Age of Heroes

Adventures in High Fantasy

Brian Gleichman

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INTRODUCTION

Welcome to **Age of Heroes**.

What you hold in your hands is the result of over twenty years of slow development of a homegrown fantasy role-playing game. Like many such games, it is the result of dissatisfaction with published systems and a lot of work.

Age of Heroes is suited to those campaigns desiring a high level of detail to simulate the works of High Fantasy or Sword and Sorcery genres. In particular the goal is a game that supports campaigns covering generations of adventures, across decades of time. Players could eventually run the grandchildren of their original characters.

We don't brag about 'simple and easy' rules. They aren't here. Age of Heroes is for those who desire highly detailed and tactically rich environments in which to game. You don't get that with 'simple and easy'.

Nor are we assuming this is the first fantasy role-playing game you've picked up. As a result we will not take the time to explain common gaming terms.

While this is the fourth revision of the system, it is the first time it has hit paper in a manner verging on complete. In that effort, we realized that we had developed a large mass of rules over the years. Indeed it is likely that some of them didn't make it into this edition due to faulty memory. We'll attempt to correct any errors in future revisions.

Age of Heroes is organized into sections referred to as books. Existing and planned sections are:

- Book One: Characters
- Book Two: Combat
- Book Three: Magic
- Book Four: Bestiary
- Book Five: Campaigns
- Book Six: Mass Combat

In addition to these, it is suggested that a Campaign Supplement is created for each group containing detail rules for your specific Campaign. Everything from races to price lists would be contained here. Normally developed by the group's Game Master, it is often referred to in these rules when speaking about areas specific to each campaign.

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It was all done for you. Dreams never die.

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Adventures in High Fantasy

Book 1: CHARACTERS

"To have no heroes is to have no aspiration, to live on the momentum of the past, to be thrown back upon routine, sensuality, and the narrow self."

Charles Horton Cooley (1864–1929), U.S. sociologist. *Human Nature and the Social Order,* ch. 8 (1902).

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BOOK 1: CHARACTERS

So, you want to be someone else today. Bring your imagination to life in living black and white through character creation. A "character" is the vehicle you will use to move around in the make believe world your referee has designed. Like a car, this character can be anything that you want him or her to be. Characters can be sporty or drab, large or small, serious or funny. You can create someone who fights with a saber while swinging from a yardarm or someone who thinks violence is obscene. Your imagination will be your only limit. Of course, a die roll here or there will add some unexpected variation. Not everyone is the same, nor are the characters.

The following sections detail your role in creating a character. You will be asked to roll dice and make choices. In the end, you will have a character that hopefully acts and reacts according to his/her abilities, has a history, and looks forward to the future. We use a sectionalized format prior to each step of character creation that explains some basic game mechanics. With luck, you will always understand why you are making a choice as you make it.

1.0 CHARACTERISTIC STATS

Stats are numerical values that range from 2 to 12 for a human. A value of 7 is average for a human male. Race and sex may modify these values and are covered separately under Step 2.

All characters will have 10 separately rolled Stats as determined on percentile dice (1D100). These Stats define a character's natural abilities, represented as follows: Strength, Quickness, Agility, Constitution, Will Power, Intelligence, Intuition, Magic Strength, Charisma, and Physical Appearance.

To determine Stat values, roll 1D100 ten times recording the corresponding Stat value from the chart below. Use the PC table to determine Stats for Player Characters (PCs) and special Non-Player Characters. While most common NPCs will have their stats simply assigned, you can roll on the NPC table roll to determine them for unusual characters that are not quite of heroic stature but are still not your common man on the street.

Assign the resulting scores to the to the Characteristics as you choose.

PC Stat Generation		NPC Stat Generation	
D100	Score	D100	Score
98-100	12	100	12
93-97	11	98-99	11
78-92	10	91-97	10
59-77	9	80-90	9
39-58	8	65-79	8
19-38	7	37-64	7
11-18	6	22-36	6
07-10	5	11-21	5
04-06	4	04-10	4
02-03	3	02-03	3
01	2	01	2

1.1 STRENGTH (ST)

Measures the physical strength relative to the size of the character. The Lift Modifier is multiplied by the character's weight to determine Lift Capacity. This is the maximum weight he is able to lift over his head for 1 second). See Effective Strength (ES) in section 3.5.

ST Stat	Lift Mod	ST Stat	Lift Mod	ST Stat	Lift Mod
14	5.0	9	1.6	4	.4
13	4.0	8	1.3	3	.3
12	3.2	7	1.0	2	.2
11	2.5	6	.8	1	.1
10	2.0	5	.6	0	0

1.2 QUICKNESS (QU)

Quickness represents speed, reflexes and how fast a character will act (Initiative). The Bonus modifies the character's Defense and Dodge attempts.

QU	Bonus	QU	Bonus	QU	Bonus
15	+24	10	+9	5	-6
14	+21	9	+6	4	-9
13	+18	8	+3	3	-12
12	+15	7	0	2	-15
11	+12	6	-3	1	-19

1.3 AGILITY (AG)

Agility represents the speed and accuracy of hand to eye coordination. Agility also represents whole body balance and manipulation. The Bonus modifies Strike Chance, Parry Modifier, Parry Chance, Dodge Modifier, and Dodge Chance.

AG	Bonus	AG	Bonus	AG	Bonus
15	+24	10	+9	5	-6
14	+21	9	+6	4	-9
13	+18	8	+3	3	-12
12	+15	7	0	2	-15
11	+12	6	-3	1	18

1.4 CONSTITUTION (CO)

Constitution represents general health. Constitution is the character's resistance to disease, infection, and the elements. It is also a major determinant of Cumulative Hit Points explained in section 3.6.2.

CO	Multiple	CO	Multiple	CO	Multiple
15	8.0	10	5.5	5	3.0
14	7.5	9	5.0	4	2.5
13	7.0	8	4.5	3	2.0
12	6.5	7	4.0	2	1.5
11	6.0	6	3.5	1	1.0

1.5 WILL POWER (WP)

Will Power represents strength of mind and determination. Will Power is the character's resistance to attempts to control his/her behavior, whether that attempt is magical or otherwise. Examples include Charm Spell or interrogation. Will Power has a secondary influence on Cumulative Hits explained in <u>section 3.6.2</u>.

1.6 INTELLIGENCE (IQ)

Intelligence represents the ability of the character to grasp and learn skills that are mental or physical in nature. Intelligence does NOT represent reasoning ability. A character's reasoning ability is assumed to be at the level the player portrays that character and has no formal characteristic. Also, Intelligence affects the maximum number of spells a spell user may learn.

IQ	Option Points	Skill Point Cost
15	27	2
14	24	3
13	21	4
12	18	5
11	15	6
10	12	8
9	9	10
8	6	12
7	3	15
6	0	20
5	-3	24
4	-6	30
3	-9	40
2	-12	60
1	-15	120
0	N/A	N/A

1.7 INTUITION (IN)

Intuition represents the ability to 'feel' without benefit of logic or thought. IN modifies several skills' chance of success. Intuition also represents the character's understanding of magic. As such, Intuition is a major determinant in magical potential and success.

1.8 MAGIC STRENGTH (MS)

Magic Strength represents a measure of the character's magical strength, his/her ability to control and summon the power of magic. Magic Strength determines the character's Spell Points (if he/she can use magic), calculated by multiplying character's skill level in Magic (Magic- Primary or Magic- Hybrid) with the Spell Points as found in the chart below. Also, MS is another major determinant of magical potential.

MS	Spell Points	Combat Bonus	MS	Spell Points	Combat Bonus
15	8	+24	10	3	+9
14	7	+21	9	2	+6
13	6	+18	8	1	+3
12	5	+15	7	0	+0
11	4	+12	0-6	N/A	N/A

Note: If the skill in magic is not primary, reduce the Spell Point value above by one.

1.9 CHARISMA (CH)

Charisma represents the force of presence your character can exert on others, that is, how well he/she can influence others. Charisma is the strength and power of the personality. For example, a powerful, evil warrior with a low CH will appear as a bully while the same character with a high CH inspires awe and fear.

Racial modifiers to this Stat are only applied towards other races other than the character's own.

1.10 PERSONAL APPEARANCE (PA)

Personal Appearance represents physical beauty. Racial modifiers to this Stat are only applied from the viewpoint of mainstream humans. The value of this Stat depends on the viewer; a hungry lion doesn't give a spit if you are the belle of the ball.

Personal Appearance	
Stat	Description
12+	Unbelievable. The character is perfect in form and grace. Wars have been waged over such, kingdoms destroyed and legends made.
11	Stunning. The character is devastatingly beautiful or handsome. Heads turn and hearts stop. Those driven by lustful nature may be moved to irrational acts.
10	Striking: The character is very attractive and will impress all they meet. They are easy to notice and hard to forget.
9	Attractive: The character is solidly attractive, but won't in general cause the room to stand still like the above categories.
8	Fair: The character is considered rather good-looking. This is due to one or two outstanding features (such as a good figure or striking eyes) instead of overall appearance.
7	Average: The character is neither attractive nor ugly and is easy to forget.
6	Plain: The character would be considered average if it weren't for the one or two minor flaws.
5	Unattractive: The character is without any appealing physical features.
4	Ugly: The character is extremely unattractive. Others may avoid looking at this person and ridicule is common.
3	Repulsive: Many will actively avoid such a character and some may well persecute him/her.
2	Hideous: The character is deformed in a horrible way. The appearance is so bad it might be best to avoid being seen.

2.0 SEX, RACE AND CULTURE

Fantasy works are rampant with different races of intelligent beings that have exotic cultures. Elves and Dwarves are but common examples of race variation. Cultures may vary within a race as easily as the Russians vary from Americans. There are no set inhabitants of any 'world' given here. Each campaign will have its own races and cultures depending on the Game Master's desire. Also, players may choose the sex of their character.

2.1 CHARACTER'S SEX

A player may choose the sex of his/her character. It is suggested that the players only run a character of the same sex as themselves. Besides differences in cultural positions in most cases, female characters also have differences in character Stats and size (size is covered in section 3.4). Male characters have no modifiers to their Stats.

Use the same female Stat modifiers regardless of race unless otherwise noted for any female older than Pre-Teen.

Female Modifiers: ST –2, QU +1, AG +1, CO+1, IN +1, FT -3

2.2 RACE AND CULTURE

As was stated, races and cultures that exist depend upon the campaign. The Game Master should write up each race and culture in the game. This write up should include the following information at least:

1. A description of the culture. This should give information about lifestyles and beliefs

2. A physical description of members of that culture. This must include:

   > Average Height
   > Average Weight
   > Weight Multiple, if any
   > Base Movement Rate (MR)
   > The Life Span Groupings
   > Stat Modifiers, if any
   > Special Abilities, if any
   > Special Skills, if any

3. Any other factor that would influence the game, including but not limited to:

   > Starting Languages and their level
   > Restrictions on available Classes
   > Experience Multiple
   > Number of Character Points
   > Family Size

A few examples follow showing what such write-ups look like in a brief form. They may serve as a starting point for a campaign or a model for your own write-ups.

2.2.1 Classic Good Guy Kingdom

Culture: Straight from the books and Movies. It is a Feudal Society with power in the hands of the Nobles.

Physical Description: Typical Human of Western European descent.

Size: Males 5'10"   Females 5'4"
       Males: 161 lbs.   Females: 135 lbs.
Weight Modifier: 1.0 (Females 1.05)
Base MR: 6

Life Span			
Pre-teen	10-12	Mature	30-39
Young Adolescent	13-14	Middle Aged	40-59
Adolescent	15-16	Old	60-80
Young Adult	17-21	Venerable	81+
Adult	22-29		

Stat Modifiers: None
Special Abilities: None
Special Skills: None

Other Factors:

Languages: Old English 3/3
Restrictions on Classes: None
Experience Multiple: 1.0
Character Points: 5
Family Size: I

2.2.2 Vikings

Culture: People from the northern lands who live off the sea. They have a clan-based society that finds great glory in battle.

Physical Description: A Large people tending towards fair or red hair, and lots of it.

Size: Males 6'1"   Females 5'5"
       Males: 182 lbs.   Females: 138 lbs.
Weight Modifier: 1.0 (females (1.02)
Base MR: 6

Life Span			
Pre-teen	10-12	Mature	30-39
Young Adolescent	13-14	Middle Aged	40-59
Adolescent	15-16	Old	60-80
Young Adult	17-21	Venerable	81+
Adult	22-29		

Stat Modifiers: None
Special Abilities: They gain +10% to all seamen skills
Special Skills: None

Other Factors:

Languages: Norse 3/3
  Restrictions on Class: Only Spell users allowed are Witches and Druids
Experience Multiple: 1.0
Character Points: 5
Family Size: II
Special: They care not for horses and as such they may not advance Riding past level 0.
  Since they are human use an Average Weight of 161 lb. for males, 129 lb. for females to determine Size Modifiers.

2.2.3 Dwarves

Culture: Dwarves have a well-ordered feudal society. They live in great halls carved in the mountains. They are taciturn, honorable and find great beauty in the works of stone, metal, and gems.

Physical Description: A short stocky race whose males always sport beards. They have ruddy complexions.

Size: Males 4'6"   Females 4'4"
        Males: 141 lbs.   Females: 133 lbs.
Weight Modifier: 1.9
Base MR: 4

Life Span			
Pre-teen	25-30	Mature	111-170
Young Adolescent	31-35	Middle Aged	171-235
Adolescent	36-42	Old	236-280
Young Adult	43-50	Venerable	281+
Adult	51-110		

Stat Modifiers: ST +1, QU -1, CO +2, WP +1, IN -1, CH -1, PA -1

Special Abilities: Night sight 10' in total non-magical darkness, 100' in dim light. +15% to the following skills: Armorer, Caving, Disarm Traps, Engineer, Jewel-Craft, Mining, Pick Locks, Smithing, Stone Work, and Weapon Smith.

Special Skills: All dwarves have Caving level 1 free. Also any the skills listed above are secondary unless already primary (+5% additional). They do not get swimming 0 free.

Other Factors:

Languages: Old English   3/3
             Dwarvish   3/3
Restrictions on Classes: Fighter and Mundane are the only allowed classes.
Experience Multiple: 1.3
Character Points: 4
Family Size: IV

2.2.4 Elves

Culture: Elves have a loose feudal society. They live in wooded areas and give the impression of a glad and carefree life. In reality the passage of time can wear on these near immortals and they have a serious side to their nature.

Physical Description: A tall slender race without facial hair. Fair of face and form, the Elves are the most attractive the races.

Size: Males 6'0"   Females 5'9"
        Males: 140 lbs.   Females: 129 lbs.
Weight Modifier: .8
Base MR: 6

Life Span			
Pre-teen	11-14	Mature	500+
Young Adolescent	15-18	Middle Aged	N/A
Adolescent	19-22	Old	N/A
Young Adult	23-250	Venerable	N/A
Adult	251-499		

Note: Elves do not age pass Mature and die only of violence or when weary of life

Stat Modifiers: QU +1, AG +1, WP +1, IN +1, and PA +1

Elves must assign two of their five highest rolled Stats to WP and PA

Special Abilities: They can see outside at night as well as if it was day, and inside up to 100' if there is any light. They gain +15% to Musician and Singing skills, +10% to Stealth, Perception, (+5% addition to Hearing perception rolls), Foraging, and Orienteering Skills.

Special Skills: All Elves have Musician and Singing as free primary skills. If the skills are already Primary for their chosen class, add an addition +5% bonus to them. In addition, they have level one in the following skills free- Foraging, Orienteering, Perception, and Stealth.

Other Factors:

Languages: Old English   3/3
             Elvish   3/3
Restrictions on Classes: No classes that are basically evil in intent (Thief, etc.).
Experience Multiple: 1.5
Character Points: 4
Family Size: III

3.0 DISTINCTIVE CHARACTERISTIC TRAITS

3.1 AGE

The player chooses starting age.

The older the character, the more time he has had to learn skills, and consequently starts with more experience points than a younger character. Unfortunately, the older one is when he/she starts, the less time he has left as a viable adventurer. Also, money and fame are not necessarily commensurate with age. Lastly, the older characters discover creaky joints and failing sight in the form of characteristic modifiers earlier. Youth is not that easy to mitigate either. A youngster hasn't yet reached the full benefit of his characteristics and knows very little of the world, but he/she has many years of adventuring ahead in which to learn, grow, and become known. The player must measure these pros and cons and choose the character's age.

Once age has been chosen, the culture description will show what age group then character is in, and chart 3.1.1 will show what modifiers exist for that age. The Adjustments are only for their own age group and are not cumulative.

Aging modifiers are not considered when determining class Stat requirements (See Section 6.0)

The Game Master may restrict what ages a character may start at in general, or for a specific race or culture.

3.1.1 AGE ADJUSTMENTS

Age Category	Adjustments
Pre-teen	Weight 50% Height 75% All Characteristic -3 except IQ Perception -10% Level 0, 60 Experience No Class Skills
Young Adolescent	Weight 66% Height 85% All Characteristics -2 except IQ Level 0, 120 Experience Racial Skills at 0 if any No class Skills
Adolescent	Weight 80% Height 95% All Characteristic -1 except IQ Level 0, 180 Experience Racial Skills at 0 if any Full Class Abilities
Young Adult	Weight 90% WP -1, IN -1, MS -1, CH -1, PA –1 Level 1, 240 Experience Racial Skills as listed
Adult	No Modifiers Level 1, 360 Experience
Mature	No Modifiers Level 2, 480 Experience
Middle Aged	QU -1, CO-1, PA –1 Level 3, 720 Experience
Old	ST -1, QU –2, AG -1, CO -2, PA –2 Perception –10% Level 4, 960 Experience
Venerable	ST –4, QU-3, AG -3, CO-4, PA -4 Perception -20% Level 5, 1200 Experience

Characteristics may not be reduce below a value of 1 for Age Categories younger than adult.

3.2 MAXIMUM SPELL LEVEL

A number of Character classes are capable of casting spells. Not all characters can hope to master the same heights of magic however. Note that Hybrid Magic is slightly easier to learn than Primary Magic.

The maximum level spell a character is capable of using is determined by the sum of the character's IN and MS stats. Table 3.2.1 gives the results.

Book 3 gives details on the use of Magic. See 6.0 for information on character classes.

3.2.1 Maximum Spell Levels

IN + MS	Max Primary	Max Hybrid
24	8	N/A
22-23	7	8
20-21	6	7
18-19	5	6
16-17	N/A	5

3.3 SPELL POINTS (SP)

Spell Points (SP) represents the amount of magical power a mage has available. If the character can cast spells of any type, then the number of spell points must be calculated. Determine the number of spell points per level by Magic Strength (see 1.8). Multiply this number by the character's level to determine total spell points available. This number will need to be recalculated with the advancement of each level.

If the character cannot cast any spells this Stat is always zero.

See Section 20.4 for details on the use of Spell Points and Section 6.0 for class details.

3.4 SIZE

3.4.1 Height

Each Race will have an average height listed in its write-up for male and female. To determine a character's actual height roll on the Height Variation (3.4.1) chart and use the following equation (round to nearest inch):

Height = Racial Avg. Height x Variation

For example: Orin the dwarf with a D100 roll of 27 has a height of: 54 x (95%) = 51.3"" or 4'3".

3.4.1 Height Variation from Average (D100)

01-02	85%		30-33	96%	79-81	107%
03-04	86%		34-37	97%	82-84	108%
05-06	87%		38-41	98%	85-87	109%
07-08	88%		42-45	99%	88-90	110%
09-10	89%		46-55	100%	91-92	111%
11-13	90%		56-59	101%	93-94	112%
14-16	91%		60-63	102%	95-96	113%
17-19	92%		64-67	103%	97-98	114%
20-22	93%		68-71	104%	99-100	115%
23-25	94%		72-75	105%		
26-29	95%		76-78	106%		

3.4.2 Weight

Weight is determined by height modified by the Racial Modifier and the results of a variation roll. This weight is assumed to be the character's natural idea weight and actual weight can vary slightly from this.

Depending upon the campaign, some races may have different weight modifiers (section 2). First, determine the Character's Average Weight (3.4.2A), the Racial Modifier (2.2), and the Weight Variation (3.4.2B). Then calculate the Character's Base Weight with the following formula (round to nearest pound):

Base Weight = Average Weight x Race Modifier x Variation

3.4.2.A Average Weight (in pounds) By Height (in inches)					
Height	Weight	Height	Weight	Height	Weight
110	624	80	241	50	58
109	606	79	232	49	55
108	589	78	223	48	52
107	572	77	214	47	49
106	556	76	206	46	46
105	540	75	198	45	43
104	525	74	190	44	40
103	510	73	182	43	37
102	495	72	175	42	35
101	481	71	168	41	32
100	467	70	161	40	30
99	453	69	154	39	28
98	440	68	147	38	26
97	427	67	141	37	24
96	414	66	135	36	22
95	402	65	135	35	20
94	390	64	129	34	18
93	378	63	117	33	17
92	366	62	112	32	15
91	354	61	107	31	14
90	342	60	102	30	13
89	331	59	97	29	12
88	320	58	92	28	10
87	309	57	87	27	9
86	298	56	82	26	8
85	288	55	78	25	7
84	278	54	74	24	7
83	268	53	70	23	6
82	259	52	66	22	5
81	250	51	62	21	4

3.4.2.B Weight Variation from Average (D100)					
01	70%	28-29	91%	78-79	112%
02	71%	30-31	92%	80-81	113%
03	72%	32-33	93%	82-83	114%
04	73%	34-35	94%	84-85	115%
05	74%	36-37	95%	86	116%
06	75%	38-39	96%	87	117%
07	76%	40-41	97%	88	118%
08	77%	42-43	98%	89	119%
09	78%	44-45	99%	90	120%
10	79%	46-55	100%	91	121%
11	80%	56-57	101%	92	122%
12	81%	58-59	102%	93	123%
13	82%	60-61	103%	94	124%
14	83%	62-63	104%	95	125%
15	84%	64-65	105%	96	126%
16-17	85%	66-67	106%	97	127%
18-19	86%	68-69	107%	98	128%
20-21	87%	70-71	108%	99	129%
22-23	88%	72-73	109%	100	130%
24-25	89%	74-75	110%		
26-27	90%	76-77	111%		

3.4.3 Size Modifier

Characters that are very large or small will have adjustments to their characteristic Stats. There are five degrees of size - super large, very large, large, normal and small. The modifiers for the various size levels and the weight ranges (from the racial average) are in the following table.

Size Modifiers		
Size	Modifiers	Weight Range
Super Large	QU –3, AG –2, PA –1	>=205%
Very Large	QU –2, AG –1	>=170% And <=205%
Large	QU –1	>= 135% And <170%
Normal	None	>75% And < 135%
Small	QU +1	<= 75%

Note: Use Average Racial Weight (section 2.2)

It is common when dealing with subgroups of a race, to list the Average Weight for a race and then state that you are to use a different weight to find the character's size. Different races of humans are the best examples of this. It is a more accurate way of showing radical difference from size than Stat modifiers.

3.5 EFFECTIVE STRENGTH (ES)

Effective Strength (ES) is a rating reflecting the effective force a character may use in combat. ES is found by comparing the character's Lift Capacity to the chart below. Lift Capacity must be greater than or equal to the weight shown.

To determined Lift Capacity: use the character's weight and the ST Lift Modifier (located in section 1.1)

Calculate Lift Capacity with the following formula:

Lift Capacity = (Character's Weight) x (Lift Modifier)

For example, Hazek the fighter has a ST of 10 and weighs 194 lb. His Lift Capacity is 388 (194 x 2.0). Hazek's ES is 10.

3.5 Effective Strength (ES) Chart							
ES	Lift	Cbt	Damage	ES	Lift	Cbt	Damage
18	3299	+33	+d10	7	139	+0	+0
17	2475	+30	+d9	6	105	-3	-d1
16	1857	+27	+d8	5	78	-6	-1
15	1393	+24	+d7	4	59	-9	-d2
14	1045	+21	+d6	3	44	-12	-d3
13	783	+18	+d5	2	33	-15	-d4
12	588	+15	+d4	1	25	-18	-d5
11	491	+12	+d3	0	19	-21	-d6
10	331	+9	+d2	-1	14	-24	-d7
9	248	+6	+1	-2	10	-27	-d8
8	186	+3	+d1	-3	8	-30	-d9

Cbt: These are modifiers used in determining Parry Chance and Parry Modifier.

Damage: Refers to damage modifiers used for human sized weapons.

3.6 HIT POINTS:

There are two types of hit points that are crucial to the continued health of your character, Location Points and Cumulative Hit points.

3.6.1 Location Points (LP)

Location Points (LP) are the amount of damage points necessary in a single attack to disable any one part of the body (i.e., arm, neck, head, etc.).

Location Points represents the most common reason for character disability. Determine LP by using either the following formula or chart.

LP = (cube root of character's weight) - .3

(Round to the nearest whole number)

3.6.1 LOCATION POINTS							
LP	Minimum Weight		LP	Minimum Weight		LP	Minimum Weight
11	1260		7	315		3	22
10	942		6	196		2	6
9	682		5	111		1	½
8	475		4	55			

3.6.2 Cumulative Hit Points (CP)

Cumulative Hit Points (CP) represents the capacity of the body to take several non-fatal hits and continue functioning. In a battle, the player keeps a running total of all damage from separate wounds and bleeding to his/her character. If at any time total damage exceeds CP the character goes unconscious. If it equals his CP+10, he dies.

CP is determined by the following formula:

CP = (LP x CO Multiple*) + (WP/2) (Round down)

*Note: See Section 1.4 for CO Multiple

For example, Hazek the fighter weighs 194 pounds, has a CO of 10 and a WP of 12. His LP is 5 (from ES chart) and his CP is 33 ((5 x 5.5) + (12/2)).

3.6.3 Stun Level (SL)

Stun Level (SL) represents the amount of damage needed to stun a character in a single blow. The effect of being stunned is found in the COMBAT section. SL is determined by the following formula:

SL= (LP + CO + (WP/2))/3 –2

(Round fractions to the nearest whole number)

For example: Hazek the fighter has an LP of 5, CO of 10 and WP of 12. SL= (5 + 10 + (12/2))/3 -2 = 5

3.7 MOVEMENT RATE (MR)

The Movement Rate (MR) of a character represents how far they may move at a fast walk. MR is based on the character's race and QU. See the COMBAT and CAMPAIGN sections for the use of this rating.

Characters have a base Movement Rate (depending upon their race, see 2.2). This is modified by their Quickness as follows:

MR = Racial Base + (QU –7)/2

Note: Use the QU Stat unmodified for gender or Race.

Keep the fractions (they will be used when determining running speeds, etc.). Round fractions down when moving on the board once the modified movement rate is calculated.

3.8 FATIGUE (FT)

Fatigue represents how long a character may function before exhaustion. Fatigue is determined by adding the Constitution (CO) Stat and 1/4 the Will Power Stat (round down). The use of fatigue is explained in detail in Section 19.4.

3.9 PRIMARY HAND

Characters need to roll for which hand they favor. Roll d100. 01-85= Right Handed, 86-99= Left Handed, 00=Ambidextrous.

3.10 BIRTH DATE

The birth date of the character will need to be determined. First, roll d100, a result of 02 or less means the character was born on the 31st in one the months that have 31 days.

Roll d8 to determine which:

D8 Roll	Month
1	January
2	March
3	May
4	July
5	August
6	October
7	December
8	Roll Again

Otherwise, roll a d12 to determine the month and a d30 (a d3 with a d10) to find the exact day. For example: a d12 of 6, a d3 of 2 and a d10 of 7 gives a birth date of June 7th.

4.0 FAMILY HERITAGE

Family position is of great importance in most societies. The position of a character's parents must be determined for the character. Each campaign has its own social structure that will determine the possible family backgrounds of the characters. The Game Master must write up charts for his own world. These may be simple or very complex, going so far as naming which Baron is the character's father.

Charts for a specific campaign will give Starting Money in addition to the social level of the character's family. The character may buy equipment with this money, or he may save it for later use. The Start Money for Tribal Culture is the value of trade goods the character has. He is assumed to start with weapons and equipment that are appropriate to his station.

The GM may assign (or call for re-rolls of) heritage depending upon the needs of his campaign. This avoids having nothing but townsmen in game intended to focus on questing knights.

4.1 Social Standing

The following two charts are very simple versions of a basic Feudal culture and a Tribal one.

4.1.1 FEUDAL CULTURE

4.1 FEUDAL CULTURE	
Roll	Social Group
01-05	Outlaw
06-12	Poor Trash
13-42	Farmer/Yeomen
43-62	Townsmen
63-77	Guildsmen
78-80	Mage
81-95	Lesser Noble
96-99	Greater Noble
00	Royalty

4.1.1.1 FEUDAL CULTURE EXCEPTIONS

Certain races may have exceptions to the base Feudal Culture chart. Elves for example may not have Outlaws, using Mages instead for that specific result.

4.1.2 TRIBAL CULTURE

4.02 TRIBAL CULTURE	
Roll	Social Group
01-10	Slave
11-64	Freeman
65-84	Warrior
85-89	Shaman
90-99	Chieftain
00	Royal

4.2 SIBLINGS AND BIRTH ORDER

To determine the character's birth order; first determine the number of his siblings. Use the following chart and the Family Size Number found in section 2.2.

4.41 SIBLING NUMBER				
d100	Family Size Columns			
Roll	I	II	III	IV
01-10	0	0	0	0
11-14	1	0	0	0
16-25	2	1	0	0
26-35	3	2	1	0
36-45	4	3	1	1
46-65	4	4	2	2
66-80	5	4	3	3
81-90	6	5	3	3
91-99	7	5	4	3
00	8	6	5	4

To determine birth order, roll a d10 for the character and each sibling. Highest numbers are born first, with lower numbers following in order. Ties are re-rolled to determine order. A second tie indicates twins (or Triplets, etc.).

The gender of the siblings may be determined by rolling d100: 01-52 male, 53-00 female.

4.3 FAMILY RELATIONSHIPS

The chart below is used to determine how the character's family views him. The results should be considered guidelines. How and why the character came to such a condition needs to be determined by the player and GM working together.

4.5 Family Relationships	
d100	Result
01-03	Banished: Character is very much on the out of sorts with all members of his family. The character gets only ten percent the Starting Money. Showing up back home could result in reactions ranging from slammed doors and denied entry to outright attack.
07-10	Disfavored: The character has fallen from grace with one parent and was given the boot. He still maintains normal relations with the other parent but returning home would cause discord.
11-85	Average: The character has an average relationship with his family. He can receive the normal starting money and the support a family is expected to give their own.
86-95	Favored: One parent favors the character. The other is of average relationship. The character has 150% the Starting Money and can except the favoring parent to go the extra mile in his support.
96-00	Favored: Both parents favor the character. The character has double the Starting Money and the full Support of his family in all matters.

5.0 CHARACTER POINTS

Each character has 1 to 5 character points as listed in section 2.2. Character points represent the special events and things that make everyone a little different from everyone else. The player may use these points to buy those things he needs to fill out his conception of the character. Generally the more powerful the race, the fewer Character points the character gets (the members of such races being more alike than usual due to a racial mind-set or common education and upbringing).

The player may use the character points in the following ways:

5.1 ADDITIONAL OPTION POINTS:

The character has been a very apt or hard working student and has learned more than normal. The character gains three Option Points for every Character Point spent.

5.2 RE-ROLLS AND ROLL MODIFIERS:

The player may be unhappy with rolls made during the creation of his character. He may spend Character points in an attempt to correct this as follows:

0 pt.- He may choose to be of Average Height or Weight, not both.

He may pick his Birth Date if there is no in-game effect.

1 pt- He may roll again any one of the following: A Stat, Height, Weight, Family Heritage, Number of Siblings, Birth Order, Primary Hand, or Family Favor. If one of the above has a set of more than one roll (For example, expanded campaign specific Family Heritage), all rolls in the set are re-rolled. The player may keep either his old rolls or the new ones at his choice.

He may pick his Birth Date if there is an in-game effect.

Changes the character's Height and Weight to Average

Pick any Family Heritage of Townsmen or less.

2 pts - He may pick any one of the following: Height, Weight, Number of Siblings, Birth Order, Primary Hand or Family Favor.

Pick Family Heritage of Guildsmen or Mage.

He may add one to the result of any Stat roll, not to exceed 12.

3 pts- Pick Family Heritage of Lesser Nobility

4 pts- Pick Family Heritage of Greater Nobility

5 pts- Pick Family Heritage of Royalty

5.3 SPECIAL ITEMS:

The player may buy special items or equipment representing family heirlooms or gifts he has received. These could take many forms. The player should state what he wants; the Game Master should come up with a cost if it is a reasonable request. The player would then buy the item if he wished (and had enough points to do so. If not, he had best scale down his desires.). The Following are common examples and their cost.

Well Made Weapon: Any of the common weapons made with a very fine balance and strength. +3 SC, PC, PM, WB. Cost=2 Character Points.

Enchanted Weapon: Any of the common weapons enchanted and made with a very fine balance and strength. +3 SC, PC, PM, DM, DC, WB. Cost=4 Character Pt.

Well Made Armor: Any of the common types of armor made lighter and more flexible. Reduce the APV for such armor by one. Cost=2 Character Points.

Well-Crafted Tools: A set of tools that gives +5 to a non-combat skill. The player may choose the skill, but the Game Master must decide if the skill could have such tools (Perception couldn't for example). Cost=1 point.

A Loyal Common Animal: An Animal companion with above average Stats, intelligence, and training. Examples are dogs and horses. Cost=1 point. See Campaign rules for use of such creatures.

A Loyal Unusual Animal: An Animal companion of unusual kind or ability with above average Stats, intelligence and training. Examples – bears, unicorns, or common animals with near human intelligence or enhanced ability. Cost = 2+ points depending on ability. See Campaign Rules for use of such creatures. All such creatures would start the game young and grow into their full abilities.

Well Made Shield: Any of the common shields made with fine materials and skill. +3 SC, +3 PM (when used as a weapon), +3 PC (Not cumulative with any bonus from a special weapon), +3 WB. Cost = 2 points

Magical Items: With the ability to cast a spell once per day. Cost=2 + the level of the spell. By spending an extra point, the item is usable three times a day.

Loyal Retainer/Friend: The character has a Retainer or Friend who travels with him. The GM controls the Retainer/Friend. The Player and GM should work out the basic idea, and the GM will make up the NPC (perhaps with changes or additions unknown to the player). The NPC will gain experience and advance as normal. Cost=2 points.

Treasure Map: The character has a map to a treasure. The treasure should be of great value and the task of getting it appropriately difficult. Such a task should better be left until the character gains a good amount of experience. Of course, there might be those who want to steal the map in the meantime, but that is another thing entirely. Cost=1 point.

Rightful Owner of an Artifact: The character is the rightful owner of some magical item of great power. It is usually one connected to their family, lost long ago. The character has or will in the future gain some idea of its location. The task of finding and gaining the item is best left for when the character has advanced in level. Cost=2 points.

Contact with an Important Person: The character has an important friend or contact that will aid the character at times. Examples: A Sage at the Kings Court (Great for advice), The Chief Healer of the Realm (free healing anyone?), etc. Cost=3 points.

5.4 SPECIAL KNOWLEDGE:

The character has some special knowledge he would not otherwise have. As with Items, the player states his desire and the Game Master determines its a cost. Some Examples follow:

Languages: The character starts knowing more languages than normal. The amount he knows depends on the number of character points spent:

Points Spent	Language Levels
1	3
2	6
3	12
4	24
5	48

The player may assign these levels as he wishes. Levels are separate for Speak and Read/Write. If desired, the player may trade two levels of one for the other. (Example Oaf spends 1 point and gets three levels of languages. He wants Latin. Three levels will give him Latin at 2/2. By trading two levels of R/W, Oaf can have Latin at 3/0.)

Note: Level 0 does count as a level.

Note: Languages gained by spending character points add to the character's language potential.

Lore: The character starts knowing some Lore. The amount he knows depends on the number of character points spent:

Points Spent	Lore Levels
1	2
2	4
3	8
4	16
5	32

Note: Level 0 does count as a level. Thus spending one point would allow the character one Lore at level 1.

Note: Lore Skills gained by spending character points add to the character's Lore potential.

Wilderness Knowledge: The character starts knowing an additional Wilderness Knowledge. Gaining Wilderness Knowledge by this means adds one to the character's Lore potential. Cost = 1 point.

5.5 SPECIAL ABILITIES OR BACKGROUND:

The character has some special ability or background he would not otherwise have. Again, the player states his ideal and the Game Master determines a cost. Some Examples follow:

Super-human Characteristic: The character buys the right to increase one rolled Characteristic Stat to a maximum limit of 13 instead of 12. The character will need at least one rolled Stat of 12 and will have to spend two more points to increase it to 13 in order to benefit. Cost = 1 point.

Unknown Background: There is something special about the character he is not aware of. If the GM wishes, perhaps the player is not even aware of it. Example: The character is a lost prince who has been raised a peasant, who may be able to gain his kingdom someday. Often the GM may allow or suggest such a background to better fit the characters into his campaign. Cost = 1 point.

Precognition: The character sometimes (When GM wishes him to in order to further the plot) has dreams or visions that, although vague and symbolic, give clues about important events to come. Cost = 2 points.

Beast Master: The character can understand and be understood by normal animals. The communication is partially telepathic. Such animals are inclined to trust the character. For each additional Character point, one animal may become friends with the character and travel with him, acting as a companion. Two small animals may be counted as one if the GM allows.

The GM may decide to have such animals start the game young and grow into their full abilities if he feels an adult creature is too powerful to start with.

This choice also requires the character takes the Befriend Animal Skill as a Primary.

Cost = 3 points.

Night Vision: The character is better at seeing in the dark than most. He takes only half the lack of lightning modifiers up to, but not including, Pitch-Blackness.

Cost = 1

Eagle Eye: The character takes only half the normal perceptions modifiers due to range.

Cost = 1

Empathic Link: The character has an instinctive sense that allows him/her to know the basic status of a specific person/creature with whom he has a link. The character will always have an idea of the general health and stress of the linked person along with a vague idea of distance and direction. Examples are true love links, twin links, Master/Servant links, or momma's boy links.

Cost = 1

6.0 CHARACTER CLASS

Pick a class for the character. Class represents the character's strengths and weaknesses in different areas. Class also controls advancement and defines the basic role of the character.

Classes are broken into the categories of Skilled Classes, Magical Classes, and Hybrid Classes and are defined in the following ways:

Description: A basic overview of what this class is about. This states the class' bent on skills and abilities, as well as the class' function in the world.

Combat: Each class has a list of Combat Bonuses such as +10/+10/+5/+5/+0/+0/-5 (A Fighter in this case). The player assigns these bonuses to each of the following 7 weapon groups. They modify any weapon used in that group by the specified amount. Once assigned, the values are fixed and may not be changed.

Axe & Mace:	Battle Axe, Mace, Pick, etc.
Bladed:	Swords, Daggers, etc.
Flexible:	Whip, Flail, etc.
Missile:	Crossbow, Long Bow, etc.
Polearm:	Spears, Lances, Glaive, etc.
Thrown:	Dagger, Thrown Spear, etc.
Unarmed:	Hand-to-hand Combat

Weapon Familiarity: The number of weapons a character is able to use without penalty. These are free Weapon Familiarity Skills. (For example, a Fighter may have 4 Weapon Familiarities plus 1 per level.) Everyone has familiarity with Unarmed free. Using the same weapon one and two handed costs two familiarities. Attempting to use a weapon without familiarity gives a -15% combat bonus.

Armor Familiarity: A list of armor types with which the class has familiarity. There are four groups: Soft Leather, Rigid Leather, Chain, and Plate. In addition, the character may be familiar with partial coverage or full coverage (full coverage includes partial coverage).

Full coverage is anything that covers 69% or more and is noted on the character sheet with an '**F**'; Partial coverage is 68% or less and is noted with a '**P**'.

Up to 20% coverage armor may be worn without familiarity. Wearing armor without familiarity gives 2x modifier to the armor penalty.

Primary Skills: These skills represent the strength of the class. Primary Skills advance automatically as the character advances without additional cost. Characters start with all Primary Skills listed. Other skills must be bought with option points or experience. Most Primary Skills of a class have +10% bonus.

Secondary Skills: Optional skills that the class may easily buy. Secondary Skills may be bought such that they advance as Primary Skills (They do not get the +10% Class Primary Skill Bonus however). When buying any Secondary Skill listed in the class, a character pays the normal cost. If a skill in not Primary or Secondary, costs are increased by 50% (1 1/2x).

Magic: Shows if the class uses None, Primary, or Hybrid magic. Also, this gives the Magic Combat bonus for the class if needed.

None: The class does not have magic. The character (subject to approval from the GM.) may purchase magic for the non-classed skill cost. Furthermore, the character cannot learn more than one type of magic.

Primary: A type of magic that represents a near total commitment to the study of magic. Each type has it's own style, more powerful effects, and greater versatility than Hybrid Magic. A level is gained in primary magic per class level.

Hybrid: A type of magic that supports and aids a class in a basic purpose. Since the study of magic is not primary with hybrid mages, they never gain a very large spell selection. Low levels of Hybrid Magic may not have any spells. A level is gained in Hybrid magic per class level.

Experience per Level: The cost in experience points for the class to raise one level.

Requirements: Any Stat or other type of requirement necessary for the class.

Special: Any special rules that apply to the class.

6.2 SKILLED CLASSES

6.2.1 ARCHER

Description: The Archer is a warrior who is a specialist with missile weapons. He/she has some melee combat ability as well.

Combat: +10/+5/+0/-5/-10/-15/-20.

Weapon Familiarity: 3.

Armor Familiarity: Partial Soft Leather.

Primary Skills: Archery, Melee Combat, and Ranged Combat.

Secondary Skills: Climbing, Leadership, and Weapon Familiarity - Missiles only.

Magic: None

Experience per Level: 1250.

Requirements: ST 8+, AG 8+.

Special: Archers must have missiles as their first weapon group and may not raise any other group above +5.

6.2.2 CHIVALRIC

Description: The Chivalric is the classic Knight. A warrior trained to fight from horse or foot. Similar to the fighter, the Chivalric does not have the wide weapon selection (no missile weapons, unless allowed by the culture.)

Combat: +10/+10/+5/+0/-5/-10/-15

Weapon Familiarity: 3 + 1 per level.

Armor Familiarity: Full Soft Leather, Rigid Leather, Chain, and Plate.

Primary Skills: Melee Combat, Riding.

Secondary Skills: Athletic Games, Climbing, Culture, Intrigue, Leadership, Oratory, Orienteering, Swimming, and Weapon Familiarities.

Magic: None

Experience per Level: 1250.

Requirements: ST 8+, CO 8+, and WP 8+.

The Chivalric must have the following skills (brought with starting experience): Culture 1 (0 if starting at level 0), and one of the following: Musician 0, Oratory 0, Singing 0, or Poetry 0.

Most often, the character must be of noble birth to be Chivalric. The GM may lift this requirement under special conditions, i.e., the character buys all the required skills, and pays 1 Character Point, to represent a farmer's lad taken and raised by nobles, with Stats of ST 9+, CO 9+, and WP 8+.

Special: Start with Lore- Heraldry 0 free

6.2.3 FIGHTER

Description: The Fighters are the most versatile warriors. They are trained to fight in all but plate mail armor with the widest variety of weapons available.

Combat: +10/+10/+5/+5/+0/+0/-5.

Weapon Familiarity: 4 + 1 per level.

Armor Familiarity: Full Soft Leather, Rigid Leather, and Chain.

Primary Skills: Melee Combat, Ranged Combat.

Secondary Skills: Athletic Games, Climbing, Leadership, Riding, Swimming, and Weapon Familiarities.

Magic: None, Magic Combat +0

Experience per Level: 1250.

Requirements: ST 6+, AG 5+.

Special: None

6.2.4 MARINER

Description: The Mariner is a master of ships and water travel. Able warriors they are the classic sea faring adventurer.

Combat: +10/+5/+0/+0/-5/-10/-15.

Weapon Familiarity: 3 + 1 per 2 levels (round down).

Armor Familiarity: None.

Primary Skills: Boating, Melee Combat, Navigation, Ranged Combat, Sailing, Sea-Watching, Seamanship, and Swimming.

Secondary Skills: Administration, Cartographer, Climbing, Fishing, Leadership, Merchant, Shipwright, and Weapon Familiarities.

Magic: None, Magic Combat +0

Experience per Level: 1500.

Requirements: ST 7+, CO 9+, IQ 9+, and IN 9+.

Special: None.

6.2.5 MUNDANE

Description: These are the normal men of the cities and farms. They have no aptitude for adventure and no primary skills unless purchased with option points. They are included for making up the typical town or rural NPC. Some may have militia training (Buy Weapon, Armor Familiarities and Combat Skills with Skill Points).

Combat: +0/-5/-5/-10/-20/-20/-20.

Weapon Familiarity: None.

Armor Familiarity: None.

Primary Skills: None

Secondary Skills: All Craft Skills, All Knowledge Skills, and all Communication Skills (Except Leadership).

Magic: None, Magic Combat +0

Experience per Level: 500.

Requirements: None

Special: None

6.2.6 RANGER

Description: The Ranger is a master of woodcraft, able to live off the land as well as find his/her way in it. The Ranger is also a notable warrior, although he/she does not have the weapon selection of the Fighter.

Combat: +10/+5/+0/+0/-5/-10/-15.

Weapon Familiarity: 3 + 1 per 2 levels (round down).

Armor Familiarity: Full Soft Leather, Partial Rigid Leather and Chain.

Primary Skills: Foraging, Melee Combat, Orienteering, Perception, Ranged Combat, Stealth (-10), Tracking, Weather Watching, and Wilderness KS-one area.

Secondary Skills: Camouflage, Caving, Climbing, Disarm Traps, Leadership, Physician, Riding, Swimming, Trapping, and Weapon Familiarities.

Magic: None, Magic Combat +0

Experience per Level: 1500.

Requirements: ST 7+, CO 9+, and IQ 9+, IN 9+.

Special: Wilderness KS- 1 Area

6.2.7 SPY

Description: The Spy is an expert at going where one shouldn't. They have some combat ability.

Combat: +5/+0/-5/-10/-15/-20/-20.

Weapon Familiarity: 3.

Armor Familiarity: None.

Primary Skills: Acting, Disarm Traps (-10), Disguise, Intrigue, Melee Combat, Perception, Pick Locks (-10), Sleight of Hand (-10), and Stealth.

Secondary Skills: Climbing, Culture, Dancing, Escape Artist, Ranged Combat.

Magic: None, Magic Combat +0

Experience per Level: 1500.

Requirements: AG 8+, IQ 9+, and CH 9+.

Special: None.

6.2.8 THIEF

Description: The Thief is adept at entering and taking items by stealth. They have some combat ability.

Combat: +5/+0/-5/-10/-15/-20/-20.

Weapon Familiarity: 3.

Armor Familiarity: Partial Soft Leather.

Primary Skills: Climbing, Disarm Traps, Melee Combat, Perception, Pick Locks, Sleight of Hand, and Stealth.

Secondary Skills: Acrobatics, Escape Artist, and Ranged Combat.

Magic: None, Magic Combat +0

Experience per Level: 1400

Requirements: AG 9+

Special: None.

6.3 MAGICAL CLASSES

6.3.1 ARCANIST

Description: Arcanists use a form of magic based upon the natural flow of mystic force and the creatures bound by them

Combat: +0/-10/-20/-20/-20/-20/-20

Weapon Familiarity: 1

Armor Familiarity: None

Primary Skills: Magic, Magic Combat

Secondary Skills: Alchemy, Astrology

Magic: Primary, Magic Combat +10

Experience per Level: 2000

Requirements: WP 10+, IQ 9+, IN 9+, and MS 9+

Special: An Arcanist will fumble spells on a miss of 20 or more.

6.3.2 ASTROLOGIST

Description: Astrologers use magic that is based on the heavens. They are skilled in the arts of interpreting signs and events, and are often sought for advice and counsel.

Combat: +0/-10/-20/-20/-20/-20/-20

Weapon Familiarity: 1.

Armor Familiarity: None.

Primary Skills: Astrology, Magic, Magic Combat.

Secondary Skills: Perception.

Magic: Primary, Magic Combat +10.

Experience per Level: 2000.

Requirements: WP 8+, IQ 9+, IN 9+, MS 9+.

Special: None.

6.3.3 DRUID

Description: The Druid uses magic to protect and enhance the beauty of the wilderness. Druids have a great reverence for all living things, preferring to live in wilderness areas than in the contemptuous workings of civilized man.

Combat: +0/-5/-10/-10/-10/-15/-20.

Weapon Familiarity: 2.

Armor Familiarity: None.

Primary Skills: Foraging, Magic, Magic Combat, Orienteering, Weather Watching.

Secondary Skills: Caving, Fishing, Herbalist, Melee Combat, Perception, Stealth, Tracking, and Trapping.

Magic: Primary, Magic Combat +10.

Experience per Level: 2000.

Requirements: ST 6+, CO 8+, IQ 9+, IN 10+, and MS 8+.

Special: None.

6.3.4 ELEMENTALIST

Description: The Elementalist is a master at using and controlling the four elements - Air, Earth, Fire, Water (and Ice, a mixture of the preceding). Elementalists have the most combative magic and can be fair fighters with the sword.

Combat: +0/-5/-10/-20/-20/-20/-20.

Weapon Familiarity: 2.

Armor Familiarity: None.

Primary Skills: Magic, Magic Combat.

Secondary Skills: Administration, Culture, and Melee Combat.

Magic: Primary, Magic Combat +10.

Experience per Level: 2000

Requirements: IQ 9+, IN 9+, MS 9+.

Special: None.

6.3.5 ENCHANTMENTS

Description: Those of Enchantments use magic that enhances or modifies objects or even creatures and people. Most are female, and slightly flighty, perhaps because their magic seems so unconnected to reality.

Combat: +0/-10/-20/-20/-20/-20/-20.

Weapon Familiarity: 1.

Armor Familiarity: None.

Primary Skills: Magic, Magic Combat.

Secondary Skills: Dancing.

Magic: Primary, Magic Combat +5.

Experience per Level: 2000.

Requirements: IQ 9+, IN 9+, and MS 9+.

Special: None.

6.3.6 HEALERS

Description: Healers use magic to cure and heal others. Cautious adventurers and nobility often seek to employ healers.

Combat: +0/-5/-10/-20/-20/-20/-20.

Weapon Familiarity: 1.

Armor Familiarity: None.

Primary Skills: Magic, Physician

Secondary Skills: Alchemy, Culture, Foraging, and Herbalist.

Magic: Primary, Magic Combat +0.

Experience per Level: 1800.

Requirements: IQ 9+, IN 9+, MS 9+.

Special: None.

6.3.7 SEER

Description: Seers use magic to learn, divine, and analyze. Seers are often found as advisors.

Combat: +0/-10/-20/-20/-20/-20/-20.

Weapon Familiarity: 1.

Armor Familiarity: None.

Primary Skills: Magic, Magic Combat, Oratory, and Perception.

Secondary Skills: Administration, Astrology Cartography, Culture, Intrigue, and Physician.

Magic: Primary, Magic Combat +0.

Experience per Level: 2000.

Requirements: IQ 9+, IN 9+, MS 9+.

Special: Seers have Lore and Languages Potentials of 2 each free. Time needed to learn Lore and Languages is halved.

6.3.8 SORCERER

Description: The Sorcerer uses magic based upon the extension of mystic forces and creatures. The magic of Sorcery is mostly concerned with personal power and is almost always evil in intent.

Combat: +0/-10/-20/-20/-20/-20/-20

Weapon Familiarity: 1

Armor Familiarity: None

Primary Skills: Magic, Magic Combat

Secondary Skills: Administration, Alchemy, Astrology, Cartography, Culture, Intrigue, Orienteering, Perception, Leadership, and Seduction

Magic: Primary, Magic Combat +5

Experience per Level: 2000

Requirements: IQ 9+, IN 9+, MS +9, WP 9+

Special: None.

6.3.9 WITCH

Description: The Witch uses a combination of natural magic with some general magical forms. Witches are always female.

Combat: +0/-10/-20/-20/-20/-20/-20.

Weapon Familiarity: 1.

Armor Familiarity: None.

Primary Skills: Herbalist, Magic, Magic Combat, Perception, Weather Watching.

Secondary Skills: Astrology, Culture, Dancing, Foraging, Gardening, Intrigue, Oratory, Physician, Seduction, and Singing.

Magic: Primary, Magic Combat +5.

Experience per Level: 2000.

Requirements: IQ 9+, IN 10+, MS 8+.

Special: None.

6.3.10 WIZARD

Description: The Wizard uses a general kind of magic, containing forms of various types. The Wizard is the most versatile of the mages, and among the most knowledgeable. They are often found in government as advisors (or even sometimes as rulers themselves).

Combat: +0/-10/-20/-20/-20/-20/-20.

Weapon Familiarity: 1.

Armor Familiarity: None.

Primary Skills: Magic, Magic Combat.

Secondary Skills: Administration, Alchemy, Astrology, Cartography, Culture, Herbalist, Intrigue, Leadership, Oratory, Orienteering, Perception, Physician, Weather Watching.

Magic: Primary, Magic Combat +10.

Experience per Level: 2000.

Requirements: IQ 9+, WP 9+, IN 9+, MS 9+.

Special: None

6.4 HYBRID CLASSES

6.4.1 BARD

Description: The Bard is an entertainer who wanders the country, carrying news, and learning of the world. In some lands they are also wise and learned men, sought out for their wisdom and judgment as well as their tales and songs.

Combat: +5/+0/-5/-10/-15/-20/-20

Weapon Familiarity: 3

Armor Familiarity: None

Primary Skills: Culture, Hybrid Magic, Musician, Oratory, and Singing

Secondary Skills: Acrobatics, Acting, Composer, Disguise, Escape Artist, Orienteering, Poetry, Dancing, Melee Combat, Musician, Ranged Combat, and Sleight of Hand

Magic: Hybrid, Magic Combat +0

Experience per Level: 1500

Requirements: CH 9+, AG 8+, and CO 8+

Special: The Bard has 2 extra points in Languages and 2 in Lore that they may use as they see fit.

6.4.2 FORESTER

Description: The Forester is a Ranger who uses magic to aid him/her in their profession. Since they depend upon magic to a large degree, his/her other skills are less developed than those of a normal ranger.

Combat: +5/+0/-5/-5/-10/-15/-20.

Weapon Familiarity: 3.

Armor Familiarity: Partial Soft Leather.

Primary Skills: Foraging (-10), Magic- Hybrid, Melee Combat, Orienteering (-10), Perception (-10), Ranged Combat, Stealth (-10), Tracking (-10), Weather Watching (-10).

Secondary Skills: Camouflage, Caving, Climbing, Disarm Traps, Leadership, Physician, Riding, Swimming, Trapping, and Wilderness KS.

Magic: Hybrid, Magic Combat +0

Experience per Level: 1750.

Requirements: CO 9+, IQ 9+, IN 9+, MS 8+

Special: Wilderness KS- one area.

6.4.3 NIGHTBLADE

Description: The Nightblade combines the talents of the Spy and Fighter with magic to aid him/her in their profession. Since they depend upon magic to a large degree, his/her other skills are less developed. The Nightblade is almost always evil in intent.

Combat: +5/+0/-5/-10/-15/-20/-20.

Weapon Familiarity: 3.

Armor Familiarity: None.

Primary Skills: Acting (-10), Climbing (-10), Disarm Traps (-15), Disguise (-10), Intrigue (-10), Magic- Hybrid, Melee Combat, Perception (-10), Pick Locks (-15), Range Combat, Sleight of Hand (-15), and Stealth (-10).

Secondary Skills: Culture, Dancing, Escape Artist, and Weapon Familiarities.

Magic: Hybrid, Magic Combat +0

Experience per Level: 1750.

Requirements: AQ 9+, QU 9+, IQ 9+, IN 9+, and MS 8+

Special: None.

6.4.4 PALADIN

Description: The Paladin is a special type of Chivalric. Member of an order dedicated to defend the free people from evil. The Paladin combines the abilities of the Chivalric with magic to produce a powerful protector. The Paladin may not use Missile Weapons unless allowed by the culture.

Combat: +10/+10/+5/+0/-5/-10/-15.

Weapon Familiarity: 3 + 1 per level.

Armor Familiarity: Full Soft Leather, Rigid Leather, Chain, and Plate.

Primary Skills: Magic- Hybrid, Melee Combat, and Riding.

Secondary Skills: Athletic Games, Climbing, Culture, Leadership, Oratory, Orienteering, Swimming, and Weapon Familiarities.

Magic: Hybrid, Magic Combat +0

Experience per Level: 1750.

Requirements: ST 10+, AG 8+, QU 8+, CO 8+, WP 10+, IN 8+, MS 10+, CH 9+, IQ 7+, and PA 7+.

The Paladin must have the following skills (brought with starting experience): Culture 1 (0 if starting at level 0), and one of the following: Musician 0, Oratory 0, Poetry 0, or Singing 0.

In addition, the Paladin must obey the code of the order to which he belongs, or become a hunted outcast (as well as lose his magic).

Most often, one must be of noble birth to be a Paladin, the GM. may lift this requirement under special conditions, i.e., the character buys all the required skills, and pays 1 Character Point, to represent a farmer's lad taken and raised by nobles.

Special: Start with Lore- Heraldry 0

6.4.5 SHAMAN

Description: It is a Primitive hybrid magic used by many barbarian tribes. The Shaman uses a form of spirit based nature magic. They have notable combat ability in addition. Their spells are few and not very strong compared to other types of magic users.

Combat: +5/+0/-5/-10/-15/-20/-20

Weapon Familiarity: 2

Armor Familiarity: Full Soft Leather

Primary Skills: Foraging, Melee Combat, Magic- Hybrid, Magic Combat, Oratory, Ranged Combat, and Weather Watching

Secondary Skills: Climbing, Herbalist, Orienteering, Perception, Physician, Swimming, and Tracking.

Magic: Hybrid, Magic Combat +5

Experience per Level: 1750

Requirements: CO 9+, IN 9+, MS +9

Special: None

7.0 OPTION POINTS

Characters have a number of option points based upon their IQ (see 1.6) Option points represent how the individual character has applied him/herself to his skills. The use of option points is the primary reason why a specific Fighter is not like all other Fighters.

A Character spends his option points before starting play. He may not save option points to use later. All Option Points must be spent in any combination of the following ways:

1. Increase a skill (not a combat skill) by 5% per point up to a specified limit.

   Weapon Groups may only be raised up to the bonus of the 1st weapon group, thus a Fighter may raise a weapon group up to +10%, but not higher.

   For Magic (Primary or Hybrid) skill, the limit is (IQ-9)*5%. Others skills are limited to (IQ-6)*5%.

2. Skill Points: The character may buy 4 skill points for every option point spent.

3. Buy Lore Potential: The character may buy the potential to learn a limited number of Lore levels. The character will have to learn such levels by spending time studying, but can learn no more then the potential bought here. Level 0 counts as a level. The maximum levels are found on the following chart:

Pt	Levels
1	2
2	4
3	8
4	16
5	32
Etc.	

4. Buy Languages Potential: The Character starts with the languages given by his culture. In addition to this, he may buy the potential to learn a limited number of additional language levels. Level 0 counts as a level. The character must spend time studying, but can learn no more than the potential bought here. The maximum levels are found on the following chart.

Pt	Levels
1	4
2	8
3	16
4	32
5	64
Etc.	

5. Creating Additional Primaries: The character may use his option points to make a skill rise in rank like a primary. These skills start at the level of the character. Such skills (called Bought Primaries) do not gain the +10 primary skill bonus. The cost depends upon the cost of the skill and if it's already secondary or not.

Creating Primaries		
Skill SP Cost	Cost For Secondary Skill	Cost For Non-Classed Skill
2	2	5
4	3	6
6	4	7
8	5	8
10	6	9
12+	N/A	N/A

N/A: The purchase is not possible

6. Create Secondaries: They Player may make a Non-Classed Skill Secondary.

Creating Secondaries	
Skill SP Cost	Cost For Non-Classed Skill
2	2
4	3
6	4
8	5
10	6
12	7
14	8

7. Buy Starting Special Skills: By paying 1 option point, the Player may gain 4 SP to buy actual starting levels in Languages & Lore. Lore may not be brought higher than the character's current class level.

7.1 NEGATIVE OPTION POINTS

If a Character starts with negative option points, he must choose which (or a mix) of the following two options to take:

1. Take a -5 to a skill for a negative point.
2. Lose 2 levels in a language for a negative option point.
3. Reduce a Primary Skill to Secondary. This spends negative points equal to the cost of raising it to Primary from Secondary.

