

Holy Lands

The Dark Ages

Light Edition

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www.holylands.net

"... I say unto you, the hour is coming, and now is, when the dead will hear the voice of the Son of God; and they that hear shall live."

Jesus Christ

John 5:25

As always, I dedicate this game, as do I my entire life, to my beloved wife, Tara, and to my precious children, Parker, Oliver, and Kya

With very special editorial thanks to Joe Revesz and Chris Hopley Sr. for their RPG knowledge and meticulousness

Also, very special thanks to the playtesters-extraordinaire: Kenard Francini-wienie, Jared, Bryan, Dominic, Brandon, Chris, King Elando the Great, Dan the Boy, Jacob, Dustin, Trevor, Chad, Joel, Mike, and Ryan; and to Jeff C. for his faithful support of this ministry

How could I forget the Boyz from Colorado, who bring the Holy Lands art to life, Chachi and G-money Hernandez

God Bless You All For Your Efforts

"Dost thou believe on the Son of God?"

Jesus Christ

John 9:35

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The Basics

Holy Lands is a game that does not require a board, cards, or a computer. It requires this book, a Holy Lands Adventure Pack, some gaming dice, a friend or two, and your imagination. Holy Lands may very well be a game unlike any other you have ever played before because it is limited only by your imagination. Your imagination and a good shake of the dice determine the outcome of most situations. The object is the never-ending task of destroying the evil that plagues the medieval worlds! You, as a player, create a character of Christian faith and play the role (hence the name 'role-playing') of your character on adventures. Your character is known as your **PC**, or **Player Character**. Perhaps your Player Character will be a strong and fearless Knight with a sword and shield, or maybe a staff-wielding, wise Saint who can perform powerful Miracles, or other Character Class. You (as your character) must take up your staff or your sword and fight using the chance of the dice to destroy magic and demons that are trying to obliterate the medieval Church. If the task seems simple, you are in for quite a surprise.

The power of righteousness within the Holy Lands shines as a light in the dark world. This order stands in evil's way of total world chaos. The pagan lands attack from the outside while the devil and his demons infect the lands from the inside. One by one, they are destroying our spiritual allies. The dark powers use their sorcerers and other followers to pillage the Holy Lands with magic, thievery, and bloodshed. The Holy Lands need you! Backed by God, you must rid civilization of the destructive and deadly forces of the devil and his wicked minions. The survival of the Church is dependent on all Christians who will stand against the evil enemies and fight with the power of the Holy Spirit!

Several tools are at your disposal. All are necessary and all have a special part to play in the

offense of Truth. They range from the skills that God has blessed you with to sharp blades and even Miracles. Fortunately, other heroes just like you are out there also waging war to protect the Church and its Holy Lands. All Christians must stand together to fend off the attacks from pagan lands and fight to reclaim the Lands that belong to God's Church.

The Raconteur

The **Raconteur** (pronounced rac-ON-ter, or use **Rac** for short) has a job to be a witty storyteller who designs and leads the adventures. The Raconteur does not play a single character but plays every character and event outside of the players' control. These characters are known as **NPC's** or **Narrated Personality Characters**.

Usually, the Raconteur is the only one of the group who knows what is going to happen next. It is the Rac's job to keep the players on their toes. They also have the difficult task of keeping the game honorable. That does not mean that the Rac has to keep the players honorable; which is the players' own responsibility, but it does mean that the story should be glorifying to God. The Raconteur needs to have a good, working knowledge of the game system as well as how each adventure will progress before beginning.

The outline of an adventure can be as elaborate or as simple as the Rac desires. It is up to them as to how much problem solving or Combat will be involved in each adventure. Although the majority of the adventure's creation is the Rac's responsibility, it may be helpful to invite constructive insight from the players to make the game or future games as enjoyable as possible.

A Game of Character

The first thing you, the player, must do is create a character (see the *Creating a Character* section starting on page 38). You will then take this character through the Raconteur's adventures. As a player, you will need to make decisions for your character, such as deciding what to say, where to go, and what to do. You are able to develop your character as different and unique as you are. Each character has both strengths and weaknesses that can help and hinder them. They also have skills, abilities, and personalities all their own, and every productive activity within the game helps your character grow.

The Framework of a Character

Your character's qualities are organized into several categories, including basic *Character Information*, *Attributes*, *Abilities*, and *Skills*, to help you utilize them better. You will see these sections labeled on the Character Sheet.

The first section is the **Character Information**, which holds the details your character's physical characteristics and personal information, such as height, weight, name, age and whether they are male or female.

Next, your character's **Attributes**, which are his or her most important characteristics because they define your character's basic mental, physical, and spiritual qualities. They are your character's *Strength*, *Agility*, *Intellect*, *Faith*, etc. Attributes are the foundation for all other skills your character will develop. **Note:** The rules will refer to the corresponding number of an Attribute as an Attribute Rating, or AR for short.

Then, your character's **Abilities**. Abilities note your character's aptitude at performing basic skills, such as how well they can jump, climb, or find hidden things (*Search*). Abilities are simple physical actions structured from combinations of the aforementioned Attributes. They are Abilities that every normal character has, yet not something with which your character becomes greatly proficient. **Note:** The rules will refer to the corresponding number of an Ability as an Ability Mark, or AM for short.

Skills are those abilities with which your character becomes proficient. Skills are broken down into three categories called Gifts, Talents, and Crafts. Gifts are your character's strongest Skills because they begin at a higher proficiency level and progress the fastest. Conversely, Crafts begin at the weakest proficiency level and progress the slowest. Talents, obviously, are in between the two. **Note:** The rules will refer to the corresponding number of a Skill as Proficiency Bonuses.

Dice

This game requires a set of gaming dice. It is preferred that each player has his or her own set to lessen the confusion. You can purchase a set from us here at Faith Quest Games if you are not able to find any at your local gaming or comic store. We have printed our web address in the beginning of this book.

The following make a set of necessary dice:

1d4: A four-sided, pyramid-shaped die
1d6: These dice are the cubed ones commonly found in board games. It is best to have at least two of these.
1d8: An eight-sided die
d100: see 2d10; although there is a single d100 die, 2d10 and d100 often mean the same thing
2d10*: Two ten-sided dice which together make up a number from 00-99, also called percentile dice
1d12: A twelve-sided die
1d20: A twenty-sided die

*when rolling 2d10 for Damage or other non-percentile roll, the "tens" die is always only a single number, such as 2, 3, or 8, not 20, 30, or 80; and zeroes always count as 10, not zero

Natural Rolls

As you read through and play *Holy Lands*, you will see the term 'Natural' when referring to dice rolls. Natural dice rolls are the numbers rolled on the face of the dice unmodified by any Bonuses or Penalties. Quite simply, the actual number rolled is Natural.

Rolling the Dice

Every action your character can attempt that has a chance of failing requires a roll of the dice. The action falls into a category represented by some section of your character's framework, his **Attributes**, **Abilities**, **Gifts**, **Talents**, **Crafts**, **Saving Throws**, or **Weapon Skills**. We will discuss these terms in further detail later.

The following is a list of the commonly used Rolls and the dice required. Gifts, Talents, and Crafts are all part of Skills, which fall under Skill Rolls, and are similar to Ability Rolls and Saving Throws. Combat Rolls are rolls against an opponent, the higher the better. However, you'll see that Attributes work a little differently than the other rolls. You can find more details about these rolls in the following sections, but for now, the *Common Dice Rolls* table would be a good thing to familiarize yourself with before beginning.

Common Dice Rolls

Attribute Rolls:	d12 (low)
Ability Rolls:	d20 (high)
Combat Rolls:	d20 (high)
Skill Rolls:	d20 (high)
Saving Throws:	d20 (high)

(low) indicates that the lower the roll, the better because the player must roll under a target number
(high) indicates that the higher the roll, the better because the player must roll over a target number

Life and Faith

Life

Life is the measure of your character's capacity to sustain *Damage* (for more information about *Damage*, see page 11). Your character begins the game with a certain number of *Life*. These *Life* are directly related to a maximum amount of *Damage* that your character can sustain before dying.

Your character's *Life* temporarily decreases each time he or she takes *Damage*. Once your character's *Life* reaches zero, the character is either dead or in a coma.

Death

When your character's *Life* reaches 0 or less, your character must roll to *Save versus Death* (for details on *Saving Throws*, see the following page). If the *Save* is successful, your character slips into a coma and loses 1 *Life* per Round until reaching a negative maximum equal to the character's positive *Life* maximum. For example, if your character has a maximum *Life* of 45, his or her maximum negative *Life* is -45. **Note:** If your character does not *Save* or their *Life* reaches the negative maximum, they are dead beyond means of healing.

No matter how many *Life* and *Faith* your character gains and loses, the maximum number of *Life* and *Faith* can only increase as your character reaches a new level.

Restoring Life

If your character has lost *Life* and, as long as he or she is still alive with their *Life* above 0, they can restore *Life* back up to the maximum. A number of options for achieving *Life* restoration are at their disposal.

First, for each hour of sleep or bedrest, your character restores 1 *Life*, and can do so continuously until the maximum is again reached. **Second**, is by the *Medical* Skill, which requires a PC (player character) or NPC (Narrated Personality Character) to use the Skill on the injured Character. (For details on *Medical*, see page 52). **Third**, your character can drink healing drafts and cures. (For more details, see page 72 for *Herbs, Cures, and Poisons*.) **Finally**, a healing Clerical Miracle can restore your character's *Life* quickly and easily. Obviously, a Cleric can perform these Miracles, but your character can also receive these Miracles through Crucifixes. (For more details on *Clerical Miracles*, see page 57; or for more information on Crucifixes, see page 70).

Faith

Faith is the measure of your character's trust and dependence in the power of God's Spirit to perform supernatural actions through your character. Without *Faith*, your character does not possess the will to have the power of God work through him or her. Therefore, *Faith* is most important to those Character Classes who are Skilled in performing Miracles, which are dynamic supernatural powers that require a faithful devotion to learning. Only certain characters, such as Bards, Clerics, and Saints, who dedicate their lives to things higher than this physical world, can hone their Skill of performing Miracles.

Restoring Faith

First, for clergy, which are of the *Cleric* and *Saint* Character Class, *Faith* regenerates at a rate of 1 *Faith* per hour. Therefore, really, the clergy need not do anything to regain lost *Faith*. **Second**, for all Character Classes, after 8 hours of sleep (with a maximum 2 hours of interruption), his or her *Faith* is totally restored. **Third**, the character can use the Skill of *Meditation* to meditate (see page 52 for details). **Finally**, holy water and some herbal cures restore *Faith* (see page 72 for details).

Using Daily Faith

Aside from Miracles, all characters can use their *Faith* to acquire a Skill temporarily if they do not possess it currently. Your character can spend 3 *Daily Faith* to acquire a Skill for 1 Round or 6 *Daily Faith* to acquire a Skill for 1 Ten-round (30 seconds). The above costs assume that your character has the *Prerequisite* for the Skill. If he or she does not have the *Prerequisite*, you must double the *Daily Faith* cost. Gaining a Skill by *Faith* comes to your character as a Gift, or +3 Proficiency. Furthermore, for all non-clergy Character Classes, these *Faith* do not regenerate every hour, they regenerate every morning (hence the term *Daily Faith*). For more information on Skills and *Prerequisites*, see page 47, or see *Restoring Faith* above on how to restore Faith.

Using *Faith* this way represents your character actively praying and relying on God to supply a needed Skill to accomplish the task. For God always supplies the faithful what they need; it's how we use it that shows.

Rounds and Time

A **Round** is the basic unit of time measurement used in situations throughout the Holy Lands game, including situations of Combat, Movement, Skills, and other actions.

A *Round* itself is a 3-second duration of time, which can be a relatively short amount. Where situations demand greater amounts of time, you will use the Ten-round.

A *Ten-round* is 10 consecutive normal Rounds or 30 seconds of continuous game-time. You will notice as you play that situations require greater time than a Round and it becomes tedious to add Rounds. Ten-rounds will often apply to situations requiring a higher Skill Difficulty. **For example**, picking a simple lock requires a successful *Pick Locks* Roll of *Moderate* Difficulty and 1 Round (only 3 seconds) per attempt. However, picking a more difficult lock may require a successful roll of *High* Difficulty and a Ten-round (30 seconds) per attempt.

Saving Throws

A **Saving Throw** is a random roll of the dice that gives your character the chance to avoid the full affects of a harmful thing; in other words to *Save* against something. When your character *Saves* against some negative affect that would have dramatically harmed him or her, either the body fought hard against the affect, the affect was weaker than normal, or God simply reduced or removed the affect. Whether the *Save* occurred by divine intervention, good fortune, or the power of will depends on the circumstance, the affect, and is up to the Rac ultimately.

In order to achieve a Saving Throw, you must roll a d20 above or equal to a target number, which varies depending on the eminent affect. When you roll a Natural 20 to *Save*, none of the intended harmful affect befalls your character. Otherwise, a successful *Save* reduces the harmful affect from its full potential, typically by half. In the case of *Saving versus Death*, for example, your character falls into a coma temporarily rather than being completely dead; and a Natural 20 to *Save versus Death* results in your character still living with 1 *Life*, but unconscious for a couple minutes.

Saving Throw Table

Save versus:	For Characters	For Average People	For Enemies	For Animals	Natural 1 Affect		Natural 20 Affect	
Curses	18	17	16	11	Irremovable Affliction		Immunity from that Curse for 1 day	
Death	15	16	18	11	Unable to Resurrect		Alive with 1 <i>Life</i> ; unconscious	
Holy Items	4	8	12	11	Double Damage or Affect		Immunity from that Item for 1 hour	
Magic Fumes	13	12	11	11	Double Damage or Affect		Immunity from that Fume for 1 hour	
Magic Items	12	11	10	11	Double Damage or Affect		Immunity from that Item for 1 hour	
Miracles	7	12	17	11	Double Damage or Affect		Immunity from that Miracle for 1 hour	
Phobias	10	12	13	15	Flees in Terror; Cannot face Fear all day		Immunity from that Phobia for 1 hour	
Poison	14	15	14	10	Double Damage or Affect		No Harm or Affect	
Rune Traps	16	15	14	11	Double Damage or Affect		Immunity from that Trap for 1 hour	
Sins	11	13	-	-	Wild urge to commit Sin for a while		Immunity from that Sin for 1 hour	
Spells	17	16	15	11	Double Damage or Affect		Immunity from that Spell for 1 hour	
Use Magic	19	11	-	-	Death (with chance to Save)		Immunity from that Item for 1 hour	

Characters = Adventuring Player Characters and NPC Character Classes

Average People = Non-Christian NPC's, peasants, and non-Character Class NPC's

Enemies = Demons, unnatural beasts, and evil human Enemy Classes (sorcerers, thieves, assassins, rogues, etc.)

Animals = Natural animals only

Combat

Combat is a sequence of attacking, defending, and *Damage* rolls that your character engages in throughout an adventure campaign. You roll most actions in Combat on a d20, including *Advantage*, *Attack*, *Dodge* or *Defend* actions, the higher the better. However, *Damage* is determined by rolling the appropriate die or dice that the weapon causes. If a player rolls a Natural 20 or Natural 1 on a d20 for a Combat action, it allows for a Bonus or Penalty to the next action, respectively. See the following descriptions for details of each action.

Advantage

Advantage determines who will *Attack* first in each new Round and therefore is usually the first dice rolled in the Combat sequence. You can also apply *Advantage* to any situation where you need to see who goes first among a group of competitors, including performing Miracles and spellcasting- known as supernatural Combat (see page 56 for details).

