rune and can be increased beyond 30 once this rune is mastered.

- Act
- Bargain
- Beg
- Debate
- Deceit
- Elicit
- Fast Talk
- Leadership
- Orate
- Question
- Sing
- Speak [Language]

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Babel

This rune power allows the rune master to speak and understand languages completely unknown to him. One rune point gives the rune master survival level understanding (effective skill percentage equal to WIT + 10), two rune points gives basic proficiency (WIT + 30), three rune points gives fluency (WIT + 50) and four rune points gives excellent fluency (WIT + 70) in a single unknown language. This power can be used simultaneously (for additional rune points) to understand multiple unknown languages.

Native Speech

This rune power allows the rune master to speak with a native accent any language known to him. One rune point must be assigned to this power for it to be active.

Send Thought

This rune power allows the rune master to send one phrase to someone within very weak presence range who is visible and looking at the rune master, within weak presence range who is visible to the rune master or within normal presence range.

Manipulate Audience

This rune power allows the rune master to manipulate his audience through song or speech. The nearest listeners (within presence range) are manipulated by the performance as follows.

First, the rune master must determine how he intends to manipulate the audience. He can increase one of the following: hot emotions, cool emotions, dark emotions and rationality. Hot emotions include rage, fury, romantic love and ecstasy. Cool emotions include calm, pacific love and bliss. Dark emotions include hate, paranoia and fear. Rationality is a dissipation of emotion.

Second, the rune master must make a roll against the performance skill. The level of success is adjusted by the rune points assigned and the size of the audience as follows: the square root of the number of members of the audience is subtracted from the rune points and that number added to the

level of success. The final level of success is the intensity of the manipulation.

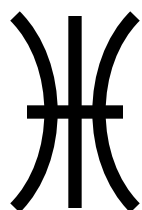
Each member of the audience is filled with the desired emotion, or experiences an appropriate degree of emotional dissipation. Any resistance of the emotion or dissipation is done by matching WIL against five times the level of success.

Gauge Audience

This rune power allows the rune master to determine what the audience, as a whole, desires or expects. For example, a standup comedienne could determine before hand how well a joke will go over. Basically, it picks up on and amplifies the audience mood. The power only works on an audience within the rune master's presence and not exceeding the square of the rune points assigned.

Read Thought

This rune power allows the rune master to, in a limited fashion, read the thoughts of someone with whom he is talking. If one rune point is assigned to this power then the rune master can tell if the person's answers are (from that person's perspective) truthful. If three rune points are assigned to this power then the rune master can read the true answer from the person's mind as long as they answer, regardless of what the answer is. If five rune points are assigned the rune master can read the true answer from the person's mind even if they do not answer. This rune power has no effect on the unconscious or non-sentient.



Peasant

The Peasant Rune is one that encompasses the production of food. This is reflected in those skills it governs, such as Farming, Animal Husbandry and Fishing.

Mastery of this rune implies an understanding of how to produce food. This was the sixteenth rune mastered by the First God and governs STR.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Chain, Club 1-H, Club 2-H, Flail 1-H, Flail 2-H, Hammer 1-H, Hammer 2-H, Lasso, Net, Polearm, Staff
Understanding of improvising weapons to protect food production.
2. Farm
Understanding of how food can be produced from the earth.
3. Fish
Understanding of how food can be produced from the sea.
4. Hunt
Understanding of how food can be produced from animals.
5. Lore Weather
Understanding of the effect of weather on production.

Quest

The goal of a Peasant rune quest will usually involve protecting or constructing something. Successfully defending a village from bandits is an example. Hiring an army to protect a village doesn't count.

Skills

The following skills are governed by the Peasant Rune and can be increased beyond 30 once this rune is mastered.

- Chain
- Club 1-H
- Club 2-H
- Farm
- Fish

- Flail 1-H
- Flail 2-H
- Hammer 1-H
- Hammer 2-H
- Hunt
- Lasso
- Lore Weather
- Net
- Polearm
- Staff

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Find Beast

This rune power allows the rune master to find a lost member of his herd. Each point assigned to this power reduces by one the difficulty of any perception skill used in an effort to locate the specified animal. For example, five rune points assigned would reduce by 5 the difficulty of Notice, Scan or any other perception skill used to try and locate the animal.

Increase Damage

The rune master can increase the damage he does with any polearm or blunt weapon attack that he does that round by a number of points equal to the rune points assigned to this power.

Predict Weather

This rune power allows the rune master to predict the weather (in general terms only) out to a number of days per rune point assigned. To utilize this power requires that the rune master be outdoors and looking for "sign" for fifteen minutes. The prediction is only good for the local area (about twenty square miles). The accuracy of the prediction for any given day is 30% times the number of rune points assigned, less 30% per day after the first. For example, a rune master assigning three points to this rune power would have a 30% accuracy for the weather on the third day.

Protect Crops

This rune power allows the rune master to protect crops from drought, too heavy rains, going to seed through neglect and even being trampled by soldiers. It does *not* prevent intentional destruction of crops,

just incidentals. In other words, if a battle is fought in a protected field then the crops would not normally be harmed. If, however, one side decided to torch the field as a tactic then the crops *would* be destroyed. Each rune point assigned allows the protection of one acre. The rune master must physically inspect the entire field when assigning rune points, though later he can be absent at any distance (though if a rune point is every unassigned that field cannot be protected until the rune master actually inspects the field again).

Sense Danger

This rune power allows the rune master to know when danger threatens one of his herd. The herd must be within the rune master's presence when rune points are first assigned to watch them. This power lasts in effect until no points are assigned. The maximum distance an animal from that herd can be from the rune master and he sense it being in danger is equal to the square of the assigned rune points times 1,000 feet. The rune master can watch multiple herds with multiple uses of this rune power. For example, one herd might be watched to a distance of 9,000 feet (3 rune points) and another to a distance of 4,000 feet (2 rune points) for a total of 5 rune points assigned to this power.

Sense Impending Birth

This rune power allows the rune master to tell when a birthing will occur before it does so. The animal in question must be within the rune master's presence range when the rune points are initially assigned and he must keep at least one point assigned thereafter. Each rune point gives an hour's forewarning of birth. If something happens which causes a birth or miscarriage to occur more rapidly the rune master is aware of this at the earliest possible moment and will know that it was sudden.

Track Herd

This rune power allows the rune master to know where a herd he is caring for is located, even if he is not around. To be effective the rune master must maintain a number of rune points assigned to this power equal to the number of days since he last saw the herd. For example, on the third day he would have to have at least three rune points assigned to this power. If at any point insufficient rune points

are assigned to this power then it cannot be used again (for that herd) until the rune master sees it again.



Perception

The Perception Rune is one that encompasses the senses. This is reflected in those skills it governs, such as Feel, Smell and Scan. Mastery of this rune implies an understanding of perception, its acuity and its limitations. This was the ninth rune mastered by the First God and governs WIT.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Feel, Smell, Taste
Understanding of senses.
2. Listen
Understanding of sound.
3. Notice
Understanding of alertness.
4. Scan, Search
Understanding of vision.
5. Track
Understanding of traces left by movement.

Quest

The goal of a Perception rune quest will usually involve revealing something that is hidden—such as the secret stash of the head of the thieves' guild—using only the investigative skills governed by this rune.

Skills

The following skills are governed by the Perception Rune and can be increased beyond 30 once this rune is mastered.

- Feel
- Listen
- Notice
- Scan
- Search
- Smell
- Taste
- Track

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Enhance [Sense]

This rune power allows the rune master to enhance his sensory perception. Each point assigned to one sensory group (for game purposes taste and smell are considered one group and sense of temperature is considered tactile) effectively doubles its sensitivity (doubles range for listening or seeing) and the finer acuity grants a bonus of 4 Skill Level per point.

Identify Forgery

This rune power makes the rune master sensitive to minor variations in detail in such a fashion that he can immediately identify something as being counterfeit or a forgery.

Light

This rune power causes the area around the rune master to become illuminated such that he sheds firelight with an effective IP equal to $\frac{1}{5}$ POW rounded normally as necessary. One rune point must be assigned to this power for it to be effective.

Pierce Disguise

This rune power allows the rune master to perceive any deliberate disguise as being such. If he sees someone who has on makeup with the intent of concealing his identity or to appear as someone else the rune master will be aware of this. This power does not inform the rune master as to the nature of the disguise, only that a subterfuge is attempted. It does not trigger in cases where disguise is not attempted, for example a woman wearing makeup as part of her normal appearance. At least one rune point must be assigned for this power to be active.

See In Darkness

This rune power reduces low light penalties by 4 per rune point assigned to this power. Assigning five rune points allows the rune master to see even if there is no light at all.

See Invisible

This rune power allows the rune master to see invisible objects or beings that would not otherwise be visible to him. One point must be assigned to this power for it to be active.

See Magic

This rune power allows the rune master to see magic on an object or area if that object or area is

directly or indirectly (as with a mirror or scrying) visible to him. If the object is within “reading” distance than he can tell how what the spell level of the magic is. If the object is within his base vision distance then

Perception Distance	
<i>Acuity</i>	<i>SL inc</i>
Existence	50
Size	20
Shape	10
Gross Detail	5
Detail	3
Fine Detail	2
Super Detail	1

he can tell, in three point increments, what the spell level is. If the object is within twice his base vision distance then he can tell, in five point increments, what the spell level is. Otherwise the best he can do is give the spell level in ten point increments. One point must be assigned to this power for it to be active.

See Through Concealment

This rune power allows the rune master to see through vegetative cover as if it were not there. Each point assigned to this power reduces the penalty to vision for vegetation by 4.

See Through Wall

This rune power allows the rune master to see through a solid barrier if he has at least one rune point assigned, has a meditative focus on the task and is touching the barrier. Note, only a single barrier can be seen through in this fashion so a doubled wall would prevent the perception.

Translucency

This rune power allows the rune master to hazily see through solid, non-living obstacles. The number of rune points required to see through a material depend on its thickness and type. That is, organics are more difficulty to see through than inorganics.

There is a penalty to perception rolls due to haze, the penalty varying with the substance being seen through and its thickness. Organic materials present less haze than inorganic. The penalty is reduced by four for every rune point in excess of that needed for the thickness of the material. For example, a rune master can see through a one inch oak door by assigning four rune points, but with a penalty of 10. If five rune points are assigned he can see through the door with a penalty of 6. Note that actions which are normally automatically successful, such as seeing someone standing in front of you illumination being sufficient, can have a difficulty as high as zero. In such a case the haze penalty may prevent seeing someone or something that would otherwise be considered visible.

Translucency		
<i>Material</i>	<i>Cost for Depth</i>	<i>Vision Penalty</i>
Most cloth	1 per layer	1
Most paper	1 per sheet	1
Softwood	2 per inch	10
Hardwood	4 per inch	10
Most rocks	1 per foot	20
Most metals	1 per inch	30
Lead	2 per inch	40



Sea

The Sea Rune is one that encompasses water, in particular oceans, seas and lakes, but rivers as well. This is reflected in those skills it governs, such as Boating and Swimming. Mastery of this rune implies an understanding of the sea. This was the seventeenth rune mastered by the First God and governs END.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Boat
Understanding of motion across the water.
2. Lore Sea
Understanding of the sea.
3. Navigate
Understanding of mapping the sea.
4. Sail
Understanding of the wind's effect on water.
5. Swim
Understanding of how to move in water.

Quest

The goal of a Sea rune quest will usually involve sailing and navigation. It might be to chart unknown waters or to sail through dangerous waters, such as a huge, ship-destroying waterpool. Hiring a ship to go out and chart an unknown coastline does not achieve the goal of a rune quest. Personally leading an expedition that is fraught with danger does.

Skills

The following skills are governed by the Sea Rune and can be increased beyond 30 once this rune is mastered.

- Boat
- Lore Sea
- Navigate
- Sail
- Swim

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Dead Reckoning

This rune power allows the rune master to accurately ascertain his location at sea relative to ports well known to him. With any decent chart he can point out the location within a five mile diameter. At least one rune point must be assigned for this power to be active.

Deep Dive

This rune power allows the rune master to dive into crushing depths. A depth of 1,000 feet can be achieved per rune point assigned to this power. The rune master must still swim or sink to the desired depth. This rune power also protects the rune master from the bends upon ascending.

Find School

This rune power guides the rune master to the nearest sizable school of fish suitable for eating. If trolling in reasonable waters there is a 30% chance per minute per rune point of finding a school of fish.

Floatation

This rune power allows the rune master to remain afloat in water without swimming or otherwise exerting himself by assigning a single rune point. This does not necessarily prevent the rune master from drowning in the splash and spray of heavy seas, but it does allow him to spend all of his energies on preventing just such a disaster. The net result of this power is to reduce the difficulty of using Swim to avoid drowning by four points.

Monkey In The Rigging

This rune power allows the rune master to move in the rigging with both hands free and no chance of falling if at least one rune point is assigned.

Predict Weather

This rune power gives the rune master an uncanny sense for changes in the weather. The rune master can sense shifts in the wind before they happen, feel a storm brewing while it is still beyond the horizon and predict time and amount of natural rainfall. Wind shifts are sensed with a lead time of one minute per rune point assigned to this power, a sudden storm will be sensed five minutes per rune point assigned before it breaks and a gradual storm will be sensed 30 minutes per rune point before signs of its presence become visible.

Roll With Ship

This rune power allows the rune master to stand and move on a pitching deck as if on a calm sea if at least one rune point is assigned.

Sea Mood

This rune power allows the rune master to accurately assess and determine the mood of the sea (and every experienced sailor knows his mistress is moody). The rune master listens to the murmur of the waves and by this can tell if the weather will be contrary or favorable for that day. At least one rune point must be assigned for this power to be active.

See Through Fog

This rune power allows the rune master to see through fog, mist and other forms of precipitation. Each rune point assigned to this power effectively negates up to 4 penalty to any scan or search rolls due to atmospheric obscuration. It has no effect on darkness induced by clouds or other means.

Sense Land

This rune power allows the rune master to sense the presence, general direction and general distance to the nearest (significant) land mass. The range of this power is 10 miles per rune point assigned to it.

Sense Shoals

This rune power allows the rune master to sense underwater shoals and other navigational hazards (such as sunken spars) to a distance of 300 feet (40 hexes) and a depth of five feet per rune point assigned. The rune master senses the shoals as if by a map and could write a chart from the information.

Speak With Dolphins

This rune power allows the rune master to communicate with dolphins. Primarily this is useful for determining the presence of specific dangers (such as a resident sea dragon), significant objects (a sunken ship) or other features of the locale. Dolphins are most informative about the immediate region (a five mile diameter). At least one rune point must be assigned for this power to be active.

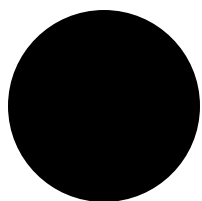
Swim

This rune power allows the rune master to “swim like a fish”—effectively doubling his swim movement rate if at least one rune point is assigned to it. However, the rune master cannot be wearing

more than light clothes while exercising this power, nor can he carry anything in his hands or on a belt.

Breathe Water

This rune power allows the rune master to breathe underwater. The number of rune points assigned must exceed the number of hours the rune master has stayed underwater for this to be effective. Any lapse in assigned rune points and the power cannot be re-used until the rune master has gained air for at least one minute per hour he had been underwater.



Shadow

The Shadow Rune is one that encompasses darkness, concealment and obscurity. This is reflected in those skills it governs, such as

Deceit and Shadowing. Mastery of this rune implies an understanding of underhandedness. This was the fifteenth rune mastered by the First God and governs AGI.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Act, Disguise
Understanding of how to portray a different truth.
2. Deceit, Elicit
Understanding of hiding methods.
3. Fast Talk
Understanding of confusion into submission.
4. Hide, Sneak
Understanding of concealment.
5. Shadow
Understanding of how to be visible and not noticed.

Quest

The goal of a Shadow rune quest will usually involve some concealed act—such as penetrating a secret society or replacing a public personage for a month.

Skills

The following skills are governed by the Shadow Rune and can be increased beyond 30 once this rune is mastered.

- Act
- Deceit
- Disguise
- Elicit
- Fast Talk
- Hide
- Intimidate
- Shadow
- Sneak

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Alter Appearance

The rune master can alter his appearance by changing features, height and weight. These are considered to be non-magical changes and thus undetectable by magic (e.g., a Detect Magic spell will not detect the use of this power). Additionally, the alterations are *real*—when appearing thinner the rune master can slip through narrower cracks, when lighter will actually weigh less and so on. The greater the change the more rune points must be assigned. Altering height requires one rune point per four inches. Altering weight requires one rune point per 25 pounds. Changing hair or eye or skin color requires one rune point. Changing hair style requires an additional rune point. To shorten (or lengthen) head hair requires one rune point per foot. To go completely remove, or grow what was shaven, requires one rune point. Generally, to assume the general features of another race requires 5 rune points.

To go from clean shaven to a waxed handlebar mustache would require two rune points (adding a mustache requires one point and altering the style requires a second). For a dwarf to change his features to human (e.g., broad nose to narrower human, same to the skull, slightly longer limbs for torso length and coloring to match human norm) would require five points—he would still be short, bearded and heavy, but would on sight be judged human. A human, needing a quick-change, could grow taller (4" for one rune point), thinner (drop 25 pounds for one rune point), change hair style (straight to curly for one rune point), change hair color (brown to red for one rune point) and skin color (tanned to black for one rune point) for a total of five rune points being assigned—and not even his own mother would recognize him.

To intentionally mimic the appearance of another person requires a *minimum* of five rune points and obviously another five if they are of a different race. As a rule of thumb, if the height, weight, hair color, style and length, skin color, etc., are all the same as the person to be mimicked it takes an *additional* five rune points to mimic the

individual features accurately for a total of ten rune points.

Conceal Magic

Each point assigned to this power decreases the detectable SL of the rune master and any magical item carried on his person by 5 points.

Dampen Noise

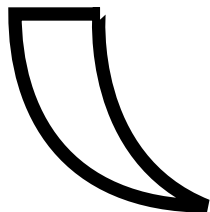
Each point increases the difficulty of any Hearing roll to detect the rune master's movement by 4. Any creature using a sonar-based visual system has the difficulty of any to hit against the rune master increased by 4 as well.

Hide Presence

This rune power allows the rune master to reduce his perceptible POW. Each rune point applied to this power decreases presence of POW by 5 points. If perceptible POW becomes negative then others are less likely to notice the rune master unless he specifically draws attention to himself. This is very much like the hobgoblin power. For each point of POW below zero there is a 2 increase to difficulty for any general perception attempt made against the rune master, 1 per point if the rune master is being specifically looked for.

Shadowy Appearance

The rune master can make his form shadowy and vague causing any attack (or Scan or Search) against him to have a penalty of 4 for every rune point assigned to this power.



Social

The Social Rune is one that encompasses human social activity, particularly of the informal sort. This is reflected in those skills it governs,

such as Brawl, Bedding and Dancing. The rune itself depicts a drinking horn. Mastery of this rune implies an understanding of human relationships and affairs. It was the fifth rune mastered by the First God and governs CHA.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Bed
Understanding of how to please.
2. Brawl, Etiquette
Understanding of social interactions.
3. Dance, Sing
Understanding of how to entertain.
4. [Game]
Understanding of principles of competition and how to structure rules for enjoyment.
5. Make Friend, Massage
Understanding of ways to ingratiate oneself.

Quest

The goal of a Social rune quest will usually involve reconciling enemies or making friends under difficult circumstances—such as ending a generations long blood feud between two clans. Another type of quest involves establishing a successful business under adverse circumstances—such as a brothel in a city where prostitution is illegal.

Skills

The following skills are governed by the Social Rune and can be increased beyond 30 once this rune is mastered.

- Bed
- Brawl
- Dance
- Etiquette
- [Game]
- Make Friend

- Massage
- Sing

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter. Note that a master of this rune cannot drink himself to death—instead he goes into a state of suspended animation for a number of days equal to his alcohol consumption less his CON and rune level.

Clothe Self From Others

This rune power allows the rune master to acquire others clothing (including armor) through mere contact. For each rune point assigned to this power the rune master can take one item of clothing. An additional rune point must be assigned for each AP the item is worth. Note that the power circumvents any necessity of working snaps, straps or other fasteners—it simply transfers the clothing to the rune master. Each transfer takes one action to complete.

Although this power is primarily used to acquire clothing when the rune master is lacking any, such as after a long debauch, it can also be used to remove armor from an opponent. The rune master must be reasonably able to wear the clothing being taken for the power to work—a pixie can't use this power to remove even a halfling's armor.

Counteract Drink

This rune power allows the rune master to use all skills governed by this rune without penalty for drunkenness. One rune point must be assigned to this power to gain its benefit.

Drunken Master

This rune power allows the rune master to fight while drunk with a bonus instead of a penalty. This reversal applies only to Dodge and weapon skills. A number of points equal to the level of drunkenness must be assigned: one rune point for being slightly buzzed, two rune points for having a buzz, three rune points for being mildly drunk, four rune points for being drunk, five rune points for being very drunk and six rune points for being falling down drunk. The bonus is equal to the number of rune points required for the current level of drunkenness times 2. Assigning excess rune points gives no additional bonus.

This rune power can lead to a comical situation where the rune master cannot stand to walk home, but is perfectly capable of fighting.

High Tolerance

This rune power allows the rune master to increase his tolerance of alcohol. For each rune point assigned to his power his CON is increased by 2 for purposes of finding his level of drunkenness. Using this rune power a human rune master can engage a dwarf in a drinking contest with some hope of winning.

Prolong Pleasure

The rune master can make either their own or their partner's orgasm last longer. Each minute of extension requires another rune point. To extend the orgasm the first minute requires only a single rune point, but to extend the orgasm from the fourth to the fifth minute requires five rune points. The blissful period is extended by one hour per additional minute of orgasm—no rune points need be assigned to the power for this period.



Thief



The Thief rune is one that encompasses underhandedness and deception, but balanced by an awareness of repercussions. This

is reflected in those skills it governs, such as Streetwise, Find Mark and Pick Lock. The rune depicts three juggling balls. Mastery of this rune implies an understanding of deception and manipulation. This was the fourteenth rune mastered by the First God and governs DEX.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Conceal, Juggle, Palm, Pick Pocket
Manual dexterity and sleight of hand
2. Craft Locksmith, Pick Lock, Traps
Understanding of mechanical devices
3. Find Mark
Balancing of risk and profit
4. Hide, Sneak
Stealth
5. Streetwise, Survival Urban
Represents familiarity with street life

Quest

The goal of a Thief rune quest will usually be obtaining information or an object through manipulation of others and circumvention of safeguards. Getting a chancellor to divulge a state secret is worthy of this rune, as would be talking one's way from the gallows into the bed of the judge's wife. Less dangerous endeavors can also be used, particularly if there is a restriction on the measures that can be employed. Hiring a professional spy to acquire information does not achieve the goal of a rune quest.

Skills

The following skills are governed by the Thief rune and can be increased beyond 30 once this rune is mastered.

- Conceal
- Craft Locksmith
- Find Mark

- Hide
- Juggle
- Palm
- Pick Lock
- Pick Pocket
- Sneak
- Streetwise
- Survival Urban
- Traps

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Operate Lock

Each rune point assigned to this power can be directed against a lock which the rune master is touching with his fingers or lock picks and counts as a success in Pick Lock. Thus, a rune master who assigned five points to this power could open a complexity five lock simply by touching it. A single rune point is sufficient to close a lock.

Operate Trap

Each rune point assigned to this power can be directed against a trap which the rune master is touching with his fingers or tools and counts as a success in Set/Disarm Trap. Thus, a rune master who assigned five points to this power could set or disarm a complexity five trap simply by touching it.

Blink

This rune power allows the rune master to teleport small objects which are in close proximity over short distances. Each point assigned to this power allows the rune master to either affect one ounce or to move an affected item one inch. Only whole objects (or groups, like a pile of coins—they must all be touching and reasonably close, not spread out while still touching) can be affected, not parts. This power can be used to negate penalties for certain difficult pick pocketing attempts, such as removing rings, earrings, etc.

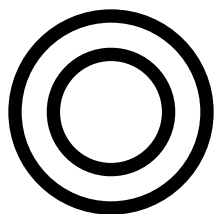
Palm

This rune power allows the rune master to hide small objects in such a way that they can be found neither by physical search nor by magic (not even detect magic—this is a rune power, not magic *per se*). Each rune point can be used to conceal 4 oz.

Only whole objects can be affected. When an object is removed from the effect of this power it returns to the rune master's hand or hands (he chooses as appropriate)—if the rune master's hands are already occupied then he immediately lets go of whatever is in them to accommodate the un-Palmed object. This is not optional. If he is climbing a 100' ladder and is at the top rung this could be quite inconvenient.

Conceal

This rune power allows the rune master to conceal small objects on his person in an extremely effective manner: each rune point assigned increases the difficulty of any search attempt by 4.



Unarmed

The Unarmed Rune is one that encompasses unarmed combat. This is reflected in those skills it governs, such as Punch, Dodge and Grapple.

Mastery of this rune implies an understanding of body, its movements, and how to cause injury through them. This was the nineteenth rune mastered by the First God and governs END.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The Martial Arts skill can replace any one slot. The slots are:

1. Brawl
An understanding of the numerous ways of inflicting injury.
2. Dodge
An understanding of evasive movements.
3. Grapple
An understanding of the principles of motion and how to influence them.
4. Kick
An understanding of the foot as a weapon.
5. Punch
An understanding of the hand as a weapon.

Quest

The goal of an Unarmed rune quest might be to defeat a boar or man-eating tiger singlehanded with only the skills governed by this rune.

Skills

The following skills are governed by the Unarmed Rune and can be increased beyond 30 once this rune is mastered.

- Brawl
- Dodge
- Grapple
- Kick
- Martial Arts
- Punch

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Cancel Paralysis

The rune master can negate the effects of a nerve strike or paralysis by assign one rune point to this power for each such “injury.”

Flying Attack

The rune master can attack during a normal jump and extend their “hang time” by assigning rune points. The first round requires one rune point, the second consecutive round requires two rune points, the third consecutive round requires three rune points, and so on.

Increase Meditation

This rune power allows the rune master to increase his effective Meditation by 1 per rune point assigned. This rune power can be used to increase Meditation above 30.

Iron Fist

The rune master can make his fist, while punching, as hard as iron. To do so requires three rune points be assigned to this power. The Punch does Crush instead of Stun damage. Additionally, the rune master can parry a weapon attack or punch solid objects or armored opponents without being subject to damage.

Iron Foot

The rune master can make his foot, while kicking, as hard as iron. To do so requires three rune points be assigned to this power. The Kick does Crush instead of Stun damage. Additionally, the rune master can kick solid objects or armored opponents without being subject to damage.

Jumping Attack

The rune master can leap into the air simultaneous with an attack to effectively hit a higher or taller opponent. Each rune point assigned allows the character to effectively add 5' to his height.

Multidodge

This rune power allows the rune master to make unlimited dodges in a strike rank. One rune point must be assigned to this power for the rune master to gain the benefit.

Multiple Styles

This rune power allows the rune master to use an additional martial arts style simultaneously per rune point assigned. For example, a rune master using

Aikido and assigning two rune points to this power could additionally use Kung-Fu and Shaolin.

Multiplex Meditation

This rune power allows the rune master to multiplex Meditation, but only for use with the Martial Arts skill. The base use of Meditation is unrestricted, but each use of this power allows an additional meditative focus on Martial Arts.

Power Punch

The rune master can punch so fast and hard that it compresses air and carries the effect of the punch further than the fist. A character can hit with a normal Punch attack out to a number of hexes equal to the rune points assigned. Because this is a physical attack there cannot be anything, such as a wall, that would block the attack.

Pressure Point

The rune master can strike a target's pressure point, effectively disabling the location struck as if for a serious wound. To do so the rune master must assign one rune point to this power and successfully injure the target (e.g., one or more points of stun or damage must penetrate any armor or other protection). The location will remain disabled for as long as the rune master keeps the rune point assigned. This power can be used multiple times by assigning more than one rune point to its use. The Warrior rune power of Ignore Wound has no effect against this power.

Spear Hand

The rune master can make his fist, while punching, stiff, hard and have an edge like a spear head. To do so requires that five rune points be assigned to this power. The Punch does Impale instead of Stun damage. Additionally, the rune master can parry a weapon attack or punch solid objects or armored opponents without being subject to damage.

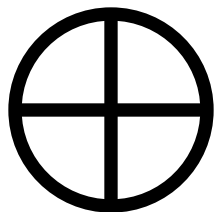
Steel Toe

The rune master can make his foot, while kicking, as tough as steel. To do so requires five rune points be assigned to this power. The Kick does Crush instead of Stun damage and has its adjSTR doubled. Additionally, the rune master can kick solid objects or armored opponents without being subject to damage.

Syncrétize Styles

This rune power allows two styles currently in use to be combined into a single style whose Martial Arts Level is equal to the sum of each style's own Martial Arts Level and has all techniques known to the two styles. This power is only useful in combination with Multiple Styles so as to satisfy the requirement of currently having both in use.