8.0 SKILLS

All the skills in Age of Heroes are available to any of the character classes. Costs of development however vary greatly depending upon the relationship of the class to the skill.

A character has one of four relationships to a specific skill:

Primary: The character automatically starts with this skill. It starts equal to his character's class level and advances equally without cost. These skills are noted with a 'P' under the type column on the character sheet.

Brought Primary: The character has spent option points to make a skill Primary. Like Primary Skills, these advance as the character does without additional cost. They are noted with a 'BP' under the type column on the character sheet.

Secondary: The character does not start with or advance Secondary Skills without the purchase and expenditure of Skill Points. They are noted with a 'S' under the type column on the character sheet. Every class has a list of secondary skills that represents skills easy for them to learn, but not common to every member of their class.

Non-Classed: Skills that are not Primary, Brought Primary or Secondary are Non-Classed. They may be purchased as Secondary Skills are, but the cost is increased by 50% representing the character's lack of aptitude with the skill. These are noted with a 'NC' under the type column on the character sheet.

8.1 BUYING SKILL POINTS

Characters may spend up to 240 experience points per level to buy skill points. The Cost of a skill point depends upon the Intelligence of the character (1.15). For example: An IQ 9 character has a skill point cost of 12 and by spending all 240 points he could buy 20 skill points.

Note that level 0 also has 240 points to buy skill points and as a result a first level character would have a total limit of 480 points.

Characters start with a certain amount of unspent experience depending upon their Age Group (). Any or all of this Experience may be spent for skill points at the start of the game or saved for level advancement at the choice of the player.

Once skill points have been bought, they may be used to immediately buy skill points or saved for later use. Saving skill points may be necessary for very expensive skills.

The limit of 240 experience points per level limit may not be saved from level to level. Thus is a 1st level character must spend his 240 points while 1st level, otherwise he loses the right to spend his 1st level 240 point limit upon advancing to 2nd level.

8.2 BUYING SKILLS

Skills are bought by spending skill points. The Cost is equal to the base cost of the skill multiplied by the level at which the skill is being bought to. Level 0 uses 1 for the multiple.

Level 0 does count as a skill level and must be purchased.

Example: Tom Loose Fingers wishes to buy Gambling (base skill cost of 2) up from level 2 to level 3. The Cost is 2*3 or 6 points.

Example: For Tom to buy Gambling at level 0 and raise it to level 3 would result in the following costs:

> 2*1 or 2 for level 0
>
> Plus 2*1 or 2 for level 1
>
> Plus 2*2 or 4 for level 2
>
> Plus 2*3 or 6 for level 3

The total would be 14 points.

If a skill is not secondary all costs are increased by 50%. Thus if Tom did not have Gambling as a secondary skill, the above total would be 21 points.

With the exception of Language skills, a Character may not buy a skill to a higher level than his Class level. Skill points need not be spent to raise primary skills as they rise automatically.

8.3 SKILL SUCCESS CHANCE

Skills are broken into 10 groups. Combat Skills and Special Skills use different methods. All other skills use the following to determine their base chance of success.

The skill's Base Chance is based upon the Skill Level as follows:

Base Skill Chance		
Level	Base Chance	Description
0	20	Apprentice
1	40	Journey-man
2	60	Craftsman
3	80	Expert
4	100	Master
Each +1	+10	Heroic

Modify the skill's Base Chance by the controlling Characteristic of the Character. Each skill has a Stat or Stats listed. The base Chance is modified by +3 for every point the Stat is over 7 or -3 for every point under 7. If multiple Stats are listed, use the average of the Stat bonus.

This Chance is further modified by the difficulty of the task (as decided by the GM). Suggested ranges are shown below:

Task Difficulty	
Description	Modifier
Very Easy Tasks	+60 to +40
Routine Tasks	+30 to +10
Medium Tasks	+0 to -10
Hard Tasks	-20 to –40
Extremely Hard Task	-50 to –80
All but Impossible	-90 or more

8.3.1 Primary Skill Bonus

Class Primary Skills gain an additional +10 above normal. This applies only to Class Primary Skills and not Bought Primary skills.

This bonus does not apply to Melee, Ranged or Magical Combat as it is already added in the Class Weapon Group and Magic Combat modifiers.

8.3.2 Skill vs. Skill

If the skill to be used vs. another creature's or character's skill, use the following formula:

50+Character's chance-Opponent's chance

An example of such a use of a skill would be a character using stealth to sneak past a guard. The Task Difficulty would apply to only one part of the formula (Example: A lighted and clear hall way would give a Hard (-20) modifier to the character in the above example, or Light +20 to the Guard, not both).

8.3.3 Failure of Skill Rolls

The degree by which a skill roll is missed will determine what happens.

A roll missed by 10 or less indicates partial failure. The character almost had it. For example, the character thinks he heard a noise, but is not certain enough to sound the alarm. In the case of some skills, such as climbing or pick lock, the character is delayed for 1d10 turns while he thinks about it, and then may try again.

A roll missed by more then 10, but less than 30 will indicate failure. The character blew it and may not try again until he gains a skill level or something changes the conditions of the skill test.

A roll missed by 30 or more indicates a disastrous failure. Not only did the character blew it; he did it in a truly interesting way. The lock pick broke off in the lock or he tripped in front of the guard he was sneaking past. Unless defined by the rules, the GM is free to use his imagination.

8.3.4 Multiple Characters and Skill Rolls

Some skills benefit by the aid of other characters with the same skill. Do not roll for each character with the skill. Roll for the character with the highest skill modified by the following:

Multiple Character Bonus	
Skill Difference	Bonus
Aiding character is superior to the acting character*	+20
Aiding character is within 10% of primary character skill	+15
Aiding character is within 20% of primary character skill	+10
Aiding character is within 30% of primary character skill	+5
Aiding character is more than 30% under the primary character skill	+0

*There may be cases where a character possessing a lesser skill is forced to make the active skill roll while another advises.

8.3.4.1 Diminishing Aid (Optional)

To represent the diminishing effect of multiple individual characters, halve the bonus for each additional aiding character over one. Round down.

8.3.5 Open Ended Skill Check (Optional)

On any roll of 96 or higher, roll d100 again and add the result to the first roll. On a roll of 05 or less, roll d100 again and subtract the result from the first roll. Continue as long as the next roll is 96 or higher. Use the result to determine Success.

8.4 COMMON SKILLS

Some Skills are common to all characters (and most creatures, see race/creature description for exceptions). All Characters have the following skills at level 0 without cost.

Melee Combat	Perception
Ranged Combat	Physician
Magic Combat	Culture (If Noble)
Climbing	Barter
Stealth	Diplomacy
Swimming	

8.5 UNLEARNED SKILL ATTEMPTS

A character may wish to attempt an action covered by a skill he has not learned. Often, this will meet with complete failure (You call that a jacket! The sleeves would be different lengths, if they hadn't fallen off!). Many skills may be attempted by the unskilled however with the following effects:

Unlearned Skills	
Skill	Effect
Acting	Base Chance = 10%
Administration	Cost = 200%
Animal Training	May tame & train (to a simple level) common tame animal, if he starts at near birth. Loyalty Base=10%
Carpentry	Value = 25% Base Chance = 10%
Cartographer	Base Chance = 10%
Cookery	Base Chance = 10%
Foraging	Base Chance = 10%
Intrigue	Base Chance = 10%
Masonry	Value=25% Base Chance = 10%
Oratory	Base Chance = 10%
Orienteering	Base Chance = 10%
Seduction	Base Chance = 10%
Singing	Base Chance = 10%

8.6 LEARNING TIME

If a character is learning skills some time after he has started adventuring, he will need to spend time as well as experience points.

Time needed to learn a level for a skill is:

Days =(Experience Spent)*(Level Gained)/2

For Example:

> A character with an IQ wishes to improve riding (a secondary skill for him) from 2nd level to 3rd level, this would cost him 6 Skill Points.

> Since he has spent 90 Experience on the Skill Points required (IQ 7 requires 15 Experience per Skill Point), the time would be (90)*(3)/2 or 135 days.

An exception to this is magic spells. Magic Spells use the following for determining the time:

Days =(Skill Points * Experience per Skill Point)/4

For Example:

> An IQ 7 Mage is learning a Level 3 spell. The cost is 3x2 or 6 skill points. At 15 points per Skill Point with an IQ of 7, the time required is (6*15)/4 or 22.5 days.

The learning time assumes the character is spending 4 hours per day on his studies. This allows a character to study up to two skills per day. A character may not spend more than 4 hours a day on a single subject, nor study more than two subjects per day. Some skills may be 'studied' while on an adventure or traveling, if the GM so decides.

8.7 MODIFIED SKILL LEVEL (Optional)

Since some of the skills produce results based upon the skill's level instead of the success chance, the impact of stat, racial, and other modifiers are not reflected in the final performance.

To correct this, the GM may choose to calculate the Modified Skill Level using the following:

Modified Level = Base Level + Round(Total of all Skill Bonus/20)

Round all numbers towards zero

Example:

> Orin is a second level Dwarven Fighter who has purchased Mining to second level as well. He has IN of 9.

> Thus Orin's has state IN bonus of 6 ([9-7]*3) plus his racial bonus of 15 for a total bonus of 21.

> Orin operates as a third level miner for those values based upon level instead of success chance.

8.8 SKILL REASSIGNMENT (Optional)

As characters age they may well desire to learn new skills (or advance old ones) but will have ran out of skill points. If unable to advance in levels this can lead to somewhat unrealistic stagnation. It is also reasonable to expect older skills to decline if they are no longer highly valued or are never used.

A character may reassign skill points at the normal learning rates given in section 8.6 by lowering the level of a skill and assigning the resulting skill points to the purchase of a new one. In this way the character can reduce older skills in favor of freeing up skill points for new interests.

A skill may not be reduced below half of its original level in this manner. Example: A skill originally at level 3 may not be reduced below level 2.

This method may not be applied to Primary skills or Brought Primary Skills.

8.9 SKILL LEVEL DESCRIPTIONS

Level zero in a skill indicates a beginner, dabbler or apprentice.

The typical professional is 1st level (i.e. Journeyman).

Characters with 2nd Level skills are experienced and respected within their profession; they've been around a while and know the ropes.

Characters of 3rd level are experts. Well known by the locals; they are looked up to by those outside their profession.

Characters of 4th level are well known in a region, Masters of their craft.

Characters of 5th and above are known heroes with stories (often exaggerated) told about their accomplishments.

8.10 SKILL LISTING

Combat Skills	Stats	Cost
Archery	AG	12
Armor Familiarity		
Soft Leather	-	2/4
Rigid Leather	-	4/6
Chain Mail	-	6/8
Plate Mail	-	8/10
Melee Combat	-	8
Ranged Combat	-	8
Weapon Familiarity	-	2

Communication Skills	Stats	Cost
Acting	CH	4
Administration	CH/IN/WP	8
Culture	CH	2
Disguise	IN	6
Intrigue	CH/IN	4
Leadership	CH/WP	6
Musician	CH	2
Oratory	CH	2
Poetry	IN	2
Seduction	PA/PA/CH	2
Singing	CH	2

Craft Skills	Stats	Cost
Armorer	IN/AG	10
Bower	IN/AG	6
Brewing	IN	2
Carpentry	IN/AG	2
Ceramics	IN/AG	2
Clothier	IN/AG	2
Cookery	IN	2
Embalming	IN/AG	6
Fletcher	IN/AG	4
Forgery	IN/AG	4
Gardening	IN	4
Glass-making	IN/AG	4
Jewel-craft	IN/AG	4
Leather Work	IN/AG	2
Lock-craft	IN/AG	4
Masonry	IN/AG	2
Mining	IN	2
Painting	IN/AG	2
Sculpting	IN/AG	2
Shipwright	IN/AG	10
Siege Engineering	IN	8
Smithing	ST/IN/AG	2
Weapon Smith	IN/AG	10
Wood-carving	IN/AG	2

Knowledge Skills	Stats	Cost
Alchemy	AG/IN	10
Animal Training	WP/IN	6
Astrology	IN	6
Cartographer	AG/IN	4
Composer	IN	2
Herbalist	IN	4
Physician	AG/IN	6

Magical Skills	Stats	Cost
Artificer	IN	10
Befriend Animal	IN/WP	4
Magic Combat	-	8
Magic – Primary	IN	14
Magic – Hybrid	IN	12
Shape-changing	WP	8

Miscellaneous Skills	Stats	Cost
Caving	IN	4
Disarm Traps	IN/AG	6
Farming	IN	2
Fishing	IN	2
Gambling	IN	2
Herding	IN	2
Merchant	CH	6
Perception	IN	8
Pick Locks	IN/AG	2

Physical Skills	Stats	Cost
Acrobatics	AG	6
Athletic Games	?	2
Climbing	ST	2
Dancing	AG	2
Escape Artist	AG/WP	4
Frenzy	WP	4
Riding	WP	2
Skiing	AG	2
Sleight of Hand	AG	4
Stealth	AG	8
Swimming	AG/ST	2

Seamen Skills	Stats	Cost
Boating	ST/AG	2
Navigation	IN	4
Sailing	IN	6
Sea-watching	IN	4
Seamanship	AG	2

Special Skills	Stats	Cost
Barter	CH	N/A
Diplomacy	CH/IN	N/A
Languages- Speak	-	8
Languages- R/W	-	8
Lore- General	-	12
Lore- Subject	-	8
Lore- Specific	-	4
Physician KS	-	12
Spell (per level)	-	2
Wilderness KS	-	2

Special Skills Point Costs are not for SP Cost but for time computation only. Barter and Diplomacy are a special case. (See their skill descriptions).

Woodsman Skills	Stats	Cost
Camouflage	IN	4
Foraging	IN	2
Orienteering	IN	4
Tracking	IN	6
Trapping	AG/IN	2
Weather Watching	IN	2

8.11 SKILL DESCRIPTIONS

Description and effects of the various skills follow. Also included are skill specific modifiers.

8.11.1 Combat Skills

Archery:

The Archery skill represents great ability with missile weapons. Archery can never be at a higher level than Missile Combat.

A character with Archery gains certain advantages with missile weapons.

A) The extreme range of the weapon is increased by 10% per level to a maximum of 150% total

B) Each level of Archery reduces the modifier for rapid fire by 2 per level. Example: Level 4 in Archery reduces the rapid-fire modifier for a short bow from –15 to –7.

C) The Archer may reduce the modifier of an Aimed shot by 5% per level to a maximum of 1/2 the normal Modifier. This ability may not be used simultaneously with B.

D) The range modifier is reduced by 3 per level to a maximum of 1/2 the normal modifier.

E) The Archer gains a Sight Perception Skill of a level equal to his Archery Skill. This Skill may only be used for Sight Perception rolls when the Archer is actively looking for something (i.e. searching and limited line of trees for targets). The arc of viewing is restricted to thirty degrees for this ability.

Armor Familiarity:

This skill gives familiarity with fighting and moving while wearing armor. Many classes start with some armor familiarity.

There are four groups: Soft Leather (SL), Rigid Leather (RL), Chain (CH), and Plate (PL).

Armor Familiarity may be bought in Partial or Full Armor Coverage. Partial Armor is that which covers 68% or less of the body. Full Coverage gives familiarity with any amount of armor.

A character wearing armor without familiarity suffers double armor modifiers and has his movement reduced by 1/3 if the coverage is between 50-70% or by 1/2 if higher (After normal armor reductions).

Note that Armor Familiarity is not required to wear armor of less than 20% coverage.

Armor Familiarity does not have levels; the skill is bought only once.

Melee Combat:

This skill determines the characters combat skill bonus with melee weapons as follows:

Level	0	1	2	3	4	5
Bonus	-10	0	+10	+20	+25	+30

Level	6	7	8	9	10	+1
Bonus	+35	+40	+45	+50	+55	+5

Ranged Combat:

This skill determines the characters combat skill bonus with ranged weapons as follows:

Level	0	1	2	3	4	5
Bonus	-10	0	+10	+20	+25	+30

Level	6	7	8	9	10	+1
Bonus	+35	+40	+45	+50	+55	+5

Note: that these bonuses do not add to PM and DM after 4th level.

Weapon Familiarity:

This skill determines if the character is proficient with a type of weapon. Like Armor Familiarity, Weapon Familiarity does not have levels and is bought only once.

Characters using a weapon without Familiarity suffer a -5 to their combat value if the weapon is similar to one they have proficiency with (i.e. scimitar with broadsword), or a -10 if not.

8.11.2 Communication Skills:

Acting:

This skill is the ability of the character to portray himself as someone else. It does not include languages or disguise skill, but does include accents and speech patterns.

It is resolved as a skill vs. skill roll (against perception). The roll is modified by the difficulty of the impersonation. A bum is easy (+20), someone known to the people being deceived would be much harder.

Administration:

This skill is the ability of the character to manage the mundane details (food, pay, organization, etc.) of any organized group of people (an army, manor house, business, etc.).

It does not normally require a skill roll, as the character will perform according to his ability. Skill rolls may be required in unusual circumstances.

The costs of maintaining the organization is modified as follows:

Administration Effects	
Level	X Modifier
0	150%
1	100%
2	95%
3	90%
4	85%
5	82%
6	79%
7	76%
8	73%
9	71%
10	69%
11	67%
12	65%
Each +1	-1%

Culture:

This skill is the ability of the character to impress people in a high society setting. A skill roll is not normally required, as the character will perform according to his ability. The skill is very important if one wishes to blend in with the upper crust. A high level will impress those around (at least in the right setting) and may cause them to react in a way the character desires (Skill roll with difficulty modifiers required).

Disguise:

This skill is the ability of the character to look like someone else. It does not include any acting skill. It is resolved as a skill vs. skill roll (against perception). The roll is modified by the difficulty of the impersonation. A bum is easy (+20), someone known to the people being deceived is hard (-60).

Intrigue:

This skill is the ability of the character to find out about, and plant gossip. Such gossip is not of world shattering importance; an attempt to gain world shattering information should be resolved by play of the game. A successful skill roll with difficulty modifiers determined by the GM will allow:

1. Character to learn gossip.

2. A roll with at least a -20 additional modifier to that required for learning gossip will give the character a good feeling if the gossip has some truth behind it.

3. A character may start gossip with a successful skill roll that stands a good chance of being believed. Such gossip will be believed for a limited time depending upon the victims CH as follows:

Intrigue Effects	
CH	Time
2	Nearly forever
3	5 years
4	2 years
5	1 year
6	6 months
7	3 months
8	1 month
9	2 weeks
10	1 week
11	1 day
12	Not at all

Everyone may not believe such gossip. The GM must determine exceptions. For example: those who know the actual truth or close friends of the target. Some may believe for a shorter than normal time.

4. Counter any of the above attempts on a skill vs. skill roll.

Leadership:

This skill measures the ability of the character to lead men into battle (or other danger) as well as his mastery of battle tactics. Rules for its use are found in the Book 6.

Its only effect in normal small-scale adventures is on the morale of NPCs. Rules for these uses are found in the Campaign Section dealing with NPCs.

Musician:

This skill determines how good a performance the character gives. A skill roll is not normally needed, as the character will perform appropriately to his level. A skill roll may be required to rapidly pickup or exactly perform a specific piece of music. The skill is for one type of instrument.

A character may buy another instrument. A SP cost of 1 provides another instrument that acts at 1 level less than the Musician Skill. Paying 2 SP allows it to act at the same level.

Oratory:

Oratory skill covers the giving of speeches, the telling of tales, and persuasion of people. This skill determines how good a job the character does at these things. A skill roll is not normally needed, as the character will perform appropriate to his level. A skill roll may be required to rapidly pickup or exactly perform a specific tale or speech.

Poetry:

Poetry skill covers the writing of poems. This skill determines how good a job the character does at it. A skill roll is not normally needed, as the character will perform appropriate to his level. A skill roll may be required to remember a specific poem in detail upon hearing it once.

Seduction:

Seduction is the ability to seduce a member of the opposite sex.

In general three rolls are require for completing a seduction together with an amount of time that depends upon the difficulty of the target. The first roll is just to gain the target's attention, the second to get the target thinking along the same line, and the third to convince the target it's a good idea.

Unlike other skills, even if the rolls are successful, the target may still turn the character down (If the GM or the target's player decides they would due to personality or other factors). If this is the case, the character still made a good play at least and may even have tempted the target.

Singing:

This skill determines how good a performance the character gives. A skill roll is not normally needed, as the character will perform appropriate to his level. A skill roll may be required to rapidly pickup or exactly perform a song.

8.11.3 Craft Skills:

8.8.3.1 General Craft Skill Rules

A Craft skill covers the making an item or a type of specialized work. Be it baking bread or forging weapons, the craftsman is the heart of any society. A skill roll is seldom called for as the craftsman is assumed to perform appropriately to his level. The craftsman's income level varies by his skill level however as follows:

Craftsman Income	
Level	Income Modifier
0	50%
1	100%
2	150%
3	200%
4	400%
+1	+25%

The resulting Performance level is multiple by the base income for his craft (found in the specific Campaign Supplement in use, Section 4).

An expert craftsman can bring fame to his town, even increasing the area's general income if above 3rd level (+1% per level over 3rd).

An Apprentice is always level 0. Most Journeymen are 1st level. Most experienced craftsmen are of 2nd level. It is usually an easy task to locate a craftsman of these levels. It gets increasing difficult to find craftsmen of higher skill.

Craftsmen of 3rd level or higher are greatly sought after due to their fine works. The above table should not be used to determine the cost of an individual item. Such masters of their craft will not turn out masterpieces every day. Instead, they are likely to work only when commissioned and will command much higher prices per item. Use the following table to adjust an item's base price by the skill level of its maker unless otherwise noted in the skill's description:

Item Price	
Level	Final Cost
0	75%
1	100%
2	150%
3	250%
4	500%
+1	Doubles

Every level above 4th doubles the 4th level cost (5th is 1000% etc.). At high enough level, the item can become almost priceless. Note that some crafts may alter this pricing structure. If so, it will be noted in the skill description.

Craftsmen require materials in order to create their works. In general, the cost is 50% of the final selling price. More expensive items require better materials.

There may be setup costs for workplaces and tools as well. Rental of such requirements may be possible for a GM determined price.

A craftsman can always work at a lower level of skill to cover those times when no one is around to pay his incredible prices. Most, however, would rather sell the goods made by those studying under him (taking a percentage of that income) than lower his standards.

Armorer:

The Armorer makes the metal armors, i.e. Chain and Plate including Rigid Leather (RL). This skill is highly important to the adventurer for obvious reasons. While most adventurers will not have this skill, many of them will visit those who do.

In addition to modifying the cost, the level of the craftsman making a suit of armor has a direct impact on the Armor's APV used to determine its Combat Modifier, Movement Modifier and QU Modifier. To determine the final APV use the following:

Final APV = Base APV - (Quality Modifier * Coverage %)

The Coverage % is the % coverage given by the armor in question. Use the Final APV to determine the Combat Modifier, Movement Modifier and QU Modifier (See Section 14.0). The following table shows the Quality Modifier for each skill level.

Armorer Skill Effects			
Level	Quality	Cost	Notes
0	+1	x3/4	Ugly and clumsy
1	+0	x1	Basic Plain Armor
2	+0	x1.5	Basic Armor but with some style and character.
3	-0.25	x25	Finely Made and lighter. Movement is eased.
4	-0.5	x100	Master workmanship, each design is unique.
5	-1.0	x250	
6	-1.5	x500	
7	-2	x1000	The Ultimate Combat modifiers from non-magical craftsmanship

At no time can Quality Modifiers reduce the APV to a negative number (Indeed, the above chart will not even come close without the use of magical materials).

Note that the Quality Number is halved when applied to the Rigid Leather (RL) armors due to the large amount of Leather in them.

Magical materials are required for further improvement. Such materials have a minimum level required to work them. Skill effects on those materials are generally as listed above, except level 0 matches the minimum level the material requires (Example: A magical metal requires a 5th level armorer to work. A 7th level armorer would count as 2nd level when working on that metal). Magical materials will have the base armor effects listed with them.

Armorer includes all the function of the 'Smithing' skill in its much higher cost.

Bower:

The Bower makes all the types of bows and crossbows. They do not make the arrows however (See Fletcher). In addition to modifying the cost, the level of craftsman making the weapon has a direct impact on the weapon's ability to perform in battle. High quality weapons have a direct modifier to the user's Combat Values (SC, PM, PC, DM, DC and Def). The Highest Quality weapons can even add to damage. Note the effects on the following chart:

Bower Skill Effects			
Level	Quality	Cost	Notes
0	-1	x3/4	Ugly and clumsy
1	+0	x1	Basic Plain Weapon
2	+0	x1.5	Basic Weapon with style and character.
3	+1	x25	Finely Made and Balanced
4	+2	x100	Master workmanship, each weapon is unique.
5	+3	x250	
6	+4	x500	
7	+5/+1	x1000	The Ultimate Combat Bonus from non-magical craftsmanship

Note: +5/+1 is +5 to the Combat Values and +1 damage.

Brewing:

This skill covers the brewing of beer, wine and other types of beverages and follows all standard Craft Skill rules.

Carpentry:

This skill covers all wood construction. In addition to all standard Craft Skill rules, the level of the Carpenter has a direct impact on the strength of the structure as shown in the following table:

Carpentry Effect	
Level	Final Strength
0	75%
1	100%
2	110%
3	120%
4	150%
+1	+10%

Ceramics:

This skill covers the making of pottery. It is mostly an art form and follows all standard Craft Skill rules.

Clothier:

This skill covers the making all types of clothing except leather. It is mostly an art form and follows all standard Craft Skill rules.

Cookery:

This skill covers all the talents of the chef. Great meals are mostly an art form and this skill follows all standard Craft Skill rules.

Embalming:

This skill covers the ceremonial burial of the dead. At 3rd level and up, they skill allows mummification if known to the society. This skill follows all standard Craft Skills rules.

Fletcher:

This Skill covers of making of arrows or quarrels for bows and crossbows. In addition to the standard Craft Skill rules, High Quality arrows/quarrels will improve the user's SC as per the following table:

Fletcher Skill Effects			
Level	SC Bonus	Cost	Notes
0	-3	x3/4	Ugly and clumsy
1	+0	x1	Basic Plain Weapon
2	+0	x1.5	Basic Weapon with style and character.
3	+1	x25	Finely Made and Balanced
4	+2	x100	Master workmanship, each weapon is unique.
5	+3	x250	
6	+4	x500	
7	+5/+1	x1000	The Ultimate Combat Bonus from non-magical craftsmanship

Note: +5/+1 is +5 to the Combat Values and +1 damage.

Forgery:

This skill covers copying another's handwriting or the making of official seeming documents. Success of the skill is determined by a skill vs. skill roll (against perception or forgery of anyone examining the document). +20 is gained unless the target for some reason suspects a forgery or it's a critical security issue. In all other ways, the skill follows the standard Craft Skill rules.

Gardening:

This skill covers the creation and maintenance of all types of gardens. It is mostly an art form and follows all standard Craft Skill rules.

Glass-Making:

This skill covers the making of all types of glassware. It is mostly an art form and follows all standard Craft Skill rules.

Jewel-craft:

This skill covers the making of all types of jewelry and all gem cutting. It is mostly an art form and follows all standard Craft Skill rules.

Leather Work:

This skill covers the making of shoes, leather clothing and leather armor (SL). It follows all the standard Craft Skill rules. Note that there is no skill addition possible to the light protection of leather armor.

Lock-craft:

This skill covers the making of all types of locks. It is the skill tested against by the 'Pick Locks' skill in its skill vs. skill tests. Lock-craft includes all the talent and abilities of the 'Pick Locks' skill in its higher cost. This skill follows all standard Craft Skills rules.

Masonry:

Masonry includes all types of stone construction. In addition to all standard Craft Skills rules, the skill determines the strength of any stone structure as follows:

Masonry Effect	
Level	Final Strength
0	75%
1	100%
2	110%
3	120%
4	150%
+1	+10%

Mining:

Mining includes all forms of retrieving mineral from the earth. It also includes any tunneling or underground construction. Mining follows all standard Craft Skill rules.

Painting:

This skill covers all the talents of the painter. Paintings are an art form and this skill follows all standard Craft Skill rules

Sculpting:

This skill covers all the talents of the stone sculptor (clay is covered by ceramics). This skill is an art form and follows all standard Craft Skill rules

Shipwright:

The shipwright is the designer of water-going boats and vessels. While the other crafts such as carpentry carry out much of the work, the shipwright has by far the greatest impact on the quality of the vessel. In addition to all the standard Craft Skill rules, Shipwright has a direct impact on the strength of the vessel and its base speed as follows:

Shipwright Effects		
Level	Speed	Strength
0	-10%	75%
1	normal	100%
2	+2%	105%
3	+5%	120%
4	+10%	150%
+1	+1%	+10%

Smithing:

This skill includes all smelting of metals and their fashioning into any of the useful things that one finds in life. Armorer and Weaponsmith skills are used for arms and armor. A smith is only capable of making level 0 armor or weapons.

Siege Engineer:

The Siege Engineer combines a number of talents towards the purpose of creating or defeating fortifications.

This skill combines the talents of Carpentry, Masonry, Mining and Smithing in its higher cost, but such use of those skills is only in respect to the purpose of Siege Warfare. For example a Siege Engineer is more than capable of mining or counter-mining operations, but would not know anything about finding minerals or smelting ores. Also, while the Siege Engineer could build a strong castle, the construction of a shrine would be better left to a character skilled in Masonry.

In general, the Siege Engineer follows all standard Craft Skill Rules. Siege Engines benefit from a high skill level and the rules on Mass Combat cover this aspect of the skill.

Weaponsmith:

The Weaponsmith makes the melee and thrown weapons that adventurers love to use. In addition to modifying the cost, the level of the craftsman making a weapon has a direct impact on the weapon's ability to perform in battle. High quality weapons have a direct modifier to the user's Combat Values (SC, PM, PC, DM, DC and Def). The quality bonus also adds directly to the weapon's HP. The Highest Quality weapons even add to damage. Note the effects on the following chart:

Fletcher Skill Effects			
Level	SC Bonus	Cost	Notes
0	-3	x3/4	Ugly and clumsy
1	+0	x1	Basic Plain Weapon
2	+0	x1.5	Basic Weapon with style and character.
3	+1	x25	Finely Made and Balanced
4	+2	x100	Master workmanship, each weapon is unique.
5	+3	x250	
6	+4	x500	
7	+5/+1	x1000	The Ultimate Combat Bonus from non-magical craftsmanship

Note: +5/+1 is +5 to the Combat Values and +1 damage.

Magical materials are required for further improvement. Such materials have a minimum level required to work them. Skill effects on those materials are generally as listed above, except level 0 matches the minimum level the material requires (Example: A magical metal requires a 5th level Weaponsmith to work. A 7th level Weaponsmith would count as 2nd level when working on that metal). Magical materials will have the base weapon effects listed with them.

Weaponsmith includes all the function of the 'Smithing' skill in its much higher cost.

Wood-Carving:

This skill covers all the talents of the wood sculptor. This skill is an art form and follows all standard Craft Skill rules

8.11.4 Knowledge Skills

Alchemy:

Alchemy is concerned with mixing of chemicals to make useful compounds and potions. They also create ingredients required by certain magical arts.

Alchemy can range from mundane creations (make-up, antacids, etc.) to powerful non-magical compounds (like Greek Fire) up to semi-magical or even fully magical potions and items.

His materials and his laboratory quality will heavily modify the results of an Alchemist's work.

Full rules for Alchemy are included in the Creation of Magical Items rules.

Animal Training:

Animal Training covers the taming and training of domesticated, semi-domesticated and wild animals. Full details are given in the Domesticated Animal section of the Book 5: Campaigns.

Astrology:

Astrology is the study of the movements of planets and stars. Depending upon the campaign, these can have significant magical effects or other impacts.

A successful skill roll will discover what such things are, what the effects might be, and how potent it will be. An Astrology roll might also be required as part of a magical ritual in order to get the timing correct or to use certain types of divination magic. Details are found in the various magic types.

Cartographer:

This skill determines the quality of map making. It has both artistic and practical impact. The better the map, the better it will be in helping people navigate. And beautiful maps carry a higher value.

Maps provide the following bonuses to Orienteering and Navigation in unfamiliar areas depending upon the maker's level.

Cartographer Effect	
Level	Bonus
No Map	-30
0	-20
1	-10
2	-0
3	+10
4	+20
Each +1	+5 more

Composer:

This skill determines the quality of a character's composed song. A skill roll is not normally needed as the quality is considered to be appropriate to skill's level.

Herbalist:

The Herbalist is concerned with the properties of herbs, their growth and their preservation into a form that will last until needed.

Herbalists are aware of the properties of any herbs that have a usage level no more than two higher than their own Herbalist Skill.

Growing Herbs

Growing the semi-magical herbs domestically is not an easy task. Two values determine the Herbalist's ability to maintain an herbal garden. The first is his level and the second is his Herbal Growth Points. Herbal Growth points equal his level squared times his IN Stat. Thus a 4th level Herbalist with an IN of 9 would have 144 growth points.

Various herbs require the Herbalist to master certain levels. The required level is noted in the description of the herb.

Each herbal dosage amount requires a specific number of Growth Points. This is also noted in the herb's description. The Herbalist can maintain a garden whose total herbs growth points are equal to or less than the herbalist's own Growth Points.

Maintaining an herb garden is a full time task. Depending upon the herbs themselves, the Herbalist may need to devote four hours a day during spring, summer, and/or fall. An herb's growing season is specified in its description.

Preserving Herbs

Most herbs have a very limited shelf life. They will fade and become useless after being picked, typically with the passage of a single week. The Herbalist has knowledge of how to better prepare and preserve the herb so that its shelf life can be extended. Refer to the following chart:

Herbalist Preservation	
Level	Shelf Life
0	2 weeks
1	1 month
2	1 year
3	1 years
4	5 years
5	10 years
6	20 years
7+	Indefinite

The herb description will specify if the above preservation chart is modified in any way.

Physician:

Physician covers the range of healing arts. It normally defaults to familiarity with human patients, but the character may choose other species groups as shown in the bestiary. Patients outside the Physician's familiarity will be treated as if the skill was one or more levels less than normal (The Bestiary has full details). The modifier can be removed by gaining a Physician KS for that patient group.

Physicians are aware of the properties of any herbs that have a usage level no more than two higher than their own Physician Skill.

The effects of Physician skill are covered in sections 15.72 (Bleeding) and 18.0 (Healing).

8.11.5 Magical Skills

Artificer:

This magical skill is available to only characters that have an MS of 9+ and IN of 9+. It may not be available to some races.

The Artificer skill allows the character to enchant items with magic. In addition to this skill, the character also needs the craft skill to create the basic item. Weapon Smith and Artificer skills would be required to make a magical sword for instance.

Such items vary from small but useful charms (Examples: A Blade enchanted to damage creatures that can only be struck by magical attacks or a wand that creates Light at the temporary cost of a point of FT) to far more powerful enchantments (Such as a Spear of Spider slaying). The duration of the items may be limited to a single use, a span of time, or even made permanent depending upon the skill of the maker and the quality of his materials.

There are a wide variety of conditions that affect the creation of magic items. Time, required materials, and other factors all have a part. The full rules for using this skill is contained in the Magic Rules and may vary by Campaign.

Some Campaigns may require the character to spend Hero Points to allow him/her to advance this skill beyond fourth level.

Befriend Animal:

This is a semi-magical skill that is available only to Druids, Shamans, Witches and specific races that have a natural relationship with animals.

Befriend Animal allows the character to prevent an attack by normal animals as the result of successful skill roll. The GM may modify the roll by the difficulty of the situation. A successful roll will also incline a normal animal to aid the character in small ways, if the character can make the creature understand his/her needs.

Note that any attack on the animal by the character or his party will negate the use of this skill. Also, if the character stops respecting the creatures of nature, this skill may be lost for a time or even permanently.

Magic Combat:

This skill determines the characters combat skill bonus with Magic as follows:

Level	0	1	2	3	4	5
Bonus	-10	0	+10	+20	+25	+30

Level	6	7	8	9	10	+1
Bonus	+35	+40	+45	+50	+55	+5

Magic- Primary/Hybrid:

This skill defines the level of spell that a Magic User may cast. The success chance is the base chance of casting a spell. While the effects of Primary and Hybrid differ, the use of the Magic skill is identical.

The following chart modifies the casting chance:

Spell Casting	
Spell Level	Modifiers
1	0
2	-20
3	-40
4	-60
5	-70
6	-80
7	-90
8	-100

A failed roll, has the following effects:

Spell Failure	
Partial Failure	Spell does not go off. No spell points spent
Failure	Spell does not go off. Spell point spent.
Disastrous Failure	Spell Fumbles. Roll on backfire table.

The maximum spell level that a Magic User may cast is determined by the sum of the character's Intuition and Magic Strength as in the following table:

3.2 Maximum Spell Levels		
IN + MS	Max Primary	Max Hybrid
24	8	N/A
22-23	7	8
20-21	6	7
18-19	5	6
16-17	N/A	5

A mage may learn spells of his level or lower. Any attempt to cast higher level spells must be made from written works.

This skill is not subject to rule section 8.7

Shape-Changing:

This is a magical skill available only to specific races that have members born with the natural ability to shape-change into other animal like forms. This skill determines the character success in changing his form and in controlling the 'beast'. The character's level and melee combat skill remain unchanged.

Only a few such races exist. Often they have higher Experience Multiples, or it costs character points to allow this skill.

A character with this skill has one other form that he/she may change into. There are two types of animal forms- pure and hybrid.

Shape-Changing Pure Forms:

Pure Forms look just like the animal it is based upon. This form may be larger, but it general it has the same abilities as the natural creatures.

A character with this type of other form may not wear armor heavier than leather and still be able to change into his/her animal form without damage. If the character attempts to shape-change with heavier armor, he/she takes damage to his CP equal to 5 times the armor's APV. Note that any armor will be heavily damaged by the act of shape changing.

A Pure Form is incapable of using tools anymore than the animal it is based upon. Also the shape-change will leave any clothes and armor behind. The animal form is now considered to be a Close Combat Creature.

The animal form still has the mind of the character, but has the animal instincts lurking in the background. Certain events may force the character to respond as the animal. The GM determines when this happens and the modifiers to the Shape-Changing Skill roll need to control the 'beast'. It is normally a fairly easy takes (+20) to change back to human, but failure indicates that the 'beast' wants to run free for a while.

The Following are common Pure Forms with the modifiers and special abilities due them:

Bear:

The character's height increases by 1/3, weight increases by 4 times. Refigure the character's ES, LP and CP values. QU –2, AG –2, MR +3. Natural Armor 2 points.

Natural Weapons: Claws- 1d8, DB 75, CL 's'. Bite- 1d10, DB 75, CL 's'. Hug 1d12, DB 73, CL 'c'. Bite and Hug useable only with the grab Action.

The Bear gains Tracking, Foraging, and Orienteering at level 1 if the character already does not have these skills.

Wolf:

ST +2, MR +3. Natural Armor 1 point.

Natural Weapons: Bite: 1d8, DB 75, CL 's'. Bite useable only with the grab Action.

The wolf gains Tracking, Foraging, and Orienteering at a level equal to the character if he/she does not already have them and Night Vision.

Cat (lion, tiger, etc.):

Weight is doubled. Refigure ES, LP and CP. +2 QU, MR +4, FT -2. Natural Armor 1 point.

Natural Weapons: Claw 1d8, DB 75, CL 's'; Bite: 1d10, DB 75, CL 's'. Bite useable only with the grab Action.

The Cat gains Tracking, Foraging, Orienteering and Stealth at a level equal to the character if he/she does not already have them. The cat also gains Climbing Level 2 and Night Vision.

Bird (Swan, Owl, etc.):

Weight is halved. Refigure ES, LP and CP.

Natural Weapons: Talon 1d4, DB 75, CL 's'. Beak 1d6, DB 73, CL 's'.

The MR is halved on the ground, but double in the air as the Bird form gains Winged Flight.

The Bird gains Orienteering and Foraging at a level equal to the character if he/she does not already have them. A sight Perception bonus of +30 is gained.

An Owl gains Night Vision and Stealth equal to the character's level. A swan pays only half the normal FT costs for flight.

Shape-Changing Hybrid Forms:

Hybrids are very rare half-human, half-animal forms. All are bipedal. Some are more human than others are.

Wolf Hybrid:

This wolf is more dominant in this Hybrid than the man. The face becomes heavily canine, the fur thick. It's large claws and canine teeth become deadly weapons. The Wolf Hybrid is a predator, a killer in the night driven by the beast's darker nature.

Size increases by 25%. Modified Stats: ST +2, CO +1, QU +1 and MR +1. The fur and natural toughness of the creature provides one point of natural armor.

The wolf gains Tracking, Foraging, and Orienteering at a level 2 if the character doesn't already have these skills. A bonus of +20 is gained if it does. Hybrid Wolves have Night Vision.

Hybrid wolves will not use weapons or armor, preferring to deal with its natural weapons. They are incapable of speech in wolf form.

Feline Hybrid:

This Hybrid is more human than cat. The addition of a tail, short fur, cat like ears and eyes and retractable claws together with the more playful, aloof and sensual feline nature instead of the more predator feline like attitudes make up this form.

Size remains unchanged. +1 ST, +2 QU, +2 AG and +2 MR is gained. Feline Hybrids have a –2 to FT.

Natural Weapons: Claws: 1d8, DB 75, CL 's". Damage is due more to magic than the physical size of these rather small claws.

The skills of Tracking, Foraging, Orienteering, Stealth and Acrobatics are gained at level 2 if the character does not already have these skills. It gains a +20 bonus if it does. The Feline has Night Vision.

The character may use any armor or weapons desired, but by nature stays away from the heavier full coverage armors. The Character may speak in this form with a notable 'cat' accent.

8.11.6 Miscellaneous Skills

Caving:

This skill enables the character to keep track of his location in caves, watch the environment, and identify things natural to caves. While in a cave, the character may use this skill in place of perception. A successful skill roll (modified by the GM determined difficulty) will allow the character to know his location, guess which way may lead out (high difficulty), know how safe the rock bridge is to cross, etc.

Disarm Traps:

A successful skill vs. skill (Skill of the maker of the trap) roll will disarm a trap. There may be modifiers to the roll due to the conditions surrounding the trap (i.e. in the dark -20, taking a long time +20, etc.). This skill may be used in place of perception for detecting traps.

Farming:

The skill represents the character's understanding of, and ability to farm. A skill roll is seldom called for as the character is assumed to perform appropriately to his level. The character will raise a crop relative to normal exceptions as follows:

Farming Effects	
Level	Performance
0	50%
1	100%
2	110%
3	120%
4	150%
+1	+10%

Fishing:

The skill represents the character's understanding of, and ability at, fishing. A skill roll is seldom called for as the character is assumed to perform appropriately to his level. The character will catch an amount relative to normal exceptions as follows:

Fishing Effects	
Level	Performance
0	50%
1	100%
2	110%
3	120%
4	150%
+1	+10%

Gambling:

Represents the character's skill at all games of chance. Winners are determined by a skill vs. skill roll (multiple opponents give the bonus found in section 8.3.4).

Herding:

The skill represents the character's understanding of, and ability at, Herding. Herding is the raising and care of herd animals (cattle, sheep, etc.). A skill roll is seldom called for as the character is assumed to perform appropriately to his level. The character will be able to raise and care for a herd size relative to normal exceptions as follows:

Herding Effects	
Level	Performance
0	50%
1	100%
2	110%
3	120%
4	150%
+1	+10%

Merchant:

This skill determines the amount the merchant may buy goods for, and the amount he may sell them for. Roll skill vs. skill and consult the following chart:

Merchant Effects		
Roll Result	Buying	Selling
Disastrous Failure	150%	75%
Failure	120%	80%
Partial Failure	110%	90%
Success	90%	110%
Success +10	80%	125%
Success +30	75%	150%
Success +50	50%	200%

The result gives the relative price to the standard market value in the region of the transaction.

Perception:

Perception skill determines the character's chances to notice any of the things he needs to notice. Examples range from traps and ambushes to the strange ring on the man at the bar. Sometimes, perception is a straight skill roll (modified by the difficulty of the task). Often, perception is skill vs. skill (when trying to perceive something someone else is trying to hide).

Sleeping characters have a –50 to awaken in time to react to dangerous events.

Pick Locks:

A successful skill vs. skill (Skill of the maker of the lock) roll will open a lock. There may be modifiers to the roll due to the conditions surrounding it (i.e. in the dark -20, taking a long time +20, etc.).

8.11.7 Physical Skills:

Acrobatics:

This is the ability to perform acrobatic maneuvers. Besides using the skill for entertainment, there're other more practical uses.

1. By making a successful skill roll (Modified by the difficulty determined by the GM), the character may move across or through difficult terrain or objects without additional movement cost (or perhaps a lower than normal cost).

2. A successful skill roll (Modified by the difficulty determined by the GM) allows the character to rise from prone without cost.

3. By making a successful skill (Modified by the difficulty level determined by the game master), the character may gain +10 to his Defense while doing the Full Evade Maneuver or +10 to his Dodge Chance while doing the Full Dodge Maneuver.

Athletic Games:

The sport that this skill applies to must be chosen when the skill is purchased. The skill may be purchased Multiple times, each for a different sport. This skill gives bonuses when performing in the covered Athletic Games. Athletic Games includes such sports as discus, javelin throw, foot racing, etc. An Athletic Game is in one of the following three categories:

1. The Game is contained in another already existing skill. Examples including Horse Racing (Riding) or Swimming (Swimming). In this case, there is no Athletic Game Skill. Use existing Skill.

2. The Game is based mainly upon a Character's Stat. Examples include Running (MR) and Weight Lifting (Lift). Winners in such a contest are determine by the highest Stat with ties being decided by a skill vs. skill contest based this game. In this case, there is no Stat modifier for the skill.

3. The Game is one where skill is the most important factor. Examples include such games as horseshoes, golf, etc. This skill has a Stat modifier determined by the GM for the skill. Winners are determined by a Skill vs. Skill roll.

Climbing:

This skill determines success at any climbing attempts. An attempt to climb is resolved with a simple skill roll with any modifiers determined by the GM.

The MR for climbing is 1/5 the character's normal MR.

Climbing at a 'Run' (2x MR) gives a –10 modifier. Climbing at a 'Sprint' (3x MR) gives a –20 modifier).

When climbing, the player states where he wishes to climb, and the GM takes the distance into account when deciding the difficulty. When a successful climbing roll is made, the distance of the climb determines the time needed.

If the roll fails by enough, roll d100 to determine how far the character had gone before he fell (Total failure) or got hung up (partial failure).

Dancing:

This skill determines how good a performance the character gives. A skill roll is not normally needed, as the character will perform appropriate to his level. A skill roll may be required to rapidly pickup or exactly perform a specific dance.

Escape Artist:

This skill determines if a character can escape from any personal bindings. The GM assigns the difficulty of the bindings, which will be increased by an additional -5% per level the binder is.

Frenzy:

If the character makes a successful skill roll, he goes into Frenzy. The character may not retreat from the battle, nor let up until his foes are defeated. When all enemies are defeated, another skill roll is required to leave the frenzied state with the following results:

Frenzy Recovery	
Skill Check	Effects
Success	Character comes out of frenzied state
Partial Failure	The character stands around till next roll is allowed
Failure	Character attacks nearest standing/moving target. He may roll to recover next turn
Disastrous Failure	The character attacks everyone in sight until they are all defeated or he is

When in a Frenzy, the character can only use the following combat options: Full Attack, Full Swing, Charge, Overbear or Swing Through. He gains the following benefits at the appropriate level:

Frenzy Effects	
Level	Effects
0	Ignore disabling effects of wounds less then -1
3	Ignore disabling effects of wounds less then -2
5	Ignore disabling effects of wounds less then -3
7	Ignore disabling effects of wounds less than -4

The Cumulative Hit Points of a character in Frenzy are increase by 10% per level. These increased Hit Points are lost when the character leaves Frenzy (Which he must do when all possible foes are gone).

Riding:

This skill determines the character's ability to ride a mount and includes basic care of the animal. When bought, the character determines the type of creature to which it applies (horses, elephants, etc.). A successful skill roll is needed to control one's mount and fight without modifiers in combat (see 19.5).

Better riders are able to get more speed out of their mounts. Use the following chart to determine the skill's effect on the mount's MR:

Riding Effects	
Level	Performance
None	80%
0	90%
1	100%
2	103%
3	109%
4	112%
+1	+3%

Sleight of Hand:

By means of this skill, the character may hide an item, produce an item, pick a pocket, plant an item on someone, etc. either without being noticed, or where the item came from not being noticed. The result of the attempt is determined by a skill vs. skill roll (against the target(s) perception skill) with any modifiers the GM assigns.

Even a partial failure means the character was noticed (but not in all details).

Skiing:

This is the ability to use snow skis. A success roll is needed to move at higher than average speed or any unusual action (jumping, tight turns, etc.). To ski at the normal speed requires no skill roll if the character has this skill.

Skiing allows normal walking and running movement in snow. It allows sprint movement over snow on downhill slopes at the fatigue cost of normal walking.

Stealth:

Stealth is the ability to avoid notice; how to move quietly and/or hide. Always resolved with a skill vs. skill roll. A partial failure means the character was noticed, but not clearly.

Swimming:

This is the ability to swim. A success roll is needed to move at higher than average speed or to take any unusual action (swimming through rough water, cold water, weighted down, great distance, etc.). Swimming at the normal speed in calm water requires no skill roll if the character has this skill.

Every two levels in swimming adds one round to a character's time limit on holding his breath (see 19.14).

The MR for swimming is found in section 11.4.3.

Swimming at a 'Sprint' gives no modifiers to the skill roll.

Boating:

This skill is the ability of the character to effectively pilot and control a boat. Boats are small sized river, lake or coastal vehicles. The normal speed of travel will increase or decrease, depending upon the skill of the crew as follows:

Boating Effects	
Level	Speed Adjustment
0	-25%
1	+0%
2	+10%
3	+20%
4	+30%
+1	+5% per level

A Boating skill roll may be called upon to maintain maximum speed or to pass difficult areas (such as rapids). The GM determines any difficulty modifiers that may exist.

Navigation:

The ability to keep track of where one is on the ocean or other bodies of water. A successful skill roll means the character has a good idea where he is in the world.

A single roll is all that is normally required to travel to a destination, although if a storm or other event comes along, addition rolls may be required. Navigation is also a measure of how well the character knows the lay of waters in the part of the world he knows. A successful skill roll will give him information on where various islands, port cities, river mouths, reefs and the like are.

Sailing:

This skill is the ability of the character to effectively pilot and control a ship. Ships are small or large ocean-going vessels. The normal speed of travel will increase or decrease, depending upon the skill of the crew as follows:

Sailing Effects	
Level	Speed Adjustment
0	-25%
1	+0%
2	+10%
3	+20%
4	+30%
+1	+5% per level

A Sailing skill roll will be called upon to maintain maximum speed or to pass difficult areas (such as rocky shallows). The GM determines any difficulty modifiers that may exist.

Seamanship:

This skill is the ability of the character to perform the functions of the crew of a vessel. A good crew is needed to maintain the best performance of a ship. If a ship is large enough to need a crew to function, its performance (boating or sailing) is determined by an average of the following:

1. The Captain's sailing or boating skill.

2. The Average sailing or boating skill of the Lead Crew: First Mate, Second Mate, and Helmsman.

3. The Average seamanship skill of the remaining crew.

Use this average to determine speed and skill success chance for the whole ship or boat.

Example: The Captain's sailing skill is 80%, the average skill for his lead crew is 60% and the average skill for the rest of his crew is 40%. The total average is 60%.

This means that the ship in typical waters and wind conditions (Routine +30%) can be expect to meet 60% + 30% or 90% of it's maximum speed.

Sea-Watching:

This skill is the ability of the character to notice something amiss on the water such as rocks, shallows, sea monsters nearing, etc. The GM will determine any difficulty modifiers. It also functions as the skill Weather Watching when near the sea.

8.11.9 Special Skills:

Barter:

If a character buys something, it is normally at the standard price. If the GM wishes, a character may buy or sell items (on a small scale only) with an innate merchant level (Called Barter) as follows:

Character Level	Barter Level
0-1	0
2-3	1
4	2
5-7	3
8+	4

Diplomacy:

This skill is the ability of the character to deal with Heads of States and their representatives. A successful skill vs. skill roll can alter the course of negotiations. This skill is very guided by the GM who knows what is or is not possible to gain (or lose) by negotiations.

This skill is not bought in the normal fashion. Instead a character has a level in Diplomacy based upon his Level and CH automatically as Follows:

Character Level	Diplomacy Level	Required CH
0-1	0	1
2	1	8+
3	2	9+
4	3	10+
5-6	4	11+
7-8	5	12+
9-10	6	13+
11+	7	14+

Languages- Speak, R/W

This is skill in understanding and using a language. The skill must be learned for each language. Speak and R/W must be learned separately. If the character knows Speak or R/W at a level above its counterpart, learning time for the counterpart is halved until the levels are equal. Levels of skill above 4th are meaningless.

The following chart shows the effect of the skill:

Languages	
Level	Effect
0	The character understands about a couple dozen words.
1	The character understands enough to get across simple ideas. Complex conversation or material is out of the question.
2	The character understands enough to deal with all but highly complex or culture specific concepts. Speech is highly accented.
3	The character has native fluency.
4	The character has complete mastery of the language.

Lore- General, Subject, Specific:

Lore is the knowledge of an area of learning. It can be bought on general or very specific subjects. General would include world history, religions and magic. Subjects would include national history, a specific religion or a specific magic. Specifics would cover family history or one special magical item. A wide array of subjects is possible. Chances of knowing an important fact are equal to the chance of the character lore skill.

While the general lore skill covers a wide range of subjects, more detailed information is gained from the more specific lore skills.

Physician KS:

This is a familiarity type of skill. Treat it as a general lore skill with the exception that it only has level 0.

The skill is bought for the character's choice of species as defined in by the Bestiary Groups. Its use is covered under the Physician Skill Description.

Spells:

All the Magical classes must learn their spells before being able to cast them. This skill is the knowledge required to cast a spell from memory. A Spell may be cast from books or scrolls without the Mage learning it, however casting times are increased ten times. Each spell must be learned separately.

Wilderness KS:

This is a familiarity type of skill. Treat it as a specific lore skill with the exception that it only has level 0. A wilderness is the type of terrain a character is familiar with.

Terrain types include common (most temperate regions), desert, jungle, mountains, swamp and Arctic.

If a character does not have Wilderness KS of a terrain type, he/she takes a -20 to Foraging and Weather Watching skills. Having this skill also means the character knows the basic facts about the terrain's common fauna and flora.

The skill has other effects as the character becomes aware of needed survival skills for the terrain. For example, Arctic KS indicates knowing how to build ice shelters.

8.11.10 Woodsman Skills:

Camouflage:

The Ability to conceal individuals and/or objects by utilizing natural surroundings such as shrubs, branches, vines, etc. The Number of objects is restricted only by the amount of materials available and sufficient time (1-5 minutes per object, depending upon terrain). Success of the attempt is determined by a skill vs. skill roll (vs. perception) modified by the GM and an addition -2% per object over one hidden.

Foraging:

The ability to find food (plants, game, etc.) and water in the wilderness. A successful skill roll (Modifiers determined by the GM) will find 1 days supply of food for one person (and an unlimited water supply in most cases, sometimes a separate roll for water is required, i.e. desert regions.) Every 5% the roll is made by finds an additional person's provisions.

Orienteering:

The ability to keep track of where one is in the wilderness. A successful skill roll (with modifiers depending upon the difficulty of the terrain) means the character has a good idea where he is. A single roll is all that is normally required to travel to a destination, although if a snowstorm or other event comes along, addition rolls may be required. Orienteering is also a measure of how well the character knows the landscape of the part of the world he is familiar with, a successful skill roll will give him information on where major land features are.

Tracking:

The skills to locate, identify, and follow tracks (footprints, broken branches, etc.). The GM assigns a base task difficulty based upon the terrain, weather and age of the tracks. Example base difficulty levels follow:

Tracking Modifiers	
Snow covered land	+60
Plowed Farmland	+40
Normal Plains	+0
Woodlands	+0
Mountains	-20
Raining- light	-20
Raining- hard	-40
Number of creatures	+3 per additional creature
Age of Tracks- per day	Additional -10
Creature trying to avoid leaving tracks or trying to leave false trails	-10 + -10 per tracking skill level
Terrain Destructive Creatures	+20

Tracking Skills allow any of the following:

1. Follow tracks. Use a skill roll to determine success.

2. Identify tracks (human, orc, deer, etc.) and how fast they are moving. Use a skill roll modified by -10.

3. Gain information about the creature that made the tracks: height, weight, injured or not, carrying how much weight, etc. Use a skill roll modified by -20.

Trapping:

This skill covers the placement, construction, and concealment of wilderness wild life traps (which may, under the right conditions, affect intelligent creatures). Used as an occupational skill, it has the following effect on the normal income the character can expect:

Trapping Income	
Level	Performance
0	50%
1	100%
2	110%
3	120%
4	150%
+1	+10%

When used against intelligent creatures, it will not be detected unless the victim makes a successful skill vs. skill (victim uses Perception) roll.

The damage the trap does (if any, snares for example only contain their victims) depends upon the trap (more damage, more time to make).

Note that any trap requires time to build and prepare.

Weather Watching:

A successful skill roll will give the character a good idea of what the weather will be like in the near future as follows:

Weather Watching Results	
Roll	Result
Successful	Weather known for the next 4 hours.
Successful by 20	Weather known for the 12 hours
Successful by 40	Weather known for the next day
Successful by 60	Weather known for the next two days

9.0 CHARACTER ADVANCEMENT

Characters tend to improve with the experience of adventures. They learn better fighting techniques, better spells and more effective ways to perform their skills.

In the game, this is represented by advancement in character level. Each character class has a base experience point amount to advance a level (1250 points for a Fighter for example). This number can be modified by Race (for example, an Elf Fighter could take +50% more or 1875 points).

In addition to earning experience points, a character must qualify for level advancement beyond 3rd level. To become truly heroic, it's not enough to adventure. You must adventure "well". If a character has not qualified for his next level, he will earn experience up to the amount needed to advance, and not collect experience beyond that point.

At each level (including 0), the character may spend up to 240 experience points to earn Skill Points (SP). These Skill Points may be used to improve non-primary skills the character has, or buy new ones. Note that spending experience on Skill Points means that it will take longer to advance a level- the draw back of not concentrating on one thing at time.

Characters that have reached the Heroic levels (5th and above) have also learned and gained abilities beyond those of lesser men. These 'Hero Abilities' further define and expand the character (see 9.3).

9.1 EXPERIENCE AWARDS

There is no complex method of experience awards. Basic advancement is given out at the rate of 200 points for every 5 hours of play in real time. This rewards the player for being in your game, and does not penalize a character that can't roll worth a dime throughout the night.

The GM may reward a character with an experience bonus, if the character has performed very well or role-played exceptionally well. The bonus should be in the range of 20 to 100 points per adventure.

Also, adventures that take multiple sessions to complete are worth a bonus of 50 points per night.

9.2 LEVEL QUALIFICATION

Characters may advance freely to 3rd level. Beyond that, a character must perform notable deeds, in addition to earning experience, in order to progress. The required importance and extent of the impact of such deeds increase with character level. In general, the required impact of the deed can be summed up in this table:

Level	Extent of Heroic Deed
4	Great deeds in respect to Character himself.
5	Great deeds in respect to his friends/relatives.
6	Great deeds in respect to an entire City
7	Great deeds in affects an entire region of a nation.
8	Great deeds that changes the course of an entire nation.
9	Great deeds in respect to a region of the game's campaign (a number of nations). The course of the entire region has been changed by the actions of the character.
10+	Great deeds in respect to the entire game campaign, i.e. the World. The course of the entire campaign has been change by the actions of the character.

The principle idea behind Heroic Level Qualification is that the character has triumphed over the odds. If the chances are good for character success, the action is not heroic. It is skill of play, luck of battle and player cunning that makes Heroes. The results from failure in an event that could qualify for advancement are dire. It is not heroic to risk little, the stakes must be large or the gamble is not worth playing.

Player Character advancement above tenth level is nearly impossible. In order to qualify, the character would almost have to defeat evil and conquer hunger. In game terms, he/she has brought about a Golden Age for the Campaign. This would all but remove the chance of great adventure for the rest of that era (which to live up to the Heroic deeds that created it, would have to last a generation or two at least).