To roll for *Advantage*, all involved combatants or competitors roll a d20 and add the pertinent Bonus to the roll; in most cases, you will use the *Advantage* Bonus of the Weapon Skill with which your character is attacking. The highest roller goes first. In the event of a tie, roll again. For multiple combatants, if the highest rollers tie, only those players reroll until one opponent has the higher number. The lower rollers are able to act or react when it is their turn in subsequent order based on the next higher roll.

For multiple attackers against a single opponent, the entire group can *Attack* first if one of them wins *Advantage* over the single opponent. Otherwise, the single opponent can *Attack* only one time before all the attackers can return *Attack* on him or her. A single opponent always has a severe disadvantage against multiple attackers, regardless of AtR.

Natural 20 Bonus

A Natural 20 on an *Advantage* Roll gives your character a +3 to all of his or her *Attack* actions for that Round.

Natural 1 Penalty

A Natural 1 on an *Advantage* Roll gives your character a -3 to all of his or her *Defend* or *Dodge* actions for that Round.

Forfeiting the Advantage

Your character may decide to forfeit the *Advantage* in order to prepare for the oncoming *Attack* more readily. Your character may only do this when he or she is aware of the oncoming *Attack* and would normally roll for the *Advantage*.

Forfeiting an *Advantage* Roll allows your character to become the defender automatically, which gives him or her an additional +1 Bonus to *Defend* or *Dodge* per level of experience. This applies in addition to any other Bonuses your character may receive from normal Weapon Skills.

The race is not to the swift, nor the battle to the strong... nor yet favor to the men of skill; but time and chance happen to them all.

—Ecclesiastes 9:11

Attack

Regardless of the weapon type your character is using, you roll an *Attack* on a d20. It is important to know the type of weapon that your character is using for the *Attack* because each of the different Weapon Skills provide Bonuses when using different classes of weapons. You add these Bonuses, found in your character's Weapon Skills, to your *Attack* roll when whenever he or she uses that weapon class, such as Combat Arms (which are hand weapons), Hand to Hand (which are fists), Kick Attack, Thrown, Missiles, and Shield Play.

For multiple attackers against a single opponent, if one of the multiple opponents ever gets an *Attack*, all of them get an *Attack*. The single opponent can only *Attack* one of the attackers one time before they all get to *Attack* again. This continues until all the opponents use or lose all of their AtR.

Natural 20 Bonus

A Natural 20 on a successful *Attack* inflicts Double Damage to the opponent, depending on the rolls. See the notes below to factor Double Damage.

Note: A Natural 20 to *Attack* versus a Natural 1 to *Defend* causes an automatic fatality regardless of the skill level or size of the two opponents. This represents a well-executed critical hit met by an unfortunately bad *Defend* action.

Determining Double Damage

You factor Double Damage by doubling only the naturally rolled number(s) on the face of the die or dice, and then adding any Combat Bonuses. You do not add the Bonuses first before doubling the total.

Natural 1 Penalty

First, a Natural 1 rolled to *Attack* is never successful, and the opponent need not *Defend*. It means the character has made an extremely poor strike that has now endangered himself or his companions.

Furthermore, a Natural 1 on an *Attack* Roll suffers the character one of six fates. Roll a d6 to determine the outcome.

Natural 1 Attack Penalties (d6)

- 1) Attacker hurts himself/herself causing full Damage.
- 2) Attacker hurts himself/herself causing half Damage
- 3) Attacker hits a comrade causing half Damage
- 4) Attacker hurls or breaks weapon (if applicable) or
- 5) Attacker loses footing causing natural rolls for that Round and loses *Advantage* for the next Round
- 6) Attacker misses target dramatically causing amusement to any witnesses

Simultaneous Attacks

Your character may elect to forfeit his or her *Dodge* or *Defend* Roll to *Simultaneously Attack* the opponent as the opponent *Attacks*. This allows both opponents to cause *Damage* if both *Attacks* are over each opponent's armor *Defense* (for details, see *Defense of Armor* on page 68). This aggressive tactic allows your character to "go for broke."

In order to successfully *Simultaneously Attack*, you must declare it prior to making an *Advantage* Roll, which your character must forfeit. Your character's *Simultaneous Attack* must best his or her opponent's *Attack* Roll. At that time, both *Attacks* will hit and cause *Damage* simultaneously. If the *Simultaneous Attack* Roll is not greater than the opponent's *Attack* Roll, the attempt failed altogether and your character receives the opponent's *Damage*.

Note: A *Simultaneous Attack* can actually overtake an opponent's *Attack* if your character's *Simultaneous Attack* Roll is better than twice the Attacker's Roll. If this occurs, your character's *Simultaneous Attack* hits the opponent before the opponent can hit your character.

Surprise Attacks

There are two kinds of **Surprise Attacks**: one that the victim can notice, and one that he cannot; neither of which allow for an *Advantage* Roll. The Raconteur will determine which scenario will apply to a given surprise situation.

Opponents achieve the first kind of *Surprise Attack* by simply catching the victim off guard, but the victim still has a chance at defending. The victim must successfully make a *Perception* Roll (with increased Difficulty of +5 minimum) in order to notice the assault in time to attempt a *Defend* or *Dodge*. A failed *Perception* Roll against this simple *Surprise Attack* means that the victim was not ready for the *Attack* and did not notice it in time to take defensive action. In this case, they

will simply receive *Damage* if the *Surprise Attack* is above the opponent's armor DEF. Either that or they have missed the opportunity to make an *Advantage* Roll against the attacker. This kind of *Surprise Attack* is the most fair and should be the most common regardless of whether your character is the attacker or the attackee.

The second kind of surprise *Attack* is a true *Surprise Attack*. This truly *Surprise Attack* means that the victim was unaware of any kind of *Attack* until they actually took *Damage* or noticed a weapon whizzing by their head. In this case, it not only makes an *Advantage* Roll impossible but also the victim cannot even attempt to *Dodge* or *Defend* the oncoming *Attack*. Therefore, the attacker need only roll above the victim's armor DEF to hit.

Surprise Attacks with Thrown or Missile weapons

For thrown or missile weapons, use the Skill Difficulties and the victim's armor DEF for the target numbers. In other words, if the attacker is using a thrown or missile weapon, his or her *Attack* Roll must best the victim's armor DEF as well as be above 11 (typically). For increased distance, you can use the High Difficulty Factor (18) as the target. If the target is in motion, simply use a natural "Dodge" Roll on a d20. This generates a random number that represents the target's random movement. If the attacker beats the natural roll on the die, the attack hits.

Defend

A **Defend** is an attempt to block the motion of an opponent's weapon with a countering weapon or object. A *Defend* Roll is a normal Combat action, rolled with a d20 that must best the opponent's *Attack* Roll to be successful. The character adds any Weapon Skill Bonuses they gain from the weapon type they are using to *Defend*. Therefore, your character cannot use the *Thrown* and *Missile* Weapon Skills to *Defend*. Instead, the character must use the *Defend* Bonus of the Weapon Skill that corresponds to the weapon used, such as a sword, which would be using the *Defend* Bonus of the *W.S. Combat Arms*.

In the event that the attacker and the defender roll ties after all Bonuses are added, the favor always goes to the defender. This rule applies to all aspects of Combat, whether the defender is using a *Dodge* or a *Defend* action.

The # 1 Rule of Combat: All ties always go to the defender!

Natural 20 Bonus

A Natural 20 to *Defend* always defends the oncoming *Attack*, no matter what the circumstances. Even if the *Attack* was a Natural 20 with a +15 Bonus and the *Defend* was a Natural 20 with zero Bonuses, in this case, the Natural tie goes to the defender.

In addition, a Natural 20 on a *Defend* Roll allows the defender to immediately gain and return an *Attack* regardless of how many AtR they may have. This free *Attack* does not count as an AtR.

Natural 1 Penalty

Contrary to the Natural 20 *Defend*, a Natural 1 to *Defend* is never successful. In fact, the failed *Defend* is so poor that the defender lunged somewhat into the *Attack*. The defender takes half again *Damage*, or 1½ times the normal *Damage* from the blow. For example, if the defender would have taken 8 points of *Damage*, he or she now takes 12 points of *Damage* (half of 8 added to 8)

Dodge

When an enemy *Attacks* your character, your character may choose to *Defend* or *Dodge*. A **Dodge** is your character's attempt to evade an *Attack* totally, which, like a *Defend*, uses a d20 and must be above the opponent's *Attack* Roll.

Unlike a *Defend*, however, your character rolls a *Dodge* from the same Weapon Skill with which the opponent attacked. **For example**, your character must *Dodge* using the *Dodge* Bonuses within his or her Missile Weapon Skill if the enemy is attacking with the Missile Weapon Skill.

Natural 20 Bonus

Like a *Defend*, a Natural 20 to *Dodge* always dodges the oncoming *Attack*, no matter what the circumstances. Even if the *Attack* was a Natural 20 with many Bonuses and the *Dodge* was a Natural 20 with no Bonuses. In this case and as always, the Natural tie goes to the defender.

In addition, a Natural 20 on a *Dodge* Roll allows the defender to immediately gain and return an *Attack* regardless of how many AtR they may have. This free *Attack* does not count as an AtR. This applies to all Weapon Skill *Dodges*, including missile weapons and thrown weapons.

Natural 1 Penalty

Contrary to the Natural 20 *Dodge*, a Natural 1 to *Dodge* is never successful. Like a *Defend*, the failed *Dodge* is so poor that the defender dodged somewhat into the *Attack*. The defender takes half again *Damage*, or 1½ times the normal *Damage* from the blow. For example, if the defender would have taken 8 points of *Damage*, he or she now takes 12 points of *Damage* (half of 8 added to 8)

Damage

When your character's *Attack* Roll is successful, it causes *Damage* to the opponent's *Life*. You determine *Damage* based on the weapon that your character is using and add any Bonuses to *Damage* from that Weapon Skill. The Weapon Skill's *Damage* Bonus must come from the corresponding weapon type that the character is using (*W.S. Combat Arms*, *W.S. Missiles*, etc.).

Controlled Damage

For non-lethal attacks, such as sparring or mock fights, characters can elect to inflict *Controlled Damage* to their opponent. To do so, the players must declare *Controlled Damage* against the character before Combat begins. They engage in regular Combat Rolls, applying all Bonuses for *Advantage*, *Attacks*, *Defends*, *Dodges*, and even *Damage*. However, *Controlled Damage* causes only 1d4 points of *Damage* plus Bonuses regardless of the size or type of the weapon.

Knock Out Damage

Your character may choose to strike unaware opponents in the head or neck area with a non-weapon blunt object (frying pan, the handle of a weapon, a plank of wood, etc.) in an attempt to knock them unconscious. This requires the player to declare the action and roll a successful *Surprise Attack* against a non-defending opponent. 'Non-defending' means that the victim is not aware of the oncoming strike and/or does not struggle in any way. The successful *Attack* Roll must be over a Difficulty Factor number that represents the difficulty of the situation, similar to a normal Skill Roll. This Difficulty Factor is typically Moderate, or 11. (For more information on Difficulty Factors, see page 47.) A failed attempt causes the amount of *Knock-Out Damage* if the *Attack* was over the opponent's armor DEF but does not cause the opponent to lose consciousness.

You determine the amount of time that your character knocked out the opponent by the *Damage* of the blunt object and the character's *Strength*. The character removes the first 4 points of *Knock-Out Damage* from the victim's *Life*. Every point of *Knock-Out Damage* above 4 plus the attacking character's *Strength* Attribute Rating determines how many Ten-rounds the victim will be unconscious. The character may add any applicable Bonuses to *Damage* for using certain weapon types.

If the attacking character does not roll above 4 points for *Knock-Out Damage*, the victim is not subdued into unconsciousness. He or she simply takes the *Damage* and is able to turn and fight. The *Damage* of an object is as follows:

Object	Knock-Out Damage
Weapon pommels	1d8 + Damage Bonuses
Objects: WF of 1	1d8 + Damage Bonuses
Heavy objects (WF: 2+)	2d6 + Damage Bonuses
Objects: WF of 3+	1d6/WF + Damage Bonuses

WF = Weight Factor (see page 35 for details)

Time knocked out (in Ten-rounds):

(Total *Knock-Out Damage* + *Strength* AR) - 4

Falling Damage

Damage to characters that have fallen from a high distance, as measured from their head, is 1d6+1 points of *Damage* per five feet fallen. Likewise, you would apply 1d6+1 of *Damage* for any height under ten feet, assuming your character tripped and fell while walking or running, or in the instance that someone pushed your character over. However, from this height, the character can attempt to make an *Agility* roll to avoid taking the full *Damage*. A successful *Agility* Roll allows your character to sustain only half *Damage* from this height.

You can use the following table as a reference for fallen character *Damage*.

Damage: Character Falls

Distance	Damage
0 to 9 feet	1d6+1
10 – 14 feet	2d6+2
15 – 19 feet	3d6+4
20 – 24 feet*	4d6+6
25 – 29 feet*	5d6+8
30 – 34 feet*	6d6+10
35 – 39 feet*	7d6+15
40 – 44 feet*	8d6+20
45 – 49 feet*	9d6+25
50 – 54 feet*	Instant death

*Distances of 20 feet or more cause the character to be completely disabled for 2 days per 5 feet fallen over 20 feet plus a 2% chance per foot fallen to acquire broken bone(s) and a 2% chance per foot fallen of acquiring severe, permanent injuries, such as being fully or partially paralyzed, grossly disfigured (*Beauty* AR negatives per 10 feet fallen), loss of limbs (if appropriate), and/or death in 2d4 days from internal bleeding (all at the Rac's discretion)

AtR

You have already learned about Rounds in a previous section, which are 3-second blocks of time in which Holy Lands game-time is based. In Combat, AtR stands for **Attacks per Round**, and AtR represents the amount of times your character can *Attack* an opponent in 1 Round. Quite simply, the more AtR your character has, the more times he or she can *Attack* an opponent in a short amount of time.

If your character is hit in a Combat Round, he or she loses 1 AtR for each hit in which he or she takes *Damage*. Therefore, if your character has 2 AtR and is hit once in that Round, your character loses 1 AtR that Round.

The maximum number of AtR characters can have depends on the Weapon Skill or the weapon in which they are using. Characters cannot exceed these maximums by normal physical means, only by supernatural means. Refer to the table below for the maximum AtR a Weapon Skill can have.

Bear in mind that the table to the right lists the maximum AtR your character can have per Weapon Skill. However, some weapons themselves limit the number of AtR because of their size. **For example**, the longbow is a large and cumbersome weapon that has a maximum AtR of 2 even though the Missiles Weapon Skill allows for 3 shots in a Round with a lighter bow.

Maximum AtR by Weapon Skill

Weapon Skill	Max AtR
W.S. Combat Arms	3
W.S. Hand to Hand	4
W.S. Kick Attack	2
W.S. Missiles	3
W.S. Thrown	3
W.S. Shield Play	2

Defends/Dodges per Round

Your character can *Defend* or *Dodge* a number of times per Round equal to twice his or her highest AtR. This means that your character's Weapon Skill with the highest AtR determines how many times your character can *Dodge* or *Defend* in a Round. Therefore, if your character has 3 AtR to any Weapon Skill and this is the highest AtR, he or she can *Dodge* up to six *Attacks* in a Round.

Furthermore, *Attacks* are independent of *Dodges* and *Defends* in terms of AtR. This means that using AtR to *Attack* does not affect the amount of times your character can *Dodge* or *Defend*, neither does dodging or defending use any actual AtR. The number of AtR is simply a reference for how many times a character can *Dodge* and *Defend* in a Round.

