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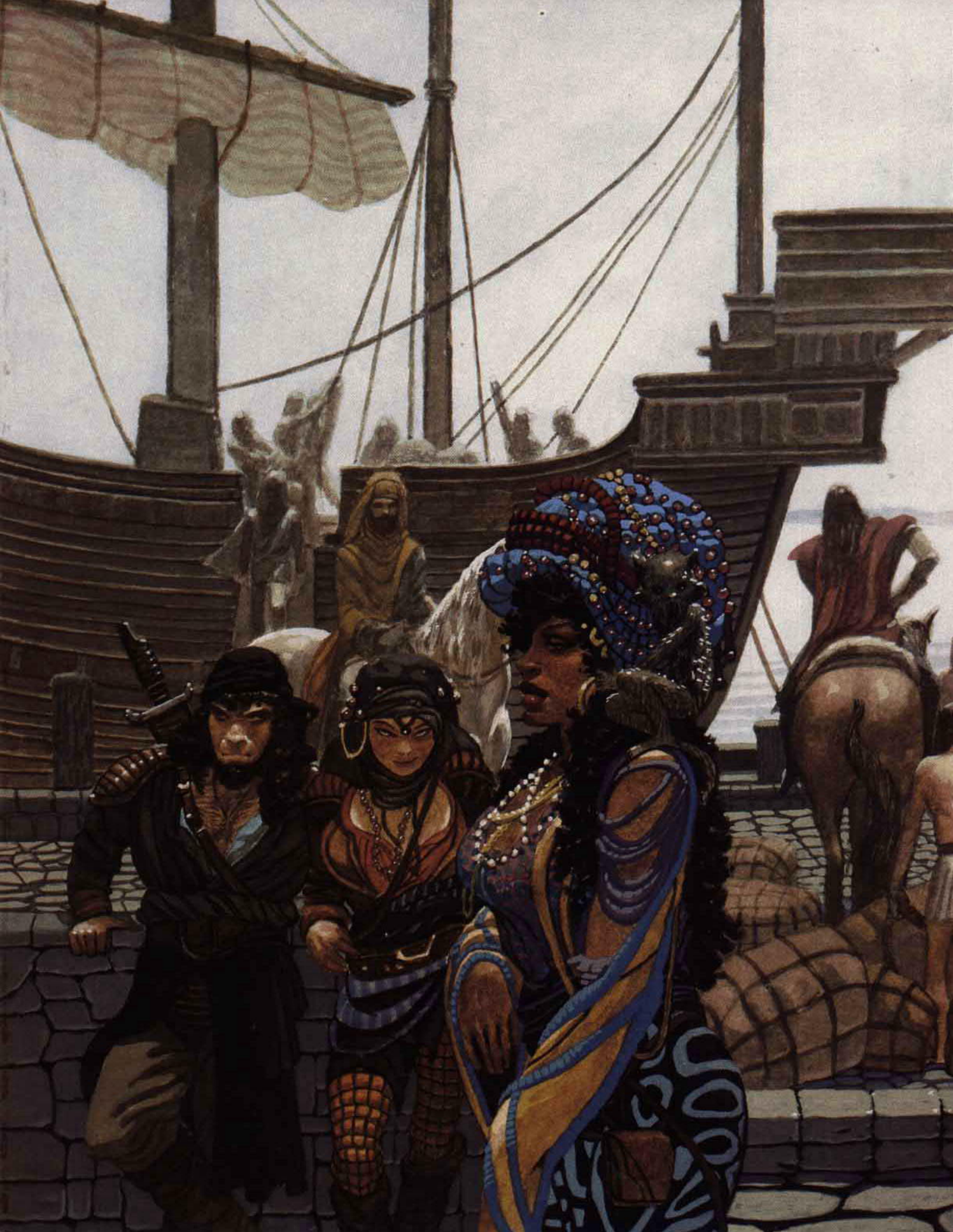
5003

DANGEROUS JOURNEYS™

Multigenre Roleplaying Game System



MYTHUS™ GAMES™
GAMEMASTER'S SCREEN



GDW

CC5003/R1

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Multigenre Roleplaying Game System



MYTHUS™ Gamemaster's Screen

GARY GYGAX'S

TM

DANGEROUS JOURNEYS

Multigenre Roleplaying Game System

presents

MYTHUS

TM

Gamemaster's Screen

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The Mythus™ Gamemaster's Screen

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GDW

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Mythus Screen Booklet Intro

The **Mythus GM Screen** and **Reference Book** have been carefully designed to be as helpful as possible to **Mythus** GMs. The two-part **Mythus GM Screen**, for example, can be used sometimes as two stand-alone, three-panel screens—one consisting primarily of Physical Combat references, and the other primarily of Magickal, Mental, and Spiritual Combat references. At other times, it can be clipped together as one, great, five-panel screen to hide even the largest of floor plans, etc. The choice each time is up to you.

To make your individual screens able to be clipped together, you will need to attach the clips (which you'll find enclosed in this package) to the Notes panel of the Physical Combat screen. Consult the diagram below for placement. Then remove the protective strip from each clip's adhesive backing, and press the clips on. Be certain that they project slightly above the top edge of the Notes page, to allow the top edges of the Notes panel and the Mental/Spiritual Combat panel to fit flush.

Remember that when you use the two screens separately, the clips can be used to fasten a page of notes to the Notes panel.

This **Reference Book** is as carefully designed to be a ready aid to the GM. The tables collected herein are divided into three basic areas. The first basic area contains supplementary combat tables, including full, updated weapons and armor tables. (Note that as updated versions, the tables in this book take precedence over those in the **Mythus** and **Mythus Magick** books, where there

are disagreements.) The last basic area contains a complete list of Castings, by K/S Area, each Casting with the appropriate **Mythus Magick** page number listed in parentheses behind it. By placing supplementary combat tables at the book's front, and the Casting lists at the book's back, these two areas are made extremely easy to access during play. The middle area of the book is devoted to other tables that the GM will find of use on other occasions, things such as Items lists, OP tables, AP award tables and persona improvement tables, and a complete K/S Area list, this last with **Mythus** page numbers in parentheses behind each K/S Area. And because we know that this booklet is sure to get regular use, we've given it a durable cardstock cover as well.

There has never before been a roleplaying game screen package quite like this **Mythus GM Screen** product. In terms of usefulness, flexibility, attractiveness, and affordability, we believe that it sets a new standard by which to judge all others.

Assembly of Five-Panel GM Screen

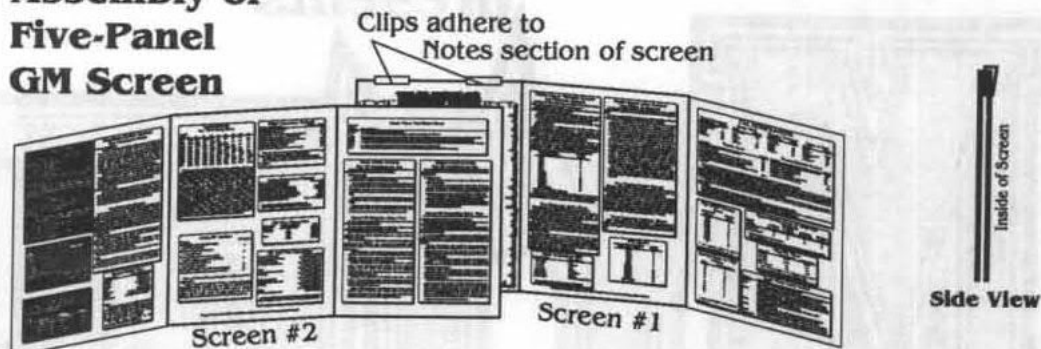


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HAND WEAPONS ATTACKS TABLES

Hand Weapons Attack Rate

STEEP	Attack Rate
1-15	1/2
16-30	1
31-45	1 1/2
46-60	2
61+	3

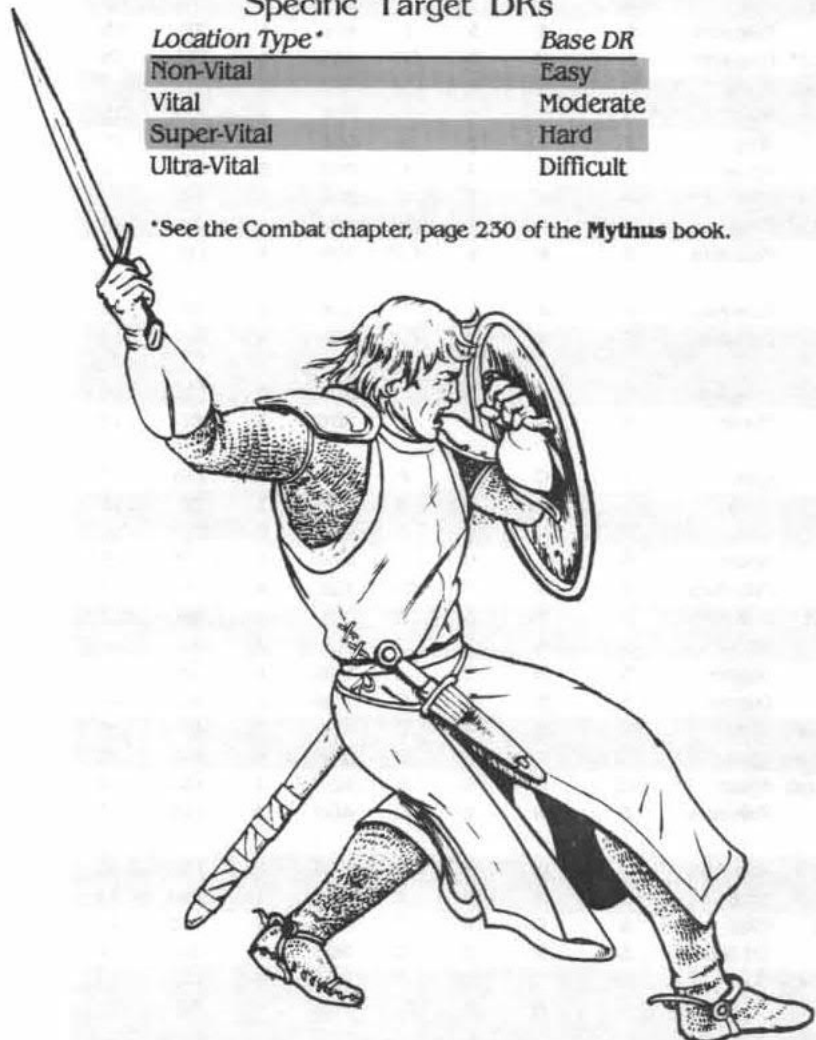
Missile ROF Modifiers

STEEP	ROF Multiplier
1-15	1/2
16-30	1
31-45	2
46-60	3
61+	4

Specific Target DRs

Location Type*	Base DR
Non-Vital	Easy
Vital	Moderate
Super-Vital	Hard
Ultra-Vital	Difficult

*See the Combat chapter, page 230 of the **Mythus** book.



MARTIAL ARTS ATTACKS TABLES

Hand Attacks

STEEP	Attacks/CT	Base Damage
1-15	2	1D3
16-30	3	1D6
31-40	4	2D6
41-50	5	2D6
51-60	6	2D6+2
61+	7	2D6+4

Foot Attacks

STEEP	Attacks/CT	Base Damage
1-15	1/2	1D6
16-30	1	2D6
31-40	2	3D6
41-50	3	3D6+2
51-60	3	3D6+4
61+	4	3D6+6

Nunchakus

STEEP	Attacks/CT	Base Damage
1-15	1	1D6+1
16-30	2	1D6+2
31-40	3	2D6+3
41-50	4	3D6+4
51-60	5	3D6+5
61+	6	3D6+6

Sais

STEEP	Attacks/CT	Base Damage
1-15	1	2D6
16-30	2	2D6+3
31-40	3	2D6+6
41-50	4	3D6+3
51-60	4	3D6+6
61+	5	4D6+3

Tui-Fa

STEEP	Attacks/CT	Base Damage
1-15	2	1D6
16-30	3	2D6
31-40	4	2D6+2
41-50	4	2D6+4
51-60	5	2D6+6
61+	5	3D6+2



Notes

*DR roll is made to dismount a mounted opponent.

**DR roll is made to hold an opponent at bay.

#1: A Special Hit indicates that the opponent is caught by the hook and thrown down (or dismounted).

#2: On a Special Hit, the weapon catches the opponent's weapon and disarms him or her.

#3: DR roll is made to disarm or destroy an opponent's weapon.

#4: In a head-to-head action, a pike will always get first strike on the initial hand-to-hand CT, no matter what the Speed Factors so involved.

*1: Weapon negates 5 points of normal armor each and every time it successfully strikes the opponent. Weapon points in excess of 5 add to the amount of armor negated. A battle axe, for example, with 8, discounts that number of factors of armor when comparing damage to armor protection.

Whenever the notation is followed by a multiplier, the negation of armor is increased by that many times. For example, a halberd is followed by "**1(x3)" which means the weapon's WP is multiplied by 3 and that is how many factors of armor is negated from the target.

*2: Before figuring the damage done on any attack, the attacker declares whether making a Cutting or a Piercing attack. In the case of pole-arms, the appropriate Sub-Area(s)—"Spear and Pole-Arm (Thrusting)" and/or "Pole-Arm (Cutting)"—must be possessed.

*3: DR roll is made to see if the opponent can be pulled down by the rope which is attached to the weapon, thereby causing difficulty in the counterattack.

*4: This weapon specializes in its unusual attack form and thereby needs a simpler DR roll than normal to accomplish its special task.

*5: This weapon does not affect an opponent who is wearing any sort of hard armor, unless a Special Hit was rolled and this then becomes a regular one.

Hand Weapons

Weapon	Sub-Area	WP	C	S	DT	Dam.	Reach	Price	Min PMPow
Acis	Club	5	C	6	B	2D6	1	50	—
Assegal	1H Sword	5	C	3	P	3D6	1	50	13
Axe, Hand	Axe	5	C	4	C	3D6	1	110	13
Axe, Battle (2H)*1,*2	Axe	8	C	6	C/P	4D6	1	150	16
Bagh Nakh*5 (Tiger's Claw)	HTH (L)	3	M	2	C	2D6	1	60	—
Bardiche (2H)	Axe	3	C	8	C	5D6	2	250	17
Bec de Corbin (2H)*1(x4)	Axe	3	C	9	P	3D6	2	160	15
Bill-Quisarme*2,*1 (Scorpion)	Pole-Arm	4	W	10	C/P	4D6	4	80	15
Bill Hook*2	Pole-Arm	6	C	8	C/P	4D6	4	150	15
Blackjack	Club	2	W	2	S	2D6	1	25	—
Bludgeon	Club	5	W	3	B	1D6	1	25	—
Bludgeon (2H)	Club	6	W	6	B	2D6	2	40	—
Bo Stick	Spear	3	W	2	S	3D6	3	20	—
Brass Knuckles	HTH (NL)	2	M	1	S	2D6	1	50	—
Chain	Whip	4	M	7	B	2D6	2	10	—
Chopper	Axe	6	M	4	C	3D6	1	60	—
Dagger§	Dagger	5	M	2	P	2D6	1	90	—
Fang*2 (Zaghnal)	Axe	4	M	5	C/P	3D6	1	100	15
Fauchard	Pole-Arm	6	W	5	C	4D6	4	70	15
Fauchard-Fork*2,**	Pole-Arm	5	W	9	C/P	4D6	4	125	15
Feather Staff*2,**,#3	Spear	3	M	3	C/P	2D6	2	350	—
Flail*1	Whip	5	C	7	B	3D6	2	150	15
Flail (2H)*1	Whip	7	C	8	B	5D6	2	190	17
Fork*,#2	Spear	7	C	4	P	3D6	5	75	14
Garrote	HTH (L)	—	W	1	⊗	2D6	1	10	—
Glaive*2,**	Pole-Arm	6	W	5	C/P	3D6	4	70	15
Glaive-Quisarme *2,**,#1	Pole-Arm	5	W	8	C/P	4D6	4	115	16
Quisarme#1	Pole-Arm	6	W	7	C	4D6	4	80	16
Quisarme-Voulge *2,**,#1	Pole-Arm	5	W	10	C/P	4D6	4	100	17
Halberd*1(x3),**	Pole-Arm	8	W	6	C/P	5D6	3	175	16
Half Moon*4,#1	Spear	8	W	6	P	3D6	4	85	15
Demi Lune									
Hammer*1	Club	4	C	5	P	2D6	1	135	15
Hammer, Maul*6	Club	5	C	6	B	3D6	2	30	16
Hammer (2H)*1	Club	7	C	9	P	4D6	2	200	17
Harpoon*3	Spear	6	C	6	P	3D6	2	125	15
Hoko*2,*	Pole-Arm	7	W	7	C/P	4D6	4	110	15
Hook Fauchard#1	Pole-Arm	4	W	8	C	4D6	4	80	15
Jo Stick	Spear	2	W	1	S	2D6	2	15	—
Knife (Small)	Dagger	5	M	1	C	1D6	1	45	—
Knife (Large)	Dagger	5	M	2	C	2D6	1	85	—
Lance**1 (L. Horse)	Spear	7	C	4	P	4D6	3	85	10
Lance**1(x2) (M. Horse)	Spear	10	C	5	P	5D6	4	105	10
Lance**1(x3) (H. Horse)	Spear	12	C	6	P	6D6	4	140	15
Lochaber Axe#1 (Jedberg)	Pole-Arm	3	W	8	C	4D6	3	105	16
Lucern Hammer*1	Pole-Arm	5	W	7	P	3D6	3	120	15
Mace*1	Club	5	M	5	B	3D6	1	140	14
Mace (2H)*1(x2)	Club	9	C	8	B	4D6	1	180	17
Machete	1H Sword	5	M	6	C	3D6	1	50	14
Man-Catcher*4,#1,#3	Spear	10	C	10	P	1D6	3	165	16
Manopole*2,*3 (Bladed Gauntlet)	1H Sword	4	M	3	C/P	3D6	1	95	10



Hand Weapons

Weapon	Sub-Area	WP	C	S	DT	Dam.	Reach	Price	Min PMPow
Morningstar (2H)*1.	Club	8	C	7	P	4D6	2	220	16
Naginata	Pole-Arm	6	W	5	C	4D6	3	110	10
O-no (Pole-axe)	Pole-Arm	7	W	9	C/P	4D6	3	140	17
Partisan*1, #2, #3	Pole-Arm	6	C	8	C/P	4D6	4	190	17
Pick*1(x2) (Martel)	Axe	3	M	7	P	3D6	1	105	14
Pick (2H)*1(x3)	Axe	5	M	9	P	4D6	2	115	16
Pig's Feathers*7	Spear	0	C	7	P	2D6	2	90	—
Pike†, *1, #4	Spear	5	C	10	P	3D6	6	150	15
Pike, Axl*1(x2), #4	Spear	3	C	10	P	3D6	6	115	15
Pole-Axe*1, *2	Pole-Arm	6	C	9	C/P	4D6	3	150	17
Ransuer#1, #3	Spear	6	C	7	P	4D6	5	140	15
(Bohemian Ear-Spoon, Chouves Souris, Runka, etc.)									
Sabre Axe*1, *2	Pole-Arm	7	W	7	C/P	4D6	3	320	17
Shield (Adaga)	Shield	5	C	6	B	2D6	1	1000	14††
Shield	Shield	4	M	2	B	1D3	1	200	10
Shield	Shield	3	M	4	P	1D6	1	250	10
(Buckler, Spiked)									
Shield (Kite, Small)	Shield	0	M	4	B	1D3	1	500	13
Shield (Kite, Large)	Shield	0	C	7	B	1D6	1	300	16
Shield (Round, Small)	Shield	0	M	3	B	1D3	1	250	13
Shield (Round, Large)	Shield	0	C	6	B	1D6	1	350	16
Shield (Tower, Small)	Shield	0	M	4	B	1D3	1	200	15
Shield (Tower, Large)	Shield	0	C	7	B	1D6	1	500	17
Spear	Spear	5	W	4	P	3D6	2-5	85	6‡
Spetum#1, #3	Spear	7	W	8	P	4D6	5	145	15
(Chaves Souris, Korseke)									
Spontoon	Spear	6	C	5	P	3D6	3	100	12
Staff (Quarter)	Spear	5	W	3	S	3D6	3	20	—
Sword	Sword, 1 or 2H	8	M	7	C	5D6	3	410	16/15‡‡
(Bastard, Hand-and-a-Half)									
Sword (Broad)	1H Sword	7	M	6	C	4D6	2	325	15
Sword*1 (Cutlass)	1H Sword	4	M	6	C	4D6	2	200	15
Sword*5 (Epee, Foil)	1H Sword	6	M	2	P	3D6	2	275	—
Sword*1(x2) (Falchion)	1H Sword	4	M	6	C	4D6	2	500	15
Sword	1H Sword	6	M	3	P	3D6	1	200	12
(Gladius, Short)									
Sword*1(x2)	2H Sword	3	M	8	C	6D6	3	500	20
(Great, Claymore)									
Sword (Katana, Tachi)	1H Sword	7	M	4	C	4D6	2	900	12
Sword (Khopesh)	1H Sword	4	M	7	C	3D6	2	250	16
Sword*2 (Long)	1H Sword	5	M	5	C/P	4D6	2	350	15
Sword (No-Dachi)	Sword, 1 or 2H	7	M	6	C	5D6	3	500	16/15‡‡
Sword*1 (Odachi)	2H Sword	4	M	7	C	6D6	3	610	18
Sword*2, *8 (Rapier)	1H Sword	10	M	4	C/P	4D6	3	400	—
Sword*2	1H Sword	7	M	4	C/P	3D6	2	360	13
(Sabre, Dueling)									
Sword (Sabre, Yatigan)	1H Sword	4	M	6	C	4D6	2	350	13
Sword (Scimitar)	1H Sword	10	M	4	C	3D6	2	420	14
Sword (Small, Dress)	1H Sword	4	M	4	P	3D6	1	300	—
Sword (Tulwar)*1	1H Sword	6	M	7	C	4D6	2	370	15
Sword*2	1H Sword	4	M	4	C/P	3D6	1	600	10
(Wakizashi, Short)									
Trident#3	Spear	3	M	6	P	3D6	2	105	14
Voulge*1	Pole-Arm	4	W	12	C	4D6	4	130	17
Whip#3	Whip	1	W	7	C	1D6	4	40	—

Notes

*6: This weapon does so poorly against armor that the armor's defense values are doubled.