Note that a NPC can be above tenth level if the GM desires. These characters are often the corner stones of the campaign background. While incredibly powerful, they are limited in some respect compared to the player character (even if the limit is one of attitude, the player character is the means of change in a campaign- not the NPC). Many are the evil creatures that need to be overthrown by the Heroes. Most are far from human.

It is obvious that each GM will have somewhat different ideas about what is heroic and or not. This is as it should be; it is the GM's campaign after all. The following are suggested guidelines for determining Level Qualification:

Qualifications Examples

1. Defeating Fearsome Opponents in Single Combat: The opponent must have a CS value (see 12.1) 15 or more points higher than the character. It is the stuff of heroes to defeat the unbeatable foe.

2. Leading an Army: Commanding an army in battle is one of the major ways a character performs heroic deeds that alter the world around them. Sometimes raising the army is what's against the odds, sometimes keeping it together, and sometimes winning the battle.

3. Brilliant Ideas: The character comes up with a plan that alters the situation tremendously. For example: He/she finds the way to play the villains off vs. one another, grabbing victory where there was only defeat. The plan must be special, neither easy to make up, nor easy to implement.

4. Rescuing the Fair Maiden/Endangered Prince: One of the mainstays of adventure. The character rescues the NPC (or even PC), recovers the item, or completes the task. The difficulty must be such that the character would be expected to fail by rational observers. The player must realize the odds against him/her. This is not the normal adventure- this is making the attempt in the face of certain death.

5. Performance beyond all Expectations: The character defeats a huge number of opponents that should have by rights slain him/her or escapes from the prison no one can escape from. Anything that defies the odds may qualify.

The result of Level Qualification is that many player characters will not rise to the highest levels. Characters above 7th are very rare. This recreates the scope of the fantasy tales that have groups with a range of ability. High advancement is not the result of coming to the game. It results from risk and playing the 'Hero'.

Level Qualification can be earned at any point in the character's life and used when required.

Qualification of whatever type can only serve to allow the character to earn one level per deed. Thus a fourth level character that manages a deed good enough for 8th level qualification, still only qualifies for fifth. If he does it twice while still fourth level, he then qualifies for sixth.

9.3 HERO ABILITIES

Characters above 4th level are of Heroic stature. Such characters will have legends told about them and it is only fitting that they possess abilities not found in lesser characters.

For every level above 4th, the character gains one Hero Point. These may be saved or spent as the player wishes.

Hero Abilities costs one or more Hero Points. They modify the normal rules of play in a specific way for the character that has the ability.

The chart in 9.3.2 details many possible Hero Abilities, their effects and costs.

9.3.1 Creating New Hero Abilities

The GM may add to the list of Hero Abilities. There are a few things to keep in mind when creating a new one however.

1. Hero Abilities never give a flat combat bonus. They can remove or reduce penalties.
2. Things that are impossible may be made possible.
3. They don't control other character's actions.
4. They don't replace existing skills.
5. All Abilities must fit the style of the campaign and Heroic Adventure.

The Balance of the game is the most important factor in creating new hero abilities. Hero Abilities are to add to the enjoyment of the campaign, not to alter it beyond recognition.

9.3.2 Hero Abilities Listings

Hero Abilities List		
Ability	**Cost**	**Effect**
Ages Well	1	The character reduces the maximum age category he/she will age to by one group in regards to characteristic modifiers. This Hero Ability may be bought up to twice.
Background Concentration	2	The spell caster can maintain concentration requirements on one spell and perform normally otherwise. Thus he may attack, move, defend or cast other magic. Anything that would normally break spell concentration will break concentration for the 'background' spell.
Bare Hand Parry	2	The character may make unarmed parry attempts without taking damage. Parrying Critical Strikes results in taking Normal Strike damage. If combined with Parry Missiles with Melee Weapons, the character may catch throw weapons (-0) and even missile weapons (-10). If combined with Quick Draw the character my throw back any weapon caught if he hasn't already attacked that round.
Close Combat Creature Avoidance	1	The character is not required to make saving throws to avoid Close Combat Creatures (19.7.1). Such saves are automatically considered successful
Combat Awareness	2	The Character is aware of the battle, even when not viewing it directly. The following applies if the character makes a successful perception roll to be aware of the attack. 1. Attacker Flank and Rear Hex SC Bonuses are halved. 2. The character may attempt to parry attacks in his flank and rear hexes with any length 'A' or longer melee weapon (Not shields) as if they were his front hexes with an additional -10 modifier. 3. Dodge attempts for flank and rear hex attacks are not subject to the normal flank/rear dodge modifier 4. The character takes only one quarter of the normal lack of lighting modifiers.
Combat Fumble Reduction	1	Combat fumbles in melee and ranged combat by the character are reduced one level of severity. The fumble can't be reduced below the lowest level. This ability may be brought up to twice.
Empathic Healing	2	The character can increase the healing rate of patient under their care by sheer force of will. Healing times are quartered. The effort costs the healer/physician half their total natural spell points and increases their fatigue by five levels. Any increase past level 10 of fatigue will cause 1d20 damage to his/her own CP. This ability is only available to spell casters.
Empathic Link	1	The character has an instinctive sense that allows him/her to know the basic status of a specific person/creature that he has a link with. The character will always have an idea of the general health and stress of the linked person along with a vague idea of distance and direction.
Enhanced Magic Recovery	2	The character regains spells points at 150% of the normal rate

Ability	Cost	Effect
Fearless	2	The character isn't required to make saving throws to avoid Close Combat Creatures (19.7.1). Such saves are automatically considered successful.
		The character also gains +3 saves vs. all fear effects.
Fleet-Footed	1	The character gains +1 to his normal MR. This ability may be bought up to twice. Normal movement and swimming are treated separately.
Great Lungs	1	The character is able to hold his breath for a base time equal to twice his CO Stat (See 19.14).
Heals Quickly	1	The character heals fast, halving all healing times.
Heroic Growth	1	The character gains two Option Points that may be spent as desired. This hero ability may be bought any number of times.
Ignore Normal Wounds	2	The character is unaffected by 0 or –1 level wounds. Damage must exceed the character's SL by 2 or more for him/her to be stunned.
		The character must be aware of the attack and must make a successful characteristic save vs. CO
		The character must be a Fighter, Chivalric or Paladin to take this ability.
Ignore Serious Wounds	3	The character is unaffected by wounds less than –5 (broken bones).
		The character's SL must be exceeded by four for him/her to be stunned.
		The character must be aware of the attack and must make a successful characteristic save vs. CO
		The character must be a Fighter, Chivalric or Paladin to take this ability.
Improved Stat	2	The character has improved one Characteristic Stat by one point. It cannot exceed racial maximums unless two additional Hero Points are spent.
Incontestable Stat	1	One characteristic Stat is chosen.
		A roll of 12 is no longer an automatic failure when making a saving throw involving the chosen Stat.
		The Stats of WP and IN are immune to any outside negative modifiers.
		This Hero Ability may be bought only once, but may be purchased separately for each Stat.
Infighting	1	The character can use a use 'M' weapon of Length 'L' or less in Close Combat on a Successful AG – 2 roll.
Initiative Edge	1	The character will automatically win Initiative against opponents with the same Initiative rating.
Judge Character	2	The character is capable of an instinctive understanding of anyone they meet.
		The character must make a successful level vs. level (modified by target's CH) save to gain any understanding of the 'target'.
		This information is rather vague and is expressed more in the terms of the character's own reaction to the target (if he knew more than he did).
		Example: You just don't think he'd be a good match for the Baron's daughter.
Light Sleeper	1	Dangerous things easily wake the character while asleep. He gets a perception roll at only –10 to wake and notice any event that is a danger to him or those within a 5" radius.
Lone Fighting	2	The character only takes one-half the normal multiple opponents and multiple parry/dodge modifiers.
Magic Efficiency	2	The spell caster spends one less Spell Point than listed for casting a spell (minimum of one point).
Magic Fumble Reduction	1	Spell fumbles and Magic Combat Fumbles by the character are reduced one level of severity. The fumble can't be reduced below the lowest level. This ability may be bought up to twice.
Multiple Missile Attacks	1	The character may fire two arrows from one bow making two attacks in a single round at up to two targets within a thirty-degree arc.
		Both attacks take a –10 SC modifier. One round must be spent preparing the shot.
Multiple Thrown Attacks	1	The character may throw two thrown weapons in a single round at up to two targets, or three small weapons (dagger sized or less) at up to three targets within a sixty-degree arc.
		Each attack takes a -10 SC modifier. One round must be spent preparing the shot.
Off-Hand Proficiency	1	The character is adept at fighting with his/her off-hand, even if not Ambidextrous and takes no Off-hand penalties.

Ability	Cost	Effect
Parry Ranged Attacks with Melee Weapons	1	The character may attempt to parry any ranged attack with his/her melee weapon. Such an attempt is made with a –0 modifier vs. thrown weapons and a –5 modifier against missiles. It is modified normally by other conditions.
Pathfinder	1	The character is adept at finding easy and quick shortcuts and routes. Travel time in wilderness areas is reduced to 80% of normal.
Poison Resistance	1	Any effect of poison on the character is reduced one level in severity.
Quick Draw	1	The character doesn't require a half move (or need to pay any movement cost) to draw a weapon. The character may use the weapon in the same round without suffering the 'Draw and Use' Modifier.
Rescuer	2	The character seems to always be there when needed. He may take one action to aid another character or prevent an event that would cause harm to another character. These actions can be only defensive or neutral in effect. These actions can be announced and resolved after the resolution of the event, in effect backing up in time a bit. The rescuer can even act if he has already gone in the present round (using his next round's action). Examples: • Grabbing a character that has fallen off the cliff. • Jumping in the way of an arrow that the target would have missed dodging or parrying. He gets his own parry (not dodge), but is hit instead if the parry is missed. • Parrying an unnoticed back stab for someone. The character must make a perception roll to notice the danger, and of course must be able to reach the victim with one round of action. The rescuer loses his next action.
Scout	2	The character is expert at moving unnoticed through the wilderness. Halve the normal encounter chances if traveling alone or leading a small group (no more than six).
Sense Danger	3	The character has an instinct that warns him/her when in direct danger. This is above and beyond Perception skill. If the character can make a characteristic save vs. IN, he can take full defensive action even if completely surprised. A successful save will give him a vague idea of proper action even if he/she is completely unaware of what to do by normal means. Example: No, it doesn't feel like you should duck. Yes, stepping behind the wall seems right… Reduce the cost by one if the ability only functions in limited conditions. On the ocean or at night for example. Increase the cost by one if the character is able to additionally sense indirect or nearby danger. Example: "I just know something is out there is hunting us" or "The ghost ship is near, I can feel it." Reduce the cost by one if indirect danger is the only thing the character senses.
Sense Evil	2	The character gets an uneasy feeling in the presence of Mystical Evil (Undead, Demons, etc). This gut feeling kicks in whenever within 100 yards and includes a vague idea of direction and distance. The character must make a successful characteristic save vs. IN
Sense Magic	2	The character gets a feeling in the presence of magic. Any magic within twenty feet of the character will be sensed with a vague idea of direction and power if the character makes a successful characteristic save vs. IN
Spell Research	2	The character has mastered the ability to create and develop new spells.
Stamina	1	The character ignores the first Fatigue level.
Streetfighter	1	The character is expert at brawling and does increased damage for unarmed and improvised weapons. The Unarmed Punch becomes 1d8 and the Kick becomes 1d10. Improvised Weapons that aren't similar to normal weapons are increased by one damage level on the chart in section 19.12.5 The Streetfighter only takes half the normal modifier for Improvised Weapons.
Strong Concentration	1	The spell caster can maintain concentration despite injury. Damage must exceed the caster's SL by three points in order to break his concentration. He does however suffer all other stun effects and the subject of Concentration will continue as per last command.
Survivor	2	The character has the knack of surviving seemly deadly injuries by instinctually rolling with the blow on a successful IN roll. Any damage taken in excess of –3 is halved thereafter (rounded down). Example: A hit doing 17 points of damage to Don the Great who has an LP of 6 would normally result in a –11 wound. This ability reduces the final effect to a 'mere' –7. This ability is rendered ineffective if wearing armor with more than an APV of 1

Ability	Cost	Effect
Sword Flourish	1	The character may try to impress opponents with his skill in melee. He must not be in melee when making this attempt.
		By twirling and waving his weapon (plus flexing his muscles and/or scowling) the character makes any watching opponents of 3rd level or below roll a level vs. level save (modified by WP). All must be within five hexes of the display to be affected.
		Failure means a drop of morale (-2) and results in -5 to all combat values. Failure by 3 or more results in fleeing.
Throw Melee Weapon	1	The character can use a melee weapon as a thrown weapon.
		Such a weapon has a Range of 1 for determining its Range Groups
Too Dumb to Quit	2	The character refuses to go down for the count and will not go unconscious from Cumulative Damage.
		However taking total damage that doubles the character's CP value will still result in death.
Tricky Fighting	2	The character is expert at taking advantage of non-lethal openings in a Battle.
		If the target makes his parry or dodge by 5 or less, the attacker is still struck by a normal unarmed non-lethal punch from his attacker. If the target only makes his parry or dodge is by 1 or less, the attacker can use a kick in place of the punch.
		Use the original SC roll to determine the actual type of blow delivered.
True Artificer	1+	The character grasps the true nature of the creation of magical items and constructions. The character is allowed to advance the Artificer skill one level past existing limits for each point spent.
		For example: The Artificer Skill is normally limited to 4th level. Spending one point will allow advancement to 5th. Spending 3 points will allow advancement to 7th.
		The character may increase the point expenditure on this ability freely as new points are earned.
Undistractable	1	The character takes only half the normal modifiers to perception from distractions such as crowds, noise and the like.
Use two-handed weapons one-handed	1	The character can use any two handed weapon one-handed if his ES is at least two points higher than the weapon's required ES.
Weapon Master	1	The character takes only one-half (rounded down) the penalties for unfamiliar and similar weapons.

10.0 CHARACTER CREATION CHECK LIST

A. Generate Characteristic Stats (1.0)
   a. Roll d100 ten times.
   b. Determine resulting Stat values from Stat Generation Table.
   c. Assign resulting values to the desired Stats keeping in mind requirements needed for various classes in step G.
   d. Enter Base Stats on the Character Sheet.

B. Chose Character Gender (2.1)
   a. Apply Gender Stat modifiers.

C. Chose Character's Race and/or Culture (2.2)
   a. Note Character Points. They may be spent at any point hereafter.
   b. Apply any Stat modifiers.
   c. Add any racial skills to the character sheet.
   d. Add cultural languages to the character sheet.
   e. Note Racial Average Height and Weight Modifier.
   f. Note Birth Rate
   g. Note Life Span
   h. Note Racial Special Abilities (if any)
   i. Note Racial Experience Multiple

D. Determine Distinctive Traits (3.0)
   a. Chose Character Age (3.1)
      i. Apply any Stat modifiers.
      ii. Note any Skill effects.
      iii. Note Starting Level.
      iv. Note Starting Experience Points.
      v. Note any Weight Modifier.
   b. Generate Height (3.4.1)
      i. Roll to determine variance from average (table 3.4.1)
      ii. Multiply the racial/culture average height by the determined variance.
   c. Generate Weight (3.4.2)
      i. Locate characters height on table 3.4.2.A, note average weight.
      ii. Roll to determine variance from average on table 3.4.2.B.
      iii. Determine Character Weight: (Average Weight) * (Variance) * (Racial Weight Modifier) * (Age Modifier).
   d. Determine and apply Size modifiers (3.4.3)
   e. Determine Effective Strength (3.5)
      i. Determine Lift Capacity.
      ii. Determine ES.
   f. Calculate Hit Points (3.6)
      i. Location Points (3.6.1)
      ii. Cumulative Hit Points (3.6.2)
      iii. Stun Level (3.6.3)
   g. Calculate Movement Points (3.7)
   h. Calculate Fatigue (3.8)
   i. Generate Primary Hand (3.9)
   j. Generate Birth Date (3.10)

E. Generate Family Heritage (4.0)
   a. Generate Social Standing (4.1)
   b. Generate Siblings and Birth Order (4.2)
   c. Generate Family Relationships (4.3)

F. Spend Character Points (5.0)
   a. Note that while listed here, Character Points may be spent at any point after step C.

G. Pick Character Class (6.0)
   a. Determine Class Experience Requirement
   b. Assign Weapon Groups bonuses
   c. Add Primary Skills to the Character Sheet
   d. Add Common Skills (8.4) to the Character Sheet
   e. Add Armor Familiarities to the Character Sheet
   f. Select Starting Weapon Familiarities and add to the Character Sheet
   g. Note Secondary Skills
   h. Note any Special Class Abilities

H. Spend Option Points (7.0)

I. Spend Skill Points (8.0)

J. Determine Starting Spells (20.1.2)

K. Purchase Equipment (Champaign Supplement).
   a. Note Armor Values on the Character Sheet (14.0)
   b. Note Weapon Values on the Character Sheet (12.0 and 13.0)

L. Finalize Character Background

See Appendix B1 for a complete character generation example.

CHARACTER NAME:
PLAYER'S NAME:

Initiative Level

Basic Stats

Stat	Adj	base	CLASS	
ST			LEVEL	
QU			Race	
AG			Sex	
CO			Age	
PA			Age Catagory	
IQ			Height	
WP			Weight	
CH			Born	
IN			Birth Place	
MS			Lineage	
			Birth Order	
ES			Eye Color:	
LIFT			Hair Color	
LP			Complexion	
CP			Hand	
SL			Exp/Level	
SP			Married	
MR			Exp/SkP	
FT			Base SkP	
CS			Special SkP	

Weapon:	Grp	HP	DB	W+	SC	Def	PM	PC	DM	DC	Rng	Damage	ES+	CL
Kick	U	-	69									1d8		p
Punch	U	-	75									1d6		p

Armor	s	c	i	Locations	Qlty	%	APV	"+"		Weapon Group		MD
										A	Axes & Maces	
										B	Bladed	
										F	Flexiable	
										M	Missiles	
										P	Polearms	
										T	Thrown	
										U	Unarmed	
					Total Modifier					S	Spells/Magic	

SPECIAL ABILITIES

WEAPON FAMILIARITY

Weapon	SkP	Weapon	SkP

Armor Type	Fam	SkP
Partial Soft Leather	F	
Full Soft Leather	F	
Partial Rigid Leather	F	
Full Rigid Leather	F	
Partial Chain	F	
Full Chain	F	
Partial Plate		
Full Plate		

LANGUAGES & LORE

	Lore	Spk	R/W
	Potential	Start	Current
Language			
Lore Potential			

SKILLS	Modifying Stats				Base	Total	Base	Race	Stat	Class	Misc.	Item	Final	Mod
	#1	#2	#3	Type	SP	SP	Lvl	+	+	+	+	Bonus	Value	Lvl
Combat Skills														
Melee Combat				P	8									
Ranged Combat				P	8									
Magic Combat				NC	4									
Common Skills														
Climbing	ST				2									
Culture					2									
Perception	IN				8									
Physician	IQ	IN			6									
Stealth	AG				8									
Swimming	AG	ST			2									
Barter	CH													
Diplomacy	CH	IN	WP											
Character Skills														
					Spent SkP						Total SkP			

Equipment

Special Items	Weight	Location

Character Point Record

_____ _____

_____ _____

_____ _____

_____

                                 Points Spent

Option Point Record

_____ _____

_____ _____

_____ _____

_____ _____

                                 Points Spent

Notes:

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

_____ _____

MAGIC SPELLS KNOWN

NO LVL 1	NO LVL 2	NO LVL 3	NO LVL 4

NO LVL 5	NO LVL 6	NO LVL 7	NO LVL 8

Age of Heroes
Adventures in High Fantasy

Book 2: COMBAT

"It makes no difference what men think of war, said the judge. War was always here. Before man was, war waited for him. The ultimate trade awaiting the ultimate practitioner."

Cormac McCarthy, *Blood Meridian.*

Brian Gleichman

Bryan Harsh ♦**Terri Gleichman**

BOOK 2: COMBAT

Quite often, characters become involved in situations where diplomacy will not prevail, armed or magical conflict arising there from. This section details your combative abilities and options for your character. Also presented in this section are effects of damage and poisons, healing and fatigue rules.

Scale:

Round: 5 seconds of time. In general, a character may make one attack per round.

Hex or Inch: the unit of measure on the battle map. One hex represents 5 feet.

11.0 MOVEMENT

11.1 CHARACTER FACING

The three hexes in front of the character are his front hexes. The character may move or attack freely into these hexes.

The hex directly behind a character is considered his rear hex, and the two behind and to the sides are his flank hexes. Characters may not normally attack into his flank and rear hexes.
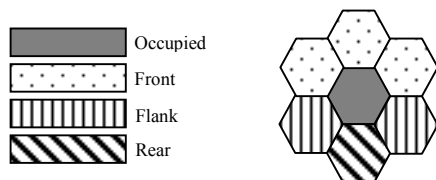
11.2 GENERAL MOVEMENT

Every character has a MR (Movement Rate) value determined in section 3.7. This MR is the number of movement points (MP) a character has. In general, it costs 1 MP to enter any of the three hexes in front of the character. Movement costs are doubled for characters moving backwards into their own flank and rear hexes.

A character may move a number of hexes equal to his MR in a combat round. Movement may be broken into half moves. The following are half moves:

1. Moving 1/2 of the MR (round to the nearest) or less
2. Make an attack (ends his action even if done first)
3. Load a weapon (one round of loading)
4. Cast a spell (ends his action even if done first)
5. Prepare a Spell; i.e. spend a round to increase the character casting chance (ends his action even if done first)
6. Mount or dismount a riding animal
7. Draw and ready a weapon
8. Stand-up from prone
9. Part or all of other actions as determined by the GM

Up to two half moves may be done in a Round. Any attack or spell cast ends a move. Some actions may take one or more rounds (certain spells, treating wounds, and other things as determined by the GM). Some combat maneuvers (charge for example) may also modify the above.

Acting on the environment in simple ways causes the loss of one or more movement point. Examples are opening a door, picking up a heavy item, pushing an unresisting character back a hex, etc. The GM must determine the limits and effects of any action. For example character strength plays a role in determining many actions. An ES 12 character can casually push over a wine rack at a cost of 1 MP, an ES 5 character may take a full move and the guy with an ES of 2 can't perform that action at all...

Terrain may increase or modify the movement rules (See 19.5).

11.3 FACING CHANGES

A character must face a hexside at all times. If the GM can't easily determine which hexside the character is facing, he may face the character to whichever hexside desired.

The character may change his facing by any number of hexsides if moving at ½ his MR or less. Turning a rear or flank hexside to an **engaged** (see 11.5) opponent allows that opponent a free attack.

Characters moving more than ½ and less than or equal to his full MR may turn 2 hexsides per hex entered. Running Characters may turn 1 hexside per hex entered. Sprinting Characters may only turn 1 hexside at the end of his movement.

Characters may freely change facing as creatures enter adjacent hexes (if the character is aware of such movement) until an attack or parry/dodge is rolled. The character facing is then frozen until his next action.

11.4 SPECIAL MOVEMENT

11.4.1 Running/Sprinting

A character may RUN at twice his normal MR If Fatigue rules are in use, running costs 1 round of fatigue.

If the Fatigue rules are in use, he may SPRINT for three times his MR at the cost of 3 rounds worth of fatigue.

A running or sprinting character loses his ZOC. In addition, the only type of attack such a character can make is an Overbear (see Section 19.11.9).

See Section 15.1 for the combat modifiers of running or sprinting movement.

11.4.2 Jumping

The character may jump a hex at the cost of 4 MP. This cost is reduced to 3 MP per hex if he spends at least 2 hexes running first, 2 MP per hex if he spends at least 3 hexes sprinting.

11.4.3 Swimming

Characters may only swim if they have learned the swimming skill to at least level 0. Swimming gives a MR of 1 plus .5 per level of skill to a maximum swimming MR of half their normal ground based one.

Use the remaining proportion of MR if changing between swimming and ground movement in a round. Example: John (MR 6, Swimming MR of 2) moves 3 hexes and enters the water. He has one MR left to swim.

If a character makes no attacks and does not enter a hostile Zone of Control- he may 'Sprint' doubling his swimming MR at the cost of 1 Fatigue (if Fatigue rules are in use).

11.4.5 Flying Movement

Flight is a highly complex subject and any treatment meant to reflect all its subtleties would also be complex. *Age of Heroes* uses a simplified model to represent flight within a fantasy framework that is not centered on it as a primary game concern. Any campaign that places high importance on a detailed and accurate set of flight rules will need to expand on what's present here.

There are two types of flying abilities in *Age of Heroes*: Winged and Independent.

11.4.5.1 Winged Flight

Winged flight is based upon forward motion driving air across a lifting surface.

Creatures with winged flight must move at least half their MR rating in order to remain airborne. Failure to do so causes a 'stall' and the flyer immediately falls. The exception is at takeoff or landing, where the flyer may move ½ their MR or less without stalling.

Movement is separated into horizontal and Vertical components.

11.4.5.1.1 Horizontal Flight

Horizontal Movement is handled the same as normal ground movement with the exception of turn limits. These limits are detailed in the following table using the same descriptions as ground movement:

Wing Flight: Turn Limits			
Turn #	Description	Movement	Allowed Turns
N/A	Uncontrolled Fall	Under ½ MR	Determine Facing randomly using 1d6.
1			2/hex
2	Normal	½ MR – 1x MR	1/hex
3			1 per 2 hexes
4	Run	2x MR	1 per 3 Hexes
5			1 per 5 hexes
6	Sprint	3x MR	1 at end of move.
7			None

Most creatures operate at rows 2, 4 and 6. However specific creatures may increase or reduce the turn number depending upon their maneuverability.

11.4.5.1.2 Acceleration

Creatures under Winged Flight are limited in how fast they may change their speed. Normally they may increase or decrease speed by one level as shown on the following chart:

Flight Speeds	
Description	Movement
Stationary/Fall	0 or falling movement only.
Stall	Under ½ MR
Normal	½ MR – 1x MR
Run	2x MR
Sprint	3x MR

A flyer may decrease his speed by two levels if he increases his vertical maneuver to either Climbing or Zoom Climb. He may increase his speed by two levels if he decreases his vertical maneuver to Dive or Steep Drive.

11.4.5.1.3 Vertical Flight

A flyer must perform one of the maneuvers listed in the Vertical Flight Maneuvers table.

Normally a creature may only change to adjacent rows from one round to another. Thus it may move from Level Flight to Climbing in one round and then to Zoom Climb the next, but not directly from Level Flight to Zoom Climb.

Vertical Flight Maneuvers	
Type	Result
Zoom Climb	The flyer may trade 4 MR for a gain of 2 hexes altitude per every horizontal hex entered.
Climbing	The flyer may trade 1 MR for a gain of 1 hex in altitude per every horizontal hex entered.
Level Flight	No change in Altitude.
Shallow Drive	A flyer may lose 1 hex of altitude for every hex they enter in Horizontal movement without cost. If maintained for over half their total MR, they gain one bonus hex of movement.
Steep Drive	A flyer may lose 3 hexes of altitude for every hex they enter in Horizontal movement at the cost of 1 MR
Falling	See Section XX.XX

11.4.5.2 Independent Flight

Flyers who make no use of the normal laws of aerodynamics have Independent Flight. They suffer none of the limits (or advantages) of gravity, drag or lift. They move through the air as normal creatures move on the ground.

It costs 1 MR for each hex of altitude change (up or down) that they wish to make without need for forward motion.

11.4.6 Fractional Movement Points (Optional)

Characters may save fractional movement points from round to round. These must be spent (or lost) the round that you have a whole point.

11.5 ZONES OF CONTROL

Characters may only attack a target in their front three hexes. These hexes are considered to be the character's zone of control (ZOC). A friendly ZOC has no effect.

A character is **engaged** while in the ZOC of a hostile character. An engaged character has his movement options limited each round unless he is willing to violate the hostile character's ZOC.

The ZOC is violated when a character moves after entering a ZOC, or moves more than one hex if he starts movement within a ZOC. Any character violating the ZOC is subject to a free attack by the character that owns the ZOC.

A character is limited to a maximum of two free attacks due to ZOC violation per round. There are two types of free attacks against characters violating a ZOC: Passing and Retreating.

When prone, a character may only have a ZOC in one hex of his choice. A stunned character loses his ZOC hexes.

11.5.1 ZOC Passing Attack

A Passing attack occurs when a character violates a ZOC and the movement carries him past (i.e. starts in fronts and moves behind) the opponent.

Passing attacks gain +30 SC, and +15 PM and DM in addition to any other modifiers.

11.5.2 ZOC Retreating Attack

A Retreating attack occurs when a character backs away from a ZOC by moving more than 1 hex. Turning a rear or flank hex to an opponent also allows a free Retreating Attack.

Characters subject to a Retreating Attack may not parry and the attack gains a +30 SC and +15 DC in addition to any other modifiers. Under no conditions may the character gain a riposte against the Retreating Attack.

Retreating Attacks may be avoided by using either the Offensive or Defensive Withdraw Action (See Section 15.1)

11.5.3 Rigid Zone of Control (Optional)

A character may define one opponent per round as the target of a Rigid ZOC of control. This has the following two effects:

1. Any Free Passing Attack vs. the defined opponent is at an addition +30 SC and -20 PM, DM

2. Free Attacks vs. other targets violating the ZOC lose the normal bonuses.

There are three possible ways for a target to break a Rigid ZOC:

1. The character enforcing the ZOC ends his enforcement (perhaps to remove his free attack modifier or enforce a rigid ZOC on another target).

2. The character enforcing the ZOC accepts the retreat caused by a Pressing Attack (thus removing the ZOC from the target).

3. The target succeeds in a Push Back Action (see 15.1) on the character enforcing the ZOC, thus removing the ZOC for the next round (unless the target can move to re-enforce it).

11.6 STACKING

Only one combatant character is allowed per hex unless engaged in close combat or as part of a formation or other special case (see 19.7, 19.16.2 and 19.19).

12.0 COMBAT VALUES

All characters have some combat ability, whether melee, ranged or magical. The character's combat values for each weapon or spell represent his effectiveness. These combat values are as follows:

Value	Name	Formula
SC	Strike Chance	50 + AG mod + level mod + Wpn Group mod
DEF	Defense	QU mod + level mod + Wpn Group Mod
PM	Parry Modifier	(ES mod + AG mod)/2 + level Mod + Wpn Group mod
PC	Parry Chance	Weapon Defense Base + PM
DM	Dodge Modifier	AG mod + level mod + Wpn Group mod
DC	Dodge Chance	Weapon Defense Base + DEF - 20

Level Modifiers come from the relevant combat skill and appear in the following table:

Level	0	1	2	3	4	5
Bonus	-10	0	+10	+20	+25	+30

Level	6	7	8	9	10	+1
Bonus	+35	+40	+45	+50	+55	+5

Note: Range Combat skill modifiers stop adding to PM and DM only (They still add to PC and DC) after 4th level.

Stat Bonuses and Penalties (AG, ES, and QU) are based upon the character's Stats. The bonus is +3 per point over 7. The penalty is -3 per point under 7.

Weapon Group Bonus (Wpn Group Mod) depends on the character's class and his assignment of weapon group bonuses.

12.1 COMBAT STRENGTH (CS)

The base Combat Strength (CS) for a character is a way to 'rate' his combat effectiveness. It's determined by adding the average of the Stat Modifiers for ST, AG, and QU plus the level modifier and the Weapon Group Modifier.

For every point of LP over 5 add 2; subtract 2 for every point of LP under 5.

Well Made or Magical Weapon/Armor Bonuses are added to all the above values to determine the Modified Combat Strength (MCS).

13.0 WEAPONRY

Weapon Table-Melee

Weapon	Group	Hands	Def Base	Dam	CL	Load	Fast Load	Rng	Use	Wgt	Len	HP	ES	AG
Hand & A Half Sword	B	1 2	71 73	1d10+2 1D12+1	s	-	-	-	M	5 lb.	L	24	8	7
Longsword	B	1	71	1d10+2	s	-	-	-	M	4 .5 lb.	L	24	8	7
Broadsword	B	1	75	1d10+1	s	-	-	-	M	3.5 lb.	A	22	7	7
Cutlass	B	1	75	1d10+1	s	-	-	-	M	4 lb.	A	22	6	7
Falchion	B	1	79	1d10	s	-	-	-	M	3 lb.	A	22	5	5
Lightsword	B	1	79	1d10	i/s	-	-	-	M	2.5 lb.	L	17	5	8
Saber	B	1	79	1d10	s	-	-	-	M	3 lb.	A	19	6	7
Scimitar	B	1	79	1d10	s	-	-	-	M	3.5 lb.	A	19	5	7
Short Sword	B	1	79	1d10	i/s	-	-	-	M	3 lb.	S	19	5	7
Two-Handed Sword	B	2	70	1d12+2	s	-	-	-	M	7 lb.	XL	26	10	6
Dagger	B/T	1	75	1d8	i	-	-	2	RMC	1 lb.	S	12	3	4
Knife	B/T	1	75	1d8+1	s	-	-	2	RMC	1 lb.	S	12	3	4
Main-Gauche	B	1	79	1d8	s	-	-	-	MC	1 lb.	S	15	3	7
Battle Axe	A/T	1 2	71 73	1d10+2 1d12+1	s	-	-	1	RM	4.5 lb.	L	17	7	7
Crude Club	A/T	1	75	1d8	c	-	-	1	RM	3 lb.	S	13	7	4
Great Axe	A	2	67	1d12+3	s	-	-	-	M	7 lb.	XL	20	9	8
Hand Axe	A/T	1	75	1d8+1	s	-	-	2	RMC	2 lb.	S	10	3	5
Heavy Mace	A/T	1 2	71 73	1d10+2 1d12+1	c	-	-	1	RM	4.5 lb.	A	28	7	4
Light Mace	A/T	1	79	1d10	c	-	-	1	RM	3 lb.	A	24	6	4
Mattock/Maul	A	2	70	1D12+2	c	-	-	-	M	6 lb.	XL	20	9	6
War Club	A/T	1	82	1d10-1	c	-	-	1	RM	3 lb.	S	13	6	4
War Hammer	A/.T	1	75	1d10+1	c	-	-	1	RM	4.5 lb.	A	24	7	6
War Pick	A/T	1 2	75 76	1d10+1 1d12	i	-	-	-	M	4 lb.	L	17	8	6
Flail	F	1	79*	1d10	c	-	-	-	M	4 lb.	XL	19	6	7
Morningstar	F	1 2	71* 73*	1d10+2 1d12+1	c	-	-	-	M	5 lb.	XL	24	8	7
Net	F/T	1	75*	1d6	p	-	-	1	RM	4 lb.	XL	Special	5	7
Whip	F	1	75*	1d8	p	-	-	-	M	3 lb.	EL	12	4	7
Glaive	P	2	75	1d10+1	s	-	-	-	M	6 lb.	EL	17	7	8
Halberd Blade Point	P	2	73 71	1d12+1 1d10+2	s i	-	-	-	M	5 lb.	XL	18	7	7
Javelin	T/P P	1 2	79* 79	1d10-1	i	-	-	3	RM M	2.5 lb.	A	10	5	7
Lance	P	1 2	71* 71	1d10+2	i	-	-	-	M	8 lb.	UL	18	7	8
Quarterstaff	P	2	82	1d10	p/c	-	-	-	M	3 lb.	L	14	5	7
Pike	P	2	68	1d10+2	i	-	-	-	M	8 lb.	UL	18	8	7
Poleaxe	P	2	73	1d12+1	s	-	-	-	M	7 lb.	XL	18	8	7
Spear- Long	P	1 2	79* 75	1d10 1d10+1	i	-	-	-	M	6.5 lb.	EL	17	7	7
Spear- Short	P/T P	1 2	79* 75	1d10 1d10+1	i	-	-	2	RM M	4 lb.	L	17	7	6
Trident	P/T P	1 2	75* 71	1d10+1 1d10+2	i	-	-	1	RM M	4 lb.	L	17	6	7
Cestus	U	1	75	1d8	c	-	-	-	MC	2 lb.	S	5	5	6
Gauntlet	U	-	75	1d8	p	-	-	-	MC	-	S	-	-	-
Punch	U	-	75	1d6	p	-	-	-	MC	-	S	-	-	-
Kick	U	-	69	1d8	p	-	-	-	M	-	A	-	-	-

Weapon Table-Shields

Shield	Init Mod	Hands	Def Base	Dam	CL	Load	Fast Load	Rng	Use	Wgt	Len	HP	ES	AG
Small Shield	-1	1	(79)	1d6	p/c	-	-	-	M	3 lb.	S	15	5	5
Medium Shield	-2	1	(75)	1d8	p/c	-	-	-	M	10 lb.	S	20	6	5
Large Shield	-3(-1)	1	(71)	1d10	p/c	-	-	-	M	15 lb.	S	22	7	5

Weapon Table-Missile

Weapon	Group	Hands	Def Base	Dam	CL	Load	Fast Load	Rng	Use	Wgt	Len	HP	ES	AG
Long Bow	M	2	63*	1d12+1	i	1	35	10	R	3	-	11	8	7
Composite Bow	M	2	65*	1d10+1	i	1	25	7	R	3	-	1	7	7
Short Bow	M	2	69*	1d10	i	1	15	6	R	2	-	10	6	7
Light Crossbow	M	2	60*	1d12+2	i	2	N/A	6	R	8	-	8	8	6
Heavy Crossbow	M	2	57*	1d12+3	i	2	N/A	6	R	12	-	8	9	6
Arbalest	M	2	52*	1d12+4	i	3	N/A	6	R	15	-	9	5	6
Sling	M	1	69*	1d8	c	1	N/A	5	R	.5	-	3	3	7
Staff Sling	M	2	65*	1d10	c	1	N/A	6	R	3	-	12	5	7
Dart	T	1	75*	1d8	i	-	-	2	R	.5	-	8	4	7

Please note the chart key information below.

- Name: Weapon Name.
- Group: The Weapon Group it is assigned to.
    - M- Missile
    - T- Thrown
    - B- Bladed
    - Axes & Maces
    - F- Flexible
    - P- Polearms
    - U- Unarmed
- Hands: The number of hands required.
- Defense: The Defense Base for parrying or dodging purposes. Note: '*' denotes that the weapon cannot parry. The value given represents a parry with a shield. If there is no shield, the character must dodge.
- Damage: Damage applied with a successful hit.
- CL: The classification of the weapon. Note: Armor vs. CL 'p' uses the same value as vs. CL 'c'
    - s- slashing
    - c- crushing
    - i- impale
    - p- pummeling.
- Reload: Reloading time for missile weapons in number of rounds.

- Fast: Quick fire missile reload modifier. Modifiers are Base/Minimum.
- Range: The Number of Hexes in a Range Group.
- Use: Under what conditions the weapon can be used in combat.
    - R- Ranged
    - M- Melee
    - C- Close Combat.
- Weight: The weight in pounds.
- Length: The effective length of the weapon in combat.
    - S- Short
    - Average
    - L- Long
    - VL- Very Long
    - XL- Extra Long
    - EL- Extremely Long
    - UL- Ultra Long
- HP: The amount of Damage the weapon can resist before breakage occurs.
- ES: The minimum to avoid negative modifiers.
- AG: The minimum to avoid negative modifiers.
- Init Mod: This value only applies to Shields. It's a modifier to the wielder's Initiative Value when engaged in melee combat. Large Shields will give a –1 even when not in melee. See section19.12.1.

14.0 ARMOR

Next, the player must choose the type of armor he wishes to wear. The game balances one-to-one combat, in a way that a person who is wearing armor has no advantage over the person without armor. The armored individual will be slower to strike and parry. He will receive hits more often than his unarmored opponent who will in-turn be more likely to avoid his slow return strike. On the other hand, any hit finally reaching the unarmored fighter will do more damage, since he has no protection other than his speed to count on.

While in most situations armor is primarily characterization for the player, there are small advantages and disadvantages to either method.

The character must have the appropriate armor familiarity to wear armor without additional modifiers. The armor addition section lists additional pieces that may supplement the base armor type, apply any addition to APV (which may change the combat modifier). Note the armor's Initiative and MR modifiers and mark the temporary Stat on the character sheet if needed.

The Combat Modifier applies to SC, DEF, PM, PC, DM and DC

The QU modifier is already considered in the general armor modifier and does not subtract further from these combat values.

<table>
<tr><th colspan="9">Armor Table</th></tr>
<tr><th>Armor</th><th>Locations</th><th>Protection</th><th>Wgt</th><th>Combat Modifier</th><th>Initiative</th><th>MR</th><th>APV</th><th>Notes</th></tr>
<tr><td>Leather Vest</td><td>13-50</td><td>1</td><td>3.8</td><td>-1</td><td></td><td>-.2</td><td>.38</td><td></td></tr>
<tr><td>Leather Jacket</td><td>13-76, 81-82, 85-86</td><td>1</td><td>6.8</td><td>-1</td><td></td><td>-.2</td><td>.68</td><td></td></tr>
<tr><td>Reinforced Leather Jacket</td><td>13-76, 81-82, 85-86</td><td>2</td><td>8.5</td><td>-2</td><td>-1</td><td>-.4</td><td>1.36</td><td></td></tr>
<tr><td>Reinforced Leather Coat</td><td>13-76, 81-98</td><td>2</td><td>10.25</td><td>-2</td><td>-1</td><td>-.4</td><td>1.64</td><td></td></tr>
<tr><td>Kurbul Breastplate w/trim (Roman Style)</td><td>13-61, 64, 81-82, 85-86</td><td>3</td><td>8.1</td><td>-2</td><td>-1</td><td>-.4</td><td>1.62</td><td></td></tr>
<tr><td>Ring Habergeon</td><td>13-61, 64, 81-82, 85-86</td><td>4(3)</td><td>10.8</td><td>-2</td><td>-1</td><td>-.4</td><td>1.8</td><td rowspan="3">Protection 4 vs. type S attacks, 3 vs. all else</td></tr>
<tr><td>Ring Shirt</td><td>13-76, 81-82, 85-86</td><td>4(3)</td><td>13.2</td><td>-3</td><td>-1</td><td>-.6</td><td>2.26</td></tr>
<tr><td>Full Ring</td><td>11-100</td><td>4(3)</td><td>18</td><td>-5</td><td>-2</td><td>-1</td><td>3.07</td></tr>
<tr><td>Chain Habergeon</td><td>13-61, 64, 81-82, 85-86</td><td>4</td><td>16.2</td><td>-3</td><td>-1</td><td>-.6</td><td>2.16</td><td></td></tr>
<tr><td>Chain Shirt</td><td>13-76, 81-82, 85-86</td><td>4</td><td>19.8</td><td>-4</td><td>-1</td><td>-.8</td><td>2.72</td><td></td></tr>
<tr><td>Chain Hauberk</td><td>13-92</td><td>4</td><td>24</td><td>-5</td><td>-2</td><td>-1</td><td>3.2</td><td></td></tr>
<tr><td>Full Chain</td><td>11-100</td><td>4</td><td>27</td><td>-6</td><td>-2</td><td>-1.2</td><td>3.6</td><td></td></tr>
<tr><td>Scale Habergeon</td><td>13-61, 64, 81-82, 85-86</td><td>5(4)</td><td>18.9</td><td>-4</td><td>-1</td><td>-.8</td><td>2.52</td><td rowspan="3">Protection 4 vs. type C attacks</td></tr>
<tr><td>Scale Shirt</td><td>13-76, 81-82, 85-86</td><td>5(4)</td><td>23.1</td><td>-5</td><td>-2</td><td>-1</td><td>3.17</td></tr>
<tr><td>Full Scale</td><td>11-100</td><td>5(4)</td><td>31.5</td><td>-8</td><td>-3</td><td>-1.6</td><td>4.2</td></tr>
<tr><td>Metal Breastplate</td><td>15-44</td><td>5</td><td>12</td><td>-2</td><td>-1</td><td>-.4</td><td>1.5</td><td></td></tr>
<tr><td>Metal Breastplate w/trim</td><td>15-61, 64, 81-82, 85-86</td><td>5</td><td>20.8</td><td>-4</td><td>-1</td><td>-.8</td><td>2.6</td><td></td></tr>
<tr><td>Plate Mail</td><td>15-66, 71-88, 93-00
11-14, 67-70, 89-92</td><td>5
4</td><td>34.8</td><td>-8</td><td>-3</td><td>-1.6</td><td>4.38</td><td></td></tr>
<tr><td>Articulated Plate</td><td>11-100</td><td>5</td><td>31.5</td><td>-8</td><td>-3</td><td>-1.6</td><td>4.5</td><td></td></tr>
</table>

<table>
<tr><th colspan="9">Armor Accessories</th></tr>
<tr><th>Armor</th><th>Locations</th><th>Protection</th><th>Wgt</th><th>Combat Modifier</th><th>QU</th><th>MR</th><th>APV</th><th>Notes</th></tr>
<tr><td>Conical Helm</td><td>1-5</td><td>5</td><td>2</td><td>*</td><td>*</td><td>*</td><td>.25</td><td></td></tr>
<tr><td>Chain Mail Coif</td><td>1-5, 6-10 (rear)</td><td>4</td><td>2.25</td><td>*</td><td>*</td><td>*</td><td>.3</td><td>-15 Hearing Perception</td></tr>
<tr><td>Open Helm</td><td>1-5, 6-10 (rear)</td><td>5</td><td>3</td><td>*</td><td>*</td><td>*</td><td>.375</td><td>-15 Hearing Perception</td></tr>
<tr><td>Full Helm</td><td>1-10</td><td>5</td><td>4</td><td>*</td><td>*</td><td>*</td><td>.5</td><td>-20 Hearing and Sight Perception</td></tr>
<tr><td>Gloves- Leather</td><td>77-80</td><td>1</td><td>.4</td><td>*</td><td>*</td><td>*</td><td>.04</td><td></td></tr>
<tr><td>Boots- Infantry</td><td>95, 98-00</td><td>3</td><td>4</td><td>*</td><td>*</td><td>*</td><td>.12</td><td></td></tr>
<tr><td>Boots- Riding</td><td>95, 98
99-00</td><td>2
3</td><td>3</td><td>*</td><td>*</td><td>*</td><td>.1</td><td></td></tr>
<tr><td>Arm Greaves- metal</td><td>72-73, 75-76</td><td>5</td><td>1.6</td><td>*</td><td>*</td><td>*</td><td>.2</td><td></td></tr>
<tr><td>Leg Greaves- metal</td><td>94-95, 97-98</td><td>5</td><td>1.6</td><td>*</td><td>*</td><td>*</td><td>.2</td><td></td></tr>
<tr><td>Gauntlet- Articulated Plate</td><td>77-80</td><td>5</td><td>1.32</td><td>*</td><td>*</td><td>*</td><td>.2</td><td></td></tr>
<tr><td>Gauntlet- Chain</td><td>77-80</td><td>4</td><td>1.2</td><td>*</td><td>*</td><td>*</td><td>.16</td><td></td></tr>
</table>

* Add Accessory's APV to base armor APV and use the APV Modifier Chart in to determine the final modifiers.

14.1 CUSTOMIZED ARMOR (Optional)

If the GM. permits, characters may customize their armor. Any armor covering the same location uses only the higher value. The GM must approve any variation and its cost. The armor chosen and its coverage will determine the Armor Modifier.

First, calculate an overall Armor Protection Value (APV) using the following formula:

Armor Protection Value = (Armor Protection)* x (% body covered)

- If more than one value of Armor Protection is worn, then each type must be calculated with the armor the results added together for the Armor Protection Value.

- The percentage of the body covered is determined by the percentage chances given in the Hit Location Chart in Section 15.5.

Once the APV is determined, find the Armor Modifier in the following chart with an APV of at least the value represented. For example, a metal breastplate with soft leather covering the arms, gloves and an open helm would be calculated as follows:

APV (breastplate)	= 5 x (52%)	=	2.6
APV (leather arms)	= 1 x (14%)	=	0.14
APV (gloves)	= 1 x (04%)	=	0.04
APV (open helm)	= 5 x (075%)*	=	0.375
APV (boots)	= 2 x (04%)	=	0.08
	Total APV:		3.235
		=	-5 Armor Mod

*Rear location only counts as 1/2 percentage coverage.

APV Modifiers		
Lower APV	Upper APV	Armor Modifier
0	.407	0
.408	1.153	-1
1.154	1.817	-2
1.818	2.410	-3
2.411	2.930	-4
2.931	3.411	-5
3.412	3.834	-6
3.835	4.213	-7
4.214	4.553	-8
4.554	4.858	-9
4.859	5.132	-10
5.133	5.378	-11
5.379	5.599	-12
5.600	5.797	-13
5.798	5.975	-14
5.976	6.0	-15

Maximum armor protection for custom armor is 6 points. Higher values are due to the use of magical materials that will have their own APV modifiers defined.

14.2 ARMOR SKILL MODIFIERS

The wearing of armor will modify the success chance of a number of skills as shown the following table:

Armor Effects on Skills	
Skill	Armor Effect
Acrobatics	-5 * Combat Modifier
Dancing	-10 * (Combat Modifier –1)
Climbing	-3 * (Combat Modifier –1)
Skiing	-10 * (Combat Modifier –1)
Swimming	-5 * Combat Modifier
Stealth	-10 * Combat Modifier

14.3 ARMOR MR MODIFIER

Calculate the MR Modifier for armor by using the following equation.

Armor Modifier MR Mod = Combat Mod/5 (Round to the nearest tenth)

14.4 ARMOR INITIATIVE LEVEL MODIFIER

Calculate the Quickness Initiative Modifier for custom armor by using the following equation. This modifier only affects the character's initiative during the round.

Armor Modifier Initiative Mod = Combat Mod/3 (Round to the nearest)

15.0 COMBAT RESOLUTION

This combat system provides the feel of heroic melee to role-playing combat by separating the chance of hitting from the parry or dodge of the opponent. In addition it adds in-combat movement. This gives the character the opportunity to parry (or dodge) the critical hit and have an active defense rather than accept the lucky opponent's roll.

Flow of Combat:

1. Attacker decides his combat action
2. Attacker rolls his Strike. Ripostes are resolved
3. Defender rolls either a Parry or a Dodge
4. Attacker rolls hit location and damage

15.1 COMBAT ACTION

Characters act in order of Modified quickness.

When the character acts, he chooses one of the following Combat Actions. The character may not combine more than one Combat Action.

The modifiers from these actions last until the next time the character acts (when his modified quickness comes up in the next turn).

A Character may hold his action until a lower quickness in the combat turn. If held until the next turn, the character loses that turn's action, but gets to act at the higher quickness ratings. At no time may a character perform two actions in a turn. They may however perform a ½ move that doesn't end his turn and hold the remaining ½ move.

	Combat: Actions		
Action	**Effects**	**Action**	**Effects**
Normal Strike	No Modifiers. Base attack	Run Movement	No Parry or Attack 2x MR
Full Aim (Missile/Thrown)	+10 SC Takes 1 extra round	Sprint Movement	No Parry, Dodge or Attack 3x MR
Full Swing	+2 ES damage bonus +3 PM -5 Def, -5 PC -5 DC	Disarm	-20 SC, -10 PM, and -10 DM If not dodged or parried a successful ST vs. ST roll will disarm the target.
Full Attack	+10 SC, +5 PM & DM -15 Def, -10 PC & DC	Defensive Fire (Missile/thrown)	-20 SC +10 DEF vs. target only
Full Parry	No Attack; +10 PC	Defensive Withdrawal	Retreat out of ZOC by one hex. May also perform Full Parry, Full Dodge or Full Evade.
Full Dodge	No Attack +20 DC	Offensive Withdrawal	Retreat out of ZOC by one hex. May also attack at -20 SC (miss by 50 required for Riposte), -10 PM and -10 DM
Full Evade	No Attack Melee- +20 Def Missile: +10 Def	Push Back	-10 PC & DM and -10 SC If dodged, no effect. If parried or not, ST vs. ST roll to push target back one hex.
Weapon Bind	-15 SC See 19.10.2 for full details	Swing Through	-10 per each target. See 19.10.1 for full details.
Aimed Attack: D80 Area d60 Area d40 Area d20 Area 1 Area	-15 SC -25 SC Miss by 1-5 causes -35 SC d100 random hit -45 SC -55 SC	Grab	Only unarmed and special weapons: -10 SC, PM, and DM.
Overbear	Attempt to enter close combat. See Section 19.11.9 Damage 1d4, type 'p'	Charge	Must move over ½ MR. +2 ES damage bonus, + 5 PM, -5 Def, -5 DC. May move up to Full but is allow one hexside turn at start and one other in the first half of the movement.
Push Down	+10 PM If not dodged or parried a successful ST vs. ST roll will knock the target prone inflicting 1d4 plus ES damage bonus in place of the normal damage. Damage is type 'p' and is modified as normal by Solid or Critical Strikes. Targets with acrobatics are allowed a skill roll. Success at –30 will halve the damage (round down) while success at –10 (if not stunned) will allow the target to regain his feet instantly without the need of an action. Use the same roll to determine both results.	Set Versus Charge	A combatant with a type 'i' weapon of Length L or longer may set to receive an opponent's Charge Maneuver. Use the ES Damage Bonus of the opponent instead of the wielder in this event.

15.2 STRIKE CHANCE ROLL

An attacker's chance to hit is equal to his strike chance (SC) less the target's Defense (Def). This is his Hit Value. Roll D100 and consult the following result chart. Round all percentages of Hit Number DOWN.

Strike Chance Results	
Roll Result	Strike Result
Natural '00'	Fumble
Roll of 30+ over Hit Number	Riposte
Rolls over Hit Number	Miss
Rolls under Hit Number	Normal Strike (NS)
Rolls 50% (1/2) Hit Number	Pressing Strike (PS)
Rolls 20% (1/5) of Hit Number	Solid Strike (SS)
Rolls 5% (1/20) of Hit Number	Critical Strike (CS)

Fumble: The character has a chance of completely botching the attack. Make a Level Save vs. 4th level modified by AG. If failed, roll on the fumble table (Melee or Ranged depending upon the attack method.) to determine the result. In addition, the defender gets to riposte.

Riposte: The clumsy attack has left the attacker wide open. The target gets a free return strike (resolved normally with the riposte modifier). No Riposte is possible if Defender is performing an action that disallows any attack.

Miss: A plain miss. No damage is done and no parry or dodge is required.

Normal Strike- Attacker will do normal damage as per the weapon. The defender gets a parry or dodge attempt if able.

Pressing Strike: A normal strike, but in addition, the attack has unbalanced the defender. The defender must retreat 1 hex (move backwards into one of his rear hexes- no MP cost) or suffer a -10 to his PC and DC vs. this attack. The defender determines the hex. The attacker may choose to follow the defender by moving one hex (no MP cost) to continue the combat or remain where he is.

Solid Strike: Same as a Pressing Strike but with increased damage. Such a strike may embed the weapon in the area hit if its not severed (damage exceeding the LP by 10 or more points, see 15.7) requiring a save vs. ES to remove. The weapon type modifies the damage result and retrieve save. Unless retrieved, weapon remains embedded in the target and unusable by the character. Each turn thereafter, a roll to retrieve the weapon may be made until the weapon is freed or it may be left in and twisted once for an addition 1d3 damage to the same wound.

15.2.1 Solid Strike Results

Solid Strike Results		
CL	Damage Result	Retrieve
S	Roll weapon damage twice and strength damage once	ES
I	Do half maximum weapon damage (round up) plus rolled weapon and strength damage	ES-2
C	Do maximum damage with the higher of the weapon damage or strength damage plus rolled damage of the lower.	Auto
P	Do maximum damage with the higher of the weapon damage or strength damage plus rolled damage of the lower. The damage is treated a lethal CL 'c' hit.	Auto

Critical Strike: As a Solid Strike plus 5 points of damage. Also the attacker may choose one (but only one) of the additional effects before after the target defense (parry or dodge) is resolved:

1. Ignore all armor on the target
2. Pick the Hit Location struck on the target

15.3 PARRY CHANCE ROLL

If an attack is successful the opponent has the option of parrying or dodging (not both). Parrying involves interposing a shield or weapon in order to avoid an incoming attack.

The character's chance to parry is equal to his/her Parry Chance (PC) less the attacker's parry modifier (PM). This is the Parry Number.

If successful, any damage done by the incoming attack is taken by the parrying object instead. Each weapon and shield has a HP rating. This is the amount of damage the object can take before breaking. If damage exceeds or equals a weapon's/shield's HP, it's broken. Any remaining damage is applied to a random Hit Location on the defender. The damage must result from a single blow; it is not added to any damage done in previous attacks.

Weapons of CL 'i' and 'p' don't cause damage to parrying objects. CL 'i' weapons can do damage through parrying shields however if the defending HP value is exceeded.

Note that almost all weapons and shields have a high enough HP value that only SS or CS attacks have a chance of breaking them. There is no need to resolve damage in cases where there is no chance of breakage.

Most broken weapons can be used as a crude club. Most broken blades can be used as a knife.

Parry Results	
Roll Result	Parry Result
Natural '00'	Weapon May be Dropped. Level Save vs. 4th level, AG Modified. Character takes full damage
Rolls over Parry Number	Missed Parry Character takes full damage
Rolls under Parry Number	Normal Parry
Rolls 20% (1/5) of Parry Number	Solid Parry
Rolls 5% (1/20) of Parry Number	Critical Parry

15.3.1 Parry Effects

Some success levels with a parry can reduce the success level of an attack to a lower level. An outstanding parry can even affect the attacker.

Parry Effects				
	Attack Level			
Parry Level	Normal Strike	Pressing Strike	Solid Strike	Critical Strike
Normal Parry	Defender Wpn NS	Defender Wpn NS	Defender Wpn SS	Defender Wpn CS
Solid Parry	Attacker Retreats 1	Attacker Wpn NS	Defender Wpn NS	Defender Wpn SS
Critical Parry	Attacker Wpn SS Retreats 1	Attacker Wpn NS Retreats 1	Defender Wpn NS	Defender Wpn NS

Retreat 1: The attacker should retreat in face of a determined and skilled counter; if he unable or refuses, he is subject to an immediate riposte by his opponent.

15.4 DODGE CHANCE ROLL

If an attack is successful, the opponent has the option of parrying or dodging (not both). Dodging involves avoiding an incoming attack by ducking or other quick movement. Dodging is generally harder than parrying, but more completely avoids the attack.

The character's chance to dodge is equal to his/her Dodge Chance (DC) less the attacker's Dodge modifier (DM). This is the Dodge Number.

Dodge Results	
Roll Result	Dodge Result
Natural '00'	Character may fall: drop prone unless successful in Level Save vs. 4th level, AG Modified. Character takes full damage
Rolls over Dodge #	Missed Dodge Character takes full damage
Rolls under Dodge #	Attacker Miss

15.5 HIT LOCATION ROLL

Once a successful hit is determined, the attacker must determine the area of the body struck. Roll D100 and refer to the chart resembling his/her opponent most closely.

15.5.1 Roll Aimed Shots

Note that an attacker may choose the Aimed Shot special attack option. If such an attack hits, roll the proper die (d60 for example) and modify it for the general area aimed at. Example: Orin aims for an opponent's chest area rolling a d20 and modifying his die roll by +20 (decided before the roll) to bring his random die roll in line with the chest locations.