The Basic Combat Sequence

Players, when their characters engage in Combat, roll dice in turns according to the basic Combat sequence. Therefore, when your character rolls to *Attack*, the opponent then, typically, rolls to *Defend* or *Dodge*. If the opponent is successful, he or she then returns *Attack* to your character. That is a concise version of the common Combat scenario; however, many other factors can play into Combat. The following description of a basic Combat sequence assumes there are only two engaging opponents using standard *Attack* and *Defend* actions with their single weapon.

The below tables show the rolls of two opponents as they engage in Combat for 1 Round, starting from the left and moving right. The first two examples assume that both opponents have only 1 AtR each.

In this Round, both opponents successfully *Defend* and therefore no *Damage* is dealt (the numbers represent dice rolls).

<u>Opponent</u>	<u>Advantage</u>	<u>Attack 1</u>	<u>Defend 1</u>	<u>Attack 2</u>	<u>Defend 2</u>
Character 1	18 (Wins) Can Attack	5			13 (Defends) No More AtR
Enemy 1	6		15 (Defends) Can Attack	9	No More AtR

End of Round

Now we will assume that Enemy 1 fails to *Defend*. He then takes *Damage*, and, because he took *Damage*, loses his ability to return his 1 *Attack*. The Round ends.

<u>Opponent</u>	<u>Advantage</u>	<u>Attack 1</u>	<u>Defend 1</u>	<u>Attack 2</u>	<u>Defend 2</u>
Character 1	7 (Wins) Can Attack	16		No More AtR	No More AtR
Enemy 1	5		11 (Fails) Takes Damage	No More AtR	No More AtR

End of Round

In this final example, we'll assume that both opponents have 2 AtR. Here Character 2 *Attacks*, and notice that Enemy 2 failed his first *Defend* and consequently took *Damage*. Therefore, Enemy 2 loses the ability to return an *Attack* until he successfully *Defends* again later.

<u>Opponent</u>	<u>Advantage</u>	<u>Attack 1</u>	<u>Defend 1</u>	<u>Attack 2</u>	<u>Defend 2</u>	<u>Attack 3</u>	<u>Defend 3</u>
Character 2	13 (Wins) Can Attack	19		4			16 (Defends) No More AtR
Enemy 2	9		16 (Fails) Takes Damage		14 (Defends) Can Attack	9	No More AtR

End of Round

In the last example above, we see that Character 2 hit on the first *Attack*, which caused Enemy 2 to lose 1 AtR. Character 2 then used his second AtR to *Attack* again. However, Enemy 2 defended that *Attack* and, because he still had 1 more AtR, tried to hit Character 2. Character 2 rolled higher to *Defend* than Enemy 2 did to *Attack*. Therefore, because both opponents are out of AtR, the Round is over and both opponents begin again at *Advantage*.

To summarize, there are 2 main points about Combat that can help make the process simpler to remember:

First, your character uses 1 AtR each time he or she takes *Damage* from an opponent's *Attack*.

Second, the opponent that is successful with one roll will typically be the one who will roll next (to *Attack*, he or she needs more AtR available).

Attributes

Attributes are your character's most basic physical, mental, and emotional conditions. They are strengths and weaknesses that form your character's framework, Abilities, and Skills. There are 9 different Attributes that range from your character's mental *Intellect* to physical *Strength* to emotional *Patience*. Your character can use these to perform actions that require only one Attribute, such as remembering something (a function of the *Intellect* Attribute). Each of your character's Attributes will have a corresponding number that indicates the competency level in that area, the higher the number the more competent. These numbers are **Attribute Ratings** or **AR** for short.

Attribute Rolls

For your character to attempt actions using Attributes, you may be required to roll an Attribute Roll (in some cases, simply having a high enough AR is good enough to accomplish something). Nevertheless, for your character to make an Attribute Roll, you simply roll a d12, and the number rolled must be equal to or under the Attribute's AR; the lower the number the better. Unlike most other rolls, a Natural 1 is the best a character can get and, when a character duels Attributes with an opponent, the lowest number from the Attribute's maximum is the winner.

Attribute Difficulty Factors

Like Skill Rolls, attempting Attribute Rolls requires some type of Difficulty Factor, which means that there must be a target number that you must roll below in order for your character to be successful. With Attributes, the Difficulty Factor is always the difference of the number rolled on the d12 from the Attribute Rating. If the difference does not exceed the Difficulty Factor, the Attribute attempt was unsuccessful.

To find whether your character was successful, subtract the number rolled on the d12 from the Attribute's AR; the difference should meet or exceed the DF. If the number rolled is over the Attribute's AR, your character failed the attempt already.

Attribute Difficulty Factors

Difficulty	Difficulty Factor
Simple	None
Moderate	Difference of -3
High	Difference of -6
Extreme	Difference of -9

Most Attribute Rolls should fall into the *Moderate* Difficulty level. Typically, if the task requires more from a character than simply using one Attribute quality, the task may actually require an Ability or Skill.

Attribute Rating Maximums

The maximum number most Attribute Ratings can reach is 12. However, your character can increase the Attributes of your Character Class's primary *Attribute Requirement* to 16 and the secondary *Attribute Requirement* to 14. To find your character's Class *Attribute Requirements*, see your character's Class description on pages 22 through 37.

The Attributes

Agility

The *Agility* Attribute is the measure of your character's nimbleness. It determines one's reaction ability in situations where one needs to control their body, arms, and legs quickly and responsively.

Your character can use the *Agility* Attribute as defaults for such actions as snatching and grabbing objects and surfaces, or keeping a rhythm or beat, among others.

Beauty

With the exception of being a measure of the character's physical appeal, the *Beauty* Attribute is otherwise functionless. *Beauty* Rolls are few and rare because your character cannot use *Beauty* as an action. Anything that would require using the character's *Beauty* is actually likely to check the *Charisma*. The *Beauty* Attribute Rating is simply a measure of how attractive the character physically appears.

Charisma

This Attribute reflects how well people like your character as well as his or her ability to be entertaining and influential. Since *Charisma* can be your character's beauty "in action," it can represent his or her "true beauty from within." In other words, *Charisma* can measure how well your character wields his or her outer *Beauty*, or it can display the power of the heart, because your character need not be dashing or beautiful to be influential.

Leadership

You should use *Charisma* Rolls when your character is seeking leadership of some kind. In this case, *Charisma* is like a Skill, which your character can use to attract and retain attention if needed.

Endurance

The *Endurance* Attribute represents the character's capability to endure physical stresses and physical exercise.

Remaining Awake

You must make *Endurance* Rolls whenever your character is attempting to remain awake alone after the midnight hour, even if your character has napped or rested throughout the day. Typically, the midnight hour is the point in the night when all is most calm and quiet. Therefore, if the character must remain awake for watch, they must successfully achieve an *Endurance* Roll every hour they are attempting to stay awake alone. Characters can remain awake all night if a fellow character stays up with them the entire time in at least light conversation.

Holding Breath

Your character need not make any *Endurance* Rolls for this purpose, but your character is able to hold his or her breath for 10 x the *Endurance* AR in seconds. For example, a character with an *Endurance* of 6 can hold her breath underwater or within toxic fumes or smoke for up to 60 seconds.

Intellect

Intellect is your character's capacity to comprehend and apprehend logical information that one can learn from a book. Examples of this information would be mathematical formulas, words of a song or poem, mechanical features, and other things that require reading or studying in steps. A character's *Intellect* pertains to learning and knowing principles that are consistent and straightforward, as opposed to understanding philosophy, values, and beliefs. For this reason, the character can consider their *Intellect* the "book smarts" of a person.

Most *Intellect* Rolls will be determining whether a character can remember something, come up with an answer to a question in time, or the quality of an answer or question.

Patience

The *Patience* Attribute represents your character's capability to endure mental and emotional stresses. It is the measure of your character's self-control and attention span. *Patience* indicates whether your character has a short fuse and quick temper or if they remain composed even in unwelcoming environments.

Speed

This is the measure of your character's capability to run fast. Use the table below to factor your character's maximum movement speeds.

Running/Sprinting

***Speed* AR x 5** = Max # of feet traveled in first Rounds
***Speed* AR x 10** = Max # of feet per Round (Top speed)
***Speed* AR ÷ 2** = # of Rounds to reach top speed
***Endurance* AR** = Max Rounds sustained at top speed
***Endurance* AR** = Ten-rounds sustained at half speed

For **Combat**, the maximum feet-per-Round your character can travel and still fight is limited to 5 times his or her *Speed* AR. Moving at any speed above that prevents your character from being able to fight accurately.

Strength

This Attribute is your character's physical power. You directly relate your character's *Strength* Attribute to the maximum pounds in Weight Factor (WF) that one can push, pull, or press. [1 WF pound = 10 pounds.]

Strength Limits

***Strength* AR ÷ 2** = Max # of WF pounds able to carry normally and into battle
***Strength* AR** = Max # of WF pounds able to lift and carry for 2 feet per *Endurance* AR
***Strength* AR x 2** = Max # of WF pounds able to press
***Strength* AR x 3** = Max # of WF pounds able to push or pull

The *Strength* Attribute Roll may be one of the most common Attribute Rolls that your character will make. It has many uses, including kicking down doors, hefting people or objects, and pushing or pulling heavy objects, among others. However, bear in mind that the Attribute Difficulty Factors play a significant part in these rolls.

Wisdom

The Wisdom Attribute reflects your character's basic ability to understand the behaviors, morals, and beliefs of people and animals. *Wisdom* lets the character learn from the consequences of his or her own actions in life as well as from other people's lives.

Wisdom Rolls also encompass the character's ability to teach and learn that which the character could not learn by reading a book, such as identifying something by sound, taste, or scent, recognizing someone's emotions, and reading someone's lips. It makes a person able to feel with emotions, help comfort others, and instruct other people who are misguided.

The Attributes Bonus Table (progressive)

As you will learn in *Creating a Character*, your character receives Bonuses to other areas when he or she increases Attributes to 8 or above. The below table is an extension of the table used to create your character on page 43. Use this table for all levels beyond Level 1. The "/" means "per," and separates what action it modifies by how many of that action it modifies. **For example**, *Strength* modifies the Damage per the corresponding number of Weapon Skills.

The "-" indicates there is no change until the Attribute has increased one more.

Attribute Bonus Table (progressed beyond Level 1)

Attributes	Modifies:	Attribute Ratings:									
		8	9	10	11	12	13	14	15	16	
Intellect	Skills* / # of Skills*	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1
Wisdom	Skills* / # of Skills*	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1
Patience	<i>Faith</i>	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2
Strength	Damage / # of Weapon Skills	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1	+1/1
Agility	AtR / # of Weapon Skills	+1/1	-	+1/1	-	+1/1	-	+1/1	-	+1/1	-
Speed	Dodge to all Weapon Skills	+1	-	+1	-	+1	-	+1	-	+1	-
Endurance	<i>Life</i>	+3	+3	+3	+3	+3	+3	+3	+3	+3	+3
Beauty	No Affect	-	-	-	-	-	-	-	-	-	-
Charisma	<i>Presence Skill</i> **	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1

*Skills are Gifts, Talents, and Crafts

**Add to Crafts if currently not in Gifts or Talents



Abilities

Abilities are basic activities that are common to most every physically able individual, such as jumping, searching, and climbing. All familiar beings have all the Abilities to some degree, and some better than others. An **Ability Mark**, or **AM** for short, is a number that measures your character's level of skill at performing an Ability. Ability Marks are similar to a Skills Difficulty Factor in that you must roll a d20 over the target number (plus a Difficulty Factor) in order to be successful. To calculate Ability Marks from Attributes, see page 39 in *Creating a Character*.

Perception

Perception is your character's Ability to notice and distinguish normally observable activities happening around him or her. A failed *Perception* Roll means that your character failed to take notice of some activity, or did not care about it when he or she did notice it. *Perception* can encompass the use of any of the five senses, including smell and taste.

Note: the *Heightened Perception* Skills specialize in noticing things that are not obvious, but are important to the character.

Search

Search is your character's Ability to find hidden objects and compartments within a confined area. *Search* does not relate to the *Perception* Ability, which recognizes activity. You make a *Search* Roll per 10 feet searched and the Rac will adjust the Difficulty Factor according to the situation.

Climb

Climb is your character's Ability to climb climbable surfaces, such as trees, chains, ropes, and rock walls. You make a *Climb* Roll per 10 feet climbed, and the Rac will adjust the Difficulty Factor according to the situation.

A failed *Climb* Roll in rare cases will have no real consequences except the time spent made little or no progress. On the other hand, a severely failed *Climb* Roll can have disastrous consequences if your character falls (see page 12 for details on Falling Damage).

Jump

Jump is your character's Ability to jump high and far, typically over or through things. A failed roll means that the character did not make it over or through the object and may take Falling Damage (see page 12 for details).

Balance

Balance is your character's Ability to maintain stability and steadiness on unstable, high, or narrow surfaces. You make a *Balance* Roll for every 10 feet of distance the character moves on the unsteady surface and the Rac will adjust the Difficulty Factor according to the situation.

Hide

Hide is your character's Ability to make himself or herself unseen quickly. It applies when the character is attempting to find and get to a spot that would put them out of view from others. The Rac will adjust the Difficulty Factor according to the situation.

Modifying Ability Marks

For common Ability Rolls you typically add +5 to your character's AM for that Ability. That is the number you must roll above on a d20 in order to achieve that Ability successfully. Likewise, the Rac will increase the Difficulty of more complicated situations that make the task harder to achieve. Tasks that your character has become skilled in achieving would use the *Simple* Difficulty Factor, which has no change to the Ability's AM.

Ability Mark Modifiers

<u>Difficulty</u>	<u>AM Increase</u>
Simple	No difference
Moderate/normal	+5
Difficult	+10
Extreme	+15

Weapon Skills

Weapon Skills (or **W.S.** for short) represent your character's proficiency to wield various types of weapons in Combat. To fight an opponent, your character can use any of the six different Weapon Skills, ranging from throwing weapons to bare-knuckle brawling. Each of the six different Weapon Skills are comprised of the six main Combat actions (*Advantage, Attack, Defend, Dodge, AtR, and Damage*), which are described in the Combat section starting on page 8.

About Weapon Skill Bonuses

As long as he or she meets the weapons requirement, any physically able character can use any weapon type. In other words, lacking a Weapon Skill does not prohibit your character from using a certain weapon. Weapon Skills do however grant Bonuses to those who know the Weapon Skill, giving your character a significant advantage over an opponent using the same weapon without the Weapon Skill. Weapon Skill Bonuses increase as your character progresses through the levels.

[Important Note: The highest possible Bonus any single Weapon Skill action can have is +10, regardless of Skill Level.]

Bonuses to specific Combat actions within a Weapon Skill represent your character's proficiency with that type of weapon. You add this Bonus to the corresponding Combat action each time your character makes that roll. **For example**, if your character has a +4 to *Attack* with his *W.S. Combat Arms*, he gets to add 4 to each *Attack* Roll when using that Weapon Skill. Thus, your character has a 20% chance of beating an opponent that does not have any Bonuses to that Weapon Skill.

Learning Weapon Skills

You choose which Weapon Skills your character begins with at Level 1 by selecting them from a list. At Level 1, your character need not have the Prerequisites to acquire the Weapon Skill. However, after Level 1, your character must meet the required Prerequisite in order to learn the new Weapon Skill. Your character then goes to a guild or other place of learning and works with an instructor for the required duration learning the basics.

Upon learning, you write the new Weapon Skill in your character's Crafts and may apply a +1 Bonus to any one action (except AtR) for the corresponding Weapon Skill; the same as if they had gained the Weapon Skill as a Craft at Level 1. In addition, if your character paid to learn the Weapon Skill at a guild, he or she typically gains a weapon that he or she can now use with that Weapon Skill.