*7: These metal rods are placed firmly into the ground and opponents ram themselves upon the points. This assumes a special condition, of course, such as a massed block of charging infantry or cavalry (at trot, canter, or gallop). The damage inflicted by each stake is 3D6+3, 5D6+5 to a mount with a dismount chance of 2 in 6 per stake. Gamemasters may modify this up or down according to their superior knowledge of such probability in a particular situation.

*8: This weapon adds 20 points to protection when the armor it is opposed to is full metal (chain and/or plate), 10 points to three-quarter suits and 5 points when opposed to half-suits. ‡: At such time as the weapon is employed against a helpless human or humanoid opponent not larger than 8x man-sized, and not protected magically, then consider it as automatically hitting and inflicting PD sufficient to equal the P TRAIT, thus causing death.

:: Armor negation considered only when personal wielding the lance is mounted and the mount ridden is moving at a trotting or faster pace. In other cases, the weapon is treated as a spear.

†: This weapon when used in massed formation has dismounting capabilities. See *.

††: This shield also requires a minimum PNSpd of 14 to use.

‡: This will vary according to the length of the spear. See the weapon's description on page 245 for further details.

‡‡: The first number is the Min. PMPow for wielding the weapon with one hand and the second is for using two hands.

@: See the K/S area description of *Combat*, *HTH*, *Lethal* on page 162 of the *Mythus* book for details on how the damage applies.



Missile Weapons, A

Weapon	Sub-Area	WP	T	S	DT	Dam.	Price
Acis	Sing	5	Y	6	B	2D6	50
Aklys	Darts	2	Y	3	P	2D6	10
Assegai	Spear	5	Y	3	P	3D6	50
Axe, hand	Axe	5	Y	4	C	3D6	110
Blowgun	Blowguns	0	N	6	P	1D3	50/25
Bolas	Sling	0	Y	9	B	2D6	70
Boomerang	Boomerang	1	Y	5	C	4D3	40
Bow, Self (Short)	Bow	3	Y	3	P	2D6	100/3
Bow, Self (Medium)	Bow	6	Y	4	P	3D6	150/3.5
Bow, Self* (Long)	Bow	9	Y	5	P	4D6	300/4
Bow, Self Gulali (Pellet)	Bow	5	Y	6	P	3D6	170/5†
Bow, Composite (Short)	Bow	3	Y	3	P	2D6	250/3
Bow, Composite (Medium)	Bow	5	Y	4	P	3D6	375/3.5
Bow, Composite* (Long)	Bow	7	Y	5	P	4D6	550/4
Bow, Foot* (Long)	Footbow	9	Y	9	P	5D6	400/6
Cho-ko-ru Repeating (Bolt)	Crossbow	0	N	3	P	2D6	300/1
Club (Acis)	Sling	2	Y	4	B	2D6	25
Crossbow, Hand (Bolt)	Crossbow	7	N	2	P	2D6	100/3
Crossbow, Hand (Pellet)	Crossbow	6	N	2	B	4D3	100/5†
Crossbow, Hand (Stone)	Crossbow	5	N	2	B	3D3	100/3
Crossbow, Small (Bolt)	Crossbow	6	N	4	P	2D6	150/1
Crossbow, Small (Pellet)	Crossbow	5	N	4	B	4D3	150/5†
Crossbow, Medium (Bolt)	Crossbow	7	N	6	P	3D6	200/1.5
Crossbow, Large (Bolt)*	Crossbow	8	N	7	P	4D6	250/2 (Bolt)
Crossbow Repeating (Pellet)	Crossbow	0	N	3	B	4D3	300/5†
Dagger	Knife	2	Y	2	P	2D6	90
Dart, Small	Dart	6	Y	1	P	1D3	1
Hammer	Axe	4	Y	4	B	3D6	30
Harpoon	Spear	6	Y	7	P	3D6	125
Javelin	Spear	4	Y	4	P	3D6	60
Javelin (Thonged)	Spear	6	Y	6	P	3D6	65
Javelin (with Atlatl)	Spear	8	Y	8	P	3D6	80
Knife	Knife	3	Y	2	P	2D6	85
Rock	Dart	1	Y	1	B	2D3	—
Sling (Bullet)	Sling	0	N	8	B	4D6	5/6††
Sling (Stone)	Sling	0	N	8	B	3D6	5
Spear	Spear	0	Y	4	P	3D6	85
Staff Sling (Stone)	Sling	0	N	6	B	3D6	25
Throwing Star (Small)	T. Star	2	Y	1	P	1D3	3
Throwing Star (Large)	T. Star	3	Y	2	P	1D6	5

*Negates the first 5 points of armor per attack, with Weapon Point number adding its total above 5 to the amount negated. Thus, for example, a longbow (Bow, Self (Long)) would negate 9 points of armor.

†Cost per 20 pellets

††Cost per 12 lead bullets.



Missile Weapons, B

Weapon	ROF	Point Blank	Short	Medium	Long	Extreme	Min PMPow
Acis	1/2	—	1-2	3-4	5-6	—	—
Aklys	1	—	1-10	20	30	50	—
Assegal	1	5	10	15	20	30	13
Axe, Hand	1	4	8	12	16	20	13
Blowgun	1	4	8	12	16	20	—
Bolas	1	—	1-5	10	15	25	12†
Boomerang	1	5	10	20	40	60	—
Bow, Self (Short)	1 1/2	10	20	50	70	110	6
Bow, Self (Medium)	1	20	40	100	160	220	12
Bow, Self (Long)* 1	1	30 (x6)	60 (x5)	150 (x4)	240 (x3)	330 (x2)	18
Bow, Self, Gulail (Pellet)	1	15	30	50	80	100	—
Bow, Composite (Short)	1	10	20	50	120	180	10
Bow, Composite (Medium)* 1	1	20 (x2)	40 (x2)	90 (x2)	160	240	14
Bow, Composite (Long)* 1	1	30 (x4)	60 (x4)	120 (x4)	240	360	18
Bow, Foot (Long)* 1	1/2	40 (x7)	80 (x5)	160 (x3)	320 (x1)	440	16
Cho-ko-nu	2	5	10	20	30	50	13
Repeating (Bolt)							
Club (Acis)	1	2	4	6*	10	15	—
Crossbow, Hand (Bolt)	1	3	9	15	21	30	—
Crossbow, Hand (Pellet)	1	3	9	15	18	27	—
Crossbow, Hand (Stone)	1	3	6	12	15	24	—
Crossbow, Small (Bolt)	1	15	30	60	90	120	—
Crossbow, Small (Pellet)	1	15	30	60	80	100	—
Crossbow, Medium (Bolt)* 1	1/2	30 (x3)	50 (x2)	100 (x1)	160	240	—
Crossbow, Large (Bolt)* 1	1/3	40 (x5)	70 (x3)	120 (x2)	240 (x1)	360	—
Crossbow	2	7	15	25	40	80	12
Repeating (Pellet)							
Dagger	2	2	4	8	12	20	—
Dart, Small	2	2	4	8	12	16	—
Hammer	1	4	8	12	16	20	15
Harpoon	1	5	10	15	20	25	15
Javelin	1	4	8	16	32	64	—
Javelin (Thonged)	1	5	10	20	40	80	—
Javelin (with Atlatl)* 1	1	6 (x2)	12 (x2)	24	50	120	—
Knife	2	3	6	9	12	15	—
Rock	2	4	8	16	32	64	—
Sling (Bullet)* 1	1/2	—	5-25 (x2)	75 (x2)	150	250	—
Sling (Stone)	1/2	—	5-20	40	80	160	—
Spear	1	4	8	16	24	32	6
Staff Sling (Stone)	1/3	—	—	10-60	120	180	—
Throwing Star (Small)	2	3	6	9	12	15	—
Throwing Star (Large)	2	4	8	12	16	20	—

* Is the maximum range for "Thonged" weapons such as an acis.

† Bolas also require a minimum PMPow of 15 to operate as well.

* 1 Weapon negates 5 points of normal armor each and every time it strikes the opponent. Weapon points in excess of 5 add to the amount of armor negated. Whenever the weapon's range is followed by a multiplier, the weapon's negation of armor is increased that many times. At a range when there is no multiplier present, the weapon doesn't negate armor. For example, a bow, foot (long) is followed by "(x7)" at Point Blank which means the bow's WP is multiplied by 7 and that is how many factors of armor are negated from the target.



Human(oid) Armor Damage Protection Versus

Item	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	AP Cat.	SF Pen.	Price	Category(ies)
Ailettes (Tartschen)	—	5	3	—	—	1	-1	UN	•	50	2,8
Armet	15	20	20	10	12	20	-10	US	•	2000	2
Back-Plate*	10	15	15	15	15	20	-10	USV	1	1500	3
Baju Emperau	2	4	1	2	2	2	5	USV	1	**	1
Banded Mail	10	12	15	12	8	15	-5	USVN	3	10,000	@
Banded Chain Mail	12	18	17	15	8	17	-12	USVN	6	20,000	@
Bavière	3	8	5	3	1	3	-2	SV	1	200	11
Bazu Bands	3	6	5	3	3	3	-4	N	•	1500	9
Boots	1	2	1	3	3	1	5	N	•	500	7
Brassarts	1	3	3	1	1	1	-2	N	•	500	9
Breastplate† (Plastron-de-fer)	10	15	15	15	15	20	-10	USV	1	2500	3
Byrnie (Sark, Hauberk)	3	5	2	5	5	1	5	USV	2	1000	1
Camail (Colf)	3	5	2	3	1	3	-3	UN	•	1000	12
Chain Mail	7	15	5	3	3	7	-8	USVN	4	10,000	@
Chausses (Greaves, Jambart)	2	3	3	1	3	1	-2	N	•	1000	7
Chukchi	2	3	2	-2	2	2	2	UN	1	250	8,11
Coudière	1	2	1	—	—	1	-1	N	•	200	9
Cuirass (Lorica)	10	15	15	15	15	20	-10	USV	2	3000	3
Cuissart. Plate	1	3	3	1	1	1	-1	N	•	500	6
Demi-Brassarts	1	2	1	1	1	1	-1	N	•	500	9
Demi-Jambarts	—	1	1	—	—	1	-1	N	•	400	7
Demi-Plate (leg)	14	18	18	18	14	18	-10	VN	1	2500	7
Demi-Vambraces	1	2	1	1	1	1	-1	N	•	500	9
Epaulières	4	7	5	3	5	3	-4	N	•	1000	8
Gambeson (Aketon)	1	2	2	2	2	2	6	USVN	•	50	1
Gauntlets	2	2	2	1	2	1	-2	N	•	1000	4
Gorget. Plate	5	8	5	5	8	5	-4	U	•	1000	11
Helmet (Helm)	5	12	10	3	6	8	-7	US	•	200	2
Helmet Crested (Combed)	5	14	12	2	4	9	-7	US	•	300	2
Helmet, Pot	12	16	15	7	6	15	-9	US	•	400	2
Helmet, Salade	6	16	15	3	3	5	-10	US	•	500	2
Helmet, (Salade) w/Mentonnière	10	17	18	5	4	8	-12	US	•	750	2,11
Hoguine	2	3	5	5	4	—	-12	N	1	250	6
Jerkin, (Vest) Boiled Leather (Cuir Bouilli)	2	2	2	5	5	1	6	USV	•	500	3
Koryak*	10	12	12	8	10	10	—	USN	5	300	12
Leather Armor	2	2	2	5	5	2	15	USVN	1	750	@
Leather Armor, Studded	4	7	5	5	5	4	12	USVN	2	1000	@
Plaquet	2	3	4	—	—	4	-10	USV	2	1500	3
Plastron	3	4	5	—	—	5	-10	USV	3	1250	3



Human(oid) Armor Damage Protection Versus

Item	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.	AP Cat.	SF Pen.	Price	Category(ies)
Plate, Armor Suit	17	20	20	20	15	30	-25	USVN	2	30,000	@
Plate Armor Suit W/Pauldrons	18	24	22	20	15	33	-27	USVN	3	55,000	@
Plate Armor Three-Quarter Suit	15	18	17	12	10	15	-20	USVN	2	25,000	@
Plate, Mail Suit	15	17	12	15	12	20	-30	USVN	5	15,000	@
Poleyn (Garde-de- Bras—W/Plate: knee protection)	1	2	2	1	1	1	-1	N	•	500	7
Ring Mail	6	10	8	7	5	8	-8	USVN	3	2500	@
Roundels	1	2	1	—	—	1	-1	N	•	300	8 or 9
Sabbatton (foot plate)	2	3	3	3	3	1	-2	N	•	500	7
Scale Mail Suit	14	16	8	10	8	10	-20	USVN	6	5000	@
Shield, Adaga††	5	12	5	3	3	15	—	USVN	2	1000	—
Shield, Buckler††	8	10	8	3	3	10	-3	USVN	•	200	—
Shield, Kite†† (Small)	10	15	12	5	5	15	-5	USVN	1	500	—
Shield Kite (Lg)††	12	18	15	8	8	18	-5	USVN	3	300	—
Shield Round†† (Small)	9	16	14	3	3	16	-5	USVN	1	250	—
Shield Round†† (Large)	11	20	17	6	6	20	-5	USVN	2	350	—
Shield Tower†† (Small)	12	15	13	8	8	15	-8	USVN	2	200	—
Shield Tower†† (Large)	14	17	12	10	10	17	-8	USVN	5	500	—
Skull-Cap, Bronze	10	15	15	3	3	5	-10	S	•	150	2
Skull-Cap, Leather	2	3	2	2	2	1	3	S	—	50	2
Skull-Cap, Iron	12	17	17	3	3	5	-10	S	•	250	2
Splinted Armor	14	20	18	14	8	20	-20	USVN	5	12,500	@
Tace (w/Plate)	6	10	8	3	3	3	-3	V	1	1,500	6
Tullies	3	3	3	1	1	1	-1	V	•	500	6
Visor (Only w/ Helmets, Salades & Bascinet)	3	2	3	5	4	4	-1	S	•	100	2

@ A suit covers every Category but more pieces of armor can be added to reinforce the suit.

• Wherever a bullet (•) appears, there is a cumulative penalty of one-third to one-half a Speed Factor. It is up to the GM to judge which, for this depends on which and how many of these items personas are utilizing in their armor protection. The smallest sorts (*alletes* for example) are only one-third, but many fall in between, and their cumulative use pushes them upwards in Speed Factor penalty.

* This defensive piece is effective only if the attack is made from the rear of the wearer. Otherwise, ignore the points in frontal combat.

** No purchase possible; see the text description.

† This defensive piece is effective only when attacked from the front. If the persona is attacked from the rear, ignore the points given.

†† Shields may be used to parry attacks as if they were a weapon (see "Parrying," on page 228 of the *Mythus* book). Shields otherwise count as armor, except that defenders must be facing the attack, or the assault must be coming against their off hand (shield-carrying arm side). Otherwise, the points don't count. Every time an attack scores more points—more damage is taken—than the shield alone can negate, the shield loses one step against its general destruction (normally 10 hits just as standard armor pieces).



Weapon/Armor Cost Multipliers

Quality	Price
Poor	0.25
Below Average	0.5
Average	1
Above Average	2
Exceptional	4
Unsurpassed	8

Armor Categories

Category	Areas
1. Jacket, coat	Ultra, Super, Vital
2. Helmet	Ultra, Super
3. Vest, shirt	Ultra, Super, Vital
4. Gloves	Non-Vital
5. Trousers	All
6. Thigh guards	Vital, Non
7. Shin guards (greaves)	Non
8. Shoulder guards	Non
9. Arm guards	Non
10. Groin Cup	Super
11. Gorget	Ultra
12. Camail (coif)	Ultra, Super

POISON TABLES

Poison/Antidote Creation

Strength	Base DR
1-10	Easy
21-30	Moderate
31-40	Hard
41-50	Difficult
51-60	Very Difficult
61+	Extreme

Heka-Engendered Poisons

Effective Rate	Heka Cost
1-6 CTs	30
1-6 BTs	15
1-6 ATs	8
1-6 hours	8
1-6 days	15
1-6 weeks	30

Poison Longevity

Longevity*	DR Modifier
Very short (minutes)	-3
Short (hours)	-2
Medium (days)	-1
Long (weeks)	0
Very long (months)	+1
Extremely long (years)	+2

* 1D10 of the units of time listed.

Poison Speed

Speed of Effect*	DR Modifier
Instantaneous	+3
Fast (CTs)	+2
Medium (BTs)	+1
Slow (ATs)	0
Delayed (hours)	0
Very delayed (days)	+1

* 1D10 of the units of time listed.

Poison Form Table

Form	Method of Exposure
Gas	Inhaled or skin-contact.
Paste	Introduced via a sharp (cutting or piercing) weapon; some work on a contact basis as well.
Oil	Mainly a contact poison, and it's hard to see until it's too late!
Liquid	This can be either ingested or injected such as by a needle trap or the fangs of an animal.
Powder	This stuff is mainly ingested. It may be mixed with liquids or solids (food and drink).
Pill	Any of the five forms of poison, even gas, can be neatly stored in the form of a pill or capsule as well by an alchemist.



Outdoor Trap Damage

Trap Type	Damage Type	Damage Amount
Deadfall	Impact	8D6+8
	Piercing	4D6+1D6 per stake or spike.
Pit	Impact	As per falling. (See Chapter 12.)
	Piercing	+1D6 per stake or spike.
Snare	Stunning	3D6 + trapped unless a "Hard" PM roll is passed.
Spring/Swing	Piercing	2D6 + 2D6/spike.

Tracking DRs

Nature Of Tracks And Signs	Base DR
Spoor is large, fresh, obvious	Easy
Spoor is small, fresh, mostly hidden	Moderate
Spoor is slight or aging	Hard
Spoor is minute, hidden, confused by crossing tracks, wind, etc.	Difficult
Spoor is faint, old, confused, or mostly obliterated by rain, snow, etc.	Very Difficult
Spoor has been concealed by an able hunter-tracker (see text)	Extreme
Each day in which some partial disturbance or obliteration occurs	+1 DR (harder)

Game Traps

Trap Type	Construction Time	Damage Inflicted & Other Results Possible
Foot Snare	1D3+1 ATs	1D6* "Impact" PD, plus caught and held upside down until able to free self or be freed by another.
Neck Snare	1D3+3 ATs	2D6+2 "Impact" PD; roll for Strike Location, and if "Super-Vital," victim has a broken neck, if "Vital" then death by strangulation will occur in 1D3+3 BTs, if "Ultra-Vital" normal PD.
Spring Trap, Spiked, Falling or Swinging	2D3+2 ATs	2D6 "Piercing" PD /spike, 1D3 spikes can hit.
	2D3+4 ATs	2D6 "Piercing" PD /spike + 2D6 "Impact"; a spiked trap 6' to 8' swath, 1D3 spikes for each victim in path.
Deadfall, Spiked or Very Heavy	3D3+5 ATs	8D6 "Impact" or "Piercing"; victim(s) are pinned by spikes or weight or trap until freed by others.
Camouflaged Pit with Sharp Stakes Set in Bottom	3 hours+2D3 ATs**	1D6 "Impact" cumulative per 10' fall†, plus 2D6 "Piercing" PD/stake—1D3 stakes/victim.

* No Strike Location roll is made for this device, so damage is as determined by the die.

** The three-hour time assumes relatively soft/easily dug ground and a good digging tool. Thus, one man working hard and fast might be able to remove 1,000 cubic feet of dirt from the area, set stakes, and conceal the work and pit afterwards. Two working cuts the time in half, three to one-third. To double the length or breadth of the pit, double time required, but twice as many can work. To double depth you must *triple* time (and the work assumes ropes and buckets, ladders, etc. Note that a 5' deep pit delivers only 1D3 PD, while a 20' one gives 3D6, but stake damage is the same in either case. The gamemaster must adjust for harder ground by adding increments of one hour to the above. It would take 12+ hours to dig a 10' x 10' x 10' pit in hardpan clay! The 2D3 AT "tack-on" is for final cleaning up and hiding of the trap work and camouflaging it all.

† Remember to add together the tens of feet fallen, and that gives you the number of D6 to roll for damage: 1 for 10', plus 2 for 20', plus 3 for 30', etc.—so a 40' fall means 10D6 damage (1+2+3+4 = 10). Then make a roll for damage location.



Disease Effects

Disease STR	Effect
1	Causes a strange mutation of the skin (boils, discoloration, etc.) -2 to Attractiveness.
1	Causes the victim to spend 1 hour/week in a hallucinogenic delirium or other such state.
2	Inflicts 1 point of Physical, Mental, or Spiritual damage on the victim per week.*
5	Causes victim to suffer one of the effects of being Dazed.
10	Victim temporarily suffers a minor insanity.
20	Victim temporarily suffers a major insanity (madness).
30	Causes the victim to suffer the temporary loss of the use of hands, sight, hearing, legs, etc.
50	The victim is rendered comatose and will have trouble with starvation and dehydration unless specially cared for.
60	As above, except victim is in a continual state of horrible pain, and will suffer 5D6 points of Mental and Spiritual damage per week as long as the symptoms continue. The victim may also have to make one or more insanity checks (q.v.).

* Mental and Spiritual Damage is possible due to the effects a disease can have on the mind.