HIT LOCATIONS

Humanoid Hit Location	
d100	Location
1-5	Top of Head
6-10	Face
11-12	Neck
13-16	Shoulder- Right
17-20	Shoulder- Left
21-26	Chest- Upper Right
27-32	Chest- Upper Left
33-38	Chest- Mid Right
39-44	Chest- Mid Left
45-49	Abdomen- Right
50-54	Abdomen- Left
55-57	Hip- Right
58-60	Hip- Left
61-63	Arm- Upper Right
64-66	Arm- Upper Left
67-68	Arm- Elbow Right
69-70	Arm- Elbow Left
71-73	Arm- Forearm Right
74-76	Arm- Forearm Left
77-78	Hand- Right
79-80	Hand- Left
81-84	Leg- Thigh Right
85-88	Leg- Thigh Left
89-90	Leg- Knee Right
91-92	Leg- Knee Left
93-95	Leg- Shin Right
96-98	Leg- Shin Left
99	Foot- Right
100	Foot-Left

Humanoid-Winged Hit Location	
d100	Location
1-4	Top of Head
6-8	Face
9-10	Neck
11-12	Shoulder- Right
13-14	Shoulder- Left
15-19	Chest- Upper Right
20-24	Chest- Upper Left
25-29	Chest- Mid Right
30-34	Chest- Mid Left
35-39	Abdomen- Right
40-44	Abdomen- Left
45-47	Hip- Right
48-50	Hip- Left
51-60	Right Wing
61-70	Left Wing
71-72	Arm- Upper Right
73-74	Arm- Upper Left
75	Arm- Elbow Right
76	Arm- Elbow Left
77-78	Arm- Forearm Right
79-80	Arm- Forearm Left
81	Hand- Right
82	Hand- Left
83-85	Leg- Thigh Right
86-88	Leg- Thigh Left
89-90	Leg- Knee Right
91-92	Leg- Knee Left
93-95	Leg- Shin Right
96-98	Leg- Shin Left
99	Foot- Right
100	Foot-Left

Quadruped Hit Location	
d100	Location
1-15	Head
16-20	Neck
21-23	Foreshoulder- Right
24-26	Foreshoulder- Left
27-29	Underbody-forward
30-32	Foreleg- Upper Right
33-35	Foreleg- Upper Left
36-38	Foreleg- Lower Right
39-41	Foreleg- Lower Left
42-47	Body- Front Right
48-53	Body- Front Left
54-57	Underbody- Right
58-61	Underbody- Left
62-67	Body- Rear Right
68-73	Body- Rear Left
74-76	Hind leg- Lower Right
77-79	Hind leg- Lower Left
80-82	Hind leg- Upper Right
83-85	Hind leg- Upper Left
86-88	Underbody- Rear
89-91	Hindshoulder- Right
92-94	Hindshoulder- Left
93-00	Tail

Winged Quadruped Hit Location	
d100	Location-Front/rear
1-12	Head
13-15	Neck
21-22	Foreshoulder- Right
23-24	Foreshoulder- Left
25-26	Underbody-forward
27-28	Foreleg- Upper Right
29-30	Foreleg- Upper Left
31-34	Foreleg- Lower Right
35-38	Foreleg- Lower Left
39-42	Body- Front Right
43-47	Body- Front Left
48-56	Wing- Right
57-65	Wing- Left
66-69	Underbody Right
70-73	Underbody- Left
74-77	Body- Rear Right
77-81	Body- Rear Left
82-83	Hind leg- Lower Right
84-85	Hind leg- Lower Left
86-87	Hind leg- Upper Right
88-89	Hind leg- Upper Left
90-91	Underbody- Rear
92-93	Hindshoulder- Right
94-95	Hindshoulder- Left
96-00	Tail

Humanoid Attacks from the side hit the facing side regardless of the chart results. Attacks from above (3' +) use a d80 for location. Attacks from below (3' +) use a d80+20 for location.

Attacks directly form the right or left will hit the facing side. Otherwise follow the above charts.

Quadruped Attacks from the side hit the facing side regardless of the chart results.

Attacks from the front use a d80-7 (Winged) or d70-9 for location if the target is large (example- horse). Attacks from the rear use a d60+47 (Winged) or d50+53 for location. Re-roll numbers out of the 1-100 range.

Attacks on a creature with more than four legs will use the quadruped chart. Roll a random leg on any leg hit.

15.6 DAMAGE

Once a hit is successful and hit location is determined, the attacker must determine the amount of damage delivered.

The base damage of the weapon is listed in the weapon chart (if magic, under the spell description). This damage is modified by ES (section 3.5) damage bonus. The Strike Chance Results and the defender's Parry or Dodge Roll will also affect the damage (see 15.2, 15.3 and 15.4). Roll the appropriate dice for damage and add the total, this gives the amount of damage delivered to the body location.

Any armor on the struck location will protect him/her for the protection value listed (see 14.0); any excess damage affects his/her body location. If this damage exceeds his/her location points (LP), then that part is rendered useless (see 15.7).

15.7 EFFECTS OF DAMAGE

If one should take damage equal to or in excess of a body location, then the area hit is rendered useless until healed or until enough time passes to get partial function back (15.7.3).

If damage exceeds the body location by 10 or more then the part is severed and the surplus damage is lost.

If a character takes total damage (from all wounds) equal to his cumulative hit points, the character is rendered unconscious (assuming none of the wounds have already put him under); if it equals his CP+10, the character dies. Damage equal to or greater than the character's LP in vital location (head/torso) will render the character unconscious. Damage of -10 or more to a limb requires a CO Characteristic Save at -5 for the character to remain conscious each turn.

15.7.1 Stunning

If a character takes damage equal to his SL, he is stunned until he recovers during his entire next action (Example: QU 7 Character stunned at QU 10 will remain stunned until QU 7 the next turn). A stunned character may move only 1 hex, if not in a ZOC, and may not attack or take any Special Combat Actions.

Stunned Combat Modifiers are in effect as long as the character remains stunned. Stunned characters are not allowed to hold an action.

Optional: Stunned characters must make a Characteristic Save (16.1) vs. CO at –2 or fall prone from the shock of the impact.

15.7.2 Bleeding: (Optional)

Wounds will bleed until they are bandaged or they stop of their accord, the latter require inactivity by the character as in the following table.

Bleeding

Wound	Bleeding Rate	% Chance to Stop on own	Physician Modifier
<0	1 pt : 5 rnds	25	+50
0 to –1	1 pt : 3 rnds	20	+20
-2 to –3	1 pt : 2 rnds	15	+0
-4 to –5	1 pt/rnd	10	-10
-6 to –7	2 pt/rnd	5	-20
-8 to –9	3 pt/rnd	3	-30
-10+	4 pt/rnd	1	-40

A Tourniquet will add +30 to an attempt to stop bleeding, but will increase the level of the wound by one.

Roll for bleeding to stop at end of each round after bleeding damage is taken.

15.7.3 Functioning with wounds.

Sometimes a character must attempt to function while under the effects of a wound or two. If a character has a wound of <0, 0 or -1 and after some recovery time, or after being treated by a physician (with or without herbs or magic), he may still attempt actions according to the following table:

Functioning with Wounds

Damage	Description	Head	Vital Areas	Legs/Feet	Arms/Hand
<0	Light damage	-	-	-	-
-0 to -1	Muscle damage	-10 combat -20 skills	CuHx80% FTx80% -5 combat	-10 Def, DC MRx80%	-10 SC, PM, PC, DM -20 skills
-2 to -3	Tendon or heavy muscle damage	-15 combat -30 skills	CuHx70% FTx70% -10 combat	-20 Def, DC MRx80%	-20 SC, PM, PC, DM -40 skills
-4 to -5	Broken bone	-45 combat -90 skills	CuHx60% FTx60% MRx80% -15 combat	-30 Def, DC MRx50% w/support	No use of arm/hand
-6 to -7	Organ damage or shattered bone	Disabled	-40 combat -40 skills	-30 Def, DC MRx50% w/support	No use of arm/hand
-8 to -9	Nerve damage or severe organ damage	Disabled	Disabled	-30 Def, DC MRx50% w/support	No use of arm/hand
-10+	Severed or destroyed area	Dead	Dead	-30 Def, DC MRx50% w/support	No use of arm/hand

Attempting to function with a wound of -4 or worse will increase the wound's effect after the battle. Make a CO characteristic save, success means the wound increases one level, failure means two.

Skills affected by vital and arm/hand damage will be any skills requiring physical actions (Example: climbing is effected while Lore is not). As the wound heals, the character will be subject to the modifiers of the new wound level.

Note that it takes from minutes to hours to treat wounds greater than minus 3, even with magic. However, a character with a lesser wound could return to a battle in a matter of a few rounds.

A character with a wound at 0 may make a Characteristic Save vs. WP at a -2 after 3 rnds. If successful, he can return to combat. A Characteristic Save (CO or WP whichever is higher) +2 must be made each round, thereafter or lose the location again. A character with a -1 wound may do the same after 5 rnds, but takes an additional -2 to the above.

A Physician skill roll (or magic) will get a character with a -1 or less wound back into the fray after three rounds (plus the time needed to cast the spell), if the character makes a Characteristic Save (WP). He must make Characteristic saves (CO or WP, whichever is higher) +2 to remain in action each round thereafter.

A Physician skill roll (or magic) will get a character with a -3 or less wound back into the fray after five rounds (plus the time needed to cast the spell), if the character makes a Characteristic Save (WP). He must make Characteristic saves at +0 (CO or WP, whichever is higher) to remain in action each round thereafter.

15.8 RANGED AND MAGICAL COMBAT

Ranged combat uses the same procedure as melee combat except for the following exceptions:

1. There are no Ripostes.

2. There are no Pressing Attacks.

3. Range Modifiers apply. The strike chance modification for magic combat or missile/thrown weapons for range is listed in the Combat Modifiers Charts (see 15.10). The number of hexes for each range group is listed under RNG for the missile/thrown weapons. For example, throwing a battleaxe a distance of 5 hexes is two range groups above the base of 2 (2+2+1) giving a -20 to the strike chance.

4. Missile Weapons need to be loaded; the time required is listed on the Missile Weapon Chart. Thrown weapons must be prepared. With some missile weapons the attacker may reload his/her weapons in a shorter time (fast reload) but will suffer a negative SC modifier. The reload times are indicated in the missile weapon chart. The option to fast reload is identified as quick fire. With bows, the attacker may successfully fire his/her bow once each round using quick fire (with the appropriate SC mod).

5. The Missile or Magic Fumble Table is used instead of the Melee Fumble Table.

6. A Missile/Thrown weapon has a Maximum Range of 10 Range Groups. Example: A Long Bow has a Maximum Range of 10x10 or 100 hexes. Archery skill can extend this.

7. Most Magic has a Range Value of 10 unless otherwise noted.

8. All Magic Spells have a Def, PC and DC value based on Magic Combat, Magic Combat Class Bonus, the normal Characteristic values (using MS in place of ES) and any other modifiers. Type C spells have a PM and DM in addition. Type B spells have all the above plus a SC.

9. Being in Melee has the following effect on Ranged and Magical Combat:

10. Missile Combat may not be used if the character is in melee. There is not sufficient time to load or aim a missile/thrown weapon.

11. Thrown Weapon combat may not be used against any target in melee with the character. Opponents engaging the character in melee may attempt to parry attacks thrown at other targets if desired.

12. Spells may not be cast in combat except for Type D, T, and I unless otherwise noted in the spell description. Depending upon the item, some magic items may be used in melee (ask GM).

15.9 NON-LETHAL COMBAT

Sometimes you may not wish to kill, after all it is not appropriate to a friendly bar fight. This section covers such combat.

Attacks that are CL 'p' (pummeling) do non-lethal damage. Such damage normally only applies only to CP (Cumulative Hit Points). However Solid or Critical Strikes are consider CL 'c" type attacks.

A character may use the 'flat' or hilt of a weapon that normally does lethal damage to inflict pummeling damage. Such attacks cause the weapon to reduce its damage dice by one level (d12 becomes d10, d10 becomes d8, d8 becomes d6, etc.) plus the full ES modifier.

15.9.1 Effects of Non-Lethal Damage

As with normal damage, a character will fall unconscious when his CP total is reduced to zero and even die if his CP value is doubled.

In addition, a hit to a vital location equal to his LP by a pummeling attack will render him unconscious. Hits in non-vital areas will render that area numb and useless if the damage matches the target's LP.

Pummeling attacks will cause stun effects as normal.

15.9.2 Duration of Non-Lethal Damage

The Incapacitation caused by a pummeling attack is limited in duration. Recovery of CP damage is covered in Section 18.5.

Incapacitation by location damage will last for the time determined by the following formula:

$$\text{Rounds} = 8 - CO/2 + (\text{Damage} - LP)^2$$

Round down the result of CO/2 before proceeding. If the damage was done to a non-vital location, halve the resulting time.

Example: Orin has 5 LP and a CO of 9. He is struck for 8 points of damage. The result is $8 - 4 + 3^2$ or 13 rounds.

After recovering from the Incapacitation the character takes the negative modifiers for a Zero damage wound for an equal amount of time (See 15.7.3).

15.9.3 Pummeling Damage Defense (Optional)

Strong characters are more resistant to pummeling attacks, gaining in effect one point of natural armor at an ES of 9 and +1 point for every two points of ES thereafter (round down).

This 'armor' is effective only vs. pummeling attacks.

15.10 COMBAT MODIFIERS

Certain conditions in battle will influence the combat values of the combatants as outlined in the combat modifier's charts that follow

All Combat Values

Multiple Melee Opponents	Per opponent above one. -10 CS 20+ -5 CS 10-19 -0 CS 9 or less
Using Off Hand	-5
Character is Stunned	-20 with no attack allowed
Lighting: Starry Night Shadowy Interior Cloudy Night Cave/unlit Interior Pitch Blackness	 -10 -5 to –10 -20 -30 -40
Character is grabbed/held by a ES relative to character of <= -5 <+ -3 > -3 and < +3 >= +3	 -0 -15 -20 -30
Character is Fatigued	-5 per level of Fatigue
Having only one functional hand in Close Combat	-15
Lacking any functional hands in Close Combat	-30

Strike Chance

Attack through flank hexside	+10/+20 if target misses perception roll
Attack through rear hexside	+20/+40 if target misses perception roll
Ranged attack into melee	-20
Attack into close combat	-25
Target is kneeling/prone-melee	+20
Target is kneeling/prone-range	-10
Attack while kneel- melee	-15
Attack while prone- melee	-30
Draw and Use Weapon	-20
Charging with non-polearm	-5
Range Attack per Range Group after the First Group	-10 Max Range = 10 Groups
Has Height Advantage	+5
At Height Disadvantage	-5
Draw and Use Weapon	-10
Missile Attack while Kneeling or Braced	+10

Defense

Moving within 60 degrees toward a thrown/missile attack	Goes to Zero or -30, whichever is worse
Moving in open vs. Thrown or missile attack	-10
Stationary in open vs. Missile or thrown attack	-20
Behind cover of 1/2 or better vs. missile/thrown attack	+0
Behind cover of ¾ or better vs. missile/thrown attack	+10
Making a Missile Attack	-10

Parry Chance- Allowed only in the front hexes

Parrying a Riposte	-10
Draw and use Weapon	-20
Each Parry after 1st in a round w/ Weapon w/Small Shield w/Medium Shield w/Large Shield	 -20 -15 -10 -5
Parrying a thrown weapon w/ Weapon w/Small Shield w/Medium Shield w/Large Shield w/Spell Parry	 -20 -5 +0 +10 +15
Parrying a missile weapon/spell w/ Weapon w/Small Shield w/Medium Shield w/Large Shield w/Spell Parry	 Not Possible -15 -10 -5 -0
Parrying Large Sized Attack w/ Weapon w/Small Shield w/Medium Shield w/Large Shield	 -20 -15 -10 -5
Character is prone- Melee	-15

Dodge Chance

Dodge a Riposte	-10
Each Dodge after 1st in a rnd	-20
Dodge a thrown weapon	-0
Dodge a thrown weapon from cover- 1/2 or better	+20
Dodge a missile weapon	-20
Dodge a missile weapon from cover- 1/2 or better	-0
Dodge attack from a flank hex	-10, Not possible if a perception roll is not made
Dodge attack from a rear hex	-20 not possible if a perception roll is not made
Dodge while Kneeling	-15
Dodge while kneeling/prone	-30

Parry and Dodge Modifier

Draw and use weapon	-10
Character is kneeling- Melee	-10
Character is prone- Melee	-20

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All combat modifiers are cumulative. Note that each successive parry also counts as a dodge, and vice versa for purposes of the additional parries and dodges modifier during the round.

16.0 SAVING THROWS

Sometimes a character is attacked by something that a high will power or great health can fend off. Sometimes AG or QU means the difference between life and death. Saving Throws represent these factors.

There are two types of Saving Throws- Characteristic Saves and Level Saves.

16.1 CHARACTERISTIC SAVING THROWS

Characteristic Saving Throws are simple 2d6 rolls that need to be equal to or lower than the Characteristic being saved against. Depending upon the situation, there may be modifiers to the roll

The following table shows some examples of when (but not all, there are many things in the world after all) Characteristic Saves are required and some modifiers:

Characteristic Saves		
Situation	Characteristic	Modifier
Badly Failed Riding Roll Possible fall off horse	AG	+0
Fight on a bad surface (Ice, steep slope, etc.) Possible Fall to prone or Kneeling (if missed by only 1)	AG	-0 to -3
Dodge strange event (falling roof, etc.)	QU	-0 or more

16.1.1 Characteristic vs. Characteristic Saves

Sometimes a Characteristic save vs. an opponent's characteristic is called for. The classic example is a test of strength, ES vs. ES as it were. These succeed by rolling the following:

7 + Character's Stat - Opponent's Stat

16.2 LEVEL SAVING THROWS

Level Saving Throws are based upon the level of the attacker (being or thing) vs. the level of the defender. To find the base Saving Throw, cross-index the defender's level with the attacker's on the Base Saving Throw Chart.

Characteristics may modify the saving throw (as shown in the Stat Modifiers tables) depending upon the cause of the saving throw. For example, WP modifies saves verses Mind Control. The 'Other Modifiers' column is for any Stat except WP.

Stat Modifiers					
Stat	WP Modifier	Other Modifier	Stat	WP Modifier	Other Modifier
15	+8	+4	7	+0	+0
14	+7	+3	6	-1	+0
13	+6	+3	5	-2	-1
12	+5	+2	4	-3	-1
11	+4	+2	3	-4	-2
10	+3	+1	2	-5	-2
9	+2	+1	1	-6	-3
8	+1	+0			

16.3 MISCELLANEOUS MODIFIERS

Spells or Poisons may have their own modifiers and the GM may give additional modifiers depending upon the conditions at the time. For example, a mother defending her children may get +2.

Stunned characters take a minus 2 to all but WP or WP modified saves.

16.4 PERMANENCY OF SAVING THROWS (Optional)

This rule applies to any Saving Throw resisting magic or involving WP. The GM may rule that other types of Saving Throws are included on a case-by-case basis.

For those cases when the character had a modified saving throw of 7 or better and succeed, the GM may rule that the character no longer is required to roll against repetitions of the same attack (or even those of similar nature) or lower level until something modifies his Saving Throw below a 7 or an extended period of time passes.

This rule is especially useful to prevent repeated spell casting until the target fails his save by simple die rolling.

Base Saving Throws												
Defender's Level	Attacker's Level											
	0	1	2	3	4	5	6	7	8	9	10-11	12-17	18+
0	7	6	5	4	3	2	1	0	-1	-2	-3	-4	-5
1	8	7	6	5	4	3	2	1	0	-1	-2	-3	-4
2	9	8	7	6	5	4	3	2	1	0	-1	-2	-3
3	10	9	8	7	6	5	4	3	2	1	0	-1	-2
4	11	10	9	8	7	6	5	4	3	2	1	0	-1
5	12	11	10	9	8	7	6	5	4	3	2	1	0
6	13	12	11	10	9	8	7	6	5	4	3	2	1
7	14	13	12	11	10	9	8	7	6	5	4	3	2
8	15	14	13	12	11	10	9	8	7	6	5	4	3
9	16	15	14	13	12	11	10	9	8	7	6	5	4
10-11	17	16	15	14	13	12	11	10	9	8	7	6	5
12-17	18	17	16	15	14	13	12	11	10	9	8	7	6
18+	19	18	17	16	15	14	13	12	11	10	9	8	7

17.0 POISONS

Characters may come in contact with poisons through any number of ways. Poisons are classified into one of five types: Blood, Paralysis, Nerve, or Respiratory.

Poisons are rated in level, maximum effect, and effect rate. Some may have special characteristics. Various creatures that use poisons will have these characteristics listed in the description of the creature.

Example: A Giant Scorpion has a level 6 Respiratory poison, Maximum effect = Extreme, Effect Rate = 1d10 rounds.

A Level Saving Throw is made against any poison. Depending upon how well the saving throw is made, or missed, determine the general degree of the poison's effect according to the following table.

Poison Save Effects		
Saving Throwing	Effect	Effect Points
Made by 1 or better	Mild	1
Made exactly	Moderate	2
Missed by 2 or less	Severe	4
Missed by 3 or more	Extreme	8

The effect rate is the base time period that the poison has its effect. Note also that a poison may have a maximum effect or modifiers to the poison tables.

Characters must pass through each lesser effect level until reaching the final result as determined by their save and the poison's Maximum Effect Rating.

The general effects of each type of poison are in the following tables.

Blood Poisons	
Common Effect Rate 1d50 rounds	
Mild	Effects begin in 1x Effect Rate: Swelling around point of injection or ingestion; drowsiness (-5 all combat, -15 all skills); Slightly blurred vision –10 addition sight perception modifier
Moderate	Beginning in an additional 1x Effect Rate: Lessening of motor coordination (-10 all combat, -30 motor skills). Mild euphoria -20 all other skill rolls.
Severe	Beginning in an additional 1x Effect Rate: Incapacitation from pain, no activity, loses 1d6 cumulative hit points a round until unconscious.
Extreme	At an additional 1x Effect Rate: Death due to circulatory failure

Nerve Poisons	
Common Effect Rate 1d10 rounds	
Mild	Beginning in 1x Effect Rate: mild loss of thought and motor control. -10 all Combat and -30 all skills.
Moderate	Beginning in an additional 2x Effect Rate: nervous system shock -20 Combat, -60 all skills. Lose 1d20 cumulative hit points.
Severe	Beginning in an additional 2x Effect Rate: Stroke. Unconsciousness. -2d4 to all character Stats until healed.
Extreme	Beginning in an additional 3x Effect Rate: death due to brain failure.

Paralysis Poisons	
Common Effect Rate 1d20 rounds	
Mild	Beginning in 1x Effect Rate: lightheadedness and slight numbing. -3 Combat, -10 all skills.
Moderate	Beginning in an additional 1x Effect Rate: Numbness of limbs, -10 combat, -30 all motor skills.
Severe	Beginning in an additional 1x Effect Rate: complete paralysis.
Extreme	Beginning in an additional 10x Effect Rate: death due to complete muscle failure.

Respiratory Poison	
Common Effect Rate 1d20 rounds	
Mild	Beginning in 1x Effect Rate: mild euphoria -5 Combat, -15 all skills.
Moderate	Beginning in an 1/2x Effect Rate: significant euphoria; -15 Combat; -50 skills; choking pain- 20% chance of 1d3 cumulative hits till unconscious or 2d20 rounds pass.
Severe	Beginning in an additional 1-1/2x Effect Rate: uncontrollable coughing; 1d6 cumulative hits per round until unconscious; 50% chance of coma for 1d10 days.
Extreme	Beginning in an additional 5x Effect Rate: death due to respiratory failure.

Poison Example: Orin has taken a Severe Blood Poison result and rolls 3 rounds on his effect rate. Orin will have 3 rounds until suffering the Mild Effects. Orin will spend the next three rounds with Mild until it increases to Moderate Effect. He will then suffer the Moderate Effects for three rounds when it increases to Severe. Orin must suffer Severe Effects until healed.

17.1 MULTIPLE POISON EFFECTS

Characters may suffer the sad fate of having two or more poison wounds at once. In this case, a single effect is applied that is the total of all individual poison results.

Each Poison Effect Level has a number of Effect Points listed in the **Poison Save Effects** table (see 17.0). At any one time, the Poison Effect numbers for all poison wounds are totaled. A single result equal to that total is applied.

Example: Orin is suffering at the moment from two Mild Effects, and One Severe Effect for a total of 1+1+4 or 6 points. This is still a Severe Effect. The addition of one more Moderate Effect would take the total to 8 resulting in Orin now suffering from an Extreme Effect.

Effects of different types of poisons are tracked separately. Thus a character could suffer from both Blood and Nerve Poisons at the same time.

The Effect Rate for multiple poisons is equal to the lowest roll among the individual attacks.

There exists one level above Extreme for the purposes of multiple poison wounds called Catastrophic. Catastrophic has a value of 24 for its Point Effects and the same effect as Extreme, but with half the existing Effect Rate.

All Healing attempts use the single resulting Poison Effect Level for each poison type.

18.0 HEALING

Characters are bound to get hurt once in a while. The following details how they can recover from such depressing events.

18.1 HEALING WOUNDS

Healing wounds takes time and skill. The following tables show the descriptive effect of wounds and the results of natural partial healing. The effects under Natural Healing are those that take affect when the wound is allowed to heal naturally (without magic or herbs). Wounds that that are not properly treated will heal with the effects of a wound one level higher.

Herbs or magic is required for better than Natural Wound Healing. A Physician may use any herb that his level indicates he can gain benefit from.

Natural Wound Healing					
Wounds	Natural Healing: Base Effects				
Level	Description	Head	Vital Areas	Legs/Feet	Arms/Hand
<0	Light damage	-	-	-	-
-0 to -1	Muscle damage	-	-	-	-
-2 to -3	Tendon or heavy muscle damage	-	-	-	-
-4 to -5	Broken bone	-	-	-	-
-6 to –7	Organ damage or shattered bone	-10 combat -20 Skills	CuHx60% FTx60% -1 combat	DEF -20, DC MRx60%	-15 SC, PM, PC, DM -30 skills
-8 to –9	Nerve damage or severe organ damage	-20 combat -40 skills	CuHx50% FTx50% -3 combat	DEF -25, DC MRx50%	-20 SC, PM, PC, DM -40 skills
-10+	Severed or destroyed area	Dead	Dead	DEF -30, DC MRx50% w/peg leg	No use of arm/hand.

The time required for healing depends upon whether one is tended by a Physician or not, the degree of the wound, and any magic or herbs used. The following table shows this information.

Healing Times				
	Natural Rate		Magical or Herbal	
Wound	Per Point	Total	Per Point	Total
<0	1 day/pt	1+ days	1 hr/pt	1+ hrs
0	1 day/pt	1+ days	1 hr/pt	6+ hrs
-1	1 day/pt	1+ days	1hr/pt	7+ hrs
-2	1 wk/pt	2 wk.	1 day/pt	2 days
-3	1 wk/pt	3 wk.	1 day/pt	3 days
-4	2 wk/pt	5 wk.	2 days/pt	5 days
-5	2 wk/pt	7 wk.	2 days/pt	7 days
-6	3 wk/pt	10 wk.	3 days/pt	10 days
-7	3 wk/pt	13 wk.	3 days/pt	13 days
-8	4 wk/pt	17 wk.	4 days/pt	17 days
-9	4 wk/pt	21 wk.	4 days/pt	21 days
-10	8 wk	29 wk.	8 days	29 days

Use of Herbs together with Magic halves healing time.
Natural Healing without a Physician increases time by 25%

Any healing better than that shown in the Natural Wound Healing chart requires the use of magical herbs or spells. Such use allows the possibility of the following healing levels:

Magical Healing Levels	
Amount	Effect
Full Healing	Completely healed. No further modifiers
Partial Healing	Wound heals to 1/2 (round up) the normal modifiers for Natural Healing.
Some Healing	Wound heals to 1/4 (round up) the normal modifiers for Natural Healing

The type of healing a physician can perform is based upon his level as shown in the table below:

Physician Ability	
Physician's Level	Ability
0	Stop Bleeding Treat Poison Treat wounds up to –4
1	Treat wounds up to –8 Some healing on wounds up to -6
2	Treat wounds up to –10 Partial Healing wounds up to -6 Some Healing on wounds up to -7
3	Full Healing on Wounds up to -6 Partial Healing Wounds up to -7 Some Healing on wounds up to -8
4	Full Healing on Wounds up to –7 Partial Healing wounds up to -8 Some Healing on wounds up to -9
5	Full Healing on Wounds up to –8 Partial Healing on Wounds up to -9 Some Healing on wounds up to –10
6	Full Healing on Wounds up to –9 Partial Healing on wounds up to –10
7	Full Healing on Wounds up to –10

Note: -10 or worse wounds to the Head or Vital Areas may not be healed.

Some Healing on –10 or worse wounds to the Leg/Feet or Arms/Hands results in the –9 modifiers. Partial Healing gives half the –9 modifiers.

18.2 HEALING BLEEDING DAMAGE

Bleeding damage heals naturally at the rate of CO/3 points per day. Use of Magic or herbs will triple this rate. Using magic together with herbs will double that (x6).

18.3 POISON DAMAGE- FIRST AID

A successful physician skill roll will reduce the effect of a poison by one level (Extreme to Severe, Severe to Moderate, etc.). The level of the poison modifies the physician skill roll as follows:

Poison Treatment	
Poison Level	Modifier
0	+20
1	+0
2	-20
3	-40
4	-60
each +1	-10 additional

Magic will have the effect of its spell description. Herbs will reduce poison effects one level or two levels if a successful physician skill roll is made as above.

18.4 HEALING POISON DAMAGE

Cumulative Hit Point Damage from poisons heals at the same rate as bleeding damage.

Most special damage results of poisons heal at the following rates independent of hit points.

Healing Times				
	Natural Healing Rate		Magic or Herbs Rate	
Effect	Per Level	Total	Per Level	Total
Mild	3 days	3 days	1 hr	1 hr
Moderate	1 week	10 days	2 hr	3 hr
Severe	1 week	17 days	2 hr	5 hr
Extreme	2 week	31 days	4 hr	9 hr

Use of Herbs and Magic halves healing Time

Natural Healing with out a Physician increases time by 25%

Note: Stroke results from Nerve Poisons use the Natural healing rate with the assistance of magic or herbal aid. Without such aid, the normal recovery times are tripled and a successful CO save vs. the poison is required to recovery more than half (round down) the lost characteristic stats.

Various exotic sources may have additional effects and healing times. If so, it will be noted in the specific section dealing with the source.

18.5 HEALING CUMULATIVE HIT POINTS

Cumulative Hit Point Damage heals at the same rate as bleeding damage unless inflicted by type p (pummeling) attacks. The Healing rate for type p damage is CO/3 points per minute. See rules on unarmed/subdue combat for details on this type of damage.

19.0 ADDITIONAL RULES AND NOTES:

19.1 SURPRISE

There are situations where the characters or their opponents could be surprised. Examples include ambush or just turning the corner and walking into the enemy.

There are three levels of surprise. **Complete Surprise**, **Combat Surprise** and **No Surprise.**

Complete Surprise: The character may not perform any actions and is subject to a free combat round from their opponents (assuming they are not surprised). Complete Surprise occurs only when combat is not expected at the moment.

Combat Surprise: The character may not attack, but may draw a weapon to defend himself. He is subject to surprise modifiers. Combat Surprise occurs when combat is expected, but something new has entered the scene that may not be noticed until too late.

No Surprise: The normal case. Combat occurs as normal.

When a surprise condition could exist, the highest Perception skill in the character party is checked with all modifiers applied. If the roll is successful, then the entire party is not surprised. If it fails, each character (except the one making the group roll) is allowed an individual roll. A successful individual roll will reduce the surprise level by one ONLY for that character.

Any perception roll that is a Disastrous Failure increases the Surprise level by one.

19.2 WEAPON LENGTH (Optional)

The combatant's weapons are sometimes of different effective combat lengths. The effective weapon's length is listed under weapons as shown:

Weapon Lengths		
Melee Range Code	Description	Reach
S	Short	1
A	Average	1
L	Long	1
XL	Extra Long	1
EL	Extremely Long	2
UL	Ultra Long	3

For the first combat round that opponents are engaged, the combatant with the longest weapon will strike first, assuming he is able to do so.

If the weapons used should differ by 2 or more (i.e., Average vs. Extra Long), then the following rules will apply: Melee range starts equal to the longer weapon. The combatant with the longer weapon will be able to attack normally and the combatant with the shorter weapon must first move within range to attack. If successful, he may attack. However, the combatant with the longer weapon will be at a negative 10 SC modifier until he manages to increase the range.

An attacker may attempt to adjust the combat range to any group by declaring a range adjustment attack and the Melee Range Code he wishes to move to. The attacker rolls the SC as normal and the defender may parry or dodge. A successful hit will do no damage, but will allow the range to be adjusted.

An attempt to Reduce the Range is referred to as a 'Close'. An attempt to increase the range is referred to as an 'Open'.

A successful dodge automatically prevents any range change, but forces the defender to retreat one hex if the attempt was to Close. The opponent may automatically follow the retreat.

On a Close, a successful parry brings the weapon/shield between the combatants in an attempt fend off the movement. The attacker may ignore the parry and close anyway. However, he will take damage from the parrying weapon as if the parry was a Normal Strike attempt (location determined normally).

On an Open, a successful parry indicates the opponent has succeeded in pressing his attack. The range remains unchanged.

19.2.1 Weapon Reach (Optional)

Some melee weapons are long enough to be used at a range greater than one hex as noted in the Weapon Length chart under the *Reach* Column.

The ZOC of such weapons are extended as well to cover any hex the weapon can attack. Such weapons still must trace a line of attack through the front three hexsides. A line of attack for the weapon is determined by drawing a line from the center of the attacker's hex to the center of the target's hex.

These weapons have the disadvantage of being relatively slow and are hard to maneuver in restricted areas. This results in the following restrictions:

- EL and UL weapons are unable to be used to perform a Riposte.
- If the attacker's line of attack crosses one or more hexes (not counting the target hex) occupied by a creature or object equal to half his height or more, he will take the follower SC modifiers per such hex:

EL/UL Obstruction Modifiers	
Obstruction	SC Modifier
Inanimate Object	-10
Hostile Creature	-40
Friendly Creature	-30
Friendly Creature in Formation. See Section 19.16	-20

- These weapons are considered to exist in the hexes defined by the line of attack lasting from when the attack roll is made until the attackers next action. For that period of time Weapon Bind (section 19.11.2) or other actions that target the weapon may be performed in any of those hexes for that duration.

19.3 MINOR CHARACTERS (Optional)

To simplify play the GM may define a non-player character as a Minor Character. The only effect is that Minor Characters are considered dead when a vital location takes damage equal to their LP.

Characters should only be declared Minor when the character is a member of an unimportant mass or is not considered of heroic stature (random group of creatures for example or the faceless guard). A major NPC should never be declared minor.

This allows the GM to 'clear' the battlefield of such creatures reducing his bookkeeping work. It also allows a 'cleaner' end of battle for the players as it removes the need to deal with dying survivors. Both advantages can help to maintain a 'Heroic High Fantasy' air to the game.

The GM may also declare Minor Characters to have their morale shattered by any disabling injury such as arm or leg hits. Such characters will either flee battle as best they can or surrender. If desired, the GM may even consider them dead or to have automatically fled in order to further his goals of managing combats.

19.4 COMBAT FATIGUE (Optional)

The calculation of a character's FT (fatigue) Stat is covered in section 3.8.

The longer a fight lasts, the more fatigued any involved become. Fatigue is measured in levels with each level equal to a number of rounds of combat equivalent to the character's FT Stat. The first level is considered Fatigue Level 0 and has no penalty. For example: a character with a FT of 10 has fought for 25 rounds, he is at Fatigue level 2.

Each level of Fatigue gives -5 to all combat stats. In addition, each two levels drop ES by one (SC, Def, etc. already have this modifier added by the -5 level rule leaving damage as the remaining modifier).

A character will be unable to continue the battle after reaching fatigue level 10. He will also be incapable of any real effect with even movement being reduced to 1/3 of normal (no running).

One level of Fatigue may be regained according to the following table:

Regaining Fatigue	
Fatigue Levels	Time to Regain one level
1	1 round
2	3 rounds
3	5 rounds
4	1 minute
5	5 minutes
6	10 minutes
7	30 minutes
8	1 hour
9	2 hours
10	4 hours

Note that increasing amounts of time is required to gain back more than one level of fatigue.

A character may start a combat at a higher fatigue level than zero. That and travel fatigue are covered in Book 4.

19.5 MOUNTED COMBAT

Riding skill determines the modifiers used when a character fights mounted. See section 8.8.7 for details on the riding skill. Each combat round the character must make a skill check vs. Riding. The following chart summarizes the results.

Mounted Combat Results	
Result	Effect
Success	Character fights as normal (gains height advantage modifier vs. opponents on foot
Partial Failure	Character may fight, but at a -5 to all combat values
Failure	Character may defend at –10, but not attack (trying to control his mount).
Disastrous Failure	Character loses control of his mount. May defend at -30, no attack. Mount moves a random distance in a random direction. Riding roll needed to remain mounted. Another Successful Riding Roll on the next turn will bring the mount under control (Defend at -10, no attack)

Mounted characters do not lose their strike, parries or dodge attempts due to running movement by their mounts. Any riders of mounts moving over one-half of their MR must use the Charge Action to Attack however.

A Mounted Charge Action uses the ES damage bonus of the mount when attacking with mounted lance or spear (i.e. the weapon is locked under the arm to gain the full force of the mount and charge; requires special military saddles).

Mounted characters gain the ZOC movement advantages of their mount and Riders will normally gain the height advantage bonus (see 15.10) against foes on foot.

It should be noted that the actions of the rider and mount are still independent with the mount moving at its initiative value and the rider acting at his. In general, one will hold its action waiting for the other.

19.5 TERRAIN

Terrain can have major or minor effects on combat. Conditions range from fighting uphill (Height Advantage modifiers) to Fighting in hip high snow (-30 DC, -20 Def, 1/3 move- no running/sprinting, double fatigue costs) or perhaps Going down hill on ice forces Sprinting at no extra fatigue cost. Most of the effects are left to the GM to determine

Since terrain can come in nearly infinite forms, specific terrain modifiers are determined by the GM to fit the specific conditions. A well-defined terrain chart would be nearly impossible, and if attempted would be too large to be useable, besides being incomplete.

Terrain may modify all or any of the combat values. Mud will affect movement, fatigue, DEF and DC. Heavy cluttered areas with objects reaching as high as a man would affect all the combat values (even giving a damage modifier due to a restricted swing) and reduce movement as well.

In general, swimming costs 3x the normal movement costs. Climbing as at 5x the normal costs.

Terrain also determines line-of-sight. People can seldom see through walls or hills. Such determinations are left to common sense and the GM.

19.6 UNARMED VS. ARMED COMBAT

Under normal conditions, an unarmed attacker will find fighting the armed opponent a painful experience, mostly due to the fact that a successful parry does damage to the attacking weapon (his arm or leg in this case). Since heroic fantasy is full of battles like this however, the following gives the poor guy a break:

An unarmed attacker may attempt to avoid parry damage by accepting a -5 SC and a -10 PM when declaring his combat action. He or she takes extra effort to avoid being struck by his opponent's parry. He will still take normal damage from a Critical Parry and half-normal damage from a Solid Parry.

19.7 CLOSE COMBAT

Close Combat occurs when an opponent overbears the defender and enters the same hex. This results in combatants now locked in a wrestling match.

The attempt to enter Close Combat (called a overbear) is resolved as follows:

1. The attacker rolls the SC as normal and the defender may parry or dodge. A successful hit will not do normal damage, but will allow the attacker to enter Close Combat and will result in Overbearing damage consisting of 1d4 plus ES bonus (type 'p').

2. A successful dodge automatically prevents Close Combat but forces the defender to retreat one hex. The opponent may follow the retreat.

3. A successful parry brings the weapon/shield between the defender and attacker in an attempt to prevent the Close Combat attempt. The attacker may ignore the parry and still enter Close Combat, however he will take normal damage from the parrying weapon to a random hit location.

Creatures will fall prone during Close Combat unless they are double their opponent's weight.

Engaging in Close Combat results in the following modifiers to the normal combat resolution:

1. Only 'S' length weapons or unarmed attacks may be used in Close Combat. ES also becomes more important. The stronger fighter gains +5 to all his combat values (except damage) per point of ES he is over his opponent. There are no ripostes results allowed in Close Combat.

2. Hit Locations results are modified during Close Combat. Roll the normal D100 for the first hit location struck to determine if the combatant has gone high (hit location above hips) or low (hit location of hips or lower) In the following rounds, use D60 if he went high, D60 +40 if he went low. A combatant may alter his low/high angle by performing a successful attack and waving damage.

3. Grab attacks aren't subject to the normal penalties and are made without the modifiers found in section 15.1

After Close Combat has been joined, any other character may pile in as they wish. The overbearing damage may or may not be resolved at the choice of the Character entering the on-going battle. If overbearing damage is resolved, it is considered to be a Melee attack into Close Combat (See 19.8)

19.7.1 Close Combat Creatures

Certain types of creatures live to do Close Combat. Wolves, snakes, big cats, etc. must enter Close Combat to attack at all. Almost all unarmed creatures fall into this group. The attempt to enter Close Combat by creatures of this type is very impressive and can even freeze its target allowing uncontested Close Combat entry.

A defender vs. a Close Combat attempt by a creature of this type must make a Level vs. Level save modified by WP. Failure prevents any parry or dodge attempt vs. the overbear attack.

19.7.2 Withdrawing From Close Combat

There comes a time when a character may wish to withdraw from close combat. There are two conditions under which this may be done.

1. The opponent in the Close Combat is stunned. The character may withdraw with simple characteristic save vs. QU. A success results in the character moving into an adjacent hex to the Close Combat and remaining prone.

2. Force the opponent away. This is a test of ES vs. ES. A success forces the opponent into an adjacent hex. Both remain prone.

19.8 ATTACKING INTO COMBAT

Characters often want to attack into someone else's fight. Be it firing a bow into Melee or swinging their pike into Close Combat, the attempt is bound to happen.

It is not always a wise attempt however. Any ranged attack into Melee has a 60% chance of attacking the desired target, and a 40% chance of striking someone else in the melee. Any attack into Close Combat has the same chances.

Determine the actual target first, and then resolve the attack normally. Note: Determine the 'facing' hex of a Close Combat target by rolling a d6 to find flanking/rear modifiers if any.

The only way to be completely sure of your target is to enter melee (if the target is in melee) or Close Combat (if the target is in Close Combat) or take a -40 aiming modifier to be certain of your target.

19.9 DIFFERENT SIZED OPPONENTS

There are a number of modifiers to the normal combat methods when a notable size difference exists between opponents.

Creatures come in one of five sizes: Tiny (under 1'), Small (4'and under), Normal, Large (8' or bigger), and Huge (12' or bigger).

Huge Creatures have a two-hex ZOC range. Tiny creatures have a 0 hex ZOC range (only the hex they are in).

The Bestiary entry for a creature notes its size classification.

The exact modifiers are determined by the difference in sizes as detailed in the following sections.

19.9.1 One Category Larger

1. Such foes may not be parried with most weapons. Only Shields and two handled weapons can have a chance of success

2. Any Strike is considered Pressing.

3. Such a creature is not subject to the bonuses gained by Passing or Retreating ZOC attack (11.5.1 and 11.5.2) from smaller sized opponents.

4. A Rigid ZOC cannot be declared against a larger creature by a smaller sized one.

5. Only half the normal Multiple Opponent modifiers apply against the larger foe.

6. Close Combat will only force the larger opponent prone if it is stunned.

19.9.2 Two Categories Larger

1. Such foes cannot be parried.

2. Any Normal Strike is considered Pressing. Higher Level strikes (pressing, solid, etc.) throw/force the smaller character back 2 hexes. The character must make a Characteristic save vs. AG to remain standing.

3. No Flank or Rear hex attack modifiers apply.

4. No Multiple opponent modifiers apply. They do not take multiple parry modifiers.

5. These creatures may not dodge vs. normal sized creatures. Their parry however applies even to magic and missiles causing them to glance off or be knocked out of the air by random movements.

6. Smaller sized creatures may ignore a successful parry. The penalty is stiff however, the attacker must accept 1d6 damage plus the creatures ES damage bonus as the attacker gets body checked by the movements of the creature.

7. Such creatures ignore any ZOC from smaller sized opponents.

8. Close Combat will not force the larger opponent prone.

19.10 AUTOMATIC RESULTS

When rolling a Strike, Parry, or Dodge- a roll of '00' results in a failure even if the chance is over 100%. Any roll of '01' is at least a Normal success (Normal Strike, Normal Parry, Normal Dodge) regardless of the modified chance.

Any Saving Throw will succeed on a roll of '2' and fail on a roll of '12'.

19.11 COMBAT ACTIONS- SPECIFIC RULES

19.11.1 Swing Through

The Swing Through action will attack two or more targets in the front three hexes. The character takes a -10 cumulative modifier per target to each attack. The character must use a two-handed length L or more weapon. The weapon cannot be CL 'i'. Attacker must state the order of attack (left-to-right or right-to-left). Any successful Parry or a hit embedding the weapon will stop further attacks.

19.11.2 Weapon Bind

The Weapon Bind is an attempt to lock weapons with the opponent in an effort to deny him the use his weapon the next round. This is the classic press the weapon against the column or lock swords and glare at one another. The attacker takes a -15 SC, if not successfully parried or dodged, the attacker 'Binds' his opponent's weapon with his own. Note: this also effectively removes the attacker's weapon from use as long as the Weapon Bind is in effect.

The attacker may release his opponent's weapon at any time by declaring it. The Defender may break out of the Weapon Bind by making a successful ST vs. ST save. Such attempts by the Defender are allowed at the start of his action. If a break out attempt is successful, the Defender loses one MP and otherwise may act normally in his round. The Defender may simply drop the bound weapon at any time and act normally (except he does not have his weapon in hand now).

Baring one of the above events, the Weapon Bind will last from round to round.

A side effect of a Weapon Bind is that both the Attacker and Defender suffer a -15 Defense and - 10 Dodge as long as the Bind is in effect and obviously can't parry with the bound weapons.

19.11.3 Grab

The grab maneuver is an attempt to reach out and get a hold of your target. If successful, it can give the target a number of negative modifiers to his combat values (see 15.10).

Once an attacker has grabbed his target, he has a number of possible actions:

1. He can move his target 1 hex with a successful ST vs. ST save.
2. He can push his target prone with a successful ST vs. ST save.
3. If his ES is high enough (able to more lift more than double his target's weight), he may throw his opponent 1 hex for every doubling of the target weight his ES allows.
4. He can attempt to use his opponent as cover: gaining +15 to his Dodge Chance on a successful ST vs. ST save. Any hit that is dodged by an amount greater than the normal DC but less than the modified DC has hit the held target.
5. He can apply pressure on the target he is holding doing 1d6 plus ES damage bonus (Arm Lock, Choke or even Bear Hug).
6. Release the Grab

After the grab is successful, either the attacker or defender may force the other into close combat on their action automatically.

A grab may automatically target an opponent's weapon arm. An attempt to grab any other location must use the normal hit location methods.

The Defender may break out of a grab on his action by making a successful ST vs. ST save. If a break out attempt is successful, the Defender loses only one MP and otherwise may act normally in his round.

19.11.4 Dive for Cover (Optional)

There may be times that a character finds him/herself in the position of needing to dodge more than the sword thrust, like a falling boulder perhaps. In these events, the character may attempt a Dive for Cover whenever he would normally be allowed a Dodge Attempt. This applies even if a dodge attempt is not allowable due to the sheer area covered by an attack or event.

The Dive for Cover will allow the character to immediately move a distance of up to ½ his MR (round up in this case), avoiding whatever attack or event that inspired the attempt assuming he has managed to move out of its area of effect. If the character is prone he may only move one hex.

The Dive for Cover succeeds on a successful Dodge Chance roll modified by a -10 per hex moved. The character will land prone unless a successful Acrobatics Skill Roll is made (Acrobatics takes no modifier for the maneuver but can still be affected by other conditions.).

Modify the DC by the DM of the attacker if any. Note that most natural effects have a DM of 20, but this can vary if the GM so decides. Indirect attacks (cut the rope to the chandelier anyone?) or area of effect spells still uses the DM of the attacker making the attack.

Note that moving from any enemy ZOC while making a Dive for Cover is considered a retreat from a ZOC without a withdrawal action. This means the character is open to a free attack.

Dive for Cover is of no use against normal melee attacks (Use Dodge or Parry instead). It is only useful vs. ranged or area effect attacks/events.

The character must be aware of an attack or event to use Dive for Cover. Note that certain magical area attacks have no visible effect so other methods of awareness will be required in such cases.

A Dive for Cover counts as a dodge in determining multiple dodge/parry modifiers.

If a character fails a Dive for Cover but would still be able to parry or dodge the attack (example- the character attempts to dive out of the area of a fireball and fails), the character still gets his normal dodge (with the multiple dodge penalty).

Note that a character that fails a Dive for Cover will still complete his stated dive movement if possible after the attack is resolved. He or she is considered in the original hex when the attack is resolved.

19.11.5 Defensive Fire

A character armed with loaded missile or thrown weapon gains the advantage of first attack when an opponent moves to engage in melee combat (entering the character's ZOC).

The attack is launched before the ZOC hex is entered and takes the modifiers listed in section 15.1 due to the rushed nature of the attack.

If the defensive fire fails to down the opponent, melee is entered normally and further missile or thrown attacks are impossible.

19.11.6 Holding Damage

If an attacker succeeds in a grab attempt or makes a successful attack on a opponent, he may chose to apply some or all the damage, and then later apply the rest of it if the target doesn't submit or otherwise do as demanded.

The attacker takes a −10 to his SC.

This can be especially effective if the attack resulted in a solid or critical hit. It can also be used to determine victory in a 'friendly' wresting match.

Such damage can be applied if the target attempts any action the attacker doesn't like. Any result that stuns the defender will abort the attempted action.

Under certain conditions (and at the decision of the GM) use of sleight of hand (or other skill) may allow a skill vs. skill test to determine if the attacker notices the action or not.

Example: Orin has just had his arm grabbed with a solid strike for a total of 10 points of damage. His attacker applies 3 points of damage and orders him to submit. If Orin refuses, his attacker can apply the remaining 7 points (which adds to the initial three) doing 10 points total. Not liking the idea of a broken arm, Orin submits.

Maintaining such a hold requires one hand. The other is free for other actions if desired.

19.11.7 Withdraw Actions

Offensive and Defensive Withdraws are actions intended to put 1 hex of distance between a character and his opponent. The Offensive Withdrawal takes a bit of time to make one last strike before the retreat. The Defensive Withdrawal concentrates on pure defense.

If the optional Weapon Length rules are in effect, this is resolved as a normal attempt to Open (see 19.2) with failure allowing the opponent the option to follow while maintaining the range.

19.11.8 Charge

The charging character may make his attack attempt at any point after spending 1/3 (rounded down) of his MR, often in effect charging pass his target.

Note that the charging character is still subject to the rule on ZOC Passing Attack (see 11.5.1) although the bonus to SC is halved to +15 due to the speed of the passing attacker.

19.11.9 Overbear

The Overbear can be combined with a Charge Action. In this case, the Overbear itself will do a type 'p' attack with a base damage of 1d6 + the modifiers of the Charge Action.

If done at a run, base damage is increased to 1d8. If at a sprint base damage is increased to 1d10.

Aborted or missed Overbear attacks made at a charge must move pass the target (or to the maximum his MR will allow, whichever comes first).

19.12.1 Shields

A character may choose to fight with weapon and shield. This style normally uses a weapon to attack with and the shield for parrying. Note that the shield has some offensive ability itself and it can be used as an attacking weapon.

Any parry or dodge attempts made by a character with a shield uses the PC and DC values for the WEAPON in use for attacking- NOT the shield's values, unless the shield itself is being used to attack with.

The shield using character gains the benefits of reduced modifiers for multiple parries and the shield becomes the item damaged by parried attacks instead of the weapon.

Shields also are required for parrying certain attacks, i.e. missile attacks and opponent of great size.

Large Shields may only be used to attack when performing the Charge Action. Even then a -10 SC is suffered. Medium Shields are at a -10 SC with all attacks except with the Charge Action. Small Shields may attack normally.

Using a shield does have a drawback. One must maneuver so as to attack around it. This is represented by adjusting the character's initiative value to determine order of action. These modifications are shown in Section 13.0. These apply when the character is engaged in melee combat.

Large shields are so bulky however that a −1 modifier to the Initiative Value is applied whenever it is carried in a ready position.

Shields do not have a weapon group of their own. When used offensively, they use the best weapon group bonus the character possesses.

19.12.2 Multiple CL Weapons

A few weapons have multiple types listed under CL. Examples are i/s and p/c. The user of these weapons must choose the CL type for each attack before he rolls his SC.

19.12.3 Whips

Whips may be used for to perform the 'Grab' action, as well as do damage to targets at range.

19.12.4 Nets

Nets may be used in one of two ways.

1. To slap with. This method results in the damage given on the chart. The Net is considered a flexible weapon when used this way and can act as a Whip as well. The Net is not really balanced for this however and the character takes a -5 SC for this use. Grab attempts also use this modifier.

2. The Net can be thrown to entangle its target. This is the primary use. The target may only dodge thrown nets, parrying is not allowed. A thrown net is a clumsy attack however, and the target gains +20 to his/her dodge chance. Once hit, the target must make a Characteristic save vs. AG to determine how long he is entangled in the net. The following chart shows the results:

Net Entanglement Results	
Save	**Entangled Result**
Successful	1 round
Failed by 1	2 rounds
Failed by 3	3 rounds
Failed by 5	5 rounds

The target may not defend himself/herself (0 Def, no parry or dodge) until the Entangle duration is 1 round, then the character is at a -20 to Def, PC, and DC for the last round.

Nets may be barbed. In this case add 2 rounds to the time to get untangled or suffer 1d10 separate attacks of 1d2 damage each from pulling the barbs.

19.12.5 Improvised Weapons

There will be situations when characters will find themselves without weapons and still have the desire to inflict damage. At times like these, there is the option to pick up any old thing and hit someone with it.

Many improvised weapons can be treated like an existing weapon due to similar design. For example, a pitchfork can be treated like a trident.

However, even if similar, they are not designed for battle. Similar weapons take a –5 modifier to all combat values for this reason.

Even objects that are not similar to an existing weapon can be used as one. These take a -10 to all Combat Values. The damage will be based upon the object's size. Such weapons can be used in Close Combat if less than 8 pounds. Any improvised weapon can be thrown depending upon the character's ES. The following table gives suggestions but specific conditions can modify this heavily:

Improvised Weapons		
Weight (lb.)	**Damage**	**DB**
3 or less	1d8	75
4-7	1d10	79
8-10	1d10+1	75
11-15	1d12+1	73
16-20	1D12+2	71
21-25	1D12+3	67

19.13 FUMBLE TABLES

Melee Combat Fumbles	
2d6 Roll	**Results**
2-7	Off-Balance -10 Def, -5 PC and DC until next Action.
8	Character Falls
9	Drop Weapon. Weapon lands 1d3 hexes away in a random direction.
10	Injure Self. Take 1d10 damage to random location, armor has no effect. If legs are injured, Character falls.
11	Normal Strike wrong target if possible. Random roll between possible targets. If no target is available it is a normal miss results.
12	Solid Strike wrong target if possible. Random roll between possible targets. If no possible target a normal miss results.

Range Combat Fumbles	
2d6 Roll	**Results**
2-9	Break Weapon. String or moving part.
10-11	Normal Strike wrong target if possible. Random roll between possible targets.
12	Solid Strike wrong target if possible. Random roll between possible targets. If no possible target a normal miss results.

19.14 DROWNING and SUFFOCATION

A character can hold his breath for a number of Combat Rounds equal to his CO.

He will take –10% to combat, –20 to skills and –10% of his MR for each round after that. The character can maintain this for a number of rounds equal to half his WP (round down). After that the character will have to breathe or become incapacitated. The next round he will fall unconscious and will commence breathing unwillingly.

Example: A character with a CO of 8 and WP of 9 is holding his breath. He can do so without modifier for 8 rounds. He can continue to do so for another 4 rounds suffering modifiers that end up giving him –40 to combat values, -80 to Skills and only 60% of his MR remaining. The next round he is incapacitated and will fall unconscious and resume breathing on the 14th round.

If a character can no longer hold his breath but can't breath because he is under water or without air, he will take five cumulative hit points of damage per round. If not already unconscious, the character is given a –50 to combat, -100 to skills and –50% to his MR until he is able to resume breathing.

19.15 MULTIPLE HEX CREATURES (Optional)

Some creatures are so large that they occupy more than a single hex on a battle map. This of course has a direct impact on which hexes are considered Front, Flank and Rear.

All these creatures are considered to be Huge.

19.15.1 Restricted Hit Locations

The sheer size of such a creature means that it is difficult to reach some hit locations.

If the attacker's size category is smaller by two or more- roll hit location twice. Use the one closest to the hex location of the attacker to determine where the actual blow lands. If unable to determine which hit location is closer, use the result of the first roll.

Two rolls are not required for aimed shots if the target location is within normal reach as determined by the GM.

19.15.2 Close Combat

If the attacker's size category is smaller by two or more- close combat will consist of 'riding' the creature against its will (using both legs at a minimum). Resolve the close combat attempt as normal and determine what part of the creature has been 'grabbed' by using the hit location rules in 19.15.1, the attacker has the choice of letting go if the location is not to his liking.

Any attacks launched will in close combat (by either opponent) gain +25 to hit.

The best location is the back (from neck down to Abdomen/Body-Rear) since the creature can attack any other location.

The creature has two options if the attacker has managed to reach one of these locations: bucking and rolling.

19.15.2.1 Bucking

A creature may attempt to buck off a hostile 'rider'. This handled as a level vs. level save modified by both ST and CO. A modifier of –2 is applied with an additional -1 for every two hexes of size the creature is above two (round down).

Apply an –3 modifier if no hands are used to hang on, -1 if only one hand is used. Use of a saddle or other aid gives +2 to the roll. A successful riding skill check gives +2.

Bucking costs the creature Fatigue 2 points per round. The rider spends normal combat fatigue.

Not all creatures can buck and some may have additional modifiers as noted in their descriptions.

19.15.2.2 Rolling

Not all creatures can roll and some will only roll if trained and commanded to do so. Check the creature's description.

Rolling will inflect 1d4 plus the creature's ST damage bonus to 1d3 locations on every 'rider'. Rolling takes the creature's full round and results in it moving left or right (its choice) a distance equal to double its width.

A successful Dodge roll (modified by the creature's DM of course) may avoid this damage. This breaks close combat. Place the 'rider' in the nearest unoccupied hex, with equal distance hexes open to the choice of the dodging character.

19.15.3 Hex Diagrams

19.15.3.1 Two Hex Creatures

This covers creatures such as horses, mules and camels. Ponies, deer and other smaller creatures are still considered to occupy a single hex.
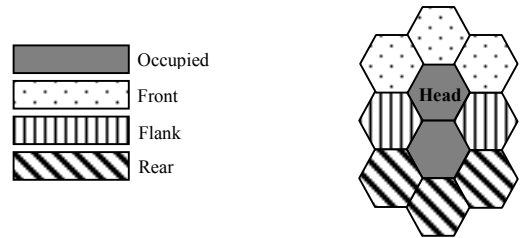
19.15.3.1.1 Riders

Riders on horses and the like also have modifications to their ZOC hexes depending upon the length of their weapon and position in the saddle: forward or twisted to the side.

The following diagrams show the rider's hex facing. If a hex has a weapon length shown, a weapon of at least that length is required to reach that hex. Twisted Left is a mirror of Twisted Right.19.15.3.2

Rider Forward

Rider Twisted Right
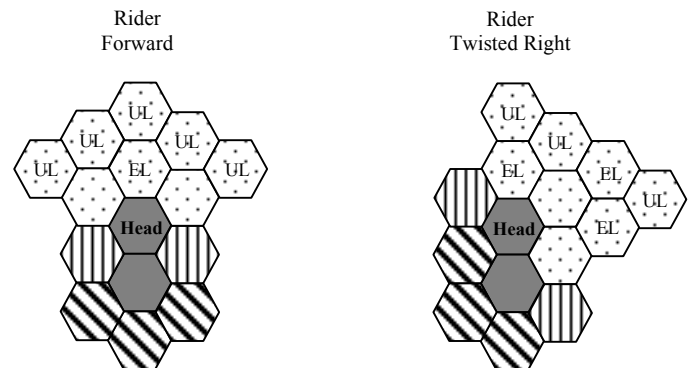
19.15.3.1 Three Hex Creatures

These are large creatures such as humanoid giants of 18 feet or taller. If the creature is using EL weapons it can reach three hexes. UL weapons reach 4.

Creatures of this size must always face a hex-point instead of a hexside.
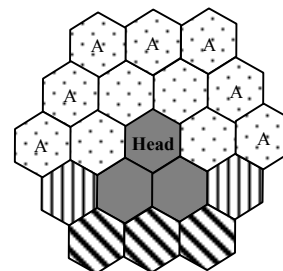
19.15.3.3 Four Hex Creatures

These are creatures such as elephants.

Normally riders of such beasts are restricted to using ranged weapons. They may however face any direction and attack a hex adjacent to the creature if using a weapon of EL length. UL weapons are too clumsy to be used from such creatures.

Creatures of this size must always face a hex-point instead of a hexside.
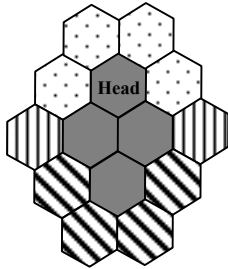
19.15.3.4 Seven Hex Creatures

These are creatures such as dragons. They must always face a hex-point instead of a hexside.