Common Hand-to-hand Damage Dice

This list shows the base *Damage* common to punches and kicks and the dice that are used. Damage Bonuses can vary depending on size and Weapon Skill learned. Small characters use the small fists and kick; large characters use the large fist and kick, etc.

Hand-to-hand Weapon	Damage Dice
Small fist (with <i>W.S. Hand to Hand</i>)	1d6
Average fist (with <i>W.S. Hand to Hand</i>)	1d8
Large fist (with <i>W.S. Hand to Hand</i>)	2d6
Small fist (without <i>W.S. Hand to Hand</i>)	1d4
Average fist (without <i>W.S. Hand to Hand</i>)	1d6
Large fist (without <i>W.S. Hand to Hand</i>)	2d4
Small kick (with <i>W.S. Kick Attack</i>)	1d8
Average kick (with <i>W.S. Kick Attack</i>)	2d6
Large kick (with <i>W.S. Kick Attack</i>)	2d8
Small kick (without <i>W.S. Kick Attack</i>)	1d6
Average kick (without <i>W.S. Kick Attack</i>)	1d8
Large kick (without <i>W.S. Kick Attack</i>)	2d6

The Weapon Skills

W.S. Combat Arms

W.S. Combat Arms represents your characters ability to fight with hand weapons of any kind, including knives, swords, frying pans, and stools.

Prerequisite = *Strength: 5; Agility: 5*

Days of Learning = 1

Max AtR = 3

Paired Weapons

To use paired weapons, your character must have at least 2 AtR with *W.S. Combat Arms* and have similar light weapons in both hands. This style of fighting allows your character to *Parry* a single weapon *Attack* with one hand and immediately return an *Attack* with the other hand. The *Parry* maneuver uses a standard *Defend* action but, upon success, immobilizes the opponent to *Defend* the return *Attack*. Your character can only use this *Parry* advantage against opponents using a single hand weapon.

Prerequisite = *Strength: 5; Agility: 7*

Days of Learning = 1 (requires 2 AtR min. with *W.S. Combat Arms*)

Max AtR = 4 (with light weapons only)

W.S. Kick Attack

W.S. Kick Attack applies whenever your character attempts to kick an opponent. The *Kick Attack* Weapon Skill automatically gains a +3 Bonus to *Damage* just for acquiring it.

A special note on Kick Attack: characters with this Weapon Skill are able to complete their Combat Round with a kick if he or she first used a different Weapon Skill for more than 1 AtR, and if the previous AtR's that Round were successful *Attacks*.

Prerequisite = *Agility: 7*

Days of Learning = 2

Max AtR = 2

W.S. Thrown

W.S. Thrown applies whenever your character attempts to *Attack* opponents by throwing something at them.

Prerequisite = *Agility: 5*

Days of Learning = 1/2

Max AtR = 3

W.S. Hand to Hand

W.S. Hand to Hand represents your character's ability to punch, slap, scratch, and choke. Use this Weapon Skill whenever your character attempts to fight weaponless. The *Hand to Hand* Weapon Skill automatically gains a +2 Bonus to *Damage* just for acquiring it.

Note: use the *Dodge* action of this Weapon Skill as a default against any non-standard *Attack* that one of the other Weapon Skills does not encompass, such as a tentacle or a tail whip.

Prerequisite = *Strength: 4; Agility: 4*

Days of Learning = 1

Max AtR = 4

W.S. Missiles

W.S. Missiles applies when your character uses any type of bow weapon, including longbows, short bows, and crossbows.

Prerequisite = *Strength: 6*

Days of Learning = 1

Max AtR = 3

W.S. Shield Play

W.S. Shield Play applies when your character attempts to *Defend* as well as *Attack* with a shield.

A special note on Shield Play: characters with this Weapon Skill are able to complete their Combat Round with a shield bash if he or she first used a different Weapon Skill for more than 1 AtR, and if the previous AtR's that Round were successful *Attacks*.

Prerequisite = *Strength: 6*

Days of Learning = 2

Max AtR = 2



The Characters



Character Class Descriptions

The following pages are the Character Class Descriptions for each of the Character Classes.



The Bard

“As pale is the world wrought with magic, thrice more is a world without the grace of a skillfully woven tale.”



Playing the Bard

Bards thrive and survive (quite well if accomplished) on the power of music. They are skilled in the ways of entertainment. From stage acting to music to storytelling, Bards are a social necessity. They have the duty and the responsibility to breathe life into the tales of brave heroes and magnificent events of yesterday.

Advantages

Special Miracle Abilities

If Bards elect, they may know the *Miracles: Holy Songs* Skill, which allows them to perform holy Miracles in the form of song.

Limitations

Armor Restrictions

Bards prefer the use of fine clothing or perhaps decorative leatherwear. They prefer not to wear metal armor or any armor that is more for function than it is for appearance.

- Improved leather armor max
- No helm

Weapon Restrictions

Though Bards prefer not to pursue a career of fighting, they may elect to learn some *Weapon Skills*. This affords confidence and protection during brawls while playing those numerous tavern gigs.

- No restrictions

The Bard

Creating the Bard

Attribute Requirements

Intellect: 7
Charisma: 5

Life and Faith

Life: 2d6^(GE) + (*Strength* + *Endurance* + *Wisdom*)
Faith: 2d4^(GE) + (*Patience*)

Gifts

Acting
Play Stringed or Wind Instrument (choose one)
Read/Write
Singing
Ventriloquism

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Acrobatics
Artistry
C.S.S. Twirl Object
Disguise
Edify
Food Works
HP: Hearing
Miracles: Holy Songs
Play Percussion Instrument
Play Wind or Stringed Instrument (choose one)
Political Science
Read/Write: [additional language]
Sneak
Speak: [additional language]
Swimming
Tailor

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Combat Arms
W.S. Hand to Hand
W.S. Thrown

Initial Equipment

Dagger (2d6 Damage)
Decorative Tunic (AP: Chest; DEF: +1)
Cloth Breeches (AP: Legs; DEF: +1)
Boots (AP: Feet; DEF: N/A)
Sleeping blanket, small pack, medium candle
Mandolin or Flute (choose one)
Pouch of 2d8 Gold, 1d6 Silver
2d6 Food Rations

Progressing the Bard

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,140
3.	2,420
4.	3,980
5.	5,960
6.	8,500
7.	11,740
8.	15,820
9.	20,880
10.	27,060
11.	34,500
12.	43,340
13.	53,720
14.	65,780
15.	79,660

Life and Faith

Add the following to the Bard's *Life* and *Faith* upon reaching each new level:

Life: +1d6^(GE)
Faith (without *Miracles: Holy Songs* Skill): +1
Faith (if possesses *Miracles: Holy Songs*): +1d4^(GE)

The Cleric

"Blessed is he who doth oppose the Devil with a great fury."

Playing the Cleric

Clerics are fighting priests with the ability and will to heal the sick and injured.

Advantages

Special Miracle Abilities

At the cost of no *Faith*, Clerics are able to heal themselves or someone else one time per day per level. This healing requires the Cleric's touch, and restores 1d6 *Life* plus an additional +1 *Life* per level of experience.

Limitations

Armor Restrictions

Clerics prefer the fine robes and gowns of their church for casual living. However, for battle, they only wear heavier armor shrouded in the crest of their church.

- No restrictions

Weapon Restrictions

Clerics will never use a weapon that has the primary function of drawing blood. Therefore, he or she can only wield or throw blunt weapons, such as maces, flails, and morningstars; or else they lose all Miracle-performing abilities for 1d4 days per *Attack* with the bladed or missile weapon.

- Blunt weapons only
- No blades, no missiles



The Cleric

Creating the Cleric

Attribute Requirements

Wisdom: 7
Strength: 5

Life and Faith

Life: 2d6^(GE) + (*Strength* + *Endurance* + *Wisdom*)
Faith: 2d6^(GE) + (*Patience*)

Gifts

Demonology
Medical
Miracles: Clerical
Sacred Studies
Sorcery Studies

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Carpentry
Edify
Empower Crucifix
Food Works
Herbal Science
Meditation
Play Stringed Instrument
Play Wind Instrument
Political Science
Preach
Presence
Read/Write
Read/Write: [additional language]
Seafaring
Tailor

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Combat Arms
W.S. Shield Play
W.S. Thrown

Initial Equipment

Mace (2d10 Damage)
Tunic (AP: Chest; DEF: +1)
Cape
Cloth Breeches (AP: Legs; DEF: +1)
Boots (AP: Feet; DEF: N/A)
Pouch of 2d6 Gold, 1d6 Silver
Sleeping blanket, small pack, medium candle
2d6 Food Rations

Progressing the Cleric

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,160
3.	2,480
4.	4,120
5.	6,240
6.	9,000
7.	12,560
8.	17,080
9.	22,720
10.	29,640
11.	38,000
12.	47,960
13.	59,680
14.	73,320
15.	89,040

Life and Faith

Add the following to the Cleric's *Life* and *Faith* upon reaching each new level:

Life: +1d6^(GE)
Faith: +1d6^(GE)

The Knight

"I vow my sword and therefore my life to my king and my God."



Playing the Knight

Knights are noble warriors who will sacrifice anything to uphold his or her honor, defend the weak, and pursue that which is virtuous; defending the Christian Church unto death.

Your character may be one of two types of knights: a knight errant or a paladin. The difference is that a paladin works more closely with his or her king, and a knight-errant wanders the lands seeking justice.

Advantages

Special Miracle Abilities

When the Knight's *Patience* AR reaches 10 or higher, he or she gains the Skill of *Miracles: Clerical* as a Craft. Knights do not gain any more than 1 *Faith* per level, but can perform any Clerical Miracles that he or she can afford (with *Faith*).

Limitations

Armor Restrictions

There are no armor restrictions for the Knight. In fact, the Knight prefers heavy armor.

- No restrictions

Weapon Restrictions

Knights will only engage in honorable Combat; therefore, he or she will only use weapons of close range. The Knight will never use missile weapons.

- No missile weapons (dishonorable)

The Knight

Creating the Knight

Attribute Requirements

Strength: 7

Charisma: 5

Life and Faith

Life: 2d8^(GE) + (*Strength* + *Endurance* + *Wisdom*)

Faith: 1

Gifts

Falconry

Horsemanship

Presence

W.S. Combat Arms

W.S. Shield Play

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Blacksmith

Camp

Carpentry

Food Works

Light Sleep

Mechanics

Medical

Political Science

Preach

Read/Write

Read/Write: [additional language]

Sacred Studies

Seafaring

Sorcery Studies

Speak: [additional language]

Track

Weaponry

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Thrown

Initial Equipment

Broadsword (2d10 Damage)

Small Shield (+3 Defend; 1d8 Damage)

Chain Jerkin (AP: Chest; DEF: +4)

Cloth Breeches (AP: Legs; DEF: +1)

Boots (AP: Feet; DEF: N/A)

Pouch of 3d6 Gold, 1d8 Silver

Sleeping blanket, small pack, medium candle

2d6 Food Rations

Riding Horse or Falcon (choose one)

Progressing the Knight

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,150
3.	2,450
4.	4,050
5.	6,100
6.	8,750
7.	12,150
8.	16,450
9.	21,800
10.	28,350
11.	36,250
12.	45,650
13.	56,700
14.	69,550
15.	84,350

Life and Faith

Add the following to the Knight's *Life* and *Faith* upon reaching each new level:

Life: +1d8^(GE)

Faith: +1

The Martialist

“Some only dream of knowing their opponent, while others study fist first.”



Playing the Martialist

Martialists are powerful martial artists skilled in the use of their hands and feet as deadly weapons. The weaponless fighting skills of the Martialist are comparable to most opponents with a weapon, and he or she feels no uneasiness when unarmed. In fact, Martialists feel more comfortable without the cumbrance of a weapon.

Though Martialists have knowledge of the “eastern” (ancient Chinese and Japanese) style arts, they do not subscribe to that religion and philosophy. Martialists are elite martial artists who have adapted the eastern physical aspects of the arts to the western (European) faith and style of worship.

Limitations

Armor Restrictions

Martialists will never wear armor heavier than leather due to the weight and hindrance caused by metal armor. They require more flexibility in order to perform the jump kicks and other aerial maneuvers.

- Never wear metal armor

Weapon Restrictions

Martialists prefer to use his or her hands and feet as weapons, but are able to utilize lighter arms if available.

- Prefers fists and kicks
- Can learn any weapon

The Martialist

Creating the Martialist

Attribute Requirements

Agility: 7
Strength: 5

Life and Faith

Life: 2d8^(GE) + (*Strength* + *Endurance* + *Wisdom*)
Faith: 1

Gifts

C.S.S. Bounding
C.S.S. Evade and Disarm
C.S.S. Grapple
W.S. Hand to Hand
W.S. Kick Attack

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Acrobatics
Camp
C.S.S. Jump Kick
C.S.S. Profiling Tactics
C.S.S. Roll with Blows
C.S.S. Twirl Object
HP: Hearing
HP: Sight
Intuition
Light Sleep
Medical
Meditation
Pick Locks
Play Percussion Instrument
Profile Character
Sleight of Hand
Sneak

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Combat Arms
W.S. Thrown

Initial Equipment

Staff (1d12 Damage)
Tunic (AP: Chest; DEF: +1)
Cloth Breeches (AP: Legs; DEF: +1)
Boots (AP: Feet; DEF: N/A)
Pouch of 2d6 Gold, 1d6 Silver
Sleeping blanket, small pack, medium candle
2d6 Food Rations

Progressing the Martialist

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,170
3.	2,510
4.	4,190
5.	6,380
6.	9,250
7.	12,970
8.	17,710
9.	23,640
10.	30,930
11.	39,750
12.	50,270
13.	62,660
14.	77,090
15.	93,730

Life and Faith

Add the following to the Martialist's *Life* and *Faith* upon reaching each new level:

Life: +1d8^(GE)
Faith: +1

The Saint

"My eyes are ever toward the Lord."

Playing the Saint

The Saint is the character who has forsaken nearly everything of the world in order to wield the power of God, which can only come by such faith. He or she has given up relying on strength and might to receive the blessing of supernatural powers. By these Miracles, the Saint lives and dies.



Advantages

Special Miracle Abilities

At the cost of no *Faith*, Saints are able to illuminate any crucifix they hold in their hand. As long as a Saint holds the crucifix, the pleasant luminescence will emit up to a 30-foot radius around them.

Limitations

Armor Restrictions

Due to the Saint's devotion to things above this world, he or she would never wear anything that one would wear as protection from combat damage, including any kind of armor. Therefore, the Saint is limited to wearing robes.

- Robes and cloaks only
- Never wears any kind of armor

Weapon Restrictions

Saints cannot ever use anything that has a primary function of causing *Damage*, which limits them to the use of a staff only.

- Staffs only

The Saint

Creating the Saint

Attribute Requirements

Patience: 7
Wisdom: 5

Life and Faith

Life: $2d4^{(GE)}$ + (*Strength* + *Endurance* + *Wisdom*)
Faith: $2d8^{(GE)}$ + (*Patience*)

Gifts

Edify
Empower Crucifix
Intuition
Meditation
Miracles: High

Talents

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Animal Science
Carpentry
Demonology
Falconry
HP: Sight
HP: Touch
Mechanics
Miracles: Clerical (limit one per level)
Nightvision
Play Stringed Instrument
Play Wind Instrument
Preach
Sacred Studies
Sorcery Studies
Tailor

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Combat Arms
W.S. Thrown

Initial Equipment

Staff (1d12 Damage)
Light Robe (AP: Chest; DEF: +1)
Sandals (AP: Feet; DEF: N/A)
Pouch of 2d6 Gold, 1d6 Silver
Sleeping blanket, small pack, medium candle
2d6 Food Rations
Wooden Crucifix

Progressing the Saint

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,140
3.	2,420
4.	3,980
5.	5,960
6.	8,500
7.	11,740
8.	15,820
9.	20,880
10.	27,060
11.	34,500
12.	43,340
13.	53,720
14.	65,780
15.	79,660

Life and Faith

Add the following to the Saint's *Life* and *Faith* upon reaching each new level:

Life: $+1d4^{(GE)}$
Faith: $+1d8^{(GE)}$

The Scout

"The nock and flight of my feathered arrow marks the swift death of my prey."