For example, if the rune master knows Aikido, Kung-Fu and Shaolin styles and has two rune points applied to Multiple Styles so as to be able to use them at the same time another two rune points applied to this power allows him to have a unified pool of techniques and Martial Arts Level.



Warrior

The Warrior Rune is one that encompasses warfare, in particular that which is disciplined and organized.

This is reflected in those skills it governs, such as Combat, Discipline and Crossbow. The rune depicts a shield, one of the most common pieces of military equipment. Mastery of this rune implies an understanding of combat. This was the seventh rune mastered by the First God and governs WIL.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. one of Archery, Crossbow, Grapple, Lance, Shield, Sling, Throw Axe, Throw Grapple, Throw Hammer, Throw Spear
Proficiency in conventional military secondary weaponry.
2. one of Axe 1-H, Axe 2-H, Fencing 1-H, Fencing 2-H, Hammer 1-H, Hammer 2-H, Spear 1-H, Spear 2-H, Sword 1-H, Sword 2-H
Proficiency in conventional military hand weaponry.
3. Craft Armor, Craft Shield
An understanding of tools to avoid being struck.
4. Discipline, Leadership
An understanding of giving or following orders in life or death situations.
5. Strategy, Tactics
Knowledge of the art of warfare.

Quest

The goal of a Warrior rune quest will usually involve battles and armies. Defeating some powerful foe in pitched battle would be appropriate. Other possibilities include defeating an opponent in single combat without using any weapon (or attack skill, such as Brawling). A series of trials to test bravery and discipline in a direct way—rather than the included way of organizing and leading an army—is another possibility. Hiring a general to defeat the Emperor of the East does not achieve the goal of a rune quest.

Skills

The following skills are governed by the Warrior Rune and can be increased beyond 30 once this rune is mastered.

- Archery
- Axe 1-H
- Axe 2-H
- Craft Armor
- Craft Shield
- Crossbow
- Discipline
- Fencing 1-H
- Fencing 2-H
- Grapple
- Hammer 1-H
- Hammer 2-H
- Lance
- Leadership
- Shield
- Sling
- Spear 1-H
- Spear 2-H
- Strategy
- Sword 1-H
- Sword 2-H
- Tactics
- Throw Axe
- Throw Grapple
- Throw Hammer
- Throw Spear

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Ambidextrous

This power allows the rune master to use any one-handed weapon with either hand, without having to have the requisite skill. In other words, a warrior has 1-H Axe at 30, but his right arm is disabled by a wound and he never learned to use his axe with his left hand (remember, this is a separate skill). Using this power takes a single rune point.

Engage Opponents

This power allows the rune master to engage multiple opponents. For each additional opponent to be engaged a rune point must be assigned to this power. Doing so allows the rune master to

separately engage each opponent. That is, he gets his full number of actions at normal skill levels against each opponent. Thus a rune master can engage three opponents at a time as if in single combat with each by assigning two rune points to this power. However, the effects of any skill multiplexing are for a single opponent only. Although no extra FP are incurred for the additional engagements themselves, other FP (such as for second strikes) are incurred normally.

For example, a fifth-level rune master who assigned two rune points to this power could simultaneously engage three opponents. He could use his remaining rune points to get a multiple attack against each opponent, or he could multiplex twice for a total of three attacks against a single opponent, but only get his normal combat actions against the other two opponents. The preferred option would be to use two rune points to engage a total of three opponents and use the remaining three points to get three one-additional usages—one for each of the three opponents.

Also keep in mind that this does not allow the rune master to be in two places at one time, nor does it affect his movement rate. In other words, no matter how many rune points are assigned to this power, the rune master's movement actions are unaffected (except inasmuch as he satisfies the rules for engagement and has assigned sufficient rune points to this power and this affects the movement of the characters so engaged).

Finally, martial arts techniques are not part of an engagement and so all martial arts techniques used in a round, regardless of the number of opponents engaged, cannot exceed Martial Arts Level.

Ignore Wound

This power allows the rune master to act as if a wound were healed, even though it is not. This is often useful in fighting back after taking a disabling wound until help can arrive. Note that this affects wound effects, such as bleeding, that would normally be ongoing until the wound is healed.

For each rune point assigned to this power the rune master can ignore one serious wound. A wound of damage equal to the character's HP is considered to be an additional Serious wound, as is each additional multiple of HP in damage. Any

injury that would disable a location, whether or not it is a serious wound, can be ignored with this power. One rune point is sufficient to prevent any penalties from pain.

For example, a rune lord with 12 HP that took 24 points of damage in a single blow would have to have at least three rune points assigned to this power to be unaffected.

Rune points assigned to this power form a pool. Whenever a rune master suffers an injury that could be ignored and there are rune points in this pool they are automatically applied, removing them from the pool. If the rune master is conscious he can choose to withhold this power in the case of a particular wound. He might do this to reserve points in anticipation of another, more serious blow.

Any time the rune lord can shuffle rune points he can reassign points allocated to a wound to the pool or from the pool to a wound.

This power provides no protection from the Unarmed rune power of Pressure Point.

Multishield

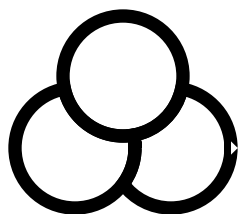
This power allows the rune lord unlimited (including multiple times in a single SR) use of a shield. One rune point must be assigned to this power for the rune lord to gain the benefit.

Protection

By assigning rune points to this power the rune master establishes a protective shield around himself, effectively increasing his PP. This protection is only for his own body and does not protect possessions or others. Each rune point assigned acts as two points of armor that always stops at least as many points of damage as it has PP.

Resist Magic

This power allows the rune master to better resist magical effects. For each rune point assigned to this power his WIL is raised by 2 points for purposes of resisting spells.



Wealth

The Wealth Rune is one that encompasses the civilized world, in particular that of making money. This is reflected in those skills it governs, such as Bureaucracy, Gambling and Bargain. The rune depicts coins of copper, silver and gold. Mastery of this rune implies an understanding of civilization and all things relating to money. This was the tenth rune mastered by the First God and governs POW.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Accountancy
Tracking sums and expenditures of money
2. Bargain, Bribe
Getting the most value out of money
3. Bureaucracy, Fast Talk
Glibness and ability to get around in a civilized environment
4. Gamble
Acquiring money from others, understanding of odds
5. Lore Economics
Understanding the value of things in terms of their financial worth

Quest

The goal of a Wealth rune quest will usually involve making a lot of money in a short period of time.

Skills

The following skills are governed by the Wealth Rune and can be increased beyond 30 once this rune is mastered.

- Accounting
- Bargain
- Bribe
- Bureaucracy
- Economics
- Fast Talk
- Gamble

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Detect Cheating

The rune master can detect any cheating in a game he is playing in or observing by assigning one rune point to this power.

Detect Counterfeit

The rune master can detect any counterfeit money as being such by touch if one rune point is assigned to this power, or by sight if three rune points are assigned and the money is within detail visual range.

Anticipate Need

This rune power allows the rune master to, in effect, read the minds of customers, but only as pertains to the objects of potential purchases. At least one rune point must be assigned to this power for it to have any effect and the target must be within the rune master's presence. It can be used, for example, to determine what merchandise a customer is interested in or if they are simply feigning interest.

Conceal Cheating

The rune master can hide his own efforts at cheating by assigning rune points to this power. Each rune point assigned increases the difficulty of anyone's chance of detecting his cheat by 4.

Create Need

This rune power allows the rune master to create a desire in the target for a product. To do so requires a single round of patter in a language the target understands. For example, the rune master could cause a dwarf to crave a salad, or give a scholar a need for a sword. The more rune points assigned to this power the more overpowering the desire is. The target can resist a purchase, but must overcome five times the rune points assigned with his WIL to do so. Note that this rune power does not allow the creation of arbitrary needs, just mercantile related ones. The need disappears when the rune points are reassigned, though it is dissipated through purchase. The target may at that point question the purchase, but does not automatically realize the use of magic. If the target lacks sufficient funds for a purchase then a theft (only through stealth, not force) will be contemplated.

Impoverish

This rune power allows the rune master to cause a target within Weak presence range to have financial misfortune from that time as long as he assigns at least one rune point to this power. In essence, any financial risk incurs a loss of 1% per rune point assigned to this power during the time of the financial venture.

Increase Earnings

The rune master can increase his return when gambling by assigning rune points to this power. Each rune point assigned gives an additional 1% return. Though only slight, for the professional gambler this will accumulate over time.



Weapon

The Weapon Rune is one that encompasses blades of all types designed to be wielded as weapons. This is reflected in those skills it governs, such as Axe, Knife and Sword skills.

The rune depicts the most honorable of weapons, the sword. Mastery of this rune implies an understanding of bladed weaponry. This was the eighteenth rune mastered by the First God and governs DEX.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. There must be at least one one-handed weapon and at least one two-handed weapon. The slots are:

1. Axe 1-H, Axe 2-H
Proficiency with swung, hafted edged weapons.
2. Claw, Knife
Proficiency with small cutting weapons.
3. Craft Weaponsmith
Understanding of how weapons are made.
4. Fencing 1-H, Fencing 2-H, Sword 1-H, Sword 2-H
Proficiency with bladed weapons.
5. Spear 1-H, Spear 2-H
Proficiency with long, stabbing weapons.

Quest

The goal of a Weapon rune quest will always involve weaponry. It might entail the design of a new weapon or the defeat of twenty armed men with only a knife. Hiring an army to hunt down and kill a score of men does not achieve the goal of a rune quest.

Skills

The following skills are governed by the Weapon Rune and can be increased beyond 30 once this rune is mastered.

- Axe 1-H
- Axe 2-H
- Claw
- Craft Weaponsmith
- Fencing 1-H
- Fencing 2-H
- Knife

- Spear 1-H
- Spear 2-H
- Sword 1-H
- Sword 2-H

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Automatic Familiarity

The rune master can be familiar with any edged weapon by assigning one rune point to this power. The familiarity ends if the point is reassigned unless the rune master has had sufficient practice to offset the lack of familiarity.

Damage Boost

The rune master can increase the damage done by any melee weapon he is using by assigning rune points to this power. Each rune point increases the damage done by one point. This bonus is added to the base damage roll and is of the same type as the weapon being employed plus being magical.

Deflect Attack

The rune master can increase the parry value of any weapon he is using by assigning rune points to this power. Each rune point increases the parry value of a weapon by two points.

Ignore Armor

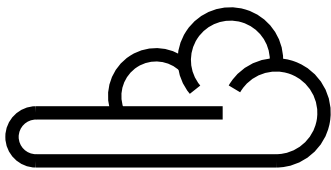
This rune power allows any melee weapon attack made by him to slide effortlessly through any armor worn by the target. Each rune point assigned negates five AP.

Early Attack

This rune power increases the character's SR with any weapon whose skill is governed by this rune. Each rune point assigned increases the character's SR by 1.

Multiple Parry

This rune power allows the rune master to attempt any number of parries in a round, although it does not itself allow parries with the same weapon in the same SR. One rune point must be assigned to his power for it to be active.



Wind

The Wind Rune is one that encompasses the sky and weather—storms in particular. This is reflected in those skills it governs, such as Archery, Juggle and Scan. Mastery of this rune implies an understanding of the trajectories. This was the fourth rune mastered by the First God and governs STR.

Mastery

To attempt mastery of this rune the character must have at least one skill in each of the five slots at 30. The slots are:

1. Archery, Blowpipe, Crossbow, Handgun,
Longarm
Projectile motion
2. Craft Bowyer, Craft Crossbow, Craft Fletcher
Mechanics of shooting devices
3. Bolas, Boomerang, Juggle, Throw Grapple,
Throw Net, Throw [Weapon]
Thrown trajectories, hand release
4. Scan
Seeing the target
5. Sling, Throw Rock
Rock trajectories

Quest

The goal of a Wind rune quest will usually involve some great feat achieved with a ranged weapon, such as bringing down a giant with only a sling. Other quests involve crafting, such as designing and crafting a new bow—made from a dragon’s jaw bone. Or inventing a wholly new ranged weapon, mastering it and proving its effectiveness. The rune master must be directly involved in the accomplishment of the entire task—buying the dragon’s jaw bone does not achieve the goal of a rune quest.

Skills

The following skills are governed by the Wind rune and can be increased beyond 30 once this rune is mastered.

- Archery
- Blowpipe
- Bolas
- Boomerang

- Craft Bowyer
- Craft Crossbow
- Craft Fletcher
- Crossbow
- Juggle
- Scan
- Sling
- Throw Net
- Throw Rock
- Throw [Weapon]

Rune Powers

These powers can be utilized by the rune master as outlined in the main chapter.

Air Walk

The rune master can walk on air as if there were solid ground underneath his feet wherever he stepped. A number of rune points must be assigned to this equal to the sum of all consecutive rounds spent walking in the air. The first round requires one rune point, the second requires three rune points, the third requires six rune points, and so on. Because this is “ground underneath the feet” the rune master must not “lose his footing.” If he does fall he plummets to the real ground. He can ascend and descend as if by stairs. For practical purposes this limits the angle of ascent or descent to 45°.

Automatic Arrow

This rune power allows the rune master to have an arrow to hand instantly, whether or not he has one in his inventory. The most arrows that can be created like this in a round is equal to the rune points assigned to this power.

Hand Bow

This rune power allows the rune master to throw arrows as if they were fired from a bow for his STR. One rune point must be assigned to this power for it to be effective. It can be combined with Automatic Arrow and Power Bow.

Power Bow

This rune power is used to increase the effective STR of a bow. Each rune point assigned increases the effective STR of a bow being held by the rune master by two points.

Puncture Armor

This rune power can be used with any projectile or thrown weapon, allowing it to ignore a number of points of armor (magical or otherwise, or magic that acts as armor by providing armor points) equal to the number of rune points assigned to this power times twenty. While active it applies to any missile launched by the rune master.

Sprint

This rune power is used to increase the movement of the rune master to twice his normal speed. It requires 1 rune point per round of sprint.

Swift Arrow

This rune power can be used with any projectile or thrown weapon to increase its velocity. Each rune point assigned increases damage by one point. While active it applies to any missile launched by the rune master.

Wind of Deflection

This rune power is used to blow aside specifically targeted missiles (they must be visible to the rune master). Each rune point assigned reduces the chance to hit by 5%. The rune points must be assigned to this power at the beginning of the round, but they are assigned to missiles during the round as desired. Note that once a point is assigned to a missile it cannot be re-used that round.

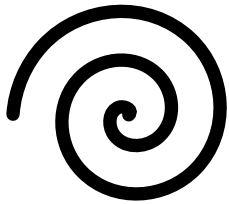
Vision

This rune power is used to increase the Spot range of the rune master. Each rune point assigned increases this range by 250 feet.



GODHOOD

Above the twenty common runes are the Quest and God runes. These are the final approach to godhood and are handled differently than the other runes. There are no skills associated with these runes whose mastery leads to mastery of the rune. The Quest rune is associated with the questing activity of rune mastery and it is through repeated questing that this rune is mastered. The God rune is associated with the actual mastery of other runes and it is through the mastery of other runes that this rune is itself mastered. Unlike with the common runes there are no rune points per se.



Quest Rune

The Quest rune encompasses the nature of pursuit be it that of a profession, mastery or possession. As a character achieves in rune quests they begin to understand the underlying nature of all quests. When at least five runes have been quested for the character can attempt to quest for this rune. Doing so requires a week of meditation on each rune whose quest he seeks to meld into the whole.

After each additional week of meditation the character can attempt to give an explanation as to the nature of the Quest rune. If the referee is satisfied (the answer must not be trite or overly simplistic and should demonstrate that the player has put some thought into the problem) the quest objective will be revealed, usually in a dream or vision. The quest objective is not necessarily revealed immediately or all at once. The quest will always involve travel to either the Lower or Upper Realms of the spirit world.

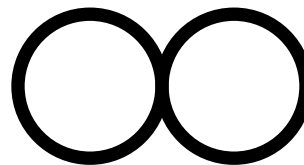
Mastery of the Quest rune adds one point to all of the rune master's attributes and allows rune levels to be used freely between all runes. It also allows the rune master to move between the worlds at the holy gates without resorting to rituals. Gates to the Lower Realm, which is inhabited by demons and their ilk, are usually found deep in the earth while gates to the Upper Realm, inhabited by gods and the like, are usually found on high mountains.

However, this is not always the case and many sacred and unholy places can be used as gates. Although some gates occur naturally they can also be caused by excessive traffic of immortals. Details of how this works are best left to the referee.

In addition the Quest rune master can travel to the Myth Time (also known as the Time Before Time, Dream Time or simply The Beginning) at any gate or by walking any pattern. The Myth Time is where mythology is created and lives, timeless. Events in the Myth Time do not necessarily have any chronological ordering as, strictly speaking, time does not exist there. This can make it confusing and chaotic to visit. The method used to gain entrance guides where the character starts. For example, using a gate to the lower realm is likely to start the character in myths related to demons.

Travel in the Myth Time is most similar to ethereal planes in the spirit world: there are regions that can be travelled which may be limited or infinite in expanse. Each myth story is its own setting or space and can be explored as it unfolds. Entering a myth tends to be at the beginning of it, though this is not necessarily true, and moves through the progression of beginning to end, though it is possible to oppose this natural progression and move backward through the events.

Moving between myth stories is by use of connections. Myth stories are clustered by the pantheon they occur in with easier pathways to myth stories involving the same gods. But myth stories are also linked thematically so it is possible to move from one pantheon's creation myth to another. Examples of theme include the purpose of the myth, the setting as it fits within the cosmology and the parts of the different participants. It is possible to move from a myth story involving a death god to a myth story involving a death god from another pantheon.



God Rune

The God rune encompasses divine nature through a specific aspect or expression. It is the pursuit and mastery of some aspect that achieves mastery of this rune and ascension to godhood. Once a character has mastered the Quest

runes his understanding begins to include the divine meanings and riddles of reality. To become a god requires either joining an existing pantheon or creating a new one. Both have their own difficulties.

To join an existing pantheon it is advisable to get the approval of the pantheon beforehand, otherwise they are likely to resent the intrusion of a mortal and actively work to prevent success. And while a god may be restrained from direct, focused actions in the mortal realm these same restrictions do not apply in the Myth Time. It *is* possible, just not easy. The addition of Athena to the Greek pantheon is an example of this method.

To create a new pantheon is difficult in a different way. The most obvious way is to jump start off of another pantheon, but this is often at the expense of the other pantheon and so is likely to be opposed by them. It is easier to establish a new pantheon as a group and assertively “take power” from the other pantheon. Targeting a weak and failing pantheon for such activity is a good idea. The classical Greek gods assumption of power by taking it from the titans is an example of this method.

But only doing the foregoing leaves a god without power. Such gods are condemned to a brief appearance in mythology and soon forgotten. To truly achieve immortality requires a following and to do so the god needs to have divine powers. Doing so requires assumption of a divine aspect which is achieved by questing in the Myth Time to create a myth story which demonstrates the character’s control over the divine aspect. Although less likely to be opposed by other gods such difficulty is still possible—particularly if the desired divine aspect might present competition for the followers of an existing god.

A character must make a conscious decision to pursue godhood and spend a week in meditation. At the end of each additional week of meditation the character can suggest a quest that will establish the new god and its aspect. If the referee feels that the quest is appropriate to the aspect of divinity sought the character can begin the quest. The way the quest plays out is what the actual new myth will be. It is unlikely, but possible, for the myth that happens to elevate the character to godhood in a different

aspect than that pursued. In either case the initial divine level is five points in that aspect of divinity.

Divine Level

A new god has five points of divine level in his aspect. He can potentially gain new aspects by questing in the Myth Time, but each quest, successful or not, makes each succeeding quest more difficult. Each new aspect obtained starts with five points of divine level. If a god manages to obtain five related aspects then he becomes a greater god and can assign his points from divine level without regard to which aspect they belong to.

A god’s divine level can fluctuate based on the number of worshippers. Evaluations are done monthly and annually. If at the end of a month the average number of worshippers was not enough to sustain the god’s divine level it is temporarily reduced. If there was an excess then the divine level

Divine Level			
DL	Worshippers	DL	Worshippers
1	10	26	175,760
2	80	27	196,830
3	270	28	219,520
4	640	29	243,890
5	1,250	30	270,000
6	2,160	31	297,910
7	3,430	32	327,680
8	5,120	33	359,370
9	7,290	34	393,040
10	10,000	35	428,750
11	13,310	36	466,560
12	17,280	37	506,530
13	21,970	38	548,720
14	27,440	39	593,190
15	33,750	40	640,000
16	40,960	41	689,210
17	49,130	42	740,880
18	58,320	43	795,070
19	68,590	44	851,840
20	80,000	45	911,250
21	92,610	46	973,360
22	106,480	47	1,038,230
23	121,670	48	1,105,920
24	138,240	49	1,176,490
25	156,250	50	1,250,000

is temporarily increased. The yearly evaluation considers the average number of worshippers over the year and results in a permanent adjustment. If a god is permanently reduced to divine level zero then he ceases to be a god.

The number of worshippers required to sustain divine level is equal to the cube of divine level times ten. So a new god with divine level 5 requires 1,250 worshippers. Particularly fanatical followers count more, usually twice as much and up to ten times as much but are harder to come by. A new god has his work cut out for him as he tries to drum up enough followers to survive a year, likely dropping to divine level 1, if not zero, after the first month.

The total of all a god's divine levels are used to determine the minimum number of worshippers required. If a god has multiple aspects and is not a greater god it is up to the referee to determine which aspects have their divine levels reduced or increased by the number of worshipers.

Divine Sway

The divine aspect gives a god considerable control over a particular area, the more divine points assigned to any particular area granting increasing amount of control. In practice assigning one point gives absolute control in the affected locale though the number of points that are effective are reduced by the those assigned by other gods in an effort to contest a result. Further, this control is only in the broadest of strokes so there can be many unintended consequences.

For example, a marine god might sink the ship of an enemy of a worshipper, but in consequence might sink the worshipper's ship or cause a tidal wave or some other unlooked for result.

Further, the tighter the control is focused the less control the god possesses. That is, an attempt to cause the ocean waters to part and show the bottom in a small area is very possible (and unlikely to conflict with another marine god's efforts), but is likely to stir up a storm or cause some other distortion. On the other hand a lowering of the general sea level to ground all ships in a particular sea is broad enough to be possible without unpredictable consequences—on the other hand a different marine god may well exert local control that over rides this general lowering of the sea.

Greater Gods

<i>God</i>	<i>Aspects</i>
Crone	Death, Magic, Malevolence, Vengeance, Wisdom
Earth	Agriculture, Fertility, Healing, Plant, Protection
Fire	Craft, Forge, Healing, Inspiration, Light
Maiden	Discord, Fertility, Love, Virgin, Youth
Moon	Inspiration, Love, Marine, Sleep, Trickster
Mother	Craft, Harmony, Hearth, Ruler, Wealth
Night	Animal, Dark, Death, Discord, Spirit
Sea	Destruction, Marine, Maritime, Trade, Wealth
Sky	Herding, Hunting, Ruler, Trade, Travel
Stars	Dark, Magic, Sleep, Travel, Winter
Storm	Animal, Destruction, Hunting, Thunder, War
Sun	Guardian, Justice, Light, Protection, Wisdom

Divine Aspects

The presented list of aspects is intended to be encompassing but is not necessarily exhaustive. If the referee feels that there is some aspect of divinity untouched by these aspects he should establish a new one. After the name of the aspect is a list of key words associated with it. The description itself defines the aspect and gives a suggestion for a quest.

Agriculture

Crops, Planting, Tending, Harvesting, Cultivation, Grain, Land, Fertility

This aspect covers fields and crops, their fertility, tending, harvesting and cultivation in general. There is usually a strong association with a grain, whether it be rice, barley, or some thing else. A quest might be to establish a new grain of which the god would be patron. A quest could also be the prevention or causation of a famine.

Animal

Beasts, Bestial, Wild Animals, Wild, Rage

This aspect covers animals, particularly wild and uncontrolled or savage beasts. Such a god holds sway over savage nature and anything bestial. As such he can tame wild beasts or turn a domesticated

animal feral. All animals obey him. A quest might be to release some monster or to bind and control such.

Craft

Crafts, Skills, Creativity, Ingenuity

This aspect of godhood is about excellence in skilled endeavors, craftsmanship in particular. Such a god can bless a craftsman with artistic talent or take it away. A quest might be victory in a challenge of craftsmanship.

Dark

Fear, Monsters, Spirits, Concealment, Secrets, Shadow, Unknown

This aspect of godhood is about the darkness, its shroud, difficulty of perception, hidden secrets, deep shadows, the monsters and spirits that lurk within and the unknown and unknowable that wait. Such a god is terrible and fearful to behold, more feared than worshipped even among those who take pleasure in the dark. A quest might be the loss of some particular knowledge or the creation of a new monster.

Death

Death, Afterlife, Underworld, Knowledge, Prophecy

This is the aspect of godhood dealing with mortality. Such a god has the power to take human life, or to forego its seizure. Such gods are usually passive and follow strict rules, however obscure and unknowable they may be. Part of death are the secrets that are revealed and so this aspect holds sway over knowledge in general and prophecy in particular. The abode of a death god is usually the underworld where they administer the affairs of the afterlife. A quest might be the death of some immortal, or simply assumption of leadership in the afterlife.

Destruction

Destruction

This aspect is concerned with destruction and the chaos and disorder that it brings. It also represents raw power. A quest may involve the destruction of some primal edifice.

Discord

Disharmony, Uncooperative, Disunity

This aspect of godhood is about chaos in general and dissension in particular. Breaking up friendships and alliances, dividing lovers and making interactions antagonistic all fall within this divine aspect's sway. A quest might be to break up a divine council.

Fertility

Fertility of Earth, Plants and Animals

This aspect of godhood is the fertility of the earth and that which grows and lives on it. Such a god can control the fertility of the both and is often the consort of a fertility god. A quest might be to restore fertility to barren land.

Forge

Constrained Fire, Metal Working, Skill, Creativity

This aspect of godhood is concerned with fire, the forge and metal working. Such gods are associated with volcanoes and may live therein. A quest might be the discovery of some new metal or the crafting of some divine artifact.

Guardian

Perception, Sentry, Senses, Ward, Alarm

This aspect of godhood is concerned with perception in general and guarding in particular. Such a god is usually tasked with monitoring some group or activity to alert the other gods. A quest might be some supernatural feat of perception.

Harmony

Balance, Order

This aspect of godhood is about balance and the restoration of order. It lies in direct opposition to discord and can reverse the effects of it. Such gods are usually, though not necessarily, kind and forgiving. A quest might be to reconcile opposing factions.

Healing

Restoration, Medicine, Resurrection, Rebirth

This aspect of godhood is about restoration and curing. Such a god wields control not only over recovery from injury, but also disease, illness and spirit possession. A quest might be to cure a crippled god or supply immortality.

Hearth

Harmony, Marriage, Summer, Motherhood

This aspect of godhood is a specialization in wedded and maternal relations and as such deals primarily with the home and hearth. It is domestic in nature and concerned with providing for and protecting the family. A quest might be delivering divine children.

Herding

Animal Husbandry

This aspect of godhood is concerned with the caring for and raising of animals, as well as domesticating wild animals. It includes the tracking of and protecting herd animals. A quest might be to protect a herd from the depredations of a wild beast.

Hunting

Animals, Hunting

This aspect of godhood is concerned with the bringing in of game, the preparing of fallen animals into food, and the further uses of animal carcasses. This aspect is cyclical as the living further their life through the death and sacrifice of others and deals with those elements as well such as balance (of prey to predator, sustaining resources, returning the spirit of the fallen so that it can be reborn into animal form again). A quest might be to conduct a hunt.

Inspiration

Alcohol, Intoxication, Creativity, Arts

This aspect of godhood is about inspiration in all its forms and expressions and sources and so encompasses alcohol, ecstatic drugs, music, poetry, painting, sculpting and story telling. Such gods are often rowdy and bawdy with little self control or discipline. A quest might be inject supernatural power into an artistic creation.

Justice

Fair, Equitable, Truth

This aspect of godhood is concerned with finding truth and being fair and equitable. Although not always the case this aspect is often associated with honor as well. A quest might be to give a just judgement to find a resolution in divine conflict.

Light

Illumination, Perception, Knowledge, Prophecy

This aspect of godhood is often associated with the sun and is concerned with illumination, whether physical, mental or spiritual. A light god has power over illumination, perception and the knowable. He may be able to give prophecies. A quest might be to discover some hidden truth.

Love

Beauty, Physical Charm, Attraction, Seduction

This aspect of godhood is about beauty, purity, romance and sexual love with an emphasis on externalities. Such a god is often wanton in his own actions and encourages lustful behavior in others. He can control romantic inclinations, outcomes and intensities. A quest might be to win the affections of another god.