Note the reach of two hexes for their ZOC. This applies to all but head attacks (horns/bites), which are limited to a one hex reach.
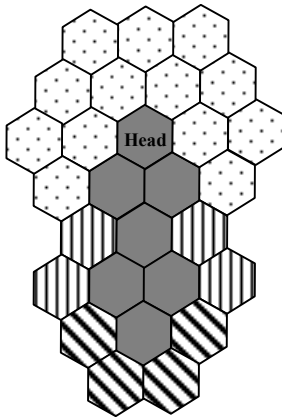
19.16 COMBAT FORMATIONS (Optional)

Combat formations are used to increase the combat capabilities of its members. One must be trained to function properly in a combat formation.

Each formation counts as a Weapon Familiarity and is learned the same way. Without the skill a character will fail to gain any benefit from the formation.

A character's MR is halved while in formation to represent the care in movement required to maintain it. Moving faster breaks out of the formation and causes the loss of any benefit.

19.16.1 Pike/Spear Formation

This formation consists of the use of multiple rows of EL or UL length weapons. The warriors in the rear rows rear attack through their teammates in the front of them.

Characters trained in this Formation suffer fewer minuses for attacking through friendly hexes as detailed in section 19.2.1. The attacker and any teammates in front of him must all process the Formation Skill.

19.16.2 Shield Wall

This formation consists of a line of adjacent warriors who link shields together providing improved protection.

Characters in this formation must have a Medium or larger shield. They gain +5 Def from a man on their right and +5 Def from a man on their left (for a total of +10 Def). All the characters must have the Formation skill in order to receive or give the bonus.

The bonus only applies to attacks from in front of the line (and of course, from in front of the defender).

Members of the formation can only effectively employ class 'p' weapons of length L or greater.

19.16.2 Back-to-Back

This formation consists of two people moving back-to-back in order to guard the rear and flank hexes of the other.

Both characters occupy the same hex facing in opposite directions.

Any attack directed at the rear/flank hexes of a formation member may be parried by his partner.

Attacking through a defender in this way leaves the attacker more open. He receives a –10 Def and –10 PM and DM versus that defender as a result.

This formation may be increased to three characters per hex. But all members take a –15 to Defense and Dodge due to the lack of room. The facing of each member is at a 120 degree offset for each other.

19.17 THROWING DISTANCE

The distance a character can throw an object depends upon its weight and his ES. For every point of ES above what is required to lift the object, the character may hurl it one-half a hex.

Example: Orin has an ES of 10 and is attempting to toss an 80-pound sack of grain. According to the ES Chart (section 3.5), it takes an ES of 6 to lift 80 pounds. Thus Orin could toss the sack 2 hexes at most (he can chose less).

Throwing an object counts as an attack. If prone the maximum throwing distance is halved.

19.18 HEROIC DAMAGE (Optional)

If he's cursed with low damage rolls, the standard combat rules can result in a greatly superior character hacking away at relatively unskilled opponents for an extended period. This can seem to run counter to the goal of heroic combat.

Heroic Damage may not be applied to targets of heroic stature, i.e. above fourth level.

19.18.1 Picking Hit Locations

If an attacker's MCS (see 12.1) is 30 or more points higher than his target, he may chose the target hit location struck without resort to die roll.

This applies only to attacks that weren't a Parried or Dodged. Attacks breaking through a parrying object must roll hit location as normal.

19.18.1 Maximum Damage (Optional)

If even more advantage is required this additional optional rule may be used.

An attacker who's MCS is 40 or more points higher than his target will automatically do maximum damage with either his weapons damage or strength bonus. The attacker's the choice of which.

His opponent may add any modifiers for Multiple Melee Opponents (Section 15.10) to his MCS to determine susceptibility to this rule only.

19.19 DEFENDING OTHERS

A character may attempt to defend up to two other characters in his same hex. They may be prone or standing behind him.

Any attack directed at his charges may be parried as if it was directed at him.

Attacking through a defender in this way leaves the attacker more open. He receives a –10 Def and –10 PM and DM versus that defender as a result.

The defended characters are generally unable to fight due to lack of room, but they may parry (-10) or dodge (-15) on their own.

19.20 COMBAT CLARIFICATIONS

This section covers common occurrences within typical games. New rules are not introduced. Rather rule use is explained for areas that may commonly be misunderstood.

19.20.1 Perception in Combat- Flanking

A common goal during combat is to flank an opponent in order to gain advantage. Section 15.10 shows these bonuses. Note that they vary depending upon the target failing or succeeding on a perception roll.

As with most uses of Perception, this is resolved as a Skill vs. Skill Check (See 8.3.2). In this case, it would be the Target's Perception against the Attacker's Stealth.

Bonuses from any allies present that are close enough to warn the character apply (See 8.3.4). The GM may of course determine other modifiers depending upon the current conditions (See 8.3).

Example:

John has a Perception Skill of 23; Joe has a Stealth Skill of 17 and Joe has succeeded in Flanking John. Jane is John's nearby ally with a Perception of 43.

John has a 50+23-17 or 56% base chance to succeed in his perception Check. Jane adds a +20 to this (as per 8.3.4).

Additionally, Joe just moved behind John this round in a known combat situation. The GM judges the difficulty (as per 8.3) and gives an additional +15 since John is very aware of the possible threat and it's initial movement.

John's final chance is a 91.

Next round: John still hasn't done anything about his opponent behind him. Since Joe didn't move there this round, the GM decides to drop the +15 bonus to only a +5. John is still aware of Joe's presence, but is less likely to be able to track him now. His new chance is 81%. If something had happened to Jane, it would only be 61%.

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He chanted a song of wizardry,
Of piercing, opening, of treachery,
Revealing, uncovering, betraying.
Then sudden Felagund there swaying
Sang in answer a song of staying,
Resisting, battling against power,
Of secrets kept, strength like a tower,
And trust unbroken, freedom, escape;
Of changing and of shifting shape,
Of snares eluded, broken traps,
The prison opening, the chain that snaps.

J.R.R. Tolkien, *The Silmarillion.*

Brian Gleichman

Bryan Harsh ♦Terri Gleichman

BOOK 3: MAGIC

Characters with levels in either Magic- Pure or Magic- Hybrid are capable of casting spells. This section covers the casting and effects of these spells.

20.0 GENERAL CASTING REQUIREMENTS

1. The character must know the spell.
2. The character must have his/her hands free.
3. The character must make a successful spell casting roll
4. The character must spend the required number of spell points.
5. Most spell castings take a ½ move that counts as an attack.

20.1 LEARNING SPELLS

A spell caster learns spells by spending the required time either with a teacher or mystic tomes. The time required is as listed in section 8.6.

A Mage can only learn spells of a level equal to or less than the controlling Magic Skill (Primary or Hybrid).

A character can only learn spells of his or her class. An exception to this is when a character purchases additional skill levels in another class of magic, either Magic- Primary or Magic Hybrid. Such purchases are always non-class.

The higher level the spell the harder it is to find a teacher who knows it or a book containing it The exact nature of this varies by campaign world. In some it is a simple matter of paying more, in others it may take an entire series of quest to find that rare work of knowledge. The actual workings are to be found in the Campaign Supplement.

20.1.1 Casting Unknown Spells

It is possible to cast a spell the Mage doesn't know if he/she has access to a tome or scroll that contains the spell. Such an attempt is at -20 to the casting attempt in addition to all other modifiers.

The time required for casting in such a fashion is increased by a multiple of five.

The spell caster can even attempt a spell up to one level higher than his/her magic skill level by this method.

20.1.2 Starting Spells

When a spell casting character is first generated, the spells he/she starts with need to be determined. The character has a chance to know a spell based upon the level of the teacher that he/she was apprenticed to.

First, the teacher's level is determined:

20.1.2a Master's Level

D100	Level		1d100	Level
01-03	0		60-89	3
04-19	1		90-99	4
20-59	2		00	5

Next, the character determines what spells he has learned on the following table:

20.1.2b Known Spells

Teacher's Level

Spell Level	1	2	3	4	5
1	55	75	95	100	100
2	N/A	55	75	95	100
3	N/A	N/A	55	75	95
4	N/A	N/A	N/A	55	75
5	N/A	N/A	N/A	N/A	55

A character may not start knowing any spells above his level.

The above chart is also useful for determine what higher level spells a character's Master may know. This can be important since the character has his teacher as a contact for learning new spells when he or she increases in level.

Note that this indicates what spells the Master knows. For their own reasons, such teachers may or may not pass along everything to their students.

20.2 CASTING GESTURES

All spell casting requires freedom of hand and arm motions in order to be successful. As a result, any binding of the hands will prevent spell casting. Gestures often include some incantation. While such incantation need not be heard to be effective, the caster still must be able to speak them (even if at a low whisper).

20.3 SPELL CASTING ROLL

Most spells require a successful spell-casting roll to produce their effects. The base chance is determined as in sections 8.3 and 8.8.5.

If casting type C, CA or NC (see 21.1) the Mage can increase this chance by 20 if he/she spends 1 round to prepare the spell. The spell caster must cast the spell the following round or the preparation bonus is lost.

Other conditions may modify the casting chance as determined by the GM.

20.4 SPELL POINT EXPENDITURE

Most spells require the caster to expend spell points. In general, each level of spell costs 1 point. A character cannot cast a spell without enough spell points remaining to pay the casting cost

A character has a number of spell points as determined by their MS and level. See section 1.8

Failed attempts to cast spells can still cost spell points.

20.4.1 Spell Point Regeneration

A character recovers spent spell points over time. In general, a character recovers 20% of their total spell points per 24-hour period. Certain classes may vary this amount.

All calculations to determine recovered spell points are rounded down, but fractions are carried day to day to determine totals.

21.0 SPELL DESCRIPTIONS

Each spell has a description that details all the effects of the spell, its cost, range, duration and type. These details are found in the spell lists for each class of magic.

21.1 TYPES

The spell type defines how the spell is cast and any special rules associated with the spell.

21.1.1 Type B (Battle) Spells

Type B spells are the basic attack spells of magic. They affect a single target and do damage as listed in the spell description plus the MS damage bonus for the character.

Type B spells are resolved as a ranged Missile Attack using the normal combat rules, including the Missile Attack fumble chances. Note that a weapon break result is impossible and is replaced with double spell point expenditure even if the spell causes no damage. Since the attack is made by use of magic, no reload as for a missile weapon is required.

A spell cast roll is not needed to cast a type B spell and as such there is no chance of a Magic Fumble.

The character must have the spell points available to cast the spell, but they are not spent unless the spell does damage to target. Parried or Dodged Type B spells in effect return the magic to the caster.

21.1.2 Type C (Combat) Spells

Type C spells are the area effect Combat spells of magic. As such, they use a modified Missile Combat method against every target in their area of effect.

The Mage must make a successful Magic Skill Roll and expend the required spell points in order to cast type C spells. Since a Magic Skill roll is required, Magic Fumbles are possible.

Type C spells will automatically hit every target in their area of effect. No Strike Chance roll is required.

Targets get either a dodge or a parry (If they have a shield or are otherwise able to parry a missile attack).

The attacker uses his/her spell PM and DM. Damage is as per the spell description plus the MS damage bonus. The attack is counted as a Missile Attack.

If a target misses his Parry Chance or Dodge Chance roll by 40 or more, the attack does solid strike damage, otherwise normal strike damage results. Type C spells cannot do critical hits.

Type C spells are easier for a Spell Parry to deflect than Type B spells. The defender gains +10 to his PC whenever parrying Type C spells when using any magical spell (or item) that allows Spell Parries.

21.1.3 Type C (Combat) Spells with Multiple Attacks

Some type C spells can affect their targets with more than one attack. For example: A Fireball (a classic of many games) hits every target in a 2" radius with up to 3 attacks of 1d10+1 each.

Targets of such an attack take a -10 modifier to their parry or dodge rolls for every possible attack over one.

The target is struck by one additional attack for every 10 points the defender misses the parry or dodge roll by. Determine any solid strike results by the degree each attack was missed by.

Example: Skee the rat-man is hit by a fireball and has a Dodge Chance of 50 (after the normal modifiers). The fireball does up to 3 attacks giving Skee an addition -20 to his Dodge Chance reducing it to a 30.

Let's assume Skee rolls an 81 for his dodge. He has missed his dodge roll by 51 indicating that he could have been hit by up to five attacks. The fireball only has three possible attacks, so Skee gets off lucky here.

Skee missed the first dodge was by 31 points. This results in the first attack being a Normal Strike. He missed dodging the second attack by 41 points resulting in a Solid Strike. The last dodge missed by 51 points and resulted in yet another Solid Strike.

Poor Skee, but he did deserve it.

A Spell Parry does not take the multiple attack modifier and as a result parries all the possible attacks with one roll at the normal modifiers (+10 for the attacking spell being a Type C vs. Spell Parry).

21.1.4 Type CA (Characteristic Assault) Spells

Type CA spells are those spells that require a Level vs. Level Saving Throw from its targets. The spell can affect a single target or all the targets in an area. The effects vary from mind control, fear, entanglement and even death. If a characteristic modifies the saving throw, it is noted in parentheses next to the CA classification, i.e. CA (WP).

The Mage must make a successful Magic Skill Roll and expend the required spell points in order to cast type CA spells. Since a Magic Skill roll is required, Magic Fumbles are possible.

A Spell Parry has an easier time defending against CA spells. A +10 parry bonus is applied.

21.1.5 Type D (Defense) Spells

Type D spells include all the defensive spells that allow a Mage to Parry attack spells or even Missile/Thrown Weapon Attacks. They are the Spell Caster's primary means of defense.

Type D spells do not require a Magic Skill roll and as such have no chance for Magic Fumble. Unless stunned or otherwise incapacitated, A Mage can invoke a type D spells at any time by paying the Spell Point cost.

Type D spells do not take an action. The Mage may invoke the spell at any time he or she would normally be allowed to make a parry or dodge. Since the spell does not take an action, the Mage may move, attack or cast another type of spell the same round. Only one type D spell may be cast per round.

21.1.6 Type I (Instant) Spells

The Type I spells are a group of spells that affect only the caster and are invoked more by the will of the caster than the normal spell casting methods.

These rare spells are cast with a minimum of gestures and time and without incantation. The Spell Caster may cast them at any time just by stating it. They take no action to cast and any number of them (limited only by Spell Point costs) may be cast in a round. Since the spell does not take an action the Mage may move, attack or cast another type of spell the same round.

A Magic Skill roll is required, but these spells cannot cause a Magic Fumble. The expenditure of spell points is required.

21.1.7 Type NC (Non-Combat) Spells

The NC type spells are spells not generally used in direct combat attacks. Light, Darkness and Detect spells are examples.

The Mage must make a successful Magic Skill Roll and expend the required spell points in order to cast type NC spells. Since a Magic Skill roll is required, Magic Fumbles are possible.

A Spell Parry has an easier time defeating NC spells. A +20 parry bonus is applied in the rare case that the spell is contested (and the one contesting is in position to use a Spell Parry- it would normally require them standing between the spell's target and caster or being in the area of effect).

21.1.8 Type R (Ritual) Spells

Type R spells are powerful spells that require more than 1 round to cast. The spell description details how long it takes to complete the Ritual. Rituals are often summoning or enchantment type magic.

The Mage must make a successful Magic Skill Roll and expend the required spell points in order to cast type R spells. Since a Magic Skill roll is required, Magic Fumbles are possible. The Magic Skill roll is made at the end of the time period required to cast the Ritual.

A Spell Parry has no effect on a type R spell unless the magic is attacking a defending barrier. Due to the delicate nature of Magic Rituals, any casting of a Dispel spell against the ritual while its being cast gives a -3 to the Level Saving Throw. After the Ritual is completed, any lasting effects are at +3 against any Dispel attempts due to the powerful nature of Rituals.

21.1.9 Type T (Talent) Spells

Type T spells represent the innate abilities gained by the Mage through the study of their magic. Talents are never combative and tend toward detection and informational magic.

A Talent never costs Spell Points and also can never produce a Magic Fumble.

Talents have one of two duration values: Instant or Constant.

Instant Talents are invoked when desired by the Mage. They last for one round and require a successful Magic Skill roll. A Mage can invoke only one Instant Talent per round as an instant talent takes a half action and is considered an attack.

Constant Talents are always in effect. A Magic Skill roll is made whenever something would trigger the talent. Sense Magic for example would trigger whenever a spell or magical item appeared in range. Constant Talents take no action and are automatic, preventing no other action. Any number of Constant Talents may take effect in the same round and are considered to take no more effort than seeing or hearing.

21.2 COST

Each spell description lists the cost in Spell Points required for casting the spell. Most spells cost one Spell Point per level. There are exceptions to this however noted in the spell descriptions. Type B and D spells often cost one or two points regardless of the level, Type R spells can cost more and Type T don't cost any.

Type B spells required the Spell Point Cost to be paid when the Strike Chance roll is made. If the spell results in no damage, the Spell Point returns to the caster.

All other spell types require the Spell Point Cost to be paid at when the Magic Skill roll is made.

21.3 DURATION

Each spell has a duration that defines the amount of time that the spell's effects continue. A caster of a spell may end its duration at any time by taking a half move action (which is considered an attack).

21.3.1 Instant

The spell has its effect and then is immediately gone. All Type B and C spells are of this Duration. The results of the spell remain behind however and have their normal life span (wounds heal, buildings can be repaired, the water remains purified until naturally spoiled, etc.).

21.3.2 Concentration

The spell remains in effect for as long as the caster can or does maintain his concentration. Concentration places a number of limits on the Spell Caster as follows:

1. The caster is limited to moving at half MR or less. If mounted, the mount is also limited to half MR.

2. The caster may not cast any other spells with the exception of Types D, I and T.

3. The caster may not launch any melee or range attacks.

4. Any stunned result on the caster breaks the Concentration.

If any of the above restrictions are broken, the Concentration, and most often the spell, ceases. In some cases there are other, less pleasant effects. If so, it is detailed in the Spell Description.

21.3.3 Permanent

A few spells have Permanent durations. A Spell with a Permanent duration remains in effect until dispelled or ended by its caster.

The very nature of the permanent duration makes these spells powerful, but they do have a notable limit. A Mage can have only one instance of a Permanent duration Spell in effect at a time. Casting of the same spell ends the duration of any previous spell.

For Example:

A Mage has cast a permanent duration light spell on his doorstep. Later in an adventure, he wants some long term light in the caves. If he casts the same light spell now, the original spell (back on his doorstep) ends.

The same Mage may however cast his permanent duration darkness spell without affecting the light spell back home. The restriction applies to one instance of each Spell, not just one permanent duration spell period.

21.3.4 Defined Time

The remaining duration values are a defined time span. These can be in combat rounds, minutes, hours, days, or any other measure of time. Many times the exact duration is based upon the level of the caster.

In all cases, the effects of the spell continue, without any effort or attention from its caster.

21.3.5 Special

Certain spell effects last until a specific event occurs. Often these are summoning or command spells. The exact duration of a Special Duration spell is defined in the description.

For example: A spell that summons a creature to deliver a message will last until the message is delivered.

21.4 RANGE

The Spell Range defines the limit of available targets for a spell. No target that is out of range can be effect by a spell.

Range is counted from the caster to the target hex (or the hex containing the target.

Range defines the limit for the center of any area effect spells. As a result, some of the area may actually exceed the spell range.

There are three types of Ranges:

21.4.1 Self

The spell affects only the caster. Examples include spells that change the appearance of the caster or grant him the ability to see in the dark. These spells can never be used on any target other than the caster.

21.4.2 Touch

The caster must actually touch the target of this spell for it to take effect. The target must be in same or adjacent hex.

The spell can always target the caster and willing (or completely unaware) targets. Unwilling targets would need to be hit in melee combat using a grab or punch attack.

21.4.3 Defined Range

This is an actual range for the spell. Unless otherwise noted, it is listed in a number of hexes.

Any target in range and in line-of-sight can be the target of these a spells. Note that an area can be as much a target as a person or a wall.

21.5 DESCRIPTION

The spell description details the actual effects of the magic. The damage done is listed here or the exact creature summoned is detailed.

Any exceptions or additions to the normal rules are also explained. Magic being what it is, there will always a spell or two that acts in a nonstandard way. As a result, the description is considered to override the general magic rules when there is a conflict.

22.0 ADDITIONAL MAGIC RULES

22.1 Magical Fumbles

A badly missed Magic Skill roll can result in a Magical Fumble. These can be very entertaining… to one's opponents and distracters.

Roll any fumbles on the following table and apply the result immediately.

Magic Fumbles	
D100	Magic Fumble Result
01-60	The failure costs addition Spell Points equal to the original casting cost.
61-80	The failure costs addition Spell Points equal to double the original casting cost.
81-90	If the spell had a target other than the caster- It has reverse direction. Take full effect of the spell Otherwise: The failure costs addition Spell Points equal to double the original casting cost.
91-00	If the spell had a target other than yourself- It has ran amok and is targeting a random ally within range. They take the full effect of the spell. If no allies are within range, the spell reverses on the caster. Otherwise: The failure costs addition Spell Points equal to triple the original casting cost.

22.2 Magical Rich or Poor Lands (Optional)

In many fantasy worlds there exist special places where magic is nearly the substance of the land itself. Such a place can have a profound effect on the casting of spells.

For Example:

> In the Fey Lands (an other-dimensional abode of the magical Fey races), magic almost flows like water. The result is that all Spell Casters have double the normal Spell Points and Spell Point Regeneration rates are doubled as well.

Magic Poor regions can exist as well. Spell Costs in such a place may be increased and regeneration rates lowered.

The GM determines the exact effects of such places.

22.3 Variable area effects

Certain spells have area of effects that vary by the level of the caster. The caster may choose to affect an area defined by any level equal to or less than his own.

22.4 Magic versus Magic Saves

A number of spells mention Magic vs. Magic Saves. This is a Level Saving throw in which the Magic Level of one character is compared against the Magic Level of another.

These saves are modified by both the MS and IN characteristics of the characters.

22.5 Hybrid Versus Magical Classes

Hybrid magic generally is weaker; more specialized and is countered easier by the more sophisticated Primary Magic. As a result modify any Hybrid Magic vs. Primary Magic Save by two in favor of the Primary Magic. The PM and PC of a Primary Magic users gain a modifier of +10 if opposing a Hybrid spell.

Specific classes may overrule these modifiers. If so, it is noted in the general description of the spell list for that class.

22.6 Disallowing/Modifying Classes (Optional)

Magic is often the most customized section of any game. Certain campaigns may seek a style that a specific class of magic would contrast badly with.

The GM may modify, restrict or remove classes or spells in this event. The GM may also decide to add to the existing spell lists or classes in order to create the exact style he desires.

Some campaigns may disallow magic completely or restrict it to only the rare NPC.

Such modifications to the rules are to be noted in that Campaign Supplement.

22.7 Armor Restrictions (Optional)

In certain fantasy settings large amounts of metal interfere with the flow of magic. To represent this spell casters may only wear small amounts of metallic armor. The total APV of metal armor cannot exceed 1.5 without blocking the wearer from the casting of spells. Armor made from other materials may be worn as desired.

22.8 Eighth Level Spells

Eighth level spells represent the height of magical knowledge and skill. These are spells so powerful and difficult that they are but legends even to skilled mages of the mystic arts.

Learning any of the details of such magic is an achievement in and of itself, let alone actually learning to cast such a spell

For these reasons no eight level spells appear in the following spell lists. All eighth level spells are found only in the Campaign Supplement. Their scope and details are left to the GM who must fit them closely into his world.

22.9 Minor Magic (Optional)

The requirements of spells points will pressure a mage to cast magic only when there is a practical need. However, some campaigns desire mages to have the ability to do frivolous or minor magic without limit. Such campaigns may use these optional rules for Minor Magic.

Minor Magic is available only to those with skill in Primary Magic. It doesn't cost spell points but the mage is denied its use if he doesn't have a current positive number of Spell Points.

Minor magic is defined as magic of little or no utility. In general it is the creation and movement of lights, flares and smoke of very low intensity. It can also cover the telekinetic movement of very light objects weighing only ounces.

A mage may have a number of Minor Magic spells in simultaneous operation equal to his level in the Primary Magic.

As an additional option, the GM may allow the mage to cast any of his normal spells in a Minor Magic version. In general, use the one-tenth rule; the spell has one-tenth the normal effect in damage, area, modifier, etc. The GM determines which spells may or may not be cast as Minor Magic.

Saves vs. Minor Magic are at +5. Parries or Dodges against Minor Magic gain a +30 bonus. Automatic Failure rules do not apply to any resistance of Minor Magic.

22.10 Personalized Magic

Starting a fourth level, a mage may embellish any of his magic with small personal touches. These changes in no way alter the actual effects of the magic.

Examples would be changing the color of flames from red to blue or shaping a bolt of lightning to appear as stylize eagles.

23.0 SPELL LISTS

The following spell lists are broken into three sections. First is a general description of the style and philosophy of the magic. Any exceptions or additions to the normal rules are noted here. A table listing all the spells by level follows. The final section gives the individual spell descriptions.

These spells lists are by no means all inclusive. The GM should feel free to add or subtract spells. In so doing, game balance and the style of each class of magic must be kept firmly in sight.

23.3 Bard

The Bard is a Hybrid class whose skills are primarily concerned with music, knowledge and entertainment. Their magic is a mix of stagecraft and enhancement of the natural effects of musical influence together with a few aids in the quest for understanding.

As is typical with Hybrid mages, the Bard does not have a large spell selection nor do their spells possess great versatility. Their magic is not suited for battle, and they must rely upon more mundane skills in that effort.

Depending upon the culture, Bards may be held in high regard, as there is great value in a learned person who travels widely. Locals will tend to seek them out for everything from advice and news to pure entertainment. It's likely that a Bard will seldom need to pay his own upkeep. Exact cultural effects will of course depend on the campaign.

23.3.1 Class Rules

None.

23.7.2 Bard Spells

Level 1	Level 2	Level 3	Level 4
Detect Magic	Extinguish Fires	Analyze Magic	Conjure Item
Conceal	Fire Images	Dancing Lights	Comprehend Writings
Hide Item	Produce Flame	Sparkle	Fireworks
Recover Item	Rope Tricks	Unlock	Smoke

Level 5	Level 6	Level 7	
Fire Lure	Curse	Escape	
Song of Battle	Song of Sleep		

Level 1 Spells

Detect Magic

Type: NC   Cost: 1   Level: 1
Duration: 2-minutes/level   Range: Self
Description: Once cast, the caster will see a faint glow around any magic present in a 60-degree cone up to 3" in length. Interposing materials will block the detection.

The caster is limited to detecting in only one direction per round.

Conceal

Type: T   Cost: 1   Level: 1
Duration: N/A   Range: Self
Description: The caster gains a bonus of +3 per level to any skill roll involving concealment or misdirection.

Hide Item

Type: NC   Cost: 1   Level: 1
Duration: Instant   Range: 1"/Level
Description: This spell conceals an item the caster holds in his hand, either on his person or someplace nearby (including on other people) within range. Unlike normal sleight of hand, the caster does not need to cross the distance to the hiding location.

To be successful, the caster must first succeed in a sleight of hand attempt. The item must also be in control of the caster, i.e. a dagger would first have to be removed from its owner's sheath and be in contact with no one else.

Maximum item weight is caster's level squared in ounces.

Recover Item

Type: NC   Cost: 1   Level: 1
Duration: Instant   Range: Touch
Description: This spell calls back an item already hid by the caster using the Hide Item spell. The object appears in the caster's hand.

No sleight of hand skill roll is required, although one may still be made for style.

Level 2 Spells

Extinguish Fires

Type: NC   Cost: 2   Level: 2
Duration: Instant   Range: 20"
Description: Summons a mystic wind that extinguishes all small non-magical fires within range.

Fires larger than a torch are unaffected.

Fire Images

Type: NC   Cost: 2   Level: 2
Duration: 1 minutes/level   Range: 2"
Description: The caster may cause an image of whatever he wishes to appear inside of a fire. The image may move and change as wished for the duration of the spell.

Produce Flame

Type: N/C   Cost: 2   Level: 2
Duration: 1 round   Range: Touch
Description: The caster summons a short burst of flame to spring from his hand. It lasts but a single round, producing the light and heat of a normal torch. The caster is immune to any ill effects of the fire.

The flame may be used to set alight normal combustible materials.

Rope Tricks

Type: NC   Cost: 2   Level: 2
Duration: 1 round/level   Range: 10"
Description: The caster empowers a non-living rope-like material to obey his/her simple commands: split apart, coil, coil and knot, loop, loop and knot, tie and knot, and the reverse of all of the above.

The size of the rope is based upon 40' of 1-inch rope (the dimensions may be altered in proportion) plus 10' per level. It may move 1"/round to the maximum range of the spell.

As a general rule, the rope moves too slowly to be used in combat as an entangling device.

Level 3 Spells

Analyze Magic

Type: R   Cost: 4   Level: 4
Duration: N/A   Range: 1"
Description: By means of this spell the caster may learn about the nature of any magic affecting a person or item.

Curses are at -3 to detect or analyze.

A level vs. level saving throw is required. The result gives the amount of information gained according to the following table:

Save made by	Information
Failed	Magic detected.
0	Class of Magic and general power level learned.
1	Above plus general nature of the magic.
2	Above plus full effect of the spell
3	Above plus all side effects of the Magic, if any.
4+	Full details learned including any existing control or dispelling methods.

Dancing Lights

Type: NC   Cost: 3   Level: 3
Duration: 2-minutes/level   Range: 2"/level
Description: The caster may create one glowing sphere of light per level. He may choose and alter the colors as he wishes throughout the spell's duration. Each sphere produces half the light of a normal torch.

The light will move as the caster wishes with a maximum speed of 5" a round. They must remain within the spell range at all times.

Sparkle

Type: CA (WP)   Cost: 3   Level: 3
Duration: 1 minute/level   Range: Touch
Description: This spell may be cast upon any shiny object of less than 5 oz/level.

The item gains a magical sparkling sheen, causing anyone viewing it at a range of 1" or less to become fascinated by the item unless they make a successful saving throw.

Creatures so fascinated will have a -30 to their perception to notice anything else (if the perception roll is made they are free of the effect).

This spell will not work upon those already in battle.

Unlock

Type: CA   Cost: 3   Level: 3
Duration: N/A   Range: Touch
Description: The spell causes the target lock to spring open. The target will resist the spell on a successful saving throw matching the level of its maker against the caster.

Level 4 Spells

Conjure Item

Type: NC   Cost: 4   Level: 4
Duration: Permanent   Range: Touch
Description: The caster may create any small item that may be held in the palm of a hand by means of this spell. Such an item may have a value of no more than a plain dagger.

Comprehend Writings

Type: R   Cost: 2   Level: 4
Duration: 1 round/level   Range: 1"
Description: A one-minute ritual during which the Bard traces the letters or symbols of a written record he seeks to understand.

At the conclusion of the ritual, increase the Bards comprehension of the target writing by one level. If the caster is completely lacking in R/W skill of the target writing, he gains level 0 understanding.

Fireworks

Type: CA (QU)   Cost: 4   Level: 4
Duration: 1 round/level   Range: 3"/level
Description: This spell causes a target fire source to erupt into fireworks.

The fireworks cover an area equal to 20 times the radius and height of the fire forcing everyone within to make a saving throw. Failure results in a −50 to any perception check. Unlike most spells, this saving throw must be made each round unaffected by previous successes for failures.

The fire is extinguished at the end of the spell duration.

Smoke

Type: NC   Cost: 4   Level: 4
Duration: 1-minute/level   Range: 3"/level
Description: This spell causes a target fire source to erupt into bellowing smoke covering an area equal to 40 times the radius and height of the fire.

Smoke will reduce vision to a 2" maximum range within its area (AG characteristic saves are required for any movement over 3"). Perception modifiers are as for darkness.

Level 5 Spells

Fire Lure

Type: CA (WP)   Cost: 5   Level: 5
Duration: 2-minutes/level   Range: 2"/level
Description: Causes any one fire (magical ones are allows a saving throw) to flicker and move in a hypnotic way.

Anyone watching the flame within 30" must make a saving throw or be enthralled into staring at the flames such that they will take no other action.

This spell will not work on anyone in battle. Heavy shaking or damage disrupts the effect.

Song of Battle

Type: R   Cost: 5   Level: 5
Duration: Special   Range: 15"
Description: The bard seeks to inspire allies to battle by the performance of a suitable heroic song. Three rounds are required before the effect is noticeable.
There after it can be maintained by continuing the song. The caster may perform any action while doing this except spell casting. Being stunned will end the effect.
It will add +2 to saving throws modified by WP including morale checks.
If cast before a battle is joined, a bonus of +3 on all combat values is gained. This last for 10 minutes after battle is joined.

Level 6 Spells

Curse

Type: CA   Cost: 6   Level: 6
Duration: Permanent   Range: Sight
Description: The Bard may cast this spell only when greatly wronged. It may be cast even when tied or otherwise restrained.

Unless the target succeeds on a Saving Throw (modified by WP), The spell will inflict the following effects:

1. -5 to all combat stats
2. He will slowly loose, in one way or another, all treasure and money above the minimum amount needed to survive.
3. General bad luck (up to the GM).

Song of Sleep

Type: R   Cost: 6   Level: 6
Duration: 5 minutes/level   Range: 15"
Description: The bard attempts a song so relaxing; it causes those in range failing a Saving Throw to fall in to a deep sleep.

Slapping or worse will wake victims prematurely.

Level 7 Spells

Escape

Type: R   Cost: 7   Level: 7
Duration: N/A   Range: Self
Description: By means of this 2-minute ritual, the caster may escape any degree of personal binding or any one area of containment. For the spell to function, the caster or his binding may not be observed.

When escaping an area of containment, he will in effect teleport to the nearest unobserved area. If there is no unobserved area within 10", the spell fails.

The spell may be cast without audible words or obvious gestures, even when bound. The spell may only be used to escape from confinement; it may not be used to gain entry.

23.5 Elementalist

This class of mage seeks mastery over the five elements: Air, Earth, Fire, Ice, and Water. For the most part, their magic is straightforward and without subtlety. When the elements move, they rarely move silently and the Elementalist shows much of the same nature.

The Elementalist has access to the widest range of Type B and C spells among the mages. Together with a small amount of general magic and some summoning spells these provide the mage with vast combative power.

The spell list is organized into seven groups: one for each element, 'General' for magic unrelated to any one element, and 'All" for those spells common to each of the five elements.

Spells in the 'All' group must be learned for each of the elements that the caster wishes to apply them to. Thus the ability to cast Bolt of Elements in either its Fire or Earth form requires the mage to learn the spell twice.

23.5.1 Class Rules

23.5.1.1 Specialist Elemental Mages (Optional)

The Elementalist may choose to concentrate his efforts into mastering one elemental instead of five. Such mages are limited to only spells of that element and the general group. The Mage may only learn that one element's form from the Spells in the 'All' group.

In exchange for such dedication, the mage gains the following when casting spells from his element: +10 to the Casting Chance and +2 MS when determining the spell's damage bonus (if any). No bonus is gained when casting General spells.

23.5.1.2 Disallowing the Elementalist (Optional)

Elementalists would be at odds with a campaign that desires only subtle magic or one that rejects the idea of highly flashy combative magic. Such campaigns should disallow the use of this class.

23.5.2 Elementalist Spells

Level 1	Level 2	Level 3	Level 4
ALL Elemental Missile Protection From Elemental Creatures Sense Elemental Magic **AIR** Predict Weather **EARTH** Dust Cloud **FIRE** Control Fires Torch Fire **ICE** Snow Sight **WATER** Detect Water Floatation **GENERAL** Detect Magic Mystic Shield	**ALL** Elemental Arrow Summon Lesser Elemental Spirit **AIR** Fog Purify Air **EARTH** Tremor **FIRE** Protection from Fire **ICE** Protection from Cold **WATER** Purification of Water **GENERAL** Adept's Shield Missile Shield	**ALL** Elemental Bolt Elemental Sword Protection from the Elements Summon Greater Elemental Spirit **AIR** Control Vapors Winds **EARTH** Dig Earth Sense **FIRE** Extinguish Fires **ICE** Snow Walk **WATER** Water Sense **GENERAL** Dispel Magic	**ALL** Circle of Protection from Elemental Creatures Conjure Lesser Elemental Elemental Strike Lesser Elemental Wall **AIR** Call Lightning Command Wind **EARTH** Hands of Earth **FIRE** Fire Burst **ICE** Ice Ice Bridge **WATER** Command Waters **GENERAL** Sphere of Protection

Level 5	Level 6	Level 7	
ALL Conjure Greater Elemental Elemental Spear Greater Elemental Wall **AIR** Lightning Bolt **EARTH** Dispel Quicksand **FIRE** Fire Ball **ICE** Ice Storm **WATER** Water Vision	**ALL** Elemental Lance Summon Lesser Elemental Triad of the Elements **AIR** Weather Summoning **EARTH** Move Earth **FIRE** Flame Fan **ICE** Rays of Cold **WATER** Part Water	**ALL** Pure Elemental Strike Summon Greater Elemental **AIR** Lightning Storm **EARTH** Quicksand **FIRE** Firestorm **ICE** Hail Storm **GENERAL** Multiple Summoning	

Level 1 Spells

All

Elemental Missile

Type: B   Cost: 1   Level 1
Duration: Instant   Range: 8" level
Description: The spell conjures an elemental force that flies from the caster's hand causing 1D8 damage to whatever it strikes. Exact details of the attack depend upon which elemental form the missile takes:

Air:	Lightning	Damage Type 's'
Earth:	Rock Shards	Damage Type 'i'
Fire:	Flame	Damage Type 's'
Ice:	Hail	Damage Type 'c'
Water:	Water Jet	Damage Type 'p'

Defense Base = 75. Range Group = 4".

Protection from Elemental Creatures

Type: CA   Cost: 1   Level 1
Duration: 5-minutes/level   Range: Touch
Description: A protective magical force encircles the recipient of the spell. It has no effect on any except creatures that draw their very existence from elemental magic. Such creatures will find their offensive options limited or reduced in effectiveness.

The spell prevents physical contact by elemental creatures. Thus melee or close combat become impossible. Ranged combat is at a −10 SC, -10 PM and −10 DM. Saving throws against such creatures while under the protection of this spell are at +2.

Creatures may attempt to force their way through the field, either physically (a melee or close combat attempt) or magically (Any offensive spell attempt). They will succeed on a successful Level vs. Level Saving Throw. If successful the Protection Spell is shattered and no longer in effect.

If such an attempt fails no further actions will succeed until something modifies the Saving Throw in favor of the Creature. At that time another attempt to break the spell may be made.

Sense Elemental Magic

Type: T   Cost: 0   Level 1
Duration: Constant   Range: 2"/level
Description: Allows the caster to sense the presence of elemental magic within range. The mage also receives a vague impression of the relative level of power.

AIR

Predict Weather

Type: NC   Cost: 1   Level 1
Duration: 1 round   Range: Self
Description: Gives +50 to any weather watch skill rolls. If the caster doesn't have the weather watch skill, he gains it for the duration with a skill roll of 50%.

EARTH

Dust Cloud

Type: CA (IN)   Cost: 1   Level 1
Duration: 1 round   Range: 5"/level
Description: The mage causes a whirling cloud of dust 1" in radius to appear. Any caught in or moving through it must make a CA save throw. Failure causes disorientation. Count the victim as stunned.

FIRE

Control Fires

Type: NC   Cost: 1   Level 1
Duration: 2 minutes/level   Range: 2"/level
Description: The caster may cause natural fires, from as small as a torch to as large as a bonfire (1" radius) to go out or increase up to three times the size.

Light and fuel consumption will vary in proportion with the size of the fire. Damage remains the same regardless of area covered if the fire isn't extinguished.

Torch Fire

Type: NC   Cost: 1   Level 1
Duration: 3-hours/level   Range: Touch
Description: A small flame equal to a torch springs forth from the caster's hand. This flame will not hurt the caster and needs no fuel source, but is otherwise a normal fire.

If the caster is stunned the spell is broken. The flame may be used in spells where a small flame source is required such as Conjure Smoke.

ICE

Snow Sight

Type: T   Cost: 1   Level: 1
Duration: N/A   Range: Self
Description: The caster may see through snowfall with only half the Perception modifiers. He takes no adverse Perception modifiers for snow glare.

WATER

Detect Water

Type: NC   Cost: 1   Level 1
Duration: 1 round   Range: 5 miles
Description: The caster detects the presence of any surface water within range. Direction and distance to the closest source is gained. The spell ignores any water already within sight.

Flotation

Type: NC   Cost: 1   Level 1
Duration: 3-hours/level   Range: Touch
Description: Gives +50 to any swimming skill rolls only for the purpose of remaining afloat. If for some reason, the target doesn't have the swimming skill, it is gained at a 50% skill roll for the purpose of floating.

<div align="center">GENERAL</div>

Detect Magic

Type: NC   Cost: 1   Level 1
Duration: 2 minutes/level   Range: 2"/Level
Description: The mage will be aware of the presence of magic (active spells or enchanted objects) upon seeing its source or area of effect. The magic must be within line of sight and within the range limit of the spell.

Mystic Shield

Type: D   Cost: 1   Level 1
Duration: 3-hours/level   Range: Self
Description: The caster creates a mystic shield to parry any spell attacking the caster. Defense Base is 75 unless the casting of other magic modifies it.

The shield glows and sparks. Maintaining it costs as much effort as it would take to hold a normal shield at the ready.

Given the above and that the spell is a type 'D', mages will often drop the spell when battle is no longer expected- an action that takes no effort on the part of the spell caster.

Level 2 Spells

<div align="center">All</div>

Elemental Arrow

Type: B   Cost: 1   Level 2
Duration: Instant   Range: 10" level
Description: The spell conjures an elemental force that flies from the caster's hand causing 1D10 damage to whatever it strikes. Exact details of the attack depend upon which elemental form the missile takes:

Air: Lightning   Damage Type 's'
Special: Ignores non-magical Metal Armor.

Earth: Rock Shards   Damage Type 'i'
Special: The diamond-like hardness of the shards is such that the two points of defending armor are ignored.

Fire: Flame   Damage Type 's'
Special: Flammable objects stuck by the spell are set on fire.

This will set on fire the location of non-magical cloth or leather armor hit. Fires on armor will burnout in 1d4 rounds. Until then the character takes 1 point of damage per round added to the original wound. Removing the armor stops the damage, normally an action taking one full round and giving a –15 to Defense, PC and PM.

Ice: Hail   Damage Type 'c'
Special: The cold of the attack is so intense that the Armor Rating (AR) of any non-magical armor (except furs and its equivalent) is halved- rounded up.

Water: Water Jet   Damage Type 'p'
Special: Any normal fires in the area stuck will be put out, up to 1 hex in size. Multiple hex fires can be dealt with one hex at a time using this method. Intense fires may get a saving throw at the GM's discretion.

Defense Base = 79. Range Group = 5".

Summon Lesser Elemental Spirit

Type: NC   Cost: 2   Level 2
Duration: 20 minutes/level   Range: 10"
Description: Summons a Lesser Elemental Spirit that will do as the caster commands for the duration of the spell. The spirit returns to its previous existence upon expiration of the spell.

Lesser Spirits have little combat capability (CS value of 5 points or less) and only minor special abilities according to the element summoned. See their entry in the Bestiary for more details.

AIR

Fog

Type: CA (AG)   Cost: 2   Level: 2
Duration: 10 rounds/level   Range: 20"/level

Description: Creates a 9"x 9"x 2" dense mass of fog (outdoors only) that may be moved at 2" per round by the caster. Visibility within the fog is limited to 5". The area covered increases by 1"x 1"x 1" per caster's level. Round down.

Moving through the fog at over 5 hexes per round requires a CA Saving Throw with a –1 modifier for every 2" of movement over five. Failure causes the character to fall prone in a random hex along the intended path.

Purify Air

Type: NC   Cost: 2   Level: 2
Duration: 1 minute/level   Range: 10"

Description: Purifies the air in a 1" per level diameter removing any harmful gases from it for the duration of the spell.

EARTH

Tremor

Type: CA (AG)   Cost: 2   Level: 2
Duration: 1 day/level   Range: 4"/level

Description: The spell causes the ground in a 1" radius to shake and heave. Creatures within the area must make a CA save to remain standing.

Failure causes the character to drop prone and lose a half action.

FIRE

Protection from Fire

Type: NC   Cost: 2   Level: 2
Duration: 1 day/level   Range: Touch

Description: The target is unaffected by the natural heat that one would find even in the hottest desert. In addition, the target gets 5 points of armor against mundane fire damage.

Magical attacks will shatter this defense automatically ignoring the armor and dispelling the protection.

ICE

Protection from Cold

Type: NC   Cost: 2   Level: 2
Duration: 1 day/level   Range: Touch

Description: The target is unaffected by the natural cold that one would find even at the poles. In addition, the target gets 5 points of armor against mundane cold damage.

Magical attacks will shatter this defense automatically ignoring the armor and dispelling the protection.

WATER

Purification of Water

Type: NC   Cost: 2   Level: 2
Duration: Instant   Range: Touch

Description: Turns any water potable. Affects 1 gallon of water per level.

GENERAL

Adept's Shield

Type: D   Cost: 3   Level: 2
Duration: 3-hours/level   Range: Self

Description: This spell combines the effects of both the first level *Mystic Shield* and the Second Level *Missile Shield* into one. This allows the mage to gain the protective effects of both with one spell- if at a higher costing cost.

Missile Shield

Type: D   Cost: 1   Level 2
Duration: 3-hours/level   Range: Self

Description: The caster creates a mystic shield that can be used to parry any ranged missile (not spell) attacking the caster. Defense Base is 75 unless the casting of other magic modifies it.

The shield glows and sparks. Maintaining it costs as much effort as it would take to hold a normal shield at the ready.

Given the above and that the spell is a type 'D', mages will often drop the spell when battle is no longer expected- an action that takes no effort on the part of the spell caster.

Level 3 Spells

ALL

Elemental Bolt

Type: B   Cost: 1   Level 3
Duration: Instant   Range: 14" level
Description: The spell conjures an elemental force that flies from the caster's hand causing 1D10+1 damage to whatever it strikes.

Exact details of the attack depend upon which elemental form the missile takes:

Air: Lightning   Damage Type 's'
Special: Ignores non-magical Metal Armor.

Earth: Rock Shards   Damage Type 'i'
Special: The diamond-like hardness of the shards is such that the two points of defending armor are ignored.

Fire: Flame   Damage Type 's'
Special: Flammable objects stuck by the spell are set on fire.

This will set on fire the location of non-magical cloth or leather armor hit. Fires on armor will burnout in 1d4 rounds. Until then the character takes 1 point of damage per round added to the original wound. Removing the armor stops the damage, normally an action taking one full round and giving a –15 to Defense, PC and PM.

Ice: Hail   Damage Type 'c'
Special: The cold of the attack is so intense that the Armor Rating (AR) of any non-magical armor (except furs and its equivalent) is halved- rounded up.

Water: Water Jet   Damage Type 'p'
Special: Any normal fires in the area stuck will be put out, up to 1 hex in size. Multiple hex fires can be dealt with one hex at a time using this method. Intense fires may get a saving throw at the GM's discretion.

Defense Base = 75. Range Group = 7".

Elemental Sword

Type: NC   Cost: 3   Level 3
Duration: 1 minute/level   Range: Touch
Description: Conjures a sword of the called element into the caster's hand. The weapon has the form of a Broadsword. It does 1D10+1 damage, is 1 handed, may not be broken (expect by opposing magic) and has a Defense Base of 75%. The weapon does type 's' damage. The sword will cease to exist if removed from the caster's hand.

Additional effects depend upon which elemental form the weapon is called from:

Air: Lightning   Damage Bonus: +1D3
Special: Ignores non-magical Metal Armor

Earth: Diamond Damage Bonus: +1
Special: The keenness of the blade is such that it ignores two points of defending armor.

Fire: Flaming   Damage Bonus: +1D3
Special: Flammable objects stuck by the spell are set on fire.

This will set on fire the location of non-magical cloth or leather armor hit. Fires on armor will burnout in 1d4 rounds. Until then the character takes 1 point of damage per round added to the original wound. Removing the armor stops the damage, normally an action taking one full round and giving a –15 to Defense, PC and PM.

Ice: Freezing   Damage Bonus: +1D3
Special: The cold of the attack is so intense that the Armor Rating (AR) of any non-magical armor (except furs and its equivalent) is halved- rounded up.

Water: Water   Damage Bonus: +1D2
Special: The Damage Type of this form is 'p'.

The caster gains no skill with the weapon. The mage is advised to learn the proper handling of a Broadsword in order to take full advantage of this spell.

Protection from the Elements

Type: CA   Cost: 3   Level: 3
Duration: 1 day/level   Range: Touch
Description: The target of the spell gains 3 points of armor against any attack consisting of the element the spell has been cast against.

Magical attacks that succeed in a Level vs. Level Saving Throw will shatter this defense automatically ignoring the armor and dispelling the protection.

A failure however indicates that the defenses will hold firm. Future attacks from the same opponent automatically fail the save unless something modifies the Saving Throw in the attacker's favor. Another Saving Throw is then called for.

If the spell is cast for protection against fire or ice it also grants its target the benefits of *Protection from Fire and Protection from Cold* respectively.

Summon Greater Elemental Spirit

Type: NC   Cost: 3   Level 3
Duration: 20 minutes/level   Range: 10"
Description: Summons a more powerful version of the Lesser Elemental Spirit. Still its combat ability isn't overwhelming (CS value of 15 points or less). Its minor special abilities according are somewhat more impressive. See their entry in the Bestiary for more details.

AIR

Control Vapors

Type: NC   Cost: 3   Level 3
Duration: 10 rounds   Range: 2"/level
Description: A 2" +1"/level diameter sphere of gas or vapor may be moved at will at the rate of 2" per round. If desired the caster can prevent entry of any gas or vapor into a like sized fixed area.

Winds

Type: CA (ST)   Cost: 3   Level: 3
Duration: 1 round   Range: 0
Description: With the casting of this spell, a strong wind originates from the caster and moves outward in a cone that is 1" per 2 levels wide by 2" per level long.

It has the following effects:

- Unprotected small flames (candles, torches, etc.) will be extinguished.

- Protected fires (lanterns) have a 10% per caster's level chance of being extinguished.

- Large fires will fan outward 1" in the direction of the wind.

- Forces back flyers of man-sized and smaller 1D6" and slow larger ones advancing into the wind by 50% unless a Saving Throw is made.

- Unless a Save Throw is made- Man-sized ground creatures will be held motionless if attempting to advance into the wind. One-half size will be blown back 1D3". Up to 4x size will be slowed 50%.

- Light objects will be blown over.

Earth

Dig

Type: CA (AG or QU)   Cost: 3   Level: 3
Duration: 2 rounds/level   Range: 3"
Description: 125 cubic feet of earth, sand, or mud is excavated per round. The hole thus dug is 5' per side and 5' deep (1 hex). The material thrown from the pit is thrown evenly around the pit.

Creatures on the edge of a just dug pit when it first appears must make a CA save modified by AG or fall in. They do gain a bonus of +2 however.

Those over a pit as it appears must make a CA save modified by QU.

The spell can be maintained on following round by expending 1 MP. However as the pit deepens, there is a chance of it collapsing as follows:

Pit Collapsing				
Depth:	10'	15'	20'	25'
Collapse %	15%	35%	55%	100%

Earth Sense

Type: T   Cost: 0   Level: 3
Duration: Constant   Range: 4"/level
Description: If the caster makes a characteristic save against IN he/she will sense the presence and location of any creature or force that is moving beneath the ground within range.

Fire

Extinguish Fires

Type: NC   Cost: 3   Level: 3
Duration: Instant   Range: 4"
Description: Any number of non-magical fires in a 2+ +1"/level radius area are extinguished.

ICE

Snow Walk

Type: T   Cost: 0   Level: 3
Duration: Constant   Range: Self
Description: The Mage is able to walk or snow or ice without movement penalty.

WATER

Water Sense

Type: T   Cost: 0   Level: 3
Duration: Constant   Range: 4"/Level
Description: If the caster makes a characteristic save against IN he/she will sense the presence and location of any creature or force that is moving beneath the water within range.

GENERAL

Dispel Magic

Type: NC   Cost: 3   Level: 3
Duration: Instant   Range: 3"/level
Description: The caster may attempt to dispel any single magical spell (not item, but including magic projected from an item) within range. This ends the duration of the target spell instantly.

     The attempt is successful on a Level vs. Level Saving Throw.

Level 4 Spells

ALL

Circle of Protection from Elemental Creatures

Type: R   Cost: 4   Level 4
Duration: Permanent   Range: Touch
Description:

     This ritual takes up to 5 rounds, during which the caster must draw a circle on the ground (with chalk, inscribe in the dirt, etc.), which cannot exceed a 1" radius (the caster can draw 3 hexsides per round). After the circle is inscribed, 1 extra round is needed to cast the spell.

     The spell prevents any action by elemental creatures from crossing the circle. Thus any attack becomes impossible. It has no effect on any except creatures that draw their very existence from elemental magic. All within the circle benefit from its protection.

     Such Creatures may attempt to force their way through field, either physically or magically (Any offensive spell attempt). They will succeed on a successful Level vs. Level Saving Throw. If successful the Protection Spell is shattered and no longer in effect.

     If such an attempt fails no further actions will succeed until something modifies the Saving Throw in favor of the Creature. At that time another attempt to break the spell may be made.

     The water version of the Circle CAN be done on the water by spreading a fine salt or dust in a circle. Casting time is reduced to 1 round. Duration however in this case becomes Concentration.

Conjure Lesser Elemental

Type: NC   Cost: 4   Level 4
Duration: Concentration   Range: 10"
Description: Summons a Lesser Elemental that will do as the caster commands for the duration of the spell. If concentration is broken before the end of the duration, the Elemental becomes hostile to the caster and attacks. In any case the element returns to its previous existence upon expiration of the spell.

     Unlike Spirits true Elementals are possessed of formidable combat ability. Lesser Elementals typically have a CS value of around 50 points. In addition they have a number of special abilities according to the element summoned. See their entry in the Bestiary for more details.

Elemental Strike

Type: B   Cost: 1   Level 4
Duration: Instant   Range: 16" level
Description: The spell conjures an elemental force that flies from the caster's hand causing 1D10+2 damage to whatever it strikes.

Exact details of the attack depend upon which elemental form the missile takes:

Air: Lightning   Damage Type 's'
Special: Ignores non-magical Metal Armor.

Earth: Rock Shards   Damage Type 'i'
Special: The diamond-like hardness of the shards is such that the two points of defending armor are ignored.

Fire: Flame   Damage Type 's'
Special: Flammable objects stuck by the spell are set on fire.

This will set on fire the location of non-magical cloth or leather armor hit. Fires on armor will burnout in 1d4 rounds. Until then the character takes 1 point of damage per round added to the original wound. Removing the armor stops the damage, normally an action taking one full round and giving a –15 to Defense, PC and PM.

Ice: Hail   Damage Type 'c'
Special: The cold of the attack is so intense that the Armor Rating (AR) of any non-magical armor (except furs and its equivalent) is halved- rounded up.

Water: Water Jet   Damage Type 'p'
Special: Any normal fires in the area stuck will be put out, up to 1 hex in size. Multiple hex fires can be dealt with one hex at a time using this method. Intense fires may get a saving throw at the GM's discretion.

Defense Base = 71. Range Group = 8".

Lesser Elemental Wall

Type: NC   Cost: 4   Level: 4
Duration: Varies   Range: 2"/level
Description: The caster conjures a wall 2" in height and 2" per level in length shaped as the caster wishes. Lesser Walls can only consist of Air, Ice or Fire. The effect of the wall vary by the controlling element as follows:

Air: A Swirling wall of wind transparent to vision.

Creatures can only move through the wall only on a successful CA Save modified by ST. The attempt takes a half move and is considered an attack.

Ranged attacks suffer a negative 75 to their SC if they pass through the wall. Magical spells are unaffected.

Duration: Concentration

Ice: A wall of ice requires either a vertical surface to anchor against on one end or the two ends must come together. The ice is not transparent.

The wall acts as a solid barrier with defense of 4. It takes 5 points of damage caster's level to break a man-sized hole in the wall.

All damage from fire or heat is doubled.

Duration: 3 hours/level

Fire: Any physical object passing through the wall is subject to a Type C attack.

Such objects can be struck a maximum of five attacks of 1D10+1 damage each. Any attacks hitting armor is treated as an Elemental Bolt- Fire.

Note that a Wall of Ice or Wall of Fire cast over each other will destroy one or the other. Resolve with a Level vs. Level Saving throw.

Walls with Concentration as their duration will last 1 round/level after that concentration is broken.

AIR

Call Lightning

Type: C   Cost: 4   Level: 4
Duration: Concentration   Range: 20"/Level
Description: The mage may only cast Call Lightning if there is a storm of some sort in the area (rain, shower, clouds and wind, even a tornado).

The spell calls down 1 bolt of lightning from the sky to the ground every other round that does damage to all within a 1" radius. Each round the spell is maintained after casting costs an addition 1 MP.

Those within the area of effect may be struck by a maximum of three 1D10 damage attacks each treated as an Elemental Bolt-Air.

Command Wind

Type: NC   Cost: 4   Level: 4
Duration: 3 hours/Level   Range: 100"
Description: The caster may halve or double the velocity of the wind and/or change it's direction up to 180 degrees over an area covered by the spell range. The effect is centered on the caster and moves with him.

If the wind is below 2.5 mph, it can be raised to at least 5 mph.

EARTH

Hands of Earth

Type: CA (QU)   Cost: 4
Duration: 2 hours/level   Range: 2"/level

Description: The spell causes a number of giant hands of stone and earth to materialize out of the ground (each 7' tall). The caster may select the hex of their growth (one per hex) from any hexes in range.

Once they appear, they may not move, but they may clutch at anything in their hex. Any creature(s) standing in a hex with a hand must make a CA Save be grabbed.

Held targets may escape on a Successful ES vs. ES roll.

The hands have an ES of 12, Armor Rating of 6, and take 20 points of damage to destroy. The number of hands that appear is equal to the caster's level minus 3 times 2.

FIRE

Fire Burst

Type: C   Cost: 4   Level: 4
Duration: Instant   Range: 4"/Level

Description: A burst of fire originates at the target hex igniting all flammable objects within its area of effect. The Burst covers a 3" diameter area.

Those within the area of effect may be struck by a maximum of two attacks of 1D6 damage each. Each attack is treated as an Elemental Bolt- Fire.

ICE

Ice

Type: CA (AG)   Cost: 4   Level: 4
Duration: 10 rounds   Range: 3"/level

Description: The spell affects an area of connecting 10 hexes/level covering it in slippery ice.

Anyone moving on the ice needs to make a CA save to remain standing. Failure causes the character to fall prone in a random hex along the intended path.

Anything moving over 1/2 speed through an ice hex will automatically fall.

Ice Bridge

Type: NC   Cost: 4   Level: 4
Duration: 1 hour per level Range: 5"

Description: The mage calls into existence a bridge 1" wide and 2" in length per level. Made of ice, it nonetheless gives sure footing to those crossing it. It is capable of supporting up to four tons crossing at a single time.

WATER

Command Waters

Type: NC   Cost: 4   Level: 4
Duration: 30 minutes/level Range: 10"/level

Description: By use of this spell the caster may calm or increase waves within all bodies of waters within range. The effects of this spell are to either reduce or increase the penalties to any skill affected by sea condition by a up to 10% per level.

Obviously penalties cannot be reduced below zero by use of this spell.

GENERAL

Sphere of Protection

Type: D   Cost: 4   Level 4

Duration: Concentration   Range: 0

Description: The caster creates a mystic shield covering a 3" radius that can be used to parry any spell attacking into its area. Defense Base is 75 unless the casting of other magic modifies it.

The shield glows and sparks. Maintaining it costs as much effort as it would take to hold a normal shield at the ready. It moves as the caster moves.

Unlike other spells with the Concentration duration, the caster may cast other spells. Such attempts are at −15 to the magic roll or −10 to the Strike chance however.

Level 5 Spells

Conjure Greater Elemental

Type: NC   Cost: 5   Level 5
Duration: Concentration   Range: 10"
Description: Summons a Greater Elemental that will do as the caster commands for the duration of the spell. If concentration is broken before the end of the duration, the Elemental becomes hostile to the caster and attacks. In any case the element returns to its previous existence upon expiration of the spell.