Playing the Scout

Scouts are to the woods as the Spy is to the city. They use their energy to hunt and trap animals, and prowl through the forests. Scouts are right at home in the depths of the forest and comfortable in the wilds of the mountains.

Limitations

Armor Restrictions

Scouts prefer the use of leather armor and padded leather armor due to the fact that it is lightweight and flexible; therefore making it conducive to hunting. They would not wear anything protective on their head, such as a helm, as it would inhibit their keen ability to see and hear.

- Improved leather armor max
- No helm

Weapon Restrictions

Scouts will typically not use heavier arms, as they are not appropriate for hunting; therefore preferring the use of missile and thrown weapons.

- Prefers missile and thrown weapons
- Avoids using heavier weapons

The Scout

Creating the Scout

Attribute Requirements

Wisdom: 7

Agility: 5

Life and Faith

Life: 2d6^(GE) + (*Strength* + *Endurance* + *Wisdom*)

Faith: 1

Gifts

Camp

Swimming

Track

W.S. Thrown

W.S. Missiles

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Animal Science

C.S.S. Critical Shot

Falconry

Herbal Science

Horsemanship

HP: Hearing

HP: Scent

HP: Sight

HP: Touch

Light Sleep

Nightvision

Poison Science

Profile Area

Signaling

Sneak

Tailor

Trap Works

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Combat Arms

Initial Equipment

Short Bow and 12 arrows (2d8 Damage)

Throwing Dagger (2d6 Damage)

Tunic (AP: Chest; DEF: +1)

Cloak

Cloth Breeches (AP: Legs; DEF: +1)

Boots (AP: Feet; DEF: N/A)

Pouch of 2d6 Gold, 1d6 Silver

Sleeping blanket, small pack, medium candle

2d6 Food Rations

Progressing the Scout

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,170
3.	2,510
4.	4,190
5.	6,380
6.	9,250
7.	12,970
8.	17,710
9.	23,640
10.	30,930
11.	39,750
12.	50,270
13.	62,660
14.	77,090
15.	93,730

Life and Faith

Add the following to the Scout's *Life* and *Faith* upon reaching each new level:

Life: +1d6^(GE)

Faith: +1

The Spy

"Judge not, for looks can be very deceiving."

Playing the Spy

Spies are the Character Classes that organizations enlist to catch thieves, assassins, and other dangerous enemies that undermine might. Spies are elusive and dangerous, skilled in the art of deception and evasion. The shadows and the night are their closest and often only true friends.

Limitations

Armor Restrictions

The Spy prefers the use of leather armor and improved leather armor due to the fact that it is lightweight and flexible; therefore making it conducive to sneaking.

- Improved leather armor max
- No helm

Weapon Restrictions

The Spy will typically not use heavier arms, as they are too cumbersome; therefore preferring the use of lighter arms, missile weapons, and thrown weapons.

- Avoids using heavier arms



The Spy

Creating the Spy

Attribute Requirements

Agility: 7

Patience: 5

Life and Faith

Life: 2d6^(GE) + (*Strength* + *Endurance* + *Wisdom*)

Faith: 1

Gifts

Pick Locks

Sleight of Hand

Sneak

Trap Works

W.S. Combat Arms

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Acrobatics

Acting

Artistry

C.S.S. Bounding

Disguise

Food Works

HP: Hearing

HP: Scent

Light Sleep

Nightvision

Poison Science

Political Science

Profile Character

Seafaring

Speak: [additional language]

Ventriloquism

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Hand to Hand

W.S. Thrown

Initial Equipment

2 Long Daggers (2d8 Damage each)

Pouch of 2d6 Gold, 1d8 Silver

Tunic (AP: Chest; DEF: +1)

Hooded Cloak

Cloth Breeches (AP: Legs; DEF: +1)

Boots (AP: Feet; DEF: N/A)

Sleeping blanket, small pack, medium candle

2d6 Food Rations

Progressing the Spy

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,160
3.	2,480
4.	4,120
5.	6,240
6.	9,000
7.	12,560
8.	17,080
9.	22,720
10.	29,640
11.	38,000
12.	47,960
13.	59,680
14.	73,320
15.	89,040

Life and Faith

Add the following to the Spy's *Life* and *Faith* upon reaching each new level:

Life: +1d6^(GE)

Faith: +1

The Warrior

"Fight! Fight! Fight!"

Playing the Warrior

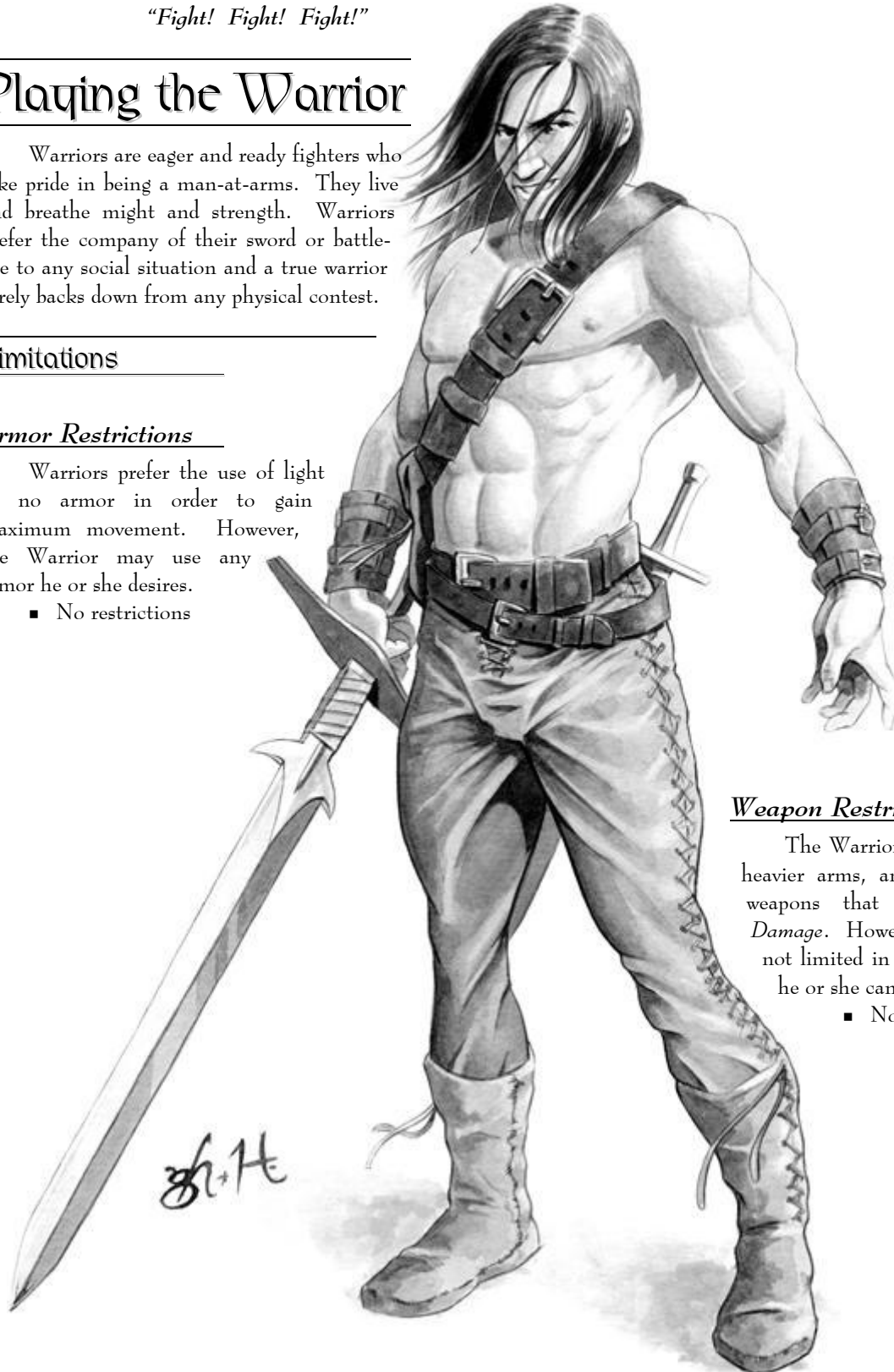
Warriors are eager and ready fighters who take pride in being a man-at-arms. They live and breathe might and strength. Warriors prefer the company of their sword or battle-axe to any social situation and a true warrior rarely backs down from any physical contest.

Limitations

Armor Restrictions

Warriors prefer the use of light or no armor in order to gain maximum movement. However, the Warrior may use any armor he or she desires.

- No restrictions



Weapon Restrictions

The Warrior prefers the use of heavier arms, and especially those weapons that cause the most *Damage*. However, the Warrior is not limited in the Weapon Skills he or she can learn.

- No restrictions

The Warrior

Creating the Warrior

Attribute Requirement

Strength: 7

Life and Faith

Life: 2d8^(GE) + (*Strength* + *Endurance* + *Wisdom*)

Faith: 1

Gifts

C.S.S. Tackling
Light Sleep
Weaponry
W.S. Combat Arms
W.S. Shield Play

Class Skills

Choose four (4) Talents and three (3) Crafts at Level 1. You may select Skills from the following list or Weapon Skills from the list below:

Blacksmith
Camp
Carpentry
C.S.S. Grapple
C.S.S. Twirl Object
Demonology
Mechanics
Pick Locks
Profile Area
Profile Character
Seafaring
Signaling
Sleight of Hand
Sneak
Swimming
Track
Trap Works

Weapon Skills

You may select a Weapon Skill from the following list in place of selecting a Talent or Craft.

W.S. Hand to Hand
W.S. Kick Attack
W.S. Throw

Initial Equipment

Longsword (2d12 Damage; 1 or 2 handed)
Small Shield (+3 Defend)
Leather Jerkin (AP: Chest; DEF: +2)
Cloth Breeches (AP: Legs; DEF: +1)
Boots (AP: Feet; DEF: N/A)
Pouch of 2d6 Gold, 1d6 Silver
Sleeping blanket, small pack, medium candle
2d6 Food Rations

Progressing the Warrior

Experience points

The following is a list of Experience points needed to attain each new level.

1.	0
2.	1,140
3.	2,420
4.	3,980
5.	5,960
6.	8,500
7.	11,740
8.	15,820
9.	20,880
10.	27,060
11.	34,500
12.	43,340
13.	53,720
14.	65,780
15.	79,660

Life and Faith

Add the following to the Warrior's *Life* and *Faith* upon reaching each new level:

Life: +1d8^(GE)

Faith: +1

Creating a Character

The first thing you need to do in order to create a Holy Lands character is to grab a Character Sheet. Make sure to make copies of the one in the back of this book before using it. After you have a blank Character Sheet, follow these simple steps and create your own character. It is important that you only use pencil when marking on your Character Sheet because the elements that make up a character can change frequently.

Step 1: Attributes

Determine your character's Attribute Ratings by rolling 2d4^(GE) and writing the sum of the two dice next to any Attribute; for these, the higher the number the stronger the Attribute. Fill in the numbers on your Character Sheet as shown to the right. These Attribute Ratings determine your character's core mental, physical, and emotional strengths and weaknesses.

After rolling all nine Attributes, if you have not rolled one number that is at least "7" and one that is at least "5," you can reroll the entire list. You may reroll the entire list until you have at least one "7" and at least one "5" and move on to Step 2.

Attributes

Intellect 6

Wisdom 7

Patience 8

Agility 5

Strength 6

Speed 4

Endurance 4

Beauty 7

Charisma 7

The Grace Effect ^(GE)

In the spirit of grace and forgiveness, the Grace Effect allows you to reroll most 1's you roll when creating a character. When the Grace Effect applies to a roll, the rules will identify the specified dice by a ^(GE) mark.

Important Note: On your first reroll, if the value of the die is greater than 1, you must accept the new value of the die. However, if the value of the rerolled die is 1 again, you may continue to reroll until the value is greater than 1; with one catch: the maximum value of the second or third reroll cannot exceed 50% of the highest possible number of the die. **For example,** the highest possible reroll for d4's is 2; for d6's, the highest possible reroll is 3; for d10's, the highest possible roll is a 5, etc.

Step 2: Character Class

Choose the Class of your character and write it on the Character Sheet. You can choose from eight different Character Classes listed below

Note that each Character Class has specific Attribute Requirements next to its description, which your character must meet to play that Class. If your character does not currently meet the Attribute Ratings of the desired Character Class, you may swap the required Attribute Rating with other Attributes that meet the requirement.

For more details about the Character Classes listed below, see the Character Class section starting on page 21.

Attribute Requirements

Character Class	Attribute Requirements
Bard (minstrel/musician)	Intellect: 7; Charisma: 5
Cleric (priest/healer)	Wisdom: 7; Strength: 5
Knight (Noble warrior)	Strength: 7; Charisma: 5
Martialist (martial artist)	Agility: 7; Strength: 5
Saint (Miracle-worker)	Patience: 7; Wisdom: 5
Scout (hunter/woodsman)	Wisdom: 7; Agility: 5
Spy (thief/thief catcher)	Agility: 7; Patience: 5
Warrior (mercenary fighter)	Strength: 7

Step 3: Height & Weight

This next step is where you choose the height of your character, which will in turn determine your character's weight. Your character's height and weight both easily convert to Height and Weight Factors, respectively, which will be necessary information during the game.

Height

All of characters you will play from this *Holy Lands* book are of the human race; they just have varying body shapes and sizes. To determine your character's height, simply consider how tall you would like him or her to be. Your character can be anywhere from 3 feet to 7½ feet tall. This broad range allows you to play short, quick characters, as you would a gnome; great, big, strong characters, as you would play a giant; average-sized people, or a stout and burly dwarf (using the Dwarven Height Factor table).

When you have decided how tall your character will be, use the Height Factors tables to the right to find the corresponding Height Factor. On your character Sheet, write your character's height, HF, and be sure to modify your character's Attributes and WF if necessary.