Mental Aberrations

Aberration	Type	Damage Level
Phobia	Insanity	1-8
Delusion	Insanity	5
Mania	Insanity	5
Hallucinations	Insanity	5
Lunacy	Insanity	8
Paranoia	Madness	10
Catatonia	Madness	15
Manic-Depression	Madness	10
Split-Personality	Madness	10
Schizophrenia	Madness	12
Melancholia	Madness	10
Homicidal Mania	Madness	15

Starvation Damage

Time	Damage
>3 Days + PMCap Score in hours	Dazed
>5 Days	1D6 PD
Each additional day beyond 5	+1D6 PD

Dehydration Damage

Time	Damage
>1 Day + PMCap Score in hours	Dazed
Each additional 4 hours	+1D6 PD

Fire and Flame Damage

Fire Type	Damage	Ignite
Candle-size	1	10%
Torch-size	1D6	40%
Bonfire or larger	2D6+2	80%
Hot magickal fire	Add 1D6+1	+20%

Falling Damage

For every 10 feet., 1D6 PD is inflicted.*

*Adjust the damage according to size and GM's discretion.

Cold and Exposure

state	Ideal Temp.*	Tolerable Temp.*
Wet	75-95	50-130
Immersed in water	85-95	60-120
Significantly clothed and dry	60-85	30-120
Significantly clothed and wet	70-90	40-120
As above, but immersed	70-90	50-110
Bundled tightly and dry	0-30	-30-60
As above, but wet	65-85	30-100
As above, but immersed	65-85	40-95

*Degrees Fahrenheit



Electrical Damage

Source (Base Damage/CT)	Grounded	Grounding Is Water/Metal
Minor (1D6)	x 2	x 4
Metal conductor (2D6)	x 3	x 5
Major or continuous (2D6)	x 4	x 6
Lightning bolt* (6D6 to 36D6)	—	—

* A lightning strike will normally only last one CT, but there may also be burn damage to consider.

Shock

D% Roll	Effects
01-50	Unconscious for 3D6 hours. (If already unconscious, these hours are additional.)
51-60	Unconscious for 1D6 weeks. The individual will have trouble with starvation and dehydration (q.v.) if not specially cared for.
61-70	As above, but persona loses 1 from all ATTRIBUTES (including Mental and Spiritual).
71-75	As above, but persona loses 2 points from all ATTRIBUTES.
76-80	As above, but persona loses 3 points from all ATTRIBUTES.
81-85	As above, but persona loses 4 points from all ATTRIBUTES.
86-95	Comatose for 1D6 months. Lose 1D6 from each ATTRIBUTE per month, though 50% of the loss is recoverable after another 3D6 months of physical therapy.
96+	Persona dies.

Shock Modifications

Reason for Shock	Modifier
CL equalled or exceeded	+10
Small severing (finger, toe, ear)	+10
Medium severing (hand, eye)	+20
Large severing (arm, leg)	+30
WL exceeded by an exposure-based attack	+5
Special Failure of First Aid	+10
Per JP spent prior to rolling to ease effects	-10

Permanent Damage

D% Roll	Persona Effects	Rules Effects
0-50	No permanent damage	None
51-75	Scar	(Roll for severity) Possible loss of Attractiveness
76-85	Loss of finger, toe, or ear	-1 to Physical ATTRIBUTES.*
86-90	Loss of hand, foot, or eye	-50% to Physical ATTRIBUTES.*
91+	Loss of arm, leg, sight, or hearing	-75% to Physical ATTRIBUTES.*

*Loss of a finger also costs 1 Attractiveness point. A hand, foot, ear or eye will remove 3 such points, and the loss of an arm or leg will remove 5 points. GMs may add penalties to P ATTRIBUTES at their option, M or S also in severe cases.

Scar Severity

D% Roll	Severity	Attribute Loss
0-50	Negligible	None
51-70	Slight, concealable or correctable through Alchemical Magick	-1 unless concealed or corrected
71-80	Noticeable body scar	-1
81-90	Noticeable extremity scar	-2
91+	Disfiguring facial scar	-4





Mount Movement Rates

Mount Type	PD Points	Size/Armor	Endurance/ Superlative Factors	Base Speed	Price Of Mount
Ass/Donkey	150 + 1D10	small/no	10	7	3D3 × 100
Buffalo	500 + 5D10	medium/no	(draft use only)	6	3D3 × 500
Camel					
Bactrian	200 + 1D20	medium/yes*	12/3	12	6D6 × 500
Bactro-dromedary	220 + 1D10	medium/yes*	12/4	12	7D6 × 500
Dromedary	180 + 2D20	medium/yes**	11/4	13	6D10 × 500
Common Horse†					
Cart	160 + 1D10	medium/no	5	10	4D5 × 100
Draft	200 + 1D20	lg. med./no	4/2	12	3D3 × 1,000
Dray	180 + 1D20	medium/no	6/3	13	1D10 × 1,000
Jade	140 + 1D10	medium/no	4	11	2D10 × 100
Elephant††					
Afrikkian	400 + 5D10	large/yes	12/4	17	Base 125,000
Azirian	400 + 5D6	large/yes	15/3	16	Base 100,000
Mule	170 + 5D6	medium/no	12	9	3D3 × 100
Oxen	250 + 5D6	medium/no	(draft use only)	6	3D3 × 300
Pony	50 + 10D6	small/no	5	8	5D6 × 100
Riding Horse†					
Garron	190 + 5D3	medium/no	5/4	13	5D6 × 100
Palfrey	180 + 4D3	medium/no	4/1	12	6D3 × 1,000
Pony (Horse)	170 + 5D3	sm. med./no	6/2	10	4D6 × 1,000
Racer	200 + 2D3	medium/no	8/3	15	1D20 × 1,000
Warhorse†					
Charger	210 + 2D10	medium/yes	6/2	12	Base 40,000
Courser	200 + 2D5	medium/yes*	8/2	14	Base 30,000
Destrier	220 + 2D20	lg. med./yes	5/2	10	Base 50,000
Genet	190 + 2D3	sm. med./yes**	7/6	13	Base 30,000

*No more armor than will enable the mount to move at 80% or better normal speed.

**No more armor than will enable the mount to move at 90% or better normal speed.

†Horses have four gaits instead of the usual three (see below).

††Elephants running (charging) speed is sustainable only for Critical Turns of time, not Battle Turns as is true for other steeds considered here. However, unlike the others, all of which must move up in speed by degrees, Elephants can go from normal (walking) speed to running (charging) rate in the same Critical Turn.

Barding, Etc.

Item	Damage Protection Versus							AP Cat.	Move Pen.	Price
	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.			
Chain Mail	7	12	5	3	3	5	-12	USVM	25%	20,000
Chanfron	12	16	14	2	2	5	-3	US	5%	2,100
Demi-Chanfron	11	14	12	1	1	3	-2	U	—	900
Front Plates*	3	5	5	4	5	5	-5	N	5%	1,200
Leather	2	2	2	5	5	2	12	USVM	10%	2,300
Padded**	2	3	3	5	5	4	15	USVM	—	2,200
Plate Armor	14	16	15	12	25	25	-30	USVM	20%	15,000
Plate Mail	12	14	13	15	20	20	-25	USVM	30%	13,000
Studded Leather	3	6	4	5	5	6	12	USVM	15%	3,500

* Both rider and mount receive the protective bonuses of this piece of equipment.

** If more than 5 points of Fire damage is taken, the padding catches on fire, the mount is likely to panic, the rider must either jump and let it meet its fate or else get the armor off or put out the fire—dealing with the steed in question all the while.

LAND VEHICLES

Type of Vehicle	Price of Vehicle	Damage Points
Cart	500 + (2D3 × 100)	20 + 2D10
Buckboard	1,000 + (3D3 × 100)	50 + 1D10
Wagon	2,000 + (2D6 × 500)	100 + 5D20
Carriage	5,000 + (3D3 × 1,000)	200 + 5D20
Coach, royal	50,000 + (6D3 × 1,000)	250 + 5D20



Natural Weapon Damages

Weapon	Type	Size	Base Damage*
Claw**	Cutting	Small	1 point
		Medium	1D3, +
		Large	1D6, 2D3, +
		Huge	2D6, 3D3, + 4D3, 5D3, 3D6, +
		Gigantic	4D6, etc.
Bite	Piercing	Small	1D3
		Medium	1D6
		Large	2D6
		Huge	4D6
		Gigantic	8D6
Smash	Blunt	Small	1 point
	Blunt	Medium	1D3
	Blunt	Large	2D3
	Impact†	Huge	3D6
	Impact†	Gigantic	5D6
Horn/Tusk**	Piercing	Small	1D3
		Medium	1D6
		Large	2D6
		Huge	4D6
		Gigantic	8D6
Constricting††	Small	Small	1 point
		Medium	1D3
		Large	2D3
		Huge	3D6
		Gigantic	5D6

*The "+" indicates an optional progressive modifier decided upon by the GM; e.g., 3D3, 3D3+1, 3D3+2, 4D3, etc.

**Indicates that the weapon may be used for parrying, if the creature is Large to Gigantic. Horns/tusks used in charging attack do double damage, additional being Impact PD.

†Impact Physical damage cannot be absorbed by any type of armor other than that provided by Heka.

††A constricting weapon will, in addition to inflicting normal Physical damage, seize a victim on the initial strike and continue automatically to damage that victim each CT after that until the victim dies, the attacker takes over CL in Physical damage, or the attacker decides to release the victim. The PD type inflicted initially is determined by the attacker's general size, the same as for Smash attacks, but subsequent Physical damage will always be Impact.

Comparative Sizes and Physical Ratings

Size	PMCap	PMSpd	PNCap	P
Small (cat, gremlin)	5-25	10-25	10-25	20-40
Medium (human, guard dog)	12-18	9-12	10-15	50-100
Large (tiger, bear)	25-75	9-20	9-20	150-250
Huge (Drake-Wyrm)	60-150	9-11	5-8	350-800
Gigantic (Mountain)	75-250	5-8	3-5	750+



Quick Reference List of Foreign Languages

Egyptian	Farsi	Lantian Dialect	Phonecian Dialect
Egyptian Dialect	Farsi Dialect	Latin	Quechuan
Annamese	Francodeutsch	Latin Dialect	Roumanian
Armenian	French	Lemurian	Siamese
Atlantian	French Dialect	Lemurian Dialect	Skandian
Atlantian Dialect	Grecian	Lemurian-aleffa	Skandian Dialect
Bantu	Greek Dialect	Lemurian-dekasta	Slavic
Bantu Dialect	Hindic	Lemuyan	Slavic Dialect
Benlyorob	Hindic Dialect	Magyar	Soumi
Berberian	Iberian	Malayan	Soumi Dialect
Boldeutsch	Iberian Dialect	Malayan Dialect	Sumerian
Brythokeltic	Iroukian	Manchurian	Sumerian Dialect
Bulgarian	Keltic	Mongolian	Suskirouk
Burmese	Keltic Dialect	Mongolian Dialect	Teclan
Camese	Khazirian	Nepalese	Tibetan
Cherokee-Iroukian	Kongolese	Neustrian	Turkic-Sumerian
Chinese	Lakota	Nipponese	Vardish
Chinese Dialect	Lakota Dialect	Nipponese Dialect	Vardish Dialect
Deutsch	Lantian	Phonecian	Viach

Phæree Languages

Deevish
Drowish
Elvish
Fair Speech
Goblin talk
Gnomish
Hobgoblin Tongue
Oniese
Parlese
Slaughtite
Sphinxian
Trowish

*Many others exist but are not commonly known, let alone taught. the gamemaster might expand this list, so check to see if more are available to you.

Note: Phæree languages in italics are common languages utilized by the various folk dwelling on that world to converse with one another.

Current Event Datedness

Origin	Datedness
Immediate locale (up to city)	1 to 23 hours old
Locale's environs (county-like)	1 to 6 days old
Regional (and removed)	7 to 13 days old
National (and removed)	2 to 4 weeks old
Adjoining state	5 to 7 weeks old
Continental (and removed)	1 to 3 months old
Overseas/more than 1,000 miles	2 to 12 months old
Extremely remote location	1 to 2 years old

Trade Phonecian Regional Vocabulary

Region	STEEP Applicable
Within 100 miles of base learning point	100%
Within 250 miles of base learning point	90%
Within 500 miles of base learning point	80%
Within 1,000 miles of base learning point	70%
Within 1,500 miles of base learning point	60%
Beyond 1,500 miles of base learning point	50%

Ancient, Arcane, Dead & "Lost" Languages

Ancient Sumerian
Arachnidian Script
Arcane Magickal
Classic Greek
Etruscan
Exotic Afrikkan
Hiero-Egyptian
High Atlantian
Imperial Latin
Keltic Druidical
Lemurian Pictogram
Lost Farsi
Old Chinese
Unknown Tibetan
Vedic
Y'dragi Runic



LANGUAGE INTERRELATIONS

<i>Known Language</i>	<i>Related Languages</i>
Egyptian	Egyptian Dialect—75%
Egyptian Dialect	Egyptian—75%
Annamese	Camcham—25% Chinese Dialect (Nan-Chao, Sung, and Tongking only)—25% Chinese—10%
Armenian	Greek—25% Sumerian—25%
Atlantian	Atlantian Dialect—90% Lantian—75% Iberian and Lantian Dialect—50% Berberian and Iberian Dialect—25% Teclian, Vardish, and Vardish Dialect—10%
Atlantian Dialect	Atlantian—90% Berberian and Lantian—50% Iberian and Lantian Dialect—25%
Bantu	Bantu Dialect (and all other Bantu tongues)—50%
Benlyorub	Ewe and Yoruban—50% Tribal tongues within about 25 miles of the border—10%
Berberian	Atlantian Dialect—50% Atlantian and Lantian—25% Iberian and Lantian Dialect—10%
Boideutsch	Deutsch, Francodeutsch, and Latideutsch—75% Skandeutsch—50% Skandian—25% Skandian Dialect and Slavic—10%
Brythokeltic	Keltic—90% Keltic Dialect—75% Vardish and Vardish Dialect—25% Deutsch and Skandian—10%
Bulgarian	Greek, Roumanian, and Vlachian—10%
Burmese	Hindic and Malay—25% Camese, Malay Dialect, and Siamese—10%
Camese	Annamese—25% Burmese, Malay, and Siamese—10%
Cherokee-Irouk	Iroukian and Suskirouk—50% Iroukian Dialects of surrounding tribes—25%
Chinese	Chinese Dialect (any)—75% Manchurian, Nipponese, and Nipponese Dialect (Liang)—25% Mongolian—10%
Deutsch	Boideutsch, Francodeutsch, Latideutsch, and Skandeutsch—75% Skandian—50% Skandian Dialect—25% Brythokeltic and Vardish—10%
Farsi	Farsi Dialect—75% Hindic, Hindic Dialect (western), and Khazirian—10%

<i>Known Language</i>	<i>Related Languages</i>
Farsi Dialect	Farsi—75% Mongolian Dialect (northern Farsi Dialect speakers only)—10%
Francodeutsch	Boideutsch, Deutsch, and Latideutsch—75% Skandeutsch—50% French and Skandian—25% French Dialect and Skandian Dialect—10%
French	French Dialect—90% Francodeutsch—25% Neustrian, Vardish, and Vardish Dialect—10%
Greek	Greek Dialect—75% Armenian and Latin—25% Bulgarian, Khazirian, Roumanian, and Vlach—10%
Hindic	Hindic Dialect—90% Burmese—25% Farsi—10%
Iberian	Iberian Dialect—90% Lantian—75% Atlantian, Lantian Dialect—50% Atlantian Dialect—25% Berberian—10%
Iberian Dialect	Iberian—90% Atlantian—25% Atlantian Dialect and Lantian—10%
Iroukian	Cherokee-Iroukian and Suskirouk—50% Iroukian Dialects of surrounding tribes—25%
Khazirian	Turkic-Sumerian—25% Farsi, Greek, Phoenician, and Slavic—10%
Keltic	Brythokeltic and Keltic Dialect—90% Vardish Dialect—25% Neustrian and Vardish—10%
Kongolese	Egyptian Dialect (Darfurian)—10%
Lakota	all Lakota Dialects, and vice versa—50%
Lantian	Lantian Dialect—90% Atlantian and Iberian—75% Atlantian Dialect—50% Berberian—25% Iberian Dialect—10%
Lantian Dialect	Lantian—90% Atlantian and Iberian—50% Atlantian Dialect—25% Berberian—10%
Latideutsch	Boideutsch, Deutsch, and Francodeutsch—75% Skandeutsch—25% Skandian—10%
Latin	Latin Dialect and vice versa—75% French—50% French Dialect, Greek, and Latideutsch—25% Magyar and Roumanian—10%



LANGUAGE INTERRELATIONS

Known Language	Related Languages
Lemuyan	Teclan—25% Lemurian (any sort)—25%
Lemurian	Lemurian Dialect—90% Lemurian-aleffa and Lemurian-dekasta—75% Lemuyan—10%
Lemurian Dialect	Lemurian—90% Lemurian-aleffa and Lemurian-dekasta—50% Lemuyan—10%
Lemurian-aleffa	Lemurian—75% Lemurian Dialect and Lemurian-dekasta—50% Lemuyan—10%
Lemurian-dekasta	Lemurian—75% Lemurian Dialect and Lemurian-aleffa—50% Lemuyan—10%
Magyar	Latin and Slavic—10%
Malay	Malay Dialect—75% Burmese—25% Siamese—10%
Malay Dialect	Malay—75% Burmese—10% Chinese Dialect (southern, Sung and Tongking, and vice versa)—10%
Manchurian	Chinese, Chinese Dialect (northern, and vice versa)—25% Mongolian—25% Nipponese Dialect (Liang, and vice versa)—10%
Mongolian	Mongolian Dialect—75% Manchurian—25% Chinese Dialect (Khitain and Tartar, and vice versa)—25% Chinese and Turkic-Sumerian—10%
Mongolian Dialect	Mongolian—75% Turkic-Sumerian—25% Farsi Dialect—10%
Nepalese	Hindic Dialect (northern, and vice versa)—25% Tibetan—10%
Neustrian	Skandian—25% French and Keltic—10%
Nipponese	Nipponese Dialect—75% Chinese—25% Chinese Dialect (northern, and vice versa)—10%
Phonecian	Trade Phonecian—90% Phonecian Dialect—75% Sumerian—25% Khazirian and Sumerian Dialect—10%
Phonecian Dialect (Mago)	Phonecian and Trade Phonecian—75% Iberian—25% Sumerian—10%

Known Language	Related Languages
Quechuan	Subject tribes native languages—75%
Roumanian	Slavic Dialect (southern/Balkans and vice versa)—25% Latin, Slavic—10%
Siamese	Burmese, Camese, and Malay—10%
Skandeutsch	Deutsch and Skandian—75% Boideutsch and Francodeutsch—50% Latideutsch and Skandian Dialect—25% Soumi—10%
Skandian	Skandian Dialect and Skandeutsch—75% Deutsch—50% Boideutsch, Soumi, and Francodeutsch—25% Brythokeltic, Latideutsch, Neustrian—10% Vardish, and Vardish Dialect—10%
Skandian Dialect	Skandian—75% Deutsch and Skandeutsch—25% Boideutsch, Francodeutsch, and Vardish—10%
Slavic	Slavic Dialect, and vice versa—75% Boideutsch—25% Magyar, Roumanian and Vlach—10%
Soumi	Soumi Dialect—75% Skandian—25% Skandeutsch—10%
Sumerian	Sumerian Dialect—75% Turkic-Sumerian—50% Armenian and Phonecian—25% Trade Phonecian—10%
Suskirouk	Cherokee-Iroukian and Iroukian—50% Native Iroukian tribal tongues—25%
Teclan	Lemuyan—25% Atlantian—10%
Tibetan	Nepalese—10%
Turkic-Sumerian	Sumerian—50% Khazirian and Mongolian Dialect—25% Mongolian—10%
Vardish	Vardish Dialect—75% Atlantian, Deutsch, French—10% Iberian, Keltic, and Skandinavian Dialect—10%
Vardish Dialect	Brythokeltic and Keltic—25% Atlantian, French, Keltic Dialect and Skandinavian Dialect—10%
Vlach	Bulgarian, Greek, Roumanian and Slavic—10%

*This percentage serves as a multiplier for an HP's STEEP in the "Known Language," to determine the HP's STEEP in the related language(s). For example, an HP with a STEEP of 80 in Malay would automatically have a STEEP of 60 (75%) in *Malay Dialect*, of 20 (25%) in *Burmese*, and of 8 (10%) in *Siamese*.

Note: Different dialects of the same speech are generally understood by different speakers at a ratio related to geographical separation and the influence of foreign languages. As a rule of thumb, use 75% if contiguous, 50% average, 25% if widely separated, and 10% if separated and divergent over a long period of time.



OP Power Class

Class	Description
I	Minor Ability Persona. This is an OP such as a child or a weak, elderly man who can accomplish very little on his own. Such a persona will generally have only below-average to average ATTRIBUTES, few K/S Areas, little money, etc.
II	Standard Ability OP. Your typical guardsman, EP thug, guard dog, or other persona who can put up a good fight but doesn't pose an extremely difficult threat to the HPs would come under this heading. A few PPs are Class II as well.
III	Important OP. This individual is typically a leader of a group of Category II OPs, and will prove to be a tough foe if challenged. Such OPs will often have ATTRIBUTES which are above average and possess lots of resources and K/S Areas—not to mention Joss Factors—as well. Some PPs might fall into Class III.
IV	Climactic Persona. These, the most powerful type of OPs, will only appear in the game rarely—but when they do, the HPs had better watch out! Such personas include Greater Demons, vampires, and other real nasty monsters, as well as very rich and influential EPs—not to mention accomplished dweomercrafters. HPCs often are Class IV.