Unlike Spirits true Elementals are possessed of formidable combat ability. Greater Elementals typically have a CS value of around 70 points. In addition they have a number of special abilities according to the element summoned. See their entry in the Bestiary for more details.

Elemental Spear

Type: B   Cost: 1   Level 5
Duration: Instant   Range: 18" level
Description: The spell conjures an elemental force that flies from the caster's hand causing 1D12+2 damage to whatever it strikes.

Exact details of the attack depend upon which elemental form the missile takes:

Air: Lightning   Damage Type 's'
Special: Ignores non-magical Metal Armor.

Earth: Rock Shards   Damage Type 'i'
Special: The diamond-like hardness of the shards is such that the two points of defending armor are ignored.

Fire: Flame   Damage Type 's'
Special: Flammable objects stuck by the spell are set on fire.

This will set on fire the location of non-magical cloth or leather armor hit. Fires on armor will burnout in 1d4 rounds. Until then the character takes 1 point of damage per round added to the original wound. Removing the armor stops the damage, normally an action taking one full round and giving a –15 to Defense, PC and PM.

Ice: Hail   Damage Type 'c'
Special: The cold of the attack is so intense that the Armor Rating (AR) of any non-magical armor (except furs and its equivalent) is halved- rounded up.

Water: Water Jet   Damage Type 'p'
Special: Any normal fires in the area stuck will be put out, up to 1 hex in size. Multiple hex fires can be dealt with one hex at a time using this method. Intense fires may get a saving throw at the GM's discretion.

Defense Base = 70. Range Group = 9".

Greater Elemental Wall

Type: NC   Cost: 5   Level: 5
Duration: Varies   Range: 2"/level
Description: The caster conjures a wall 2" in height and 2" per level in length shaped as the caster wishes. Lesser Walls can only consist of Earth or Water.

The effect of the wall vary by the controlling element as follows:

Earth: A wall of earth requires either a vertical surface to anchor against on one end or the two ends must come together.

The wall acts as a solid barrier with defense of 8. It takes 20 points of damage caster's level to break a man-sized hole in the wall.

Duration: Permanent

Water: A churning wall of water opaque to vision.

Creatures can only move through the wall only on a successful CA Save modified by ST with a –3 modifier. The attempt takes a half move and is considered an attack.

Ranged or magical attacks are completely blocked.

Duration: Concentration

Walls with Concentration as their duration will last 1 round/level after that concentration is broken.

Lightning Bolt

Type: C   Cost: 5   Level: 5
Duration: Instant   Range: 30"
Description: A bolt of lightning 2" wide flows from the mage's hand in a straight line to the spells range limit.

Those within the area of effect may be struck by a maximum of three attacks of 1D10+1 damage each. Each attack is treated as an Elemental Bolt- Air.

Defense Base: 65

Dispel Quicksand

Type: NC   Cost: 5   Level: 5
Duration: 10 minutes/level   Range: 2"/level
Description: This spell allows quicksand to be safely walked upon. Any sunken objects will rise to the top at the normal sinking rate.

Effects an area 3"x3"x1" + 1"x1"x1" per level of the caster.

Fireball

Type: C   Cost: 5   Level: 5
Duration: Instant   Range: 7"/level
Description: A ball of fire flies from the caster's hand and explodes where the caster wishes within range. The Blast covers an area 2" in radius.

Those within the area of effect may be struck by a maximum of three attacks of 1D10+1 damage each. Each attack is treated as an Elemental Bolt- Fire.

Defense Base: 65

ICE

Ice Storm

Type: C   Cost: 5   Level: 5
Duration: Special   Range: 4"/level
Description: A hail of sleet and hail stones fall affecting an area of 3" radius.

The immediate effect is a Type C attack causing a maximum of 2 hits of 1d8 damage to any in the area of effect. Each attack is treated as an Elemental Bolt- Ice.

The following round, the area effected is treated the same as if under the influence of the third level speed *Ice*. This effect has duration of 5 rounds.

WATER

Water Vision

Type: T   Cost: 0   Level: 5
Duration: Constant   Range: Self
Description: May see unhindered through water up to a distance of 10" per level through very murky water and up to 25" per level in seawater. If the state of the water allows greater vision, this talent gives twice the normal vision.

Level 6 Spells

ALL

Elemental Lance

Type: B   Cost: 1   Level 6
Duration: Instant   Range: 20" level
Description: The spell conjures an elemental force that flies from the caster's hand causing 1D12+3 damage to whatever it strikes.

Exact details of the attack depend upon which elemental form the missile takes:

Air: Lightning   Damage Type 's'
Special: Ignores non-magical Metal Armor.

Earth: Rock Shards   Damage Type 'i'
Special: The diamond-like hardness of the shards is such that the two points of defending armor are ignored.

Fire: Flame   Damage Type 's'
Special: Flammable objects stuck by the spell are set on fire.

This will set on fire the location of non-magical cloth or leather armor hit. Fires on armor will burnout in 1d4 rounds. Until then the character takes 1 point of damage per round added to the original wound. Removing the armor stops the damage, normally an action taking one full round and giving a –15 to Defense, PC and PM.

Ice: Hail   Damage Type 'c'
Special: The cold of the attack is so intense that the Armor Rating (AR) of any non-magical armor (except furs and its equivalent) is halved- rounded up.

Water: Water Jet   Damage Type 'p'
Special: Any normal fires in the area stuck will be put out, up to 1 hex in size. Multiple hex fires can be dealt with one hex at a time using this method. Intense fires may get a saving throw at the GM's discretion.

Defense Base = 67. Range Group = 10".

Summon Lesser Elemental

Type: NC   Cost: 6   Level 6
Duration: 20 minutes/Level Range: 10"
Description: Summons a Lesser Elemental that will do as the caster commands for the duration of the spell much like it's the lower level Conjure spell. However this version does not rely on Concentration for control. The Elemental will dissipate back to whence it came at the end of the spell's duration.

Lesser Elementals typically have a CS value of around 50 points. In addition they have a number of special abilities according to the element summoned. See their entry in the Bestiary for more details.

Triad of the Elements

Type: C   Cost: 6   Level 6
Duration: Instant   Range: 10" level
Description: This spell conjures three Element Bolts of 1d10+1 damage each and hurls them at a single target within range.

Resolve normally treating each hit as the appropriate Elemental Bolt

Defense Base = 67. Range Group = 5".

AIR

Weather Summoning

Type: NC   Cost: 6   Level: 6
Duration: 2D12 hours   Range: 15 miles
Description: While this spell takes only one round to cast, the actual weather change will take effect proportionally over the next five rounds.

The caster may change the weather within range to any combination of cloud wind and/or rain to a maximum of heavy thunderstorms. Tornadoes and hurricanes are beyond the reach of this spell. Temperature may be raised or lowered by up to 20 degrees. Temperatures below freezing allow snow.

Only actual possible combinations are allowed. Examples of impossible combinations are Rain without clouds or fog together with high winds.

EARTH

Move Earth

Type: R   Cost: 6   Level: 6
Duration: Permanent   Range: 12"
Description: Allows the caster to move terrain features. Only natural terrain without construction on it can be affected.

The area is determined by the time spent casting the spell: 8 cubic hexes per turn up to a maximum of 2 turns per level.

FIRE

Flame Fan

Type: C   Cost: 6   Level: 6
Duration: Instant   Range: 0
Description: The caster conjures a sheet of fire to emanate from his/her hand to strike all within a 120-degree cone 1" per level long.

Those within the area of effect may be struck by a maximum of three attacks of 1D10+2 damage each. Each attack is treated as an Elemental Bolt- Fire.

Defense Base: 65

ICE

Rays of Cold

Type: C   Cost: 6   Level: 6
Duration: Instant   Range: 0
Description: The caster conjures a number of rays of intense cold to emanate from his/her hand to strike all within a 120-degree cone 1" per level long.

Those within the area of effect may be struck by one attack of 1D10 damage. The attack is treated as an Elemental Bolt- Ice.

Defense Base: 65

WATER

Part Water

Type: NC   Cost: 6   Level: 6
Duration: 1 round/level   Range: 10"
Description: The caster can part water, creating a trough 5"x2"x1" per level'. The caster may refrain from increasing any of the dimensions of the trough as he wishes.

Level 7 Spells

ALL

Pure Elemental Strike

Type: B   Cost: 1   Level 7
Duration: Instant   Range: 20" level

Description: The spell conjures an elemental force that flies from the caster's hand causing 1D20+1 damage to whatever it strikes.

Exact details of the attack depend upon which elemental form the missile takes:

Air: Lightning   Damage Type 's'
    Special: Ignores non-magical Metal Armor.

Earth: Rock Shards   Damage Type 'i'
    Special: The diamond-like hardness of the shards is such that the two points of defending armor are ignored.

Fire: Flame   Damage Type 's'
    Special: Flammable objects stuck by the spell are set on fire.

    This will set on fire the location of non-magical cloth or leather armor hit. Fires on armor will burnout in 1d4 rounds. Until then the character takes 1 point of damage per round added to the original wound. Removing the armor stops the damage, normally an action taking one full round and giving a –15 to Defense, PC and PM.

Ice: Hail   Damage Type 'c'
    Special: The cold of the attack is so intense that the Armor Rating (AR) of any non-magical armor (except furs and its equivalent) is halved- rounded up.

Water: Water Jet   Damage Type 'p'
    Special: Any normal fires in the area stuck will be put out, up to 1 hex in size. Multiple hex fires can be dealt with one hex at a time using this method. Intense fires may get a saving throw at the GM's discretion.

Defense Base = 65. Range Group = 10".

Summon Greater Elemental

Type: NC   Cost: 7   Level 7
Duration: 20 minutes/Level Range: 10"

Description: Summons a Greater Elemental that will do as the caster commands for the duration of the spell much like it's the lower level Conjure spell. However this version does not rely on Concentration for control. The Elemental will dissipate back to whence it came at the end of the spell's duration.

Greater Elementals typically have a CS value of around 70 points. In addition they have a number of special abilities according to the element summoned. See their entry in the Bestiary for more details.

AIR

Lightning Storm

Type: C   Cost: 7   Level: 7
Duration: Instant   Range: 100"

Description: All targets within an area 10" x 5" x 5" may be damaged by a summoned lightning field.

Those within the area of effect may be struck by a maximum of three attacks of 1D12+1 damage each. Each attack is treated as an Elemental Bolt- Air.

Defense Base: 65

EARTH

Quicksand

Type: NC   Cost: 7   Level: 7
Duration: Permanent   Range: 2"/level

Description: An area of ground (dirt or rock) equal to 1"x1"x1" + 1"x1"x.25" per casters level will turn to quicksand. This spell will affect only natural earth and rock; it is useless against worked stone or ground under worked materials.

Quicksand will pull anything under that rests across its surface. Unless able to fly, have something to pull on, etc., anything on top will sink at the rate of 1 foot per round. Those attempting to pull free must match their ES against the Quicksand's ES of 9.

A creature may attempt to 'swim' at -80 with success moving either 1" or raising 1 foot. Failure causes an additional foot of sinking.

One may also attempt to 'float' at –35 to their swimming roll. Success indicates that no sinking takes place that round.

During the first round of the spell, very little actual sinking will occur. This will allow a one-half move in the first round only if a Perception skill check is made.

FIRE

Firestorm

Type: C   Cost: 7   Level: 7
Duration: Instant   Range: 100"

Description: All targets within an area 10" x 5" x 5" may be damaged by the resulting firestorm created by this spell.

Those within the area of effect may be struck by a maximum of three attacks of 1D12+1 damage each. Each attack is treated as an Elemental Bolt- Fire.

Defense Base: 65

ICE

Hail Storm

Type: CA   Cost: 7   Level: 7
Duration: Special   Range: 6"/level
Description: A hail of sleet and hail stones fall affecting an area of 5" radius.

The immediate effect is a Type C attack causing a maximum of 3 hits of 1d12+1 damage to any in the area of effect. Each attack is treated as an Elemental Bolt- Ice.

The following round, the area effected is treated the same as if under the influence of the third level speed *Ice*. This effect has duration of 5 rounds.

GENERAL

Multiple Summoning

Type: I   Cost: 7   Level: 7
Duration: Instant   Range: N/A
Description: This spell is used at the same time as the mage casts a Summon or Conjure Spirit/Elemental. The effect is to call three such creatures instead of only one. This spell does not increase the number of Greater Elementals Summoned or Conjured, only Lesser Elementals and Elemental Spirits.

23.7 Forester

The Forester is a Hybrid class whose skills are primarily concerned with travel and survival in the wilderness. They possess a useful selection of utility magic that both enhances and extends these skills. At higher levels these magical abilities even aid those traveling in the same company.

As is typical with Hybrid mages, the Forester does not have a large spell selection nor does it possess great versatility.

Without a single dedicated offensive or defensive spell in their entire range the Forester depends upon his own combat skill in case of battle.

23.7.1 Class Rules

The Forester may undermine those campaigns that desire a special emphasis on the dangers and hardships of wilderness travel.

Allowing Foresters in such a campaign requires careful consideration.

23.7.2 Forester Spells

Level 1	Level 2	Level 3	Level 4
Know Direction	Animal Trust – Domestic	Blending	Calm Wild Animal
Make Fire	Predict Weather	Find Tracks	Concealment
		Forage	Night Vision
		Hide Tracks	Perception
		Light Sleep	Swift Travel
			Track Tell

Level 5	Level 6	Level 7	
Detect Presence	Far Sight	Group Quiet Travel	
Hidden Fire	Shadow Walk	Group Swift Travel	
Magic Cloak	Sleep Light	Sense Presence	
Quiet Travel			
Resist Weather			
Travel Endurance			

Level 1 Spells

Know Direction

Type: T	Cost: 0	Level: 1
Duration: Constant	Range: Self	

Description: When outdoors the Forester is always instinctually aware which direction is north

Make Fire

Type: NC	Cost: 1	Level: 1
Duration: Instant	Range: Touch	

Description: The Forester causes small amounts of wood (twigs and the like) to burst into flame and burn regardless of wetness or condition.

Level 2 Spells

Animal Trust - Domestic

Type: T	Cost: 0	Level: 2
Duration: Constant	Range: N/A	

Description: Gives the Forester +10/level in his favor to any domestic animal reaction roll.

Predict Weather

Type: NC	Cost: 2	Level: 2
Duration: Instant	Range: Self	

Description: The Forester gains +50 to his Weather Watch Skill for the purpose of one skill test.

Level 3 Spells

Blending

Type: NC   Cost: 3   Level: 3
Duration: Special   Range: Self
Description: The Forester may blend into a forest or wooded area giving an additional -5 per caster's level verses opposing Perception attempts. The Forester must remain motionless or the spell is broken.

Find Tracks

Type: NC   Cost: 3   Level: 3
Duration: 8 hours   Range: Self
Description: Gives the Forester an additional +5 per level to any Tracking skill rolls.

Forage

Type: NC   Cost: 3   Level: 3
Duration: 4 hours   Range: Self
Description: The Forester gains +5 per level to any Foraging skill rolls.

Hide Tracks

Type: NC   Cost: 3
Duration: 8 hours   Range: 2"
Description: Magically obscures tracks left by a Forester and/or a group of creatures numbering $1 + (level)^2$ within range giving an additional -5 per caster's level to any attempting to track them (or learn information from their tracks).

Any creature protected by this spell moving more than 2" away from the Forester's path loses the benefits until it returns.

Light Sleep

Type: NC   Cost: 3
Duration: 1 sleep period   Range: Self
Description: While under the effects of this spell the Forester may make a normal perception roll at only -10 to become alert to any movement or sound that would normally catch his/her attention and engender concern or alarm.

Level 4 Spells

Calm Wild Animal

Type: CA (WP)   Cost: 4   Level: 4
Duration: 1 hour/level   Range: 20"
Description: Calms any creature considered a natural animal. A CA save resists the spell's effect. Calmed animals will ignore the Forester and those with him. Any attack by the Forester or his party will break the spell.

Concealment

Type: NC   Cost: 4   Level: 4
Duration: 1 day/level   Range: Touch
Description: The Forester may place a spell of concealment around a creature or object. This gives an additional -5 per caster's level verses attempts to perceive it.

The number of creatures or man-sized objects that may be concealed in a single location of no more than a 1" radius is equal to the caster's level.

The spell is broken if any protected creature or object exits the area of effect.

Night Vision

Type: T   Cost: 0   Level: 4
Duration: Constant   Range: Self
Description: When outdoors the Forester suffers only one-half the normal penalty for darkness.

Perception

Type: NC   Cost: 4   Level: 4
Duration: 1 day   Range: Self
Description: The Forester gains +5 per level to Perception rolls for the duration of the spell.

Swift Travel

Type: NC   Cost: 4   Level: 4
Duration: 1 day   Range: Self
Description: The Forester may travel +5% per level further in a day than normal under whatever environmental conditions may exist. Works only outdoors for extended travel.

Track Tell

Type: NC   Cost: 4
Duration: 1 round   Range: Touch
Description: By casting this spell over a track the Forester conjures an image in a flowing white cloud of the creature or thing that made it.

Level 5 Spells

Detect Presence

Type: NC   Cost: 5   Level: 5
Duration: 1 hour/level   Range: 2 miles/level
Description: The Forester will sense the presence, but not the location of any creature or unnatural force that is unusually interested in the Forester within range, i.e., trackers, ambushes, guardian spirits of the area he's in, etc.

Along with this awareness comes a vague feeling of distance.

Hidden Fire

Type: NC   Cost: 5   Level: 5
Duration: 1 day   Range: 3"
Description: The Forester may cause one small campfire to burn without smoke and/or light (caster's choice) traveling more than 20'.

Magic Cloak

Type: NC   Cost: 5   Level: 5
Duration: 1 day   Range: Self
Description: The Forester may cloak himself from magical detection. Such magic must succeed with a magic verses magic roll to pierce this protection.

Quiet Travel

Type: NC   Cost: 5   Level: 5
Duration: 1 day   Range: Self
Description: This spell reduces the random encounter chance by 3/4 for the Forester if traveling alone.

Resist Weather

Type: NC   Cost: 5   Level: 5
Duration: 1 day   Range: Self
Description: The Forester may suffer the effects of adverse weather (snowstorms, deserts, etc.) for an additional period of +20% per level before taking penalties.

Travel Endurance

Type: NC   Cost: 5   Level: 5
Duration: 1 day/level   Range: Self
Description: The Forester loses fatigue at only 1/2 the normal rate while traveling.

Level 6 Spells

Far Sight

Type: T   Cost: 0   Level: 6
Duration: Constant   Range: Self
Description: While out doors the Forester gains +20% per level distance on range modifiers for Perception. This has no combat effect.

Shadow Walk

Type: NC   Cost: 6   Level: 6
Duration: 1 hour/level   Range: Self
Description: The Forester blends into shadows and cover in the wilderness giving an additional +5 per level to Stealth skill rolls.

Sleep Light

Type: T   Cost: 0   Level: 6
Duration: Constant   Range: Self
Description: At this level of mastery, the Forester now has as a talent what was originally a spell.

The Forester may make a normal perception roll at only -10 to become alert to any movement or sound that would normally catch his/her attention.

Level 7 Spells

Group Quiet Travel

Type: NC   Cost: 7   Level: 7
Duration: 1 day   Range: 10"
Description: This spell reduces the random encounter chance by one-half for a group traveling with the Forester. It is limited to a number less than or equal to double the caster's level.

Any member of the group wandering farther than 10" from the forester loses the spell's benefits.

An unprotected traveler moving with a protected group will have the normal encounter chance. In this case, if the encounter is in the range of protection (top one-half) it is quite possible to for a protected group to not be spotted initially while the unprotected traveler is. This happy condition lasts for one round. There after the future course of events is entirely up to the actions of those involved.

Group Swift Travel

Type: NC   Cost: 7   Level 7
Duration: 1 day   Range: 10"
Description: The Forester and a group less than or equal to double his level may travel +5% per level further in a day than normal under whatever environmental conditions may exist. Works only outdoors for extended travel.

Any member of the group wandering farther than 10" from the forester loses the spell's benefits and will have to be left behind if the party is to maintain its pace.

Sense Presence

Type: T   Cost: 0   Level: 7
Duration: Constant   Range: Self
Description: At this level of mastery, the Forester now has as a talent what was originally a spell.

The Forester will sense the presence, but not the location of any creature or unnatural force that is unusually interested in the Forester within range, i.e., trackers, ambushes, guardian spirits of the area he's in, etc.

Along with this awareness comes a vague feeling of distance.

23.8 Healer

Healers strive to aid the injured and sick. Their magic is centered almost completely on that goal although they do have a few defensive spells.

While a very narrow focus is required to master the difficult magic of healing, it produces a mage with no magical offensive power. For this reason, aggressive action must rely upon more mundane skills. Characters wishing a more active role in adventuring are advised to carefully consider skill purchases from the outset.

While healing magic is nothing short of miraculous, it has limits. Recovery times are greatly reduced from nature's norm, but not eliminated entirely.

Complete recovery from injuries or disease is possible in all but rare cases. Death however remains the final barrier, only cheatable by the most skilled healers for patients at its door but never beyond.

23.8.1 Class Rules

28.8.1.1 Healer Preeminence (Optional)

Under the standard rules, much of the healing effects available to this spell list can be duplicated by a sufficiently high physician skill together with magical herbs.

While the Healer has the advantage of not needing herbs, or of having increased speed if they are used, this may not be appropriate for all campaigns.

Restrict all healing using the physician skill and herbs to Partial Healing (see 18.1) at best. In this way only Healers will be able to offer full recovery from injuries of –6 or beyond.

23.8.2 Healer Spell List

Level 1	Level 2	Level 3	Level 4
Detect Curse	Analyze Poison	Cure Disease	Break Domination
Detect Poison	Cure Hangover	Curse	Calm
Heal Light Damage (<0)	Curse Analysis	Dispel Fear	Fortify Food
Heal Muscle Damage (0, -1)	Detect Disease	Heal Broken Bone (-4, -5)	Heal Organ/Shattered Bone (-6, -7)
Light	Hold Person	Missile Deflections	Heal Poison
Preserve Limb	Heal Tendon or Heavy Muscle Damage (-2, -3)	Remove Curse	Ignore Pain
Purify Water	Purify Food	Remove Parasites	
Remove Fatigue	Restore Blood	Remove Poison	
Remove Foreign Body	Spell Deflections		
Stop Light Bleeding	Stop Heavy Bleeding		

Level 5	Level 6	Level 7	
Cure Addiction	Circle of Cloaking	Reattach Limb (-10)	
Enhance Defense	Heal Heavy Nerve or Very Severe Organ Damage (-9)	Speed Healing III	
Heal Light Nerve or Severe Organ Damage (-8)	Speed Healing II		
Resistant Disease	Wound Suspension		
Speed Healing I			

Level 1 Spells

Detect Curse

Type: NC   Cost: 1   Level: 1
Duration: Instant   Range: Touch
Description: This spell allows the caster to determine if a curse is afflicting the target without learning any details.

Detect Poison

Type: NC   Cost: 1   Level: 1
Duration: Instant   Range: Touch
Description: This spell allows the caster to determine if a target is afflicted with a poison without knowing any details.

Heal Minor Damage

Type: R   Cost: 1   Level: 1
Duration: N/A   Range: Touch
Description: This 10 minute ritual lets the healer speed the recovery of wounds that haven't equaled or exceeded the victim's LP.

The spell will heal multiple wounds (in proportion) but is limited to a total of 4 points/level of the caster. The spell may be cast multiple times.

See 18.1 for healing times.

Heal Muscle Damage

Type: R   Cost: 1   Level: 1
Duration: N/A   Range: Touch
Description: This 10 minute ritual lets the healer speed the recovery of a wound that reduced the LP to 0 or –1.

See 18.1 for healing times.

Light

Type: NC   Cost: 1   Level: 1
Duration: 10-minutes/level   Range: Touch
Description: Creates light around a point in a 4" radius. The light is equal to dim light and may be placed upon a fixed or moveable point.

Preserve Limb

Type: R   Cost: 1   Level: 1
Duration: 1 day/level   Range: Touch
Description: This 10 minute ritual lets the healer preserve any non-vital severed body part the size of a leg or smaller preventing any decay.

Its main use is to allow time to seek the aid of a more skilled Healer, who may offer a chance for the limb to be reattached.

Purify Water

Type: R   Cost: 1   Level: 1
Duration: N/A   Range: Touch
Description: This 3-round ritual will purify and clean one day's ration of water per level of the caster. It will also heat or cool it to whatever temperature the caster desires between freezing and boiling.

Remove Fatigue

Type: NC   Cost: 1   Level: 1
Duration: N/A   Range: Touch
Description: This spell will return one level of fatigue to the target for every 2 levels of the caster (round up).

Remove Foreign Body

Type: R   Cost: 1   Level: 1
Duration: N/A   Range: Touch
Description: This 1-minute ritual will remove a harmful foreign body (like barbed arrows) from the target without causing further injury.

If the object is magical, a successful Magic vs. Magic roll is required. If the save fails, the object will either remain in place or do normal damage on withdrawal depending on what it was designed to do.

Stop Light Bleeding

Type: NC   Cost: 1   Level: 1
Duration: N/A   Range: Touch
Description: This spell will stop bleeding of 2 points per round or less from a single wound. It will also aid Physician rolls against worse bleeding gaining a bonus of +20.

Level 2 Spells

Analyze Poison

Type: NC   Cost: 2   Level: 2
Duration: N/A   Range: Touch
Description: This spell will inform the caster of the type and level of poison that is afflicting the target.

A Level vs. Level saving throw may be required for some obscure or magical poisons.

Cure Hangover

Type: R   Cost: 2   Level: 2
Duration: N/A   Range: Touch
Description: By means of this 5-minute ritual, the caster may enchant a small amount of common ingredients such that a hangover may be cured by their ingestion.

The 'cure' will have a shelf life of two weeks and of course tastes absolutely awful.

Curse Analysis

Type: R   Cost: 2   Level: 2
Duration: N/A   Range: Touch
Description: On a successful Magic vs. Magic roll, this spell will inform the caster of the effects and level of a curse that is afflicting the target. This includes the any exit causes built into it.

Detect Disease

Type: NC   Cost: 2   Level 2
Duration: N/A   Range: 1"
Description: This spell will inform the caster if the target is suffering from a disease. If so, a second successful Magic Skill roll will determine its name, effects and level.

Hold Person

Type: CA (WP)   Cost: 2   Level: 2
Duration: 3 rounds/level   Range: 6"
Description: Renders the target unable to make any voluntary movements for the duration of the spell.

Heal Tendon or Heavy Muscle Damage

Type: R   Cost: 2   Level: 2
Duration: N/A   Range: Touch
Description: This 15 minute ritual lets the healer speed the recovery of a wound that reduced the LP to –2 or –3.

See 18.1 for healing times.

Purify Food

Type: R   Cost: 2   Level: 2
Duration: N/A   Range: Touch
Description: This 3-round ritual will purify and clean one day's ration of water per level of the caster. It will also heat or cool it to whatever temperature the caster desires between freezing and hot off the grill.

Restore Blood

Type: R   Cost: 2   Level: 2
Duration: N/A   Range: Touch
Description: This 10-minute ritual will heal 2 points of bleeding damage per level of the caster at the rate of 1 point per 15 minutes.

Spell Deflections

Type: D   Cost: 2   Level: 2
Duration: 10 minutes/level   Range: 0"
Description: A shimmering field of energy is formed enclosing the hex of the caster.

Any magic attempting to enter or exit the hex must make a successful Magic vs. Magic saving throw or be dispelled.

Stop Heavy Bleeding

Type: NC   Cost: 1   Level: 2
Duration: N/A   Range: Touch
Description: This spell will stop any level of bleeding from a single wound.

Level 3 Spells

Cure Disease

Type: R   Cost: 3   Level: 3
Duration: N/A   Range: Touch
Description: A 30-minute ritual that will cure any disease afflicting the target with a successful Magic Level vs. Disease Level roll. If successful, the victim will recover to full health over the next three days.

Curse

Type: CA   Cost: 3   Level: 3
Duration: Permanent   Range: Sight
Description: The Healer may cast this spell only when greatly wronged. It may be cast even when tied or otherwise restrained.

Unless the target succeeds on a Saving Throw (modified by WP), The spell will inflict the following effects:

4. -5 to all combat stats
5. He will slowly lose, in one way or another, all treasure and money above the minimum amount needed to survive.
6. General bad luck (up to the GM).

Dispel Fear

Type: NC   Cost: 3   Level: 3
Duration: N/A   Range: 5" per level
Description: This spell will remove the effects of magical fear on a target within range with a successful Magic vs. Magic roll.

Heal Broken Bone

Type: R   Cost: 3   Level: 3
Duration: N/A   Range: Touch
Description: This 20 minute ritual lets the healer speed the recovery of a wound that reduced the LP to –4 or –5.

See 18.1 for healing times.

Missile Deflections

Type: D   Cost: 3   Level: 3
Duration: 10 minutes/level   Range: 0"
Description: A shimmering field of energy is formed enclosing the hex of the caster.

Any missile attempting to enter or exit the hex is blocked unless magical. Enchanted missiles must make a successful Magic vs. Magic saving throw or be stopped as well.

Remove Curse

Type: R   Cost: 5   Level: 3
Duration: Permanent   Range: Touch
Description: The caster may attempt to lift a curse on the target with this difficult 8-hour ritual on a successful Magic vs. Magic contest.

Curses cast in just cause are harder to remove and gain a +3 to their saving throw unless the original curse spell specifies a different modifier.

Remove Parasites

Type: R   Cost: 3   Level: 3
Duration: Permanent   Range: Touch
Description: The caster may kill and remove parasites from the target by use of this spell. A Level vs. Level throw determines if the spell is successful.

This spell is a 20-minute ritual affecting all harmful parasites in a single victim's body. If multiple types of parasites are present, use the highest level one in resolving the spell's success.

Remove Poison

Type: NC   Cost: 3   Level: 3
Duration: N/A   Range: Touch
Description: With a successful level vs. level roll, the caster may remove poison from the target's system prevent any future effects.

Any damage the poison has already caused is not healed

Level 4 Spells

Break Domination

Type: NC   Cost: 4   Level: 4
Duration: N/A   Range: 5"
Description: This spell will dispel any magical mind control afflicting the target with a successful Magic vs. Magic roll.

Calm

Type: CA (WP)   Cost: 4   Level: 4
Duration: N/A   Range: 5"
Description: This spell will calm an irrationally angry or frenzied target thereby allowing them to consider their next course of action rationally. It will also end a target's berserker state.

Fortify Food

Type: R   Cost: 4   Level: 4
Duration: 1 day   Range: Touch
Description: This 1 minute ritual will affects 1 day's ration per level of food resulting in a doubling of its normal food value. Additionally, it will add all necessary nutritional elements that may be missing.

Heal Organ/Shattered Bone Damage

Type: R   Cost: 4   Level: 4
Duration: N/A   Range: Touch
Description: This 30 minute ritual lets the healer improve and speed the recovery of a wound that reduced the LP to –6 or –7.

See 18.1 for healing times. No permanent wound modifiers remain after the healing is complete.

Heal Poison

Type: R   Cost: 4   Level: 4
Duration: N/A   Range: Touch
Description: This 15 minute ritual speeds the recovery of poison damage and effects to the magical rates listed in 18.1. Spell Point cost is halved if cast together with the third level Remove Poison.

Ignore Pain

Type: NC   Cost: 4   Level: 4
Duration: 1 day   Range: Touch
Description: This 5 minute ritual lets the target ignore the effects of one wound that is less than -4 damage. Heavy effort will increase the wound level by one at the end of the spell duration.

Level 5 Spells

Cure Addiction

Type: R   Cost: 5   Level: 5
Duration: N/A   Range: Touch
Description: This spell will cure the target of one addiction if a successful level vs. level roll (against the level of the addicting substance) is made.

Enhance Defense

Type: D   Cost: 1   Level: 5
Duration: 10-minutes/level   Range: Self
Description: The caster gains a +15 to his DEF for the duration of the spell.

Heal Light Nerve or Severe Organ Damage

Type: R   Cost: 5   Level: 5
Duration: N/A   Range: Touch
Description: This 1 hour ritual lets the healer speed the recovery of a wound that reduced the LP to –8.

See 18.1 for healing times. No permanent wound modifiers remain after the healing is complete.

Resistant Disease

Type: T   Cost: 0   Level: 5
Duration: N/A   Range: Self
Description: The healer gains a +3 saving throw modifier to resist contracting diseases.

Speed Healing I

Type: R   Cost: 5   Level: 5
Duration: N/A   Range: Touch
Description: This 10-minute ritual, when added to a 1st level healing spell halves the required recovery time.

Level 6 Spells

Circle of Cloaking

Type: R   Cost: 6   Level: 6
Duration: 1 day   Range: 0
Description: This ritual takes up to 6 rounds to complete, during which the caster draws a circle on the ground (with chalk, inscribe in the dirt, etc.) that cannot exceed a 1" radius (the caster can draw 1 hex side per round).

Those within the circle are hidden from view or detection. Any creature must make a successful CA (IN) to detect the presence of the circle or those within. A perception or tracking roll made by 50 or more will only allow a feeling of 'something wrong'.

The protection will last until the duration expires or something breaks the circle.

The caster may extend the spell duration for 1 day by spending a spell point.

Heal Heavy Nerve/Very Severe Organ Damage

Type: R   Cost: 6   Level: 6
Duration: N/A   Range: Touch
Description: This 2 hour ritual lets the healer speed the recovery of a wound that reduced the LP to –9.

See 18.1 for healing times. No permanent wound modifiers remain after the healing is complete.

Speed Healing II

Type: R   Cost: 6   Level: 6
Duration: N/A   Range: Touch
Description: This 15-minute ritual, when added to a 2nd level healing spell halves the required recovery time.

Wound Suspension

Type: R   Cost: 6   Level: 6
Duration: 1 day   Range: Touch
Description: This 10 minute ritual will enable the target to ignore the effects of one wound of -7 damage or less for the duration of the spell.

Any heavy physical activity by the victim will cause the wound level to increase by one at the end of the spell's duration.

Level 7 Spells

Cheat Death

Type: R   Cost: 7   Level: 7
Duration: N/A   Range: Touch
Description: Using this 5-minute ritual the healer attempts to prevent the target from slipping into death.

It is effective only on those who suffered a –10 to -11 wound to a vital location. Wounds of higher levels (or wounds that bleeding increases to a higher level) are beyond the reach of this spell.

If the caster can succeed in a Magic skill roll at–30 in addition to any other modifiers (including those for casting a seventh level spell), the wound is reduced to –9.

If the spell is successful in preventing death, further healing can be attempted. But even if successful, recovery is limited to the natural healing modifiers of a –8 injury.

Reattach Limb

Type: R   Cost: 7   Level: 7
Duration: N/A   Range: Touch
Description: This 3 hour ritual lets the healer reattach severed limbs (legs, feet, hands, arms, etc.). The reattached part must not have decayed for more than a day.

Under most cases, full use of the limb will be restored.

Healing time is found in Section 18.1.

Speed Healing III

Type: R   Cost: 7   Level: 7
Duration: N/A   Range: Touch
Description: This 20-minute ritual, when added to a 3rd level healing spell halves the required recovery time.

23.10 NightBlade

The Nightblade is a Hybrid class whose skills are primarily those of stealth and assassination with spells supporting covert operations. Very few of these mystical assassins exist and most common people consider them myths.

For the Nightblade, training is very difficult to come by and is nearly impossible outside of membership within a secret order. Trust between a Nightblade and anyone outside that order is almost unheard of. Such is the life of the shadowy assassin.

The discipline required to learn any magic combined with the nature of these orders often result in highly rigid codes of 'assassin's honor'. Exact details will of course depend upon the campaign culture and setting.

23.10.1 Class Rules

23.10.1.1 Disallowing Nightblades

Given the dark nature of the class, many campaigns will restrict Nightblades to NPCs only. Those desiring a more upfront campaign style may restrict the class completely.

Some creative work could explain the rare character that uses such strengths for good. It is almost a certainty that such a character would be a hunted man by those who consider his noble actions pure treason against the clan who trained him.

Note that Nightblade adventures often run to the solitary adventurer type. GM's not wishing to deal with such should disallow the class.

23.10.2 Nightblade Spells

Level 1	Level 2	Level 3	Level 4
Diversion	Detect Magic	Detect Trap	Direction
Extinguish Light	Running	Jump	Mind Block
Night Vision	Spider Climb	Light Fall	Muffle Sound
		Shadow Hide	Sense Magic
		Unlock	Silence Magic

Level 5	Level 6	Level 7	
Cat's Step	Find Path	Missile Flight	
Magic Cloak	Pass Barrier	Shadow Aim	
Perceive	Sense Traps		
Sense Passage	Silence		
Suggestion			

Level 1 Spells

Diversion

Type: CA (WP)   Cost: 1   Level: 1
Duration: 1 round   Range: 5" level
Description: If successful, the spell will draw the target's attention towards a direction specified by the caster for a full round as he finds 'something' too interesting over there.

At the end of the round, he loses interest and returns to normal behavior unaware that anything happened. If the spell fails, a Perception roll is still required by the target to realize he was the intend victim of a spell.

Extinguish Light

Type: NC   Cost: 1   Level: 1
Duration: N/A   Range: 10"
Description: This spell extinguishes one natural fire-based, non-magical light within range.

Night Vision

Type: T   Cost: 0   Level: 1
Duration: N/A   Range: self
Description: Reduces Perception/Combat Penalties for Darkness by 5 per level. If penalties reach 0, treat it as if the character was in full daylight.

Level 2 Spells

Detect Magic

Type: I   Cost: 2   Level: 2
Duration: 1 minute/level   Range: self
Description: Once cast, the caster will see a faint glow around any magic present in a 60-degree cone up to 3" in length. Interposing materials will block the detection.

The caster is limited to detecting in only one direction per round.

Running

Type: I   Cost: 2   Level: 2
Duration: 1 minute/turn   Range: self
Description: The caster's MR is increased by 2 for the duration of the spell.

Spider Climb

Type: I   Cost: 2
Duration: 1 minute/level   Range: self
Description: The caster gains the ability to climb sheer surfaces without handholds. Still requires a successful climbing skill roll.

If the climb was possible with normal methods, +20 is gained to the skill roll.

Level 3 Spells

Detect Trap

Type: I	Cost: 2	Level: 3
Duration: 1 minute/level	Range: self	

Description: Once cast, the caster will see a faint glow around any trap (magical or not) present in a 60-degree cone up to 3" in length. Interposing materials will block the detection.

The caster is limited to detecting in only one direction per round.

Jump

Type: I	Cost: 2	Level: 3
Duration: 1 minute/level	Range: self	

Description: By means of the spell, the caster is able to jump greater than normal distances.

Both the height and distance the character can leap is increased to double the normal amount.

Light Fall

Type: I	Cost: 3	Level: 3
Duration: 1 fall	Range: self	

Description: The result of a fall on the caster is determined as if the distance fell where but one-fourth that of normal. A fall from a 40' wall for example would be the same as a fall from 10'

Shadow Hide

Type: T	Cost: 1	Level: 3
Duration: special	Range: self	

Description: The caster blends into shadows gaining a bonus of +3 per level to his stealth skill against vision perception attempts.

Unlock

Type: CA	Cost: 3	Level: 3
Duration: N/A	Range: Touch	

Description: The spell causes the target lock to spring open. The target will resist the spell on a successful saving throw matching the level of its maker against the caster.

Level 4 Spells

Direction

Type: I	Cost: 4	Level: 4
Duration: Instant	Range: 500"	

Description: The spell will give the caster the direction and distance towards an object or person he has 'marked'.

'Marking' a target requires examining it at a range of 1" or less for at least one minute. It also requires the expenditure of 1 SP in fix the target in the caster's mind. The caster doesn't recover the spell point until he releases his fix, thereby losing the ability to cast this spell on that target.

If the subject of the spell isn't within range at casting, that fact is known but no other information is gained.

Mind Block

Type: IT	Cost: 0	Level: 4
Duration: N/A	Range: self	

Description: The caster gains a +1/level Saving Throw vs. any mental mind reading type spells.

Muffle Sound

Type: I	Cost: 4	Level: 4
Duration: 1 minute/level	Range: Self	

Description: By use of this spell, the caster reduces the level of sound leaving (but not inside) a 5" radius area.

Any Perceptions rolls made to hear what's occurring within the effect area take a -30 modifier.

Walls or similar objects limit the spell's area. If cast in a room for example, the spell's area will conform to the room within the limits of the 5" radius.

Spell effects center on the caster and move with him.

Sense Magic

Type: T	Cost: 0	Level: 4
Duration: N/A	Range: 5"	

Description: Allows the caster to sense the presence of magic within range.

This instinctive sense will alert the Nightblade to the source of the magic if visible, or give an idea of direction and distance if not.

Silence Magic

Type: CA	Cost: 4	Level: 4
Duration: 1 round	Range: 4"	

Description: The caster can prevent one magical alarm or magical trap from sensing anything for the spell's duration. The success of the spell is determined by the result of Magic vs. Magic save.

Level 5 Spells

Cat's Step

Type: I   Cost: 5   Level: 5
Duration: 10 minutes/level   Range: 10"
Description: The caster blends into shadows gaining a bonus of +3 per level to his stealth skill against hearing perception attempts for the duration of the spell.

Additionally, he leaves no tracks behind no matter what the terrain.

Magic Cloak

Type: I   Cost: 5   Level: 5
Duration: 24 hours   Range: self
Description: This talent protects the characters from any type of magic detection including magic traps so that they cannot sense the character in order to trigger.

A successful Magic vs. Magic Saving Throw is required to gain the benefits of this protection.

Perceive

Type: T   Cost: 0   Level: 5
Duration: 1 round   Range: self
Description: This talent increases the character's perception of those things around him/her. A +10 Perception is gained. In addition, a successful perception roll negates flank or rear hex combat penalties. A Failed perception check gives the normal successful perception combat penalties.

Sense Passage

Type: T   Cost: 0   Level: 5
Duration: 1 round   Range: 2"
Description: The character is able to instinctively sense and locate secret doors or passages/rooms within range.

If concealing magic is in use, the character still senses the passage on a successful Magic vs. Magic Saving Throw.

Suggestion

Type: CA (WP)   Cost: 3   Level: 5
Duration: special   Range: 12"
Description: The target will follow one simple suggestion from the caster.

The GM may apply a modifier to the saving throw depending upon how likely the target would normally agree with the suggestion. Such a modifier should range from automatic success for something he rather die than do to automatic failure if it was something he was barely keeping himself from doing anyway.

Level 6 Spells

Find Path

Type: NC   Cost: 6   Level: 6
Duration: 30 minutes   Range: 500"
Description: The spell will lead the caster along the most efficient path towards an object or person he has already succeeded in locating by the use of the Direction Spell.

Pass Barrier

Type: I   Cost: 6   Level: 6
Duration: 1 round   Range: self
Description: The caster may move through walls or other locked barriers by means of this spell leaving the barrier unaffected by the character's passage.

Only barriers of a thickness of 1' per level may be passed. Also, the spell will not work if the caster is in clear sight of other creatures. Darkness, stealth and other methods of hiding could be useful…

Sense Traps

Type: T   Cost: 0   Level: 6
Duration: 1 round   Range: 5"
Description: The character is able to instinctively sense and locate traps or alarms within range.

If concealing magic is in use, the character still senses the trap on a successful Magic vs. Magic Saving Throw.

Silence

Type: NC   Cost: 6   Level: 6
Duration: 1 minute/level   Range: Self
Description: By use of this spell, the caster completely silences any sound leaving (but not inside) a 5" radius area.

Any Perceptions rolls made to hear what's occurring within the effect area take a -30 modifier.

Walls or similar objects limit the spell's area. If cast in a room for example, the spell's area will conform to the room within the limits of the 5" radius.

Spell effects center on the caster and move with him.

Level 7 Spells

Missile Flight

Type: I   Cost: 7   Level: 7
Duration: 1 round/level   Range: self
Description: The caster gains a +30 SC with the next missile attack he/she makes. The   missile must be fired before the spells duration ends or the spell points are lost.

Shadow Aim

Type: I   Cost: 7   Level: 7
Duration: 1 round/level   Range: self
Description: The caster may pick the target Hit Location on the next successful melee attack. The attack must occur before the spells duration ends or the spell points are lost.

23.11 Paladin

The Paladin is a sworn defender of the innocent. A champion of justice committed to the path of righteousness. They are the chosen warriors of the Forces of Light. The virtues of courage, honor, justice, compassion, humility and wisdom are their personal goals.

Paladins are not fanatics who seek to destroy any who disagrees with them. Nor do they insist all live to the high standards they place upon themselves. Their opposition is reserved for those that serve Darkness.

Paladins are a hybrid class whose primary strength is skill in battle. Their magic extends this natural ability as well as providing powerful tools in the pursuit of their goals.

They do not cast spells as such, rather their magic is granted to them by higher powers. A Paladin simply wills the effect, and it occurs. For this reason many Paladin 'spells' are Type T and I. Other spell types never require formal incantations or gestures, but rather strong enough concentration that the effect is much the same. It is notable that many of their spell costs are not as high as one would expect.

The Forces of Darkness have no direct counterpart to the Paladin, inside relying upon their vast range of corrupting powers and greater range of action.

23.11.1 Class Rules

23.11.1.1 Learning Spells

Paladins automatically gain the use of Type T spells upon reaching the required level. They must spend the normal time in order to learn control of other spells types.

23.11.1.2 Loss of Magic

The Paladin will forfeit his magic by knowingly committing an evil act. This will also occur if he knowingly allows an evil act to occur when he could have prevented it.

The fallen Paladin may seek redemption in a manner appropriate for the campaign. If successful, his powers are restored.

23.11.1.3 Armor

The Paladin is never subject to rule section 22.7 and may wear any armor type of choice.

23.11.4 No Spell Points (Optional)

To further represent the special source of the Paladin's power, the GM may decide that expenditure of spell points is not required. Use FT instead (See 19.4) substituting fatigue points for spell points.

23.11.5 Disallowing the Paladin

Paladins should not be used in campaigns without supernatural forces of good and evil.

23.11.2 Paladin Spells

Level 1	Level 2	Level 3	Level 4
Resist Domination	Immune to Disease	Combat Evil	Circle of Protection
Repel Curse	Light	Enchant Armor	Read Innocence
Sense Magic	Sense Evil	Enchant Weapon	Repel Undead
		Healing	Resist Pain
		Spell Parry	Stamina
		Strength	Summon Mount

Level 5	Level 6	Level 7	
Ignore Stun	Battle Cry	Aid	
Greater Healing	Dispel Demons	Fury	
Leadership	Mystic Armor	Shattering Blow	
Radiate Trust	Mystic Weapon		
Sense Assassination Attempt			

Level 1 Spells

Resist Domination

Type: T   Cost: 0   Level 1
Duration: N/A   Range: Self
Description: The Paladin gains bonus of 1+1/level on all rolls to resist magic or powers that affect the mind, i.e., Fear, Mind Control, etc.

Repel Curse

Type: T   Cost: 4   Level 1
Duration: N/A   Range: Self
Description: The Paladin gains a bonus of 1+1/level saving throw against any curse attempt.

Sense Magic

Type: T   Cost: 0   Level: 1
Duration: N/A   Range: 2"/level
Description: Allows the Paladin to sense the presence of magic within range.

> If he is within line-of-sight, the source will be obvious. If not, he will have an idea of general direction and distance.

Level 2 Spells

Immune to Disease

Type: T   Cost: 0   Level 2
Duration: N/A   Range: Self
Description: The Paladin is immune to normal or magical disease.

Light

Type: NC   Cost: 1   Level: 2
Duration: 1 hour/level Range: Touch
Description: Causes a glow to spring forth from a weapon held by the caster.

> The light provides visibility equal to torchlight in 4" radius.

Sense Evil

Type: T   Cost: 0   Level: 2
Duration: N/A   Range: 2"/level
Description: Allows the Paladin to sense the presence of mystical evil within range. Mystical Evil is not people of evil intent, but rather mystical creatures (demons, undead and the like) or active magic cast with evil intent and committing a vile act.

> If he is within line-of-sight, the source will be obvious. If not, he will have an idea of general direction and distance.

Level 3 Spells

Combat Evil

Type: I   Cost: 2   Level: 3
Duration: 1 Battle   Range: Self
Description: The caster gains +2/level on all combat values (SC, DEF, PC, PM, DC, DM) against evil opponents of a magical nature, i.e., demons, undead, etc.

Enchant Armor

Type: I   Cost: 2   Level: 3
Duration: 1 day   Range: Self
Description: The armor worn by the caster will count as magical vs. attacks (the armor would not be reduced vs. some types of attacks).

Enchant Weapon

Type: I   Cost: 2   Level: 3
Duration: 1 day   Range: Touch
Description: The caster may place enhance a held weapon allowing it damage targets requiring magical weapons to hit. This ability will only function for the caster.

Healing

Type: R   Cost: 3   Level: 3
Duration: N/A   Range: Touch
Description: The caster may heal damage of 1 point/level on any living creature. The wound heals at the magical rate (see 18.1) and only one wound is affected by this spell.

> All types of wounds may be healed in this manor up to -4 damage.

> It takes 10 full minutes to complete this spell.

Spell Parry

Type: D   Cost: 1   Level 3
Duration: 1 battle   Range: Self
Description: The caster may use any parrying object to parry spells and missiles as if he was using a Medium Shield. If he is using a shield, +10 to the Parry Chance is gained.

Strength

Type: I   Cost: 2   Level 3
Duration: 1 minute/level Range: Self
Description: The caster gains 2 points of ES for the duration of the spell. Combat modifiers are +3% to PC, PM and a bonus to damage (see 3.5)

Level 4 Spells

Circle of Protection

Type: CA   Cost: 3   Level 4
Duration: Concentration   Range: 0"
Description: This spell creates an unmoving 1" radius circle giving protection for all within.

The spell prevents contact by mystically evil or summoned creatures unless the creatures succeed in a saving throw at –2.

The protection also applies to missile and magical attacks from such creatures. Attacking out of the circle will dispel the protection.

The spell will continue in effect for 30 minutes after concentration is broken.

Read Innocence

Type: I   Cost: 2   Level 4
Duration: Instant   Range: 2"
Description: This spell gives the Paladin an instinctual feel for the nature of the target. Specifically if it's nature is innocent or not. The target has no way of knowing that this magic was even used.

Not being innocent is far from being evil. The target may simply be worldly. Nor is it an automatic way to determine the truth of a situation, but it can be useful information in the search for such.

There is no saving throw against this spell, as innocence by its nature would have no need for resistance.

Repel Undead

Type: CA (WP)   Cost: 3   Level 4
Duration: 1 hour/level   Range: 10"
Description: The caster may attempt to repel undead. If the undead fails its saving throw, then the undead must move as fast as possible away from the line-of-sight of the caster. For the duration of the spell, the undead may not reenter line-of-sight or take any action vs. the caster or his/her party. The spell affects a varying number of undead depending upon the difference in level between the undead and the caster.

All undead are at –2 save against this spell. It is unmodified by any Stat unless the Undead is intelligent, at which point the WP modifier applies.

Difference: Caster - Target	Number Affected
-1 or worse	1
0	1d3
+1 to +2	1d6
+3 to +4	2d10
+5 or better	All in Sight

Resist Pain

Type: NC   Cost: 2   Level 4
Duration: 1 minute/level   Range: Self
Description: The caster may continue functioning normally after a wound reducing a location hit points to 0 or -1, the spell has no effect on worse wounds.

Stamina

Type: I   Cost: 2   Level 4
Duration: 1 day   Range: Self
Description: The caster fatigues at one third the normal rate. This talent has no effect on rule 23.11.4

Summon Mount

Type: R   Cost: 4   Level 4
Duration: N/A   Range: N/A
Description: The most formal of Paladin spells; this is an 8-hour ritual that summons a special mount to the Paladin.

This mount is determined by the GM and should fit the worldview of the Paladin and his order. (For example, a highly intelligent (for a horse) charger with heightened stats, a unicorn for a female Paladin, etc.).

The mount will increase in ability to keep proper pace with its owner and will remain with the Paladin for life. If it should die, a year must pass until the Paladin may summon another.

The GM may require a quest of some type to earn or gain the mount after the casting of the spell.

Level 5 Spells

Ignore Stun

Type: I   Cost: 1   Level 5
Duration: N/A   Range: Self
Description: The caster may ignore the effects of one stunning blow.

Greater Healing

Type: R   Cost: 5   Level 5
Duration: Special   Range: Touch
Description: The caster may heal damage of 1 point/level on any living creature. The wound heals at the magical rate (see 18.1) and only one wound is affected by this spell.

All types of wounds may be healed in this manor up to -6 damage.

It takes 30 full minutes to complete this spell.

Leadership

Type: I   Cost: 4   Level 5
Duration: 1 hour/level   Range: 20"
Description: All allies within range of the caster gain +2 to morale rolls and +4 vs. magical Fears, Mind Controls, etc.

Radiate Trust

Type: T   Cost: 0   Level 5
Duration: N/A   Range: NA
Description: The Paladin is clearly trustworthy to non-evil creatures that talk with him/her or closely view him/her.

The exact effects of this will of course vary by the viewer and are determined by the GM.

Sense Assassination Attempt

Type: T   Cost: 0
Duration: N/A   Range: Special
Description: The Paladin will have +50% bonus to Perception on rolls to sense any hidden attempt to attack him (or one under his direct protection) and its source in time to react.

If there would normally be no Perception roll allowed, then the Paladin will still get his normal Perception chance to 'feel' something's wrong.

Level 6 Spells

Battle Cry

Type: CA (WP)   Cost: 5   Level 6
Duration: N/A   Range: 10"
Description: All opponents fighting for an evil cause within range must suffer the following effects:

Missed by	Effected
1-3	Demoralized: -2 morale rolls, -5 combat values, -1 future saves
4-5	Flee in terror. –4 morale rolls, -10 combat values, -2 future saves
6 or more	Pass out for 1d100 rounds.

Creatures of Mystical evil take a –2 modifier to their saving throw.

Dispel Demons

Type: CA (WP)   Cost: 6
Duration: N/A   Range: 10"
Description: The caster may attempt to dispel demons. Demons must save at –2.

If the demon fails its saving throw, then it banished back to its home plane.

Effects a number of targets depending upon the difference in level between the demons and the caster as follows:

Difference: Caster - Target	Number Affected
-1 or worse	1
0	1d3
+1 to +2	1d6
+3 to +4	2d10
+5 or better	All in Sight

Mystic Armor

Type: I   Cost: 4   Level: 6
Duration: 10-minutes/level Range: Self
Description: The armor the caster is wearing gains 1 point of protection in addition to its normal value. If not previously, the armor is now concerned magical for the duration of the spell.

Mystic Weapon

Type: I   Cost: 4   Level: 6
Duration: 10-minutes/level Range: Self
Description: The weapon the caster is using gains +3+1 value in addition to its normal value. If not previously, the weapon is now concidered magical for the duration of the spell.

The caster can call this weapon back to his hand if it is dropped or otherwise forced from his hand. It will fly through the air back to his grasp as if pulled by an ES of 12. The Maximum range for this effect is 10”.

Level 7 Spells

Aid

Type: R   Cost: 7   Level: 7
Duration: Special   Range: N/A
Description: The caster spends 1 minute and asks for aid from the
    powers that be. Within the next 24 hours, the caster may receive
    some type of help determined by the GM IF HE NEEDS AND
    DESERVES IT. This could range from re-rolling a bad roll to
    allies showing up in the nick of time. It should have all the
    appearance of a lucky break.

Fury

Type: I   Cost: 7+   Level: 7
Duration: 1 battle   Range: Self
Description: The caster gains two attacks per combat round verses
    mystical opponents. At the end of the battle, the caster is fully
    exhausted (10 levels of fatigue. See 19.4). All remaining magic
    points are spent in the spell.

Shattering Blow

Type: I   Cost: 7
Duration: 1 attack   Range: NA
Description: The caster may add 2D10 damage to the caster's
    next melee attack verses mystical opponents.
    If the attack misses for whatever reason, the spell is held
    until a successful hit. If the attack is parried, damage is
    done to the parrying item or held as the caster chooses.

23.15 Witch

Witches have a wide variety of spells covering most areas with an emphasis on nature, personal and predictive magic. Witchcraft draws from intuition and need rather than study or logic. For this reason, witches are difficult to fathom. They of course do nothing to help clarify the situation.

Sought out for the wisdom their magic and natural insight offer, the witch is both respected and feared. Their selection of curses and talent for learning secrets are responsible for the latter.

They possess a vast array of CA spells, but only a limited selection of B and C magic. Still, they are second only to Wizards in the versatility of magic.

The Witch is one of only two classes of magic (enchantments being the other) that is restricted by gender as noted in Section 6.3.10. All witches must be female.

23.15.1 Class Rules

23.15.1.1 Limited Sight

None of the witch's information spells function in respect to themselves or other witches.

23.15.1.2 Progeny (Optional)

The witch will almost always give birth to one female child who is predisposed towards the same magic. A male child is nearly unheard of, and a sign of interesting times…

The ability to see other's True Loves, but not their own, has interesting effects on a witch's own relationships. Few witches marry fearing failure in something they see so easily in others, but are blind to in themselves.

23.15.2 Disallowing the Witch (Optional)

As presented, the class is a representation of a typical high fantasy witch. Those looking for a more historical or modern view may wish to develop their own spell listing.

23.15.2 Witch Spells

Level 1	Level 2	Level 3	Level 4
Change Self	Apparition	Continual Light	Calm Wind
Conjure Smoke	Attunement	Control Animal	Change Wind
Control Vapor	Blending	Cure Disease Potion	Healing Poultice
Detect Illusion	Curse of Ugliness	Cursed Dreams	Malediction
Detect Poison	Dispel Magic	Dissipate Vapor	Mists of Entrapment
Eldritch Fire	Find Traps	Eldritch Flame	Oracle
Extinguish Light	Hold Person	Frost	Polymorph Other
Healing Potion	Locate Water	Illusion	Polymorph Self
Hex	Lock	Neutralized Poison Potion	Ring of Fire
Light	Open	Part Plant	True Sight
Lust	Missile Shield	Phantom Light	Vision
Mending	Phantom Voice	Plant Barrier	Whirlwind
Mystic Shield	Seduction	Plant Entangle	
Night Vision	Sense Power	Plant Pass	
Predict Weather	Shadows	Remove Curse	
Sense Good/Evil	Shield of the Sibyl	Summon Animals	
Sense Magic	Summon Small Animal		
Shatter	Summon Fog		
Sleep Potion	Ventriloquism		
Unseen Servant			
Witch Sight			

Level 5	Level 6	Level 7	
Mists of Sleep	Animate Dead	Ghost Wind	
Protection from Animals	Doom	Love Potion	
Protection from Plants	Life Drain	Mists of Death	
Speak with the Dead	Mists of Strangling	Thunderbolt	
Summon Wind	Slave of Healing	Wards of Defense	
Watcher	Witch's Whirlwind	Weather Summoning	
Witch Wind			

Level 1 Spells

Change Self

Type: NC   Cost: 1   Level: 1
Duration: 10-minutes/level   Range: Self
Description: The witch creates an illusion such that the caster's form, clothing, voice and equipment are altered to appear as any other person of the same race/sex.

A successful Disguise roll is required for a specific person.

Conjure Smoke

Type: CA (AG)   Cost: 1   Level: 1
Duration: 10 rounds   Range: 10"
Description: The caster creates a dense cloud of smoke in a 1" x 1" x ½" area where visibility will be limited to 1". The area covered increases by 1" x 1" x ½" per level of the caster.

The spell requires a fire source (which is extinguished by the casting of the spell) of at least a campfire or 3 torches. All fire sources used in the casting of the spell must be within the initial area of affect.

Saving Throws are required for movement rates over 2" per round with a –1 per inch over 2". Failure produces the results on the following table:

Falling Table	
Missed by	Effect
1	Trip and recover. Movement ends*
2	Trip. Take 1d4 to random leg location. Movement ends*.
3	Fall to a kneeling position and take 1d4 to random leg location.
4	Fall prone. 1d4 to random location
5	Heavy Fall. Prone and 1d6 to random location

*Movement Ends refers to a half move. If the character has a half move remaining, he may use it normally.

Control Vapor

Type: NC   Cost: 1   Level: 1
Duration: Concentration   Range: 2"/level
Description: The caster gains to ability to move a 1" x 1" x ½" area of smoke, mist, gas or other vapor. This area is increased by 1" x 1" x ½" per level.

Maximum speed is 3" per round. Control is lost if the vapor moves out of the spell's range.