Magic

Esoteric Knowledge

This aspect of godhood is one of mystical power. Such a god will have all manner of supernatural powers, such as the ability to change shapes, see the future, understand all languages and travel between worlds. A quest for this aspect is usually particularly hazardous to undertake and nearly always involves some form of sacrifice, such as an eye, right hand, castration or life itself.

Malevolence

Insanity, Sacrifice, Evil Power

This aspect of godhood is rarely worshipped except by the evil or the insane. It is a corrupting aspect with power over sanity itself. It goes hand in hand with temptation and the temporal rewards that come with it. A quest for this aspect is usually something cruel and sadistic.

Marine

Fish, Sea Animals & Monsters, Ocean Depths

This aspect of godhood is concerned with natural marine matters, such as the ocean tides, the creatures that dwell within the ocean and the extreme, hidden depths that lie dark beneath. A quest might involve a divine origin from the deeps themselves.

Maritime

Aquatic Human Activities

This aspect of godhood is concerned with human marine matters such as sailing, swimming and diving. The construction of ships, their navigation and operation are all part of this divine aspect. A quest might involve sailing across some dangerous and chaotic sea.

Plant

Uncultivated Plants, Pristine Nature

This aspect of godhood is concerned with wild and uncultivated plants and the natural state, pristine and untouched by humans or their tools. Such a god can restore a pristine state, cause plants to grow and wild plants to proliferate. Plants hold the basic secret of the life cycle where death is the means for life. A quest might involve the sacrifice of the plant god and the life that comes from it.

Protection

Safety, Preservation

This aspect of godhood is about all manner of protection whether it be from physical, mental, magical, spiritual or some other harm. A quest might involve protecting the innocent.

Ruler

Leadership, Government, Rule

This aspect of godhood is about authority and power, but also diplomacy and persuasion. A quest might involve arranging a truce between warring gods.

Sleep

Dream, Knowledge, Prophecy, Fantasy, Illusion

This aspect of godhood is about the dream world, its illusions, fantasies and prophetic knowledge. A quest might involve trapping a god in eternal slumber.

Spirit

Otherness, Spirit World, Demons

This aspect of godhood is concerned with the spirit world, its inhabitants and *otherness* in general. A quest might involve bringing a new world into contact with the mortal realm.

Thunder

Wind, Lightning, Thunder Roll

This aspect of godhood is concerned with storms, and thunder storms in particular. Such a god may trails thunderstorms in the wake of his passage. A quest might involve bringing about the first celestial storm.

Trade

Commerce, Balance, Merchants, Thieves

This aspect of godhood is concerned with commerce, whether legal or blackmarket, and the profits that accrue there from. Such a god has dominion over haggling and the discernment of value. A quest might involve the establishment of a profitable trade route.

Travel

Movement, Message, Safety, Navigation

This aspect of godhood is concerned with travel and the safety of travelers. As such it has dominion over the passing of messages, navigation and safe passage. A quest might involve the transport of a message having great import in the divine realm.

Trickster

Imbalance, Unpredictability, Chaos

This aspect of godhood is one of self-serving cunning. Such a god will have all manner of supernatural powers similar to the wisdom aspect, but he tends to be active and short-sighted in their use. He is also often the most personable and approachable of all the gods. A quest might involve tricking and cheating a divine power that is dangerous to cross.

Vengeance

Retribution, Anger, Revenge

This aspect of godhood is about righteous revenge and divine retribution. Such a god is driven by a thirst for vengeance and their followers seek causes to exact retribution for. A quest might involve the destruction of a divine being in retaliation for some wrong.

Virgin

Virginity, Purity, Innocence

This aspect of godhood is concerned with purity and innocence.

Youth

*Untried, Prowess, Flush of Youth, Spring, Past,
Vigor, anti-Old Age*

This aspect of godhood is concerned with youth.

War

Battle, Violent Conflict

This is a martial aspect of godhood concerned with bravery and slaughter. Such a god can grant victory as he wills. A quest might involve ending a lasting peace with vicious war.

Wealth

*Food Supply, Cattle, Crop, Fish, Bounty, Precious
Metals, Precious Stones, Prosperity*

This aspect of godhood is concerned with wealth in all its forms, whether in grain, meat or fish, precious metals or precious stones and so on. The domain is over the tangible form of wealth: its discovery and attainment. A quest might involve the discovery of some new divine treasure.

Winter

Snow, Cold, Isolation, Despair, Starvation, Hunger

This aspect of godhood is associated with winter in all its aspects: cold weather, snow and ice, isolation, despair, starvation and hunger. Such a god has dominion over these difficulties. A quest might involve the ending of eternal summer.

Wisdom

Knowledge, Prophecy, Old Age

This aspect of godhood is one of mystical power. Such a god will have all manner of supernatural powers, such as the ability to change shapes, see the future, understand all languages and travel between worlds. The god is usually passive with great knowledge and functions as a seer or oracle. A quest might involve revealing some great secret.



APPENDIX

Skills by Rune

Beast Rune (CON)

1. Animal Husbandry, Lore Animal
2. Camouflage
3. Survival [any non-Urban environment]
4. Track
5. Train [Animal]

Creativity Rune (TAL)

1. Act
2. Compose, Sing
3. Craft [Type], Engineer [Type]
4. Play [Instrument]
5. Poetry, Write

Fertility Rune (CON)

1. Animal Husbandry, Horticulture
2. Bed
3. First Aid, Medical
4. Lore Animal, Lore Plant
5. Midwife

Force Rune (WIL)

1. Debate, Orate
2. Hypnotism, Intimidate
3. [Psychic Discipline]
4. Target
5. Train [Animal]

Knowledge Rune (POW)

1. Ceremony [Religion], Divination [Type], Lore Religion
2. Lore Ancient History, Lore Area Knowledge, Lore History
3. Lore Animal, Lore Earth, Lore Plant, Lore Poison, Lore Sea, Lore Spirit, Lore Weather
4. Lore Economics, Lore Heraldry, Lore Law
5. Memory

Learning Rune (WIT)

1. Alchemy [Kingdom], Herbalism
2. Literacy [Language]
3. Lore [Subject]
4. Meditation, [Psychic Discipline]
5. Instruct, Research

Magic Rune (TAL)

- 1–3. [Element] Elementalist, Hedge Wizardry, [Magery], Operate Artifact, Shamanism, Sorcery, Summoner, Witchcraft, [Thaumaturgy], Wizardry
4. Area, Channel, Duration, Gather, Power, Range, Sacrifice
5. Meditation

Movement Rune (AGI)

1. Acrobatics, Dodge
2. Climb
3. Drive [Vehicle], Pilot [Vehicle], Ride [Animal]
3. Fly, Run, Ski, Swim
5. Jump

Oral Rune (CHA)

1. Act, Beg
2. Bargain, Debate
3. Deceit, Fast Talk
4. Elicit, Question
5. Leadership, Orate, Sing, Speak [Language]

Peasant Rune (STR)

1. Club 1-H, Club 2-H, Flail 1-H, Flail 2-H, Hammer 1-H, Hammer 2-H, Lasso, Net, Polearm, Staff, Whip
2. Farm
3. Fish
4. Hunt
5. Lore Weather

Perception Rune (WIT)

1. Feel, Smell, Taste
2. Listen
3. Notice
4. Scan, Search
5. Track

Sea Rune (END)

1. Boat
2. Lore Sea
3. Navigate
4. Sail
5. Swim

Shadow Rune (AGI)

1. Act, Disguise
2. Deceit, Elicit
3. Fast Talk
4. Hide, Sneak
5. Shadow

Social Rune (CHA)

1. Bed
2. Brawl, Etiquette
3. Dance, Sing
4. [Game]
5. Make Friend, Massage

Thief Rune (DEX)

1. Conceal, Juggle, Palm, Pick Pocket
2. Craft Locksmith, Pick Lock, Traps
3. Find Mark
4. Hide, Sneak
5. Streetwise, Survival Urban

Unarmed Rune (END)

1. Brawl
2. Dodge
3. Grapple, Chain, Whip
4. Kick
5. Punch
- s. Martial Arts [Style]

Warrior Rune (WIL)

1. Archery, Crossbow, Grapple, Lance, Shield, Sling, Throw Axe, Throw Grapple, Throw Spear
2. Axe 1-H, Axe 2-H, Fence 1-H, Fence 2-H, Hammer 1-H, Hammer 2-H, Spear 1-H, Spear 2-H, Sword 1-H, Sword 2-H
3. Craft Armor, Craft Shield
4. Discipline, Leadership
5. Strategy, Tactics

Wealth Rune (POW)

1. Accountancy
2. Bargain, Bribe
3. Bureaucracy, Fast Talk
4. Gamble
5. Lore Economics

Weapon Rune (DEX)

1. Axe 1-H, Axe 2-H
2. Claw, Knife
3. Craft Weaponsmith
4. Fence 1-H, Fence 2-H, Sword 1-H, Sword 2-H
5. Spear 1-H, Spear 2-H

Wind Rune (STR)

1. Archery, Blowpipe, Crossbow, Handgun, Longarm
2. Craft Bowyer, Craft Crossbow, Craft Fletcher
3. Bolas, Boomerange, Juggle, Throw Grapple, Throw Net, Throw [Weapon]
4. Scan
5. Sling, Throw Rock

List of Skills by Skill Aptitude

Agility

Acrobatics (H)
Climb (A)
Dance (A)
Dodge (A)
Fly (A)
Hide (A)
Jump (E)
Ride [Animal] (A)
Run (A)
Ski (A)
Sneak (A)
Swim (A)

Communication

Act (H)
Bargain (A)
Bed (H)
Beg (A)
Bribe (E)
Debate (A)
Deceit (H)
Elicit (H)
Etiquette (A)
Fast Talk (A)
Hypnotism (H)
Instruct (H)
Intimidate (A)
Leadership (H)
Make Friend (H)
Orate (A)
Question (H)
Sing (H)
Train [Animal] (E)

Magic

Alchemy [Kingdom] (VH)
Area (VH)
Ceremony [Religion] (A)
Channel (VH)
Divination [Type] (H)
Duration (VH)
[Element] Elementalist (VH)
Gather (E)
Hedge Wizardry (A)
[Magery] (VH)
Meditation (VH)
Operate Artifact (H)

Power (VH)
Range (VH)
Sacrifice (A)
Shamanism (H)
Sorcery (A)
[Thaumaturgy] (VH)
[Thaumaturgy List] (A)
Witchcraft (A)
Wizardry (VH)

Manipulation

Boat (E)
Conceal (A)
Craft [Type] (variable)
Drive [Vehicle] (A)
Juggle (H)
Massage (H)
Palm (A)
Pick Lock (A)
Pick Pocket (H)
Pilot [Vehicle] (H)
Play [Instrument] (A)
Sail (A)
Traps (A)

Mental

Accountancy (A)
Animal Husbandry (A)
Bureaucracy (A)
Camouflage (A)
Compose (H)
Discipline (H)
Disguise (H)
Engineer [Type] (variable)
Farm (A)
First Aid (E)
Fish (A)
Gamble (H)
[Game] (A)
Herbalism (A)
Horticulture (A)
Hunt (A)
Literacy [Language] (variable)
Lore [Subject] (variable)
Martial Arts [Style] (H)
Medical (H)
Memory (H)
Midwife (A)

Navigate (H)
Poetry (H)
[Psychic Discipline] (VH)
Research (H)
Speak [Language] (variable)
Strategy (H)
Streetwise (A)
Survival [Environment] (A)
Tactics (A)
Target (E)
Write (H)

Perception

Feel (A)
Find Mark (A)
Listen (A)
Notice (H)
Scan (A)
Search (A)
Shadow (H)
Smell (A)
Taste (A)
Track (A)

Weapons

Archery (H)
Axe, 1H (A)
Axe, 2H (A)
Blowpipe (A)
Bolas (H)
Boomerang (H)
Brawl (A)
Claw (E)
Club, 1H (E)
Club, 2H (E)
Crossbow (A)
Fence, 1H (A)
Fence, 2H (A)
Flail, 1H (E)
Flail, 2H (A)
Grapple (A)
Hammer 1-H (A)
Hammer 2-H (A)
Handgun (A)
Kick (A)
Knife (A)
Lance (A)
Lasso (H)

Longarm (A)
Net (H)
Polearm (A)
Punch (A)
Shield (E)
Sling (H)
Spear, 1H (A)
Spear, 2H (A)
Staff (A)
Sword, 1H (A)
Sword, 2H (A)
Throw Grapple (A)
Throw Net (H)
Throw Rock (E)
Throw [Weapon] (A)
Whip (H)

List of Skills by Guild

Alchemists Guild

Alchemy
Instruct
Lore Poison
Memory

City Guard

Club, 1H
Crossbow
Discipline
Instruct
Leadership
Polearm
Questioning
Scan
Search
Shadow
Streetwise

Enforcers Guild

Brawl
Club, 1H
Club, 2H
Grapple
Instruct
Intimidate
Knife

Farmers

Animal Husbandry
Farming
Horticulture
Lasso
Whip

Fishers Guild

Boat
Instruct
Navigate
Sail
Sea Lore

Foresters Guild

Animal Lore
Camouflage
Climb
Hide
Jump
Listen
Run

Scan
Ski
Sneak
Track
Trapping
Woodland Survival

Hedge Wizards

Gather
Hedge Wizardry
Instruct

Hostlers Guild

Animal Lore
Ride [Animal]
Train Horse

Hunters Guild

Archery
Blowpipe
Bolas
Boomerang
Camouflage
Climb
Hide
Hunt
Listen
Scan
Ski
Sneak
Spear, 2H
Track
Traps

Mages Guild

Area
Channel
Duration
Gather
Instruct
Literacy [Language]
[Magery]
Meditation
Memory
Operate Artifact
Power
Range
Research

Martial Arts School

Discipline
Dodge
Grapple
Instruct
Kick
Martial Arts [Style]
Punch
Tactics

Mercenaries Guild

Archery
Axe, 1H
Axe, 2H
Brawl
Club, 1H
Club, 2H
Crossbow
Discipline
Dodge
Fencing, 1H
Fencing, 2H
Flail
Grapple
Hammer, 1-H
Hammer, 2-H
Handgun
Instruct
Kick
Knife
Lasso
Leadership
Longarm
Net
Polearm
Punch
Scan
Search
Shield
Sling
Spear, 1H
Spear, 2H
Strategy
Sword, 1H
Sword, 2H
Tactics
Throw Axe
Throw Grapple
Throw Knife

Throw Net
Throw Rock
Throw Spear

Merchants Guild

Accountancy
Economics
Instruct

Midwives

First Aid
Herbalism
Instruct
Midwife

Nomads

Desert Survival
Ride Camal

Performers Guild

Acrobatics
Conceal
Dance
Debate
Instruct
Leadership
Orate
Palm
Sing

Prostitutes Guild

Bed
Dance
Etiquette
Instruct
Make Friend
Massage
Play [Instrument]
Sing

Psionicists Guild

Instruct
[Psychic Discipline]
Targeting

Sailors Guild

Boat
Navigate
Sail
Sea Lore
Swim

Scribes Guild

Animal Lore
Heraldry
History
Instruct
Law
Literacy
Plant Lore
Research
Sea Lore

Shamans

Divination
Gather
Instruct
Meditation
Memory
Operate Artifact
Shamanism
Spirit Lore

Sorcerers Guild

Channel
Gather
Instruct
Meditation
Sacrifice
Sorcery

Summoners Guild

Gather
Lore Summoner
Meditation
Summoner

Thaumaturges Guild

Channel
Gather
Instruct
Literacy [Language]
Meditation
Memory
Operate Artifact
Research
[Thaumaturgy]
[Thaumaturgy List]

Thieves Guild

Beg

Climb
Conceal
Deceit
Elicit
Feel
Find Mark
Hide
Instruct
Juggle
Jump
Listen
Palm
Pick Lock
Pick Pocket
Scan
Search
Set/Disarm Traps
Shadow
Smell
Sneak
Streetwise
Taste
Throw Grapple
Throw Knife

Witch Covens

Gather
Herbalism
Instruct
Lore Poison
Memory
Witchcraft

Wizards Guild

Area
Channel
Duration
Gather
Instruct
Literacy [Language]
Meditation
Memory
Operate Artifact
Power
Range
Research
Wizardry

<i>Skill (Difficulty)</i>	<i>Aptitude</i>	<i>Runes</i>
Accountancy (A)	Mental	☉
Acrobatics (H)	Agility	☿
Act (H)	Communication	☉☼●
Alchemy [Kingdom] (VH)	Magic	△
Animal Husbandry (A)	Mental	☿↑
Archery (H)	Weapon	☉☼
Area (VH)	Magic	✧
Axe, 1H (A)	Weapon	☉↓
Axe, 2H (A)	Weapon	☉↓
Bargain (A)	Communication	☉☼
Bed (H)	Communication	↑☿
Beg (A)	Communication	☉
Blowpipe (A)	Weapon	☼
Boat (E)	Manipulation	☼
Bolas (H)	Weapon	☼
Boomerang (H)	Weapon	☼
Brawl (A)	Weapon	☿☉
Bribe (E)	Communication	☉
Bureaucracy (A)	Mental	☉
Camouflage (A)	Mental	☿
Ceremony [Religion] (A)	Magic	⚡
Chain (A)	Weapon	☉
Channel (VH)	Magic	✧
Claw (A)	Weapon	↓
Climb (A)	Agility	☿
Club, 1H (E)	Weapon	☼
Club, 2H (E)	Weapon	☼
Compose (H)	Mental	☉

<i>Skill (Difficulty)</i>	<i>Aptitude</i>	<i>Runes</i>
Conceal (A)	Manipulation	☼
Craft Armor (A)	Manipulation	☉☉
Craft Bowyer (A)	Manipulation	☉☼
Craft Crossbow (A)	Manipulation	☉☼
Craft Fletcher (A)	Manipulation	☉☼
Craft Locksmith (H)	Manipulation	☉☼
Craft Shield (A)	Manipulation	☉☉
Craft Weaponsmith (A)	Manipulation	☉↓
Craft [Type] (var.)	Manipulation	☉
Crossbow (A)	Weapon	☉☼
Dance (A)	Agility	☿
Debate (A)	Communication	☉☉
Deceit (H)	Communication	☉☼
Discipline (H)	Mental	☉
Disguise (H)	Mental	☼
Divination (H)	Magic	⚡
Dodge (A)	Agility	☿☉
Drive [Vehicle] (A)	Manipulation	☿
Duration (VH)	Magic	✧
[Element] Elementalist	Magic	✧
Elicit (H)	Communication	☉☼
Engineer [Type] (var.)	Mental	☉
Etiquette (A)	Communication	☿
Farm (A)	Mental	☼
Fast Talk (A)	Communication	☉☼☉
Feel (A)	Perception	☼
Fence, 1H (A)	Weapon	☉↓
Fence, 2H (A)	Weapon	☉↓

<i>Skill (Difficulty)</i>	<i>Aptitude</i>	<i>Runes</i>
Find Mark (A)	Perception	●●
First Aid (E)	Mental	⤴
Fish (A)	Mental	⌘
Flail, 1H (E)	Weapon	⌘
Flail, 2H (A)	Weapon	⌘
Fly (A)	Agility	☿
Gamble (H)	Mental	⊖
[Game] (var.)	Mental	☾
Gather (E)	Magic	✧
Grapple (A)	Weapon	◎⊕
Hammer, 1-H (A)	Weapon	⌘⊕
Hammer, 2-H (A)	Weapon	⌘⊕
Handgun (A)	Weapon	☼
Hedge Wizardry (A)	Magic	✧
Herbalism (A)	Mental	△
Hide (A)	Agility	●●●
Horticulture (A)	Mental	⤴
Hunt (A)	Mental	⌘
Hypnotism (H)	Communication	◎
Instruct (H)	Communication	△
Intimidate (A)	Communication	◎
Juggle (H)	Manipulation	●●☼
Jump (E)	Agility	☿
Kick (A)	Weapon	◎
Knife (A)	Weapon	↓
Lance (A)	Weapon	⊕
Lasso (H)	Weapon	⌘
Leadership (H)	Communication	◎⊕

<i>Skill (Difficulty)</i>	<i>Aptitude</i>	<i>Runes</i>
Listen (A)	Perception	👁
Literacy [Language] (var.)	Mental	△
Longarm (A)	Weapon	☼
Lore Ancient History (H)	Mental	⚡△
Lore Animal (H)	Mental	🐾⤴⚡△
Lore Area Knowledge (var.)	Mental	⚡△
Lore Earth (H)	Mental	⚡△
Lore Economics (H)	Mental	⚡△⊖
Lore Heraldry (H)	Mental	⚡△
Lore History (H)	Mental	⚡△
Lore Law (H)	Mental	⚡△
Lore Plant (H)	Mental	⤴⚡△
Lore Poison (H)	Mental	⚡△
Lore Religion (H)	Mental	⚡△
Lore Sea (H)	Mental	⚡△☼
Lore Spirit (H)	Mental	⚡△
Lore Summoner (H)	Mental	⚡△
Lore Weather (H)	Mental	⚡△⌘
Lore [Subject] (var.)	Mental	⚡△
[Magery] (VH)	Magic	✧
Make Friend (H)	Communication	☾
Martial Arts [Style] (H)	Mental	◎
Massage (H)	Manipulation	☾
Medical (H)	Mental	⤴
Meditation (VH)	Magic	✧△
Memory (H)	Mental	⚡
Midwife (A)	Mental	⤴
Navigate (H)	Mental	☼

<i>Skill (Difficulty)</i>	<i>Aptitude</i>	<i>Runes</i>
Net (H)	Weapon	⌘
Notice (H)	Perception	👁
Operate Artifact (H)	Magic	✧
Orate (A)	Communication	⊙ ⊙
Palm (A)	Manipulation	⋯
Pick Lock (A)	Manipulation	⋯
Pick Pocket (H)	Manipulation	⋯
Pilot [Vehicle] (H)	Manipulation	☿
Play [Instrument] (A)	Manipulation	◯
Poetry (H)	Mental	◯
Polearm (A)	Weapon	⌘
Power (VH)	Magic	✧
[Psychic Discipline] (VH)	Mental	⊙ △
Punch (A)	Weapon	⊙
Question (H)	Communication	⊙
Range (VH)	Magic	✧
Research (H)	Mental	△
Ride [Animal] (A)	Agility	☿
Run (A)	Agility	☿
Sacrifice (A)	Magic	✧
Sail (A)	Manipulation	🌊
Scan (A)	Perception	👁 ☁
Search (A)	Perception	👁
Shadow (H)	Perception	●
Shamanism (H)	Magic	✧
Shield (E)	Weapon	⊕
Sing (H)	Communication	◯ ⊙ 🎵
Ski (A)	Agility	☿

<i>Skill (Difficulty)</i>	<i>Aptitude</i>	<i>Runes</i>
Sling (A)	Weapon	⊕ ☁
Smell (A)	Perception	👁
Sneak (A)	Agility	● ⋯
Sorcery (A)	Magic	✧
Speak [Language] (var.)	Mental	⊙
Spear, 1H (A)	Weapon	⊕ ↓
Spear, 2H (A)	Weapon	⊕ ↓
Staff (A)	Weapon	⌘
Strategy (H)	Mental	⊕
Streetwise (A)	Mental	⋯
Summoner (VH)	Magic	✧
Survival Coast (A)	Mental	👁
Survival Desert (A)	Mental	👁
Survival Glacier (H)	Mental	👁
Survival Jungle (A)	Mental	👁
Survival Marine (A)	Mental	👁
Survival Mountain (A)	Mental	👁
Survival Plains (A)	Mental	👁
Survival Subterranean (VH)	Mental	👁
Survival Urban (A)	Mental	⋯
Survival Woodland (A)	Mental	👁
Swim (A)	Agility	☿ 🌊
Sword, 1H (A)	Weapon	⊕ ↓
Sword, 2H (A)	Weapon	⊕ ↓
Tactics (A)	Mental	⊕
Target (E)	Mental	⊙
Taste (A)	Perception	👁
[Thaumaturgy] (VH)	Magic	✧

<i>Skill (Difficulty)</i>	<i>Aptitude</i>	<i>Runes</i>
[Thaumaturgy List]	Magic	✧
Throw Axe (A)	Weapon	⊕ ☁
Throw Grapple (A)	Weapon	⊕ ☁
Throw Knife (A)	Weapon	☁
Throw Hammer (A)	Weapon	☁
Throw Net (H)	Weapon	☁
Throw Rock (E)	Weapon	☁
Throw Spear (A)	Weapon	⊕ ☁
Throw [Weapon] (A)	Weapon	☁
Track (A)	Perception	👁
Train [Animal] (E)	Communication	👁 👁
Traps (A)	Manipulation	• • •
Whip (H)	Weapon	⌘
Witchcraft (A)	Magic	✧
Wizardry (VH)	Magic	✧
Write (H)	Mental	○

<i>Template</i>	<i>Attributes</i>	<i>EP</i>	<i>Primary</i>	<i>EP</i>	<i>Secondary</i>	<i>Recommended</i>
Alchemist	TAL, WIT	15	Alchemy[Kingdom], Memory	6	Accountancy, Bargain, Literacy [Language], Smell, Taste	Herbalism
Archer	STR, DEX, AGI	12	Archery*, Scan	6	Discipline, Dodge, First Aid, Listen, Tactics, 1-H Sword*	Brawl, Gamble, [Game], Grapple, Knife, Leadership, Ride Horse, Search
Elementalist	TAL, POW	30	[Element] Elementalist	10	Channel, Meditation, Target or Throw Rock	Gather, Literacy [Language], Research
Hedge Wizard	TAL, WIT, POW	18	Gather, Hedge Wizardry	8	Channel, Meditation, Memory	Literacy [Language]
Hunter	DEX, WIT, AGI	10	Hunt, Sneak, Track	5	Archery or Club 1-H, Camouflage, Craft Butcher or Craft Skinner, Lore Animal, Scan or Search, Trap	Craft cook, Dodge, Hide, Listen, Ride Horse, Survival Woodland, Tactics, Train [Animal]
Hunter: Stalker		9	Archery, Hunt, Scan, Sneak, Track	5	Craft Butcher or Craft Skinner, Listen, Animal Lore	Club 1-H, Craft Cook, Dodge, Survival Woodland, Tactics, Train [Animal]
Hunter: Ambush		8	Archery, Camouflage, Hunt, Listen, Scan	5	Club 1-H, Hide, Lore Animal, Track	Craft Butcher, Craft Cook, Dodge, Survival Woodland, Tactics, Train [Animal]
Hunter: Trapper		12	Camouflage, Hunt, Trap	6	Club 1-H, Craft Butcher or Craft Skinner, Lore Animal, Search	Craft Cook, Dodge, Listen, Scan, Survival Woodland, Train [Animal]
Hunter: Hunt Master		10	Hunt, Lore Animal, Train [Animal]	5	Craft Butcher or Craft Skinner, Listen, Ride Horse, Scan, Track	Craft Cook, Dodge, Survival Woodland
Mage	TAL, WIT, POW	10	Magery, Literacy [Language]	5	Area, Channel, Duration, Gather, Meditation, Memory, Power, Range	Literacy [Language], Research, Target
Martial Artist	DEX, AGI, WIT	10	Dodge, Grapple or Punch, Kick or Punch, Martial Arts [Style]	5	Discipline, Grapple or Kick or Punch, Meditation, Tactics	Acrobatics, Climb, Jump, Run
Martial Artist: Aikido		12	Dodge, Grapple, Martial Arts Aikido, Meditation	6	Discipline, Tactics	Gather, Kick, Punch

<i>Template</i>	<i>Attributes</i>	<i>EP</i>	<i>Primary</i>	<i>EP</i>	<i>Secondary</i>	<i>Recommended</i>
Martial Artist: Judo		12	Dodge, Grapple, Martial Arts Judo	6	Discipline, Meditation, Punch, Tactics	Jump, Kick, Run
Martial Artist: Kung Fu		10	Dodge, Kick, Martial Arts Kung Fu, Punch	5	Acrobatics, Discipline, Meditation, Tactics	Climb, Grapple, Jump, Run
Martial Artist: Shaolin		10	Discipline, Dodge, Grapple, Martial Arts Shaolin, Punch	5	Meditation, Tactics	Grapple, Jump, Run
Martial Artist: Taekwondo		12	Kick, Martial Arts Taekwondo	6	Discipline, Dodge, Meditation, Tactics	Grapple, Jump, Run
Nomad	AGI, DEX, WIT	10	Craft Butcher or Hunt or Survival Plains, Ride, Scan, Track	5	Archery*, Knife*, Hide or Sneak, Tactics	Bargain, Craft Skinner
Priest	TAL, WIT, END	12	Ceremony [Religion], Discipline or Meditation or Memory, Lore [Religion]	6	Discipline or Meditation, Meditation or Memory, Literacy [Holy Language], Orate or Target	Debate, Literacy [Language], [Lore], Speak [Language]
Psychic	WIT, POW, END	24	[Psychic Discipline]	12	Channel, Meditation, [Psychic Discipline]	Discipline, Gather, Target
Ranger	WIT, AGI, DEX	9	Lore [Animal or Plant], Survival [Environment], Ride or Run, Scan, Track	3	Hunt, Listen, Lore [Plant or Animal], Camouflage or Hide, Sneak	Animal Husbandry, Archery, Climb, Dodge, First Aid, Staff, Tactics, Train [Animal]
Rogue	DEX, AGI, WIT	9	Bargain, Find Mark, Hide or Sneak, Listen or Search, Pick Lock or Pick Pocket	3	Dodge, Knife, Notice, Steetwise, Tactics	Camouflage, Discipline, Fast Talk, Lore Economics
Sailor	DEX, AGI, WIT	15	Lore Sea, Sail	6	Boat, Brawl or Grapple or Knife, Craft Sewing or Craft Carpenter or Craft Cook, Scan, Survival Coast	Axe*, Discipline, Gamble, Navigation, Swim, Tactics
Sailor: Marine		15	Archery, Sail	6	Boat, Discipline, Brawl or Grapple or Knife, Scan, Tactics	Axe*, Gamble, Lore Sea, Swim
Shaman	WIL, POW	16	Lore Spirit, Shamanism	6	Divination [Method], Gather, Herbalism, Meditation	Lore Animal, Leadership