Height Factors (non-Dwarven)

HF	Height	Modifiers
6*	3'	+2 Agility, -2 Strength, -2 Speed, +2 Beauty (-3 WF)
7*	3.5'	+2 Agility, -2 Strength, -2 Speed, +2 Beauty (-2 WF)
8*	4'	+1 Agility, -1 Strength, -1 Speed, +1 Beauty (-1 WF)
9	4.5'	No Modifiers; Average Human Range
10	5'	No Modifiers; Average Human Range
11	5.5'	No Modifiers; Average Human Range
12	6'	No Modifiers; Average Human Range
13*	6.5'	-1 Agility, +1 Strength, -1 Speed, -1 Beauty (+1 WF)
14*	7'	-2 Agility, +2 Strength, -2 Speed, -2 Beauty (+2 WF)
15*	7.5'	-3 Agility, +3 Strength, -2 Speed, -2 Beauty (+3 WF)

* Modify *Strength* AR before calculating Weight Factor

Dwarven Height Factors

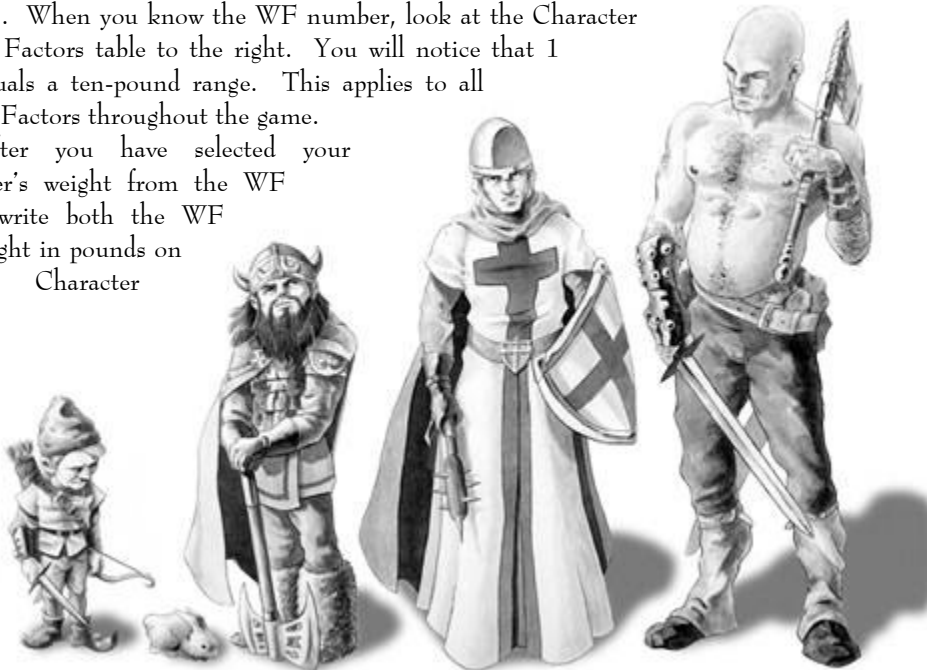
HF	Height	Modifiers
6*	3'	+1 Strength, -1 Agility, -2 Speed, +2 Endurance, -1 Beauty
7*	3.5'	+2 Strength, -1 Agility, -2 Speed, +2 Endurance, -2 Beauty
8*	4'	+2 Strength, -2 Agility, -1 Speed, +1 Endurance, -2 Beauty

* Modify *Strength* AR before calculating Weight Factor

Weight

After you have selected your character's height, it is time to calculate your character's weight and WF (Weight Factor). To determine Weigh Factor, add your character's *Strength* AR and your character's HF number together. The sum of these two numbers equals his or her WF. When you know the WF number, look at the Character Weight Factors table to the right. You will notice that 1 WF equals a ten-pound range. This applies to all Weight Factors throughout the game.

After you have selected your character's weight from the WF range, write both the WF and weight in pounds on your Character Sheet.



Weight Factors

WF	Weight
4	40-49 lbs
5	50-59 lbs.
6	60-69 lbs.
7	70-79 lbs.
8	80-89 lbs.
9	90-99 lbs.
10	100-110 lbs.
11	110-119 lbs.
12	120-129 lbs.
13	130-139 lbs.
14	140-149 lbs.
15	150-159 lbs.
16	160-169 lbs.
17	170-179 lbs.
18	180-189 lbs.
19	190-199 lbs.
20	200-209 lbs.
21	210-219 lbs.
22	220-229 lbs.
23	230-239 lbs.
24	240-249 lbs.
25	250-259 lbs.
26	260-269 lbs.
27	270-279 lbs.
28	280-289 lbs.
29	290-299 lbs.
30	300-309 lbs.

Step 3: Abilities

You determine your character's Ability Marks by adding the Attribute Ratings of two specified Attributes together and subtracting the total from 20. This may seem complicated at first glance but really is quite simple.

Ability Formulas

Perception	= 20 - (Intellect + Wisdom)
Search	= 20 - (Patience + Wisdom)
Climb	= 20 - (Patience + Strength)
Jump	= 20 - (Intellect + Agility)
Balance	= 20 - (Patience + Agility)
Hide	= 20 - (Speed + Wisdom)

Step 4: Sin and Phobia

Each character receives 1 sin and 1 irrational fear that he or she must deal with throughout their life. You can earn a lot of Experience for your character by playing sins and phobias throughout game play.

Use the tables to the right to find your character's sin and phobia.

Random Sins (d12)

- 1) Cheating
- 2) Control
- 3) Drunkenness
- 4) Gossip
- 5) Greed
- 6) Laziness
- 7) Lying
- 8) Paganism
- 9) Prejudice
- 10) Pride
- 11) Theft
- 12) Vanity

Random Phobias (d20)

- 1) Heights
- 2) Dogs
- 3) Cats
- 4) Horses
- 5) Bodies of Water
- 6) Magic
- 7) Darkness
- 8) Crowds
- 9) Authority figures
- 10) Rodents
- 11) Being alone (abandonment)
- 12) Being followed (paranoia)
- 13) Insects
- 14) Fire/smoke
- 15) Silence
- 16) Attracting attention to self
- 17) Personal relationships
- 18) Failure
- 19) Being touched
- 20) Laughter (paranoia)

Step 5: Saving Throws

Add a +1 to any Saving Throw. At Level 1 and upon reaching each new level, your character increases one Saving Throw by +1. These Bonuses to *Save* allow you to add the corresponding Bonus to your d20 when *Saving versus* a harmful affect.

Step 6: Gifts

For the next few steps, make sure you have your character's Class Description found on pages 22 through 37 to refer. Write down each of your character's Gifts in the Gifts section of your Character Sheet. These Skills are necessary to the occupation of the Character Class. Each Gift on your Character Sheet that is not a Weapon Skill receives a "+3" Bonus, which you can write to the right of the Skill on your Character Sheet.

Weapon Skills as Gifts

If your character receives a Weapon Skill (Weapon Skills start with "W.S.") as a Gift, write it on the Gifts section of the Character Sheet next to the letters "W.S." These Weapon Skills do not have the "+3" Bonus that the other Gifts do. Instead, Weapon Skills receive special Bonuses that Step 9 will direct.

Step 7: Talents

The next two steps pertain to your character's class Skills. You can select your Talents from your character's list of Class Skills found under the list of Gifts on the Class Description.

You choose 4 Talents from the Class Skills list or Weapon Skills in place of the Class Skills. Each Talent on your Character Sheet that is not a Weapon Skill receives a "+2" Bonus, which you should write to the right of the Skill.

Choosing Weapon Skills as Talents

If you choose to give your character a Weapon Skill as a Talent, write it on the Talents section of the Character Sheet. Make sure to note it with a "W.S." These Weapon Skills do not have the "+2" Bonus that the other Talents do. Instead, Weapon Skills receive special Bonuses that Step 9 will direct.

Step 8: Crafts

You can choose 3 Crafts from the Class Skills list or Weapon Skills in place of the Class Skills.

Each Talent on your Character Sheet that is not a Weapon Skill receives a "+1" Bonus, which you should write to the right of the Skill.

Choosing Weapon Skills as Crafts

If you choose to give your character a Weapon Skill as a Craft, write it on the Crafts section of the Character Sheet. These Weapon Skills do not have the "+1" Bonus that the other Crafts do. Make sure to note it with a "W.S." and NO Bonus after it.

Step 9: Weapon Skills

Check your character's Gifts, Talents, and Crafts for any Weapon Skills he or she may have. You should note Weapon Skills with a 'W.S.' before the description (such as *W.S. Combat Arms*, *W.S. Hand to Hand*, etc.) and they should not be followed with any Bonus (such as "+2") on the Character Sheet.

These Weapon Skills receive Bonuses to various Combat actions that help your character fight better, and they increase as your character increases in levels. You add Bonuses to your character's Weapon Skills in the following ways:

For Weapon Skills as Gifts

For each Weapon Skill listed in your character's Gifts, you may add +1 to any 3 Combat actions, except AtR, listed on the corresponding line of the Weapon Skills. This allows you to place a +1 under any 3 of the following actions for each Weapon Skill as a Gift:

Advantage, *Attack*, *Defend**, *Dodge*, or *Damage* (all AtR begins at 1 and only increases at certain levels).

* *Missile* and *Thrown* Weapon Skills do not allow for a *Defend* action

Note: You cannot combine these Bonuses to have more than a +1 within a single Combat action.

Special Bonuses:

If your character receives *W.S. Hand to Hand* or *W.S. Kick Attack* as a Gift, Talent, or Craft, he or she automatically receives a Bonus to *Damage* for these Weapon Skills. These Bonuses are automatic and separate from the normal Bonuses, and do not count as any of the ones you will select. However, they only apply at Level 1 and only apply to these two Weapon Skills.

Special Weapon Skill Bonuses

W.S. Hand to Hand *Damage* Bonus: +2
W.S. Kick Attack *Damage* Bonus: +3

Weapon Skills as Talents

The same rules as above apply for each Weapon Skill listed in your character's Talents except you may add +1 to any 2 Combat actions, except AtR, listed on the corresponding line of the Weapon Skills. This allows you to place a +1 under any 2 of the following actions for each Weapon Skill as a Talent:

Advantage, *Attack*, *Defend**, *Dodge*, or *Damage* (all AtR begins at 1 and only increases at certain levels).

* *Missile* and *Thrown* Weapon Skills do not allow for a *Defend* action

Weapon Skills as Crafts

The same rules as above apply for each Weapon Skill listed in your character's Crafts except you may add +1 to any one Combat action, except AtR, listed on the corresponding line of the Weapon Skills. This allows you to place a +1 under 1 of the following actions for each Weapon Skill as a Craft:

Advantage, *Attack*, *Defend**, *Dodge*, or *Damage* (all AtR begins at 1 and only increases at certain levels).

* *Missile* and *Thrown* Weapon Skills do not allow for a *Defend* action

Step 10: Life & Faith

Life

Life reflects how many points of Damage your character can sustain before dying. You determine your character's *Life* by adding his or her *Strength*, *Endurance*, and *Wisdom* Attribute Ratings together and then rolling a pair of dice. You add the dice roll to the sum of the three Attribute Ratings.

Use the table to the right to find which pair of dice to roll based on your character's Class.

Life & Faith Dice by Character Class

Character Class	Life	Faith
Bard	2d6 ^(GE)	2d4 ^(GE)
Cleric	2d6 ^(GE)	2d6 ^(GE)
Knight	2d8 ^(GE)	1
Martialist	2d8 ^(GE)	1
Saint	2d4 ^(GE)	2d8 ^(GE)
Scout	2d6 ^(GE)	1
Spy	2d6 ^(GE)	1
Warrior	2d8 ^(GE)	1

Faith

Faith is most significant to the three Character Classes that can perform Miracles (the Saint, the Cleric, and the Bard). All other Character Classes receive only 1 *Faith* per level in which they can contribute to group prayers or spend for daily Faith attempts (see page 6 for details about Daily Faith and page 56 for Group Payers). Those characters that receive only 1 *Faith* may move on to the next step.

Faith cont'd

The Saint

Saints determine their *Faith* by adding the number of their *Patience* Attribute Rating to the sum of 2d8^(GE). This Character Class is the only one that can perform High Miracles.

The Cleric

Clerics determine their *Faith* by adding the number of their *Patience* Attribute Rating to the sum of 2d6^(GE). This Character Class is limited to performing only *Miracles: Clerical*.

The Bard

Bards do not automatically acquire more than 1 *Faith*. They will only receive them if they have the Skill of *Miracles: Holy Songs*. Until they have the Skill, they, like the other Character Classes, have only 1 *Faith*.

If the Bard acquires the Skill, you then roll 2d4^(GE) and add the sum to their *Patience* AR. They are limited to performing only Holy Songs.

Step 10: Personalizing

Well done, friend- you are almost finished creating your own Holy Lands character! In this step, you will apply the final additions to your character. These touches make your character come alive with details. Use the following guidelines to complete your character's personal and physical details and family history.

Character Age

Your character's age is one of those pieces of information that can really help or hinder them at various points in the game. To find your character's age, add the three highest numbers of your character's Attribute Ratings together. This will get you close.

Character Age
Add the 3 highest
Attributes together (+/- 3 years)

Character Gender

The Holy Lands game does not favor characters of either gender. Therefore, your character may be male or female without restrictions to Character Classes. Simply choose the gender that you desire for your character and write it on your Character Sheet.

Land of Origin/Native Language

Next, you will want to determine your character's Land Of Origin and Native Language; and they need not correspond. A character's land of origin does not mean that the character is necessarily familiar with the geography, politics, or culture of that land; it simply means that they are native to it by way of being born there. On the contrary, you may want your character to be very familiar with the land. It is up to you.

A Note on Languages

Once created, your character can speak whatever Native Language you choose regardless of the character's *Land of Origin*. Nevertheless, it is essential to smooth game play that the characters in the same party have a common language or at least second language by which they can communicate with each other.

Furthermore, each character may know a little of the **Gothic** language, which is more commonly known as the "traveler's tongue." It is a language native to some small lands in Eastern Europe, but commonly used by traveling merchants for business transactions all throughout Europe. For this reason, characters may have knowledge of the common language for basic communication.

Be aware that for each additional language your character knows (other than his or her primary language and a little Gothic language), he or she must possess the Skill of *Speak: [additional language]*. Here you would replace the [additional language] with the actual language of the land.

The following list indicates the languages of the known world. A character who has the option to *Speak* or *Read/Write Ancient Languages* would receive knowledge of all of the ancient languages rather than one specific language at a time. The knowledge of ancient languages is the only group of languages that characters can learn in this way.

<u>Languages</u>	<u>Lands of Origin</u>
Arabic	Arabia
Berber	Muslim Caliphates
Celtic	Irish Chieftoms
Chinese	China
English	Kingdom of England
French	Kingdom of France
Gaelic	Kingdom of Scotland
German	German Empire (north)
Gothic	Eastern Europe (some)
Greek	Byzantine Empire
Hebrew	Kingdom of Jerusalem
Italian	German Empire (south)
Japanese	Japan
Latin	Kingdom of Sicily
Norse	Kingdom of Norway
Persian	Seljuk Territories/Egypt
Prakrits	India
Slavic	Eastern Europe (most)
Spanish	Kingdoms of Leon/Navarre

Step 11: Modifications

If any of your character's final Attribute Ratings are higher than 7, you are able to improve another area of your character's profile. This means that they have exceptional basic proficiency in some characteristics that will positively affect another part of their profile.

Note: the minimum an Attribute Rating can be at Level 1 is 1

Currently, if any of your Attributes are below 1 because of size modifications in Step 3, you must increase those Attributes to 1. Your character can only have Attribute Ratings below 1 by supernatural (magic or Holy power) means.

Using the Attribute Bonus Table

The Attributes Bonus Table, found below on this page, allows you to see what Attributes affect other areas of your character. The table below only applies when creating a new Holy Lands character. After Level 1, you will want to refer to the table on page 16.

If your character has any Attribute Ratings that are 8 or higher, he or she will gain Bonuses to certain areas. To find these modifications, make sure that you have totally calculated all of your Attributes according to the first three steps. Then locate your character's exceptional Attribute in the left most column of the table and see what it modifies in the next column. The "Modifies:" column lists what the corresponding Attribute affects. On the same row, scan left to find the Bonus in the column with the attribute's AR. That is the Bonus you will use to modify the area of your character listed in the "Modifies:" column.