Political Beliefs

D%	Result
01-40	None
41-60	Conservative
61-80	Moderate
81-95	Liberal
96-00	Anarchist

Religious Attitudes

D%	Result
01-05	Agnostic/Unbeliever
06-10	Witchcraft
11-20	Gloomy Darkness
21-35	Shadowy Darkness
36-40	Elemental Gods
41-50	Balance
51-55	Nature Deities
56-75	Moonlight
76-90	Sunlight
91-00	Other (Old Gods, Forgotten Religion, Outer Planes, etc)

Extreme Attractiveness Effects

Rating	Description	Effects
0 to -3	Horrid	Dazing, "Easy"; Fleeing, "Easy"
-4 to -6	Nightmarish	Dazing, "Moderate"; Fleeing, "Hard"; Insanity, "Moderate"
-7 to -9	Blasphemous	Dazing, "Hard"; Fleeing, "Difficult"; Insanity, "Hard"
-10 or less	Ineffable	Dazing, "Difficult"; Fleeing, "Very Difficult"; Insanity, "Difficult"
21 to 25	Incredible	Dazing, "Easy"
26 to 27	Obsessive	Dazing, "Moderate"; Insanity or Adoration, "Moderate"
28 to 29	Unearthly	Dazing, "Hard"; Insanity or Adoration, "Hard"
30 or more	Mind-Warping	Dazing, "Difficult"; Insanity or Adoration, "Difficult"

OP Joss Factors

Class	Joss Factors
I	None
II	1-2
III	3-8 (1D6+2)
IV	9-14 (1D6+8)

OP STEEP Levels

OP Class	Primary K/S Areas	Secondary K/S Areas	Tertiary K/S Areas	# Prime
I	30-40	11-26	6-10	1
II	36-45	26-35	11-25	2
III	41-60	31-40	11-30	4
IV	61-80	41-60	31-40	8

General Personality

D%	Result
01-25	Cool, casual, easy-going
26-40	Excitable, emotional, bolsterous
41-60	Stem, dignified, formal
61-80	Cheerful, extroverted, talkative
81-95	Sober, introverted, sullen
96-00	Crazy, wild, unpredictable

Conformity

D%	Result
01-25	Radical, rebellious, nonconformist
26-50	Neutral, uncaring
51-95	Conformist, trendy, fashion-chaser
96-00	Insane, socially unacceptable, outcast

General Interests

D%	Result
01-25	Adventure*, challenges, travel
26-50	Politics*, status, power
51-75	Knowledge*, lore, ancient objects
76-00	Entertainment*, music, art

Note: Keep in mind that these are just general items on this table, and feel free to mix and match different areas of interest. The first marked terms (i.e., those with an asterisk) provide an idea as to the overall nature of each result. The other terms just balance out the package and can be juggled around at will.



STEEP Level Descriptions

STEEP Points	Description
00	No real knowledge/skill. Total or virtual ignorance.
01-10	Rudimentary knowledge or skill only.
11-15	Novice-level study. A grasp of basic principles (grammar school). Trainee skill.
16-20	Lower-intermediate range knowledge (middle school). Low average working skill.
21-25	Middle-intermediate skill (high school). Average and normal ability to apply the skill.
26-30	Upper-intermediate knowledge. A grasp of some advanced principles (Associate's Degree). Journeymen's ability in a skill.
31-35	Full, professional competence. A level of knowledge equivalent to a Bachelor's Degree. A near-master's skill ability.
36-40	Above-average professional competence. Master's Degree knowledge. Skill of master level.
41-50	Expert-level knowledge or Doctor's Degree. Skill of a full master of the ability.
51-60	Master-level knowledge. Expert-master skill.
61-80	Pioneer-level knowledge and mastery. Past-master skill.
81-90	Grand master of field. The persona is capable of Nobel prize-winning work. A creator of prized items.
91+	Ultra-genius ranking. Einstein had math and physics STEEP levels in this range. Fabrege's jeweler skill was in this range.

Mental Knowledge/Skill Areas

Area	ATTRIBUTE
Agriculture (137)	MMCap s
Apotropaism* (137)	(MMCap + MRCap) × 0.5 •
Appraisal (138)	MRCap s
Architecture (139)	MMCap
Astronomy* (139)	MMCap
Biography/Genealogy (139)	MMCap
Biology (139)	MMCap
Botany (139)	MMCap
Business Administration (139)	(MMCap + MRCap) × 0.5
Chemistry (139)	MMCap
Criminal Activities, Mental (139)	MMCap •s
Criminology (139)	MRCap
Cryptography (140)	(MMCap + MRCap) × 0.5
Current Events (140)	(MRPow + MMPow) × 0.5
Deception (140)	MRCap •
Demonology* (141)	MMCap •
Domestic Arts & Sciences (142)	(MMCap + MRCap) × 0.5 •s
Dweomercraft* (142)	MMCap •s
Ecology/Nature Science (143)	MMCap
Economics/Finance/Investing (143)	(MMCap + MRCap) × 0.5
Education (143)	(MMCap + MRCap) × 0.5
Engineering (143)	(MMCap + MRCap) × 0.5
Engineering, Military (143)	(MMCap + MRCap) × 0.5
Espionage (144)	(MMCap + MRCap) × 0.5 s
Etiquette & Social Graces (144)	MMCap
Foreign Language† (144)	MMCap •
Fortification & Siegecraft (144)	MRCap
Gambling (150)	(MMCap + MRCap) × 0.5 •s
Games, Mental (150)	MRCap s
Gemology (150)	MMCap

Area	ATTRIBUTE
Geography/Foreign Lands (150)	MMCap
Geology/Mineralogy (150)	MMCap
History (150)	MMCap •
Hypnotism (150)	MRPow •
Influence (151)	MRCap s
Journallism (154)	MRCap
Law (154)	(MMCap + MRCap) × 0.5 •s
Linguistics (154)	MRCap
Lip Reading & Sign Language (154)	MMCap •s
Literature (154)	MMCap
Logic (154)	MRCap
Magick* (154)	MRCap •
Mathematics (155)	MMCap
Medicine, Veterinary (155)	MMCap
Military Science (155)	(MMCap + MRCap) × 0.5
Native Tongue (155)	MMCap •
Navigation (155)	(MMCap + MRCap) × 0.5
Perception (Mental) (155)	PNCap s
Phazree Flora & Fauna (158)	MMCap
Political Science (158)	(MMCap + MRCap) × 0.5
Public Administration (158)	MRPow
Rarities (158)	MMCap
Sociology/Culture (158)	MRCap
Spellsongs* (158)	(MMSpd + MRSpd) × 0.5 •
Subterranean /Earth (159)	MMCap s
Surveying/Topography (159)	MRCap
Trade Language (159)	MMCap •
Toxicology (160)	MMCap
Weapons, Military, All Other (160)	(MMCap + MRCap) × 0.5 s
Zoology (159)	MMCap



Physical Knowledge/Skill Areas

Area	ATTRIBUTE
Acupuncture (162)	PNCap
Acrobatics/Gymnastics (162)	(PMCap + PNCap) × 0.5 s
Arms & Armor (162)	(PMCap + PNCap) × 0.5 s
Boating (162)	(PMCap + PNCap) × 0.5
Clothwork (162)	PNCap
Combat, Hand-to-Hand, Lethal (162)	(PMCap + PNCap) × .5 s
Combat, Hand-to-Hand, Non-Lethal (162)	(PMCap + PNCap) × 0.5
Combat, Hand Weapons (162)	(PMCap + PNCap) × 0.5 s
Combat, Hand Weapons, Missile (164)	(PMCap + PNCap) × 0.5 s
Construction (164)	PMCap
Construction, Naval (164)	PMCap
Construction, Transport (164)	PMCap
Criminal Activities, Physical (164)	(PMCap + PNCap) × 0.5 ·s
Cultured Palate (165)	PNCap s
Disguise (165)	PNCap
Drawing (165)	PNCap
Endurance* (165)	(PMPow + PNPow) × 0.5 ·
Escape (165)	(PMCap + PNCap) × 0.5
First Aid (165)	PNCap ·
Games, Physical (166)	(PMCap + PNCap) × 0.5 s
Gemsmith/Lapidary* (166)	(PMPow + PNPow) × 0.5 s
Handicrafts/Handiwork (166)	PNCap
Heka-Forging* (166)	(PMPow + PNPow) × 0.5 ·s
Hunting/Tracking (168)	PNCap
Jack-Of-All-Trades (168)	PMCap ·s
Juggling (169)	(PMSpd + PNSpd) × 0.5·s
Leatherwork (170)	PNCap
Legerdemain (170)	PNCap
Masonry (170)	PMCap
Mechanics (170)	PMCap
Mines & Mining (170)	PMCap
Mountain Climbing (170)	(PMPow + PNPow) × 0.5
Music (171)	PNCap ·s
Perception (Physical) (171)	MRCap s
Police Work (171)	(PMCap + PNCap) × 0.5 s
Printing (171)	PNCap
Riding (171)	PNCap ·s
Seamanship (172)	(PMCap + PNCap) × 0.5
Smithing/Welding* (172)	PMCap
Speleology (172)	PMCap
Sports (172)	(PMCap + PNCap) × 0.5 ·s
Subterranean Orientation (172)	PNCap ·
Surveillance/Security (173)	PNCap
Survival (173)	PMCap ·
Swimming/Diving (173)	(PMCap + PNCap) × 0.5
Tolerance (173)	PNPow
Travel (174)	(PMCap + PNCap) × 0.5
Weapons, Special Skills (174)	PNCap ·s

Spiritual Knowledge/Skill Areas

Area	ATTRIBUTE
Alchemy* (175)	SMCap ·
Animal Handling (177)	SPPow
Astrology* (179)	SMCap ·
Buffoonery (179)	SPSpd ·s
Charismaticism (182)	SPCap ·
Conjuration* (182)	(SMPow + SPPow) × 0.5 ·
Divination* (183)	SPCap ·s
Exorcism* (184)	SMCap ·
Fortune Telling* (187)	SPCap ·s
Herbalism* (187)	SMCap ·
Impersonation (188)	SMPow
Jury-Rigging (189)	SMCap
Leadership (189)	SMCap
Magnetism (189)	SPPow
Medicine, Oriental (189)	(SMCap + SPCap) × 0.5
Mediumship* (189)	SPCap ·
Metaphysics* (190)	SMCap ·
Multiversal Spheres & Planes (190)	SPCap s
Musical Composition* (190)	SMCap ·
Mysticism* (190)	SPCap ·
Nature Attunement (193)	SPCap ·s
Necromancy* (193)	SMPow ·
Occultism* (193)	SMCap ·
Painting (Artistic) (194)	SMCap
Pantheology* (194)	SMCap ·s
Phæree Folk & Culture (194)	(SMCap + SPCap) × 0.5 s
Philosophy (194)	SMCap
Poetry/Lyrics* (194)	SMCap ·
Priestcraft* (195)	SMCap ·
Religion* (196)	SMCap ·
Sculpture (196)	(SMCap + SPPow) × 0.5
Sorcery* (196)	SMCap ·
Street-Wise (198)	SPCap ·s
Thesplanism (198)	SPCap
Witchcraft* (198)	SMCap ·
Writing, Creative (198)	SMCap
Yoga* (200)	SMCap ·

*Heka-producing K/S Area. (See Chapter 13 and the **Mythus Magick** book.)

† See page 16 for a complete list of Foreign Languages of Ærth. See the *Foreign Language* K/S Area description (page 144 of the **Mythus** book) for complete information regarding cross-language ability, etc. The Language Interrelations table is found on pages 17-18 in this book.



HP Backgrounds

These tables provide sample background professions for your Heroic Persona. Simply locate your SEC, and roll a 1D6. All you need to do is fill in the story from here! Keep in mind that your HP's Vocation and background type are not necessarily the same thing (A city official could be a theurgist or astrologer in his or her spare time, for instance.) Some of the possible combinations seem a bit unlikely, but that's nothing a little imaginative storytelling can't cure. It would be very interesting, for example, to find out how a mountebank wound up as a scribe! There will, however, be cases where your background type and your Vocation are completely incompatible. In such cases, just reroll.

Lower Class Backgrounds

Roll	Lower Lower	Middle Lower	Upper Lower
1	Wanderer	Stablehand	Apprentice Craftsman
2	Serf	Cook/Servitor	Priar/Monk
3	Escaped Slave	Street Sweeper	Peasant Farmer
4	Bond Maid/Servant	Peddler	Mage's Apprentice
5	Gypsy	Minstrel	Soldier
6	Beggar	Acolyte	City Guardsman

Middle Class Backgrounds

Roll	Lower Middle	Middle Middle	Upper Middle
1	Actor	Shop Owner	Manor Official
2	Scribe	Village Official	Gentleman Farmer
3	Animal Trainer	Mason/Carpenter	Engineer
4	Soldier NCO	Armorer/Smith	Squire
5	Merchant	Craftsman	Lieutenant
6	Shop Clerk	Innkeeper	Town Official

Upper Class Backgrounds

Roll	Lower Upper	Middle Upper	Upper Upper
1	Guild Master	Mine Owner	Duke
2	Captain	Royal Official	Noble Heir
3	City Official	Baron	Royal Advisor
4	Moneychanger	Viscount	Archduke
5	Scholar	Count	Marquis
6	Magister	Master Thief	Prince

RACE TABLES

General Type

D%	Result
01-10	Black Race
11-20	Brown Race
21-40	Red Race
41-90	White Race
91-00	Yellow Race

Note: The above distribution assumes an *A*European or *V*argaardian locale for the campaign base. If otherwise, adjust according to the regional population.

Specific Race

Race	D%	Result
Black	01-25	<i>A</i> theopian
	25-60	Afrikkan
	61-95	Mixed (possibly including other races)
	96-00	Magmurian (Melanesian)
Brown	01-25	Hindic
	26-40	Islander (South Seas/Micronesia)
	41-90	Mixed (possibly including other races)
	91-00	Lemurian
Red	01-25	<i>A</i> gyptian
	26-50	Atlantian
	51-90	Mixed (possibly including other races)
	91-00	Amazonian/ <i>V</i> argaardian
White	01-30	Northern/ <i>A</i> European
	31-50	Southern <i>A</i> European/North Afrikkan
	51-90	Mixed (possibly including other races)
	91-00	Azirian
Yellow	01-25	Western Azirian
	26-50	W. Azirian Mixed (possibly including other races)
	51-60	Eastern Azirian
	61-80	E. Azirian Mixed (possibly including other races)
	81-00	Mixed (possibly including other races)

Note: Using the Race basis, the individual should be able to decide upon an appropriate nationality.



AP/G Cost Per STEEP Point

Vocation's Prime TRAIT	M STEEP	P STEEP	S STEEP
Mental	1	2	1.5
Physical	1.5	1	2
Spiritual	1.5	2	1

AP/S AWARDS

DR	Success	Special Success
Difficult	—	1
Very Difficult	1	2
Extreme	2	3
Great Shot *	1	2
Awesome Shot **	2	3

*A *Great Shot* occurs when an attacker's FAC was reduced to half the BAC but the persona hit anyway. It is recommended that this award only be given to those with a BAC of 50 or less.

**An *Awesome Shot* is just like a Great Shot except that the hit killed the target as well. Someone with a BAC higher than 50 would receive the award for "Great Shot" if she or he made one of these.

AP/G Awards

Participation	Base
Marginal	0
Moderate	2
Active	5
Exceptional	8

Success	Bonus
Failure	0
Marginal Victory	2
Victory	5
Total Victory	8

Length	Modifier
Short	x0.5
Medium	x1
Long	x2
Stretch	x3

K/S Improvement by Study

MMPow	# of Subjects
6-10	1
11-13	2
14-16	3
17+	4

ATTRIBUTE Advancement

New Total	AP Cost/Point
6-8	4
9-11	6
12-14	8
15-16	10
17-18	15
19-20	25
21 and per point thereafter	50

ATTRIBUTE Improvement by Training

Result	Cost	Time
16-20	1,000 BUCs	5 months
21-25	2,500 BUCs	8 months
26-30*	7,500 BUCs	1 year

*Highest possible result by this method.



SPECIALLY CONSTRUCTED ITEMS TABLES

Clothing

Description	BUC Value
Beaver, cape or jacket	2,000
Beaver, coat	4,000
Beaver, trimming on garment	200
Ermine, cape or jacket	27,000
Ermine, coat	54,000
Ermine, trimming on garment	900
Fox, cape or jacket	3,000
Fox, coat	6,000
Fox, trimming on garment	300
Marten, cape or jacket	4,000
Marten, coat	8,000
Marten, trimming on garment	400
Mink, cape or jacket	9,000
Mink, coat	18,000
Mink, trimming on garment	600
Muskrat, cape or jacket	1,000
Muskrat, coat	2,000
Muskrat, trimming on garment	100
Sable, cape or jacket	45,000
Sable, coat	90,000
Sable, trimming on garment	1,500
Seal, cape or jacket	1,250
Seal, coat	2,500
Seal, trimming on garment	250

Miscellaneous

Description	BUC Value
Beacon	400
Bell, large	1,000-5,000
Bottle or flask	2-20
Box, iron, large	500-600
Box, iron, small	100-300
Chain, iron, fine, small, foot	2
Crampons, each	2
Crowbar	25
Dice/knucklebones, 1 pair, loaded	50
Drill, iron	25
Glue, 8 oz. pot	2
Grapnel	20
Grappling hook (for ships)	5
Lantern, bull's-eye	20
Lantern, waterproof	50
Manacles, pair & key	200
Metal file	20
Mirror, large metal	350
Oil, waterproofing, pint	3
Padlock w/poison reservoir & key	500
Pliers	10

Musical Items

Description	BUC Value
Bandore	150-750
Chime	20
Harp	500-5,000
Lyre	275-3,000
Mandolin	280-4,000
Rebec & bow	300-3,500

Furniture

Description	BUC Value
Armchair, padded	750
Armchair, wooden	350
Bed, four-poster	1,750
Bench, padded	500
Bookcase, 4' x 5' x 1'	1,250
Bowl, silver	100-1,000
Buffet	2,350
Cabinet	750-4,000
Chair, padded	500
Chandelier	5,000+
Chest of drawers	500-2,500
Cup, silver	100-1,000
Cutlery, silver	50/piece
Decanter, silver	400-4,000
Desk	500-5,000
Goblet, crystal	100-250
Goblet, silver	200-2,000
Kettle, iron, various sizes	25-250
Loom	300-700
Mattress, down-filled	2,000
Plate, silver	150-500
Rug, large	1,500-10,000
Sofa or couch	1,500-5,000
Tub	200-500
Wardrobe, plain	500-1,000
Wardrobe, with mirror(s)	1,000-5,000

Thieves' Items

Description	BUC Value
Climbing hook and line	100
Drills and chisels	100-300
Hearing cone	5
Key-making set	250
Magnifying lens	10
Thieves' picks & tools	300
Utility suit	150

Torture Items

Description	BUC Value
Branding iron	20
Cage, human-sized	150-250
Chair with straps	300
Clamp	30
Iron boots	50
Iron maiden	1,500-3,000
Stocks	250-1,000
Thumb screws	100
U-rack	250
Vise	75



STANDARD ITEMS TABLES

Clothing Table

Description	BUC Value
Belt	10
Boots, high, hard	150
Boots, high, soft (or fine shoes)	100
Boots, low, hard	75
Boots, low, soft (or shoes)	50
Cap	15
Cloak	75
Girdle, broad	75
Girdle, normal	50
Hat	30
Robe	50
Cape	30
Cloth, cotton, bolt	15
Cloth, linen, bolt	15
Cloth, wool, bolt	25
Dress	75
Gloves, cloth	5-10
Gloves, leather	25-50
Needle, sewing	1
Scissors	10
Shirt/blouse	30
Thread, 1 spool	2
Trousers/skirt	25

Thieves' Items

Description	BUC Value
Beeswax, 1 pound	5

Livestock

Description	BUC Value
Chicken	3
Cow	550
Dog, guard	150
Dog, hunting	100
Goat	50
Hawk, large	200
Hawk, small	100
Ox	500
Pig	200
Pigeon	1
Piglet	25
Sheep	75
Songbird	10+

Tack

Description	BUC Value
Bit and bridle	75-150
Harness	30-60
Saddle	200-1,000
Saddlebags, large	50-250
Saddlebags, small	30-150
Saddle blanket	5

Fur

Description	BUC Value
Beaver, pelt	200
Ermine, pelt	200
Fox, pelt	300
Marten, pelt	200
Mink, pelt	100
Muskrat, pelt	100
Sable, pelt	500
Seal, pelt	500

Musical Items

Description	BUC Value
Drum	50-500
Piñe	50-500
Flute	50-500
Gong	50-500
Horn	75-750
Lute	100-1,000
Pipes	50-500
Recorder	50-500

Provisions

Description	BUC Value
Ale or beer, pint	1-3
Brandy, pint	3-15
Bread, loaf	0.5-1
Flour, 10-lb. sack	5
Grain, horse meal, 1 day	2
Rations, standard, 1 week	50
Rum, pint	5
Wine, quart, good	20
Wine, quart, watered	10

Furniture

Description	BUC Value
Bench, wooden	50
Bowl, pewter	20
Bowl, pottery	5
Carpet, small	50-250
Chair, wooden	100
Cup, pewter	15
Cup, pottery	1
Curtains/drapes	25-100
Cushion	5-25
Cutlery, copper	2
Cutlery, pewter	5
Decanter, crystal	300
Decanter, pottery	10
Goblet, pewter	25
Mattress, straw-filled	25
Mattress, down-filled	250
Pillow, feather	25-50
Plate, pewter	10
Plate, pottery	5
Sconce, wall	4
Stool	15
Table	200