<i>Template</i>	<i>Attributes</i>	<i>EP</i>	<i>Primary</i>	<i>EP</i>	<i>Secondary</i>	<i>Recommended</i>
Soldier	STR, DEX, WIT	12	Discipline, Shield	6	Brawl or Grapple, First Aid, Listen, Scan, Sword 1-H*, Tactics	Gamble, [Game], Knife, Leadership, Ride Horse
Soldier: Second Rank		12	Polearm or Spear 2-H, Tactics	6	Brawl or Grapple, Discipline, First Aid, Listen, Scan, Sword 1-H*	Gamble, [Game], Knife, Leadership, Ride Horse
Soldier: Cavalry		10	[melee weapon] 1-H or [melee weapon] 2-H, Ride Horse, Tactics	5	Brawl or Grapple, Discipline, First Aid, Lance or Shield, Listen, Scan	Gamble, [Game], Knife, Leadership
Sorcerer	TAL, WIL, POW	18	Gather, Sorcery	8	Channel or Sacrifice, Meditation, Memory	Literacy [Language]
Spy	CHA, AGI, WIT	10	Elicit or Question, Memory, Shadow, Sneak	5	Deceit or Hide, Listen, Notice, Scan or Search	Discipline, Etiquette, Fast Talk, Fencing, Literacy [Language], Make Friend, Pick Lock, Pick Pocket, Speak [Language]
Summoner	TAL, WIT	14	Literacy [Language], Lore Summoner, Summoner	6	Gather, Meditation, Research	Channel, Discipline, Literacy [Language], Memory
Thaumaturge	TAL, WIT, POW	15	Gather, [Thaumaturgy] Lists	6	Channel, Meditation, Memory, Literacy [Language], [Thaumaturgy] Lists	Research, Target
Warrior	STR, CON, DEX	10	Brawl or Grapple, Dodge or Shield, Spear 2-H, Throw Spear	4	Discipline, First Aid, Listen, Scan, Tactics	Knife, Leadership, Ride, Horse, Search
Weapon Master	DEX, WIT, STR	15	[Weapon Skill], Martial Arts [Style]	6	[Craft Skill], Craft Weaponsmith, Discipline, Meditation, Tactics	Dodge, Run
Weapon Master: Shinobi		10	Dodge, Martial Arts Shinobi, Sword 1-H	6	Discipline, Hide, Meditation, Sneak, Throw Knife	Climb, Craft Blacksmith, Craft Weaponsmith, Craft Swordsmith, Jump, Lore Poison, Pick Lock, Run

<i>Template</i>	<i>Attributes</i>	<i>EP</i>	<i>Primary</i>	<i>EP</i>	<i>Secondary</i>	<i>Recommended</i>
Witch	TAL, POW, WIT	20	Gather, Witchcraft	10	Herbalism, Memory	Channel, Horticulture, Survival [Environment]
Wizard	TAL, WIT, POW	12	Gather, Meditation, [Wizardry]	6	Channel, Literacy [Language], Memory, [Wizardry]	Area, Duration, Literacy [Language], Power, Range, Research, Target



Resolution Table

The table is read by cross-referencing the column matching the character's score with the row matching the resisting score. The resulting number is the character's percent chance of success. For example, a medium-sized character with AGI 12 got knocked two feet in combat. To keep his feet he must make an AGI/2 × feet of knockback resistance roll. The 12 column is read down to the 4 row—indicating a 94% chance of success.

Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14
1	50	87	94	97	98	99	99	99	99	99	**	**	**	**
2	13	50	78	87	92	94	96	97	98	98	98	99	99	99
3	06	22	50	72	82	87	91	93	94	96	96	97	97	98
4	03	13	28	50	68	78	84	87	90	92	93	94	95	96
5	02	08	18	32	50	65	74	80	85	87	90	91	93	94
6	01	06	13	22	35	50	63	72	78	82	85	87	89	91
7	01	04	09	16	26	37	50	62	70	76	80	83	86	87

Level of Success

This table is read by finding the row corresponding to the percent chance of success (not to exceed 100%) and reading across to the column whose range includes the actual roll. For example, a roll of 15 with a 53% chance of success falls into the 4–18 column, or a special success.

Skill	Critical ¹	Critical ²	Critical	Special	Normal	Miss	Failure
50	—	—	1, 2	3–16	17–50	51–84	85–98
51	—	—	1, 2	3–16	17–51	52–85	86–98
52	—	—	1–3	4–17	18–52	53–85	86–98
53	—	—	1–3	4–18	19–53	54–86	87–98
54	—	—	1–3	4–18	19–54	55–86	87–98
55	—	—	1–3	4–19	20–55	56–87	88–98
56	—	—	1–3	4–20	21–56	57–88	89–98

Experience Tables

Select the table for the skill difficulty that has the skill aptitude. Read down the aptitude column to the last row whose number is equal to or less than the experience points in the skill. Read across to the score column—that is the skill score. For example, a character with skill aptitude 12 and 16 EP in an average skill would consult the table on page 170. Reading down column 12 we see that the row with 15 is the last row whose number is equal to or less than 16 so we read across to the left and find the score is 13.

Score	Aptitude														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	1	1	1												
2	4	2	2	1	1	1	1	1							
3	9	5	3	3	2	2	2		1	1	1		1	1	1
4	16	8	6	4	4	3	3	2	2	2	2				
5	25	13	9	7	5	5	4	4	3	3	3		2	2	2
6	36	18	12	9	8	6	6	5	4	4	4		3	3	3
7	49	25	17	13	10	9	7	7	6	5	5		5	4	4
8	64	32	22	16	13	11	10	8	8	7	6		6	5	5
9	81	41	27	21	17	14	12	11	9	9	8		7	7	6
10	100	50	34	25	20	17	15	13	12	10	10		9	8	7
11	121	61	41	31	25	21	18	16	14	13	11		11	10	9
12	144	72	48	36	29	24	21	18	16	15	14		12	12	10
13	169	85	57	43	34	29	25	22	19	17	16		15	13	12
14	196	98	66	49	40	33	28	25	22	20	18		17	16	14
15	225	113	75	57	45	38	33	29	25	23	21		19	18	15

Resolution Table

Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Score
1	50	87	94	97	98	99	99	99	99	99	**	**	**	**	**	**	**	**	**	**	**	**	**	**	1
2	13	50	78	87	92	94	96	97	98	98	98	99	99	99	99	99	99	99	99	99	**	**	**	**	2
3	06	22	50	72	82	87	91	93	94	95	96	97	97	98	98	98	98	99	99	99	99	99	99	99	3
4	03	13	28	50	68	78	84	87	90	92	93	94	95	96	96	97	97	98	98	98	98	98	98	99	4
5	02	08	18	32	50	65	74	80	85	87	90	91	93	94	94	95	96	96	97	97	97	97	98	98	5
6	01	06	13	22	35	50	63	72	78	82	85	87	89	91	92	93	94	94	95	95	96	96	97	97	6
7	01	04	09	16	26	37	50	62	70	75	80	83	86	87	89	90	92	92	93	94	94	95	95	96	7
8	01	03	07	13	20	28	38	50	60	68	74	78	81	84	86	87	89	90	91	92	93	93	94	94	8
9	01	02	06	10	15	22	30	40	50	59	67	72	76	79	82	84	86	87	89	90	91	92	92	93	9
10	01	02	05	08	13	18	25	32	41	50	59	65	70	74	78	80	83	85	86	87	89	90	91	91	10
11	00	02	04	07	10	15	20	26	33	41	50	58	64	69	73	76	79	81	83	85	86	87	89	89	11
12	00	01	03	06	09	13	17	22	28	35	42	50	57	63	68	72	75	78	80	82	84	85	86	87	12
13	00	01	03	05	07	11	14	19	24	30	36	43	50	57	62	67	71	74	77	79	81	83	84	85	13
14	00	01	02	04	06	09	13	16	21	26	31	37	43	50	56	62	66	70	73	75	78	80	81	83	14
15	00	01	02	04	06	08	11	14	18	22	27	32	38	44	50	56	61	65	69	72	74	77	79	80	15
16	00	01	02	03	05	07	10	13	16	20	24	28	33	38	44	50	56	60	65	68	71	74	76	78	16
17	00	01	02	03	04	06	08	11	14	17	21	25	29	34	39	44	50	55	60	64	67	70	73	75	17
18	00	01	01	02	04	06	08	10	13	15	19	22	26	30	35	40	45	50	55	59	63	67	69	72	18
19	00	01	01	02	03	05	07	09	11	14	17	20	23	27	31	35	40	45	50	55	59	63	66	69	19
20	00	01	01	02	03	05	06	08	10	13	15	18	21	25	28	32	36	41	45	50	55	59	62	65	20
21	00	00	01	02	03	04	06	07	09	11	14	16	19	22	26	29	33	37	41	45	50	54	58	62	21
22	00	00	01	02	03	04	05	07	08	10	13	15	17	20	23	26	30	33	37	41	46	50	54	58	22
23	00	00	01	02	02	03	05	06	08	09	11	14	16	19	21	24	27	31	34	38	42	46	50	54	23
24	00	00	01	01	02	03	04	06	07	09	11	13	15	17	20	22	25	28	31	35	38	42	46	50	24
25	00	00	01	01	02	03	04	05	06	08	10	12	14	16	18	20	23	26	29	32	35	39	42	46	25
26	00	00	01	01	02	03	04	05	06	07	09	11	13	14	17	19	21	24	27	30	33	36	39	43	26
27	00	00	01	01	02	02	03	04	06	07	08	10	12	13	15	18	20	22	25	27	30	33	36	40	27
28	00	00	01	01	02	02	03	04	05	06	08	09	11	13	14	16	18	21	23	26	28	31	34	37	28
29	00	00	01	01	01	02	03	04	05	06	07	09	10	12	13	15	17	19	21	24	26	29	31	34	29
30	00	00	01	01	01	02	03	04	05	06	07	08	09	11	13	14	16	18	20	22	25	27	29	32	30
31	00	00	00	01	01	02	03	03	04	05	06	07	09	10	12	13	15	17	19	21	23	25	28	30	31
32	00	00	00	01	01	02	02	03	04	05	06	07	08	10	11	13	14	16	18	20	22	24	26	28	32
33	00	00	00	01	01	02	02	03	04	05	06	07	08	09	10	12	13	15	17	18	20	22	24	26	33
34	00	00	00	01	01	02	02	03	04	04	05	06	07	08	10	11	13	14	16	17	19	21	23	25	34
35	00	00	00	01	01	01	02	03	03	04	05	06	07	08	09	10	12	13	15	16	18	20	22	24	35
36	00	00	00	01	01	01	02	02	03	04	05	06	07	08	09	10	11	13	14	15	17	19	20	22	36
37	00	00	00	01	01	01	02	02	03	04	04	05	06	07	08	09	11	12	13	15	16	18	19	21	37
38	00	00	00	01	01	01	02	02	03	03	04	05	06	07	08	09	10	11	13	14	15	17	18	20	38
39	00	00	00	01	01	01	02	02	03	03	04	05	06	06	07	08	10	11	12	13	14	16	17	19	39
40	00	00	00	01	01	01	02	02	03	03	04	05	05	06	07	08	09	10	11	13	14	15	17	18	40
41	00	00	00	00	01	01	01	02	02	03	04	04	05	06	07	08	09	10	11	12	13	14	16	17	41
42	00	00	00	00	01	01	01	02	02	03	03	04	05	06	06	07	08	09	10	11	13	14	15	16	42
43	00	00	00	00	01	01	01	02	02	03	03	04	05	05	06	07	08	09	10	11	12	13	14	16	43
44	00	00	00	00	01	01	01	02	02	03	03	04	04	05	06	07	07	08	09	10	11	13	14	15	44
45	00	00	00	00	01	01	01	02	02	02	03	04	04	05	06	06	07	08	09	10	11	12	13	14	45
46	00	00	00	00	01	01	01	02	02	02	03	03	04	05	05	06	07	08	09	09	10	11	13	14	46
47	00	00	00	00	01	01	01	01	02	02	03	03	04	04	05	06	07	07	08	09	10	11	12	13	47
48	00	00	00	00	01	01	01	01	02	02	03	03	04	04	05	06	06	07	08	09	10	11	11	13	48
49	00	00	00	00	01	01	01	01	02	02	03	03	04	04	05	05	06	07	08	08	09	10	11	12	49
50	00	00	00	00	01	01	01	01	02	02	02	03	03	04	05	05	06	06	07	08	09	10	11	12	50
Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Score

Resolution Table

Score	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Score
1	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	1
2	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	2
3	99	99	99	99	99	99	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	3
4	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	**	**	**	**	**	**	**	**	4
5	98	98	98	98	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	5
6	97	97	98	98	98	98	98	98	98	98	99	99	99	99	99	99	99	99	99	99	99	99	99	99	6
7	96	96	97	97	97	97	97	98	98	98	98	98	98	98	98	98	99	99	99	99	99	99	99	99	7
8	95	95	96	96	96	96	97	97	97	97	97	98	98	98	98	98	98	98	98	98	98	98	99	99	8
9	94	94	94	95	95	95	96	96	96	96	97	97	97	97	97	97	98	98	98	98	98	98	98	98	9
10	92	93	93	94	94	94	95	95	95	96	96	96	96	97	97	97	97	97	97	97	97	98	98	98	10
11	90	91	92	92	93	93	94	94	94	95	95	95	96	96	96	96	96	97	97	97	97	97	97	97	11
12	88	89	90	91	91	92	93	93	93	94	94	94	95	95	95	95	96	96	96	96	96	96	97	97	12
13	86	87	88	89	90	91	91	92	92	93	93	93	94	94	94	95	95	95	95	96	96	96	96	96	13
14	84	86	87	87	88	89	90	90	91	92	92	92	93	93	94	94	94	94	95	95	95	96	96	96	14
15	82	83	85	86	87	87	88	89	90	90	91	91	92	92	93	93	93	94	94	94	94	94	95	95	15
16	80	81	82	84	85	86	87	87	88	89	90	90	91	91	92	92	92	93	93	93	93	94	94	94	16
17	77	79	80	82	83	84	85	86	87	87	88	89	89	90	90	91	91	92	92	93	93	93	93	94	17
18	74	76	78	79	81	82	83	84	85	86	87	87	88	89	89	90	90	91	91	92	92	92	93	93	18
19	71	73	75	77	79	80	81	82	83	84	85	86	87	87	88	89	89	90	90	91	91	91	92	92	19
20	68	70	73	74	76	78	79	80	82	83	84	85	85	86	87	87	88	89	89	90	90	91	91	91	20
21	65	67	70	72	74	75	77	78	80	81	82	83	84	85	86	86	87	87	88	89	89	90	90	90	21
22	61	64	67	69	71	73	75	76	78	79	80	81	82	83	84	85	86	86	87	87	88	89	89	89	22
23	58	61	64	66	69	71	72	74	76	77	78	80	81	82	83	83	84	85	86	86	87	87	88	89	23
24	54	57	60	63	66	68	70	72	74	75	76	78	79	80	81	82	83	84	84	85	86	86	87	87	24
25	50	54	57	60	63	65	67	69	71	73	74	76	77	78	79	80	81	82	83	84	85	85	86	86	25
26	46	50	54	57	60	62	65	67	69	71	72	74	75	77	78	79	80	81	82	83	83	84	85	85	26
27	43	46	50	54	57	59	62	64	67	68	70	72	73	75	76	77	78	79	80	81	82	83	83	84	27
28	40	43	46	50	53	56	59	62	64	66	68	70	71	73	74	75	77	78	79	80	81	81	82	83	28
29	37	40	43	47	50	53	56	59	61	64	66	68	69	71	72	74	75	76	77	78	79	80	81	82	29
30	35	38	41	44	47	50	53	56	59	61	63	65	67	69	70	72	73	74	76	77	78	79	80	80	30
31	33	35	38	41	44	47	50	53	56	58	61	63	65	67	68	70	71	73	74	75	76	77	78	79	31
32	31	33	36	38	41	44	47	50	53	56	58	60	63	65	66	68	70	71	72	74	75	76	77	78	32
33	29	31	33	36	39	41	44	47	50	53	56	58	60	62	64	66	68	69	71	72	73	74	75	76	33
34	27	29	32	34	36	39	42	44	47	50	53	55	58	60	62	64	66	67	69	70	71	73	74	75	34
35	26	28	30	32	34	37	39	42	44	47	50	53	55	58	60	62	64	65	67	68	70	71	72	73	35
36	24	26	28	30	32	35	37	40	42	45	47	50	53	55	57	59	61	63	65	67	68	69	71	72	36
37	23	25	27	29	31	33	35	37	40	42	45	47	50	53	55	57	59	61	63	65	66	68	69	70	37
38	22	23	25	27	29	31	33	35	38	40	42	45	47	50	53	55	57	59	61	63	64	66	67	69	38
39	21	22	24	26	28	30	32	34	36	38	40	43	45	47	50	52	55	57	59	61	62	64	66	67	39
40	20	21	23	25	26	28	30	32	34	36	38	41	43	45	48	50	52	55	57	59	60	62	64	65	40
41	19	20	22	23	25	27	29	30	32	34	36	39	41	43	45	48	50	52	55	57	58	60	62	64	41
42	18	19	21	22	24	26	27	29	31	33	35	37	39	41	43	45	48	50	52	54	56	58	60	62	42
43	17	18	20	21	23	24	26	28	29	31	33	35	37	39	41	43	45	48	50	52	54	56	58	60	43
44	16	17	19	20	22	23	25	26	28	30	32	33	35	37	39	41	43	46	48	50	52	54	56	58	44
45	15	17	18	19	21	22	24	25	27	29	30	32	34	36	38	40	42	44	46	48	50	52	54	56	45
46	15	16	17	19	20	21	23	24	26	27	29	31	32	34	36	38	40	42	44	46	48	50	52	54	46
47	14	15	17	18	19	20	22	23	25	26	28	29	31	33	34	36	38	40	42	44	46	48	50	52	47
48	14	15	16	17	18	20	21	22	24	25	27	28	30	31	33	35	36	38	40	42	44	46	48	50	48
49	13	14	15	16	18	19	20	21	23	24	26	27	29	30	32	33	35	37	39	40	42	44	46	48	49
50	13	14	15	16	17	18	19	20	22	23	25	26	27	29	30	32	34	35	37	39	41	42	44	46	50
Score	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Score

Resolution Table

Score	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	Score
1	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	1
2	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	2
3	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	3
4	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	4
5	99	99	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	5
6	99	99	99	99	99	99	99	99	99	99	99	99	**	**	**	**	**	**	**	**	**	**	**	**	6
7	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	**	**	7
8	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	8
9	98	98	98	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	9
10	98	98	98	98	98	98	98	98	98	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	10
11	97	98	98	98	98	98	98	98	98	98	98	98	98	98	98	99	99	99	99	99	99	99	99	99	11
12	97	97	97	97	97	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	99	99	99	12
13	96	97	97	97	97	97	97	97	97	97	98	98	98	98	98	98	98	98	98	98	98	98	98	98	13
14	96	96	96	96	97	97	97	97	97	97	97	97	97	97	98	98	98	98	98	98	98	98	98	98	14
15	95	95	96	96	96	96	96	96	97	97	97	97	97	97	97	97	97	97	97	98	98	98	98	98	15
16	95	95	95	95	95	96	96	96	96	96	96	96	97	97	97	97	97	97	97	97	97	97	97	98	16
17	94	94	94	95	95	95	95	95	96	96	96	96	96	96	96	96	97	97	97	97	97	97	97	97	17
18	93	94	94	94	94	94	95	95	95	95	95	95	96	96	96	96	96	96	96	96	97	97	97	97	18
19	92	93	93	93	94	94	94	94	94	95	95	95	95	95	95	96	96	96	96	96	96	96	96	97	19
20	92	92	92	93	93	93	93	94	94	94	94	94	95	95	95	95	95	95	96	96	96	96	96	96	20
21	91	91	92	92	92	92	93	93	93	93	94	94	94	94	94	95	95	95	95	95	95	95	96	96	21
22	90	90	91	91	91	92	92	92	93	93	93	93	93	94	94	94	94	94	95	95	95	95	95	95	22
23	89	89	90	90	91	91	91	92	92	92	92	93	93	93	93	94	94	94	94	94	94	95	95	95	23
24	88	88	89	89	90	90	90	91	91	91	92	92	92	93	93	93	93	93	94	94	94	94	94	94	24
25	87	87	88	88	89	89	90	90	90	91	91	91	92	92	92	92	93	93	93	93	93	94	94	94	25
26	86	86	87	87	88	88	89	89	90	90	90	91	91	91	91	92	92	92	92	93	93	93	93	93	26
27	85	85	86	87	87	87	88	88	89	89	90	90	90	91	91	91	91	92	92	92	92	93	93	93	27
28	84	84	85	86	86	87	87	87	88	88	89	89	89	90	90	90	91	91	91	92	92	92	92	92	28
29	82	83	84	84	85	86	86	87	87	87	88	88	89	89	89	90	90	90	91	91	91	91	92	92	29
30	81	82	83	83	84	85	85	86	86	87	87	87	88	88	89	89	89	90	90	90	91	91	91	91	30
31	80	81	82	82	83	84	84	85	85	86	86	87	87	87	88	88	89	89	89	90	90	90	91	91	31
32	79	80	80	81	82	82	83	84	84	85	85	86	86	87	87	87	88	88	89	89	89	90	90	90	32
33	77	78	79	80	81	81	82	83	83	84	84	85	85	86	86	87	87	87	88	88	89	89	89	89	33
34	76	77	78	79	79	80	81	82	82	83	83	84	84	85	85	86	86	87	87	87	88	88	89	89	34
35	74	75	76	77	78	79	80	80	81	82	82	83	84	84	85	85	86	86	86	87	87	87	88	88	35
36	73	74	75	76	77	78	79	79	80	81	81	82	83	83	84	84	85	85	86	86	86	87	87	87	36
37	71	73	74	75	76	77	77	78	79	80	80	81	82	82	83	83	84	84	85	85	86	86	86	87	37
38	70	71	72	73	74	75	76	77	78	79	79	80	81	81	82	82	83	83	84	84	85	85	86	86	38
39	68	70	71	72	73	74	75	76	77	77	78	79	80	80	81	81	82	83	83	84	84	84	85	85	39
40	67	68	69	70	72	73	74	74	75	76	77	78	79	79	80	80	81	82	82	83	83	84	84	85	40
41	65	66	68	69	70	71	72	73	74	75	76	77	77	78	79	79	80	81	81	82	82	83	83	84	41
42	63	65	66	67	69	70	71	72	73	74	75	75	76	77	78	78	79	80	80	81	81	82	83	83	42
43	61	63	64	66	67	68	69	71	72	73	73	74	75	76	77	77	78	79	79	80	81	81	82	82	43
44	60	61	63	64	66	67	68	69	70	71	72	73	74	75	76	76	77	78	78	79	80	80	81	81	44
45	58	59	61	63	64	65	67	68	69	70	71	72	73	74	74	75	76	77	77	78	79	79	80	80	45
46	56	58	59	61	62	64	65	66	67	69	70	71	72	72	73	74	75	76	76	77	78	78	79	80	46
47	54	56	58	59	61	62	63	65	66	67	68	69	70	71	72	73	74	75	75	76	77	77	78	79	47
48	52	54	56	57	59	60	62	63	65	66	67	68	69	70	71	72	73	74	74	75	76	76	77	78	48
49	50	52	54	56	57	59	60	62	63	64	66	67	68	69	70	71	72	72	73	74	75	75	76	77	49
50	48	50	52	54	56	57	59	60	62	63	64	65	66	67	69	69	70	71	72	73	74	74	75	76	50
Score	49	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66	67	68	69	70	71	72	Score

Resolution Table

Score	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	Score
1	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	1
2	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	2
3	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	3
4	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	4
5	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	5
6	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	6
7	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	7
8	99	99	99	99	99	99	99	99	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	8
9	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	**	**	**	**	**	**	9
10	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	10
11	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	11
12	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	12
13	98	98	98	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	13
14	98	98	98	98	98	98	98	98	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	99	14
15	98	98	98	98	98	98	98	98	98	98	98	98	98	98	99	99	99	99	99	99	99	99	99	99	15
16	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	99	99	99	99	16
17	97	97	97	97	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	17
18	97	97	97	97	97	97	97	97	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	98	18
19	97	97	97	97	97	97	97	97	97	97	97	97	98	98	98	98	98	98	98	98	98	98	98	98	19
20	96	96	96	97	97	97	97	97	97	97	97	97	97	97	97	97	97	98	98	98	98	98	98	98	20
21	96	96	96	96	96	96	96	97	97	97	97	97	97	97	97	97	97	97	97	97	97	98	98	98	21
22	95	96	96	96	96	96	96	96	96	96	96	96	97	97	97	97	97	97	97	97	97	97	97	97	22
23	95	95	95	95	96	96	96	96	96	96	96	96	96	96	97	97	97	97	97	97	97	97	97	97	23
24	95	95	95	95	95	95	95	95	96	96	96	96	96	96	96	96	96	96	97	97	97	97	97	97	24
25	94	94	94	95	95	95	95	95	95	95	95	96	96	96	96	96	96	96	96	96	96	97	97	97	25
26	94	94	94	94	94	94	95	95	95	95	95	95	95	95	96	96	96	96	96	96	96	96	96	96	26
27	93	93	94	94	94	94	94	94	94	95	95	95	95	95	95	95	95	95	96	96	96	96	96	96	27
28	93	93	93	93	93	94	94	94	94	94	94	94	95	95	95	95	95	95	95	95	95	96	96	96	28
29	92	92	93	93	93	93	93	93	94	94	94	94	94	94	94	95	95	95	95	95	95	95	95	95	29
30	92	92	92	92	92	93	93	93	93	93	93	94	94	94	94	94	94	94	95	95	95	95	95	95	30
31	91	91	91	92	92	92	92	92	93	93	93	93	93	94	94	94	94	94	94	94	94	95	95	95	31
32	90	91	91	91	91	92	92	92	92	92	93	93	93	93	93	93	94	94	94	94	94	94	94	94	32
33	90	90	90	91	91	91	91	91	92	92	92	92	92	93	93	93	93	93	93	94	94	94	94	94	33
34	89	89	90	90	90	90	91	91	91	91	92	92	92	92	92	93	93	93	93	93	93	94	94	94	34
35	89	89	89	89	90	90	90	90	91	91	91	91	92	92	92	92	92	92	93	93	93	93	93	93	35
36	88	88	88	89	89	89	90	90	90	90	91	91	91	91	91	92	92	92	92	92	93	93	93	93	36
37	87	87	88	88	88	89	89	89	90	90	90	90	91	91	91	91	91	92	92	92	92	92	92	93	37
38	86	87	87	87	88	88	88	89	89	89	90	90	90	90	90	91	91	91	91	91	92	92	92	92	38
39	86	86	86	87	87	87	88	88	88	89	89	89	89	90	90	90	90	91	91	91	91	91	92	92	39
40	85	85	86	86	87	87	87	87	88	88	88	89	89	89	89	90	90	90	90	91	91	91	91	91	40
41	84	85	85	85	86	86	87	87	87	87	88	88	88	89	89	89	89	90	90	90	90	90	91	91	41
42	83	84	84	85	85	86	86	86	87	87	87	87	88	88	88	89	89	89	89	90	90	90	90	90	42
43	83	83	84	84	84	85	85	86	86	86	87	87	87	87	88	88	88	89	89	89	89	90	90	90	43
44	82	82	83	83	84	84	84	85	85	86	86	86	87	87	87	87	88	88	88	89	89	89	89	89	44
45	81	82	82	82	83	83	84	84	85	85	85	86	86	86	87	87	87	87	88	88	88	89	89	89	45
46	80	81	81	82	82	83	83	83	84	84	85	85	85	86	86	86	87	87	87	87	88	88	88	89	46
47	79	80	80	81	81	82	82	83	83	84	84	84	85	85	85	86	86	86	87	87	87	88	88	88	47
48	78	79	80	80	81	81	82	82	82	83	83	84	84	84	85	85	85	86	86	86	87	87	87	87	48
49	77	78	79	79	80	80	81	81	82	82	83	83	83	84	84	84	85	85	86	86	86	87	87	87	49
50	77	77	78	78	79	79	80	80	81	81	82	82	83	83	83	84	84	85	85	85	86	86	86	86	50
Score	73	74	75	76	77	78	79	80	81	82	83	84	85	86	87	88	89	90	91	92	93	94	95	96	Score