Attribute Bonus Table (at Level 1 only)

Attributes	Modifies:	8	9	10	11
Intellect	Skills	+1 to any 1 Skill	-	-	-
Wisdom	Skills	+1 to any 1 Skill	-	-	-
Patience	Faith	+2 to current Faith	-	-	-
Strength	Damage	+1 to any 1 W.S.	+1 to any 2 W.S.	+1 to any 3 W.S.	+1 to any 4 W.S.
Agility	AtR	+1 to any 1 W.S.	+1 to any 1 W.S.	+1 to any 2 W.S.	-
Speed	Dodge	+1 to all W.S.	+1 to all W.S.	+2 to all W.S.	-
Endurance	Life	+3 to current Life	+6 to current Life	+9 to current Life	-
Beauty	Nothing	-	-	-	-
Charisma	Presence Skill**	+1 to Presence Skill	-	-	-

*Skills are Gifts, Talents, and Crafts

**Add to Crafts if currently not in Gifts or Talents

Step 12: Equipment and Weapons

The last step is to write in your character's equipment, weapons, valuables, and armor. Find the "Initial Equipment" section on your character's Class Description. You will want to write the weapons under the "Weapons" section of your Character Sheet, the armor or clothing under the "Armor" section, etc.

Weapons and Damage

You do not roll for the Damage of the weapon as you did Attributes, Life, etc. On your Character Sheet, write in the Damage dice (such as 2d10, 2d12, etc.) next to the weapon because you roll the Damage dice of a weapon each time you hit an opponent in combat.

Armor and DEF

Write the corresponding type of armor next to the AP (Area of Protection) that the armor provides. In other words, if your character receives a tunic, write "Tunic" next to the "AP: Chest". On the same line, write in the DEF Bonus under the DEF column.

Progressing a Character

When characters reach a new level, they increase different areas of their profile, which represents growth in proficiency. If you are increasing the second Class of a **Dual-Classed** character, which is a character who has added another Character Class to the original, see the “Dual-Class Notes” of each step.

Step 1: Increase 1 Attribute by +1

If any Attribute Ratings has reached 8 or higher, refer to the Attributes Bonus Table on page 16 to see what areas of your character may be enhanced. Remember that some Attributes affect Abilities. Use the following list to modify your character’s Abilities if you have increased any of the following Attributes:

Attributes that modify Abilities

Agility: lowers *Jump* and *Balance* by 1
Intellect: lowers *Perception* and *Jump* by 1
Patience: lowers *Search*, *Climb*, and *Balance* by 1
Speed: lowers *Hide* by 1
Strength: lowers *Climb* by 1
Wisdom: lowers *Perception*, *Search*, and *Hide* by 1

Step 2: Increase any 3 Gifts by +1 each

Choose any three of your character’s Skills listed in his or her Gifts that will increase by +1 each. Increasing Weapon Skills is not included in this step, but will increase in a following step.

Dual-Class Notes: Increase any 3 Crafts by +1 each; these now act as your character’s Gifts.

[**Important Note:** the highest possible Proficiency Bonus any single Skill can have is +10, regardless of Skill level.]

Step 3: Increase any 2 Talents by +1 each

Choose any two of your character’s Skills listed in their Talents that will increase by +1 each. Increasing Weapon Skills is not included in this step, but will increase in a following step.

Step 4: Increase any 1 Craft by +1

Choose one of your character’s Skills listed in their Crafts that will increase by +1 each. Increasing Weapon Skills is not included in this step, but will increase in a following step.

Dual-Class Notes: increase 1 Gift by +1; instead Gifts now act as your character’s Crafts.

Step 5: Increase all W.S. as Gifts

For each Weapon Skill (W.S.) listed in your character’s Gifts, add +1 to any 3 Combat actions on the corresponding Weapon Skill line found in the Weapon Skills section of your Character Sheet. If your character has reached Level 3, 6, 9, 12, or 15, you must place one of the +1 Bonuses on the AtR for that Weapon Skill; the other two can be placed on any two other actions within that Weapon Skill.

Dual-Class Notes: Add +1 to any 3 Combat actions for all Weapon Skills listed in your character’s Crafts (which are now acting as your character’s Gifts). If your second Class has reached Level 3, 6, 9, 12, or 15, you must place one of the +1 Bonuses on the AtR for that Weapon Skill; the other two can be placed on any two other actions within that Weapon Skill.

[**Important Note:** the highest possible Bonus any single Weapon Skill action can have is +10, regardless of Skill level.]

Step 6: Increase all W.S. as Talents

For each Weapon Skill (W.S.) listed in your character’s Talents, add +1 to any 2 Combat actions on the corresponding Weapon Skill line found in the Weapon Skills section of your Character Sheet. If your character has reached Level 4, 8, or 12, you must place one of the +1 Bonuses on the AtR for that Weapon Skill; the other one can be placed on any two other actions within that Weapon Skill.

Step 7: Increase all W.S. as Crafts

For each Weapon Skill (W.S.) listed in your character's Crafts, add +1 to any 1 Combat action on the corresponding Weapon Skill line found in the Weapon Skills section of your Character Sheet. If your character has reached Level 5, 10, or 15, you must place the +1 Bonuses on the AtR for that Weapon Skill.

Dual-Class Notes: Add +1 to any 1 Combat action for all Weapon Skills listed in your character's Gifts (which are now acting as your character's Crafts). If your second Class has reached Level 5, 10, or 15, you must place the +1 Bonuses on the AtR for that Weapon Skill.

Step 8: Increase Maximum Life and Faith

Use the table to the right to increase your character's maximum *Life* and *Faith*. If your character's maximum *Life* and *Faith* increase, any *Life* and *Faith* that your character may have lost may also increase by the same amount.

Dual-Class Notes: You can only increase the second Character Class's *Life* and *Faith* when its level has exceeded the level of the primary Character Class. Furthermore, you must increase your character's *Life* and *Faith* based on the Class that has just reached a new level.

Life & Faith Increase by Character Class

Character Class	Life	Faith
Bard	+1d6 ^(GE)	+1d4 ^(GE)
Cleric	+1d6 ^(GE)	+1d6 ^(GE)
Knight	+1d8 ^(GE)	+1
Martialist	+1d8 ^(GE)	+1
Saint	+1d4 ^(GE)	+1d8 ^(GE)
Scout	+1d6 ^(GE)	+1
Spy	+1d6 ^(GE)	+1
Warrior	+1d8 ^(GE)	+1

Step 9: Increase any Saving Throw by +1

Choose any Saving Throw on your Character Sheet to increase by +1.

Step 10: Add 1 New Craft (and possibly 1 Talent)

Add 1 new Class Skill or Class Weapon Skill to your character's Crafts until you have chosen all of the available ones from your character's Class Description. All new Class Skills gained as a Craft in this way begin with a +1 Proficiency. All new Weapon Skills begin with a +1 Bonus to any Combat action for that Weapon Skill (except AtR).

If your character has reached Level 3, 6, or 9, you may add one new Class Skill or Class Weapon Skill as a Talent from your character's Class Description.

Dual-Class Notes: you may only add new Class Skills and Weapon Skills at Level 3, 6, 9, 12, or 15 from the Skill list of the Class that has just reached a new level.

Experience

Your character increases in levels by gaining Experience. These points add up each time your character accomplishes something noteworthy. The Rac can distribute these whenever your character performs an action successfully and productively. This means that your character cannot practice or simply attempt the Skill without productive cause for the party and the adventure. However, once your character earns Experience, it can never be taken away. Below is a list of common role-playing elements and the rewards for effectively accomplishing them:

- All attempts at using *Faith*, including Daily Faith and Miracles: 5 points for each *Faith* spent
- All Saving Throws and actions, including Attributes, Abilities, and Skills: 50 points for each action
- Charitable deeds, role-playing in character, and positive teamwork: 100 points for each deed
- Successfully achieving a mission: 200 points for each character

Dual Classing

Your character can begin as only one Character Class, which is and will remain the main occupation of your character. Upon reaching a new level, you may add up to one other Character Class to enhance or expand your character's knowledge and Skills. The process of adding a new Character Class, called **Dual Classing**, can be relatively simple.

There are both advantages and disadvantages to Dual Classing. One advantage may be obvious: your character gains more Skills and/or Weapons Skills immediately. One of the main disadvantages is that your character overall progresses slower because you must now distribute Experience between two Classes. After Dual Classing, if you would like to progress both Classes evenly, you must distribute Experience evenly, thus causing your character to progress half as fast as he or she would as one Character Class.

Two of the Character Classes, the Saint and the Knight, cannot Dual Class at all because they have reached the upper echelon of either spiritual or social class status; and the Cleric may only Dual-Class with the Saint or the Knight. Use the table to the right determine to if your primary character can Dual-Class and with which classes. If you plan on Dual Classing, be sure you are aware of this information before you create your character.

Dual Class Limitations

<u>Primary</u>	<u>Dual Class Limitation</u>
Bard †	No limitations
Cleric	Knight or Saint only
Knight	Cannot Dual-Class
Saint	Cannot Dual-Class
Martialist †	No limitations
Scout †	No limitations
Spy †	No limitations
Warrior †	No limitations†

† indicates that this class can Dual-Class with any other Character Class as long as the character meets the Attribute Requirements for the new Class

Changing Over

Step 1: Check these first

Before you begin, make sure that your current Character Class is allowed to Dual Class with the desired new Character Class according to the above table. Then make sure that your character meets the Attribute Requirements of the new Character Class. If it checks out, then move on to Step 2.

Step 2: Increase the Current Character Class

Next, make sure that you have increased your character based on the previous section entitled *Progressing a Character* beginning on page 44.

Step 3: Skills

Then, add the **Gifts** of the new Character Class to the **Crafts** section of your current character. This step represents that your character has now acquired all the necessary Skills of the new Character Class. If your current character already has one or more of the Gifts of the new Character Class, simply select other Class Skills

or Weapon Skills from the new Character Class's Description that your character does not have. All of these new Crafts at this first level, except for Weapon Skills, begin with a +1 Proficiency.

Step 4: Weapon Skills

Any Weapon Skill that your character gains from the previous step you would write in the Crafts section of the Character Sheet. For this first level, you may apply a +1 to any 1 Combat action (except AtR) of the corresponding Weapon Skill.

Step 5: Possessions

All of your character's possessions remain unchanged. You add no gold, silver, weapons, equipment, food, or armor to your character by gaining a second Character Class. Your character must acquire these items through game play. However, if your character has actually gone through a guild during the time of adding a new Character Class, the Rac may allow your character to receive some necessary items, such as granting a Knight his new horse, or granting a Saint a new Crucifix.

Skills

A **Skill** is a somewhat complex task or area of knowledge that your character can learn and grow in expertise. You measure this expertise with a **Proficiency Bonus** (+1, +4, etc.), which is a number you add to the natural Skill Roll when using that Skill. This Proficiency Bonus allows you to increase the chance of success when attempting a Skill Roll.

Your character can have a Skill in one of three different levels of expertise, all of which increase at different rates and offer various Proficiency numbers when first received. **Gifts** represent the highest degree of expertise and therefore offer the highest Proficiency Bonus at Level 1. The next area is **Talents**, which represent Skills that your character has a knack for but is not necessarily gifted in. Finally, **Crafts** represent the lowest level of expertise, which are merely hobbies or interests.

[**Important Note:** the highest maximum Proficiency Bonus any single Skill can have is +10, regardless of Skill level.]

Attempting Skills

For your character to attempt a Skill, you would simply make a **Skill Roll** with a d20 and add your character's Proficiency Bonus to the roll. If the Skill Roll is over the target number, the attempt was successful; if the roll is under the target, the attempt failed. The target number is called the **Difficulty Factor**, or **DF** for short, and is usually 11, but can be modified by the Rac if the situation is more difficult or easier than normal. When attempting any Skill, a Natural 20 is always successful and a Natural 1 always fails, regardless of the DF.

Modifying the Difficulty Factor

The standard number to beat for most attempts with a Skill is 11, which is the *Moderate* DF. This is the base Difficulty to use for most situations. If a more hazardous or inhibiting element plays a part in the otherwise normal situation, the Rac will increase the DF to the *High* level. Should one or more hazardous or inhibiting elements play in at the same time, the Rac will increase the Difficulty to its highest level, the *Extreme* level.

You must roll over or equal to the Difficulty Factor in order for your character to be successful. Use the Difficulty Scale below to see the numbers that apply to each Difficulty Factor.

Difficulty Scale:

<u>Fail</u>	<u>Simple</u>	<u>Moderate</u>	<u>High</u>	<u>Extreme</u>
1 2 3 4 5	6 7 8 9 10	11 12 13 14 15 16 17	18 19 20 21 22 23 24 25 26	27 +

As always, a Skill roll of Natural 1 is never successful, regardless of the Bonuses, and results in a harmful or hindering consequence. This consequence is up to the Rac and will vary from situation to situation based on the Skill your character attempted. Furthermore, any roll under 6 always fails, but no further consequences befall your character other than what results from failing the task. The Rac will use the *Simple* DF when the attempt is very easy but your character still has a chance of failure. Sometimes, it may not be necessary to make a Skill Roll for the *Simple* DF; simply having the Skill is good enough. However, that decision is up to the Rac.

Many factors can increase the DF from *Moderate* to *High*, including the health condition of your character, the position your character is in while attempting the Skill, or external elements, such as weather or hazardous surface conditions. Furthermore, the target of the action could be made in a way to prevent your character from tampering with it. For example, a locksmith deliberately makes a lock more difficult to pick by its mechanics, or positions it in a difficult place to get to, etc. Two or more of the above factors imposed on a situation could increase the DF to *Extreme*, which you may have noticed requires either a Natural 20 or many Bonuses to achieve.

At any Difficulty Factor, the minimum consequence for a failed roll is the loss of time and energy it takes to attempt the task. Characters with a low *Patience* will have to move on after failing a Skill enough times. Furthermore, your character could be putting the party in some kind of jeopardy by spending too much time on a Skill attempt. Furthermore, the higher the DF the more time and energy it takes to accomplish the Skill.

Gaining New Skills

As your character progresses through the levels, he or she gains new Skills as Crafts and Talents (see *Progressing a Character* starting on page 44 for details). However, the Skills your character learns this way is limited to the list on character's Class Description. In order to learn Skills not listed on the Class Description, your character must go to a guild or monastery, pay the necessary fee, and spend some duration of time under the instruction of a guildmaster. Before this can even be possible, however, your character must meet the *Prerequisite* of the Skill. Without meeting these requirements, your character does not have the aptitude to learn the Skill. Typically, the *Prerequisite* is one or more Attribute Ratings that must be over a certain number.

The following pages describe the Skill functions and their requirement for learning. The "Days of Learning" indicates how many consecutive days the character must spend at the guild or monastery learning the Skill under instruction by someone. One full day requires a minimum of 11 hours of learning, and a half-day requires a minimum of 6 hours of learning.

Upon completion of the training, your character gains the Skill as a Craft at a +1 Proficiency. Should your character not complete the training but go through at least half of the lesson, he or she gains the Skill at a +0 Proficiency. Your character cannot increase a +0 Proficiency, such as at a new level, until he or she finishes the rest of the lesson, thereby increasing the +0 to a +1 Proficiency.