Miscellaneous

Description	BUC Value
Backpack, leather	50
Bag	5-25
Barrel	25
Basket, large (bushel)	5
Basket, small	1
Bird cage	20-100
Blanket	10-25
Bucket/pail	5-20
Candle snuffer	2
Candle, tallow	0.5
Candle, wax	1
Cask	10
Chain, iron, heavy	1/foot
Chain, iron, light	0.5/foot
Chain, iron, medium	0.75/foot
Charcoal, 10-lb. bag	2
Chest, wooden, large	125
Chest, wooden, small	50
Coal, 10-lb. bag	1
Comb	0.5
Dice/knuckebones, 1 pair	1
Grindstone	10-25
Hacksaw	5
Hairbrush	3
Jar	1
Jug	5
Key	25
Ladder, 15'	75
Lamp, oil	15
Lantern, hooded	75
Lard, pint	1
Nails, iron, 100	10
Oil, lamp, quart	5
Padlock & key	50
Paintbrush, medium-large	10
Paint, 1 gallon	50
Pepper, pound	100
Pick axe, mining	50-60
Pipe, smoking	15
Pipeweed/tobacco, 8 oz. pouch	5
Pole, 10'	5
Pouch, belt, large	10
Pouch, belt, small	7
Powder, chalk	1
Pulley	5-25
Quilt	50-150
Quiver, 1 doz. arrows cap.	15
Quiver, 1 score arrows cap.	25
Quiver, 1 score bolts cap.	20
Quiver, 2 score bolts cap.	35
Rope, 50'	10
Sack, large	8
Sack, small	5
Salt, pound	1-5
Scabbard, broad	100
Scabbard, long	100
Scabbard, short	60
Scabbard, sword, bastard	150
Sheath, dagger or knife	30
Skin for water or wine	5
Soap, 8 oz. bar	1-5
Spade/shovel	25-50
Spike, iron, large	1
String, 50'	0.1
Tinderbox, with flint & steel	5
Torch	1
Whetstone	5
Whistle	2



GENERAL DWEOMERCRÆFT

107 Total Castings

Grade I Castings

20 Total

Base Heka Cost: 20

Armor, Physical Cantrip (34)	Avoid Deadly Attack Formula (34)
Bounce Charm (34)	Detect Heka Spell (34)
Disembodied Voice Formula (34)	Disjunction Charm (34)
Lock Charm (34)	Lock-Open Charm (35)
Magick Lock Spell (35)	Quickest Cantrip (35)
Reflections Ritual (35)	Shutfast Charm (35)
Spiderwalk Spell (35)	Summon Mascot Ritual (35)
Tangle/Untangle Cantrip (35)	Trigger Effect Formula (36)
Trudge Cantrip (36)	Understanding of Ur Spell (36)
Vranx's Annoying Itch Charm (36)	Wickafame Charm (36)

Grade II Castings

16 Total

Base Heka Cost: 35

Armor, Mental Cantrip (36)	Buttress Charm (36)
Circle of Magic Ritual (36)	Directed Force Cantrip (37)
Easyspeak Charm (37)	Forcedart Charm (37)
Halefellow Charm (37)	Heka Trap Spell (37)
Hold Effects Spell (37)	Levitate Cantrip (37)
Maximus Spell (37)	Minimus Spell (38)
Prolongation Charm (38)	Ritual of the Heart Ritual (38)
Slow Gravity Charm (38)	Translate Script Formula (38)

Grade III Castings

12 Total

Base Heka Cost: 50

Alert Ritual (38)	Armor, Spiritual Cantrip (39)
Avoid Heka Attack Ritual (39)	Dispel Invisibility Cantrip (39)
Flight Cantrip (39)	Heka Darts Charm (39)
Implant Spell (39)	Magick Trail Formula (39)
Multilingual Spell (40)	Resist Temperatures Spell (40)
Ritual of the Archer Ritual (40)	Untie Charm (40)

Grade IV Castings

12 Total

Base Heka Cost: 75

Armor, Heka Cantrip (40)	Attractive Force Cantrip (40)
Barrier Formula (40)	Bedlam Cantrip (40)
Daylight Cantrip (**)	Detect Heka Sources Cantrip (41)
Literate Formula (41)	Mask Heka Spell (41)
Negative Gravity Charm (**)	Parascopy Spell (41)
Thought Message Charm (41)	Wound, Mental Charm (41)

Grade V Castings

10 Total

Base Heka Cost: 100

Armor, Full Persona Heka Cantrip (41)	Cloud of Magick Spell (41)
Heka Bolt Charm (42)	Invisible Alert Formula (42)
Invisible Chains Charm (42)	Object Teleportation Formula (42)
Pythagoras' Non-Dimension Formula (42)	Reverse Attack Charm (42)
Weapon of Defense Charm (43)	Wound, Spiritual Charm (**)

Grade VI Castings

10 Total

Base Heka Cost: 125

Aetheral Travel Formula (43)	Arcane Lore Formula (43)
Disperse Heka Flow Cantrip (44)	Double Barrier Spell (44)
Pythagoras' Extra-Dimensional Door Spell (45)	Heka Blast Charm (44)
Heka Shield Spell (44)	Phase Shifting Spell (44)
Quickcast of Inhelep Charm (45)	Sphere of Secrecy Formula (45)

Grade VII Castings

10 Total

Base Heka Cost: 150

Doublecast Charm (45)	Escape Hatch Charm (45)
Forcellwall Cantrip (45)	Heka Shell Cantrip (45)
Juxtaposition Charm (45)	Mind Mask Cantrip (46)
Returning Charm (46)	Scramblelongue Charm (46)
Spirit Alert Spell (46)	Teleport Cantrip (46)

Grade VIII Castings

10 Total

Base Heka Cost: 200

Aura of Spell Failure Spell (47)	Heka Beam Cantrip (47)
Mask Heka Flow Formula (47)	Merlin's Tower Ritual (47)
Needed Things Formula (47)	Object Transformation Formula (48)
Pitfall Charm (48)	Point of Joss Charm (48)
Poisonous Charm (48)	Triple Heka Barrier Cantrip (48)

Grade IX Castings

7 Total

Base Heka Cost: 250

Create Portal Ritual (48)	Full Alert Cantrip (49)
Heka Absorb Cantrip (49)	Heka Binding Spell (49)
Heka Redirection Formula (49)	Magick Resistance Spell (49)
Setne's Reverse Casting Cantrip (49)	

THE BLACK SCHOOL

52 Total Casting

Grade I Castings

6 Total

Base Heka Cost: 20

Accused Cantrip (50)	Cause Discord Cantrip (50)
Prigh Charm (50)	Paralysis, Physical Spell (50)
Pox Spell (51)	Vertigo Cantrip (51)

Grade II Castings

6 Total

Base Heka Cost: 35

Ambush Ritual (51)	Degrade Cantrip (51)
Pulldark Cantrip (51)	Pilfer Charm (51)
Ringer Charm (51)	Treacherous Blow Formula (51)

Grade III Castings

6 Total

Base Heka Cost: 50

Badfeelings Charm (51)	Blindness Cantrip (52)
Body Control Spell (52)	Malediction Formula (52)
Memory Drain Spell (52)	Weakness Cantrip (52)

Grade IV Castings

6 Total

Base Heka Cost: 75

Disfigure Formula (52)	Field of Hysteria Spell (52)
Missile Trap Formula (52)	Netherblight Ritual (52)
Petrifying Gaze Cantrip (53)	Venomcloud Cantrip (53)

Grade V Castings

6 Total

Base Heka Cost: 100

Adderguards Formula (53)	Badwill Spell (53)
Derange Charm (54)	Mind Numb Charm (54)
Paralysis, Mental Charm (54)	Wound, Spiritual Charm (54)



Grade VI Castings

6 Total

Base Heka Cost: 125

Bane Spell (54)	Blackwhips Charm (54)
Mind Control Charm (54)	Soulstone Formula (54)
Strength Drain Spell (55)	Willpower Drain Spell (55)

Grade VII Castings

6 Total

Base Heka Cost: 150

Darkplague Ritual (55)	Destruction Ritual (55)
Ebonclaws Charm (55)	Evil Reflections Spell (56)
Lycanthropy Ritual (56)	Ratpack Cantrip (56)

Grade VIII Castings

5 Total

Base Heka Cost: 200

Circle's Transformation Spell (56)	Death Hound Formula (57)
False Witness Spell (57)	Mind Transfer Ritual (57)
Wyrnform Ritual (57)	

Grade IX Castings

5 Total

Base Heka Cost: 250

Curse Mundane Spell (58)	Death Magic Ritual (58)
Heka Drain Formula (58)	Hex Spell (58)
Oppressive Ebon Spell (58)	

THE ELEMENTAL SCHOOL

72 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Airbubbles Charm (59)	Commune with Inanimate Ritual (59)
Diffusion/Cohesion Spell (59)	Elemental Shield Formula (60)
Fireknives Charm (60)	Frost Spell (60)
Icearrows Charm (60)	Hotmetal Formula (60)
Slingstones Cantrip (60)	Thermology Spell (60)

Grade II Castings

10 Total

Base Heka Cost: 35

Acidspray Cantrip (61)	Alter Gravity Spell (61)
Aurora Cantrip (61)	Cold Ray Cantrip (61)
Elemental Armor Cantrip (61)	Elemental Force Formula (61)
Know Element Cantrip (62)	Magnetic Field Spell (62)
Earth Lore Spell (62)	Water Spider Formula (62)

Grade III Castings

10 Total

Base Heka Cost: 50

Absorb Element Ritual (62)	Elemental Augury Formula (62)
Fireflash Cantrip (63)	Icewall Cantrip (63)
Quegfire Cantrip (63)	Summon Elementary Cantrip (63)
Stonebarrier Spell (64)	Vaporization Spell (64)
Windblast Charm (64)	Zephyrigo Cantrip (64)

Grade IV Castings

10 Total

Base Heka Cost: 75

Dissipate Spell (64)	Electrify Cantrip (64)
Elemental Hands Charm (65)	Firebarrier Cantrip (65)
Fireflies Spell (65)	Moleunnel Formula (65)
Pyrokinesis Cantrip (65)	Shatter Cantrip (65)
Summon Elemental Aid Cantrip (65)	Wizardwind Spell (66)

Grade V Castings

10 Total

Base Heka Cost: 100

Elemental Missile Charm (66)	Elemental Pathway Spell (66)
Energy Transfer Spell (66)	Globelght Cantrip (67)
Lavahome Cantrip (67)	Quicklime Spell (67)
Shockbolt Cantrip (68)	Solidification Spell (68)
Thales' Elemental Cloak Formula (68)	Vortex Spell (68)

Grade VI Castings

6 Total

Base Heka Cost: 125

Abram's Elemental Manipulation Formula (68)	Cagliostro's Sheet Lightning Cantrip (68)
Elemental Storm Spell (69)	Elemental Walk Spell (69)
Lightningbugs Cantrip (69)	Pass Through Stone Spell (69)

Grade VII Castings

6 Total

Base Heka Cost: 150

Cloudkin Charm (69)	Energy Drain Spell (69)
Repel Elemental Force Cantrip (69)	Scorpionfire Cantrip (70)
Stoning Spell (70)	Triton Formula (70)

Grade VIII Castings

6 Total

Base Heka Cost: 200

Aristotle's Matter Alteration Spell (70)	dePayne's Disintegration Spell (70)
Fallingstar Spell (70)	Lightningwalk Cantrip (70)
Resist Disintegration Cantrip (70)	Work Base Element Ritual (71)

Grade IX Castings

4 Total

Base Heka Cost: 250

Deluge Spell (71)	Elementalform Formula (71)
Newton's Negative Gravity Spell (71)	Pythagoras' Heka Diversion Formula (71)

THE GRAY SCHOOL

66 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Audial Trickery Charm (72)	Bedazzling Lights Cantrip (72)
Dimlights Spell (72)	Distraction Charm (72)
Illusory Image Cantrip (73)	Penumbrae Armor Formula (73)
Phantom Coachman Cantrip (73)	Shadowing Charm (73)
Sound Effects Cantrip (73)	Umbrage Spell (73)

Grade II Castings

10 Total

Base Heka Cost: 35

Blinding Flash Charm (73)	Disguise Formula (73)
Fleetingshadow Charm (74)	Intoxicating Gaze Spell (74)
Moonglow Cantrip (74)	Shadowface Spell (74)
Shadowscript Cantrip (74)	Thickshadows Cantrip (74)
Tricks Charm (74)	Well Tenebroused Blade Spell (74)

Grade III Castings

10 Total

Base Heka Cost: 50

Illusory Scene Charm (75)	Imaginary Things Ritual (75)
Leave No Trail Spell (75)	Mimic Physical Spell (75)
Moonbeams Charm (75)	Reveal Illusion Spell (75)
Shadowboxer Spell (75)	Shadow Forms Cantrip (76)
Sonic Blast Cantrip (76)	Ventriloquistic Mastery Spell (76)



Grade IV Castings

7 Total

Base Heka Cost: 75

Chameleon Cantrip (76)	Duplicate Self Charm (76)
Illuminate Enemy Cantrip (76)	Palpable Shade Formula (76)
Perfect Mimicry Spell (76)	Shadowcloak Cantrip (76)
Transparency Formula (76)	

Grade V Castings

6 Total

Base Heka Cost: 100

Erase Runes Spell (77)	Hallucination Spell (77)
Misdetection Formula (77)	Phantasms Charm (77)
Sensory Overload Cantrip (77)	Sleepshadows Formula (78)

Grade VI Castings

6 Total

Base Heka Cost: 125

Doppelganger Cantrip (78)	Miranda's Magick Maze Spell (78)
Runic Symbol Spell (78)	Shadow Self Formula (78)
Shadow Warriors Spell (79)	Sonic Barrage Charm (79)

Grade VII Castings

6 Total

Base Heka Cost: 150

Bacon's Invisibility Charm (79)	Louhl's Shadowtouch Cantrip (79)
Negative Illusion Spell (79)	Physical Illusion Spell (79)
Reflective Circle Charm (79)	Tenebrous Assassin Ritual (80)

Grade VIII Castings

6 Total

Base Heka Cost: 200

Aura of Invisibility Spell (80)	Illusory Terrain Spell (80)
Pale Shadow Ritual (80)	Planar Barriers Cantrip (80)
Shadowdoors Charm (81)	Shadow Weaving Formula (81)

Grade IX Castings

5 Total

Base Heka Cost: 250

Loss Reversal Ritual (81)	Mass Invisibility Charm (81)
Plato's Grandception Ritual (82)	Socrate's Instant Illusion Formula (82)
Shadowplate Cantrip (82)	

THE GREEN SCHOOL

62 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Animal Mimicry Cantrip (83)	Birdflock Charm (83)
Call Fog Spell (83)	Commune with Nature Spirits Formula (84)
Elements Shield Formula (84)	Environmeld Spell (84)
Locate Flora Spell (84)	Protection from Insects Cantrip (84)
Protection from Plants Cantrip (84)	Sense Weather Change Formula (84)

Grade II Castings

12 Total

Base Heka Cost: 35

Animal Service Spell (84)	Beeline Charm (84)
Blending Cantrip (84)	Pinneyscale Spell (85)
Hornet's Nest Charm (85)	Protection from Animals Cantrip (85)
Sense Weather Magick Spell (85)	Spiderfly Formula (85)
Stillness Spell (85)	Temperature Shift Spell (85)
Thornspear Cantrip (86)	Weathercast Spell (86)

Grade III Castings

6 Total

Base Heka Cost: 50

Call Breezes Spell (86)	Foglight Cantrip (86)
Locate Fauna Spell (86)	Spiderscreeching Charm (86)
Tanglebriars Cantrip (86)	Wolf-Stag Formula (87)

Grade IV Castings

6 Total

Base Heka Cost: 75

Animalfriends Formula (87)	Call Rainstorm Spell (87)
Fauna Telempathy Cantrip (87)	Hawk-Owl Formula (87)
Polsongrowths Spell (87)	Silhemear Charm (88)

Grade V Castings

6 Total

Base Heka Cost: 100

Adaptation Spell (88)	Predators Charm (88)
Prospero's Pull Storm Spell (88)	Treemeld Charm (88)
Venomvine Cantrip (89)	Weatherlord Formula (89)

Grade VI Castings

6 Total

Base Heka Cost: 125

Call Up Nature Spirits Ritual (89)	Pungiroi Cantrip (89)
Hiddenpassage Charm (90)	Plant Telempathy Formula (90)
Snare, Pit, & Deadfalls Spell (90)	Swancloak Formula (90)

Grade VII Castings

6 Total

Base Heka Cost: 150

Bearfeet Cantrip (90)	Direct Lightnings Charm (90)
Hostilefauna Ritual (90)	Tentacleroots Cantrip (91)
Thunderclap Charm (91)	Treedoors Charm (91)

Grade VIII Castings

5 Total

Base Heka Cost: 200

Aging/Ageless Formula (91)	Hostileland Ritual (92)
Isolation by Weather Formula (92)	Natureremedy Charm (92)
Omenature Revenge Spell (93)	

Grade IX Castings

5 Total

Base Heka Cost: 250

Phæreedoor Formula (93)	Plagueswarm Spell (93)
Rejuvenate Ritual (93)	Rlotgrow Charm (94)
Vegetate Charm (94)	

THE WHITE SCHOOL

65 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Aid Charm (95)	Balm Formula (95)
Comfort Spell (95)	Comprehend Cantrip (95)
Endurance Formula (96)	Piresglow Charm (96)
Harmony Spell (96)	Magickal Marker Charm (96)
Pleasant Dreams Formula (96)	Preservation Spell (96)

Grade II Castings

10 Total

Base Heka Cost: 35

Convey Cantrip (96)	Daylight Cantrip (96)
Fortitude Formula (96)	Helping Hand Charm (96)



Hospice Ritual (97) Purify Spell (97)
 Repair Cantrip (97) Silver Spears Charm (97)
 Strength Cantrip (97) Tutelage Formula (97)

Grade III Castings

10 Total

Base Heka Cost: 50

Clearsight Charm (97) Dispel Evil's Spell (98)
 Intensification Cantrip (98) Lift Fear Cantrip (98)
 Parakinesis Cantrip (98) Skywalk Charm (98)
 Sunbeam Charm (98) Sustenance Formula (99)
 Telepathize Spell (99) Truespeak Formula (99)

Grade IV Castings

6 Total

Base Heka Cost: 75

Circle of Accord Spell (99) Communicate Spell (99)
 Memory Restoration Formula (99) Possess Knowledge/Skill Ritual (99)
 Reverse Petrification Ritual (100) Zoroaster's Noonblaze Cantrip (100)

Grade V Castings

6 Total

Base Heka Cost: 100

Astral Eyes Cantrip (100) Auspices Spell (100)
 Beastame Charm (100) Lift Curse Formula (100)
 Psychokinesis Cantrip (101) Sphere of Influence Cantrip (101)

Grade VI Castings

6 Total

Base Heka Cost: 125

Heka Giving Formula (101) Inner Beauty Cantrip (101)
 Lightspectrum Charm (101) Positive Heka Spell (102)
 Soaring Intellect Spell (102) Suneagle Charm (102)

Grade VII Castings

6 Total

Base Heka Cost: 150

Empyrean Guards Spell (103) Celestial Chime Charm (103)
 Da Vinci's Temporal Distortion Formula (102) Da Vinci's Temporary Portal Formula (102)
 Destroy Evil Spirit Ritual (103) Reduplication Formula (103)

Grade VIII Castings

6 Total

Base Heka Cost: 200

Expanded Spectrum Cantrip (103) Galileo's Sphereshuffle Formula (104)
 Good Fortune Charm (104) Mass Telepathic Command Spell (104)
 Stasis Formula (104) Telepathy Charm (104)

Grade IX Castings

5 Total

Base Heka Cost: 250

Celestial Chorus Spell (106) Egar's Sixth Sense Charm (106)
 Planar Walk Formula (106) Vanish Charm (106)
 Vox Populi Cantrip (106)

GENERAL TUTELARY CASTINGS

9 Total Castings

Grade I

Base Heka Cost: 20

Rites Ritual (107)

Grade II

Base Heka Cost: 35

Blessing, Minor Spell (107)

Grade III

Base Heka Cost: 50

Consecration Formula (107)

Grade IV

Base Heka Cost: 75

Blessing, Major, Ritual (108)

Grade V

Base Heka Cost: 100

Guidance Spell (108)

Grade VI

Base Heka Cost: 125

Excommunicate Ritual (108)

Grade VII

Base Heka Cost: 150

Enter Sanctum Formula (108)

Grade VIII

Base Heka Cost: 200

Anathema Ritual (109)

Grade IX

Base Heka Cost: 250

Enter Realm Spell (109)

BASIC TUTELARY CASTINGS

42 Total Castings

Grade I Castings

10 Total

Base Heka Cost: 20

Aims Cantrip (110) Awe Charm (110)
 Influence Formula (110) Lightsee Charm (110)
 Phosphor Spell (111) Prayer Cantrip (111)
 Produce Meal Ritual (111) Pronouncement Spell (111)
 Resist Physical Harm Cantrip (111) Smokecloud Formula (111)

Grade II Castings

6 Total

Base Heka Cost: 35

Draw Heka Formula (111) Healing, Minor Formula (112)
 Heal Mental damage Ritual (112) Meditate Spell (112)
 Rightcourse Cantrip (112) Smiting Charm (112)

Grade III Castings

5 Total

Base Heka Cost: 50

Bounds of Action Spell (112) Enhance Spiritual Power Formula (112)
 Enlightenment Formula (112) Heka Defenses Cantrip (112)
 Resist Paralysis Spell (112)

Grade IV Castings

4 Total

Base Heka Cost: 75

Forcestaff Charm (113) Protection From Lightnings Spell (113)
 Sanctification Ritual (113) Wound, Spiritual Charm (113)

Grade V Castings

4 Total

Base Heka Cost: 100

Heal The Soul Spell (113) Holy Terror Cantrip (113)
 Thunderbolt Cantrip (114) Word of Command Charm (114)