Level of Success

<i>Skill</i>	<i>Critical³</i>	<i>Critical²</i>	<i>Critical</i>	<i>Special</i>	<i>Normal</i>	<i>Miss</i>	<i>Failure</i>	<i>Fumble</i>	<i>Fumble²</i>	<i>Fumble³</i>
0	—	—	—	—	—	1–6	7–28	29–66	67–92	93–99
1	—	—	—	—	1	2–9	10–37	38–75	76–95	96–100
2	—	—	—	—	1, 2	3–15	16–48	49–83	84–97	98–100
3	—	—	—	—	1–3	4–19	20–55	56–87	88–98	99, 100
4	—	—	—	—	1–4	5–23	24–60	61–89	90–99	100
5	—	—	—	—	1–5	6–26	27–64	65–91	92–99	100
6	—	—	—	1	2–6	7–29	30–67	68–93	94–99	100
7	—	—	—	1	2–7	8–32	33–70	71–94	95–99	100
8	—	—	—	1	2–8	9–34	35–72	73–94	95–100	—
9	—	—	—	1	2–9	10–37	38–75	76–95	96–100	—
10	—	—	—	1	2–10	11–39	40–76	77–96	97–100	—
11	—	—	—	1	2–11	12–41	42–78	79–96	97–100	—
12	—	—	—	1	2–12	13–43	44–80	81–97	98–100	—
13	—	—	—	1, 2	3–13	14–45	46–81	82–97	98–100	—
14	—	—	—	1, 2	3–14	15–47	48–82	83–97	98–100	—
15	—	—	—	1, 2	3–15	16–49	50–83	84–98	99, 100	—
16	—	—	—	1, 2	3–16	17–50	51–84	85–98	99, 100	—
17	—	—	—	1–3	4–17	18–52	53–85	86–98	99, 100	—
18	—	—	—	1–3	4–18	19–53	54–86	87–98	99, 100	—
19	—	—	—	1–3	4–19	20–55	56–87	88–98	99, 100	—
20	—	—	—	1–3	4–20	21–56	57–88	89–98	99, 100	—
21	—	—	—	1–4	5–21	22–58	59–88	89–99	100	—
22	—	—	—	1–4	5–22	23–59	60–89	90–99	100	—
23	—	—	—	1–4	5–23	24–60	61–90	91–99	100	—
24	—	—	—	1–4	5–24	25–62	63–90	91–99	100	—
25	—	—	—	1–5	6–25	26–63	64–91	92–99	100	—
26	—	—	—	1–5	6–26	27–64	65–91	92–99	100	—
27	—	—	—	1–5	6–27	28–65	66–92	93–99	100	—
28	—	—	—	1–6	7–28	29–66	67–92	93–99	100	—
29	—	—	1	2–6	7–29	30–67	68–93	94–99	100	—
30	—	—	1	2–6	7–30	31–68	69–93	94–99	100	—
31	—	—	1	2–7	8–31	32–69	70–93	94–99	100	—
32	—	—	1	2–7	8–32	33–70	71–94	95–99	100	—
33	—	—	1	2–7	8–33	34–71	72–94	95–99	100	—
34	—	—	1	2–8	9–34	35–72	73–94	95–100	—	—
35	—	—	1	2–8	9–35	36–73	74–95	96–100	—	—
36	—	—	1	2–9	10–36	37–74	75–95	96–100	—	—
37	—	—	1	2–9	10–37	38–75	76–95	96–100	—	—
38	—	—	1	2–10	11–38	39–76	77–95	96–100	—	—
39	—	—	1	2–10	11–39	40–76	77–96	97–100	—	—
40	—	—	1	2–11	12–40	41–77	78–96	97–100	—	—
41	—	—	1	2–11	12–41	42–78	79–96	97–100	—	—
42	—	—	1	2–11	12–42	43–79	80–96	97–100	—	—
43	—	—	1	2–12	13–43	44–79	80–97	98–100	—	—
44	—	—	1, 2	3–12	13–44	45–80	81–97	98–100	—	—
45	—	—	1, 2	3–13	14–45	46–81	82–97	98–100	—	—
46	—	—	1, 2	3–14	15–46	47–82	83–97	98–100	—	—
47	—	—	1, 2	3–14	15–47	48–82	83–97	98–100	—	—
48	—	—	1, 2	3–15	16–48	49–83	84–97	98–100	—	—
49	—	—	1, 2	3–15	16–49	50–84	85–98	99, 100	—	—
50	—	—	1, 2	3–16	17–50	51–84	85–98	99, 100	—	—

Level of Success

<i>Skill</i>	<i>Critical³</i>	<i>Critical²</i>	<i>Critical</i>	<i>Special</i>	<i>Normal</i>	<i>Miss</i>	<i>Failure</i>	<i>Fumble</i>	<i>Fumble²</i>	<i>Fumble³</i>
50	—	—	1, 2	3–16	17–50	51–84	85–98	99, 100	—	—
51	—	—	1, 2	3–16	17–51	52–85	86–98	99, 100	—	—
52	—	—	1–3	4–17	18–52	53–85	86–98	99, 100	—	—
53	—	—	1–3	4–18	19–53	54–86	87–98	99, 100	—	—
54	—	—	1–3	4–18	19–54	55–86	87–98	99, 100	—	—
55	—	—	1–3	4–19	20–55	56–87	88–98	99, 100	—	—
56	—	—	1–3	4–20	21–56	57–88	89–98	99, 100	—	—
57	—	—	1–3	4–21	22–57	58–88	89–99	100	—	—
58	—	—	1–4	5–21	22–58	59–89	90–99	100	—	—
59	—	—	1–4	5–22	23–59	60–89	90–99	100	—	—
60	—	—	1–4	5–23	24–60	61–89	90–99	100	—	—
61	—	—	1–4	5–24	25–61	62–90	91–99	100	—	—
62	—	—	1–5	6–24	25–62	63–90	91–99	100	—	—
63	—	—	1–5	6–25	26–63	64–91	92–99	100	—	—
64	—	—	1–5	6–26	27–64	65–91	92–99	100	—	—
65	—	—	1–5	6–27	28–65	66–92	93–99	100	—	—
66	—	—	1–6	7–28	29–66	67–92	93–99	100	—	—
67	—	1	2–6	7–29	30–67	68–93	94–99	100	—	—
68	—	1	2–6	7–30	31–68	69–93	94–99	100	—	—
69	—	1	2–7	8–31	32–69	70–93	94–99	100	—	—
70	—	1	2–7	8–32	33–70	71–94	95–99	100	—	—
71	—	1	2–7	8–33	34–71	72–94	95–99	100	—	—
72	—	1	2–8	9–34	35–72	73–94	95–100	—	—	—
73	—	1	2–8	9–35	36–73	74–95	96–100	—	—	—
74	—	1	2–9	10–36	37–74	75–95	96–100	—	—	—
75	—	1	2–9	10–37	38–75	76–95	96–100	—	—	—
76	—	1	2–10	11–38	39–76	77–96	97–100	—	—	—
77	—	1	2–10	11–40	41–77	78–96	97–100	—	—	—
78	—	1	2–11	12–41	42–78	79–96	97–100	—	—	—
79	—	1	2–12	13–42	43–79	80–96	97–100	—	—	—
80	—	1, 2	3–12	13–44	45–80	81–97	98–100	—	—	—
81	—	1, 2	3–13	14–45	46–81	82–97	98–100	—	—	—
82	—	1, 2	3–14	15–47	48–82	83–97	98–100	—	—	—
83	—	1, 2	3–15	16–48	49–83	84–97	98–100	—	—	—
84	—	1, 2	3–16	17–50	51–84	85–98	99, 100	—	—	—
85	—	1, 2	3–17	18–51	52–85	86–98	99, 100	—	—	—
86	—	1–3	4–18	19–53	54–86	87–98	99, 100	—	—	—
87	—	1–3	4–19	20–55	56–87	88–98	99, 100	—	—	—
88	—	1–3	4–20	21–57	58–88	89–99	100	—	—	—
89	—	1–4	5–22	23–59	60–89	90–99	100	—	—	—
90	—	1–4	5–24	25–61	62–90	91–99	100	—	—	—
91	—	1–5	6–25	26–63	64–91	92–99	100	—	—	—
92	—	1–6	7–28	29–66	67–92	93–99	100	—	—	—
93	1	2–6	7–30	31–68	69–93	94–99	100	—	—	—
94	1	2–7	8–33	34–71	72–94	95–99	100	—	—	—
95	1	2–9	10–36	37–74	75–95	96–100	—	—	—	—
96	1	2–11	12–40	41–77	78–96	97–100	—	—	—	—
97	1, 2	3–13	14–45	46–81	82–97	98–100	—	—	—	—
98	1–3	4–17	18–52	53–85	86–98	99, 100	—	—	—	—
99	1–5	6–25	26–63	64–91	92–99	100	—	—	—	—
100	2–8	9–34	35–72	73–94	95–100	—	—	—	—	—

Time To Master

<i>Percent</i>	<i>First</i>	<i>Second</i>	<i>Third</i>	<i>Fourth</i>	<i>Fifth</i>
1	100:00	400:00	900:00	1600:00	2500:00
2	49:30	198:00	445:30	792:00	1237:30
3	32:40	130:40	294:00	522:40	816:40
4	24:15	97:00	218:15	388:00	606:15
5	19:12	76:48	172:48	307:12	480:00
6	15:50	63:20	142:30	253:20	395:50
7	13:26	53:43	120:51	214:51	335:43
8	11:38	46:30	104:38	186:00	290:38
9	10:13	40:53	92:00	163:33	255:33
10	9:06	36:24	81:54	145:36	227:30
11	8:11	32:44	73:38	130:55	204:33
12	7:25	29:40	66:45	118:40	185:25
13	6:46	27:05	60:55	108:18	169:14
14	6:13	24:51	55:56	99:26	155:21
15	5:44	22:56	51:36	91:44	143:20
16	5:19	21:15	47:49	85:00	132:49
17	4:56	19:46	44:28	79:04	123:32
18	4:37	18:27	41:30	73:47	115:17
19	4:19	17:16	38:51	69:03	107:54
20	4:03	16:12	36:27	64:48	101:15
21	3:49	15:14	34:17	60:57	95:14
22	3:35	14:22	32:19	57:27	89:46
23	3:23	13:34	30:31	54:16	84:47
24	3:13	12:50	28:53	51:20	80:13
25	3:02	12:10	27:22	48:38	76:00
26	2:53	11:32	25:58	46:09	72:07
27	2:44	10:58	24:40	43:51	68:31
28	2:36	10:26	23:28	41:43	65:11
29	2:29	9:56	22:21	39:43	62:04
30	2:22	9:28	21:18	37:52	59:10
31	2:15	9:02	20:19	36:08	56:27
32	2:09	8:38	19:24	34:30	53:54
33	2:04	8:15	18:33	32:58	51:31
34	1:58	7:53	17:44	31:32	49:16
35	1:53	7:33	16:58	30:10	47:09
36	1:48	7:13	16:15	28:53	45:08
37	1:44	6:55	15:34	27:41	43:15
38	1:39	6:38	14:55	26:32	41:27
39	1:35	6:22	14:18	25:26	39:45
40	1:32	6:06	13:44	24:24	38:08
41	1:28	5:51	13:10	23:25	36:35
42	1:24	5:37	12:39	22:29	35:07
43	1:21	5:24	12:08	21:35	33:43
44	1:18	5:11	11:40	20:44	32:23
45	1:15	4:59	11:12	19:55	31:07
46	1:12	4:47	10:46	19:08	29:53
47	1:09	4:36	10:20	18:23	28:43
48	1:06	4:25	9:56	17:40	27:36
49	1:04	4:15	9:33	16:59	26:32
50	1:01	4:05	9:11	16:19	25:30

Time To Master

<i>Percent</i>	<i>First</i>	<i>Second</i>	<i>Third</i>	<i>Fourth</i>	<i>Fifth</i>
51	0:59	3:55	8:49	15:41	24:31
52	0:57	3:46	8:29	15:05	23:33
53	0:54	3:37	8:09	14:29	22:38
54	0:52	3:29	7:50	13:56	21:46
55	0:50	3:21	7:32	13:23	20:55
56	0:48	3:13	7:14	12:51	20:05
57	0:46	3:05	6:57	12:21	19:18
58	0:44	2:58	6:40	11:52	18:32
59	0:43	2:51	6:24	11:23	17:48
60	0:41	2:44	6:09	10:56	17:05
61	0:39	2:37	5:54	10:30	16:24
62	0:38	2:31	5:40	10:04	15:44
63	0:36	2:25	5:26	9:39	15:05
64	0:35	2:19	5:12	9:15	14:27
65	0:33	2:13	4:59	8:52	13:51
66	0:32	2:07	4:46	8:29	13:15
67	0:30	2:02	4:34	8:07	12:41
68	0:29	1:56	4:22	7:46	12:08
69	0:28	1:51	4:10	7:25	11:36
70	0:27	1:46	3:59	7:05	11:04
71	0:25	1:41	3:48	6:46	10:34
72	0:24	1:37	3:38	6:27	10:04
73	0:23	1:32	3:27	6:08	9:35
74	0:22	1:28	3:17	5:50	9:07
75	0:21	1:23	3:07	5:33	8:40
76	0:20	1:19	2:58	5:16	8:13
77	0:19	1:15	2:48	4:59	7:48
78	0:18	1:11	2:39	4:43	7:22
79	0:17	1:07	2:30	4:27	6:58
80	0:16	1:03	2:22	4:12	6:34
81	0:15	0:59	2:13	3:57	6:10
82	0:14	0:56	2:05	3:42	5:48
83	0:13	0:52	1:57	3:28	5:25
84	0:12	0:49	1:49	3:14	5:04
85	0:11	0:45	1:42	3:01	4:42
86	0:10	0:42	1:34	2:47	4:22
87	0:10	0:39	1:27	2:34	4:01
88	0:09	0:35	1:20	2:22	3:42
89	0:08	0:32	1:13	2:09	3:22
90	0:07	0:29	1:06	1:57	3:03
91	0:07	0:26	0:59	1:45	2:45
92	0:06	0:23	0:53	1:34	2:27
93	0:05	0:21	0:46	1:23	2:09
94	0:04	0:18	0:40	1:11	1:52
95	0:04	0:15	0:34	1:01	1:35
96	0:03	0:13	0:28	0:50	1:18
97	0:02	0:10	0:22	0:40	1:02
98	0:02	0:07	0:17	0:29	0:46
99	0:01	0:05	0:11	0:19	0:30
100	0:01	0:02	0:05	0:10	0:15

Aptitude

Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Score
1	1	1																							1
2	3	2	1	1	1																				2
3	6	3	2	2	2	1	1	1	1	1															3
4	11	6	4	3	3	2	2	2		1	1	1	1	1	1	1									4
5	17	9	6	5	4	3	3		2	2	2						1	1	1	1	1	1	1	1	5
6	24	12	8	6	5	4	4	3	3	3		2	2	2	2	2								1	6
7	33	17	11	9	7	6	5	5	4	4	3	3	3	3			2	2	2	2	2				7
8	43	22	15	11	9	8	7	6	5	5	4	4	4		3	3	3					2	2	2	8
9	54	27	18	14	11	9	8	7	6	6	5	5	5	4	4	4		3	3	3	3	3			9
10	67	34	23	17	14	12	10	9	8	7	7	6	6	5	5	5	4	4	4				3	3	10
11	81	41	27	21	17	14	12	11	9	9	8	7	7	6	6		5	5	5		4	4	4		11
12	96	48	32	24	20	16	14	12	11	10	9	8	8	7	7	6	6	6		5	5	5		4	12
13	113	57	38	29	23	19	17	15	13	12	11	10	9	9	8	8	7	7	6	6	6		5	5	13
14	131	66	44	33	27	22	19	17	15	14	12	11	11	10	9	9	8	8	7	7	7	6	6	6	14
15	150	75	50	38	30	25	22	19	17	15	14	13	12	11	10	10	9	9	8	8	8	7	7	7	15
16	171	86	57	43	35	29	25	22	19	18	16	15	14	13	12	11	11	10	9	9	9	8	8	8	16
17	193	97	65	49	39	33	28	25	22	20	18	17	15	14	13	13	12	11	11	10	10	9	9		17
18	216	108	72	54	44	36	31	27	24	22	20	18	17	16	15	14	13	12	12	11	11	10	10	9	18
19	241	121	81	61	49	41	35	31	27	25	22	21	19	18	17	16	15	14	13	13	12	11	11	11	19
20	267	134	89	67	54	45	39	34	30	27	25	23	21	20	18	17	16	15	15	14	13	13	12	12	20
21	294	147	98	74	59	49	42	37	33	30	27	25	23	21	20	19	18	17	16	15	14	14	13	13	21
22	323	162	108	81	65	54	47	41	36	33	30	27	25	24	22	21	19	18	17	17	16	15	15	14	22
23	353	177	118	89	71	59	51	45	40	36	33	30	28	26	24	23	21	20	19	18	17	17	16	15	23
24	384	192	128	96	77	64	55	48	43	39	35	32	30	28	26	24	23	22	21	20	19	18	17	16	24
25	417	209	139	105	84	70	60	53	47	42	38	35	33	30	28	27	25	24	22	21	20	19	19	18	25
26	451	226	151	113	91	76	65	57	51	46	41	38	35	33	31	29	27	26	24	23	22	21	20	19	26
27	486	243	162	122	98	81	70	61	54	49	45	41	38	35	33	31	29	27	26	25	24	23	22	21	27
28	523	262	175	131	105	88	75	66	59	53	48	44	41	38	35	33	31	30	28	27	25	24	23	22	28
29	561	281	187	141	113	94	81	71	63	57	51	47	44	41	38	36	33	32	30	29	27	26	25	24	29
30	600	300	200	150	120	100	86	75	67	60	55	50	47	43	40	38	36	34	32	30	29	28	27	25	30
+1	+40	+20	+14	+10	+8	+7	+6	+5	+5	+4	+4	+4	+4	+3	+3	+3	+3	+3	+3	+2	+2	+2	+2	+2	+1
Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Score

Easy Skills: 1-24

		Aptitude																									
Score	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Score		
1																									1		
2																									2		
3																									3		
4																									4		
5																									5		
6	1	1	1	1	1	1	1	1					1	1	1										6		
7	1						1			1	1	1	1			1	1	1							7		
8	2	2											1			1	1	1	1	1	1	1	1	8			
9				2	2	2	2	2	2																9		
10	3	3								2	2	2	2	2	2	2										10	
11				3	3	3	3										2	2	2	2	2	2	2	2	11		
12	4	4	4	4			3		3	3	3	3	3												2	12	
13	5	5		4		4	4	4					3		3	3	3	3	3							13	
14	5			5	5		4		4	4	4	4	4						3	3	3	3	3	3	14		
15	6	6	6	6	5		5	5	5	5				4		4	4	4							15		
16	7	7	7	6		6	6	6			5	5	5	5					4	4	4	4	4	4	16		
17	8	8		7	7	7			6	6	6				5		5	5	5	5							17
18	9	9	8	8	8	8	7	7	7	7	6		6	6	6	6				5		5	5	5	18		
19	10	10	9	9	9		8	8	8	7		7	7	7				6	6	6							19
20	11	11	10	10	10	9	9	9		8	8	8	7			7	7				6		6	6	6	20	
21	12	12	11	11	11	10	10	10	9	9	9				8	8	8	8	7	7	7	7				21	
22	13	13	12	12	12	11	11	11	10	10	10	9	9	9	9	8		8	8				7		7	22	
23	15	14	14	13	13	12	12	11		11	10		10	10				9	9	9	8			8	8	23	
24	16	15	15	14	14	13	13	12	12	12	11	11	11	10		10	10				9	9	9	9	8		24
25	17	17	16	15	15	14	14	14	13	13	12	12	12	11	11	11	10		10	10	10				9	9	25
26	19	18	17	17	16	16	15	15	14	14	13	13	13	12	12	12	12	11	11				10	10	10	26	
27	20	19	18	18	17	17	16	16	15	15	14	14	14	13	13	13	13	12	12	11		11	11				27
28	21	21	20	19	19	18	17	17	16	16	15	15	15	14	14	14	14	13	13	13	12	12			11	28	
29	23	22	21	21	20	19	19	18	17	17	17	16	16	15	15	14		14	13		13	13	12	12			29
30	24	24	23	22	21	20	20	19	19	18	18	17	17	16	16	15	15	15	14	14	14	14	13	13			30
+1	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+1	+1	+1	+1	+1	+1	+1	+1	+1			
Score	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Score		

Easy Skills: 25--48

Aptitude																									
Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Score
1	1	1	1																						1
2	4	2	2	1	1	1	1	1																	2
3	9	5	3	3	2	2	2		1	1	1	1	1	1	1										3
4	16	8	6	4	4	3	3	2	2	2	2	2				1	1	1	1	1	1	1	1	1	4
5	25	13	9	7	5	5	4	4	3	3	3		2	2	2	2	2								5
6	36	18	12	9	8	6	6	5	4	4	4	3	3	3	3	3		2	2	2	2	2	2	2	6
7	49	25	17	13	10	9	7	7	6	5	5	5	4	4	4		3	3	3	3					7
8	64	32	22	16	13	11	10	8	8	7	6	6	5	5	5	4	4	4	4	4		3	3	3	8
9	81	41	27	21	17	14	12	11	9	9	8	7	7	6	6	6	5	5	5		4	4	4	4	9
10	100	50	34	25	20	17	15	13	12	10	10	9	8	8	7	7	6	6	6	5	5	5	5	5	10
11	121	61	41	31	25	21	18	16	14	13	11	11	10	9	9	8	8	7	7	7	6	6	6		11
12	144	72	48	36	29	24	21	18	16	15	14	12	12	11	10	9	9	8	8	8	7	7	7	6	12
13	169	85	57	43	34	29	25	22	19	17	16	15	13	13	12	11	10	10	9	9	9	8	8	8	13
14	196	98	66	49	40	33	28	25	22	20	18	17	16	14	14	13	12	11	11	10	10	9	9	9	14
15	225	113	75	57	45	38	33	29	25	23	21	19	18	17	15	15	14	13	12	12	11	11	10	10	15
16	256	128	86	64	52	43	37	32	29	26	24	22	20	19	18	16	16	15	14	13	13	12	12	11	16
17	289	145	97	73	58	49	42	37	33	29	27	25	23	21	20	19	17	17	16	15	14	14	13	13	17
18	324	162	108	81	65	54	47	41	36	33	30	27	25	24	22	21	20	18	18	17	16	15	15	14	18
19	361	181	121	91	73	61	52	46	41	37	33	31	28	26	25	23	22	21	19	19	18	17	16	16	19
20	400	200	134	100	80	67	58	50	45	40	37	34	31	29	27	25	24	23	22	20	20	19	18	17	20
21	441	221	147	111	89	74	63	56	49	45	41	37	34	32	30	28	26	25	24	23	21	21	20	19	21
22	484	242	162	121	97	81	70	61	54	49	44	41	38	35	33	31	29	27	26	25	24	22	22	21	22
23	529	265	177	133	106	89	76	67	59	53	49	45	41	38	36	34	32	30	28	27	26	25	23	23	23
24	576	288	192	144	116	96	83	72	64	58	53	48	45	42	39	36	34	32	31	29	28	27	26	24	24
25	625	313	209	157	125	105	90	79	70	63	57	53	49	45	42	40	37	35	33	32	30	29	28	27	25
26	676	338	226	169	136	113	97	85	76	68	62	57	52	49	46	43	40	38	36	34	33	31	30	29	26
27	729	365	243	183	146	122	105	92	81	73	67	61	57	53	49	46	43	41	39	37	35	34	32	31	27
28	784	392	262	196	157	131	112	98	88	79	72	66	61	56	53	49	47	44	42	40	38	36	35	33	28
29	841	421	281	211	169	141	121	106	94	85	77	71	65	61	57	53	50	47	45	43	41	39	37	36	29
30	900	450	300	225	180	150	129	113	100	90	82	75	70	65	60	57	53	50	48	45	43	41	40	38	30
+1	+59	+30	+20	+15	+12	+10	+9	+8	+7	+6	+6	+5	+5	+5	+4	+4	+4	+4	+4	+3	+3	+3	+3	+3	+1
Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Score

Average Skills: 1–24

		Aptitude																									
Score	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Score		
1																									1		
2																									2		
3																									3		
4																									4		
5	1	1	1	1	1	1	1	1	1	1	1														5		
6												1	1	1	1	1	1	1	1	1	1	1	1	1	6		
7	2	2	2	2	2	2	2																		7		
8	3	3						2	2	2	2	2	2	2	2	2									8		
9			3	3	3	3	3	3	3								2	2	2	2	2	2	2	2	9		
10	4	4	4	4	4	4				3	3	3	3	3	3	3									10		
11	5	5	5	5			4	4	4	4	4						3	3	3	3	3	3	3	3	11		
12	6	6	6	6	5	5	5	5	5			4	4	4	4	4	4	4						3	12		
13	7	7	7		6	6	6	6		5	5	5	5	5	5				4	4	4	4	4	4	13		
14	8	8	8	7	7	7	7	7	6	6	6	6	6			5	5	5	5	5					14		
15	9	9	9	9	8	8	8		7	7	7	7		6	6	6	6	6			5	5	5	5	15		
16	11	10	10	10	9	9	9	8	8	8	8	8	7	7	7	7	7		6	6	6	6	6	6	16		
17	12	12	11	11	10	10	10	10	9	9	9		8	8	8	8		7	7	7	7				17		
18	13	13	12	12	12	11	11	11	10	10	10	9	9	9	9	9	8	8	8	8	8		7	7	18		
19	15	14	14	13	13	13	12	12	11	11	11	11	10	10	10		9	9	9	9		8	8	8	19		
20	16	16	15	15	14	14	13	13	13	12	12	12	11	11	11	10	10	10	10	10	9	9	9	9	20		
21	18	17	17	16	16	15	15	14	14	13	13	13	12	12	12	12	11	11	11		10	10	10	10	21		
22	20	19	18	18	17	17	16	16	15	15	14	14	14	13	13	13	12	12	12	12	11	11	11	11	22		
23	22	21	20	19	19	18	18	17	17	16	16	15	15	14	14	14	13	13	13	13	13	12	12		23		
24	24	23	22	21	20	20	19	18	18	17	17	16	16	16	15	15	15	14	14	14	13	13	13	12	24		
25	25	25	24	23	22	21	21	20	19	19	18	18	17	17	17	16	16	15	15	15	14	14	14	14	25		
26	28	26	26	25	24	23	22	22	21	20	20	19	19	18	18	17	17	17	16	16	16	15	15	15	26		
27	30	29	27	27	26	25	24	23	23	22	21	21	20	20	19	19	18	18	17	17	17	16	16	16	27		
28	32	31	30	28	28	27	26	25	24	24	23	22	22	21	21	20	20	19	19	18	18	18	17	17	28		
29	34	33	32	31	29	29	28	27	26	25	25	24	23	23	22	22	21	21	20	20	19	19	18	18	29		
30	36	35	34	33	32	30	30	29	28	27	26	25	25	24	24	23	22	22	21	21	20	20	19	19	30		
+1	+3	+3	+3	+3	+3	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+1		
Score	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Score		