If the vapor is magical, the caster can only seized control with a successful Magic vs. Magic Saving Throw.

Detect Illusion

Type: NC   Cost: 1   Level: 1
Duration: 1 round   Range: Self
Description: Allows the caster to see any illusion or magical disguise for what it is. No Saving Throw is required.

Detect Poison

Type: NC   Cost: 1   Level: 1
Duration: 1 round   Range: 1"
Description: Detects the presence of poison in a 1" radius area.

Eldritch Fire

Type: B   Cost: 1   Level: 1
Duration: N/A   Range: 8"/level
Description: A bolt of magical flame causing 1D8 damage to whatever it strikes.

Def Base = 75. Range Group = 4"/level. Damage Type 's'

Extinguish Light

Type: NC   Cost: 1   Level: 1
Duration: N/A   Range: 20"
Description: Summons a mystic wind that extinguishes a target non-magical light (save sunlight) within range.

Healing Potion

Type: R   Cost: 1   Level: 1
Duration: Special   Range: Touch
Description: The witch may create a healing potion that will heal injuries of –1 or less at the normal magical healing rate.

The potion requires a number of common, if unappetizing ingredients and 30 minutes of 'cooking'. It has an unlimited shelf life. However, unless half a dose of the equivalent healing herb is used in the making, the caster will not recover the spell points until the potion is used or destroyed.

Hex

Type: CA (WP)   Cost: 1   Level: 1
Duration: Permanent   Range: 20"
Description: The witch may curse any single target giving him a -1 to all his future saving throws.

Light

Type: NC   Cost: 1   Level: 1
Duration: 10-minutes/level   Range: Touch
Description: Creates light around a point in a 4" radius. The light is equal to dim light and may be placed upon a fixed or moveable point.

Lust

Type: CA (WP)   Cost: 1   Level: 1
Duration: 1 hour   Range: 6"
Description: The victim will seek intimate physical contact with the caster. If attacked he may defend himself but will otherwise make all decisions based on this desire. In most cases, this spell will only affect members of the opposite sex.

A bonus of up to ±2 can be assigned to the Saving Throw depending upon the victim's natural inclination towards the idea.

The PA of the caster is important to the success of this spell. Modify the target's Saving Throw by –1 for every point the caster's PA is greater than the higher of the target's WP or PA. Modify by +1 for every point if the reverse is true.

Mending

Type: NC   Cost: 1   Level: 1
Duration: Permanent   Range: Touch
Description: Repairs small breaks in a non-magical item, i.e. holes in leather, broken ceramic objects, broken chain link, etc.

Mystic Shield

Type: D   Cost: 1   Level 1
Duration: 3-hours/level   Range: Self
Description: The caster creates a mystic shield to parry any spell attacking the caster. Defense Base is 75 unless the casting of other magic modifies it.

The shield glows and sparks. Maintaining it costs as much effort as it would take to hold a normal shield at the ready.

Given the above and that the spell is a type 'D', mages will often drop the spell when battle is no longer expected- an action that takes no effort on the part of the spell caster.

Night Vision

Type: NC   Cost: 1   Level: 1
Duration: 1 hour + 1 hour/level   Range: Self
Description: Allows the witch to see normally in natural darkness. Magical darkness may be overcome on a successful Magic vs. Magic Saving Throw.

Predict Weather

Type: NC   Cost: 1   Level 1
Duration: 1 round   Range: Self
Description: Gives +50 to any weather watch skill rolls. If the caster doesn't have the weather watch skill, she gains it for the duration with a skill roll of 50%.

Sense Good/Evil

Type: T   Cost: 0   Level: 1
Duration: N/A   Range: 2"/level
Description: Allows the Witch to sense the presence of mystical good or evil within range. Mystical Good and Evil is not a person's intent, but rather mystical creatures (demons, angels and the like) or the active magic of such.

If the Witch is within line-of-sight, the source will be obvious. If not, she will have an idea of general direction and distance.

Sense Magic

Type: T   Cost: 0   Level: 1
Duration: N/A   Range: 2"/level
Description: Allows the Witch to sense the presence of magic within range.

If the Witch is within line-of-sight, the source will be obvious. If not, she will have an idea of general direction and distance.

Shatter

Type: CA   Cost: 1   Level: 1
Duration: N/A   Range: 20"
Description: The caster may shatter any non-magical, brittle object weighing up to 10 pounds. If on someone's person, a CA saving throw is allowed.

Sleep Potion

Type: R   Cost: 1   Level: 1
Duration: Special   Range: Touch
Description: The witch creates a small potion that when drunk alone or mixed with something else induces a heavy sleep. The victim is allowed a CA (CO) saving throw. The potion requires a number of common woodland ingredients and 30 minutes of 'cooking'.

Upon drinking, the potion puts the target to sleep for 1 day if target fails his save. Success indicates he is drowsy for only 1 round (-10 all combat values, -30% to all other skill checks).

The potion has an unlimited shelf life. However, unless half a dose of an equivalent sleep-inducing herb is used in the making, the caster will not recover the spell points until the potion is used or destroyed.

Unseen Servant

Type: NC   Cost: 1   Level: 1
Duration: 10-minutes/level   Range: 1"
Description: Creates an invisible servant that will do nonviolent chores like cleaning, fetching, etc. Any hit will disperse it and it is incapable of any combat action. Its presence is given away by a light whirlwind.

Witch Sight

Type: CA   Cost: 1   Level: 1
Duration: N/A   Range: 10"
Description: The witch attempts to gain an instinctive knowledge of 'gossip' style information of a single target within range. The target is unaware of this attempt, regardless if the saving throw is made or not. Such tidbits as the following are learned:

1. If the target virgin or not.
2. If the target is pregnant or not, and the child's gender.
3. If the target has the aptitude for magic (and what class).
4. The identity of lovers and true loves if the witch has also seen them.
5. The general health of the target.
6. Other small facts if the GM so desires…

Level 2 Spells

Apparition

Type: CA (WP)   Cost: 2   Level: 2
Duration: 1D4 rounds   Range: 20"
Description: The witch creates an illusion of a terrifying aspect that flies towards a target hex where it expands with a horrifying howl.

All within a 1" radius must succeed in a saving throw or be frozen with fear for 1D4 rounds.

Attunement

Type: T   Cost: 0   Level: 2
Duration: N/A   Range: Self
Description: The witch moves through natural areas (woodlands, grasslands, etc) in a fashion that leaves much of it undisturbed by her passage. Footprints are only rarely made, branches bent far less often, etc.

The effect is to give a modifier of –20 per level to the tracking skill attempts of those trying to trail her.

Blending

Type: NC   Cost: 2   Level: 2
Duration: Special   Range: Self
Description: The caster may blend into a forest or wooded area. Perception rolls are at an additional -50 modifier to see the witch. The witch must remain still or the spell is broken.

Curse of Ugliness

Type: CA (WP)   Cost: 2   Level: 2
Duration: Permanent   Range: 20"
Description: The witch may turn the victim's features haggard and worn, reducing the target's PA by 4 (not to go below 2).

This spell will have no effect upon a person with a PA of 12.

Dispel Magic

Type: NC   Cost: 2   Level: 2
Duration: Special   Range: 2"/level
Description: The caster attempts to remove any continuing effects of the targeted magic. For spells this will result in its immediate dissipation.

In the case of magic items, it will merely suppress externally projected effects. Thus one could dispel the Hold Person projected from a wand, but not the wand's ability to cast further Holds.

The target magic will resist the attempt on a successful Magic vs. Magic save. Curses are not affected by this spell (see the third level Remove Curse spell).

Find Traps

Type: NC   Cost: 2   Level: 2
Duration: 10-minutes/level   Range: 5"
Description: The witch senses the presence of traps and may lead people around them if possible. Note: the details of the traps beyond the area of their trigger are not learned.

Hold Person

Type: CA (WP)   Cost: 2   Level: 2
Duration: 3 rounds/level   Range: 6"
Description: Renders the target unable to make any voluntary movements for the duration of the spell.

Locate Water

Type: NC   Cost: 2
Duration: 1 hour   Range: None
Description: The witch may locate the nearest water within a 1-mile radius.

Lock

Type: NC   Cost: 2   Level: 2
Duration: 1 day/level   Range: 10"
Description: Allows the caster to magically slam shut and seal any door, shutter, lid or similar object within range. Strength of the seal is its natural value plus 2x the caster's level.

Open

Type: NC   Cost: 2   Level: 2
Duration: N/A   Range: 10"
Description: Allows the caster to magically open any door, shutter, lid or similar object within range that is no larger than double sized doors.

Magically held or protected doors will resist the spell with a successful Magic vs. Magic Saving Throw.

Missile Shield

Type: D   Cost: 1   Level: 2
Duration: 3-hours/level   Range: Self
Description: The caster creates a mystic shield that can be used to parry any ranged missile (not spell) attacking the caster. Defense Base is 75 unless the casting of other magic modifies it.

The shield glows and sparks. Maintaining it costs as much effort as it would take to hold a normal shield at the ready.

Given the above and that the spell is a type 'D', mages will often drop the spell when battle is no longer expected- an action that takes no effort on the part of the spell caster.

Phantom Voice

Type: NC   Cost: 2   Level: 2
Duration: Special   Range: Touch
Description: Allows the witch to enchant any non-living object to let it 'speak' a predetermined phrase (12 words or less) when approached (50 feet) or touched by any thinking creature.

This is can be used as a warning device, alarm or a method of leaving a message for those that follow.

Seduction

Type: CA (WP)   Cost: 2   Level: 2
Duration: 1 day   Range: 1"

Description: The victim of this spell falls completely under the wiles of the caster, desiring a long-term intimate relationship with her above any other concern. In most cases, this spell will only affect members of the opposite sex.

A bonus of up to ±2 can be assigned to the Saving Throw depending upon the victim's natural inclination towards the idea.

The PA of the caster is important to the success of this spell. Modify the target's Saving Throw by −1 for point the caster's PA is greater than the higher of the target's WP or PA. Modify by +1 for every point if the reverse is true.

The victim can be asked to perform a service for the caster. Services that run counter to the nature of the target allow a new saving throw with an additional ±2 modifier inclination modifier.

The Spell's duration may be extended by 1 day by the expenditure of 1 spell point. The victim gets another save after one year in addition to any allowed by service requests.

If the witch refuses or stalls their 'relationship' for over 12 hours the first day, the victim becomes enraged and is likely to turn to violence. Additionally, insane jealousy will result if a victim learns of the existence of a romantic rival.

Sense Power

Type: T   Cost: 0   Level: 2
Duration: N/A   Range: 2"/level

Description: Allows the Witch to sense the relative power of magic she has already noticed with the first level Sense Magic talent.

Relative power is in comparison to her level in Magic- Primary as shown in the following table

Relative Power (Caster-Target)	
Level Difference	Effect
-4 or less	Vastly Superior
-2 to -3	Greater
- 1 to 1	About Equal
2-3	Less
4 or more	Negligible

Shadows

Type: D   Cost: 2   Level: 2
Duration: 10-rounds/level   Range: self

Description: The witch is enveloped in dark, ever-changing shadows. This grants a +10 to the caster's defense against range attacks and +5 against melee.

Movement of more than 1" per round will disperse the spell although the caster may continue to cast spells or otherwise act.

Shield of the Sibyl

Type: D   Cost: 3   Level: 2
Duration: 3-hours/level   Range: Self

Description: This spell combines the effects of both the first level *Mystic Shield* and the Second Level *Missile Shield* into one. This allows the mage to gain the protective effects of both with one spell- if at a higher cost.

Summon Small Animal

Type: NC   Cost: 2
Duration: 3 days   Range: 1-mile.level

Description: The witch may summon a small bird or mammal to act as a messenger, carrying whatever they can to whomever the witch wishes. The creature must exist naturally within the spell's range.

Summon Fog

Type: CA (AG)   Cost: 2   Level: 2
Duration: 10 rounds   Range: 10"/Level

Description: The caster summons a dense cloud of fog in a 1" x 1" x ½" area where visibility will be limited to 1". The area covered by the smoke increases by 1" x 1" x ½" per level of the caster.

Saving Throws are required for rates over 2" per round with a −1 per inch over 2". Failure produces the results on the following table:

Falling Table	
Missed by	Effect
1	Trip and recover. Movement ends*
2	Trip. Take 1d4 to random leg location. Movement ends*.
3	Fall to a kneeling position and take 1d4 to random leg location.
4	Fall prone. 1d4 to random location
5	Heavy Fall. Prone and 1d6 to random location

*Movement Ends refers to a half move. If the character has a half move remaining, he may use it normally.

Ventriloquism

Type: NC   Cost: 2   Level: 2
Duration: 2 rounds/level   Range: 4"/level

Description: Allows the caster to throw her voice such that it appears to be coming from any location within range.

Level 3 Spells

Continual Light

Type: NC | Cost: 3 | Level: 3
Duration: Permanent | Range: 12"

Description: Creates light around a point in a 6" radius (equal to daylight). The point may be fixed or movable and will last until the spell is canceled or dispelled.

Spell points used in the casting cannot be regained as long as the spell remains in effect.

Control Animal

Type: CA (WP) | Cost: 3 | Level: 3
Duration: 1 hour | Range: 20"

Description: The caster will gain control of 1 + 1 per level of any animals in range. Animals belonging to someone else gain a +2 to their saving throw from natural loyalty.

Controlled animals may given one of two orders:

1) Attack or hunt down any specified person or creature within 1 mile.

2) Protect the caster from attack.

Cure Disease Potion

Type: R | Cost: 3 | Level: 3
Duration: Special | Range: Touch

Description: The witch may create a potion that will cure the drinker of harmful disease over a three-day period

Some diseases my resist the effects of the potion on a successful Level vs. Level Saving Throw.

The potion requires a number of common, if unappetizing ingredients and 1 hour of 'cooking'. It has an unlimited shelf life. However, unless half a dose of the equivalent healing herb is used in the making, the caster will not recover the spell points until the potion is used or destroyed.

Cursed Dreams

Type: CA (WP) | Cost: 3 | Level: 3
Duration: Permanent | Range: 20"

Description: The witch may curse any single target, plaguing the victim with nightmares causing sleeplessness. The result is a -1 to ES, QU, AG, CO, and CH.

All skill rolls are at a −10 modifier.

Dissipate Vapor

Type: NC | Cost: 3
Duration: Concentration | Range: 1"/level

Description: The caster is able to disperse any smoke, mist or other vapor in a 1" x 1" x ½" area. The area effected increases by 1" x 1" x ½" per level of the caster.

No further vaporous substances may enter the affected area for the duration of the spell.

Magic vapors may resist dispersal with a successful Magic vs. Magic Saving Throw.

Eldritch Flame

Type: B | Cost: 1 | Level: 1
Duration: N/A | Range: 8"/level

Description: A bolt of magical flame causing 1D10+1 damage to whatever it strikes

Def Base = 75. Range Group = 5"/level. Damage Type 's'

Frost

Type: CA (AG) | Cost: 3 | Level: 3
Duration: 10 rounds | Range: 5"/Level

Description: The caster conjures a layer of ice covering a 1" x 1" x ½" area. The area covered increases by 1" x 1" x ½" per level of the caster.

Saving Throws are required for any movement with a modifier of −1 per 2 hexes moved (round down). Failure produces the results on the following table:

Falling Table	
Missed by	Effect
1	Trip and recover. Movement ends*
2	Trip. Take 1d4 to random leg location. Movement ends*.
3	Fall to a kneeling position and take 1d4 to random leg location.
4	Fall prone. 1d4 to random location
5	Heavy Fall. Prone and 1d6 to random location

*Movement Ends refers to a half move. If the character has a half move remaining, he may use it normally.

Illusion

Type: CA (IQ) | Cost: 3 | Level: 3
Duration: Concentration | Range: 2"/level

Description: The caster creates an illusion including sight and sound of whatever is desired in a single hex.

Those making a successful saving throw note a fault in the image that gives reason for questioning its reality. If the viewer is very familiar with the subject of the illusion, the GM may assign bonuses to this saving throw.

Additionally, modifiers to the saving throw are reasonable depending upon how reasonable or expected the illusion is to the viewer.

The illusion can have no effect on physical objects. Any contact or attack on the illusion will reveal it as a sham.

Neutralize Poison Potion

Type: R   Cost: 3   Level: 3
Duration: Special   Range: Touch

Description: The witch may create a potion that will neutralize any future effects of a poison affecting the drinker. He will recover from any ill effects suffered up to that time at the magical healing rate.

A poison may resist the effects of the potion on a successful Level vs. Level Saving Throw.

The potion requires a number of common, if unappetizing ingredients and 1 hour of 'cooking'. It has an unlimited shelf life. However, unless half a dose of the equivalent healing herb is used in the making, the caster will not recover the spell points until the potion is used or destroyed.

Part Plant

Type: NC   Cost: 3   Level: 3
Duration: 5 rounds   Range: 1"

Description: The spell causes barrier like plant growth (overgrowth, hedges, etc.) to part creating a path 1" wide and up to 3" deep.

If the plant barrier was magical, a Magic vs. Magic saving throw is allowed to resist the effects of this spell.

Phantom Light

Type: NC   Cost: 3   Level: 3
Duration: 10 minutes/level   Range: 12"

Description: Casts a 4" radius dim light into the air where it will follow or lead the caster always maintaining the same relative position.

The caster may change the relative positioning by up to 4" per round.

Plant Barrier

Type: NC   Cost: 3   Level: 3
Duration: Permanent   Range: 10"

Description: Natural vegetation becomes overgrown and dense enough to act as a barrier 3"x1"x2" increasing in length by 1" per level.

Both must be cut or burned through. It takes 50 points of damage to cut a man-sized passage through. Fire attacks do 150% of normal damage.

Plant Entangle

Type: CA (QU)   Cost: 3   Level: 3
Duration: Special   Range: 10"

Description: Vegetation sprouts and grows at an incredible rate to entangle and hold fast any creature caught in a 1" radius area.

Creatures failing their saving throw are entwined. They may break free with an ES of 9 or more by taking 10 rounds less 2 rounds per point of ES over 9. Those with an ES of 14 or higher essentially ignore the spell's effect.

Others (if not entangled themselves) may assist, subtracting 2 rounds for each point of ES over 8.

Plant Pass

Type: T   Cost: 0   Level: 3
Duration: N/A   Range: Self

Description: Plant life moves out the way of the witch allowing her passage. It closes in behind her giving no benefit to others.

The witch may move through overgrown areas at her normal movement rate. Expending double the normal number of movement points allows one to cross normally impassable plant barriers (such as thick hedges).

Magical plants may resist such passage with a successful Magic vs. Magic Saving Throw.

Remove Curse

Type: R   Cost: 3   Level: 3
Duration: Permanent   Range: Touch

Description: Allows the caster to lift a curse on the target with this 8-hour ritual.

Unless the curse succeeds with a Magic vs. Magic saving throw, all of its effects end. Characteristics and modifiers return to normal. Lost material possessions will have to be regained, but at least the curse won't stand in the way.

Summon Animals

Type: NC   Cost: 3   Level: 3
Duration: 1 hour   Range: 20"

Description: The witch may summon 1d3 animals of wolf size or smaller that will appear at the edge of the range within 1D3 rounds. Summoned animals will obey the casters wishes as per the Control Animal spell.

Level 4 Spells

Calm Wind

Type: NC   Cost: 4   Level: 4
Duration: 1 hour   Range: 0"
Description: The caster may calm any magical or non-magical windstorm, whirlwind, etc. An area 20" in radius is affected.

Calm Wind does not move with the witch after the spell is cast.

Magical winds will resist the spell with on a successful Magic vs. Magic saving throw. Failure will result in complete calming.

Nature itself however is not so easily dealt with. Natural winds are only lowered by a maximum of 30 mph by this magic.

Change Wind

Type: NC   Cost: 4   Level: 4
Duration: 1 hour/level   Range: 0"
Description: The caster may alter the direction of any magical or non-magical wind (including the direction of movement of whirlwinds) by up to 120 degrees. An area 20" in radius is affected.

Change Wind is centered on the caster and will move as the witch moves.

Magical winds will resist the spell with on a successful Magic vs. Magic saving throw.

Healing Poultice

Type: R   Cost: 4   Level: 4
Duration: Special   Range: Touch
Description: The witch may create a healing potion that will heal injuries of −3 or less at the normal magical healing rate.

The potion requires a number of common, if unappetizing ingredients and 1 hour. It has an unlimited shelf life. However, unless half a dose of the equivalent healing herb is used in the making, the caster will not recover the spell points until the potion is used or destroyed.

Malediction

Type: CA (WP)   Cost: 4   Level: 4
Duration: Permanent   Range: 20"
Description: A more deadly version of the third level Cursed Dreams.

The witch may curse any single target, plaguing the victim with nightmares causing sleeplessness. The result is a -1 to ES, QU, AG, CO, and CH.

All skill rolls are at a −10 modifier.

The victim loses 1 point of WP week. If it reaches zero, the victim dies.

Mists of Entrapment

Type: CA (ES)   Cost: 4   Level: 4
Duration: 10 rounds   Range: 10"/Level
Description: The caster conjures a thick gray vapor that rises from the ground in a 1" x 1" x ½" area. The area covered by the smoke increases by 1" x 1" x ½" per level of the caster.

Those failing their saving throw are trapped unmoving in the mist. Even if the save is made, movement is reduced by half unless except for those with an ES exceeding 12.

Oracle

Type: R   Cost: 4   Level: 4
Duration: N/A   Range: N/A
Description: The witch attempts to answer one question put to her by means of this 10-minute ritual trance.

A Magic skill roll with a −20 modifier (plus the normal spell level modifier) is required. If successful, the witch will be able to provide a correct answer to the question. If unsuccessful, no answer at all is forthcoming.

Such answers are always vague and cryptic in direct proportion to the importance of the question. The exact meaning is unknown even to the witch.

Polymorph Other

Type: CA (CO)   Cost: 4   Level: 4
Duration: Permanent   Range: 20"
Description: The witch changes the target into any small natural creature (rats and toads are favorites). The victim will only have the physical abilities of the new form although his mind is intact.

Polymorph Self

Type: NC   Cost: 4
Duration: 1 hour/level   Range: Self
Description: The witch turns herself into one of the following creatures: cat, crow, or toad.

The witch has the physical abilities of the creature but retains her own mind.

The spell may be reversed at will by the caster, but no other spells may be cast while shape-changed.

Ring of Fire

Type: NC   Cost: 4   Level: 4
Duration: Concentration   Range: 0"
Description: The witch is encircled in a 1" radius ring of magical flame.

Any physical object passing through the wall is subject to a Type C attack.

Such objects can be struck a maximum of five attacks of 1D10+1 damage each. Any attacks hitting armor is treated as an Elemental Bolt- Fire.

The ring will last 1 round/level after Concentration is broken.

True Sight

Type: T   Cost: 0   Level: 4
Duration: N/A   Range: 2"/level
Description: Allows the Witch to see through any magical illusion, disguise or transformation to the true Identity of the creature or object within range.

Line of Sight is required and the target is allowed a saving throw at a –2 modifier to resist the attempt. Even if successful, the witch will be aware all is not as it seems unless the saving throw is was made by 3 or points.

Vision

Type: R   Cost: 4   Level: 4
Duration: 1 round/level   Range: NA
Description: By means of this 1-minute ritual, the witch may look into a body of clear water and see a named person, place, or thing and its surroundings. Such images aren't the clearest and, other than visible clues, offer no direction information as to the target's location.

Such a vision is often unclear and can be blocked or mislead by some types of magic.

Whirlwind

Type: CA (CO)   Cost: 4   Level: 4
Duration: 10 rounds   Range: 20"
Description: The witch creates a swirling column of wind 1" in radius that may be moved as the caster wishes up to 5" a round.
It is incapable of moving beyond spell range.
The whirlwind has the following effects:
1. It will completely disperse insects, mists, clouds, gases, or dusts within its radius although magical ones are allowed a saving throw.
2. It can capsize any single small boat or canoe unless a boating roll skill check is made with a –30 modifier.
3. Mounts may panic causing a riding skill check at –20.
4. Small fires (such as candles) will be blown out; larger ones may spread if flammable substances are close by.
5. Living creatures caught in the area of effect are counted as stunned and take one point of type 'p' damage unless they make a successful saving throw.

The whirlwind is not powerful enough to damage structures unless they are very flimsy.

Level 5 Spells

Mists of Sleep

Type: CA (CO)   Cost: 5   Level: 5
Duration: 10 rounds/level   Range: 20"
Description: The caster conjures a light blue vapor that rises from the ground in a 1" x 1" x ½" area. The area covered by the smoke increases by 1" x 1" x ½" per level of the caster.

Any creature within the mist must make its save or fall into a magical sleep from which they will be unable to awaken for 1 hour per level of the caster. Targets already asleep have a -4 modifier to the save throw.

Protection from Animals

Type: CA   Cost: 5   Level 5
Duration: 10-minutes/level   Range: 0"
Description: A protective magical force 1" in radius encircles the witch.

The spell prevents any animal from entering its area of affect. Thus melee or close combat becomes impossible. Even those few animals with ranged attacks find it impossible to target anything inside the field of protection.

Magically controlled animals or those greatly enraged may attempt to force their way through the field. They will succeed on a successful Level vs. Level Saving Throw but are forced to make the attempt with a –2 modifier. If successful the Protection Spell is shattered and no longer in effect.

If such an attempt fails no further actions will succeed until something modifies the Saving Throw in favor of the animal, at that time another attempt to break the spell may be made.

Protection from Plants

Type: CA   Cost: 5   Level 5
Duration: 10-minutes/level   Range: 0"
Description: A protective magical force 1" in radius encircles the witch.

The spell prevents any animated plants entering its area of affect. Thus melee or close combat becomes impossible. Even those few plants with ranged attacks find it impossible to target anything inside the field of protection.

Magically controlled plants may attempt to force their way through the field. They will succeed on a successful Level vs. Level Saving Throw but are forced to make the attempt with a –2 modifier. If successful the Protection Spell is shattered and no longer in effect.

If such an attempt fails no further actions will succeed until something modifies the Saving Throw in favor of the plant, at that time another attempt to break the spell may be made.

Speak with the Dead

Type: R   Cost: 5   Level: 5
Duration: 5 minutes   Range: NA
Description: With this 10-minute ritual, the witch may attempt to summon the spirit of any person who died at the location of the casting for the purpose of conversation.

The spirit may wish to speak on its own or may have to be forced (CA modified by WP) by the witch. Attempts to force the spirit are subject to GM provided modifiers depending upon its nature and the path and conversation.

Some spirits of a malevolent nature may attempt to possess or otherwise attack the witch according to what powers their undead state offers.

Forced spirits may attempt to break contact after every question by succeeding in a CA saving throw modified by WP.

Summon Wind

Type: NC   Cost: 5   Level: 5
Duration: 1 day   Range: 1 craft
Description: The witch may summon a magical wind that will propel any single sailing craft (of any size) at its optimal speed for the spell's duration in any desired direction.

Watcher

Type: R   Cost: 5   Level: 5
Duration: Permanent   Range: Touch
Description: The witch may enchant the skull of any creature. Thereafter, the skull will watch a 20" x 20" x 20" area and report what has taken place there since it's placement or last questioning.

The ritual takes 4 hours and the skull will only report on the area where the ritual was performed. The witch must spend one spell point to question the skull and retrieve it's information.

Witch Wind

Type: NC   Cost: 5
Duration: 1 message   Range: 100 miles
Description: The witch creates a magically animated wind that will carry any message (up to 12 words) to a named target within range. The message travels at 50 miles per hour.

At the caster's choice, the message is heard by one individual (whisper) or by any within earshot of the target (shout).

Level 6 Spells

Animate Dead

Type: NC   Cost: 6
Duration: Until Sunrise   Range: 20"
Description: The witch raises the bodies of the dead within range.

A number of lesser skeletons and/or lesser zombies (according to the conditions of the bodies) animate to obey the caster's orders. These orders must be very simple, as the animated dead aren't known for their intelligence.

The maximum number of bodies subject to this spells affects are equal to the witch's level x2.

Doom

Type: I   Cost: 6   Level: 6
Duration: Permanent   Range: 20"
Description: Dooms are a pronouncement of what the future will hold and are the most feared of curses. The curse attempt is resolved as a CA (WP).

The caster is given great freedom to determine the effects of the curse almost without limit. Making the target a lycanthrope or inflicting the fate of being slain by the hand of a loved one are all within reach of this spell. Some curses can take years to come to pass.

Fortunately for the victim, the caster must include an exit clause in the curse, usually a deed of self-sacrifice.

The witch and GM are encouraged to be highly creative with the curses and exit clauses. No curse should be immediate in effect, but rather slow in its vengeance.

Dooms used against those who have greatly wronged the witch are even more effective. Targets take a –4 to their saving throw and removal attempts. Additionally a spell parry is not allowed against a Doom cast with great justification and an exit cause isn't required. Such Dooms may be inflicted even upon the first-born descendants of the target's family starting with him although in this case an exit clause must exist for the descendants.

Life Drain

Type: CA (WP)   Cost: 6   Level: 6
Duration: N/A   Range: 20"
Description: The witch attempts to destroy the life force of the target. A failed saving throw results in immediate unconsciousness. Thereafter their life is drained out of them at the rate of one point of CO per round.

The spell has no effect on non-living targets.

Mists of Strangling

Type: CA (CO)   Cost: 6   Level: 6
Duration: 10 rounds/level   Range: 20"
Description: The caster conjures a green vapor that rises from the ground in a 1" x 1" x ½" area. The area covered by the smoke increases by 1" x 1" x ½" per level of the caster.

Any breathing creature caught within the mists takes 1D10 damage per round to cumulative hits from strangling. A Save Throw is required to be able to move or act, and then at only 1/2 speed with –20 to all combat and –50 to any skill check.

No spell casting may be done while a creature is taking damage from this spell.

Salve of Healing

Type: R   Cost: 4   Level: 4
Duration: Special   Range: Touch
Description: The witch may create a healing potion that will heal injuries of –5 or less at the normal magical healing rate.

The potion requires a number of common, if unappetizing ingredients and 1 hour. It has an unlimited shelf life. However, unless half a dose of the equivalent healing herb is used in the making, the caster will not recover the spell points until the potion is used or destroyed.

Witch's Whirlwind

Type: varies   Cost: 6   Level: 6
Duration: 10 rounds   Range: 20"
Description: The witch creates a swirling column of wind containing white vapor trails covering an area 1" in radius. It moves as the caster wishes up to 5" a round but is incapable of moving beyond spell range.

The whirlwind has the following effects:

6. It will completely disperse insects, mists, clouds, gases, or dusts within its radius although magical ones are allowed a saving throw at -2.
7. It can capsize any single small boat or canoe unless a boating roll skill check is made with a –50 modifier.
8. Mounts may panic causing a riding skill check at –30.
9. Small fires (up to torch sized) will be blown out; larger ones will spread if flammable substances are close by.
10. Any living creatures caught in the area of effect must make a CA (CO) save. Failure indicates that they are blind as long as they are within the spell's area of effect and for 1d6 rounds after exiting.
11. Type C spell damage of 1d5 (max three attacks, CL 'c') is done each round to anything within the area of effect due to flying debris.
12. Summoned creatures are forced back to their home plane unless they resist with a successful CA (WP) save.

Level 7 Spells

Ghost Wind

Type: CA (WP)   Cost: 7   Level: 7
Duration: 10 rounds   Range: 20"
Description: The witch creates a swirling column of lightly blowing wind containing black vapor trails. The column covers an area 1" in radius. It moves as the caster wishes up to 5" a round but is incapable of moving beyond spell range. The winds carry the wailing of the dead within and inflict horrid images into the minds of any caught with its radius.

Any living creatures failing their saving throw go permanently insane (catatonia is most common). Immortal creatures have no understanding of death and are immune to this effect.

Love Potion

Type: R   Cost: 7
Duration: Permanent   Range: Touch
Description: The witch may make a potion with this 4 hour ritual, that when drank will cause the victim to fall in love with the first member of the opposite sex that they see. The victim is allowed a CA (WP).

The PA of that first person is important to the success of the potion. Modify the target's Saving Throw by –1 for every point the caster's PA is greater than the higher of the target's WP or PA. Modify by +1 for every point if the reverse is true.

A bonus of up to ±2 can be assigned to the Saving Throw depending upon the victim's natural inclination towards the idea.

Mists of Death

Type: CA (CO)   Cost: 6   Level: 6
Duration: 10 rounds/level   Range: 20"
Description: The caster conjures a black vapor that rises from the ground in a 1" x 1" x ½" area. The area covered by the smoke increases by 1" x 1" x ½" per level of the caster.

Any living creature entering or caught in the mist that fails a saving throw is rendered unconscious. Their life is drained out of them at the rate of one point of CO per round even if removed from the mists.

The magic must be dispelled by a remove curse or dispel magic in order for the drain to stop. If successful in countering the effect, the victim will regain consciousness in an hour and will recover CO at the rate of one point per day.

Thunderbolt

Type: C   Cost: 7   Level: 7
Duration: Concentration   Range: 20"/Level
Description: The witch may only cast Call Lightning if there is a storm of some sort in the area (rain, shower, clouds and wind, even a tornado).

The spell calls down 1 bolt of lightning from the sky to the ground every other round that does damage to all within a 1" radius. Each round the spell is maintained after casting costs an addition 1 MP.

Any within the area of effect are subject to a maximum of three attacks of 1D10 damage, CL 's'. Non-magical metal armor is ignored

Wards of Defense

Type: R   Cost: 7   Level: 7
Duration: Permanent   Range: Touch
Description: With this 4-hour ritual, the witch may place an area equal to 200"x 200"x 200" under her protection. She may have only one such area at a time and must do a reverse of the ritual (same amount of time and cost) to remove the spell.

The effects are as follows:

1. The witch is aware of all creatures that enter the area.
2. The area may not be searched or looked into magically.
3. Any summoned creature must save vs. WP at -4 to enter the area.

Upon a word of command (cost of 1 spell point), the following effects will be gained. These last as long as the caster wills.

1. Fog will shroud the protected area (effects as the spell 2nd level spell Summon Fog). This fog does not hinder the witch in any way.
2. Any hostile creature trying to enter must make a CA (WP) save saving throw to do so (From animal eyes, noises, and a general aura of dread). Hostile creatures already present in the area must save or flee.
3. No area affect spells save the witch's own will work within the area.

Weather Summoning

Type: NC   Cost: 7   Level: 7
Duration: 2D12 hours   Range: 15 miles
Description: While this spell takes only one round to cast, the actual weather change will take effect proportionally over the next five rounds.

The caster may change the weather within range to any combination of cloud wind and/or rain to a maximum of heavy thunderstorms. Tornadoes and hurricanes are beyond the reach of this spell. Temperature may be raised or lowered by up to 20 degrees. Temperatures below freezing allow snow.

Only actual possible combinations are allowed. Examples of impossible combinations are Rain without clouds or fog together with high winds.

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"Beware the Jabberwock, my son!
The jaws the bite, the claws that catch!
Beware the Jubjub bird, and shun
The frumious Bandersnatch!"

Lewis Caroll, Jabberwocky

Brian Gleichman

Bryan Harsh ♦ Terri Gleichman

BOOK 4: BESTIARY

This is a sample Bestiary containing only a few simplified entries. Its primary purpose is to provide examples of various creatures as a springboard toward the creation of a world specific Bestiary.

While the Bestiary is primarily concerned with nonhuman creatures and mystical entities, typical examples of a few human professions are included to provide an overview of possible encounters.

24.0 COMMON CREATURE RULES

In general, the listings here follow these common rules and assumptions. A specific creature may be an exception. The actual description and special abilities section always takes precedence.

24.1 Armor and Weapons

All modifiers for any armor or weapons used by the creature are already part of the calculated combat values.

24.2 Combat Levels

In general, listed creatures are assumed to have the melee combat skill at the same level as their overall level. If the creature is capable of ranged combat, it is also assumed to be this level. These are considered primary skills with a weapon group bonus of +10 applied to any listed attack.

Exceptions are noted with the best Weapon Group bonus listed along with level. Example: Melee (+10) Level 1.

Any skill in Magic or Magic Combat is always listed separately. Magic Combat will also list the creature's innate Magic Combat Bonus.

24.3 Intelligence

An IQ characteristic of 1 indicates an animal level intelligence. The creature will respond according to its instincts and training and is incapable of high order reasoning.

A value of 0 indicates a mindless creature incapable of acting outside the range of whatever commands it is currently operating under.

Such creatures have a reduce list of Common Skills, as shown in the following table:

Low IQ Skills
Climbing
Stealth
Swimming
Perception
Orienteering

Creatures with IQ values of 2 or higher are assumed to capable of reasoning. If they have manipulative appendages, they have the same Common Skills of any normal character.

24.4 Parry Chance

Not all creatures are capable of the parry defense. They are noted by a '-' in the PC column.

Such creatures rely solely upon dodging attackers. They may be inhumanly adept at this defense, gaining a bonus as noted under Special Abilities/Skills.

24.5 Regeneration

Some creatures have the paranormal ability to regeneration damage over incredibly short periods of time. The Regeneration ability represents this talent. It is simply the rapid healing of wounds.

Regeneration is rated by Amount, Time, Cost and Prevent.

> Example #1: Regeneration 5 points, Time: Instant, Cost: 1 SP, Prevent: Magic.

> Example #2: Regeneration 1 point, Time: 1 round, Cost: None, Prevent: Fire.

24.5.1 Amount

This is amount of damage that the creature can regenerate over the given period of time.

24.5.2 Time

This is the unit of time the creature needs to regenerate the listed damage.

In some cases, the regeneration is noted as 'Instant'. This means the creature can instantly regenerate damage as it happens. No action is required or lost. Only the cost must be paid.

24.5.3 Cost

Some forms of regeneration cost Spell Points (SP). The creature may choose not to expend spell points or it may not have any left to spend. In any event, no regeneration takes place without payment of the cost.

24.5.4 Prevent

Certain types of damage often prevent Regeneration; fire damage is one of the most common examples.

No injury caused by a Prevent damage source can be regenerated.

25.0 CREATURE LISTINGS

25.1 Demons

Hellhound				Level: 4						Initiative: 8	
Stats				*Weapon Stats*							
ST	**8**	ES	**10**	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	**8**	LP	**6**	Bite	88	38	41	-	38	108	d10+1+d2	s
AG	**8**	CP	**37**	Fire Breath	88	38	38	-	38	108	d10+d2	s
CO	**10**	SL	**5**									
PA	**4**	SP	**-**									
IQ	**7**	MR	**9**									
WP	**8**	FT	**12**	*Description*								
CH	**5**	CS	**48**	Hellhounds appear to be huge dogs with thick reddish brown coats and glowing red eyes. They will often hunt in small packs (usually D3+1)								
IN	**7**	Hex Size	**1**									
MS	**7**	Weight	**300**									
		Size: Normal										

Special Abilities/Skills

Additional Skills: Perception, Orienteering, Tracking all at Level 4 (100).

Breath Weapon: This is a Class C attack with Maximum Attacks =3. The Hellhound may use this attack up to three times a day. Rng: 5"

Close Combat Creature. Dodge +15%

Natural Armor: 3 points

Horse, Heavy War			Level: 2					Initiative: 7	

		Stats		*Weapon Stats*								
ST	**8**	ES	**14**	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	**8**	LP	**10**	Kick	70	20	29	-	20	70	1d8+1d6	c
AG	**8**	CP	**59**	Trample	70	20	29	-	20	70	1d12+1d6	c
CO	**10**	SL	**6**									
PA	**7**	SP	**-**									
IQ	**1**	MR	**10**									
WP	**8**	FT	**12**	*Description*								
CH	**5**	CS	**42**	Horses bred, selected and trained as a fighting companion to a knight. They are quite intelligent (for a horse) and will defend their rider if he is incapacitated. They tend to be bad tempered with any but their owner or handler.								
IN	**7**	Hex Size	**2**									
MS	**7**	Weight	**950**									
		Size: Large										

Special Abilities/Skills

The combat numbers assume chainmail barding (Armor 4 points, doesn't cover locations 36-41, 54-61 and 74-79 for a modifier of –3.

Additional Skills: Perception Level 1 (40).

Trample possible in Close Combat Only.

Natural Armor: 1 point

Swamp Drake				Level: 4						Initiative: 6	
		Stats		*Weapon Stats*							
ST	**9**	ES	**14**	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	**6**	LP	**9**	Bite	79	29	41	-	29	79	1d12+d6	s
AG	**6**	CP	**44**	Tail	79	29	41	-	29	79	1d8+d6	p
CO	**9**	SL	**5**	Trample	79	29	41	-	29	79	1d20+d6	s
PA	**3**	SP	**-**									
IQ	**1**	MR	**7**									
WP	**7**	FT	**10**	*Description*								
CH	**4**	CS	**54**	Swamp Drakes are the smallest of the dinosaur like drakes coming in at around 9 feet in length. Four footed and low slung, they attack primarily by biting, although lashing with tail or trampling (with claws) are options.								
IN	**7**	Hex Size	**2**									
MS	**2**	Weight	**800**	Like all Drakes, they are but a shadow compared to true dragons.								
		Size: Large										

Special Abilities/Skills

The Drake has the option to attack with both Bite and Tail in the same round at different targets with a −15 SC modifier. The tail can only attack the rear or flank hexes.

Close Combat Creature. Trample possible in Close Combat Only.

Additional Skills: Perception Level 2 (60)

Natural Armor: 4 points

Element Spirit, Lesser Air
Level: 2   **Initiative: 9**

Stats				Weapon Stats								
ST	n/a	ES	5	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	9	LP	4	Buffet	46	-4	-	-	58	46	1d4-1	p
AG	9	CP	23									
CO	7	SL	3									
PA	5	SP	4									
IQ	5	MR	n/a									
WP	7	FT	9	*Description*								
CH	2	CS	2	Lesser air spirits appear as a small dust devil 3 to 4 feet tall. Completely non-aggressive they have almost no combat ability.								
IN	8	Hex Size	1									
MS	9	Weight	n/a									
		Size: Small										

Special Abilities/Skills

Independent Flight MR 10.

Magic Elementalist Level 2. May use only Minor Magic, Type NC and Type T spells Air Magic.

Melee (+0), Ranged (+0) and Magic Combat (+0) are Level 0.

Perception Level 1 (43)

The spirit dissolves back to his home dimension if his SP is ever reduced to zero.

Elemental Spirit, Greater Air
Level: 3   **Initiative: 9**

Stats				Weapon Stats								
ST	n/a	ES	7	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	9	LP	5	Buffet	56	6	3	-	6	56	D6	p
AG	9	CP	26									
CO	8	SL	4									
PA	5	SP	6									
IQ	6	MR	n/a									
WP	7	FT	10	*Description*								
CH	3	CS	15	Greater air spirits appear as a man-sized whirlwind.								
IN	8	Hex Size	1									
MS	9	Weight	n/a									
		Size: Normal										

Special Abilities/Skills

Independent Flight MR 12.

Magic Elementalist Level 3. May use only Minor Magic, Type NC and Type T Air Magic.

Melee (+0), Ranged (+0) and Magic Combat (+0) are Level 1.

Perception is Level 2 (63)

The spirit dissolves back to his home dimension if his SP is ever reduced to zero.

Elemental, Lesser Air

Level: 4   Initiative: 10

Stats				Weapon Stats								
ST	n/a	ES	9	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	10	LP	5	Buffet	94	44	43	118	44	99	1d10+1(+1)	p
AG	10	CP	32	Spell	94	44	44	120	44	99	Varies (+1d2)	?
CO	10	SL	5									
PA	5	SP	12									
IQ	7	MR	n/a									
WP	9	FT	12	*Description*								
CH	5	CS	43	Lesser Elementals appear as a stylized humanoid man-sized form made of the material of its element. Swirling mist in the case of the Air Elemental.								
IN	9	Hex Size	1									
MS	10	Weight	n/a									
		Size: Normal										

Special Abilities/Skills

Independent Flight MR 25.

Magic Elementalist Level 3. Air Magic Only.

Magic Combat (+10) is Level 4. Perception is Level 3 (86)

Regeneration 5 points, Time: Instant, Cost: 1 SP, Prevent: Magic or Opposing Element.

The elemental dissolves back to his home dimension if his SP is ever reduced to zero.

Elemental, Greater Air

Level: 6   Initiative:

Stats				Weapon Stats								
ST	n/a	ES	12	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	10	LP	7	Buffet	104	54	57	132	54	109	1d10+1(+d4)	p
AG	10	CP	47	Spell	104	54	56	130	54	109	varies	?
CO	11	SL	6									
PA	6	SP	24									
IQ	7	MR	n/a									
WP	10	FT	14	*Description*								
CH	6	CS	58	Lesser Elementals appear as a stylized humanoid form 7 feet tall made of the material of its element. Swirling mist in the case of the Air Elemental.								
IN	9	Hex Size	1									
MS	11	Weight	n/a									
		Size: Normal										

Special Abilities/Skills

Independent Flight MR 30.

Magic Elementalist Level 4. Air Magic Only.

Magic Combat (+10) is Level 6. Perception is Level 4 (106)

Regeneration 10 points, Time: Instant, Cost: 1 SP, Prevent: Magic or Opposing Element

The elemental dissolves back to his home dimension if his SP is ever reduced to zero.

Hill Giant

Level: 4   **Initiative: 6**

		Stats		Weapon Stats								
				Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
ST	9	ES	14	Club	84	31	45	120	34	86	1d10(+d6)	c
QU	6	LP	9	Punch	84	31	45	120	34	86	1d8(+d6)	p
AG	7	CP	50	Small Shield	84	31	45	124*	34	90	1d10+(d6)	p/c
CO	9	SL	6									
PA	4	SP	-									
IQ	5	MR	8									

WP	7	FT	12	*Description*
CH	5	CS	49	Hill Giants are humanoids standing 9 to 10 feet in height. They are somewhat slow-witted but not stupid.
IN	6	Hex Size	1	
MS	3	Weight	**700**	
		Size: Large		

Special Abilities/Skills

Additional Skills: Perception Level 1 (37)

The combat numbers assume a reinforced leather coat (Armor 2 points, locations: 13-76, 81-98. Combat Modifier –1). Hill giants will sometimes carry a small (for them) shield.

Ogre

Level: 3   **Initiative: 6**

		Stats		Weapon Stats								
				Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
ST	9	ES	12	Large Club	80	27	38	117	30	86	1d10+(1d4)	c
QU	6	LP	7	Punch	80	27	38	113	30	82	1d6+(1d4)	p
AG	7	CP	38	Bite	80	27	38	113	30	82	1d4+(1d4)	s
CO	9	SL	4									
PA	4	SP	-									
IQ	5	MR	6									

WP	6	FT	11	*Description*
CH	5	CS	40	Ogres are large (7'-8') ugly humanoids. They are as rule aggressive and cruel but not very smart. Ogres live alone or in small groups and lack in organizational ability. Although their skin is very tough, they will normally wear a coat of hides crudely sewn together that counts as a reinforced leather coat (weapon statistics already adjusted).
IN	6	Hex Size	1	
MS	2	Weight		
		Size: Normal		

Special Abilities/Skills

Additional Skills: Perception Level 1 (37)

Natural Armor: 1 point.

Bite useable only with the grab maneuver.

Goblin Warrior				Level: 1					Initiative: 6		

	Stats			Weapon Stats								
ST	**10**	ES	**9**	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	**7**	LP	**5**	Scimitar	58	8	11	90	8	67	1d10(+1)	s
AG	**7**	CP	**27**	Short Bow	58	8	11	-	8	57	1d10	i
CO	**9**	SL	**4**	Shield, Medium	53	3	6	81*	3	58	1d8(+1)	p/c
PA	**2**	SP	**-**	Spear, Short 1H	58	8	11	90*	8	67	1d10(+1)	s
IQ	**5**	MR	**5.6**	Punch	53	3	6	81	3	58	1d6(+1)	p
WP	**5**	FT	**10**	*Description*								
CH	**5**	CS	**12**	Goblins are squat humanoids of unpleasant appearance and worse hygiene. They are warlike and enjoy inflicting pain on others. When not in large groups goblins are cowardly.								
IN	**5**	Hex Size	**1**									
MS	**4**	Weight	**130**									
		Size: Normal										

Special Abilities/Skills

Goblins can see up to 10' in total darkness and to 100' in dim light. They have a +15 bonus on caving, mining and engineer skills.

Full daylight causes them pain, inflicting a –10 to all combat values, -30 to any Skill roll and a –1 to any WP modified roll.

Class: Fighter. Skills: Perception level 1 (34)

Goblins typical wear reinforced leather armor, boots (Armor 2 points, locations: 15-76, 81-82, 85-86, 95, and 98-00) and Leather Helm (Armor 3 points, locations –5) for a Combat Modifier of –2.

Troll, Cave

Level: 6   Initiative: 6

Stats				Weapon Stats								
ST	9	ES	16	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	6	LP	10	Claw	92	42	57	132	42	97	1d10+1(+1d8)	s
AG	6	CP	58	Bite	92	42	57	132	42	97	1d6(+1d8)	s
CO	10	SL	6									
PA	2	SP	-									
IQ	4	MR	8									

WP	6	FT	12	*Description*
CH	4	CS	67	Cave Trolls are very large, hideous humanoids standing almost 12' tall. Although enormously strong and tough they have limited intellect.
IN	5	Hex Size	3	
MS	2	Weight	1200	
		Size: Large		

Special Abilities/Skills

Trolls can see up to 10' in total non-magic darkness and to 100' in dim light.

Natural Armor: 15 points reduced to 5 points against magical attacks, enchanted weapons or ES 14+ attacks.

Bite possible only with the grab manuver.

Warg

Level: 3   Initiative: 10

Stats				Weapon Stats								
ST	10	ES	13	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	10	LP	8	Bite	83	39	41	-	33	108	1d10+d5	s
AG	8	CP	44									
CO	9	SL	5									
PA	5	SP	-									
IQ	1	MR	10									

WP	8	FT	11	*Description*
CH	4	CS	48	A corrupted offshoot of the wolf, the Warg is an evil creature delighting in pain and death.
IN	10	Hex Size	2	
MS	2	Weight	500	They are often used as mounts by Goblins. Let on their own, the function in packs much like wolves.
		Size: Normal		Wargs share both the wild animal's and evil's fear of fire. A successful level vs. level saving throw (modified by WP) is required to overcome this fear if flame is presented between the Warg and its intended victim.

Special Abilities/Skills

Close Combat Creature.

Dodge +10

Additional Skills: Perception, Orienteering, Tracking all at Level 3 (89). Stealth at Level 1 (43).

Natural Armor: 1 Point

Knight

				Level: 3				Initiative: 7	

		Stats		*Weapon Stats*								
				Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
ST	**9**	ES	**9**	Longsword	81	31	31	102	31	82	1d10+2(+1)	s
QU	**9**	LP	**5**	Lance, Mounted	81	31	31	102	31	82	1d10+2(+6)	i
AG	**9**	CP	**29**	Shield, Medium	81	31	31	106*	31	82	1d8(+1)	p/c
CO	**9**	SL	**4**	Dagger	81	31	31	106	31	82	1d8(+1)	i
PA	**7**	SP	**-**									
IQ	**7**	MR	**6**									

WP	**8**	FT	**11**	*Description*
CH	**8**	CS	**36**	This represents a typical fully armored Knight.
IN	**7**	Hex Size	**1**	A knight will almost always have a heavy warhorse nearby for use and the above ES
MS	**7**	Weight	**161**	bonus for the Lance is using the warhorse.
		Size: Normal		

Special Abilities/Skills

Additional Skills: Riding (Primary Skill) Level 3 (83)
Perception Level 1 (40)
Culture Level 1 (43)

Class: Chivalric

Armor: Chain (4 points) 11-100, Full Helm (5 points) 1-10. Total Modifier -5

Man at Arms

				Level: 1				Initiative: 7	

		Stats		*Weapon Stats*								
				Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
ST	**8**	ES	**8**	Broadsword	61	11	11	86	11	66	1d10+1(+1d1)	s
QU	**8**	LP	**5**	Spear, Long 1H	61	11	11	90*	11	66	1d10(+1d1)	i
AG	**8**	CP	**23**	Spear, Long 2H	61	11	11	86	11	66	1d10+1(1d1)	i
CO	**7**	SL	**3**	Shield, Medium	61	11	11	86*	11	66	1d8(+1d1)	p/c
PA	**7**	SP	**-**	Knife	61	11	11	86	11	66	1d8+1(+1d1)	s
IQ	**7**	MR	**6.1**									

WP	**7**	FT	**9**	*Description*
CH	**7**	CS	**13**	Typical soldier or guard that has been trained with weapons but with little combat
IN	**7**	Hex Size	**1**	experience.
MS	**7**	Weight	**161**	
		Size: Normal		

Special Abilities/Skills

Additional Skills: Perception Level 1 (40)

Armor: Reinforced Leather Coat (2 points, loc 13-76, 81-98), Conical Helm (5 points, loc 1-5) and Infantry Boots (3 points, loc 95, 98-00). Modifier -2

Griffin

				Level: 4						Initiative: 8	

	Stats			*Weapon Stats*								
ST	10	ES	16	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	8	LP	10	Beak	85	38	49	-	35	98	1d6+(1d8)	s
AG	7	CP	79	Claw	85	38	49	-	35	107	1d10+(1d8)	s
CO	14	SL	7									
PA	5	SP	-									
IQ	1	MR	8									

Description

A griffin is a large beast with the hindquarters and body of an enormous lion, the forelegs and head resembling those of a huge eagle.

WP	8	FT	16
CH	3	CS	58
IN	7	Hex Size	2
MS	3	Weight	1000
		Size: Large	

Special Abilities/Skills

Winged Flight MR 24.

Natural Armor: 3 points. Dodge +10 when airborne.

Beak usable only with the grab maneuver.

Additional Skills: Perception (Primary) Level 4 (100)

Harpy

				Level: 2						Initiative: 10	

	Stats			*Weapon Stats*								
ST	8	ES	8	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	10	LP	5	Claw	79	29	25	-	29	103	1d10	s
AG	10	CP	29									
CO	9	SL	4									
PA	2	SP	-									
IQ	7	MR	3									

Description

Harpies have the body and wings of a huge black bird with the upper torso and head of a human female. Harpies are normally created and controlled by a greater power that sends them to guard or torment a target. They are cunning and cruel in pursuit of that goal.

The slow beating wings seem to be more for balance than actual winged flight. Harpies move in an almost hummingbird like motion.

WP	8	FT	11
CH	2	CS	27
IN	7	Hex Size	1
MS	2	Weight	120
		Size: Normal	

Special Abilities/Skills

Independent Flight MR: 9

Additional Skills: Perception (Primary) Level 2 (60)

Dodge +15% when airborne.

Manticore

Level: 4   Initiative: 10

Stats				Weapon Stats								
ST	8	ES	13	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	10	LP	9	Claw	88	44	46	-	38	113	1d10(+1d5)	s
AG	8	CP	49	Bite	88	44	46	-	38	104	1d8+1(+d5)	s
CO	9	SL	5	Tail Spike	88	44	46	-	38	109	1d8(+1d5)	i
PA	4	SP	-									
IQ	1	MR	8									

WP	8	FT	11	*Description*
CH	7	CS	57	Manticores have the body of a very large lion with a vaguely human like head. At the end of the tail is a large bony bulge covered with spikes. Manticores are aggressive and will kill for pleasure.
IN	8	Hex Size	2	
MS	2	Weight	800	
		Size: Normal		

Special Abilities/Skills

The Manticore is capable of throwing spikes from its tail at opponents. It will throw 1d3 spikes in a Class C attack. Manticores will normally have 2d6+4 spikes in their tail. Rng: 5"

Winged Flight MR 18

Additional Skills: Perception Level 3 (83), Tracking Level 3 (83)

Natural Armor: 3 points. Close Combat Creature. Dodge +10

Minotaur

Level: 3   Initiative: 7

Stats				Weapon Stats								
ST	9	ES	11	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	7	LP	7	Great Axe	80	30	36	104	30	77	1d12+3(+1d3)	s
AG	7	CP	42	Mattock	80	30	36	107	30	80	1d12+2+(1d3)	c
CO	10	SL	5	Horn	80	30	36	107	30	80	1d8+1(+1d3)	i
PA	3	SP	-									
IQ	6	MR	6									

WP	7	FT	12	*Description*
CH	7	CS	38	A Minotaur has the body of a large human with the head of a bull.
IN	7	Hex Size	2	
MS	5	Weight	350	
		Size: Large		

Special Abilities/Skills

Additional Skills: Perception Level 2 (60), Tracking Level 2 (60)

Skeleton, Lesser | Level: 1 | Initiative: 10

Stats				Weapon Stats								
ST	n/a	ES	7	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	10	LP	3	Broadsword	67	17	13	88	17	72	1d10+1	s
AG	10	CP	n/a	Shield, Medium	67	17	13	88	17	72	1d8	p/c
CO	n/a	SL	6									
PA	2	SP	-									
IQ	0	MR	7									

WP	7	FT	n/a	*Description*
CH	2	CS	16	Skeletons are animated undead. They may be outfitted with whatever arms and/or armor that they wore in real life or picked up at the command of their animator.
IN	7	Hex Size	1	They exist only to fulfill the commands of their maker.
MS	2	Weight	15	
		Size: Normal		

Special Abilities/Skills

Damage Resistance: A −5 or greater wound is required to disable a location unless the attack is magical. They are unaffected by CP damage but may still be stunned by heavy blows (regaining their balance).

They are not subject to fatigue or CO effects. They are immune to CL i damage.

Sense sentient life (direction and distance) within a 20 hex radius.

Addition Skills: Perception Level 1 (40), Climbing Level 1 (40)

Zombie, Lesser | Level: 1 | Initiative: 5

Stats				Weapon Stats								
ST	14	ES	11	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	5	LP	5	Fist	54	4	15	90	4	59	1d6(+d4)	p
AG	5	CP	n/a	Bite	54	4	15	90	4	59	1d4(+1d4)	s
CO	n/a	SL	8									
PA	2	SP	-									
IQ	0	MR	5									

WP	7	FT	n/a	*Description*
CH	2	CS	10	Zombies are animated undead. Incapable of using weapons, they may be outfitted with armor by those creators willing to dress them.
IN	7	Hex Size	1	They exist only to fulfill the commands of their maker.
MS	2	Weight	140	
		Size: Normal		

Special Abilities/Skills

Damage Resistance: A −5 or greater wound is required to disable a location unless the attack is magical. They are unaffected by CP damage but may still be stunned by heavy blows (regaining their balance).

They are not subject to fatigue or CO effects.

Addition Skills: Perception Level 1 (40)

Bite is useable only with the grab maneuver.

Brown Bear

Level: 3   Initiative:

Stats				Weapon Stats								
ST	9	ES	14	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	8	LP	9	Claw	80	33	41	120	30	92	1d10(+1d6)	s
AG	7	CP	53	Bite	80	33	41	111	30	83	1d8(+1d6)	s
CO	10	SL	6	Hug	80	33	41	116	30	88	1d12(+1d6)	c
PA	5	SP	-									
IQ	1	MR	9									
WP	7	FT	12	*Description*								
CH	3	CS	48	Typical Bear. Normally not aggressive against humans.								
IN	7	Hex Size	1									
MS	2	Weight	800									
		Size: Large										

Special Abilities/Skills

Close Combat Creature.

Bite and Hug attacks possible only with the grab maneuver.

Additional Skills: Tracking at Level 1 (40). Perception and Orienteering at Level 2 (60)

Natural Armor: 1 point.

Wolf

Level: 2   Initiative: 8

Stats				Weapon Stats								
ST	10	ES	9	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	8	LP	5	Bite	70	23	23	-	20	83	1d8+1(+1)	1
AG	7	CP	26									
CO	8	SL	4									
PA	6	SP	-									
IQ	1	MR	8									
WP	7	FT	10	*Description*								
CH	4	CS	25	Large canines that hunt in packs.								
IN	10	Hex Size	1	In real life, only hostile to humans under unusual conditions. Their livestock is another matter…								
MS	2	Weight	130									
		Size: Normal										

Special Abilities/Skills

Close Combat Creature.

Dodge +10

Additional Skills: Perception, Orienteering, Tracking all at Level 2 (69).

Natural Armor: 1 Point

26.11 Blank Creature Form

		Level:						Initiative:		
Stats		*Weapon Stats*								
ST	ES	Weapon	SC	Def	PM	PC	DM	DC	Damage	CL
QU	LP									
AG	CP									
CO	SL									
PA	SP									
IQ	MR									
WP	FT	*Description*								
CH	CS									
IN	Hex Size									
MS	Weight									
	Size: Normal									
		Special Abilities/Skills								

A. Designer Notes

Few game designers explain for what style play their system is intended. Nor do they speak about for what it isn't intended. Yet fewer address the questions of why they designed it the way they did or even why they did it at all.