Grade VI Castings

4 Total

Base Heka Cost: 125

Entital Guidance Ritual (114) Iron Will Cantrip (114)
Sanctum Ritual (114) Symbol Of Entital Power Spell (114)

Grade VII Castings

4 Total

Base Heka Cost: 150

Minor Miracle Ritual (114) Questing Spell (115)
Return to Sanctum Charm (115) Willpower Cantrip (115)

Grade VIII Castings

3 Total

Base Heka Cost: 200

Entital Aid Ritual (115) Retribution Formula (115)
Total Recall Spell (116)

Grade IX Castings

2 Total

Base Heka Cost: 250

Intervention Ritual (116) Miracle Spell (116)

THE ETHOS OF BALANCE

36 Total Castings

Grade I Castings

5 Total

Base Heka Cost: 20

Burlyone Charm (117) Contingency Formula (117)
Detect Life Charm (117) Discourse Cantrip (118)
Rapport Formula (118)

Grade II Castings

5 Total

Base Heka Cost: 35

Contemplation Ritual (118) Drain Water Formula (118)
Enhance Aura Spell (118) Protection from the Elements Charm (118)
Response Cantrip (118)

Grade III Castings

4 Total

Base Heka Cost: 50

Circle of Equity Spell (118) Focal Point Charm (119)
Mask Life Cantrip (119) Return Karma Spell (119)

Grade IV Castings

4 Total

Base Heka Cost: 75

Aural Reflection Spell (119) Meliorate Cantrip (119)
Sanctuary of the Scales Ritual (119) Sphere of Confusion Cantrip (119)

Grade V Castings

4 Total

Base Heka Cost: 100

Directed Consciousness Spell (120) Enhance Purpose Spell (120)
Rebuttal Charm (120) Wind of Change Cantrip (120)

Grade VI Castings

4 Total

Base Heka Cost: 125

Balance of Power Cantrip (120) Che Alignment Formula (120)
Dual Consciousness Spell (121) Word of Dazing Charm (121)

Grade VII Castings

4 Total

Base Heka Cost: 150

Elementary Opposition Cantrip (121) Light of Truth Ritual (121)
Ritual of the Scales Ritual (121) Swinging Door Formula (121)

Grade VIII Castings

3 Total

Base Heka Cost: 200

No Time Formula (122) Return Service Spell (122)
Scales of Time Formula (122)

Grade IX Castings

3 Total

Base Heka Cost: 250

Earthquake Ritual (122) Soul Search Spell (122)
Telling Point Cantrip (122)

THE ETHOS OF GLOOMY DARKNESS

36 Total Castings

Grade I Castings

5 Total

Base Heka Cost: 20

Cause Pain Cantrip (123) Dark Vision Cantrip (123)
Gloomy Spell (123) Petrify Formula (123)
Spider on the Wall Ritual (124)

Grade II Castings

4 Total

Base Heka Cost: 35

Aura of Deception Formula (124) Serpentsstaff Charm (124)
Venomtouch Spell (124) Violence Cantrip (124)

Grade III Castings

4 Total

Base Heka Cost: 50

Circle of Luridarkness Spell (124) Palpable Gloom Cantrip (124)
Stenchcloud Formula (125) Webs of Fear Spell (125)

Grade IV Castings

4 Total

Base Heka Cost: 75

Brittlebreak Spell (125) Confuse Direction Charm (125)
Gloomcloak Cantrip (125) Willpower Drain Charm (125)

Grade V Castings

4 Total

Base Heka Cost: 100

Derange Charm (126) Heart of Darkness Ritual (126)
Taunting Formula (127) Webs of Madness Cantrip (128)

Grade VI Castings

4 Total

Base Heka Cost: 125

Malaise Spell (127) Viperune Formula (127)
Webs of Constriction Cantrip (127) Withering Cantrip (128)

Grade VII Castings

4 Total

Base Heka Cost: 150

Gloomcloud Cantrip (128) Monstrosity Spell (128)
Unholy Word Charm (129) Webs of Pain Cantrip (129)



Grade IX Castings

3 Total

Base Heka Cost: 250

Haze of the Benighted Spell (149) Savage-Faced Messengers Ritual (149)
Shades of Probability Formula (149)

THE ETHOS OF SUNLIGHT

49 Total Castings

Grade I Castings

6 Total

Base Heka Cost: 20

Alleviation Ritual (150) Discover Bane Cantrip (150)
Lightstaff Formula (150) Remove Pain Spell (151)
Shelter Ritual (151) Warmbreeze Charm (151)

Grade II Castings

6 Total

Base Heka Cost: 35

Circle of Ential Protection Spell (151) Clear Direction Cantrip (151)
Cure Phobia Formula (151) Positive Corona Spell (152)
Protection from Netherforces Charm (152) Ripecrop Ritual (152)

Grade III Castings

6 Total

Base Heka Cost: 50

Combust Cantrip (152) Antidote Charm (152)
Divine Light Cantrip (152) Feathersteel Spell (152)
Magick Pane Formula (152) Shield of Belief Spell (153)

Grade IV Castings

6 Total

Base Heka Cost: 75

Aerial Chariot Charm (153) Cure Disease Cantrip (153)
Hauberk of Dedication Spell (153) Know K/S Formula (154)
Light of Peace Spell (154) Restore Purpose Formula (154)

Grade V Castings

6 Total

Base Heka Cost: 100

Auspice Spell (154) Cure Insanity Spell (154)
Hawkeyes Charm (154) Helm of Conviction Formula (154)
Pillar of Faith Ritual (154) Remove Blindness Cantrip (155)

Grade VI Castings

6 Total

Base Heka Cost: 125

Alone Ritual (155) Clearskies Formula (155)
Light of Understanding Spell (155) Rainbow Spectrum Charm (155)
Sundog Charm (156) Sunray Cantrip (156)

Grade VII Castings

6 Total

Base Heka Cost: 150

Faygrace Cantrip (156) Netherslay Charm (157)
Psychic Balm Spell (157) Regeneration Formula (157)
Summon Good Ritual (157) Wyrd Formula (157)

Grade VIII Castings

4 Total

Base Heka Cost: 200

Remove Madness Ritual (158) Silflave Spell (158)
Sunstroke Formula (158) Wind of Hope Cantrip (158)

Grade IX Castings

3 Total

Base Heka Cost: 250

Astral Journeying Spell (158) Light of the Avatar Spell (159)
Restoration Ritual (159)

ALCHEMIST ARCHETYPICAL CASTINGS

48 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Alter Complexion Spell (160) Decipher Writing Charm (160)
Know Chemical Spell (161) Question Elemental Formula (161)
Reveal Invisible Writing Cantrip (161) Rope Homunculus Formula (161)

Grade II Castings

6 Total

Base Heka Cost: 35

Acid Jet Cantrip (161) Alter Hair Properties Spell (161)
Charmok's Corpse Golem Formula (161) Decryption Spell (162)
Know Chemical Compound Spell (162) Summon Elementary Ritual (162)

Grade III Castings

6 Total

Base Heka Cost: 50

Alkaline Shower Cantrip (163) Alter Skin Spell (163)
Heka Reading Cantrip (163) Homunculus Ritual (163)
Identify Potion Spell (163) Lightning Rod Charm (163)

Grade IV Castings

6 Total

Base Heka Cost: 75

Alter Eyes Charm (163) Pludd's Fire Spell (164)
Know Alchemical Work Spell (164) Non-Conductivity Cantrip (164)
Wateracid Spell (164) Wood Golem Ritual (164)

Grade V Castings

6 Total

Base Heka Cost: 100

Alter Facial Features Formula (164) Braccesco's Artificial Elemental Ritual (165)
Conductivity Spell (165) Invisibility Cantrip (165)
Leather Golem Ritual (165) Metallgrow Formula (165)

Grade VI Castings

5 Total

Base Heka Cost: 125

Clay Golem Ritual (166) Control Elementary Formula (166)
Heka Binding Ritual (166) Ironwood Spell (166)
Reduce Heka Flow Cantrip (166)

Grade VII Castings

5 Total

Base Heka Cost: 150

Alfabi's Eldritch Fire Cantrip (167) Change Heka Energy Charm (167)
Control Elemental Formula (167) Increase Lifespan Ritual (167)
Stone Golem Ritual (167)

Grade VIII Castings

4 Total

Base Heka Cost: 200

Da Vinci's Reverse Motion Charm (168) Metal Golem Ritual (168)
Reverse Result Cantrip (168) Work Tau Ritual (169)



SORCERER ARCHETYPICAL CASTINGS

46 Total

Grade I Castings

6 Total

Base Heka Cost: 20

Call Up Ritual (259)	Flattery Cantrip (259)
Irritate Charm (259)	Muddlemist Cantrip (259)
Negotiation Charm (260)	Pentagram Ritual (260)

Grade II Castings

6 Total

Base Heka Cost: 35

Beguile Netherling Formula (260)	Cardan's Treacherytrap Formula (260)
Darkspeak Charm (260)	Dismiss Spell (260)
Sorcerous Star Ritual (260)	Trueanswer Cantrip (260)

Grade III Castings

7 Total

Base Heka Cost: 50

Barpath Spell (260)	Castlow Charm (261)
Infernal Circle of Flame Cantrip (261)	Minor Power Ritual (261)
Obedience Spell (261)	Oneservice Formula (261)

Power Ring Ritual (261)

Grade IV Castings

5 Total

Base Heka Cost: 75

Cagliostro's Force Duty Spell (262)	Doubleservice Formula (262)
Feed Darkling Ritual (262)	Summoning of Power Ritual (262)
Weaken Formula (262)	

Grade V Castings

5 Total

Base Heka Cost: 100

Arcane Bolt Charm (262)	Dazeall Cantrip (263)
Darkdespair Cantrip (263)	Needlepangs Charm (263)
Powerbribe Formula (263)	

Grade VI Castings

5 Total

Base Heka Cost: 125

Bugform Spell (263)	Drawfangs Charm (263)
Nethermull Formula (263)	Silverchains Cantrip (264)
Spiritspain Cantrip (264)	

Grade VII Castings

4 Total

Base Heka Cost: 150

Animalform Spell (264)	Ironshackles Charm (264)
Netherslay Cantrip (264)	Timegain of Belloc Cantrip (264)

Grade VIII Castings

4 Total

Base Heka Cost: 200

Beastform Spell (264)	Leechforce Charm (265)
Silvercell Cantrip (265)	Tearwings Charm (266)

Grade IX Castings

4 Total

Base Heka Cost: 250

Drawpower Ritual (266)	Ironcrypt Cantrip (266)
Oubliette of Eternity Formula (266)	Wrackbeast Cantrip (266)

SPELLSINGER ARCHETYPICAL CASTINGS

116 Total

Grade I Castings

21 Total

Base Heka Cost: 20

Acclumséd Ode Cantrip (268)	Avles Warble Spell (268)
Bar Couplet Cantrip (268)	Calm Aire Spell (268)
Camaraderie Chorus Spell (268)	Convince Harmony Spell (268)
Discover Ditty Spell (268)	Dreamhaunter Melody Formula (269)
Drowsiness Lullaby Spell (269)	Drying Oratorio Cantrip (269)
Farvoice Yodel Cantrip (269)	Faunacare Warble Spell (269)
Faunalter Dissonance Spell (269)	Flat Ode Spell (269)
Florchange Pastoral Spell (270)	Misdirect Limerick Cantrip (270)
Ready Canon Charm (270)	Sharp Ballad Spell (270)
Sorrow Lament Spell (270)	Sour Ditty Spell (270)
Warming Peal Cantrip (270)	

Grade II Castings

15 Total

Base Heka Cost: 35

Alto Aire Spell (271)	Amplification Aria Spell (271)
Bramblepath Refrain Cantrip (271)	Bravery Measure Spell (271)
Chancefix Motif Charm (271)	Cliffclimb Bravura Spell (271)
Fairwind Chanty Formula (271)	Freemuscles Strain Spell (271)
Gooddrink Measure Cantrip (272)	Goodfeast Carol Formula (272)
Longwalk Strain Spell (272)	Newcloth Motif Formula (272)
Notable Aire Spell (272)	Shelter Aria Formula (272)
Sleepheal Nocturne Formula (272)	

Grade III Castings

12 Total

Base Heka Cost: 50

Animalfear Pibroch Spell (272)	Conceal Ditty Spell (273)
Cowardice Refrain Formula (273)	Darting Dags Adagio Spell (273)
Distractionless Tune Spell (273)	Forestfriend Couplet Spell (273)
Freenerves Strain Spell (273)	Major Chord March Spell (273)
Polsongone Tocsin Cantrip (274)	Puissance Canticle Spell (274)
Revitalize Paen Spell (274)	Safeplace Aria Spell (274)

Grade IV Castings

12 Total

Base Heka Cost: 75

Battlesong Bravura Formula (274)	Blue Prospects Ballad Spell (274)
Falseview Ditty Spell (274)	Freebreath Chant Spell (275)
Freemind Aire Formula (275)	Full Stop Refrain Spell (275)
Hekahedge Refrain Spell (275)	Ironsteed Ballad Spell (275)
Lightlygo Aire Spell (275)	Volunteer Chorus Spell (275)
Walklong March Formula (275)	Warningcall Peal Cantrip (276)

Grade V Castings

12 Total

Base Heka Cost: 100

Alleymazes Ode Spell (276)	Fael Mada Canticle Spell (276)
Headwrench Chorus Spell (276)	Inspire Bravura Spell (276)
Javelin Volley Ditty Spell (276)	Monstersfear Pibroch Cantrip (277)
Piper's Prance Adagio Cantrip (277)	Quaver Pibroch Spell (277)
Shielding Song Spell (277)	Spirithedge Refrain Spell (277)
Staff Verse Formula (277)	Sympathy Lament Spell (277)

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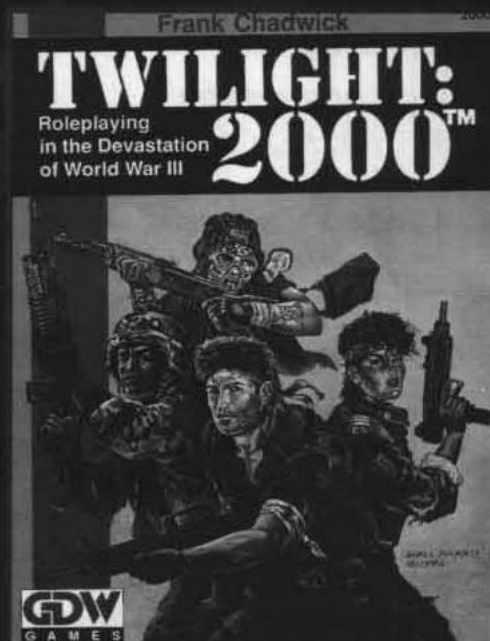
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THE THOUSAND-YEAR IMPERIUM IS DEAD!

When I was a child, Grandfather told us stories at night, stories of dukes and admirals, of galaxy-spanning empires, of star fleets locked in titanic battles. And he showed us the shiny radiation scars he had earned in those battles, scars which were red and ugly and came flickeringly to life in the dancing firelight.

None of the others believed the stories. Some said they must have happened generations earlier than Grandfather's time—others said they could never have happened.

But I believed. And late at night I looked up and dreamt of the stars, and of others like myself on the cold worlds circling them who must also look up and dream.

And I knew that one day, somehow, I would walk among them.

An emperor shot down in cold blood. A hundred BatRons turned to glowing vapor in titanic battles. A thousand worlds ravaged, burnt, and broken.

And then came the Virus.

Developed from silicon-based life forms, designed as a weapon to attack enemy computer systems, released by a commando raid before safeguards and controls could be perfected, the Virus swept human space with the speed and destructive power of a firestorm.

Computer defenses designed to stop invasive programs slowed it up, but none of them could stop it for long, because the Virus was alive, self-aware, and intelligent.

It was also mad.

Now, 75 years later, the star-spanning Imperium and its technological wonders are a dim memory. What remains besides ruins, decayed artifacts, and pockets of civilization clinging desperately to their preserved knowledge?

The unbowed human spirit.

THE DAWN OF A NEW ERA

When I hit the Hiver technical curriculum, it was as if I'd come home for the first time. This was where I belonged, and it's where I would have stayed if the first expeditions into The Wilds had turned out differently. But all of that came later.

I loved deep-space astrogation, loved it with a passion I'd never felt before. Putting a jump ship "into the hole" at just the right angle of attack so that 150 hours later it climbed out three parsecs away with the exact

residual momentum to throw it to within skimming distance of a gas giant was the most beautiful thing I'd ever done.

There was a logic, an elegance to it that I'd never imagined existed, and nobody was better at it than I was. Nobody.

Although Traveller: The New Era is set after the spectacular collapse of a star-spanning civilization, it is not a game about endings—it is a game about beginnings. It is the beginning of a new dawn as humanity rediscovers the worlds it once owned and the knowledge it once commanded.

It is about an era rich in adventure. Players explore long-abandoned worlds; recontact cultures which have regressed to primitive status or retreated into xenophobic superstition; help rebuild struggling societies and damaged ecosystems; conduct trade, diplomacy, and even espionage into unknown or little-known regions.

The New Era is a time when individuals make a difference again, and the players are on the cutting edge of that era.

Humanity's birthright will not be denied. Once again—once and for all—mankind will own the stars.



THE HARD EDGES OF SPACE

When we found out what happened to the crews of those first ships we sent into *The Wilds*, it was as if everyone went a little crazy. Or maybe we all just grew up. Maybe there isn't a lot of difference. Veronique had been on one of those ships—sweet, brilliant, gentle Veronique.

Grandfather, by then a white-haired patriarch, stood in council and spoke for a long time—spoke about what it must have been like for the people in *The Wilds* to have lost so much so quickly. The memory of what had been before was still strong in him—strong enough that he could understand what the loss of it could have done to people, could have driven people to do. And he wanted all of us to understand, too.

I understood. I understood better than Grandfather. This was disease—disease worse than the Black Death, worse than the Virus. And we had the cure ...star-hot plasma and RAM grenades and coherent light. I said as much.

Things were never the same between Grandfather and me after that. There was just too much of the past in him to have much heart for the future...or much stomach for it.

Once human-settled space was reasonably uniform, but those days are gone. The diversity of post-Imperial human space is typified by four regions.

- **The Regency:** What was once known as the Domain of Deneb is now the Regency, the self-proclaimed keeper of the Imperial flame. Protected from the spread of the Virus by the tide of Vargr invasions as well as the currents of the Rebellion itself, the Regency erected a strict quarantine which preserved it from contamination. Only here is there a remnant of the old Imperium with a sense of continuity with the past.

- **Pocket Empires:** Here and there throughout the old territory of the Imperium are small groups of worlds which have re-established space flight and trade. These pocket empires are isolated islands in a sea of anarchy.

- **The Rim:** Along the trailing rim of old Imperial territory are a handful of worlds which have partially recovered from The Collapse with Hiver technical assistance. Having tried to re-establish trade and diplomacy with *The Wilds* by peaceful means, and having suffered terrible losses doing so, they have now begun a more vigorous campaign. They are called Reavers or, by some, Star Vikings.

- **The Wilds:** The vast majority of the Old Empire is made up of Wilds, ruined worlds struggling in ignorance and barbarism. On many of these worlds there remain relics of pre-Collapse technology, and these are used by small ruling elites to force absolute obedience by the masses of the population, medieval subsistence agriculture existing side-by-side with grav tanks and battledress-equipped feudal overlords.

A DIFFERENT GAME FOR A DIFFERENT ERA

By the time we hit *Hastan* and liberated it from the benevolent rule of its "God-Emperor" (I am not joking), we had the drill down pretty tight. We were on the ground before his air defense network had a decent fire control lock, inside the city before his troops had the guntracks powered up, and inside his palace before anyone thought to button it up. Then we hit his Sacred Guard, 500 of the roughest, toughest guys he had.

They were probably pretty good at shoving sodbusters and stealing chickens, but when it came to a real fight, they were just another bunch of jerks in silly outfits. We found out later their motto was "Death Before Defeat."

All they got wrong was the order.

Traveller: The New Era is more than just a change in background; it's a major revision of the game system that all existing *Traveller* players should welcome. This revision has two principal features.

A Compatible System: The new game uses a new system—at least it's new for *Traveller*. We've used the GDW House System for the game, because it provides a number of exciting advantages.

- The House System is a third-generation game system, with rich and detailed character generation and a heavy emphasis on roleplaying.

- Fast, realistic combat, a major improvement over the old *Traveller/MegaTraveller* system.

- An elegant, realistic task resolution system which is the unifying game mechanic throughout the system and which combines skills, attributes, and difficulty level in one D20 roll.

- Completely compatible with *Twilight: 2000*, *Dark Conspiracy*, and *Cadillacs and Dinosaurs*, GDW's other house roleplaying games. Not only can characters cross over from one game to another, but animals, vehicles, weapons, and equipment are usable across game lines as well, expanding the volume of useful supplements tremendously.

A Universal System: The basic *Traveller* game retains its setting in one historical time line and one possible pattern of future technological development. However, with the publication of the *Traveller Technical Architecture*, the game becomes expandable to fit any science-fiction milieu desired.

Technical Architecture provides design sequences for starships, vehicles, weapons, and other equipment, and explores different technological approaches to weapons and transportation—stutterwarp, star gates, matter transmitters, and more. It also provides useful ideas on universe-building, for players and referees yearning for a trip into the genuine unknown.



UNIVERSE TO EXPLORE...

A UNIVERSE OF SUPPORT MATERIAL

The resources GDW has already poured into the New Era project are just the down payment on its commitment to a renewed and revitalized Traveller product line. In 1993, Traveller resumes its place as GDW's flagship game line, led by the following releases:

Traveller®: The New Era

The new core product in the Traveller line, this book contains all of the rules necessary to play the game: character generation, tasks and skills, travel and exploration, combat, nonplayer characters (human and alien), planetary encounters (including unusual flora and fauna), world generation, and more, as well as a broad assortment of equipment, weapons, vehicles, and spacecraft.