Average Skills: 25—48

Aptitude

Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Score
1	2	1	1	1	1	1																			1
2	7	4	3	2	2	2	1	1	1	1	1	1	1	1											2
3	15	8	5	4	3	3	3	2	2	2	2	2	2		1	1	1	1	1	1	1	1	1	1	3
4	27	14	9	7	6	5	4	4	3	3	3	3	3	2	2	2	2	2	2						4
5	42	21	14	11	9	7	6	6	5	5	4	4	4	3	3	3	3	3		2	2	2	2	2	5
6	60	30	20	15	12	10	9	8	7	6	6	5	5	5	4	4	4	4	4	3	3	3	3	3	6
7	82	41	28	21	17	14	12	11	10	9	8	7	7	6	6	6	5	5	5	5	4	4	4	4	7
8	107	54	36	27	22	18	16	14	12	11	10	9	9	8	8	7	7	6	6	6	6	5	5	5	8
9	135	68	45	34	27	23	20	17	15	14	13	12	11	10	9	9	8	8	8	7	7	7	6	6	9
10	167	84	56	42	34	28	24	21	19	17	16	14	13	12	12	11	10	10	9	9	8	8	8	7	10
11	202	101	68	51	41	34	29	26	23	21	19	17	16	15	14	13	12	12	11	11	10	10	9	9	11
12	240	120	80	60	48	40	35	30	27	24	22	20	19	18	16	15	15	14	13	12	12	11	11	10	12
13	282	141	94	71	57	47	41	36	32	29	26	24	22	21	19	18	17	16	15	15	14	13	13	12	13
14	327	164	109	82	66	55	47	41	37	33	30	28	26	24	22	21	20	19	18	17	16	15	15	14	14
15	375	188	125	94	75	63	54	47	42	38	35	32	29	27	25	24	23	21	20	19	18	18	17	16	15
16	427	214	143	107	86	72	61	54	48	43	39	36	33	31	29	27	26	24	23	22	21	20	19	18	16
17	482	241	161	121	97	81	69	61	54	49	44	41	38	35	33	31	29	27	26	25	23	22	21	21	17
18	540	270	180	135	108	90	78	68	60	54	50	45	42	39	36	34	32	30	29	27	26	25	24	23	18
19	602	301	201	151	121	101	86	76	67	61	55	51	47	43	41	38	36	34	32	31	29	28	27	26	19
20	667	334	223	167	134	112	96	84	75	67	61	56	52	48	45	42	40	38	36	34	32	31	29	28	20
21	735	368	245	184	147	123	105	92	82	74	67	62	57	53	49	46	44	41	39	37	35	34	32	31	21
22	807	404	269	202	162	135	116	101	90	81	74	68	63	58	54	51	48	45	43	41	39	37	36	34	22
23	882	441	294	221	177	147	126	111	98	89	81	74	68	63	59	56	52	49	47	45	42	41	39	37	23
24	960	480	320	240	192	160	138	120	107	96	88	80	74	69	64	60	57	54	51	48	46	44	42	40	24
25	1042	521	348	261	209	174	149	131	116	105	95	87	81	75	70	66	62	58	55	53	50	48	46	44	25
26	1127	564	376	282	226	188	161	141	126	113	103	94	87	81	76	71	67	63	60	57	54	52	49	47	26
27	1215	608	405	304	243	203	174	152	135	122	111	102	94	87	81	76	72	68	64	61	58	56	53	51	27
28	1307	654	436	327	262	218	187	164	146	131	119	109	101	94	88	82	77	73	69	66	63	60	57	55	28
29	1402	701	468	351	281	234	201	176	156	141	128	117	108	101	94	88	83	78	74	71	67	64	61	59	29
30	1500	750	500	375	300	250	215	188	167	150	137	125	116	108	100	94	89	84	79	75	72	69	66	63	30
+1	+99	+50	+33	+25	+20	+17	+15	+13	+11	+10	+9	+9	+8	+8	+7	+7	+6	+6	+6	+5	+5	+5	+5	+5	+1
Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Score

Hard Skills: 1-24

		Aptitude																									
Score	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Score		
1																									1		
2																									2		
3	1	1																							3		
4			1	1	1		1	1	1	1	1	1	1	1	1	1	1								4		
5	2	2	2	2	2													1	1	1		1	1	1	5		
6	3	3	3			2	2	2	2	2	2	2	2	2	2	2									6		
7	4	4		3	3	3	3	3	3	3	3						2	2	2						7		
8	5	5	4	4	4	4	4	4	4			3	3	3	3	3	3	3	3	3					8		
9	6	6	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4				3	3	3	3	9		
10	7	7	7	6	6	6	6	6	6	5	5	5	5	5	5	5		4	4	4	4	4	4	4	10		
11	9	8	8	8	7	7	7	7	7	6	6	6	6	6	6		5	5	5	5	5	5	5		11		
12	10	10	9	9	9	8	8	8	8	8	7	7	7	7	7	6	6	6	6	6	6			5	12		
13	12	11	11	11	10	10	10	9	9	9	9	8	8	8	8	8	7	7	7	7	7	7	6	6	13		
14	14	13	13	12	12	11	11	11	10	10	10	10	9	9	9	9	8	8	8	8	8	8	7	7	14		
15	15	15	14	14	13	13	13	12	12	12	11	11	11	10	10	10	10	9	9	9	9	9	8	8	15		
16	18	17	16	16	15	15	14	14	13	13	13	12	12	12	11	11	11	11	10	10	10	10	10	9	16		
17	20	19	18	18	17	17	16	16	15	15	14	14	14	13	13	13	12	12	12	11	11	11	11	11	17		
18	22	21	20	20	19	18	18	17	17	16	16	15	15	15	14	14	14	13	13	13	12	12	12	12	18		
19	25	24	23	22	21	21	20	19	19	18	18	17	17	16	16	16	15	15	14	14	14	14	13	13	19		
20	27	26	25	24	23	23	22	21	21	20	20	19	19	18	18	17	17	16	16	16	15	15	14	14	20		
21	30	29	28	27	26	25	24	23	23	22	21	21	20	20	19	19	18	18	18	17	17	16	16	16	21		
22	33	32	30	29	28	27	27	26	25	24	24	23	22	22	21	21	20	20	19	19	18	18	18	17	22		
23	36	34	33	32	31	30	29	28	27	26	26	25	24	24	23	23	22	21	21	21	20	20	19	19	23		
24	39	37	36	35	34	32	31	30	30	29	28	27	26	26	25	24	24	23	23	22	22	21	21	20	24		
25	42	41	39	38	36	35	34	33	32	31	30	29	29	28	27	27	26	25	25	24	24	23	23	22	25		
26	46	44	42	41	39	38	37	36	35	34	33	32	31	30	29	29	28	27	27	26	26	25	24	24	26		
27	49	47	45	44	42	41	40	38	37	36	35	34	33	32	32	31	30	29	29	28	27	27	26	26	27		
28	53	51	49	47	46	44	43	41	40	39	38	37	36	35	34	33	32	32	31	30	30	29	28	28	28		
29	57	54	52	51	49	47	46	44	43	42	41	39	38	37	36	36	35	34	33	32	32	31	30	30	29		
30	60	58	56	54	52	50	49	47	46	45	43	42	41	40	39	38	37	36	35	35	34	33	32	32	30		
+1	+4	+4	+4	+4	+4	+4	+4	+4	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+1		
Score	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Score		

Hard Skills: 25—48

Aptitude

Score	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Score
1	4	2	2	1	1	1	1	1	1	1	1	1	1												1
2	14	7	5	4	3	3	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	2
3	30	15	10	8	6	5	5	4	4	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	3
4	54	27	18	14	11	9	8	7	6	6	5	5	5	4	4	4	4	3	3	3	3	3	3	3	4
5	84	42	28	21	17	14	12	11	10	9	8	7	7	6	6	6	5	5	5	5	4	4	4	4	5
6	120	60	40	30	24	20	18	15	14	12	11	10	10	9	8	8	8	7	7	6	6	6	6	5	6
7	164	82	55	41	33	28	24	21	19	17	15	14	13	12	11	11	10	10	9	9	8	8	8	7	7
8	214	107	72	54	43	36	31	27	24	22	20	18	17	16	15	14	13	12	12	11	11	10	10	9	8
9	270	135	90	68	54	45	39	34	30	27	25	23	21	20	18	17	16	15	15	14	13	13	12	12	9
10	334	167	112	84	67	56	48	42	38	34	31	28	26	24	23	21	20	19	18	17	16	16	15	14	10
11	404	202	135	101	81	68	58	51	45	41	37	34	32	29	27	26	24	23	22	21	20	19	18	17	11
12	480	240	160	120	96	80	69	60	54	48	44	40	37	35	32	30	29	27	26	24	23	22	21	20	12
13	564	282	188	141	113	94	81	71	63	57	52	47	44	41	38	36	34	32	30	29	27	26	25	24	13
14	654	327	218	164	131	109	94	82	73	66	60	55	51	47	44	41	39	37	35	33	32	30	29	28	14
15	750	375	250	188	150	125	108	94	84	75	69	63	58	54	50	47	45	42	40	38	36	35	33	32	15
16	854	427	285	214	171	143	122	107	95	86	78	72	66	61	57	54	51	48	45	43	41	39	38	36	16
17	964	482	322	241	193	161	138	121	108	97	88	81	75	69	65	61	57	54	51	49	46	44	42	41	17
18	1080	540	360	270	216	180	155	135	120	108	99	90	84	78	72	68	64	60	57	54	52	50	47	45	18
19	1204	602	402	301	241	201	172	151	134	121	110	101	93	86	81	76	71	67	64	61	58	55	53	51	19
20	1334	667	445	334	267	223	191	167	149	134	122	112	103	96	89	84	79	75	71	67	64	61	58	56	20
21	1470	735	490	368	294	245	210	184	164	147	134	123	114	105	98	92	87	82	78	74	70	67	64	62	21
22	1614	807	538	404	323	269	231	202	180	162	147	135	125	116	108	101	95	90	85	81	77	74	71	68	22
23	1764	882	588	441	353	294	252	221	196	177	161	147	136	126	118	111	104	98	93	89	84	81	77	74	23
24	1920	960	640	480	384	320	275	240	214	192	175	160	148	138	128	120	113	107	102	96	92	88	84	80	24
25	2084	1042	695	521	417	348	298	261	232	209	190	174	161	149	139	131	123	116	110	105	100	95	91	87	25
26	2254	1127	752	564	451	376	322	282	251	226	205	188	174	161	151	141	133	126	119	113	108	103	98	94	26
27	2430	1215	810	608	486	405	348	304	270	243	221	203	187	174	162	152	143	135	128	122	116	111	106	102	27
28	2614	1307	872	654	523	436	374	327	291	262	238	218	202	187	175	164	154	146	138	131	125	119	114	109	28
29	2804	1402	935	701	561	468	401	351	312	281	255	234	216	201	187	176	165	156	148	141	134	128	122	117	29
30	3000	1500	1000	750	600	500	429	375	334	300	273	250	231	215	200	188	177	167	158	150	143	137	131	125	30
+1	+197	+99	+66	+50	+40	+33	+29	+25	+22	+20	+18	+17	+16	+15	+14	+13	+12	+11	+11	+10	+10	+9	+9	+9	+1
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	Score

Very Hard Skills: 1-24

		Aptitude																									
Score	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Score		
1																									1		
2	1	1	1	1	1																				2		
3	2	2				1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	3		
4	3	3	2	2	2	2	2	2	2	2	2	2	2	2	2	2	2								4		
5	4	4	4	3	3	3	3	3	3	3	3	3	3	3	3			2	2	2	2	2	2	2	5		
6	5	5	5	5	5	4	4	4	4	4	4	4	4	4	4	3	3	3	3	3	3	3	3	3	6		
7	7	7	7	6	6	6	6	6	5	5	5	5	5	5	5	5	4	4	4	4	4	4	4	4	7		
8	9	9	8	8	8	8	7	7	7	7	7	6	6	6	6	6	6	6	5	5	5	5	5	5	8		
9	11	11	10	10	10	9	9	9	9	8	8	8	8	8	7	7	7	7	7	7	6	6	6	6	9		
10	14	13	13	12	12	12	11	11	11	10	10	10	10	9	9	9	9	8	8	8	8	8	8	7	10		
11	17	16	15	15	14	14	14	13	13	12	12	12	11	11	11	11	10	10	10	10	9	9	9	9	11		
12	20	19	18	18	17	16	16	15	15	15	14	14	13	13	13	12	12	12	12	11	11	11	11	10	12		
13	23	22	21	21	20	19	19	18	18	17	17	16	16	15	15	15	14	14	14	13	13	13	13	12	13		
14	27	26	25	24	23	22	22	21	20	20	19	19	18	18	17	17	16	16	16	15	15	15	15	14	14		
15	30	29	28	27	26	25	25	24	23	23	22	21	21	20	20	19	19	18	18	18	17	17	16	16	15		
16	35	33	32	31	30	29	28	27	26	26	25	24	24	23	22	22	21	21	20	20	19	19	19	18	16		
17	39	38	36	35	34	33	32	31	30	29	28	27	27	26	25	25	24	23	23	22	22	21	21	21	17		
18	44	42	40	39	38	36	35	34	33	32	31	30	30	29	28	27	27	26	26	25	24	24	23	23	18		
19	49	47	45	43	42	41	39	38	37	36	35	34	33	32	31	31	30	29	28	28	27	27	26	26	19		
20	54	52	50	48	46	45	44	42	41	40	39	38	37	36	35	34	33	32	32	31	30	29	29	28	20		
21	59	57	55	53	51	49	48	46	45	44	42	41	40	39	38	37	36	35	35	34	33	32	32	31	21		
22	65	63	60	58	56	54	53	51	49	48	47	45	44	43	42	41	40	39	38	37	36	36	35	34	22		
23	71	68	66	63	61	59	57	56	54	52	51	49	48	47	46	45	44	42	42	41	40	39	38	37	23		
24	77	74	72	69	67	64	62	60	59	57	55	54	52	51	50	48	47	46	45	44	43	42	41	40	24		
25	84	81	78	75	72	70	68	66	64	62	60	58	57	55	54	53	51	50	49	48	47	46	45	44	25		
26	91	87	84	81	78	76	73	71	69	67	65	63	61	60	58	57	55	54	53	52	51	49	48	47	26		
27	98	94	90	87	84	81	79	76	74	72	70	68	66	64	63	61	60	58	57	56	54	53	52	51	27		
28	105	101	97	94	91	88	85	82	80	77	75	73	71	69	68	66	64	63	61	60	59	57	56	55	28		
29	113	108	104	101	97	94	91	88	85	83	81	78	76	74	72	71	69	67	66	64	63	61	60	59	29		
30	120	116	112	108	104	100	97	94	91	89	86	84	82	79	77	75	74	72	70	69	67	66	64	63	30		
+1	+8	+8	+8	+8	+7	+7	+7	+7	+6	+6	+6	+6	+6	+6	+6	+5	+5	+5	+5	+5	+5	+5	+5	+5	+1		
Score	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	Score		

Very Hard Skills: 25–48

Name: _____ **EXP Pts:** _____

EXP Pts: _____

STR: _____ CON: _____ END: _____ DEX: _____ AGI: _____ WIT: _____ WIL: _____ POW: _____ TAL: _____ CHA: _____	Race: _____ Size: _____ Age: _____ Sex: _____ Ht: _____' _____" Wt: _____ Hair: _____ Eye: _____ Skin: _____ HP: _____ / <small>Serious</small> <small>Penalty</small> SR: _____ / <small>Recover</small> FP: _____ / <small>Swim</small> / <small>Fly</small> Mv: _____ / <small>Night</small> / <small>Hearing</small> Perc: _____ / _____ / _____	<table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="text-align: left; padding: 5px;"><i>Location</i></th> <th style="text-align: left; padding: 5px;"><i>AP</i></th> <th style="text-align: left; padding: 5px;"><i>Wounds</i></th> </tr> </thead> <tbody> <tr><td style="padding: 5px;">Head</td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> <tr><td style="padding: 5px;">L Arm</td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> <tr><td style="padding: 5px;">R Arm</td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> <tr><td style="padding: 5px;">Chest</td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> <tr><td style="padding: 5px;">Abdomen</td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> <tr><td style="padding: 5px;">L Leg</td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> <tr><td style="padding: 5px;">R Leg</td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> <tr><td style="padding: 5px;"> </td><td style="padding: 5px;">_____</td><td style="padding: 5px;">_____</td></tr> </tbody> </table>	<i>Location</i>	<i>AP</i>	<i>Wounds</i>	Head	_____	_____	L Arm	_____	_____	R Arm	_____	_____	Chest	_____	_____	Abdomen	_____	_____	L Leg	_____	_____	R Leg	_____	_____		_____	_____		_____	_____		_____	_____		_____	_____
<i>Location</i>	<i>AP</i>	<i>Wounds</i>																																				
Head	_____	_____																																				
L Arm	_____	_____																																				
R Arm	_____	_____																																				
Chest	_____	_____																																				
Abdomen	_____	_____																																				
L Leg	_____	_____																																				
R Leg	_____	_____																																				
	_____	_____																																				
	_____	_____																																				
	_____	_____																																				
	_____	_____																																				

Agility Aptitude:	EP	Score
Dodge (A)	_____	<input type="checkbox"/> _____
Mental Aptitude:	EP	Score
Discipline (H)	_____	<input type="checkbox"/> _____
Tactics (A)	_____	<input type="checkbox"/> _____

Notes _____

Encumbrance					Money		Equipment
Level	Weight	Mv	AGI	Wpn	Coin (Value)	Number	
Unenc.	_____	_____	0	0	Gold (20sp)	_____	_____
Lt. Enc.	_____	_____	-2	-1	Silver (12cp)	_____	_____
Enc.	_____	_____	-5	-5	Copper (1cp)	_____	_____
Hv. Enc.	_____	_____	-13	-7	_____	_____	_____
Ex. Enc.	_____	_____	-30	-15	_____	_____	_____

[illegible]

Agility Aptitude:

EP Score

Acrobatics (H)	_____	<input type="checkbox"/>	_____
Climb (A)	_____	<input type="checkbox"/>	_____
Dance (A)	_____	<input type="checkbox"/>	_____
Hide (A)	_____	<input type="checkbox"/>	_____
Jump (E)	_____	<input type="checkbox"/>	_____
Ride _____ (A)	_____	<input type="checkbox"/>	_____
Run (A)	_____	<input type="checkbox"/>	_____
Ski (A)	_____	<input type="checkbox"/>	_____
Sneak (A)	_____	<input type="checkbox"/>	_____
Swim (A)	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____

Communication Aptitude:

EP Score

Act (H) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Bargain (A) <i>verbal</i>	_____	<input type="checkbox"/>	_____
Bed (H) <i>non-verbal</i>	_____	<input type="checkbox"/>	_____
Beg (A) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Bribe (E) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Debate (A) <i>verbal</i>	_____	<input type="checkbox"/>	_____
Deceit (H) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Elicit (H) <i>verbal</i>	_____	<input type="checkbox"/>	_____
Etiquette (A) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Fast Talk (A) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Hypnotism (H) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Instruct (H) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Intimidate (A) <i>non-verbal</i>	_____	<input type="checkbox"/>	_____
Leadership (H) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Make Friend (H) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Orate (A) <i>verbal</i>	_____	<input type="checkbox"/>	_____
Question (H) <i>mixed</i>	_____	<input type="checkbox"/>	_____
Sing (H) <i>non-verbal</i>	_____	<input type="checkbox"/>	_____
Train _____ (E)	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____

Manipulation Aptitude:

EP Score

Boat (E)	_____	<input type="checkbox"/>	_____
Conceal (A)	_____	<input type="checkbox"/>	_____
Craft _____ (A)	_____	<input type="checkbox"/>	_____
Drive _____ (A)	_____	<input type="checkbox"/>	_____
Juggle (A)	_____	<input type="checkbox"/>	_____
Massage (H)	_____	<input type="checkbox"/>	_____
Palm (A)	_____	<input type="checkbox"/>	_____
Pick Lock (A)	_____	<input type="checkbox"/>	_____
Pick Pocket (H)	_____	<input type="checkbox"/>	_____
Play _____ (A)	_____	<input type="checkbox"/>	_____
Sail (A)	_____	<input type="checkbox"/>	_____
Trap (A)	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____

Mental Aptitude:

EP Score

Accountancy (A)	_____	<input type="checkbox"/>	_____
Animal Husbandry (A)	_____	<input type="checkbox"/>	_____
Bureaucracy (A)	_____	<input type="checkbox"/>	_____
Camouflage (A)	_____	<input type="checkbox"/>	_____
Compose (H)	_____	<input type="checkbox"/>	_____
Disguise (H)	_____	<input type="checkbox"/>	_____
Farm (A)	_____	<input type="checkbox"/>	_____
First Aid (E)	_____	<input type="checkbox"/>	_____
Fish (A)	_____	<input type="checkbox"/>	_____
Gamble (H)	_____	<input type="checkbox"/>	_____
Herbalism (A)	_____	<input type="checkbox"/>	_____
Horticulture (A)	_____	<input type="checkbox"/>	_____
Hunt (A)	_____	<input type="checkbox"/>	_____
Literacy _____ ()	_____	<input type="checkbox"/>	_____
Martial Arts _____ (H)	_____	<input type="checkbox"/>	_____
Medical (H)	_____	<input type="checkbox"/>	_____
Memory (H)	_____	<input type="checkbox"/>	_____
Midwife (A)	_____	<input type="checkbox"/>	_____
Navigation (H)	_____	<input type="checkbox"/>	_____
Poetry (H)	_____	<input type="checkbox"/>	_____
Research (H)	_____	<input type="checkbox"/>	_____
Speak _____ ()	_____	<input type="checkbox"/>	_____
Strategy (H)	_____	<input type="checkbox"/>	_____
Streetwise (A)	_____	<input type="checkbox"/>	_____
Survival _____ (A)	_____	<input type="checkbox"/>	_____
Target (E)	_____	<input type="checkbox"/>	_____
Write (H)	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____

Perception Aptitude:

EP Score

Feel (A)	_____	<input type="checkbox"/>	_____
Find Mark (A)	_____	<input type="checkbox"/>	_____
Listen (A)	_____	<input type="checkbox"/>	_____
Notice (H)	_____	<input type="checkbox"/>	_____
Scan (A)	_____	<input type="checkbox"/>	_____
Search (A)	_____	<input type="checkbox"/>	_____
Shadow (H)	_____	<input type="checkbox"/>	_____
Smell (A)	_____	<input type="checkbox"/>	_____
Taste (A)	_____	<input type="checkbox"/>	_____
Track (A)	_____	<input type="checkbox"/>	_____
_____ ()	_____	<input type="checkbox"/>	_____

Name: _____

[illegible]

[illegible]

<i>Trait</i>	<i>Full (5)</i>	<i>Partial (3)</i>	<i>Slight (1)</i>	<i>Neither</i>	<i>Slight (1)</i>	<i>Partial (3)</i>	<i>Full (5)</i>	<i>Trait</i>
Caring	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Apathetic
Charitable	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Greedy
Content	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Envious
Forthright	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Cunning
Humble	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Arrogant
Martyr	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sadistic
Pacific	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Wrathful
Trusting	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Suspicious
Good: _____								_____ :Evil

<i>Trait</i>	<i>Full (5)</i>	<i>Partial (3)</i>	<i>Slight (1)</i>	<i>Neither</i>	<i>Slight (1)</i>	<i>Partial (3)</i>	<i>Full (5)</i>	<i>Trait</i>
Conservative	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Liberal
Indecisive	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Self Reliant
Forgiving	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Vengeful
Moderate	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Gluttonous
Obedient	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Disobdient
Order	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Disorder
Patient	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Impatient
Selfless	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Selfish
Law: _____								_____ :Chaos

<i>Trait</i>	<i>Full (5)</i>	<i>Partial (3)</i>	<i>Slight (1)</i>	<i>Neither</i>	<i>Slight (1)</i>	<i>Partial (3)</i>	<i>Full (5)</i>	<i>Trait</i>
Concrete	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Abstract
Fatalist	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Free Will
Indolent	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Energetic
Practical	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Creative
Pristine	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Craft
Shy	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Uninhibited
Rough	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Sophisticated
Spartan	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Hedonistic
Natural: _____								_____ :Creative

Determine which trait in each pair best describes the character and check the box for the extent to which the trait fits. If neither trait in the pair fits then check the 'Neither' box. Once each trait pair has been defined go down and total the score for each alignment. Consider each alignment axis, if one side of an axis has a score of 3 to 7 more than the other the character has a "tendency" toward that alignment. If one side of an axis has a score of 8 or more than the other the character is considered to be of that alignment.

Tim Doty

Alignment	Takes	Lasts
Focus	Limit	Used
Memory		

Notes:

[illegible]

<i>Location</i>	<i>AP</i>	<i>Wounds</i>
Head	_____	_____
L Arm	_____	_____
R Arm	_____	_____
Chest	_____	_____
Abdomen	_____	_____
L Leg	_____	_____
R Leg	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Agility Aptitude:	20
Dodge (A)	<u>2</u> (<u>2</u>) : <u>7</u>
Mental Aptitude:	14
Discipline (H)	<u>3</u> (<u>3</u>) : <u>2</u>
Tactics (A)	<u>12</u> (<u>6</u>) : <u>6</u>

Notes _____

Encumbrance				
<i>Level</i>	<i>Weight</i>	<i>Mv</i>	<i>Enc</i>	<i>AGI</i>
Unenc.	<u>4.9</u>	<u>12</u>	1	10
Lt. Enc.	<u>12¹/₄</u>	<u>9</u>	2	15
Enc.	<u>24¹/₂</u>	<u>6</u>	3	20
Hv. Enc.	<u>49</u>	<u>3</u>	5	30
Ex. Enc.		<u>1</u>	10	50

Money	
<i>Coin (Value)</i>	<i>Number</i>
Gold (20sp)	_____
Silver (12cp)	_____
Copper	_____
_____	_____
_____	_____

Equipment

[illegible]

Agility Aptitude:

20

Acrobatics (H) _____ () : _____
 Climb (A) _____ () : _____
 Dance (A) _____ () : _____
 Hide (A) _____ 36 (20) : 10
 Jump (E) _____ () : _____
 Ride _____ (A) _____ () : _____
 Run (A) _____ () : _____
 Sneak (A) _____ 72 (20) : 13
 Swim (A) _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____

Communication Aptitude: 14

Act (H) *mixed* _____ () : _____
 Bargain (A) *verbal* _____ 36 14 (9) : _____
 Bed (H) *non-verbal* _____ () : _____
 Beg (A) *mixed* _____ () : _____
 Bribe (E) *mixed* _____ () : _____
 Debate (A) *verbal* _____ () : _____
 Deceit (H) *mixed* _____ () : _____
 Elicit (H) *verbal* _____ () : _____
 Etiquette (A) *mixed* _____ () : _____
 Fast Talk (A) *mixed* _____ () : _____
 Hypnotism (H) *mixed* _____ () : _____
 Intimidate (A) *non-verbal* _____ () : _____
 Leadership (H) *mixed* _____ () : _____
 Make Friend (H) *mixed* _____ () : _____
 Orate (A) *verbal* _____ () : _____
 Question (H) *mixed* _____ () : _____
 Sing (H) *non-verbal* _____ () : _____
 Train _____ (E) _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____

Manipulation Aptitude:

Boat (E) _____ () : _____
 Conceal (A) _____ () : _____
 Craft _____ (A) _____ () : _____
 Drive _____ (A) _____ () : _____
 Juggle (A) _____ () : _____
 Massage (H) _____ () : _____
 Palm (A) _____ () : _____
 Pick Lock (A) _____ () : _____
 Pick Pocket (H) _____ () : _____
 Play _____ (A) _____ () : _____
 Sail (A) _____ () : _____
 Set/Disarm Traps (A) _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____

Mental Aptitude:

Accountancy (A) _____ () : _____
 Animal Husbandry (A) _____ () : _____
 Bureaucracy (A) _____ () : _____
 Camouflage (A) _____ () : _____
 Compose (H) _____ () : _____
 Disguise (H) _____ () : _____
 First Aid (E) _____ () : _____
 Gamble (H) _____ () : _____
 Herbalism (A) _____ () : _____
 Literacy _____ () _____ () : _____
 Martial Arts (H) _____ () : _____
 Medical (H) _____ () : _____
 Memory (H) _____ () : _____
 Midwife (A) _____ () : _____
 Navigation (H) _____ () : _____
 Poetry (H) _____ () : _____
 Research (A) _____ () : _____
 Speak Common (A) _____ () : _____
 Speak _____ (A) _____ () : _____
 Strategy (H) _____ () : _____
 Streetwise (A) _____ () : _____
 Survival _____ (A) _____ () : _____
 Target (E) _____ () : _____
 Write (H) _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____
 _____ () _____ () : _____

Perception Aptitude:

Feel (A) _____ () : _____
 Find Mark (A) _____ () : _____
 Listen (A) _____ () : _____
 Notice (H) _____ () : _____
 Scan (A) _____ () : _____
 Search (A) _____ () : _____
 Shadow (H) _____ () : _____
 Smell (A) _____ () : _____
 Taste (A) _____ () : _____
 Track (A) _____ () : _____
 _____ () _____ () : _____

Name: _____

[illegible]

[illegible]

A cartoon illustration of a wizard's hat, a crystal ball, and a wand. The hat is purple with a yellow band and features yellow stars and crescent moons. The crystal ball is blue with a white crescent moon and sits on a grey stand. The wand is brown with a yellow star at the tip.