These are critical questions that I feel every designer should address.

Why Yet Another System?

Dozens of role-playing games systems populate store shelves. An easy search will reveal numerous web published games, most amateur efforts, in addition. The task of keeping up with them all is impossible.

Why so many? Because so many styles of play exist that a single game cannot possibly support them. Some gamers will find a detailed system like *Age of Heroes* far too constraining while others will see it as too simple to be of interest. Detail of simulation is a single element of style, but one that applies to every game made with the same result: Some think it too little while some think it too much.

An examination of games that have the same goals will reveal enough style differences to justify their existence. *GURPS* and the *Hero System* stand as excellent examples. Both are high detail generic systems sharing a large amount of common concepts. But they are still different enough to produce a distinct feel causing players of one to reject the other.

I imagine most groups find one of the existing systems to their taste. I myself use published games for everything except my own fantasy game. Why not there? Simply because I've found nothing published that produces exactly what I want out of a fantasy game. Sometimes the problems are very subtle and hard to define. Usually they are very easy to point out. In the end it comes down to individual taste.

For myself, I determined that if I were to have the type of game I wanted, for the setting I wanted, it would be up to me to make it.

Age of Heroes- Goals & Style

I entered into the design of *Age of Heroes* in order to:

- Provide a highly tactical and challenging environment where skilled play would determine the success of the character.
- Support a campaign intended to cover not just the lives of the starting characters but the generations to follow. These campaigns would span decades if not centuries of time.
- Support diverse characters while protecting those same characters' niche of expertise.
- Give a rough balance between the various types of weapons and armor. Ideally the system would show the differences in style and method of choices made in this area, but wouldn't allow one to completely dominate the others in effectiveness.
- Suit a style of role-playing that sees such games as primarily providing an intriguing framework for the interesting resolution of conflicts in an objective game system.

That last point needs explanation.

People get different things out of role-playing games. Some play in order to jointly develop an interesting story. Some play to experience what it's like to be someone else. There are far more reasons to play than I want, or need, to go into here.

My own preferred reason can be stated as requiring some role-playing in my wargame.

A wargame is the simulation of conflict in a game format. It is primarily a test of player skill and resolved as objectively as possible.

At their best, wargames can allow increased understanding of the factors that drive historical conflict. But they tend to be a bit static. The reasons for the conflicts are a given and the outcome of only slight interest beyond simple winning or losing.

The addition of role-playing to the wargame gives it a different dynamic completely. Now we understand on a personal level what caused a conflict. Now we understand on a personal level the consequences of its outcome. No longer must we decide the setup of the 'next battle'; it's given to us as the result of the course of the role-playing effort.

Role-playing puts faces on the counters and gives meaning to the effort. The player moves one step closer to the event. Nearly every facet of the wargame is enhanced. Understanding of character and 'soft' influences is added to the hard knowledge of tactics and probabilities. At it's best, it is no longer another battle, but now a natural and required outcome of conflicting goals and personalities.

This was one of the original styles of role-playing games. Many styles have since joined it. So many in fact that few now understand that original motivation. Far too often, this is seen as little more than hack and slash gaming which it can be at it's simplest. But it can also be far more.

One of the hallmarks of this style is that everything is earned, nothing given. A character will succeed and become a hero not because he is destined to, but because the player plays well enough to. Failure awaits the foolish. Characters in our campaigns have 15%-40% KIA/MIA rate depending upon the skill of the players.

Unsuitable Styles

Not all games or gamers would find *Age of Heroes* remotely suitable to their style of play. Anyone considering it their campaign must keep the following in mind:

- It is not well suited to those who find math distracting in a role-playing game. It doesn't require it of every player but the GM and one or more players must be comfortable with double-digit addition/subtraction as well as multiplication and division.
- It is not well suited to those desiring fixed outcomes to events. The system is designed to determine the outcome, not drive it. While dramatic results are possible, very anti-climatic outcomes are possible as well.
- It is not well suited to short-term campaigns. Many of the rules are geared toward campaigns spanning decades of time. These rules complicate the system and add what are, on the surface, odd restrictions until you take a long time span into account.
- It requires tactical skill of its players. If open communication (out of and in character) is allowed between players, high tactical skill is not required by all as long as people are willing to take advice or orders.
- It is not well suited to low combat campaigns. There are simpler options available.

GAME MECHANICS

While from the player's perceptive knowledge of a systems design goals can be helpful, an understanding of how the selected mechanics can be even more so. With that in mind, let's take a look at some of the major design elements in *Age of Heroes*.

Character Generation

Random Stats

Many games settle upon the concept of point construction for characters. Everything a character can do (be it stats, skills or special abilities) is purchased using an initial point allotment. The idea is to provide an even starting ground.

There is much merit in such a method. But as always, it comes at a cost. In the fictional source material, some characters are just better than others. A game meant to simulate this would be remiss to use a system designed to eliminate it.

Two other factors moved me to the use of randomly generated stats. The rather bleak sameness point systems often generate, and the fact that I've never seen one that was truly balanced in the final result. The latter point was especially telling- why deal with the problems if the gain is mostly illusionary?

What are Classes doing here?

Classes were one of the original constructions of role-playing games. Known for being horribly restrictive and limiting in character concepts, it has become a near cliché that any modern game would stay as far away from them as possible. Terribly artificial, they caused no end of problems for people who wanted to play a character instead of a collection of numbers.

So what in the world are they doing here?

Good question. I certainly didn't start with them and am almost as surprised by their appearance here as anyone else. In fact, I use (and would recommend) a classless system for every game except my fantasy campaign.

So why the exception?

The answer is found in the desired time scale of the campaigns for *Age of Heroes*.

Originally *Age of Heroes* was no more than a combat system replacement for other role-playing games. Unfortunately, when running campaigns spanning decades of time under a variety of traditional advancement systems, every one of them broke.

The classless method broke over extended play when it became obvious the niche roles within teams could not be maintained. Without limits on character growth, the warrior could easily spend his experience on magic- making the mage far less key in an area the player conceived as his shining spotlight. This type of 'role-creep' was seen across the whole spectrum of activities. The end result was a vast feeling of "my character isn't in the least unique". Not a good way for heroic adventurers to view themselves.

The solution was to place limits on where characters could spend their experience. Such limits allowed them to maintain the niche they defined originally, while preventing them from crossing too far into the niches of others.

Call this anything you'd like, the idea is the same one found in the original classes. And it was with reluctance that I admitted the wisdom of this concept, at least for this style of game.

I may have been forced to use classes, but nothing forced me to make them as senseless as they often were in the earlier generations of games. Thus the concept of Bought Primary, Secondary and Non-Class Skill purchase was born. This allowed for such simple concepts as a mage who was skilled with blades. But it made certain that he couldn't be as skilled as the dedicated warrior.

The classes in *Age of Heroes* can be thought of as a set of bonuses. Certain skills advance automatically, others specific skills are given a cost break. Added to this is a set of straight bonuses to core skills

In this way, a character is granted access to the full range of skills to choose from. He can take full advantage of this, or not, at his choice. The Fighter can learn simple spells; the Wizard can pick up archery. At the same time, they pose little threat of stealing someone else's core concept and they will always be better in those areas they first set as key skills.

At its heart, Age of Heroes is a skill-based system. Class merely controls the purchase costs and limits.

Heroic Advancement

Classes of and by themselves were not enough to allow extended campaigns since normal advancement systems allowed an unending spiral to incredible levels of skill.

While a simple increasing experience curve would be able to (in practice since there is limited play time) curb the advance of player characters, such a method comes with problems:

- How do you deal with immortal creatures like Tolkien's Elves or other long-lived races?

- Even more important, a traditional experience system makes it all but impossible for children to surpass their parents.

- And yet even more importantly, if experience is there to be earned- characters will continue doing everything they can to earn it, otherwise they risk their hard won place in the world. This makes passing chunks of time difficult as well as constantly encouraging an 'arms race'.

In the real world, the learning process in humans is not fully understood. However, there have been extensive studies to discover as much as possible about the subject. We know that in general, people start off learning quickly and advance to a point where they peak. Thereafter they remain nearly constant (except for rare exceptions) and then decline in ability. This advancement curve is different for every person and not everyone even comes close to the levels of mastery others may attain- no matter how hard they try.

But sadly we don't know the exact why or how of this behavior. Using the real world as a model provides a good expectation of the result, but no method of simulating how it occurs or predicting the actual effect for an individual.

I could of course have winged it; making up potential values and determining learning rates to suit the game. Indeed, I gave this a great deal of thought.

But a better idea occurred to me.

This was to be a game of heroic adventure. Why not tie advancement after a specified point to actual heroic acts? Such acts would be, by definition, beyond simple success and time spent in play.

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The method had the side benefit of solving all the problems listed above. Children could surpass their parents, long-lived races are handled nicely and characters have good reason not to continue collecting experience (they may decide the risk is not worth it, or there may well be nothing heroic enough for them to do).

I decided to leave the non-heroic levels open to simple advancement by time spent in play, thus representing the normal attainable levels of characters not (yet) of heroic stature.

The end result is a game that after an extended period of play has characters of various levels. The uniform party is gone, replaced by a variety more in tune with the fictional source works of the game. This becomes even more apparent as children join the adventuring ranks. The nature of class niches and the numeric values used in the mechanics allow a skilled GM to create adventures for parties of widely divergent levels.

This method may not be realistic in the least, but it was certainly well within the concept of the genre and met all my goals besides.

Non-Combat Skills

Many consider one of the distinctive marks of a 'modern' game to be the inclusion of a skill resolution system that uses degrees of success-often a large number of degrees. Most of these systems use a dice pool style of resolution.

I passed on such a method for *Age of Heroes.*

Use of dice pool or bell curve resolution methods would have made the balance found in combat impossible (at least for any useable method that met my goals). Since I wanted skill resolution to use the same dice as combat, I was locked into the d100.

Besides, I'm very much of the opinion that degrees of success systems add little information to a game. Such degrees are by natural poorly defined (if at all) outside of combat. This produces (besides a nice little number for reference) an end result little better than 'made it by lots', 'made it barely', 'missed it barely', 'missed it by lots', which anyone can see by looking at any dice.

Also, it's often the case that degree of success systems still result in pass/fail events with only the 'favor text' varying. The mechanically important thing is if the character made it over the wall in time. How easily and with how much style he did so can be easily winged by the GM with but a glance at the typical die roll.

For these reasons, I decided to use a straight d100 when skill rolls where called for. Those few skills for which degree of success has mechanical importance are so described within their descriptions.

Character Points, Option Points, Skill Points and Hero Points

These options exist to aid in making the character unique and different from any other in play.

Character Points represent special conditions of birth and early childhood. Here, one can gain re-rolls on stats or special items.

Option and Skill points are designed to represent the character's ability to learn skills and knowledge above and beyond those normal for his class. Option Points especially can make for an unique favor of a class with the ability to purchase additional primary skills. Both Option and Skill Points are heavily dependent upon a Character's IQ stat. Those happy with just the class abilities can safely use a low roll for IQ.

There is no option to 'sell off' primary skills. The potential for abuse is too great.

Hero Points are the last, and perhaps most powerful, method for creating unique characters. Granting the ability to go beyond the extent of the rules, they are the best defining element of just what the benefits of being heroic are.

Sexual Dimorphism

Most role-playing games completely ignore the physical differences between men and women for any of a number of reasons. They may view it as just a fantasy game. Or they may take that stand in the name of political correctness or even out of the ignorant belief that there is no difference.

Age of Heroes is more than detailed enough to show the actual differences and our female players even requested them. A core concept of the game was to highlight different methods and styles, and in the fantasy genre there are distinct differences between the styles of male and female heroes.

For these reasons, I decided that Age of Heroes would break from common practice in include the most noticeable effects of sexual dimorphism.

Determining Stat modifiers was easy enough. A study of various military and athletic records provided good hard data that allowed me to decide on good basic modifiers. From this data I settled on the –2 to ST and –3 to FT.

The +1 CO value was an educated guess based upon greater female resistance to disease and other factors. I should note that this was not as clear-cut as many believe (there's some advantages/disadvantages that are too fine to show under this, or any other, gaming system), but it nonetheless highlights a general tend in the subject.

The other modifiers (QU+1, AG +1, IN+1) have no real backing in from the sources I consulted. Of course those sources dealt with more with combat conditions than normal working life, but I considered that a good measure for a game system based upon classic fantasy adventure.

However in that genre, the archetype of a faster more agile female warrior is common. Almost as common is the idea of females having a better instinctive feel for magic. So in the case of QU, AG and IN, I decided to go with genre over science.

The final modifiers are not exact since too much is rolled into individual stats, but its close enough to highlight some real and genre differences. They also result in a good game balance, no matter the class or profession, between male and female characters when the differences in size and weight are factored in.

Appendices

Combat

Combat System Goals

The design of the combat system has six major goals.

- The course of resolution should follow the style of combat presented in my favorite fictional works. These sources were primarily the works of J.R.R Tolkien, Lloyd Alexander, and just a bit of William Goldman's *Princess Bride* with a few movies such as *El Cid* thrown in for good measure as well.

- Characters would seldom be damaged. But damage, when it occurs, would be rather serious including even the possibility of death with a single blow. Skilled characters would better avoid damage, but if they failed, would suffer its effects just as much.

- Choice of weapon and/or Armor was to be mostly one of style and subtle effect, not global advantage. This is in direct contrast with most systems which feature tactical dominance of specific weapons and armor (normally heavier = better). Few games truly allow the loincloth barbarian to contest with a Knight in full plate. (I was aware of none at the time this sub-system was designed).

- Numbers would matter. Fighting multiple foes should be a task joyfully undertaken only by those with a notable skill advantage over their opponents. Even the mightiest heroes can fall before numbers and the system should reflect it.

- Large Powerful Creatures should be a force to be feared, not just something taking a couple of more hits to put down.

- The system should provide high tactical challenge and interest at the small to large group level.

Scale and Abstraction

The first step in the design of the combat system was settling upon a scale for both time and distance. This is the most important single factor for determining the degree of abstraction a system uses. The shorter the time span and the smaller the unit of distance, the more detailed the system.

The scale I settled on was small enough to control the size of the battles I intended to model. It was too large by far to model each blow, parry, feint or footstep taken by a combatant given that he could perform several actions with a round's time frame.

At six seconds a round and five feet to the hex, it's obvious that the system abstracts itself into one chance at an effective strike. Multiple actions and footwork is simply left out, covered by the random dice roll. While the results in game terms are completely defined, the actual method of it occurring may be far different.

For example, a simple miss may be a cautious circling with no attack at all instead of the more obvious swing and a miss. A single hit may well have been preceded by a series of feints or blows designed to break the defense. A successful parry may be the obvious clash of weapons, or perhaps just staying out of range. All of this is abstracted into the die roll and skill levels of the combatants.

It is good to keep this level of abstraction in mind when you hit those 'it couldn't happen' results. Simply because the system assumes that the character starts with a position and facing (and returns to it at the end of the round), there is little reason to think that it remains fixed throughout the combat round. While this assumption allows us to

determine positional modifiers in a simple way, it would be a mistake to think it was the only defining element of the possibilities.

I've seen systems with a much smaller scale using a wide selection of combat maneuvers broken down by specific method. I've never cared for these. In the first place they are always open to "but what about this" questions. To actually cover ALL the possibilities in a fight is impossible, yet such hyper-detail systems give the illusion that they're making the attempt.

Secondarily, most of these systems don't provide the tactical options they pretend to. Either because there is always a dominant maneuver(s) or because maneuver selection is really nothing more than a rock/paper/scissors game using charts. Giving a selection of options without giving a method for judging which to use at the time of choice is no better than rolling dice in my view- so why bother.

Initiative and Movement

I decided on a real simple initiative system. Highest quickness moves first (modified by armor).

A number of games use a die roll to determine initiative. But it provides little of value in my view. While it does make combat a bit more unpredictable, the idea of adding another die roll for each character and then ordering them by result was unappealing. Besides, the base mechanics contain enough randomness for my tastes. I gladly traded a roll here for the parry roll.

The actual movement rates are the result of attempting to achieve the proper balance between maneuver and 'Pace of Decision'.

Pace of Decision is at its simplest "how long does it take to lose".

If movement is high compared to the Pace of Decision then maneuver loses its importance. Reinforcements can reach anyone in time and combat becomes more a battle of attrition than one of maneuver.

However, if movement is low when compared to Pace of Decision then a single mistake during initial contact can spell instant doom for all concerned. Again Maneuver doesn't have much importance compared to initial positioning or luck.

Basic combat resolution and movement therefore are closely linked in determining the tactical flavor of the game.

I decided that a typical combat round would consist of each character taking actions in initiative sequence. First movement followed by an attack. Each attack would consist of a strike attempt followed by a parry from the defender if needed. Damage would then be determined and applied when required.

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The Strike/Parry Routine

In my view, the first goal listed mandates a strike/parry routine as the basic mechanic.

An active defense of this type takes longer to resolve than a simple 'roll to hit modified by a defense value', but gives a much better image of a combatant's defensive effort than a passive mechanic. The illusion many systems give of a fighter standing there waiting to be hit didn't sit well with me and the use of an additional die roll to avoid it was a small price to my mind.

An additional benefit is that modifiers can be applied to one without affecting the other, better illustrating the effect of various influences on the course of battle.

Dodging

Dodging was an outgrowth of parrying. Originally dodging was abstracted into the Parry, and in fact still is for the most part.

However it became evident quickly that there would be some attacks that one wouldn't want to attempt parrying at all (the falling boulder or the Dragon stomp). The only choice would be to get out of the way. A dodge only option was required.

Since the parry had dodging abstracted into it, a dodge only option would have to be less effective. Thus the base dodge value was set at 20 points less than the base parry to represent this.

Damage

Many different methods have been applied to the allocation of damage over the years ranging from the very simple to the highly complex.

Up front I knew *Age of Heroes* would NOT use a traditional hit point system as found in the early role-playing games. Such systems give the illusion (intended or not) of characters taking and shrugging off great blows. Not only do they give a poor representation of fictional action; they also inspire weird tactics (such as leaping off forty-foot walls in order to reach a battle) that doesn't fit well with any but the wildest sources.

What I wanted was a damage system that would represent physical damage, not one that abstracted everything from skill to divine favor. Especially unappealing was a method that made those additional factors ablative.

Some systems determine damage as the result of the initial attack roll, doing an amount depending upon how much that roll is made by. I consider these to be excellent when using traditional hit points. They have a number of problems when applied to what I wanted however.

Such systems often limit the possible results when the skill difference between opponents increases. Eventually an inferior foe is unable to do significant damage while a superior one can't do anything but kill. The use of an opened-ended roll is an attempt to avoid this, but often results in the interesting concept that it's easer now for the inferior foe to do heavy damage than light! This is acceptable with traditional hit points as it's all very abstract anyway, but I wanted actual damage results ranging from nicks to severed body parts.

Additionally it is difficult to modify damage by weapon type without distorting the full range of results. The result is heavy weapons unable to nick, or light weapons unable to kill, again not what I wanted.

The last problem with 'damage by success' methods is that I wanted to use a defensive parry roll. If damage was to increase as one rolled better on the attack, it should decrease as one rolls better on the defense. Given the wide range of damage I wanted available, this would have resulted in a complex and large cross-reference table or even more interesting math formulas. I had enough of those and could do without another.

I decided that the problems outweighed the benefits of 'damage by success' and went the oldest damage method, the separate damage roll.

Even here there are lots of methods. I decided upon the simple "roll a die, that's the points of damage". Since I wanted weapons to do different amounts of damage, naturally I ended up using different types of dice to maintain as wide a range of results as possible.

Ideally I would like to roll 1d14. But that creature doesn't exist. So I will use small bonuses like +1 or +2 and random bonuses like +1d3. The concept is to keep any damage bonus low in comparison so that weapons can still nick while offering the chance to do serious damage.

Considering that I wanted a single blow to have a good chance of disabling a character, the addition of a separate damage roll isn't as major of a time impact as it seems. Since it doesn't typically take five to ten damaging hits to take someone down, the total number of die rolls doesn't rise as much as you would think at first glance.

Critical and Solid Strikes

While I wanted it to be easy to disable, I didn't want it to be nearly as easy to kill. I would quickly run out of player characters that way. I dealt with this by setting the death level at tens points above that needed to disable (and gauged the rest of the wounds according to that scale).

But I didn't want to have death be a possibility that wasn't too far away and setting the threshold this high all but guaranteed no deathblows.

The use of Critical and Solid Strikes was the answer. These are in their own way a halfway measure between separate damage rolls and 'damage by success' methods.

They provide the high-end damage needed. Their low chance of occurring fit well with the goal of PC survival.

There is a problem in that an inferior enough opponent will not be capable of achieving them. While this doesn't meet my goal of having the full range of damage results possible, in this case I was willing to trade that for ease of use and PC survival. Besides, foes such as these could still disable, and even become deadly given the right modifiers or with sheer numbers.

If one insists on the concept of superior skill producing better damage the optional rules in Section 19.18 should suit without too much

complication. Additionally this rule section fits nicely with the heroic aim of the game without overbalancing things too much.

Hit Location

Hit location serves two purposes. It provides wound effects other than up/down and it handles armor and cover in detail by imposing a barrier in the locations actually protected.

One could trade hit locations for a direct 'roll for impairment' or even 'impairment by success". The later is merely and extension of "damage by success" and in fact can even be used in place of more traditional damage systems.

In a more abstract system, this would be functional enough. Such systems however come at a cost. Specific impairments may well be unreasonable given specific cover. Even more important, why does a character always apply his armor values when he is not completely covered by said armor?

One could of course roll to see if the armor counted in a specific case, but that's the same as rolling hit location- better to have the increased information. One could average the result of armor at the cost of distorting every individual result, not a good idea in a system that typically could have a battle ending with one hit.

I ended up making a very detailed location chart. This was to support the highly customize armor that some players get into.

If desired, it would be an easy matter to simplify the hit location table without affecting game balance. It could even be removed if one could live with up/down combat results. Flavor would be lost and personally I prefer the detail.

Cumulative Hit Points

Cumulative Hit Points is a simple method to determine if the combined effects of multiple wounds, bleeding and other effects have resulted in the character falling unconscious.

Some games would apply modifiers to the character depending upon how many points of total damage one would have received.

I avoided this for two reasons.

First, actual real world studies indicate that multiple wounds don't have this effect to the degree most people imagine. These indicate that location impairment accounts for nearly all the effects one would see in a combatant that continues the fight.

Secondly, such methods result in a 'death spiral' where a combatant is all but lost after his first hit. Not only does this cause many players to think "why continue, just drop me on the first hit", it stands in stark opposition to people's images of heroic battle.

The Base Numbers

It was time to settle on the base numbers that would drive the game. These values would use perfectly matched opponents of average characteristics using the base weapon for the game (Broadsword) as their springboard.

So I grabbed numbers. The chance of hitting would be 50%. A parry would be 50%. Dodge 30%. It would take 5 points of damage to take a person down and a Broadsword would do 1d10+1.

Why these numbers? Why not, after all a person's got to start somewhere. I wasn't interested in realism in the construction of the system (although I DID want an illusion of realism). I was interested in a balanced game with a good tactical flow.

One of things determined from our test campaign was a 50% parry and 30% Dodge produced combats that were too quick and too random across the range of skill. The base parry was raised to 75% and Dodge became 55%. The rest remained intact as we decided the results matched our tastes.

Weapons and Armor

The third goal I had specified a near balance in the effectiveness of armor and weapons choices.

In actually this goal is only achievable in all cases for very simple systems where one ignores the weapon/armor differences completely. A simple attack and defense rating would be ideal.

This however was not what I wanted. Such a system lacks detail. Besides, the idea of various weapons and armor having small advantages and disadvantages under different conditions is rather appealing. The driving concern was to prevent something from always being advantageous under any condition.

So the question of balance became one of where in the range of conditions it would occur. I decided that all melee length weapons would be balanced between unarmored opponents of average characteristics. Armor would be balanced between the same opponents, one unarmored and the other armored, using the most common weapon for our campaigns, the Broadsword.

Until this point, a d10 or d20 would have worked as the basic dice for the game. In fact, I originally planned on the d20. After playing with the basic probabilities I determine that resolution of ten or five percent was far from what was needed. The use of d100 provides an acceptable close match (even I wasn't willing to use d1000 with its triple digit addition/subtraction).

On the weapon side, as damage raises the Parry/Dodge chance declines. Thus you stand a better chance of putting you opponent down. At the same time he stands a better chance of getting through your defenses. The probabilities here are such that a simple modification to the base parry of 75 is all that's needed. Indeed, applying a modifier to more than this would have resulted in some rather bad rounding problems. From this line of thought came the concept of a Defense Base for every weapon.

Armor was more difficult. Since it's a flat fixed value, its effects on the probabilities are far more noticeable. If applied only to defense (most people's natural choice) the result would be huge modifiers with the resulting increase in critical/solid strike. This didn't seem like a good idea to me.

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By applying it to ALL the combat values, I was able to reduce the modifier to an acceptable range. And it makes sense at the level of abstraction used in *Age of Heroes*; if you are hindered from moving OUT of the way of an attack, you're just as impeded when moving IN for an attack.

Moving off of Center

Now that I had all the basic numbers it place, it was time to consider what could modify them.

Age of Heroes has separate values for characteristics and skill. It's obvious that these will be the two most consistent modifiers of combat values. Characteristics affect only some of the combat values and do so to a lesser extent than an equal number of skill levels. The selected numbers give more weight to experience while still allowing for an impressive impact of pure talent.

In general, equally matched foes will function at the base probabilities against each. This results in battle length remaining constant between equals and resolving quicker for those cases where a side has advantage.

A fair number of situational modifiers are provided. While many players dislike tables of combat modifiers, they are the only factual incentive for maneuver in combat. Without maneuver, tactics are greatly reduced in importance.

Realism?

Realism wasn't a main goal of the design. In point of fact, due to a lack of knowledge about personal combat during historical Middle Ages (let alone a magical fantasy alternate), we can only guess as to what realism would be in any case.

One element is a certainty. *Age of Heroes* (like nearly all rpgs) has virtually ignored the element of psychological reaction to combat.

It's a simple real world fact that most people effectively don't fight in combat. When they do fight, they will often perform at levels far below their optimum. If injured, they are very likely to fall down and quit even if the wound isn't truly disabling.

Modeling this fully would result in a game of pure frustration, not one of Heroic Adventure. Since I like Heroic Adventure more than frustration, the choice was clear.

Rather, I focused more on the tactical flavor of the game. Realism was only considered in respect to providing an illusion of action that mirrored its High Fantasy source material.

End Result

The effect of all the combat rules is to provide a highly challenging tactical environment for the players assuming a small group encounter or larger (one-on-one fights tend to be much more straight forward).

Few other systems can even begin to approach *Age of Heroes* in this area. It does come at the cost of a high degree of complexity and is not suited for all gaming groups.

Once learned to the point that the only rule references need be table lookups, the system does flow at an acceptable rate of speed. We've completed battles involving over 300 characters within a five-hour gaming session on a number of occasions.

I've noted in the past that players new to the system go through a stage that can only be described as shock. Relatively few published systems will disable or kill in a single hit. The emphasis on correct tactical action is at a premium. I would suggest any group completely new to the system play a few test battles to get use to it before committing actual player characters that they might want to keep for a while.

Appendices

B. Characters- Book 1

B1 CHARACTER CREATION EXAMPLE

Note: There are references throughout to a Campaign Supplement that details the races and economics of a specific game world. As this information is not supplied by the core rules, it is assumed that the GM of the campaign has created one for his world.

Knights in shining armor are a classic concept. Lets take a look at generating a Chivalric (Section 6.2.2) or Paladin character to further explore that element of the High Fantasy genre.

We'd prefer a Paladin as we're very interested in the concept of a noble champion against evil, but meeting all the requirements will be difficult. Still we make our coming decisions with the intent of meeting those requirements, but with the fallback of a Chivalric in case things don't work out.

To begin, let's name the character Cadel. We're hoping for a noble descendant from survivors of the sunken Atlantis culture (a human race variant in this campaign with a long lifespan and some stat bonuses, but only three Character points instead of the typical five).

If we don't manage to roll noble birth, we'll have to burn a Character Point or two to qualify for the desired class.

Let's follow the Character Generation Check list (see section 10.1).

A) Generate Characteristic Stats

Grabbing a set of Percentile dice, we get rolls of 47, 44, 79, 04, 61, 53, 91, 09, 03, and 81.

Using the table in Section 1.0, these numbers convert to values of: 8, 8, 10, 4, 9, 8, 10, 5, 3, and 10. Cadel ends up with three tens, very nice.

Looking at the various classes in Section 6.0, we note that Cadel easily has the scores to be a Chivalric. In fact, except for the 4 and 5, he has the stats to be a Paladin.

Now there's a thought. We could spend some of our Character Points (Step F) to re-roll those values. Thinking Paladins are a neat idea, the player assigns his stat values for a Chivalric character with an eye towards being a Paladin on a couple of good die rolls.

A Chivalric requires an 8 ST while Paladins need a 10. Knowing that it would be unlikely to re-roll a ten or better (only a 22% chance) and considering that ST is important for any warrior, we'll assign one of the 10's to ST.

QU is next. It determines initiative in the combat system. Knowing that Full Plate gives a heavy modifier, we decide that we should put a 10 here in order to maintain initiative over lighter armored opponents. A ten is needed in MS for Paladins and putting it here is a hard decision. However settling for a lower value (without knowing if he'll achieve the required stat on a re-roll for a Paladin) could result in lower combat performance as a Chivalric.

Looking at his last 10, we note that a Paladin requires a 10+ in both WP and MS (neither of which has a Chivalric requirement). Knowing the poor chance of rolling up to a ten latter, we'll put the remaining 10 in WP, a stat useful to characters of either class.

Assigning the 9 is difficult. Deciding that Full Plate will likely result in a larger number of small injuries and longer battles, we'll put it in CO to raise our CP and FT scores.

We have three eights, a three, a four and a five left. It will be easier to assign the two low values first.

Let's put the 5 in PA, 4 in IN and the 3 in MS as none of these stats are of critical importance to a Chivalric. However, we'll have to burn Character Points on them for re-rolls in order to meet the Paladin requirements. It's looking highly unlikely that we'll make Paladin, which is to be expected given the high stat minimums.

The three eights are assigned to the remaining open stats and the following stats are entered on the character sheet:

Basic Stats

Stat	Adj	Base
ST	10	10
QU	10	10
AG	8	8
CO	9	9
PA	5	5
IQ	8	8
WP	10	10
CH	8	8
IN	4	4
MS	3	3

For now, the Adjusted Stats column is equal to the Base Stats column. That will change when we get to racial and age modifiers.

B) Chose Character Gender

Cadel is going to be male and as such there are no Stat Modifiers to apply.

C) Chose Character's Race and/or Culture

We already have picked out Cadel's race. Checking the campaign Supplement, we note the following information:

Stat Modifiers: +1 IQ, +1 WP, +1 CH

Average Height: male 6'5", female 5'10"

Weight Modifier: 1.05 males, .9 females

Special Abilities: None.

Special Skills: Level 1 in a Lore of choice.

Experience Multiple: 1.1

Birth Rate: II

Character Points: 3

Languages: Anglican Speak 3
If of mage or noble heritage, add Anligican R/W 3, Atlantian 2/2, Elvish 2/2 and High Elvish 0/0.

There's a large amount of other information concerning racial history, cultural norms, dress, etc here as well. This information is noted and used to develop additional non-system related character facts and background.

The lifespan information is listed here. For use in step D (knowing that we want Cadel to start at the beginning of his career) we note that the Young Adult category has an age range of 17-35.

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Cadel has three Character Points and is three stats short of meeting the Paladin requirements. Additionally there's the problem of having to roll a noble heritage in step E because if he fails, he'll need one more character point than he has.

Even so, we know that the 4 IN and 5 PA aren't good things in any case. Let's spend two Character Points (see Section 5.0) now and re-roll those two stats.

We roll an 83 and 99 respectively resulting in a 10 IN and 12 PA. We certainly didn't intend for our highest score to be in PA but that's what we've ended up with. Now we'll have to put some thought into how such a value will affect Cadel's personality…

After applying the re-rolls and applying the Racial Stat Modifiers, Cadel's character sheet looks like this:

Basic Stats		
Stat	Adj	Base
ST	10	10
QU	10	10
AG	8	8
CO	9	9
PA	12	12
IQ	9	8
WP	11	10
CH	9	8
IN	10	10
MS	3	3

Cadel also gains one level in a chosen Lore. Let's pick Legends to show Cadel's interest in the tales of the bards.

We don't know yet if Cadel is of the proper family heritage for all the listed language skills, and so for now he has only Speak Anglican at level 3.

Entering this information on his character sheet gives the following result:

LANGUAGES & LORE		Lore	Spk	R/W
Anglican			3	
Lore- Legends		1		

	Potential	Start		Current
Language	4	4		4
Lore Potential	2	2		2

D) Determine Distinctive Traits

a) Age

Age is first. Cadel is a young man who has just come of age for his culture. Let's set his age at 17, making him a Young Adult.

The modifiers for that age category (see section 3.1) are a −1 to PA, WP, CH, IN and MS. These modifiers represent the fact that he has yet to mature into his full potential.

Note: Age modifiers are ignored when determining class requirements.

His character sheet is adjusted as follows:

Basic Stats		
Stat	Adj	Base
ST	10	10
QU	10	10
AG	8	8
CO	9	9
PA	11	12
IQ	9	8
WP	10	10
CH	8	8
IN	9	10
MS	2	3

In addition, Cadel starts at 1st level (of whatever class he picks), has 90% of his final weight, and 240 experience points.

b) Height

Turning to Height, Cadel rolls 36 on d100 on the height variance table (3.4.1) giving a result of 97%. The average height for his race was 6'5" and his age gives no modifier. Multiplying 77" by .97 gives a final height of 6'3" (rounding to the nearest).

c) Weight

Weight is determined by the following formula:

(Average Wgt) * (Variance) * (Racial Modifier) * (Age Modifier)

The Average Weight for 6'3" according to the 3.4.2A is 198 lbs. Cadel rolls a 59 on table 3.4.2B giving a Variance of 102%. His race gives a modifier of 105% while his age gives one of 90%.

Cadel ends up with a weight of 198*1.02*1.05*.9 or 191 lbs.

d) Size Modifier

Cadel's race is a variant of human; therefore he divides his weight by the human average (161 according to the Campaign Supplement) and consults the table in 3.4.3 to determine his Size Category.

Cadel's result of 191/161 is 118%. This means his Size Category is Normal and he takes no additional modifiers.

At this point, Cadel's character sheet is a follows:

Basic Stats

Stat	Adj	Base	CLASS	
ST	10	10	LEVEL	1
QU	10	10	Race	Atlantian
AG	8	8	Sex	Male
CO	9	9	Age	19
PA	11	12	Age Category	Young Adult
IQ	9	8	Height	6'3"
WP	10	10	Weight	191 Size- Normal
CH	8	8	Born	3/12/1419
IN	9	10	Birth Place	Prydain
MS	2	3	Lineage	Landed Knight
			Birth Order	1st of 2 (sister)
ES	10		Eye Color:	Blue
LIFT	382		Hair Color	Brown
LP	5		Complexion	Average
CuH	30		Hand	Right
SL	4		Exp/Level	
SP	12		Married	
MR	7.5		Exp/SkP	240
FT	12		Base SkP	
CS			Special SkP	

e) Determine Effective Strength

Cadel's ST of 10 gives him a lift multiple (Section 1.1) of 2. Multiplied by his weight of 191 lbs gives a lift capacity of 382 lbs.

Consulting the Effective Strength Chart (Section 3.5) we find that that ES comes out to a 10.

f) Calculate Hit Points

Location Points (LP section 3.6.1) = 5

Cumulative Hit Points (CP section 3.6.2) = LP * CO Modifier (Section 1.4) plus WP/2 rounded down = 5*5+10/2 = 30

Stun Level (SL section 3.6.3) = (LP + CO + WP/2)/3 –2 (round nearest) = (5 + 10 +10/2)/3 –2 = 5

g) Calculate Movement Points

According to section 3.7, the Movement Rate (MR) is determined by Racial MR + (QU –7)/2 (keep fractions)

Cadel's final MR value is 7.5, although this will be modified by armor.

h) Calculate Fatigue

Section 3.8 states that Fatigue (FT) is equal to CO + WP/4 (rounded down)

Cadel ends up with a 9 + (11/4) or 11.

i) Generate Primary Hand

Rolling a 27 on d100 as specified in section 3.9, we determine that Cadel is right handed.

h) Generate Birth Date

Section 3.10 covers the rolling of one's birth date.

Rolling a 39, well over 02, we first determine that Cadel was not born on the 31st of any month. A d12 shows that he was born in March and the d30 comes up with the 12th.

Counting backwards 17 years (his age) from the current campaign game date of 1436 gives a birth date of 3/12/1419.

Note that different campaigns may use different calendars and as such, different methods for generating birth dates.

The character sheet includes places to note hair and eye color and complexion. The Player may choose whatever is desired within the limits of his racial choice and/or GM agreement.

E) Generate Family Heritage

Rolling off expanded charts in the Campaign Supplement, Cadel gets lucky again and ends up as the son of a Landed Knight. Low nobility, but nobility nonetheless.

This gives him all the languages skills possible for his race and culture resulting in the following changes on his character sheet:

LANGUAGES & LORE	Lore	Spk	R/W
Anglican		3	3
Atlantian		2	2
Elvish		2	2
High Elvish		0	0
Lore- Legends	1		

	Potential	Start		Current
Language	22	22		22
Lore Potential	2	2		2

His roll to determine the number of siblings is made on column two on table 4.4.1. Rolling a 39, Cadel has one sibling.

The roll for birth order determines that Cadel (an 8 for Cadel and 4 for his sibling on d10s) was born first and the gender roll (82 on d100) for the sibling results in a sister.

A roll on the Family Relationship Table of a 42 on d100 (Section 4.5) gives him an Average relationship to his family.

F) Spend Character Points

At this point, Cadel meets all the requirements of Paladin except for one, his MS. One Character Point is remaining.

Trusting to luck, the last point is burned on a re-roll of MS. His luck holds and the roll is an 88 for a new MS of 10.

Note that his Young Adult Age modifier is –1 for MS, thus the adjusted value is a 9, but age modifiers have no effect on meeting class requirements.

All his Character Points have now been spent so he'll have to pass on all the other neat things he could have brought here.

Cadel's expenditures of Character Points are noted on his character sheet as follows:

```
Character Point Record

Re-roll Three Stats      PA, IN, MS              3
_____   _____
_____   _____
_____   _____
                                          Points Spent    3
Option Point Record
_____   _____
_____   _____
_____   _____
_____   _____
                                          Points Spent    0
```

G) Pick Character Class

After spending all those Character Points getting here, it's no surprise to select Paladin as Cadel's class. Together with all the power that comes with his calling, Cadel must now shoulder all the responsibility that the Order of Paladins require of their members in this Campaign Setting. It doesn't promise to be safe or easy life as Cadel's very existence has already made him powerful allies and enemies.

a) Determine Class Experience Requirement

A Paladin (section 6.44) normally has an experience per level value of 1750 points. Cadel's race, however, has an experience multiple of 1.1 that applies to this. Cadel ends up needing 1925 experience points to advance a level.

His character sheet now looks like this:

Basic Stats

Stat	Adj	Base		
ST	10	10	CLASS	Paladin
QU	10	10	LEVEL	1
AG	8	8	Race	Atlantian
CO	9	9	Sex	Male
PA	11	12	Age	19
IQ	9	8	Age Category	Young Adult
WP	10	10	Height	6'3"
CH	8	8	Weight	191 Size- Normal
IN	9	10	Born	3/12/1419
MS	9	10	Birth Place	Prydain
			Lineage	Landed Knight
			Birth Order	1st of 2 (sister)
ES	10		Eye Color:	Blue
LIFT	382		Hair Color	Brown
LP	5		Complexion	Average
CuH	30		Hand	Right
SL	4		Exp/Level	1925
SP	12		Married	
MR	7.5		Exp/SkP	240
FT	12		Base SkP	
CS			Special SkP	

b) Assign Weapon Groups Bonuses

Paladins have the following Weapon Group bonuses (6.4.4): +10/+10/+5/+0/-5/-10/-15, which must be assigned. One to each of the following seven groups:

- Axe & Mace
- Bladed
- Flexible
- Missile
- Polearm
- Thrown
- Unarmed

Paladins refrain from using Bows and the like in this culture, so we put our –15 in Missiles. Cadel intends to primarily use swords, so Bladed gets one of the +10.

Upon assigning the remaining bonuses and noting the class Magical Combat bonus, the following changes are made to his character sheet:

Weapon Group		MD
A	Axes & Maces	-5
B	Bladed	10
F	Flexiable	-10
M	Missiles	-15
P	Polearms	10
T	Thrown	0
U	Unarmed	5
S	Spells/Magic	0

Appendices

c) Add Primary Skills to Character Sheet

The Paladin Class comes with the following Primary Skills: Magic- Hybrid, Melee Combat and Riding (see 6.4.4).

These are noted on Cadel's Character Sheet as follows:

d) Add Common Skills to the Character Sheet

Section 8.4 lists the Common Skills as Melee Combat, Ranged Combat, Magic Combat, Stealth, Swimming, Perception, Physician, Culture (as Cadel is noble), Bart and Diplomacy

Cadel already has Melee Combat as Primary, all the other skills are added to his character sheet without cost at level 0.

Note that Barter and Diplomacy skill levels are calculated differently than normal skills (see 8.11.9), but still start at level 0 for Cadel.

At this point, Cadel's Characters looks like this:

SKILLS	Modifying Stats			Type	Base SP	Total SP	Base Lvl	Race +	Stat +	Class +	Misc. +	Item Bonus	Final Value	Mod Lvl
	#1	#2	#3											
Combat Skills														
Melee Combat				P	8		1							
Ranged Combat				NC	8		0						-10	
Magic Combat				NC	4		0						-10	
Magic- Hybrid	IN			P	12		1		6				56	
Common Skills														
Climbing	ST			S	2		0		9				29	0
Culture	0.3			S	2		0						20	0
Perception	IN			NC	8		0		6				26	0
Physician	IQ	IN		NC	6		0		6				26	0
Stealth	AG			NC	8		0		3				23	0
Swimming	AG	ST		S	2		0		6				26	0
Barter	CH						0		3				23	0
Diplomacy	CH	IN	WP				0		6				26	0
Character Skills														
Riding	WP			P	2		1		9				59	1

e) Add Armor Familiarities to the Character Sheet

Paladins start with Full Familiarity with all the armor types. The following entries are made on Cadel's character sheet:

Armor Type	FAM	SP
Partial Soft Leather	F	
Full Soft Leather	F	
Partial Rigid Leather	F	
Full Rigid Leather	F	
Partial Chain	F	
Full Chain	F	
Partial Plate	F	
Full Plate	F	

f) Select Starting Weapon Familiarities and add to the Character Sheet

Paladins have 4 free weapon familiarities at 1st level. Cadel selects the 1 ½ Handed Sword (both one and two handed), Medium Shield and Dagger as his first weapons. These are entered on his character sheet as shown:

WEAPON FAMILIARITY		4 Free	
Weapon	SP	Weapon	SP
Hand & A Half Sword 1H	0		
Hand & A Half Sword 2H	0		
Shield, Medium	0		
Dagger	0		

Appendices

g) Note Secondary Skills

Paladins have the following Secondary skills: Athletic Games, Climbing, Culture, Leadership, Oratory, Orienteering, Swimming and Weapon Familiarities (see 6.4.4).

All other skills are Non-Class (8.0) and will cost more to purchase in steps **H** and **I**.

h) Note any Special Class Abilities

All Paladins start with an extra Lore- Heraldry at Level 0. This is added to Cadel's Character Sheet at no cost. His Lore Potential is raised by one to 3 as a result.

His Language & Lore section looks like this:

LANGUAGES & LORE		Lore	Spk	R/W
Anglican			3	3
Atlantian			2	2
Elvish			2	2
High Elvish			0	0
Lore- Heraldry		0		
Lore- Legends		1		

	Potential	Start		Current
Language	22	22		22
Lore Potential	3	3		3

H) Spend Option Points

Cadel's IQ of 9 gives him 9 Option Points (see 1.6).

He spends 1 of them to increase his Weapon Group- Unarmed to +10 from +5. He spends two more to increase his Axes and Maces from –5 to +5.

He also spends 3 points each on Languages and Lore potential giving him the option to learn an additional 8 skill levels in each in the future.

That's all 9 points and Cadel's Weapon Groups now look like this:

Weapon Group		MD
A	Axes & Maces	+5
B	Bladed	10
F	Flexiable	-10
M	Missiles	-15
P	Polearms	10
T	Thrown	0
U	Unarmed	10
S	Spells/Magic	0

His Option Point expenditures are notes as follows:

Character Point Record	**3**	
Reroll Stats- 3 times		3
	Points Spent	**3**
Option Point Record	**9**	
Weapon Groups three +5 increases		3
Lore Potential- 8 levels		3
Language Potential- 8 Levels		3
	Points Spent	**9**

His Languages & Lore section appears as follow:

LANGUAGES & LORE		Lore	Spk	R/W
Anglican			3	3
Atlantian			2	2
Elvish			2	2
High Elvish			0	0
Lore- Heraldry		0		
Lore- Legends		1		

	Potential	Start		Current
Language	30	22		22
Lore Potential	11	3		3

Appendices

I) Spend Skill Points

As was noted in step D-a, Cadel has 240 experience points with which to buy his starting Skill Points.

He could save these and use them for class advancement, but he'd rather round himself out with some additional skills.

Cadel has an IQ of 9, meaning that it costs him 10 experience points for each Skill Points (see 1.6 and 8.1). Spending all 240 gives him 24 Skill Points to spend.

Unlike many classes, Paladins must purchase some skills during character generation to qualify for the class (see 6.4.4). This means that we must purchase Culture to level 1, and his choice of Musician, Oratory, Poetry, or Singing at Level 0. We know that Cadel likes legends, so we'll buy Oratory in order to be able to relate them with some (although not much) skill.

Culture has an SkP cost of 2; Cadel already has Culture at Level 0 (see 8.4) and so only needs to pay for Level 1. It is a Secondary Skill for Paladins so the cost 2*1 or 2 points (see 8.2).

Oratory also has an SkP cost of 2 and is also a Secondary Skill for Paladins. We want to buy it to Level 0. Level 0 costs the same as Level 1 given a total of 2*1 or 2.

We've now completed all the class skill requirements for a cost of 4 points. We have 20 more points to spend as we wish. Any skill that is not Secondary (we noted those in step G-g) costs 50% more.

Cadel loved climbing trees around his family's manor. His mother, looking forward to the family's inevitable search for a suitable wife

for their son, insisted upon dancing lessons in order to impress likely prospects.

And Cadel just naturally seems to notice what is going on around him due to his innate curiosity.

These factors led to Cadel purchasing the following skills:

- Raise Climbing (SkP cost 2, Secondary) to Level 1: 2*1= 2 pts.
- Dancing (SkP cost 2, Non-Class) to Level 1:
  - Level 0: 2*1 *1.5 = 3 pts.
  - Level 1: 2*1 *1.5 = 3 pts.
  - Total for Level 0 and 1: 3 +3 = 6 points
- Raise Perception (SkP cost 8, Non-Class) to Level 1: (8*1)*1.5 =12 Pts. (Everyone starts at level 0 in this skill.)

That spends all of Cadel's starting skill points and his new skills are written to his character sheet.

His Final Value for each Skill's Success Chance (8.3) is determined and noted together with its Modified Level (see 8.7) on the characters.

Example: Climbing Level 1 gives a 40% base and he gains a Stat bonus of +9% from his ST of 10. His total is a 49.

Since his total bonuses are far less than +20, his Modified Skill Level is also a 1.

His character sheet now looks like this:

SKILLS	Modifying Stats #1	#2	#3	Type	Base SP	Total SP	Base Lvl	Race +	Stat +	Class +	Misc. +	Item Bonus	Final Value	Mod Lvl
Combat Skills														
Melee Combat				P	8		1							
Ranged Combat				NC	8								-10	
Magic Combat				NC	4		0						-10	
Magic- Hybrid	IN			P	12		1		6				56	
Common Skills														
Climbing	ST			S	2	2	1		9				49	1
Culture	0.3			S	2	2	1						40	1
Perception	IN			NC	8	12	1		6				46	1
Physician	IQ	IN		NC	6		0		6				26	0
Stealth	AG			NC	8		0		3				23	0
Swimming	AG	ST		S	2		0		6				26	0
Barter	CH						0		3				23	0
Diplomacy	CH	IN	WP				0		6				26	0
Character Skills														
Riding	WP			P	2		1		9				59	1
Oratory	CH			S	2	2	0		3				23	0
Dancing	AG			NC	2	6	1		3				43	1

Appendices

J) Determine Starting Spells

The Paladin spell list (see 23.11.2) has three spells at first level: Resist Domination, Repel Curse and Sense Magic.

According to rule section 20.1.2, Cadel chance of starting the game knowing any of these spells depends upon his teacher's level. A roll of 74 on table 20.1.2a means Cadel's teacher of magic at the Paladin's order was 3rd level.

A check table 20.1.2b shows that Cadel has a 95% chance of knowing each of the 1st level spells. Rolls of a 75, 87 and 02 indicate that Cadel starts the game knowing all three 1st level Paladin spells.

As he advances in level, Cadel will want to learn addition magic. We note that his original master was 3rd level in case he wishes to return for further study. The GM may even wish to make a full write up of this NPC.

Cadel's casting chance is 40 +10 (Primary Skill) + 6 (IN stat bonus) or a 56 (see Section 8.3).

The following is noted on Cadel's character Sheet on the reverse side under Magic Spells:

LEVEL 1
56
Resist Domination
Repel Curse
Sense Magic

K) Purchase Equipment

The campaign supplement should have a full list of available equipment and prices. It should also detail the amount of starting money available to each character.

Cadel comes from a noble family and therefore (in his world) has enough gold to afford just about any standard equipment he wants.

He is however only first level, he has not yet earned the right to wear a suit of full plate as it is as much a mark of prestige as it is protection. He'll have to make do with buying a full suit chainmail for now.

In addition to this, he buys a Hand & a Half Sword, Full Helm, Medium Shield and a Dagger. This rounds out his arms and armor for now. Of course he purchases a number of other more peaceful items like cloths and such but we won't detail these items for this example.

Starting equipment bought this way may not actually be purchased. Although game mechanics has you "buy" your starting equipment, certain items may in actuality be gifts. In Cadel's case, the sword and armor that he purchases with starting money are really gifts from his parents- both reward for succeeding in his training and a mark of manhood. Cadel still has to buy them with starting funds, but he never actually paid the weaponsmith himself.

a) Note Armor Values on the Character Sheet

Cadel's Armor is of average quality (0 modifier). The coverage and modifiers (see Section 14.0) are noted and entered on his character sheet as follows:

Armor	s	c	i	Locations	Qlty	%	APV	"+"
Chainmail	4	4	4	11-100	0	90	3.6	
Full Helm	5	5	5	0-10	0	10	0.5	
						Total Modifier		-7

Note that this Armor gives a Total Modifier of −7. This value modifiers most of the Combat Values determined in the next step.

The Armor Modifier also modifies his Initiative Level by 7/3 or −2 points to an 8 (see 14.4). His MR is reduced by 7/5 or 1 (see 14.3). This is noted on Cadel's Character sheet.

b) Note Weapon Values on the Character Sheet

The Combat Values for each of Cadel's weapons now needs to be determined and entered on his character sheet (see Section 12.0, Weapon statistics are found in section 13.0, tables 13.0a, 13.0b and 13.0c).

Cadel's Combat Values for the one handed use of the Hand & A Half Sword are:

SC: 50 + AG Mod + Level Modifier + Weapon Group Modifier + Armor Modifier

- His AG is a 8, giving a bonus of +3 (see 1.3)
- His Melee Combat Level is 0, giving a modifier of 0 (see 8.11.1 or 12.0)
- The Weapon Group for the Hand & A Half Sword is Bladed. Cadel's Weapon Group Bonus for Bladed is +10 (step G-b, section 6.0 and 6.4.4)
- His Armor Modifier (step K-a) is a –7

Final SC = 50 +3 +0 +10 -7 or 56

Def: QU Mod + Level Modifier + Weapon Group Modifier + Armor Modifier

- His QU is a 10, giving a bonus of +9 (see 1.2)
- His Melee Combat Level is 0, giving a modifier of 0 (see 8.11.1 or 12.0)
- The Weapon Group for the Hand & A Half Sword is Bladed. Cadel's Weapon Group Bonus for Bladed is +10 (step G-b, section 6.0 and 6.4.4)
- His Armor Modifier (step K-a) is a -7

Final Def = 9 +0 +10 − 7 or 12

Appendices

PM: (ES Mod + AG Mod)/2 + Level Modifier + Weapon Group Modifier + Armor Modifier

- His ES is a 10, giving a bonus of +9 (see 3.5)
- His AG is a 8, giving a bonus of +3 (see 1.3)
- His Melee Combat Level is 0, giving a modifier of 0 (see 8.11.1 or 12.0)
- The Weapon Group for the Hand & A Half Sword is Bladed. Cadel's Weapon Group Bonus for Bladed is +10 (step G-b, section 6.0 and 6.4.4)
- His Armor Modifier (step K-a) is a -7

Final Def = (9 + 3)/2 +0 +10 − 7 or 9

PC: PM + Weapons' Defense Base

- PM = 9
- Weapon Defense Base (see table 13.0a) is 71

Final PC = 9 + 71 = 80

DM: AG Mod + Level Modifier + Weapon Group Modifier + Armor Modifier

- His AG is a 3, giving a bonus of +3 (see 1.3)
- His Melee Combat Level is 0, giving a modifier of 0 (see 8.11.1 or 12.0)
- The Weapon Group for the Hand & A Half Sword is Bladed. Cadel's Weapon Group Bonus for Bladed is +10 (step G-b, section 6.0 and 6.4.4)
- His Armor Modifier (step K-a) is a -7

Final DM = 3 +0 +10 − 7 or 6

DC: DEF + Weapons' Defense Base 20

- DEF = 12
- Weapon Defense Base (see table 13.0a) is 71

Final PC = 12 + 71 −20 = 63

Table 13.a gives the values of Grp, HP, DB Rng, Damage and CL for the Hand & A Half Sword (one Handed).

The column of ES+ refers to the Effective Strength Damage Bonus. This can be found on table 3.5a. In Cadel's class, this is a +d2.

Values for the Weapons Cadel carries are determined and entered on the character sheet which now looks like this:

Weapon:	Grp	HP	DB	W+	SC	Def	PM	PC	DM	DC	Rng	Damage	ST+	CL
Hand & A Half Sword 1H	B	24	71		56	12	9	80	6	63		1d10+2	+d2	s
Hand & A Half Sword 2H	B	24	73		56	12	9	82	6	65		1d12+1	+d2	s
Dagger	B	12	75		56	12	9	84	6	67		1d8	+d2	i
Shield, Medium	A	20	75		51	7	4	79	1	62		1d8	+d2	p/c
Kick	U	-	69		56	12	9	78	6	61		1d8	+d2	p
Punch	U	-	75		56	12	9	84	6	67		1d6	+d2	p

L) Finalize Starting Background

All of Cadel's mechanical numbers have been determined, his equipment purchased. That leaves the most important part of character generation. Determining his background and personality.

So of this was done along the way. We know Cadel likes hearing and telling legends. His very skill purchases defines elements of his personality.

To this we add whatever we need to round him out. Be it his shyness around women or his instinctive impulse to help someone in trouble, bit by bit we determine just who this young man just starting his career is.

The amount of detail here varies greatly depending upon the player and his group. Some need only an idea or two to be fleshed out in play. Others have written tens of pages on the character's history and previous relationships.

Cadel's completed starting character sheet appears on the next two pages.

Basic Stats

Stat	Adj	base		
ST	10	10	**CLASS**	Paladin
QU	10	10	**LEVEL**	1
AG	8	8	**Race**	Dunedain
CO	9	9	**Sex**	Male
PA	11	12	**Age**	19
IQ	9	8	**Age Catagory**	Young Adult
WP	10	10	**Height**	6'3"
CH	8	8	**Weight**	191 Normal
IN	9	10	**Born**	3/12/1419
MS	9	10	**Birth Place**	Briton
			Lineage	Landed Knight
			Birth Order	1st of 2
ES	10		**Eye Color:**	Blue
LIFT	382		**Hair Color**	Brown
LP	5		**Complexion**	Average
CuH	30		**Hand**	Right
SL	4		**Exp/Level**	1925
SP	2		**Married**	
MR	6.1		**Exp/SkP**	240
FT	12		**Base SkP**	24
CS	17		**Special SkP**	

Weapon:	Grp	HP	DB	W+	SC	Def	PM	PC	DM	DC	Rng	Damage	ES+	CL
Hand & A Half Sword 1H	B	24	71		56	12	9	80	6	63		1d10+2	+d2	s
Hand & A Half Sword 2H	B	24	73		56	12	9	82	6	65		1d12+1	+d2	s
Dagger	B	12	75		56	12	9	84	6	67		1d8	+d2	i
Shield, Medium	A	20	75		51	7	4	79	1	62		1d8	+d2	p/c
Kick	U	-	69		56	12	9	78	6	61		1d8	+d2	p
Punch	U	-	75		56	12	9	84	6	67		1d6	+d2	p

Armor	s	c	i	Locations	Qlty	%	APV	"+"		Weapon Group		MD
Chainmail	4	4	4	11-100	0	90	3.6			A	Axes & Mace	5
Full Helm	5	5	5	0-10	0	10	0.5			B	Bladed	10
										F	Flexiable	-10
										M	Missiles	-15
										P	Polearms	10
										T	Thrown	0
										U	Unarmed	10
					Total Modifier		-7			S	Spells/Magic	0

SPECIAL ABILITIES

WEAPON FAMILIARITY   4 Free

Weapon	SkP	Weapon	SkP
Hand & A Half Sword 1H			
Hand & A Half Sword 2H			
Shield, Medium			
Dagger			

Armor Type	Fam	SkP
Partial Soft Leather	F	
Full Soft Leather	F	
Partial Rigid Leather	F	
Full Rigid Leather	F	
Partial Chain	F	
Full Chain	F	
Partial Plate	F	
Full Plate	F	

LANGUAGES & LORE

	Lore	Spk	R/W
Westron		3	3
Atlantian		2	2
Elvish		2	2
High Elvish		0	0
Lore- Heraldry	0		
Lore- Legends	3		

	Potential	Start		Current
Language	30	22		22
Lore Potential	11	3		5

Equipment

Special Items	Weight	Location

SKILLS	Modifying Stats #1	#2	#3	Type	Base SP	Total SP	Base Lvl	Race +	Stat +	Class +	Misc. +	Item Bonus	Final Value	Mod Lvl
Combat Skills														
Melee Combat				P	8		1							
Ranged Combat				NC	8								-10	
Magic Combat				NC	4		0						-10	
Magic- Hybrid	IN			P	12		1		6				56	
Common Skills														
Climbing	ST			S	2	2	1		9				49	1
Culture	0.25			S	2	2	1						40	1
Perception	IN			NC	8	12	1		6				46	1
Physician	IQ	IN		NC	6		0		6				26	0
Stealth	AG			NC	8		0		3				23	0
Swimming	AG	ST		S	2		0		6				26	0
Barter	CH						0		3				23	0
Diplomacy	CH	IN	WP				0		6				26	0
Character Skills														
Riding	WP			P	2		1		9				59	1
Oratory	CH			S	2	2	0		3				23	0
Dancing	AG			NC	2	6	1		3				43	1

Unspent SP		Spent SkP	24	
			Total SkP	24

Character Point Record	3	
Reroll Stats- 3 times		3
	Points Spent	3
Option Point Record	9	
Weapon Groups three +5 increases		3
Lore Potential- 4 levels		3
Language Potential- 8 Levels		3
	Points Spent	9

Notes:

MAGIC SPELLS KNOWN

LEVEL 1 56	LEVEL 2 16	NO LVL 3	NO LVL 4
Resist Domination			
Repel Curse			
Sense Magic			

NO LVL 5	NO LVL 6	NO LVL 7	NO LVL 8