Starship Combat

Although the basic game includes rules for resolving hostile encounters in space, this product expands those rules into a rich and detailed boardgame. Useful for single-ship encounters as well as squadron actions, **Starship Combat** breaks down the barrier which used to exist between these two and integrates them into a coherent whole.

The Technical Architecture

Ever wonder what an MHD turbine was and how it worked? Ever want to calculate the range at which a laser stopped being dangerous? This book is for you!

No science-fiction game has ever offered a product of this scope or vision before, and yet it is the very essence of science fiction.

First, the **Technical Architecture** provides a layman's explanation of the *real* science behind the numbers in Traveller, addressing issues such as acceleration, gravity, power generation, laser light dispersion, and much more. Then it provides design and construction formulae for vehicles, spacecraft, weapons, sensors, and more.

Finally, it examines technologies and gives design sequences for systems not normally found in Traveller. This enables you to use Traveller's game rules to recreate almost any science-fiction universe found in popular literature, or create your own.

Deluxe Traveller®

Combining the New Era rules with the **Technical Architecture** and a variety of playing aids, **Deluxe Traveller** becomes the ultimate science-fiction role-playing game, a genuine paper time machine.

Reavers

Where do the Star Vikings come from, where are they going, and why? This first region sourcebook is rich in adventure material and background, covering the Old Expanses where the Star Vikings are based, their Hiver patrons, and The Wilds they have sworn to tame.

Survival Margin

How did the Imperium die? How did the Virus work? And what forces have arisen to fill the vacuum in the 70 years since? **Survival Margin** bridges the historical gap between **MegaTraveller** and **Traveller: The New Era**, plus offers guidelines for referees to update their campaigns and convert **MegaTraveller** characters to the new system.

Challenge

Challenge magazine continues to support all science fiction gaming, but with the release of **New Era**, it will focus more on Traveller, providing a constant stream of optional rules, new equipment, and unusual adventures.

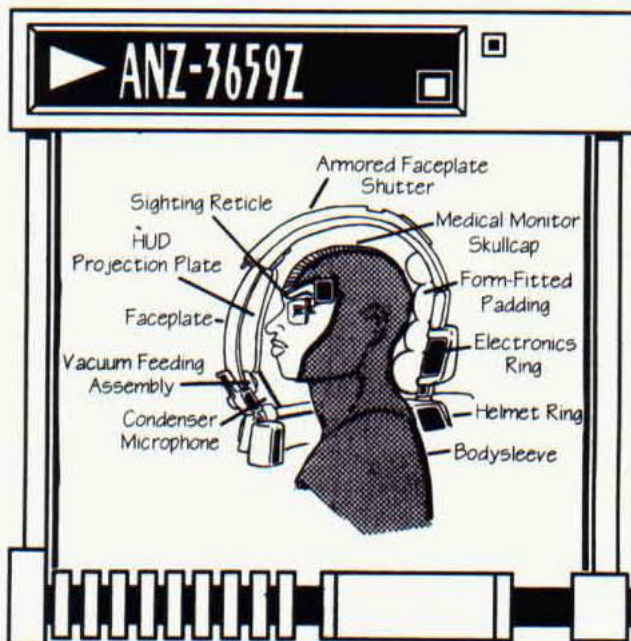
Miniatures From RAFM

We're really excited at the prospect of RAFM's new line of Traveller 25mm figures, which we know will capture the exciting feel of the new game.

Equally important, and an historic first, will be the line of detailed Traveller starships, designed for use with the **Starship Combat** rules. With luck, these will release at about the same time as the boardgame.

Novels

Although we have allowed authors to set their worlds in the Traveller universe in the past, we have never had a GDW-sanctioned Traveller novel. That's going to change as well. Although it's too early to say anything definite, we're sure you're going to like what we have in mind.



Difficulty Ratings

Difficulty Rating	Multiplier
Very Easy	4*
Easy	3
Routine	2.5*
Moderate	2
Complex	1.5*
Hard	1
Very Hard	0.75*
Difficult	0.5
Very Difficult	0.25
Extreme	0.1

*Optional DR

K/S Success

Roll	Result
10% of Chance*	Special Success
Chance*	Success
> Chance*	Failure**

*Chance equals K/S STEEP modified by DR.

**See K/S Failure table for possible Automatic or Special Failure.

K/S Failure

K/S STEEP	Automatic Failure	Special Failure
1-50	96-98	99-00
51-60	97-99	00
61-70	98-99	00
71-80	99	00
81+	*	*

*If a 100 is rolled, then roll 1D6. On a roll of 2-6 the result is Automatic Failure, but if it is a 1 then the result will be the dreaded Special Failure.

Combined Efforts

# of Participants	Contribution
3-4	50% each
5-6	25% each
7+	15% each

K/S Contest DRs

Remainder	Base DR
11 or more	Easy
6 to 10	Moderate
5 to -5	Hard
-6 to -10	Difficult
-11 to -20	Very Difficult
-21 or lower	Extreme

Sample Joss Factor Costs

Situation	JF Cost
Not isolated, unguarded	1
Very isolated and unguarded or not isolated with light guarding	2
Not isolated with moderate guard, or isolated with light guard	3
Not isolated with heavy guard, or isolated with moderate guard	4
Isolated with heavy guard	5

Foot Movement Rates

Foot movement equals Physical TRAIT, in yards, modified by movement type (and possibly by terrain—see the Foot Movement Terrain Modifiers table).

Movement Type	Modifier
Normal	1
Cautious (sneaking)	0.5
Crawling*	0.1
Evasive (zigzag movement)**	0.3
Trotting*	2
Running**	3

*After 1 AT of such movement, it will be necessary to rest for 1 BT unless a "Moderate" roll against one's *Endurance* K/S can be passed. Although in the case of trotting, HPs will be able to go longer between rolls if they have the *Sports, Individual (Running)* K/S—see below.

**After 1 AT of such movement, it will be necessary to rest for 2 BTs unless a "Hard" roll against one's *Endurance* K/S can be passed. The *Sports, Individual (Running)* K/S, however, allows a persona to run for 1 AT per point of STEEP possessed before having to make such a roll.

Time Units

Unit	Time	Typical Use	Movement Mod.
Action Turn (AT)	5 minutes	Exploration	10
Battle Turn (BT)	30 seconds	Crisis	1
Critical Turn (CT)	3 seconds	Combat	0.1

Foot Movement Terrain Modifiers

Terrain Type	Modifier	Restrictions
Broken	0.75	None
Combination Broken or Difficult	0.5	No running
Combination Difficult	0.25	No running or trotting

Other Modes of Movement

Type	Movement Rate
Jumping	1 Jump/CT. Distance is 0.3 times normal (standing start) or 0.6 times (running start). See also <i>Acrobatics/Gymnastics (Jumping)</i>
Swimming*	Normal = 0.25; Fast = 0.5 (0.75 with successful roll).

*With the K/S. Non-swimmers are subject to the GM's mercy!

Combat Summary

Stage One: Pre-Combat Tasks

- (A) Establishment of the environment.
- (1) Location & facing of personas.
 - (2) Weapons and readiness.
 - (3) Details of arena terrain/setting.
- (B) Determination of Surprise.
- (1) Natural Surprise—Roll D%, lowest score wins. The surprising party may retreat or hide with 1-10 free CTs to do so, confront, or attack first in the initial CT.
 - (2) Total Surprise—May be obtained either through ambush or through Natural Surprise via a successful *Criminal Activities, Physical (Ambush) K/S* roll. Surprising party receives the 1st CT free and attacks first in the 2nd CT.

Stage Two:

Initiative and Actions each Combat Turn

- (A) Players & GM announce (or record) persona actions.
- (B) Initiative for each persona determined.
- (1) Roll 1D10.
 - (2) Deduct PMSpd (Hand Weapon), PNSpd (Missile), MRSpd (Mental), SPSpd (Spiritual), or Speed ATTRIBUTE for applicable Heka-using K/S.
 - (3) Add Speed Factors for action and/or weapon.
- (C) Lowest Initiative goes first, highest goes last, and ties are resolved simultaneously.
- (D) CT ends, and new CT commences unless all of one side are dead, have surrendered, or have escaped.

Speed Factors

Action	Speed Factor*
Moving	6
Diving	5
Rising	4
Turning	3
Tumbling	12
Reloading	9
Drawing Weapon	7
Moving weapon from hand to hand	2
Attacking	Weapon's Speed Factor

*Note that *Dazed* personas have a +5 penalty to their total Speed Factors in each CT.

Optional Spacing of Actions

A persona acts once at his/her Initiative point, then again at intervals indicated on the table below, until the turn ends when the persona with the highest Initiative acts once. Treat each CT of Total Surprise as 20 points long.

K/S Area	Weapon	Interval
Combat, Hand Weapons	Hand Weapon	10 points
Combat, Hand Weapons, Missile	Missile	5 points
Combat, Hand-to-Hand, Lethal	Hand	4 points
Combat, Hand-to-Hand, Lethal	Foot	7 points
Combat, Hand-to-Hand, Lethal	Nunchaku	5 points
Combat, Hand-to-Hand, Lethal	Sais/tui-fa	6 points

Heka-Based Combat Summary

One: Activating the Casting

- (A) Determine Initiative:
- (1) Roll for Initiative with MRSpd deducted from the 1D10 roll. There are no other Speed Factors. Range for most Heka-based attacks is usually sight (or perception), but some attacks need not have the target present for the effect to take place. The range of any specific Casting is given within each description in the **Mythus Magick** book. Initiative matters only for *Instantaneous Heka-Engendered Powers, Eyebiting* and *Charm*, as these are the only attacks which can be utilized within the same CT they are begun.
 - (2) The attacker announces the Casting to be used and the time required to successfully complete the Casting. The player also calculates the amount of Heka to be spent for activation, and damage (if applicable), as determined by the Casting's base Heka cost plus Heka for the desired amount of damage (see below).
- (B) Conduct the Casting:
- (1) The attacker expends the calculated amount of Heka for activation and damage. If the Casting form is an *Eyebite* or *Charm*, the effect will begin at the beginning of the following CT. Note that other Casting forms requiring longer activation times can possibly be countered on subsequent CTs before they have taken effect.

Two: Determining Success

- (A) Once the required activation time has elapsed, the attacker rolls against the K/S Area in question, applying any applicable Difficulty Ratings (as determined by the gamemaster). Success indicates that the Casting was successful; failure indicates that the Casting did not work and all Heka drained away without effect. A roll equal to or less than 10% of the necessary score is a Special Success, and a result of 96-98 is usually a failure. A roll of 99 or 100 (00 on the dice) usually counts as a Special Failure.
- (B) When a Casting is successful, damage inflicted is based on the attack form and its damage type. Certain attacks will require an *Exposure* roll to determine the amount of damage.
- (C) If the defender has any armor (magical or otherwise), a like amount of damage is deducted from the attack, as applicable. Any remaining damage is applied to the defender.
- (D) A defender with Physical damage equal to or greater than WL is *Dazed*.
- (E) If the caster willfully interrupts or stops a Casting once begun, it will have failed. The persona must then roll on the Special Failure Table for Heka-based attacks to determine results, using any applicable deductions.

Standard Casting Times

Casting Type	Time for Enactment
Eyebite	1 Critical Turn*
Charm	1 Critical Turn
Cantrip	5 Critical Turns
Spell	1 Battle Turn
Formula	5 Battle Turns
Ritual	1 Action Turn or longer
Power use	1 Critical Turn or longer**

Notes:

*Only the caster's gaze and will are required to activate the Casting. No words or gestures are necessary, although possession of *Materia* for the Casting might be necessary. The Casting takes effect *in* the CT of casting.

**The Power might, depending on its nature, take effect in the CT of its use.

Casting Difficulty Base DR for Casting Grade*

Adjusted STEEP	I	II	III	IV	V	VI	VII	VIII	IX
1-20	Hard	Diff	V Diff	Extr	—	—	—	—	—
21-30	Mod	Hard	Diff	V Diff	Extr	—	—	—	—
31-40	Easy	Mod	Hard	Diff	V Diff	Extr	—	—	—
41-50	Easy	Easy	Mod	Hard	Diff	V Diff	Extr	—	—
51-60	Easy	Easy	Easy	Mod	Hard	Diff	V Diff	Extr	—
61-70	Easy	Easy	Easy	Easy	Mod	Hard	Diff	V Diff	Extr
71-80	Easy	Easy	Easy	Easy	Easy	Mod	Hard	Diff	V Diff
81-90	Easy	Easy	Easy	Easy	Easy	Easy	Mod	Hard	Diff
91+	Easy	Easy	Easy	Easy	Easy	Easy	Easy	Mod	Hard

*Note that the Base DR for Casting Grade assumes that the caster is an individual without Full Practice. Full Practitioners (Mage or Priest) have a bonus of one DR easier for Casting Grade, but *only* in that K/S Area and their special Sub-Area of the overall Area, not with respect to all Castings of any sort. Thus, it is one DR easier (as if they had the next higher amount of STEEP) for Full Practitioners to use any Casting of *Dweomercreft (General)* or *Priestcreft (General)* and in their School or Ethos. Note also that Full Practitioners are also the only Heka-Caster personas *always* able to employ Castings above their Grade limit. That is, personas normally able to employ Grade I Castings only would be able to attempt use of Castings all the way up to Grade IV (at DR "Extreme" modified downwards by the bonus of one step easier for Full Practice, so to be "Very Difficult") should they so desire. This bonus does not enable the Full Practitioner to utilize any Casting above the Grade for which a Difficulty Rating in Italics is shown on the table. Partial Practitioners attempting to use higher Grade Castings than their own rating may, at the gamemaster's option, use them at the DRs indicated on the table.

Casting DR Modifiers

Situation	DR Modifier
Full Practitioner employing a Casting of a different School	0
Reading Casting text of garbled or incomplete sort.	-1
Reading Casting text in an imperfectly understood language (under 31 STEEP)	-1
Reading Casting text which is imperfectly understood	-2
Reading Casting text absolutely not understood*	-3
Attempting a Casting of an opposite Vocation**	-3

*Such as Partial Practitioners attempting a Casting above their usable Grade

**Mages attempting Priestcreft Castings; mystics attempting Witchcreft Castings. Except in the case where an individual is a Full Practitioner in both Vocations, in which case no penalty applies, and the bonus of one DR easier comes into play for Castings of the select School and Ethos of both Vocational areas.

STEEP Adjustments (Optional)*

Reason For Adjustment	Change in STEEP
Casting in "primary" K/S Area(s)	+20
Casting is Specific to caster**	+10
Casting known+ and "readied" just prior to activation	+10
Casting chosen from one, two or three "ready"	0
Caster Recalling+ Casting to employ at that moment	-10
Caster under stress/distracted/harassed	-10
Caster suffering from fear/horror	-20
Caster under damaging attack (M, P, or S damage)	-30

*These are only some of the possible adjustments. The GM may impose more, dependent upon exact circumstances.

**See Chapter 11 of this book for details of Specific Castings.

+See "Practitioners Known, Recallable, and Studyable Castings" on page 29.

Casting Environment (Optional)

Conditions of Casting Activation	Minimum DR
Quiet, calm, well-lit surroundings	Easy
Slight background noise or activity in area	Moderate
Fair visibility of target (haze, dust, dim light)	Moderate
Minor environmental factors (wind, rain, etc.)	Hard
Poor visibility of target area (dark, smoky, foggy)	Hard
Loud/unexpected noises in immediate area	Difficult
Major environmental disturbance*	Hard** or V. Difficult

*Strong winds, electrical storms, earthquakes, etc.

**For a caster used to dealing with nature and the like.

ACT Heka Regeneration

Heka Source	Means of Restoration	Time
ATTRIBUTE	Prayer or meditation	1 hour
CATEGORY	Sleep	3 hours
	Trance	2 hours
TRAIT	Sleep	6 hours
	Trance	3 hours

K/S Area Heka Regeneration

Method of Restoration	Heka Restored/ Hour
Resting quietly, but with some distractions/anxieties	Up to 6 STEEP points* in as many as 3 K/S Areas
Resting without disturbance	Up to 12 STEEP points* in as many as 3 K/S Areas
Prayer (Vow-holding personas only)	Up to 18 STEEP points* in as many as 2 K/S Areas
Meditation	Up to 18 STEEP points* in as many as 3 K/S Areas
Prayer and Meditation (Vow-holding personas only)	Up to 24 STEEP points* in as many as 4 K/S Areas
Sleeping	Up to 12 STEEP points* in as many as 6 K/S Areas
Trance (Non-Vow-holding personas)	Up to 12 STEEP points* in all K/S Areas held

*Note that this means Heka gained through a multiplier applied to STEEP is regained at up to 10 times the rate of less powerful Heka.

Special Failure: Heka-Based Attacks

Adjusted.

D%, Roll	Result of Failure
0 or less	The Casting fails, but nothing else happens.
1-15	The Casting fails and persona may not attempt any further Castings for 1D3 CTs.
16-30	Temporary Heka short. Caster may not use any Heka-based attacks for the combat's duration, and takes 1D6 points of PD.
31-45	The caster has accidentally struck the wrong target. Roll damage and Exposure (if applicable) normally for the victim.
46-60	A serious Casting failure has occurred. Double the stated amount of Heka is used, and the caster takes 2D6 Physical damage.
65-80	A serious Casting failure has occurred, and also the wrong persona has been hit.
81+	The Casting completely backfired, and the caster suffers full damage/Effect intended for the target.

Mental Combat Summary

First CT: Establishing the Link

(A) Determine Initiative with MRSpd deducted from 1D10 roll. No Speed Factors. Range equals sight (or perception).

(B) Forge the Link.

(1) The attacker expends an initial amount of Heka based on the attack form to forge a Mental Link with target.

(2) If the defender has an active *Heka Shield*, *Mind Mask*, or the *Yoga K/S* serving as a blocking force, a like amount of Heka is deducted from the Link. If the remaining Heka is still greater than the target's MRCap, the Link succeeds. If it is less, the Link fails.

(3) Attacks against a defender with Mental damage equal to or greater than Mental EL requires only $\frac{1}{2}$ MRCap for additional Links.

(4) If the Link fails, the Heka is wasted and the attacker must expend more Heka for any further attempts to Link. If it succeeds, then the attacker may strike during the next CT.

Second CT: Determine Attack Form

(A) The attacker spends additional Heka based on the attack form used and the desired damage.

(B) Any Mental Armor employed by defender reduces Heka damage channelled by the attacker on a 1-for-1 basis.

(C) A defender capable of utilizing *Wound*, *Mental* attack or negative Heka may spend additional Heka on a 1-for-1 basis to neutralize the attack.

(D) If, after all applicable deductions, the Heka remaining is greater than the defensive total, the attack is successful, and defender is subject to the effect of Mental attack, in one of the forms below:

Drain: This inflicts 1 point of Mental damage per point of Heka spent on the second CT. Deduct any Mental armor from total inflicted. Damage which equals or exceeds EL causes Dazing, and victim will have to make an Insanity check.

Paralyze: This requires the *Mind Warp* attack form, and it inflicts 1 point damage per point of Heka. For each point of damage from this attack that exceeds total of subject's MRPow+MRSpd, one BT of paralysis results. The same for each point that exceeds Mental EL.

Derange: This requires the *Mind Warp* attack form, and it inflicts 1 point damage per point of Heka. If damage from the attack exceeds the victim's M TRAIT, then derangement results for one AT per point cumulative.

Control: This requires the *Mind Control* attack form. If the attacker wins in a K/S vs. K/S contest, then the victim is controlled. There is no time limit, but the victim is Dazed and suffers an additional 1 point of damage/BT of control.

Spiritual Combat Summary

First CT: Establishing the Link

(A) Determine Initiative with SPSPd deducted from the 1D10 roll. Add a Speed Factor of 5 for both linking and attacking. Range equals sight (or perception).

(B) Forge the Link

(1) The attacker expends an amount of Heka based on the desired attack form.

(2) If the defender has an active *Heka Shield*, *Iron Will*, or the *Yoga K/S* serving as a blocking force, a like amount of Heka is deducted from the Link. If the remaining Heka is still greater than the required amount, the Link succeeds. If it is less, the Link fails.

(3) A defender with Spiritual damage equal to or greater than Spiritual EL requires only $\frac{1}{2}$ stated amount for Link to be made.

(4) If the Link fails, the attacker loses the Heka and must expend more Heka for any further attempts to Link. If it succeeds, then the attacker may strike during the next CT.

Second CT: Determining Attack Form

(A) The attacker spends additional Heka based on the attack form used and the desired amount of damage to be inflicted.

(B) Any Spiritual armor employed by defender reduces the amount of Heka damage channelled by the attacker on a 1-for-1 basis.

(C) A defender capable of utilizing Spiritual combat forms or Negative Heka to counter the attack may spend additional Heka on a 1-for-1 basis to neutralize the damage.

(D) If, after all applicable deductions, the Heka remaining is greater than the defensive total, the attack is successful and the defender is subject to the effect of the Spiritual attack, depending on the aim of the attacker:

Weaken: This inflicts 1 point of Spiritual damage per point of Heka which the persona expends on the second CT. Deduct Spiritual Armor (if any) from total damage, and damage which equals or exceeds EL will cause victim to go catatonic and have to make an Insanity check.

Demoralize: This inflicts damage and attempts to demoralize the defender. If the inflicted damage exceeds the defender's SMPow+SPPow, then the defender will flee for a number of ATs equal to the excess amount.

Confound: This does damage and seeks to confound and confuse the target. If the damage exceeds target's S TRAIT, then all the target's Mental and Spiritual abilities are rendered inoperative for 1 CT per excess point.