Limit	_____
Used	_____

[illegible]

Name: _____ Race: _____ Size: _____ Age: _____ Gender: _____ EP: _____

STR: _____ Ht: _____ Wt: _____ Hair: _____ Eye: _____ Skin: _____

CON: _____ Description: _____

END: _____ HP: Serious / Morale _____ Fatigue Head _____ Damage _____

DEX: _____ FP: Penalty / Recover _____ L Arm _____

AGI: _____ Mv: Swim / Fly _____ R Arm _____

WIT: _____ Enc: Stripped / Loaded _____ Chest _____ Stun _____

WIL: _____ Dodge (A) _____ Abdomen _____

POW: _____ Discipline (H) _____ L Leg _____ Blood _____

TAL: _____ Tactics (A) _____ R Leg _____

CHA: _____ Money: _____ SR: _____

Weapon _____ Diff EP Score Adj SR Damage _____ R/S Par/M HP/X

Name: _____ Race: _____ Size: _____ Age: _____ Gender: _____ EP: _____

STR: _____ Ht: _____ Wt: _____ Hair: _____ Eye: _____ Skin: _____

CON: _____ Description: _____

END: _____ HP: Serious / Morale _____ Fatigue Head _____ Damage _____

DEX: _____ FP: Penalty / Recover _____ L Arm _____

AGI: _____ Mv: Swim / Fly _____ R Arm _____

WIT: _____ Enc: Stripped / Loaded _____ Chest _____ Stun _____

WIL: _____ Dodge (A) _____ Abdomen _____

POW: _____ Discipline (H) _____ L Leg _____ Blood _____

TAL: _____ Tactics (A) _____ R Leg _____

CHA: _____ Money: _____ SR: _____

Weapon _____ Diff EP Score Adj SR Damage _____ R/S Par/M HP/X

Name: _____ Race: _____ Size: _____ Age: _____ Gender: _____ EP: _____

STR: _____ Ht: _____ Wt: _____ Hair: _____ Eye: _____ Skin: _____

CON: _____ Description: _____

END: _____ HP: Serious / Morale _____ Fatigue Head _____ Damage _____

DEX: _____ FP: Penalty / Recover _____ L Arm _____

AGI: _____ Mv: Swim / Fly _____ R Arm _____

WIT: _____ Enc: Stripped / Loaded _____ Chest _____ Stun _____

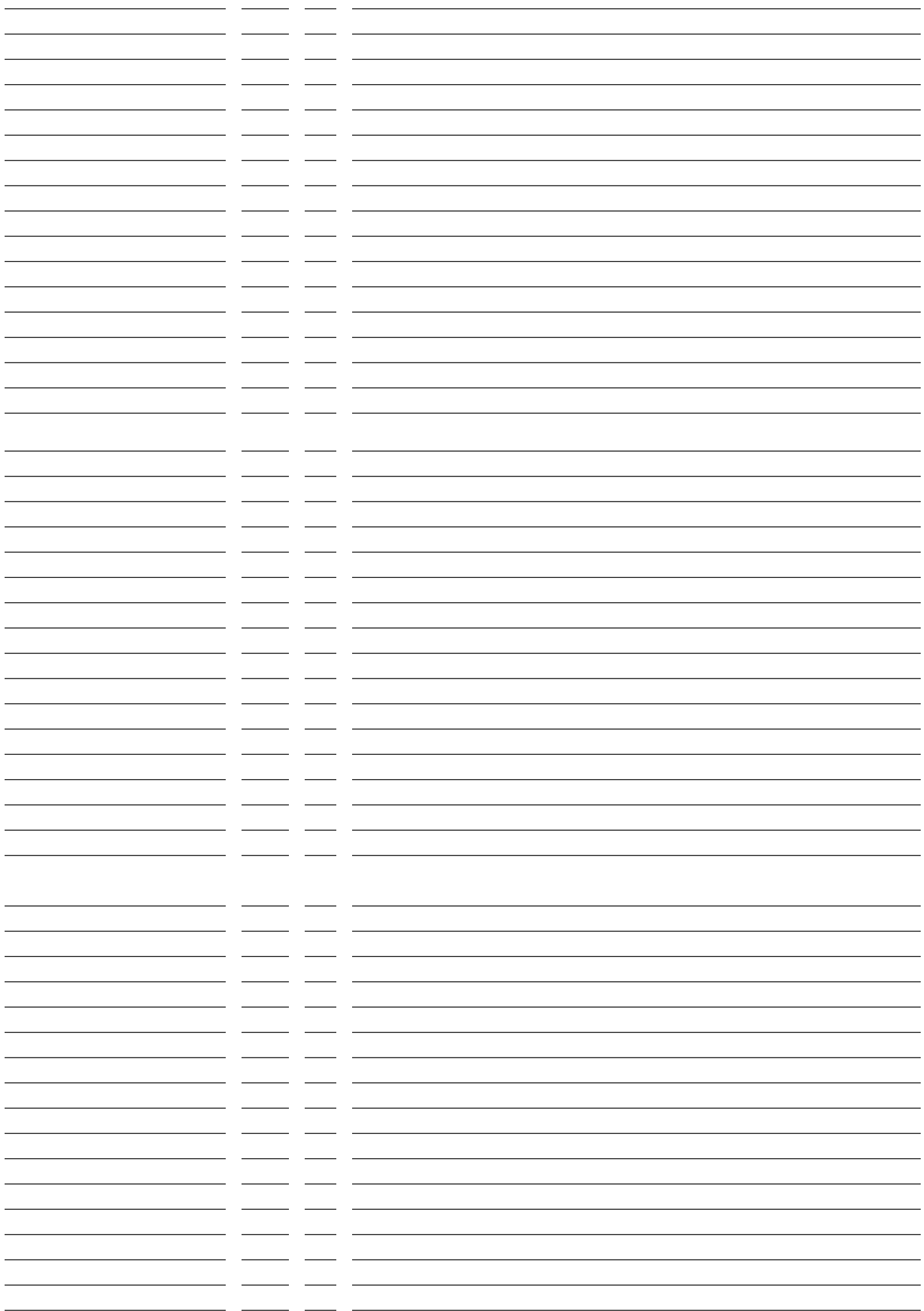
WIL: _____ Dodge (A) _____ Abdomen _____

POW: _____ Discipline (H) _____ L Leg _____ Blood _____

TAL: _____ Tactics (A) _____ R Leg _____

CHA: _____ Money: _____ SR: _____

Weapon _____ Diff EP Score Adj SR Damage _____ R/S Par/M HP/X



Difficulty					Skill Level			Dodge Results	
<i>Difficulty</i>	<i>Base Attack</i>	<i>Success</i>	<i>High Magic</i>	<i>Score</i>	<i>Score</i>	<i>Level</i>	<i>Rank</i>	<i>Success</i>	<i>Result</i>
Automatic		Fumble ⁴		0	0–2	0	0	Critical ³	Completely evade attack, can riposte in following SR with 10 penalty to defend against
Sure Thing	Gargantuan	Fumble ³		1	3–5	1	0		
Safe Bet	Titanic	Fumble ²		2	6–8	2	1	Critical ²	Completely evade attack, can riposte in following SR with 5 penalty to defend against
Extremely Easy	Enormous	Fumble		3	9–11	3	1		
Very Easy	Huge			4	12–14	4	2		
Easy	Very Large	Failure	Reflex	5	15–17	5	2	Critical	Completely evade attack, can riposte in following SR
Moderately Easy	Large			6	18–20	6	3	Special	Completely evade attack
Slightly Easy	Medium Large	Miss	Simple	8	21–23	7	3	Normal	Completely evade attack but must move one hex in the next SR (SR 10 of following round if no more movement is possible in the current round)
Normal	Medium	Normal	Average	10	24–26	8	4		
Slightly Hard	Medium Small			13	27–29	9	4		
Moderately Hard	Small	Special	Hard	16	30–32	10	5		
Hard	Very Small			20	33–35	11	5		
Very Hard	Tiny	Critical	Complex	25	36–38	12	6		
Tough	Very Tiny	Critical ²		35	39–41	13	6		
Very Tough	Extremely Tiny	Critical ³	Multiplex	50	42–44	14	7	Miss	Lower effective level of success of attack by one, though not below a miss; off balance for the remainder of the round
Extremely Tough		Critical ⁴		75	45–47	15	7		
Barely Possible			Omniplex	90				Failure	Off balance for the remainder of the round
Nigh Impossible				166				Fumble	Fall down
Impossible			Transcendent	300				Fumble ²	Fall down and take damage as for a ten-foot fall
								Fumble ³	Fall down and take damage as for a twenty-foot fall

Scaled Roll							Melee Skill		adjSR for Weapon	
<i>Result</i>	<i>1s6</i>	<i>1s8</i>	<i>1s10</i>	<i>1s12</i>	<i>1s20</i>	<i>Result</i>	<i>Skill</i>	<i>SR</i>	<i>Reach</i>	<i>Attacker</i>
1	1–3	1–3	1–4	1–3	1–5	1	0	–2	Close	–1
2	4, 5	4–6	5–7	4–7	6–10	2	1–8	–1	Short	0
3	6	7, 8	8, 9	8–10	11–14	3	9–15	0	Medium	0
4			10	11, 12	15–17	4	16–23	+1	Long	0
5					18, 19	5	24–30	+2	Pole	+1
6					20	6	31–45	+3	Extreme	+2
							46–60	+4	Spell	+2
							61–75	+5	Generic action	+3
							ea. +15	(+1)	Ranged	+10

Resolution Table

	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	26	27	28	29	30	
1	50	87	94	97	98	99	99	99	99	99	99	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	**	1
2	13	50	78	87	92	94	96	97	98	98	98	99	99	99	99	99	99	99	99	99	**	**	**	**	**	**	**	**	**	**	2
3	06	22	50	72	82	87	91	93	94	95	96	97	97	98	98	98	98	98	99	99	99	99	99	99	99	99	99	99	99	99	3
4	03	13	28	50	68	78	84	87	90	92	93	94	95	96	96	97	97	98	98	98	98	98	98	99	99	99	99	99	99	99	4
5	02	08	18	32	50	65	74	80	85	87	90	91	93	94	94	95	96	96	97	97	97	97	98	98	98	98	98	98	99	99	5
6	01	06	13	22	35	50	63	72	78	82	85	87	89	91	92	93	94	94	95	95	96	96	97	97	97	97	98	98	98	98	6
7	01	04	09	16	26	37	50	62	70	75	80	83	86	87	89	90	92	92	93	94	94	95	95	96	96	96	97	97	97	97	7
8	01	03	07	13	20	28	38	50	60	68	74	78	81	84	86	87	89	90	91	92	93	93	94	94	95	95	96	96	96	96	8
9	01	02	06	10	15	22	30	40	50	59	67	72	76	79	82	84	86	87	89	90	91	92	92	93	94	94	94	95	95	95	9
10	01	02	05	08	13	18	25	32	41	50	59	65	70	74	78	80	83	85	86	87	89	90	91	91	92	93	93	94	94	94	10
11	00	02	04	07	10	15	20	26	33	41	50	58	64	69	73	76	79	81	83	85	86	87	89	89	90	91	92	92	93	93	11
12	00	01	03	06	09	13	17	22	28	35	42	50	57	63	68	72	75	78	80	82	84	85	86	87	88	89	90	91	91	92	12
13	00	01	03	05	07	11	14	19	24	30	36	43	50	57	62	67	71	74	77	79	81	83	84	85	86	87	88	89	90	91	13
14	00	01	02	04	06	09	13	16	21	26	31	37	43	50	56	62	66	70	73	75	78	80	81	83	84	86	87	87	88	89	14
15	00	01	02	04	06	08	11	14	18	22	27	32	38	44	50	56	61	65	69	72	74	77	79	80	82	83	85	86	87	87	15
16	00	01	02	03	05	07	10	13	16	20	24	28	33	38	44	50	56	60	65	68	71	74	76	78	80	81	82	84	85	86	16
17	00	01	02	03	04	06	08	11	14	17	21	25	29	34	39	44	50	55	60	64	67	70	73	75	77	79	80	82	83	84	17
18	00	01	01	02	04	06	08	10	13	15	19	22	26	30	35	40	45	50	55	59	63	67	69	72	74	76	78	79	81	82	18
19	00	01	01	02	03	05	07	09	11	14	17	20	23	27	31	35	40	45	50	55	59	63	66	69	71	73	75	77	79	80	19
20	00	01	01	02	03	05	06	08	10	13	15	18	21	25	28	32	36	41	45	50	55	59	62	65	68	70	73	74	76	78	20
21	00	00	01	02	03	04	06	07	09	11	14	16	19	22	26	29	33	37	41	45	50	54	58	62	65	67	70	72	74	75	21
22	00	00	01	02	03	04	05	07	08	10	13	15	17	20	23	26	30	33	37	41	46	50	54	58	61	64	67	69	71	73	22
23	00	00	01	02	02	03	05	06	08	09	11	14	16	19	21	24	27	31	34	38	42	46	50	54	58	61	64	66	69	71	23
24	00	00	01	01	02	03	04	06	07	09	11	13	15	17	20	22	25	28	31	35	38	42	46	50	54	57	60	63	66	68	24
25	00	00	01	01	02	03	04	05	06	08	10	12	14	16	18	20	23	26	29	32	35	39	42	46	50	54	57	60	63	65	25
26	00	00	01	01	02	03	04	05	06	07	09	11	13	14	17	19	21	24	27	30	33	36	39	43	46	50	54	57	60	62	26
27	00	00	01	01	02	02	03	04	06	07	08	10	12	13	15	18	20	22	25	27	30	33	36	40	43	46	50	54	57	59	27
28	00	00	01	01	02	02	03	04	05	06	08	09	11	13	14	16	18	21	23	26	28	31	34	37	40	43	46	50	53	56	28
29	00	00	01	01	01	02	03	04	05	06	07	09	10	12	13	15	17	19	21	24	26	29	31	34	37	40	43	47	50	53	29
30	00	00	01	01	01	02	03	04	05	06	07	08	09	11	13	14	16	18	20	22	25	27	29	32	35	38	41	44	47	50	30
	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	26	27	28	29	30	

Level of Success

%	<i>S</i>	<i>N</i>	<i>M</i>	<i>F</i>	<i>F</i> ¹	<i>F</i> ²	<i>F</i> ³	%	<i>C</i> ³	<i>C</i> ²	<i>C</i> ¹	<i>S</i>	<i>N</i>	<i>M</i>	<i>F</i>
-5	—	—	1	2-23	24-61	62-87	88-94	51	—	—	1, 2	3-16	17-51	52-85	86-98
-4	—	—	1, 2	3-24	25-62	63-88	89-95	52	—	—	1-3	4-17	18-52	53-85	86-98
-3	—	—	1-3	4-25	26-63	64-89	90-96	53	—	—	1-3	4-18	19-53	54-86	87-98
-2	—	—	1-4	5-26	27-64	65-90	91-97	54	—	—	1-3	4-18	19-54	55-86	87-98
-1	—	—	1-5	6-27	28-65	66-91	92-98	55	—	—	1-3	4-19	20-55	56-87	88-98
0	—	—	1-6	7-28	29-66	67-92	93-99	56	—	—	1-3	4-20	21-56	57-88	89-98
1	—	1	2-9	10-37	38-75	76-95	96-100	57	—	—	1-3	4-20	21-57	58-88	89-99
2	—	1, 2	3-15	16-48	49-83	84-97	98-100	58	—	—	1-4	5-21	22-58	59-89	90-99
3	—	1-3	4-19	20-55	56-87	88-98	99, 100	59	—	—	1-4	5-22	23-59	60-89	90-99
4	—	1-4	5-23	24-60	61-89	90-99	100	60	—	—	1-4	5-23	24-60	61-89	90-99
5	—	1-5	6-26	27-64	65-91	92-99	100	61	—	—	1-4	5-24	25-61	62-90	91-99
6	1	2-6	7-29	30-67	68-93	94-99	100	62	—	—	1-5	6-24	25-62	63-90	91-99
7	1	2-7	8-32	33-70	71-94	95-99	100	63	—	—	1-5	6-25	26-63	64-91	92-99
8	1	2-8	9-34	35-72	73-94	95-100	—	64	—	—	1-5	6-26	27-64	65-91	92-99
9	1	2-9	10-37	38-75	76-95	96-100	—	65	—	—	1-5	6-27	28-65	66-92	93-99
10	1	2-10	11-39	40-76	77-96	97-100	—	66	—	—	1-6	7-28	29-66	67-92	93-99
11	1	2-11	12-41	42-78	79-96	97-100	—	67	—	1	2-6	7-29	30-67	68-92	93-99
12	1	2-12	13-43	44-80	81-97	98-100	—	68	—	1	2-6	7-30	31-68	69-93	94-99
13	1, 2	3-13	14-45	46-81	82-97	98-100	—	69	—	1	2-7	8-31	32-69	70-93	94-99
14	1, 2	3-14	15-47	48-82	83-97	98-100	—	70	—	1	2-7	8-32	33-70	71-94	95-99
15	1, 2	3-15	16-49	50-83	84-98	99, 100	—	71	—	1	2-7	8-33	34-71	72-94	95-99
16	1, 2	3-16	17-50	51-84	85-98	99, 100	—	72	—	1	2-8	9-34	35-72	73-94	95-100
17	1-3	4-17	18-52	53-85	86-98	99, 100	—	73	—	1	2-8	9-35	36-73	74-95	96-100
18	1-3	4-18	19-53	54-86	87-98	99, 100	—	74	—	1	2-9	10-36	37-74	75-95	96-100
19	1-3	4-19	20-55	56-87	88-98	99, 100	—	75	—	1	2-9	10-37	38-75	76-95	96-100
20	1-3	4-20	21-56	57-88	89-98	99, 100	—	76	—	1	2-10	11-38	39-76	77-96	97-100
21	1-4	5-21	22-58	59-88	89-99	100	—	77	—	1	2-10	11-40	41-77	78-96	97-100
22	1-4	5-22	23-59	60-89	90-99	100	—	78	—	1	2-11	12-41	42-78	79-96	97-100
23	1-4	5-23	24-60	61-90	91-99	100	—	79	—	1	2-12	13-42	43-79	80-96	97-100
24	1-4	5-24	25-62	63-90	91-99	100	—	80	—	1, 2	3-12	13-44	45-80	81-97	98-100
25	1-5	6-25	26-63	64-91	92-99	100	—	81	—	1, 2	3-13	14-45	46-81	82-97	98-100
26	1-5	6-26	27-64	65-91	92-99	100	—	82	—	1, 2	3-14	15-47	48-82	83-97	98-100
27	1-5	6-27	28-65	66-92	93-99	100	—	83	—	1, 2	3-15	16-48	49-83	84-97	98-100
28	1-6	7-28	29-66	67-92	93-99	100	—	84	—	1, 2	3-16	17-50	51-84	85-98	99, 100
29	2-6	7-29	30-67	68-93	94-99	100	—	85	—	1, 2	3-17	18-51	52-85	86-98	99, 100
30	2-6	7-30	31-68	69-93	94-99	100	—	86	—	1-3	4-18	19-53	54-86	87-98	99, 100
31	2-7	8-31	32-69	70-93	94-99	100	—	87	—	1-3	4-19	20-55	56-87	88-98	99, 100
32	2-7	8-32	33-70	71-94	95-99	100	—	88	—	1-3	4-20	21-57	58-88	89-99	100
33	2-8	9-33	34-71	72-94	95-99	100	—	89	—	1-4	5-22	23-59	60-89	90-99	100
34	2-8	9-34	35-72	73-94	95-100	—	—	90	—	1-4	5-24	25-61	62-90	91-99	100
35	2-8	9-35	36-73	74-95	96-100	—	—	91	—	1-5	6-25	26-63	64-91	92-99	100
36	2-9	10-36	37-74	75-95	96-100	—	—	92	—	1-6	7-28	29-66	67-92	93-99	100
37	2-9	10-37	38-75	76-95	96-100	—	—	93	1	2-6	7-30	31-68	69-93	94-99	100
38	2-10	11-38	39-76	77-95	96-100	—	—	94	1	2-7	8-33	34-71	72-94	95-99	100
39	2-10	11-39	40-76	77-96	97-100	—	—	95	1	2-9	10-36	37-74	75-95	96-100	—
40	2-11	12-40	41-77	78-96	97-100	—	—	96	1	2-11	12-40	41-77	78-96	97-100	—
41	2-11	12-41	42-78	79-96	97-100	—	—	97	1, 2	3-13	14-45	46-81	82-97	98-100	—
42	2-11	12-42	43-79	80-96	97-100	—	—	98	1-3	4-17	18-52	53-85	86-98	99, 100	—
43	2-12	13-43	44-80	81-97	98-100	—	—	99	1-5	6-25	26-63	64-91	92-99	100	—
44	3-12	13-44	45-80	81-97	98-100	—	—	100	2-8	9-34	35-72	73-94	95-100	—	—
45	3-13	14-45	46-81	82-97	98-100	—	—	101	3-9	10-35	36-73	74-95	96-100	—	—
46	3-14	15-46	47-82	83-97	98-100	—	—	102	4-10	11-36	37-74	75-96	97-100	—	—
47	3-14	15-47	48-82	83-97	98-100	—	—	103	5-11	12-37	38-75	76-97	98-100	—	—
48	3-15	16-48	49-83	84-97	98-100	—	—	104	6-12	13-38	39-76	77-98	99, 100	—	—
49	3-15	16-49	50-84	85-98	99, 100	—	—	105	7-13	14-39	40-77	78-99	100	—	—
50	3-16	17-50	51-84	85-98	99, 100	—	—	106	8-14	15-40	41-78	79-100	—	—	—
%	<i>S</i>	<i>N</i>	<i>M</i>	<i>F</i>	<i>F</i> ¹	<i>F</i> ²	<i>F</i> ³	%	<i>C</i> ³	<i>C</i> ²	<i>C</i> ¹	<i>S</i>	<i>N</i>	<i>M</i>	<i>F</i>

Easy Skills 7–30

Aptitude

Score	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Score
1																									1
2																									2
3	1	1	1	1																					3
4	2	2			1	1	1	1	1	1															4
5	3		2	2	2						1	1	1	1	1	1	1								5
6	4	3	3	3		2	2	2	2	2							1	1	1	1	1	1	1	1	6
7	5	5	4	4	3	3	3	3			2	2	2	2	2										7
8	7	6	5	5	4	4	4		3	3	3					2	2	2	2	2					8
9	8	7	6	6	5	5	5	4	4	4		3	3	3	3	3				2	2	2	2	2	9
10	10	9	8	7	7	6	6	5	5	5	4	4	4	4			3	3	3	3					10
11	12	11	9	9	8	7	7	6	6		5	5	5		4	4	4			3	3	3	3	3	11
12	14	12	11	10	9	8	8	7	7	6	6	6		5	5	5		4	4	4	4				12
13	17	15	13	12	11	10	9	9	8	8	7	7	6	6	6		5	5	5	5			4	4	13
14	19	17	15	14	12	11	11	10	9	9	8	8	7	7	7	6	6	6			5	5	5		14
15	22	19	17	15	14	13	12	11	10	10	9	9	8	8	8	7	7	7	6	6	6	6		5	15
16	25	22	19	18	16	15	14	13	12	11	11	10	9	9	9	8	8	8	7	7	7		6	6	16
17	28	25	22	20	18	17	15	14	13	13	12	11	11	10	10	9	9		8	8		7	7	7	17
18	31	27	24	22	20	18	17	16	15	14	13	12	12	11	11	10	10	9	9	9	8	8	8	8	18
19	35	31	27	25	22	21	19	18	17	16	15	14	13	13	12	11	11	11	10	10	9	9	9		19
20	39	34	30	27	25	23	21	20	18	17	16	15	15	14	13	13	12	12	11	11	10	10	10	9	20
21	42	37	33	30	27	25	23	21	20	19	18	17	16	15	14	14	13	13	12	12	11	11	11	10	21
22	47	41	36	33	30	27	25	24	22	21	19	18	17	17	16	15	15	14	13	13	12	12	12	11	22
23	51	45	40	36	33	30	28	26	24	23	21	20	19	18	17	17	16	15	15	14	14	13	13	12	23
24	55	48	43	39	35	32	30	28	26	24	23	22	21	20	19	18	17	16	16	15	15	14	14	13	24
25	60	53	47	42	38	35	33	30	28	27	25	24	22	21	20	19	19	18	17	17	16	15	15	14	25
26	65	57	51	46	41	38	35	33	31	29	27	26	24	23	22	21	20	19	19	18	17	17	16	16	26
27	70	61	54	49	45	41	38	35	33	31	29	27	26	25	24	23	22	21	20	19	18	18	17	17	27
28	75	66	59	53	48	44	41	38	35	33	31	30	28	27	25	24	23	22	21	21	20	19	19	18	28
29	81	71	63	57	51	47	44	41	38	36	33	32	30	29	27	26	25	24	23	22	21	21	20	19	29
30	86	75	67	60	55	50	47	43	40	38	36	34	32	30	29	28	27	25	24	24	23	22	21	20	30
+1	+6	+5	+5	+4	+4	+4	+4	+3	+3	+3	+3	+3	+3	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+1
Score	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Score

Average Skills 7–30

Aptitude																													
Score	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Score				
1																										1			
2	1	1																								2			
3	2		1	1	1	1	1	1	1																	3			
4	3	2	2	2	2	2				1	1	1	1	1	1	1	1	1								4			
5	4	4	3	3	3		2	2	2	2	2								1	1	1	1	1	1		5			
6	6	5	4	4	4	3	3	3	3	3		2	2	2	2	2	2	2								6			
7	7	7	6	5	5	5	4	4	4		3	3	3	3	3				2	2	2	2	2	2		7			
8	10	8	8	7	6	6	5	5	5	4	4	4	4	4		3	3	3	3	3						8			
9	12	11	9	9	8	7	7	6	6	6	5	5	5		4	4	4	4			3	3	3	3		9			
10	15	13	12	10	10	9	8	8	7	7	6	6	6	5	5	5	5	5	4	4	4	4	4	4		10			
11	18	16	14	13	11	11	10	9	9	8	8	7	7	7	6	6	6		5	5	5	5				11			
12	21	18	16	15	14	12	12	11	10	9	9	8	8	8	7	7	7	6	6	6	6	6	5	5		12			
13	25	22	19	17	16	15	13	13	12	11	10	10	9	9	9	8	8	8	7	7	7		6	6		13			
14	28	25	22	20	18	17	16	14	14	13	12	11	11	10	10	9	9	9	8	8	8	7	7	7		14			
15	33	29	25	23	21	19	18	17	15	15	14	13	12	12	11	11	10	10	9	9	9	9	8	8		15			
16	37	32	29	26	24	22	20	19	18	16	16	15	14	13	13	12	12	11	11	10	10	10	9	9		16			
17	42	37	33	29	27	25	23	21	20	19	17	17	16	15	14	14	13	13	12	12	11	11	10	10		17			
18	47	41	36	33	30	27	25	24	22	21	20	18	18	17	16	15	15	14	13	13	12	12	12	11		18			
19	52	46	41	37	33	31	28	26	25	23	22	21	19	19	18	17	16	16	15	14	14	13	13	13		19			
20	58	50	45	40	37	34	31	29	27	25	24	23	22	20	20	19	18	17	16	16	15	15	14	14		20			
21	63	56	49	45	41	37	34	32	30	28	26	25	24	23	21	21	20	19	18	17	17	16	16	15		21			
22	70	61	54	49	44	41	38	35	33	31	29	27	26	25	24	22	22	21	20	19	18	18	17	17		22			
23	76	67	59	53	49	45	41	38	36	34	32	30	28	27	26	25	23	23	22	21	20	19	19	18		23			
24	83	72	64	58	53	48	45	42	39	36	34	32	31	29	28	27	26	24	24	23	22	21	20	20		24			
25	90	79	70	63	57	53	49	45	42	40	37	35	33	32	30	29	28	27	25	25	24	23	22	21		25			
26	97	85	76	68	62	57	52	49	46	43	40	38	36	34	33	31	30	29	28	26	26	25	24	23		26			
27	105	92	81	73	67	61	57	53	49	46	43	41	39	37	35	34	32	31	30	29	27	27	26	25		27			
28	112	98	88	79	72	66	61	56	53	49	47	44	42	40	38	36	35	33	32	31	30	28	28	27		28			
29	121	106	94	85	77	71	65	61	57	53	50	47	45	43	41	39	37	36	34	33	32	31	29	29		29			
30	129	113	100	90	82	75	70	65	60	57	53	50	48	45	43	41	40	38	36	35	34	33	32	30		30			
+1	+9	+8	+7	+6	+6	+5	+5	+5	+4	+4	+4	+4	+4	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3	+2	+1				
Score	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Score				

Hard Skills 7–30

Aptitude																																		
Score	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Score									
1																									1									
2	1	1	1	1	1	1	1	1																2										
3	3	2	2	2	2	2	2	1		1	1	1	1	1	1	1	1	1	1	1				3										
4	4	4	3	3	3	3	3	2	2	2	2	2	2	2			2	2	2	1		1	1	1	4									
5	6	6	5	5	4	4	4	3	3	3	3	3	2				2	2	2	2	2	2			5									
6	9	8	7	6	6	5	5	5	4	4	4	4	4	3	3	3	3	3	3				2		6									
7	12	11	10	9	8	7	7	6	6	6	5	5	5	5	4	4	4	4	4	4				3	3	3	7							
8	16	14	12	11	10	9	9	8	8	7	7	6	6	6	6	5	5	5	5	5	4	4	4	4	4	8								
9	20	17	15	14	13	12	11	10	9	9	8	8	8	7	7	7	6	6	6	6	5	5	5	5	5	9								
10	24	21	19	17	16	14	13	12	12	11	10	10	9	9	8	8	8	7	7	7	7	6	6	6	6	10								
11	29	26	23	21	19	17	16	15	14	13	12	12	11	11	10	10	9	9	9	9	8	8	7	7	7	11								
12	35	30	27	24	22	20	19	18	16	15	15	14	13	12	12	11	11	10	10	10	9	9	9	8	8	12								
13	41	36	32	29	26	24	22	21	19	18	17	16	15	15	14	13	13	12	12	11	11	11	10	10	10	13								
14	47	41	37	33	30	28	26	24	22	21	20	19	18	17	16	15	15	14	14	13	13	12	12	11	11	14								
15	54	47	42	38	35	32	29	27	25	24	23	21	20	19	18	18	17	16	15	15	14	14	13	13	13	15								
16	61	54	48	43	39	36	33	31	29	27	26	24	23	22	21	20	19	18	18	17	16	16	15	15	15	16								
17	69	61	54	49	44	41	38	35	33	31	29	27	26	25	23	22	21	21	20	19	18	18	17	17	17	17								
18	78	68	60	54	50	45	42	39	36	34	32	30	29	27	26	25	24	23	22	21	20	20	19	18	18	18								
19	86	76	67	61	55	51	47	43	41	38	36	34	32	31	29	28	27	26	25	24	23	22	21	21	19	19								
20	96	84	75	67	61	56	52	48	45	42	40	38	36	34	32	31	29	28	27	26	25	24	23	23	20	20								
21	105	92	82	74	67	62	57	53	49	46	44	41	39	37	35	34	32	31	30	29	28	27	26	25	21	21								
22	116	101	90	81	74	68	63	58	54	51	48	45	43	41	39	37	36	34	33	32	30	29	28	27	22	22								
23	126	111	98	89	81	74	68	63	59	56	52	49	47	45	42	41	39	37	36	34	33	32	31	30	23	23								
24	138	120	107	96	88	80	74	69	64	60	57	54	51	48	46	44	42	40	39	37	36	35	34	32	24	24								
25	149	131	116	105	95	87	81	75	70	66	62	58	55	53	50	48	46	44	42	41	39	38	36	35	25	25								
26	161	141	126	113	103	94	87	81	76	71	67	63	60	57	54	52	49	47	46	44	42	41	39	38	26	26								
27	174	152	135	122	111	102	94	87	81	76	72	68	64	61	58	56	53	51	49	47	45	44	42	41	27	27								
28	187	164	146	131	119	109	101	94	88	82	77	73	69	66	63	60	57	55	53	51	49	47	46	44	28	28								
29	201	176	156	141	128	117	108	101	94	88	83	78	74	71	67	64	61	59	57	54	52	51	49	47	29	29								
30	215	188	167	150	137	125	116	108	100	94	89	84	79	75	72	69	66	63	60	58	56	54	52	50	30	30								
+1	+15	+13	+11	+10	+9	+9	+8	+8	+7	+7	+6	+6	+6	+5	+5	+5	+5	+5	+4	+4	+4	+4	+4	+4	+1									
Score	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Score									

Very Hard Skills 7–30

Aptitude																										
Score	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Score	
1	1	1	1	1	1	1	1																		1	
2	2	2	2	2	2	2	2	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1	1		2	
3	5	4	4	3	3	3	3	3	2	2	2	2	2	2	2	2	2	2	2	2				1	3	
4	8	7	6	6	5	5	5	4	4	4	4	3	3	3	3	3	3	3	3	2	2	2	2		4	
5	12	11	10	9	8	7	7	6	6	6	5	5	5	5	4	4	4	4	4	4	3	3	3		5	
6	18	15	14	12	11	10	10	9	8	8	8	7	7	6	6	6	6	5	5	5	5	5	4		6	
7	24	21	19	17	15	14	13	12	11	11	10	10	9	9	8	8	8	7	7	7	6	6	6		7	
8	31	27	24	22	20	18	17	16	15	14	13	12	12	11	11	10	10	9	9	9	8	8	8		8	
9	39	34	30	27	25	23	21	20	18	17	16	15	15	14	13	13	12	12	11	11	10	10	9		9	
10	48	42	38	34	31	28	26	24	23	21	20	19	18	17	16	16	15	14	14	13	13	12	12	12	10	
11	58	51	45	41	37	34	32	29	27	26	24	23	22	21	20	19	18	17	17	16	15	15	14	14	11	
12	69	60	54	48	44	40	37	35	32	30	29	27	26	24	23	22	21	20	20	19	18	18	17	16	12	
13	81	71	63	57	52	47	44	41	38	36	34	32	30	29	27	26	25	24	23	22	21	21	20	19	13	
14	94	82	73	66	60	55	51	47	44	41	39	37	35	33	32	30	29	28	27	26	25	24	23	22	14	
15	108	94	84	75	69	63	58	54	50	47	45	42	40	38	36	35	33	32	30	29	28	27	26	25	15	
16	122	107	95	86	78	72	66	61	57	54	51	48	45	43	41	39	38	36	35	33	32	31	30	29	16	
17	138	121	108	97	88	81	75	69	65	61	57	54	51	49	46	44	42	41	39	38	36	35	34	33	17	
18	155	135	120	108	99	90	84	78	72	68	64	60	57	54	52	50	47	45	44	42	40	39	38	36	18	
19	172	151	134	121	110	101	93	86	81	76	71	67	64	61	58	55	53	51	49	47	45	43	42	41	19	
20	191	167	149	134	122	112	103	96	89	84	79	75	71	67	64	61	58	56	54	52	50	48	46	45	20	
21	210	184	164	147	134	123	114	105	98	92	87	82	78	74	70	67	64	62	59	57	55	53	51	49	21	
22	231	202	180	162	147	135	125	116	108	101	95	90	85	81	77	74	71	68	65	63	60	58	56	54	22	
23	252	221	196	177	161	147	136	126	118	111	104	98	93	89	84	81	77	74	71	68	66	63	61	59	23	
24	275	240	214	192	175	160	148	138	128	120	113	107	102	96	92	88	84	80	77	74	72	69	67	64	24	
25	298	261	232	209	190	174	161	149	139	131	123	116	110	105	100	95	91	87	84	81	78	75	72	70	25	
26	322	282	251	226	205	188	174	161	151	141	133	126	119	113	108	103	98	94	91	87	84	81	78	76	26	
27	348	304	270	243	221	203	187	174	162	152	143	135	128	122	116	111	106	102	98	94	90	87	84	81	27	
28	374	327	291	262	238	218	202	187	175	164	154	146	138	131	125	119	114	109	105	101	97	94	91	88	28	
29	401	351	312	281	255	234	216	201	187	176	165	156	148	141	134	128	122	117	113	108	104	101	97	94	29	
30	429	375	334	300	273	250	231	215	200	188	177	167	158	150	143	137	131	125	120	116	112	108	104	100	30	
+1	+29	+25	+22	+20	+18	+17	+16	+15	+14	+13	+12	+11	+11	+10	+10	+9	+9	+9	+8	+8	+8	+8	+7	+7	+1	
Score	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	Score	

Damage for STR

<i>adjSTR</i>	<i>Damage</i>	<i>adjSTR</i>	<i>Damage</i>
0.00–0.08	–	59.77–65.29	2d10+1d12
0.09–0.47	1d2–1	65.30–71.00	1d10+2d12
0.48–1.04	1d3–1	71.01–75.39	3d12
1.05–1.76	1d4–1	75.40–79.88	2d8+2d10
1.77–2.60	1d3	79.89–86.00	1d8+3d10
2.61–4.06	1d4	86.01–92.28	4d10
4.07–6.34	1d6	92.29–98.71	3d10+1d12
6.35–8.96	1d8	98.72–105.30	2d10+2d12
8.97–11.89	1d10	105.31–112.03	1d10+3d12
11.90–14.27	1d12	112.04–117.18	4d12
14.28–16.81	2d6	117.19–122.41	1d8+4d10
16.82–20.40	1d6+1d8	122.42–129.51	5d10
20.41–24.24	2d8	129.52–136.75	4d10+1d12
24.25–28.31	1d8+1d10	136.76–144.13	3d10+2d12
28.32–32.60	2d10	144.14–151.64	2d10+3d12
32.61–37.10	1d10+1d12	151.65–159.29	1d10+4d12
37.11–40.61	2d12	159.30–189.15	5d12
40.62–44.23	3d8	189.16–245.05	6d12
44.24–49.22	2d8+1d10	245.06–305.90	7d12
49.23–54.40	1d8+2d10	305.91–371.40	8d12
54.41–59.76	3d10	371.41–441.28	9d12

Parry Value

<i>adjSTR</i>	<i>Parry</i>	<i>adjSTR</i>	<i>Parry</i>
0.0–0.2	0	70.2–75.3	21
0.3–1.3	1	75.4–80.6	22
1.4–2.9	2	80.7–86.0	23
3.0–4.9	3	86.1–91.6	24
5.0–7.2	4	91.7–97.3	25
7.3–9.7	5	97.4–103.0	26
9.8–12.5	6	103.1–108.9	27
12.6–15.5	7	109.0–114.9	28
15.6–18.7	8	115.0–121.0	29
18.8–22.1	9	121.1–127.2	30
22.2–25.7	10	127.3–133.6	31
25.8–29.4	11	133.7–140.0	32
29.5–33.3	12	140.1–146.5	33
33.4–37.4	13	146.6–153.1	34
37.5–41.7	14	153.2–159.8	35
41.8–46.1	15	159.9–166.6	36
46.2–50.6	16	166.7–173.5	37
50.7–55.3	17	173.6–180.5	38
55.4–60.1	18	180.6–187.6	39
60.2–65.0	19	187.7–194.7	40
65.1–70.1	20	194.8–202.0	41

Fire Intensity

<i>Source</i>	<i>Int</i>
Candle	½
Improvised Torch	½
Torch; Campfire; Lamp	3
Impregnated Torch; Bonfire	5
One-hex Fire; Wall Lamp	6
Advanced Lamp	12
Gas Lamp	60

Light Source

<i>Illumination</i>	<i>IP</i>
Daylight	35
Morning/Afternoon	29
Sunrise/Sunset	22
Early Morning/Evening	15
Twilight	–1
Deep Twilight	–14
Full Moon, zenith	–2
Quarter Moon, zenith	–8
Crescent Moon, zenith	–14
Starlight	–16
<i>Modifier</i>	<i>adjIP</i>
Cloudy	–6
Overcast	–13
Dense Clouds	–19
Indirect Sunlight	–3
Open Shade	–10
Deep Shade	–14
Moon Sky	–2
Moon Low	–4
Moon Rise/Set	–6

Fire Illumination

<i>Intensity</i>	<i>IP</i>	<i>Intensity</i>	<i>IP</i>
<1	1	30–35	11
1	2	36–41	12
2, 3	3	42–48	13
4, 5	4	49–55	14
6–8	5	56–63	15
9–11	6	64–71	16
12–15	7	72–80	17
16–19	8	81–89	18
20–24	9	90–99	19
25–29	10	100–109	20

Intensity Drop Off

<i>adjIP</i>	<i>Rng</i>	<i>adjIP</i>	<i>Rng</i>	<i>adjIP</i>	<i>Rng</i>
+24	1"	–4	11½'	–32	1,448'
+22	1½"	–6	16'	–34	2,048'
+20	2"	–8	22½'	–36	2,896'
+18	3"	–10	32'	–38	4,096'
+16	4¼"	–12	45'	–40	1 mi
+14	6"	–14	64'	–42	1½ mi
+12	8½"	–16	91'	–44	2¼ mi
+10	1'	–18	128'	–46	3 mi
+8	1⅜'	–20	181'	–48	4½ mi
+6	2'	–22	256'	–50	6¼ mi
+4	2⅞'	–24	362'	–52	8¾ mi
+2	4'	–26	512'	–54	12 mi
0	5¾'	–28	724'	–56	18 mi
–2	8'	–30	1,024'	–58	25 mi

Distance in Hexes for PRE																
POW	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16POW
1	T	–	–	–	–	–	–	–	–	–	–	–	–	–	–	1
2	0	T	–	–	–	–	–	–	–	–	–	–	–	–	–	2
3	0, 1	–	T	–	–	–	–	–	–	–	–	–	–	–	–	3
4	1–3	0	–	T	–	–	–	–	–	–	–	–	–	–	–	4
5	2–4	0, 1	–	–	T	–	–	–	–	–	–	–	–	–	–	5
6	2–7	1	0	–	–	T	–	–	–	–	–	–	–	–	–	6
7	3–9	1, 2	0	–	–	–	T	–	–	–	–	–	–	–	–	7
8	4–12	2, 3	1	0	–	–	–	T	–	–	–	–	–	–	–	8
9	4–16	2, 3	1	0	–	–	–	–	T	–	–	–	–	–	–	9
10	5–19	3, 4	2	1	0	–	–	–	–	T	–	–	–	–	–	10
11	6–24	3–5	2	1	0	–	–	–	–	–	T	–	–	–	–	11
12	8–28	4–7	2, 3	1	–	0	–	–	–	–	–	T	–	–	–	12
13	9–33	4–8	2, 3	–	1	0	–	–	–	–	–	–	T	–	–	13
14	10–39	5–9	3, 4	2	1	–	0	–	–	–	–	–	–	T	–	14
15	12–44	5–11	3, 4	2	–	1	–	0	–	–	–	–	–	–	T	15
16	13–51	6–12	4, 5	2, 3	–	1	–	0	–	–	–	–	–	–	–	T 16
17	15–57	7–14	4–6	3	2	1	–	–	0	–	–	–	–	–	–	17
18	17–64	8–16	4–7	3	2	–	1	–	0	–	–	–	–	–	–	18
19	18–72	8–17	5–7	3, 4	2	–	1	–	–	0	–	–	–	–	–	19
20	20–79	9–19	5–8	4	3	2	–	1	–	0	–	–	–	–	–	20
21	22–88	10–21	6–9	4, 5	3	2	–	1	–	–	0	–	–	–	–	21
22	25–96	11–24	6–10	4, 5	3	2	–	1	–	–	0	–	–	–	–	22
23	27–105	12–26	7–11	5, 6	3, 4	2	–	–	1	–	–	0	–	–	–	23
24	29–115	13–28	8–12	5–7	4	3	2	–	1	–	–	0	–	–	–	24
25	32–124	14–31	8–13	5–7	4	3	2	–	–	1	–	–	0	–	–	25
26	34–135	15–33	9–14	6–8	4, 5	3	2	–	–	1	–	–	0	–	–	26
27	37–145	17–36	9–16	6–8	4, 5	3	–	2	–	–	1	–	–	0	–	27
28	40–156	18–39	10–17	7–9	5, 6	4	3	2	–	–	1	–	–	0	–	28
29	42–168	19–41	11–18	7–10	5, 6	4	3	2	–	–	1	–	–	–	0	29
30	45–179	20–44	12–19	8–11	5–7	4	3	–	2	–	–	1	–	–	–	0 30
31	48–192	22–47	12–21	8–11	6, 7	4, 5	3	–	2	–	–	1	–	–	–	0 31
32	52–204	23–51	13–22	8–12	6, 7	4, 5	–	3	2	–	–	–	1	–	–	32
33	55–217	25–54	14–24	9–13	6–8	5	4	3	2	–	–	–	1	–	–	33
34	58–231	26–57	15–25	10–14	7–9	5, 6	4	3	–	2	–	–	1	–	–	34
35	62–244	28–61	16–27	10–15	7–9	5, 6	4	3	–	2	–	–	–	1	–	35
36	65–259	29–64	17–28	11–16	8–10	6, 7	4, 5	–	3	2	–	–	–	1	–	36
37	69–273	31–68	17–30	11–16	8–10	6, 7	5	4	3	–	2	–	–	–	1	37
38	73–288	32–72	18–31	12–17	8–11	6, 7	5	4	3	–	2	–	–	–	1	38
39	76–304	34–75	19–33	12–18	9–11	7, 8	5, 6	4	3	–	2	–	–	–	1	39
40	80–319	36–79	20–35	13–19	9–12	7, 8	5, 6	4	–	3	–	2	–	–	–	1 40
41	84–336	38–83	21–37	14–20	10–13	7–9	6	4, 5	–	3	–	2	–	–	–	1 41
POW	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16POW

To find the PRE at a given distance find the row for the character's POW and read across to the column whose range of hexes brackets the distance. Read up to find the PRE for that column. For example, POW 10 at 3 hexes is PRE 2. The 0 hex indicator is for the same hex and T is for touch where PRE equals POW.

Distance in Hexes for PRE

POW	1	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	22	24	26	28	30	POW			
42	89–352	40–88	22–39	14–21	10–13	8, 9	6, 7	5	4	3	–	2	–	–	–	1	–	–	–	–	–	–	42		
43	93–369	41–92	23–40	15–22	11–14	8–10	6, 7	5	4	3	–	2	–	–	–	1	–	–	–	–	–	–	43		
44	97–387	43–96	25–42	16–24	11–15	8–10	6, 7	5	4	–	3	–	2	–	–	1	–	–	0	–	–	–	44		
45	102–404	45–101	26–44	17–25	12–16	9–11	7, 8	5, 6	4	–	3	–	2	–	–	1	–	–	–	0	–	–	45		
46	106–423	47–105	27–46	17–26	12–16	9–11	7, 8	6	5	4	3	–	2	–	–	1	–	–	–	0	–	–	46		
47	111–441	49–110	28–48	18–27	13–17	9–12	7, 8	6	5	4	3	–	–	2	–	–	1	–	–	–	0	–	47		
48	116–460	52–115	29–51	19–28	13–18	10–12	8, 9	6, 7	5	4	–	3	–	2	–	–	1	–	–	–	0	–	48		
49	120–480	54–119	30–53	20–29	14–19	10–13	8, 9	6, 7	5	4	–	3	–	2	–	–	–	1	–	–	0	–	49		
50	125–499	56–124	32–55	20–31	14–19	11–13	8–10	6, 7	5	4	–	3	–	–	2	–	–	1	–	–	–	0	50		
51	130–520	58–129	33–57	21–32	15–20	11–14	8–10	7	6	5	4	3	–	–	2	–	–	–	1	–	–	0	51		
52	136–540	60–135	34–59	22–33	15–21	11–14	9, 10	7, 8	6	5	4	–	3	–	2	–	–	–	1	–	–	0	52		
53	141–561	63–140	35–62	23–34	16–22	12–15	9–11	7, 8	6	5	4	–	3	–	2	–	–	–	1	–	–	0	53		
54	146–583	65–145	37–64	24–36	17–23	12–16	9–11	8	6, 7	5	4	–	3	–	2	–	–	–	1	–	–	0	54		
55	152–604	68–151	38–67	25–37	17–24	13–16	10–12	8, 9	6, 7	5	–	4	3	–	2	–	–	–	1	–	–	–	0	55	
56	157–627	70–156	40–69	25–39	18–24	13–17	10–12	8, 9	7	5, 6	–	4	–	3	–	2	–	–	1	–	–	–	0	56	
57	163–649	73–162	41–72	26–40	18–25	14–17	10–13	8, 9	7	6	5	4	–	3	–	–	2	–	–	1	–	–	–	0	57
58	169–672	75–168	42–74	27–41	19–26	14–18	11–13	9, 10	7, 8	6	5	4	–	3	–	–	2	–	–	1	–	–	–	–	58
59	174–696	78–173	44–77	28–43	20–27	15–19	11–14	9, 10	7, 8	6	5	4	–	3	–	–	2	–	–	–	1	–	–	–	59
60	180–719	80–179	45–79	29–44	20–28	15–19	12–14	9–11	8	6, 7	5	–	4	–	3	–	–	2	–	–	–	1	–	–	60
61	186–744	83–185	47–82	30–46	21–29	15–20	12–14	9–11	8	6, 7	5	–	4	–	3	–	–	2	–	–	–	1	–	–	61
62	193–768	86–192	48–85	31–47	22–30	16–21	12–15	10, 11	8, 9	7	6	5	4	–	3	–	–	2	–	–	–	1	–	–	62
63	199–793	89–198	50–88	32–49	22–31	17–21	13–16	10–12	8, 9	7	6	5	4	–	3	–	–	2	–	–	–	1	–	–	63
64	205–819	91–204	52–90	33–51	23–32	17–22	13–16	10–12	8, 9	7	6	5	4	–	–	3	–	–	2	–	–	–	1	–	64
65	212–844	94–211	53–93	34–52	24–33	18–23	14–17	11–13	9, 10	7, 8	6	5	–	4	–	3	–	–	2	–	–	–	1	–	65
66	218–871	97–217	55–96	35–54	25–34	18–24	14–17	11–13	9, 10	8	6, 7	5	–	4	–	3	–	–	2	–	–	–	1	–	66
67	225–897	100–224	56–99	36–55	25–35	19–24	14–18	11–13	9, 10	8	7	6	5	4	–	3	–	–	2	–	–	–	1	–	67
68	232–924	103–231	58–102	37–57	26–36	19–25	15–18	12–14	10, 11	8, 9	7	6	5	4	–	–	3	–	–	2	–	–	–	1	68
69	238–952	106–237	60–105	38–59	27–37	20–26	15–19	12–14	10, 11	8, 9	7	6	5	–	4	–	–	3	–	–	2	–	–	1	69
70	245–979	109–244	62–108	40–61	28–39	20–27	16–19	12–15	10, 11	8, 9	7	6	5	–	4	–	–	3	–	–	–	2	–	–	70
71	252–1008	112–251	63–111	41–62	28–40	21–27	16–20	13–15	10–12	9	7, 8	6	5	–	4	–	–	3	–	–	–	2	–	–	71
72	260–1036	116–259	65–115	42–64	29–41	21–28	17–20	13–16	11, 12	9, 10	8	6, 7	–	5	4	–	–	3	–	–	–	2	–	–	72
73	267–1065	119–266	67–118	43–66	30–42	22–29	17–21	13–16	11, 12	9, 10	8	7	6	5	4	–	–	3	–	–	–	2	–	–	73
74	274–1095	122–273	69–121	44–68	31–43	23–30	17–22	14–16	11–13	9, 10	8	7	6	5	–	4	–	–	3	–	–	–	2	–	74
75	282–1124	125–281	71–124	45–70	32–44	23–31	18–22	14–17	12, 13	10, 11	8, 9	7	6	5	–	4	–	–	3	–	–	–	2	–	75
POW	1	2	3	4	5	6	7	8	9	10	11	12	14	16	18	20	22	24	26	28	30	POW			

Degree of Mastery

%	First	Second	Third	Fourth	Fifth
1	100:00	400:00	900:00	1600:00	2500:00
2	49:30	198:00	445:30	792:00	1237:30
3	32:40	130:40	294:00	522:40	816:40
4	24:15	97:00	218:15	388:00	606:15
5	19:12	76:48	172:48	307:12	480:00
6	15:50	63:20	142:30	253:20	395:50
7	13:26	53:43	120:51	214:51	335:43
8	11:38	46:30	104:38	186:00	290:38
9	10:13	40:53	92:00	163:33	255:33
10	9:06	36:24	81:54	145:36	227:30
11	8:11	32:44	73:38	130:55	204:33
12	7:25	29:40	66:45	118:40	185:25
13	6:46	27:05	60:55	108:18	169:14
14	6:13	24:51	55:56	99:26	155:21
15	5:44	22:56	51:36	91:44	143:20
16	5:19	21:15	47:49	85:00	132:49
17	4:56	19:46	44:28	79:04	123:32
18	4:37	18:27	41:30	73:47	115:17
19	4:19	17:16	38:51	69:03	107:54
20	4:03	16:12	36:27	64:48	101:15
21	3:49	15:14	34:17	60:57	95:14
22	3:35	14:22	32:19	57:27	89:46
23	3:23	13:34	30:31	54:16	84:47
24	3:13	12:50	28:53	51:20	80:13
25	3:02	12:10	27:22	48:38	76:00
26	2:53	11:32	25:58	46:09	72:07
27	2:44	10:58	24:40	43:51	68:31
28	2:36	10:26	23:28	41:43	65:11
29	2:29	9:56	22:21	39:43	62:04
30	2:22	9:28	21:18	37:52	59:10
31	2:15	9:02	20:19	36:08	56:27
32	2:09	8:38	19:24	34:30	53:54
33	2:04	8:15	18:33	32:58	51:31
34	1:58	7:53	17:44	31:32	49:16
35	1:53	7:33	16:58	30:10	47:09
36	1:48	7:13	16:15	28:53	45:08
37	1:44	6:55	15:34	27:41	43:15
38	1:39	6:38	14:55	26:32	41:27
39	1:35	6:22	14:18	25:26	39:45
40	1:32	6:06	13:44	24:24	38:08
41	1:28	5:51	13:10	23:25	36:35
42	1:24	5:37	12:39	22:29	35:07
43	1:21	5:24	12:08	21:35	33:43
44	1:18	5:11	11:40	20:44	32:23
45	1:15	4:59	11:12	19:55	31:07
46	1:12	4:47	10:46	19:08	29:53
47	1:09	4:36	10:20	18:23	28:43
48	1:06	4:25	9:56	17:40	27:36
49	1:04	4:15	9:33	16:59	26:32
50	1:01	4:05	9:11	16:19	25:30
%	First	Second	Third	Fourth	Fifth

%	First	Second	Third	Fourth	Fifth
51	0:59	3:55	8:49	15:41	24:31
52	0:57	3:46	8:29	15:05	23:33
53	0:54	3:37	8:09	14:29	22:38
54	0:52	3:29	7:50	13:56	21:46
55	0:50	3:21	7:32	13:23	20:55
56	0:48	3:13	7:14	12:51	20:05
57	0:46	3:05	6:57	12:21	19:18
58	0:44	2:58	6:40	11:52	18:32
59	0:43	2:51	6:24	11:23	17:48
60	0:41	2:44	6:09	10:56	17:05
61	0:39	2:37	5:54	10:30	16:24
62	0:38	2:31	5:40	10:04	15:44
63	0:36	2:25	5:26	9:39	15:05
64	0:35	2:19	5:12	9:15	14:27
65	0:33	2:13	4:59	8:52	13:51
66	0:32	2:07	4:46	8:29	13:15
67	0:30	2:02	4:34	8:07	12:41
68	0:29	1:56	4:22	7:46	12:08
69	0:28	1:51	4:10	7:25	11:36
70	0:27	1:46	3:59	7:05	11:04
71	0:25	1:41	3:48	6:46	10:34
72	0:24	1:37	3:38	6:27	10:04
73	0:23	1:32	3:27	6:08	9:35
74	0:22	1:28	3:17	5:50	9:07
75	0:21	1:23	3:07	5:33	8:40
76	0:20	1:19	2:58	5:16	8:13
77	0:19	1:15	2:48	4:59	7:48
78	0:18	1:11	2:39	4:43	7:22
79	0:17	1:07	2:30	4:27	6:58
80	0:16	1:03	2:22	4:12	6:34
81	0:15	0:59	2:13	3:57	6:10
82	0:14	0:56	2:05	3:42	5:48
83	0:13	0:52	1:57	3:28	5:25
84	0:12	0:49	1:49	3:14	5:04
85	0:11	0:45	1:42	3:01	4:42
86	0:10	0:42	1:34	2:47	4:22
87	0:10	0:39	1:27	2:34	4:01
88	0:09	0:35	1:20	2:22	3:42
89	0:08	0:32	1:13	2:09	3:22
90	0:07	0:29	1:06	1:57	3:03
91	0:07	0:26	0:59	1:45	2:45
92	0:06	0:23	0:53	1:34	2:27
93	0:05	0:21	0:46	1:23	2:09
94	0:04	0:18	0:40	1:11	1:52
95	0:04	0:15	0:34	1:01	1:35
96	0:03	0:13	0:28	0:50	1:18
97	0:02	0:10	0:22	0:40	1:02
98	0:02	0:07	0:17	0:29	0:46
99	0:01	0:05	0:11	0:19	0:30
100	0:01	0:02	0:05	0:10	0:15
%	First	Second	Third	Fourth	Fifth

Degrees of Mastery

[illegible]

Martial Arts Style _____ *Score*_____ *Level*_____ *Rank*_____

<i>Martial Arts Technique</i>	<i>Rank</i>	<i>Description</i>
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Martial Arts Style _____ *Score*_____ *Level*_____ *Rank*_____

<i>Martial Arts Technique</i>	<i>Rank</i>	<i>Description</i>
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____
_____	_____	_____

Combat Round Sheet

[illegible]