Subvert: This attack does no damage but seeks to subvert the target. It may be used but once per day. Damage in excess of S TRAIT "perverts" the target (HP to EP, EP to HP). The victim follows the controller's mental commands, but appears normal. Victims cannot be made to directly harm friends or self. Each AT after the first, an SP CATEGORY roll at a DR determined by GM must be made to retain control. The victim may not be attacked Spiritually and ignores damage over EL while so controlled.

AVERAGED ARMOR Tables

Averaged Armor, Full, 3/4, and Half Ratings

Armor Type		Damage Protection Versus							Cost
		Pierce	Cut	Blunt	Fire	Chem.	Stun	Pty.	
(A) Leather/Padded Armor									
Full	(average = 12)	14	18	16	8	8	13	2	750
3/4	(average = 9)	10	13	12	6	6	9	1	563
Half	(average = 6)	7	9	8	4	4	6	—	375
(B) Studded/Reinforced Leather									
Full	(average = 16)	18	23	20	11	11	16	2	1,000
3/4	(average = 12)	13	17	15	8	8	12	2	750
Half	(average = 8)	9	11	10	5	5	8	1	500
(C) Metal & Leather									
Full	(average = 20)	20	31	27	12	12	22	4	2,500
3/4	(average = 15)	15	23	20	9	9	16	3	1,875
Half	(average = 10)	10	15	13	6	6	11	2	1,250
(D) Chain Mail									
Full	(average = 24)	24	42	28	12	14	28	6	10,000
3/4	(average = 18)	18	31	21	9	10	21	5	7,500
Half	(average = 12)	12	21	14	6	7	14	3	5,000
(E) Plate Mail									
Full	(average = 32)	29	53	38	18	19	39	6	15,000
3/4	(average = 24)	21	39	28	13	14	29	5	11,250
Half	(average = 16)	14	26	19	9	9	19	3	7,500
(F) Plate Armor									
Full	(average = 40)	36	56	48	28	34	43	4	30,000
3/4	(average = 30)	27	42	35	21	25	32	3	22,500
Half	(average = 20)	18	28	23	14	17	21	2	15,000

Notes:

Leather/Padded Armor is simply some form of padded garment (such as canvas with interior quilting) and/or thick and hard or boiled leather (cuir bouilli) material intended to prevent cutting and piercing and absorb the force of physical blows.

Half—A padded bymie, hauberk, or leather jerkin (long vest).

3/4—As above, plus leather chausses (pants), and gauntlets/gloves.

Full—As above, plus a leather buckler, bracers, or small wooden shield, perhaps.

Weapon Durability

Quality	Price	Metal	Wood	Combo	Shield
Poor	1/4	7/10	15/10	10/10	-6/
Below Average	1/2	7/20	10/10	10/20	-4/
Average	1	5/20	10/20	8/20	+1/10
Above Average	2	5/30	8/20	6/30	+2/20
Exceptional	4	3/40	8/30	5/40	+3/30
Unsurpassed	8	1/50	6/30	3/40	+4/40

Note: See the "Parrying" section of the main text for an explanation of the various headings.

Dodging Factor

PMSpd + PNSpd	Dodging Factor (%)
32	1
33	2
34	3
35	4
36	5
37	6
38	7
39	8
40	9
41 & higher	+1 per point

Parry Tables

Non-Shield Parries

DR	Attack Type
Easy	Fist or kick*
Moderate	Large thrown weapon (spear, javelin, axe)
Hard	Hand weapon
Difficult	Medium thrown weapon (dagger, large throwing star)
Very Difficult	Small thrown weapon (dart, small star)

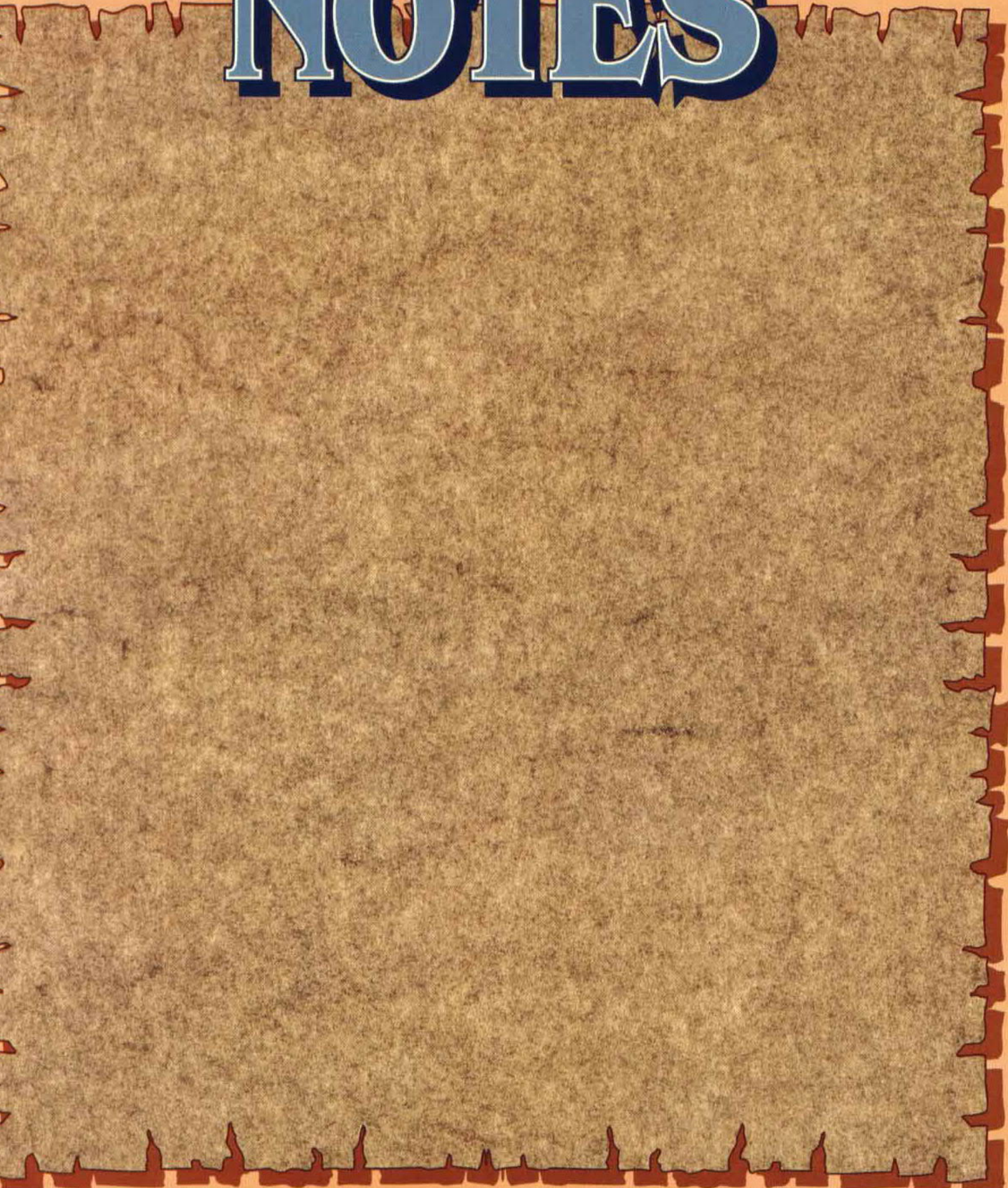
* Fists and kicks parry these at "Moderate."

Note that, for game purposes, an attacker does *not* take damage for having a fist/kick attack parried by an artificial weapon, such as a sword.

Shield Parries

DR	Attack Type
Easy	Fist/kick or large & medium thrown
Moderate	Hand weapon
Hard	Small thrown
Difficult	Arrows, bolts, sling stones, etc.

NOTES



Physical Combat, Non-Lethal, Summary One: Hitting the Opponent

(A) Determine Initiative with PMSpd deducted from the 1D10 roll. Add the appropriate Speed Factor based on the attack form.

(B) Next determine the Base Attack Chance (BAC) of the attacker, and the Physical Resistance (PR) of the defender.

(1) BAC is the attacker's *Combat, HTH (Non-Lethal) STEEP* plus PMSpd and any bonus, unless the attack form used is to *overpower*. If so, the chance of success equals the attacker's STEEP only.

(2) PR is the defender's PM CATEGORY plus $\frac{1}{2}$ *Combat, HTH (Non-Lethal) STEEP*.

(C) The attacker must successfully match the BAC, or STEEP (if attacking to overpower) against the foe's PR. If the attacker loses, the attack has missed. If the attack succeeds, the attacker may then apply a non-lethal attack form immediately thereafter. The Speed Factor varies with the attack form chosen, and the ranges are all one yard.

(D) Personas with exceptionally high sensory ability, as indicated by *Perception (Physical) STEEP* and PMPow and PMSpd, gain an advantage in any form of Physical attack. This advantage is reflected in a bonus to their BAC or STEEP (if attacking to overpower). To find the *Perception (Physical) PMPow & PMSpd BAC* bonus, consult the following table:

Combined Perception STEEL, PMPow & PMSpd	Bonus to BAC (%)*
71-75	1
76-80	2
81-85	3
86-90	4
91-95	5
96-100	6
101-110	8
111-120	10
121-130	12
131-150	15
151-175	20
176 & higher	25

*Or STEEP, if attacking to overpower.

For example, an HP with such an attack bonus based on a combined score of 114 would have a BAC bonus of 10. This percentage would be added to the persona's combat, weapon, etc., factors to find the BAC.

Two: Non-Lethal Attack Forms

The following attack forms may be used for non-lethal attacks.

(A) *Overpower*: Speed Factor 5. The attacker must make a successful roll against *Combat, HTH (Non-Lethal) K/S*. The DR will vary with the difference between the attacker's and the target's weight (see the main text for details). Success overpowers target for 2D6 CTs.

(B) *Stun*: Speed Factor 3. This scores 1D6 points of *Stunning damage* per 10 points of the attacker's STEEP or fraction thereof. If Stun damage exceeds the target's PMSpd, the target is stunned for a number of CTs equal to the excess. Real Physical damage equal to 10% of rolled Stun points is also scored.

(C) *Disable*: Speed Factor 3 or 5. The attacker must first either Overpower the foe or make a successful Stun attack. A successful K/S roll against a DR of "Hard" disables an arm or leg (attacker's choice), but a failed attack negates previous success to Overpower or Stun. Disabling inflicts Physical damage equal to 1D10 points. The limb affected is disabled for D% hours (days if a Special Success).

Attack to Overpower DRs

Weight Difference	Difficulty Rating
51 or higher	Easy
26 to 50	Moderate
-25 to 25	Hard
-26 to -50	Difficult
-51 to -100	Very Difficult
-101 to -500	Extreme
-501 or lower	Cannot be overpowered

*Attacker weight minus defender weight, in pounds.

Physical Combat, Lethal, Summary One: Hitting An Opponent

(A) Determine Initiative with PMSpd (Hand Weapon) or PMSpd (Missile) deducted from the 1D10 roll. Add Speed Factor for action and/or weapon used.

(B) The attacker specifies the target and modifies the BAC according to range, cover, and the like to find the Final Attack Chance (FAC).

(1) The attacker tries to roll the FAC or less on D%. Success indicates that a hit has been scored; failure indicates that the attack missed. A roll equal to or less than 10% of the FAC is a Special Hit, a roll of 96-98 is almost always a miss, and a roll of either 99 or 100 usually counts as a Special Miss. There are exceptions to the latter two conditions when the FAC exceeds 100, as explained in the main text.

(2) When a hit is scored, a defender may try to parry if she or he has any unused attacks in that CT, a proper weapon, and the skill to do so, and if the hit is from a weapon which can be parried. A successful parry automatically changes the hit to a miss. A Special Hit, however, can be parried only by a Special Success on the parry roll. *If a parry is successful, then both the attacker and defender must make a roll to see if the other's weapon was damaged or broken by the parry.* If a persona's weapon breaks, it becomes unusable immediately, meaning that the persona can make no further attacks or parries during that CT, unless the persona has another weapon in hand. The persona may draw another weapon, if any are possessed.

(3) If a hit remains unparried, the attacker must then roll a *Strike Location* to see where on the target's body the attack landed. Attackers who have the *Weapons, Special Skill (Specific Target) K/S* with the weapon may roll against that K/S to try to choose the *Strike Location*.

Two: Applying Physical Damage

(A) Once a *Strike Location* has been determined, the attacker may then roll damage and multiply by the *Strike Location's* damage table. If the attack was a Special Hit, then use the maximum rollable damage.

(B) After figuring that out, deduct from the damage rolled the target's armor rating for the body part struck; and finally, apply any remaining damage to the target. When combatants suffer a total amount of Physical damage equal to or higher than their CL, they are assumed to have been incapacitated by their wounds and will fall unconscious immediately. If such personas suffer damage equal to or greater than their Physical TRAIT, they have been slain, and are immediately removed from combat.

Three: Conducting Additional Attacks

Repeat the sections above for every attack a combatant performs. When a combatant is out of attacks, that persona's turn is finished and the actions of the persona with the next-highest Initiative score are resolved next.

BAC Bonuses

Combined Perception (Physical) STEEL, PMPow & PMSpd	Bonus to BAC (%)
71-75	1
76-80	2
81-85	3
86-90	4
91-95	5
96-100	6
101-110	8
111-120	10
121-130	12
131-150	15
151-175	20
176 & higher	25

FAC MODIFICATIONS

Target Movement

Movement Type	Modifier
Motionless/Crawling	0
Normal/Trotting	-5
Running	-10
Evasive	-15
Tumbling*	-30

Range Mods.

Range	Modifier
Point Blank	+10
Short	+5
Medium	0
Long	-10
Extreme	-20

Attacker Movement

Movement Type	Modifier
Motionless	0
Normal rate	-15
Running	-30
Evasive	***
Tumbling	***

Nature of Shot

Situation	Modifier
Normal	0
Braced**	+5/+10
Prone/Kneeling**	+10
Careful**	+15
Snap Shot**	-10

Target's Cover

Cover Type	Modifier
Light screening (as with a bush, smoke, etc.)	-10
Poor light conditions	-10
Light concealment (behind small tree, inside a cart, etc.)	-15
Moderate concealment (behind low wall, inside foxhole, etc.)	-30
Heavy concealment (behind arrow-slit or the like)	-50
Popping Up (Target stays completely hidden except to briefly "pop up")	-10†

Attacker/Defender Position

Situation	Modifier
Attacker elevated above defender (horseback or higher)	+15††
Defender elevated above attacker	-15
Attacker on defender's rear flank	+10
Attacker on defender's rear	+20
Defender on attacker's rear or rear flank	***
Defender stunned or unconscious	†††

* This requires a roll against the defender's *Acrobatics/Gymnastics (Tumbling)* K/5 to be performed successfully.

** A *Braced* shot with a propelled missile weapon assumes that the attacker is bracing body and/or weapon against a wall, tree, or other large, stable object. Bracing the body is worth +5, and bracing the weapon is worth +10. *Prone/Kneeling* assumes shooting from a braced prone or kneeling position. A *Careful* shot assumes the attacker has spent one CT doing nothing but aiming the weapon. With a *Snap Shot*, however, the attacker just glances at the target before firing very quickly, perhaps popping up from behind cover to do so. Using this technique, one can increase the value of any concealment one is using by 10 (up to a -30), but suffers a penalty due to poorly aimed shots.

*** Personas cannot use evasive movement of any type and attack at the same time. Likewise, they cannot attack a target to their rear flank or rear. If aware of an enemy in those positions, they may turn to face the enemy that CT—or next CT if unaware (at an added Speed Factor of 3 in either case).

† The target suffers the Snap Shot penalty of -10 on its own attacks.

†† Note that while attackers are mounted, their BAC may not exceed their *Riding (Mounted Combat)* STEEP.

††† An attacker with a missile weapon gains a bonus of +40 against such an opponent. An attacker with a hand or missile weapon that is capable of inflicting 18 or more points of damage can slay the defender automatically in one CT, or in 1D6 CTs otherwise.

High STEEP Damage Bonus

Base Attack Chance	Damage Bonus
41-45	1
46-50	2
51-55	3
56-60	4
61-65	5
66-70	6
71-75	8
76-80	10
*	*

* For every 5 points or fraction thereof beyond STEEP 80, add +2.

Weapon Damage Bonus for Great Mass*

Type Of Projectile	Mass Of Creature			
	3× Human (450-800 lbs.)	6× Human (900-1,500 lbs.)	12× Human (1,600-3,500 lbs.)	24× Human (3,600 lbs. +)
Hand-Hurled	+1	+2	+3	+5
Device-Propelled**	+2	+3	+4	+6

* Bonus applied *per die* of damage.

** The wielder must actually be large enough to operate the giant-size device.

High FAC Misses

FAC Total	Automatic Miss	Special Miss
101-125	97-98	99-00
126-150	98-99	00
151-175	99	00
176 or more	00*	00*

* Roll 1D10. A result of 1-7 indicates a hit, 8 and 9 are an Automatic Miss, and 0 is a Special Miss.

Damage Bonus for High PMPow

PMPow	Damage Bonus
13	1
14	2
15	3
16	4
17	5
18	6
19	7
20	8
21	9
*	*

* Add +1 for every 1 point beyond PMPow 21.

Special Misses, Lethal Combat

D% Roll	Result of Miss
0 or less	The attack misses, but nothing else happens.
1-25	Delay. The weapon or ammunition has been dropped, or something else has happened which will prevent any further attacks for 1D3 CTs.
26-45	Weapon damaged. Hilt came loose, bow string broke, etc. Something prevents the weapon from being used further until it has been repaired. In the case of natural weapons (such as fists, claws, etc.) this may or not mean that the implement has been broken.
46-60	Weapon destroyed. As above, but the problem is pretty much permanent in nature.
61-75	Whoops! The attacker has accidently struck (perhaps by ricochet) a friend. Roll damage and Strike Location normally for the victim.
76-90	The weapon has been damaged, and the wrong persona has been hit.
91 or more	The weapon has been destroyed, and the wrong persona has been hit.



AT YOUR FINGERTIPS...

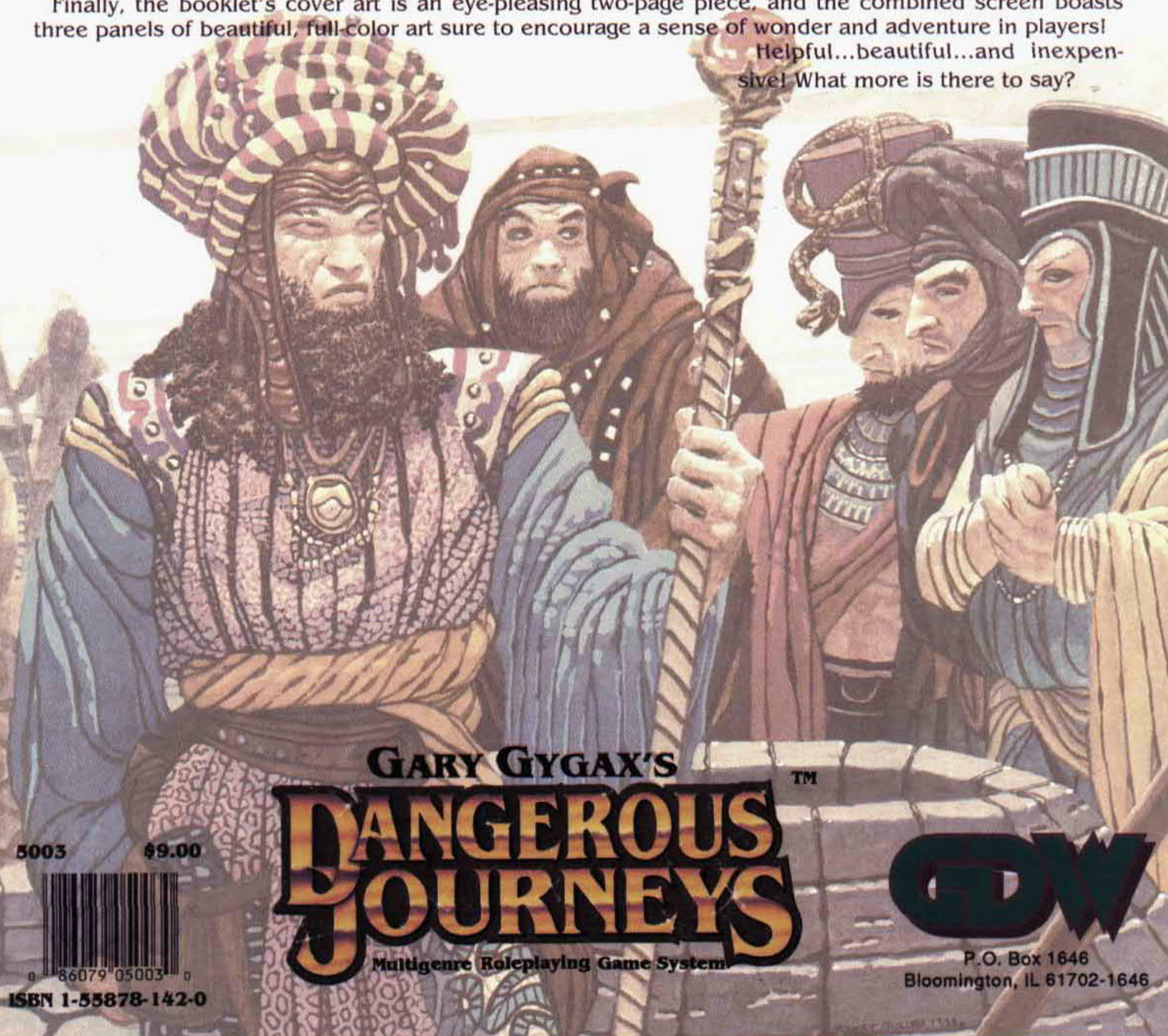
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