The Skills

Acrobatics	Medical
Acting	Meditation
Animal Science	Miracles: Clerical
Artistry	Miracles: High
Blacksmith	Miracles: Holy Songs
Breakfall	Nightvision
C.S.S. Bounding	Pick Locks
C.S.S. Critical Shot	Play Percussion Instrument
C.S.S. Evade and Disarm	Play Stringed Instrument
C.S.S. Grapple	Play Wind Instrument
C.S.S. Jump Kick	Poison Science
C.S.S. Profiling Tactics	Political Science
C.S.S. Roll with Blows	Preach
C.S.S. Tackling	Presence
C.S.S. Twirl Weapon	Profile Area
Camp	Profile Character
Carpentry	Read/Write
Demonology	Read/Write: <i>[additional language]</i>
Disguise	Sacred Studies
Edify	Seafaring
Empower Crucifix	Signaling
Falconry	Singing
Food Works	Sleight of Hand
Herbal Science	Sneak
Horsemanship	Sorcery Studies
HP: Hearing	Speak: <i>[additional language]</i>
HP: Scent	Swimming
HP: Sight	Tailor
HP: Touch	Track
Intuition	Trap Works
Light Sleep	Ventriloquism
Mechanics	Weaponry

Acrobatics

This Skill allows your character to:

- Perform tumbling and gymnastic maneuvers on the ground or in the air

Prerequisite: *Balance*: 8 or less

Days of Learning: 2

Acting

This Skill allows your character to:

- Impersonate a different class of person, such as a drunk, a noble, or a person of the opposite sex
- Perform acting performances in front of large or small audiences, on stage or off
- Impersonate a specific person in speech and mannerisms

Prerequisite: *Charisma*: 6

Days of Learning: 1

Animal Science

This Skill allows your character to:

- Identify animals by their species, breed, and habitat
- Know the hostility levels, mating cycles, and diet of certain animals

Prerequisite: *Charisma*: 7; *Patience*: 5

Days of Learning: 1½

Artistry

This Skill allows your character to:

- Draw, paint, and sculpt original works of art
- Replicate and counterfeit official documents
- Identify counterfeit works of art

Prerequisite: *Intellect*: 7

Days of Learning: 1

Blacksmith

This Skill allows your character to:

- Fashion metal weapons (requires *Weaponry* Skill)
- Fashion metal armor and other iron objects

Prerequisite: *Strength*: 6

Days of Learning: 1

Breakfall

This Skill allows your character to:

- For rolls of 11 to 17, absorb 1 point of *Falling Damage* per Proficiency Bonus
- For rolls of 18 to 26, absorb 2 points of *Falling Damage* per Proficiency Bonus
- For rolls of 27 or higher, or for Natural 20 rolls, absorb 3 points of *Falling Damage* per Proficiency Bonus

Prerequisite: *Agility*: 7

Days of Learning: ½

C.S.S. Bounding

This Combat Skill Special allows your character to:

- Backflip out of harm's way in place of a *Dodge* action; in the event of success, the Round starts over (limited to 1 backflip per 2 Rounds)

Prerequisite: *Jump*: 8 or less

Days of Learning: 2

C.S.S. Critical Shot

This Combat Skill Special allows your character to:

- Add this Skill Bonus to an *Attack* Roll when using a missile or thrown weapon
- For rolls of 11 to 17, cause 2 x Damage when shooting a missile weapon or throwing a thrown weapon
- For rolls of 18 to 26, cause 3 x Damage when shooting a missile weapon or throwing a thrown weapon
- For rolls of 27 or higher, or for Natural 20 rolls, cause an instant fatality to the target victim

Note: to use this Skill, this action must be the last and only Combat action of your character's Round. The character must spend the entire Round undistracted focusing on the target and then execute the *Attack* as the final and only action of the Round.

Prerequisite: *W.S. Missiles* or *W.S. Thrown*

Days of Learning: ½

C.S.S. Evade and Disarm

This Combat Skill Special allows your character to:

- Grab an attacker's weapon with his or her bare hands and remove it from the opponent's possession (use in place of a *Dodge* or *Defend* action)

Prerequisite: *Agility*: 8

Days of Learning: 2

C.S.S. Grapple

This Combat Skill Special allows your character to:

- Grab and immobilize an opponent using his or her bare hands (this Skill uses an *Attack* action of *W.S. Hand to Hand*)
- Break the opponent's limb after a successful grapple (any broken limb causes $\frac{1}{4}$ of the opponent's *Life* in *Damage*; a broken neck causes instant death)
- Escape from an opponent who has grappled your character
- Prevent an opponent skilled with *C.S.S. Grapple* from breaking your character's limbs or neck (cannot happen if your character possesses this Skill)

Prerequisite: *Strength: 7; Agility: 7*

Days of Learning: 1

C.S.S. Jump Kick

This Combat Skill Special allows your character to:

- Cause *Double Damage* to an opponent by jumping and kicking using *W.S. Kick Attack*
- Cause *Damage* to two different opponents at the same time if they are within 5 feet of each other (they get the standard *Dodge* or *Defend* option) using *W.S. Kick Attack* (use a separate d20 for each *Attack*)

Note: this Skill requires and uses 2 AtR with the Kick Attack Weapon Skill. Your character can use this Skill at any time in the Round, but it counts as 2 AtR.

Prerequisite: *Jump: 8 or less; W.S. Kick Attack*

Days of Learning: $\frac{1}{2}$

C.S.S. Profiling Tactics

This Combat Skill Special allows your character to:

- Gain Combat advantages over an opponent by observing the opponent's fighting style

Note: for each Round that your character successfully observes (represented by *Perception* rolls) an opponent in actual Combat, your character gains a +1 Bonus to all Combat actions (except AtR) up to your character's Proficiency when opposing that opponent. This Skill uses *W.S. Combat Arms* and *W.S. Hand to Hand* only.

Prerequisite: *W.S. Combat Arms* or *Hand to Hand*

Days of Learning: 1

C.S.S. Roll with Blows

This Combat Skill Special allows your character to:

- For rolls of 11 to 17, absorb 1 point of *Damage* per Proficiency from an opponent's blow

- For rolls of 18 to 26, absorb 2 points of *Damage* per Proficiency from an opponent's blow
- For rolls of 27 or higher or Natural 20's, absorb 3 points of *Damage* per Proficiency from an opponent's blow

Note: due to the intense concentration required to roll with a blow, your character cannot perform ANY further actions in a Round after using this Skill, including *Attack*, *Dodge*, *Defend*, etc. In addition, he or she cannot absorb blows from an opponent's missile or thrown weapon, or from a magic attack.

Prerequisite: *Agility: 7*

Days of Learning: $\frac{1}{2}$

C.S.S. Tackling

This Combat Skill Special allows your character to:

- Tackle an opponent to the ground causing 1d6 + Proficiency Bonus in *Damage* (this Skill uses an *Attack* action of *W.S. Hand to Hand*).

Prerequisite: *W.S. Hand to Hand*

Days of Learning: $\frac{1}{2}$

C.S.S. Twirl Weapon

This Combat Skill Special allows your character to:

- Twirl and swing about his or her weapon in a way that provides momentum for extra *Damage*.
- For rolls of 11 to 17, cause your character's Proficiency Bonus in additional *Damage* for the next immediate *Attack*
- For rolls of 18 or higher or Natural 20's, cause double your character's Proficiency Bonus in additional *Damage* on the following *Attack*

Note: this Skill uses *W.S. Combat Arms* only. It requires at least one full Round of weapon twirling (by a successful *C.S.S. Twirl Weapon* roll) before executing an *Attack* (and successful rolls per Round thereafter to reattempt). Your character can *Dodge* and *Defend* while twirling.

Prerequisite: *W.S. Combat Arms*

Days of Learning: 1

Camp

This Skill allows your character to:

- Find and prepare shelter for overnight rests
- Create fires for cooking and warmth
- Cook and prepare hunted foods for safe eating

Prerequisite: *Intellect: 5*

Days of Learning: 1 (overnight)

Carpentry

This Skill allows your character to:

- Build and repair structures
- Prerequisite:** *Wisdom: 5*
Days of Learning: ½

Demonology

This Skill allows your character to:

- Identify demons by appearance, mannerisms, and habitat
 - Differentiate between demon and animal species
 - Estimate demons' level, power and strength, and know their weaknesses (if any), spoken language, and related information
- Prerequisite:** *Intellect: 6*
Days of Learning: 1

Disguise

This Skill allows your character to:

- Create disguises using make up and costumes
 - Identify a disguise
- Prerequisite:** *Wisdom: 5*
Days of Learning: ½

Edify

This Skill allows your character to:

- Build up and encourage others by speaking kind words to them about their skills and qualities; a kind of "pep talk"
- Add his or her *Edify* Bonus to one specific Skill of the edified person for their next 2 attempts with that Skill
- Prevent a person from indulging in a sin or reacting to a phobia, even if the person failed a Saving Throw

Note: this Skill requires your character to talk to a person for at least 1 Round before the person gains the benefit of it.

Prerequisite: *Wisdom: 7*
Days of Learning: 1

Empower Crucifix

This Skill allows your character to:

- Empower a Crucifix with the power of a holy Miracle for someone else to use later

Note: your character must spend the Faith of the Miracle to perform it on the Crucifix, which then stores the power

for another to use. Should your character fail the Skill roll, the Miracle occurs and the Faith is spent, but the Crucifix does not store the power.

Prerequisite: *Miracles: High or Clerical*
Days of Learning: ½

Falconry

This Skill allows your character to:

- Train and raise a falcon to hunt and follow
- Prerequisite:** *Patience: 7*
Days of Learning: 2

Food Works

This Skill allows your character to:

- Prepare delicious meals from various cultures and lands
 - Preserve food for up to 2 days per Proficiency Bonus
- Prerequisite:** *Intellect: 5*
Days of Learning: 1

Herbal Science

This Skill allows your character to:

- Identify and locate herbs and plants
 - Create herbal drafts and cures
- Prerequisite:** *Intellect: 6*
Days of Learning: 1

Horsemanship

This Skill allows your character to:

- Ride and care for horses and ponies
 - Fight in combat on horseback
- Prerequisite:** *Strength: 4*
Days of Learning: ½

⦿: Hearing

This Heightened Perception Skill allows your character to:

- Hear sounds not normally audible to the human ear, including someone or something *Sneaking*
- Focus on selective or distant conversations and sounds in an otherwise noisy environment

Prerequisite: *Perception: 7 or less*
Days of Learning: 1

HP: Scent

This Heightened Perception Skill allows your character to:

- Smell scents and taste tastes not normally noticed by the human senses
- Identify the components in foods and drinks by smell or taste, including recognizing poisons

Prerequisite: *Perception: 7* or less

Days of Learning: 1

HP: Sight

This Heightened Perception Skill allows your character to:

- Perceive activity by sight not normally noticed by others

Prerequisite: *Perception: 7* or less

Days of Learning: 1

HP: Touch

This Heightened Perception Skill allows your character to:

- Feel activity and supernatural energy not normally noticed by other senses

Prerequisite: *Perception: 7* or less

Days of Learning: 2

Intuition

This Skill allows your character to:

- Gain positive or negative type feelings about a situation or person

Note: this Skill requires your character to meditate on a thought for at least a Ten-round or more depending on the situation.

Prerequisite: *Meditation: +1*

Days of Learning: 2 (days of prayer)

Light Sleep

This Skill allows your character to:

- Sleep light enough to wake if someone or something comes within hearing range and fails a *Sneak* roll or does not have the *Sneak* Skill

Prerequisite: *HP: Hearing: +1*

Days of Learning: 1 night

Mechanics

This Skill allows your character to:

- Build and repair mechanical object, such as carts, siege engines, and spindles

Prerequisite: *Intellect: 5*

Days of Learning: 1

Medical

This Skill allows your character to:

- Restore 1d4 plus Proficiency Bonus *Life* to self or other wounded victims who have been hurt by cuts from a blade or bashes from blunt objects
- Secure broken limbs to prevent further Damage
- Identify the weapon used to harm someone by the damage done to their body
- Identify whether a victim is dead or in a coma

Note: this Skill does not revive someone who has lapsed into a coma, nor does it affect a victim stricken with poison. It can however, identify a poisoning or the source of an ailment. , your character can only use this Skill to heal one time per victim per wound and cannot use it on that same person until he or she sustains a new wound.

Prerequisite: *Patience: 5*

Days of Learning: 1

Meditation

This Skill allows your character to:

- Restore *Life* and *Faith* by deep spiritual meditation
- Restore 1 *Faith* for every number over the *Moderate* DF rolled per 15 minutes of undistracted Meditation
- Restore 1 *Life* for every number over the *High* DF rolled per 15 minutes of undistracted Meditation

Note: the Rac may increase the DF levels for meditation environments with more distracting activity, or decrease the DF levels for meditating in a quiet house of worship. In addition, accompanying characters with a *Patience* less than 5 cannot wait beyond 1 *Meditation* roll.

Prerequisite: *Patience: 7*

Days of Learning: 2 (days of prayer)

Miracles: Clerical

This Skill allows your character to:

- Perform Clerical Miracles

Prerequisite: Cleric Character Class only

Days of Learning: N/A

Miracles: High

This Skill allows your character to:

- Perform High Miracles

Prerequisite: Saint Character Class only

Days of Learning: N/A

Miracles: Holy Songs

This Skill allows your character to:

- Perform Holy Song Miracles

Prerequisite: Bard Character Class only

Days of Learning: N/A

Nightvision

This Skill allows your character to:

- See an additional 20 feet per Proficiency Bonus in low-light environments beyond normal eyesight
- See an additional 10 feet per Proficiency Bonus in pitch-black environments beyond normal eyesight

Prerequisite: *HP: Sight: +1*

Days of Learning: 2 nights

Pick Locks

This Skill allows your character to:

- Open locks using lock picks or similar slim metal tools

Note: trapped locks are designed to prick lock-pickers with poison needles. Therefore, one failed Pick Locks roll on a trapped lock sets off the poison-needle trap.

Prerequisite: *Agility: 7*

Days of Learning: ½ day

Play Percussion Instrument

This Skill allows your character to:

- Play percussion instruments, such as tambourines, bongos, drums, and hammered dulcimers, alone or in harmony with other instruments

Prerequisite: *Agility: 6*

Days of Learning: ½

Play Stringed Instrument

This Skill allows your character to:

- Play stringed instruments, such as harps, lutes, and lyres, alone or in harmony with other instruments

Prerequisite: *Patience: 6*

Days of Learning: 1

Play Wind Instrument

This Skill allows your character to:

- Play wind instruments, such as piccolos, flutes, and recorders, alone or in harmony with other instruments

Prerequisite: *Endurance: 5*

Days of Learning: 1

Poison Science

This Skill allows your character to:

- Identify poisons by taste or scent
- Draw out poison from a wound, ceasing any *Damage* after half *Damage* has lapsed
- Extract and handle poisons from their various sources

Prerequisite: *Wisdom: 6*

Days of Learning: 1

Political Science

This Skill allows your character to:

- Know and recognize people of various lands and cultures by their speech and customs
- Identify the flags, banners, and crests of the different guilds, knightly orders, and lands
- Know and understand the political history of the different lands

Prerequisite: *Intellect: 6*

Days of Learning: 1½

Preach

This Skill allows your character to:

- Reach non-Christian people with Christ's message of salvation, and impart a feeling of value, love, and worth for their life
- Create a bond of understanding between your character and a receptive non-Christian person

Prerequisite: *Sacred Studies: +1*

Days of Learning: ½

Presence

This Skill allows your character to:

- Intimidate or persuade for some advantage over another person
- Attempt to display authority or dominance over another person
- Confront another person with a feeling and look of confidence

Prerequisite: *Charisma: 7*

Days of Learning: 1

Profile Area

This Skill allows your character to:

- Detect ambushes and locate good areas for ambushes
- “Reconstruct” the scene of an incident as a modern-day detective does at a crime scene; gathering such information as who, what, why, and how the incident occurred

Prerequisite: *Wisdom: 7*

Days of Learning: 1

Profile Character

This Skill allows your character to:

- “Read” a person’s true motives and intentions, and detect a person’s lies
- “Read” a person’s body language to determine their true emotion regardless of what they are saying
- Estimate a person’s *Life* stature, Skill levels, and fighting abilities by observing him or her

Prerequisite: *Wisdom: 7*

Days of Learning: 1

Read/Write

This Skill allows your character to:

- Read and write text in the character’s own native language

Prerequisite: *Intellect: 5*

Days of Learning: 2

Read/Write: [additional language]

This Skill allows your character to:

- Read and write text in a specified language other than the character’s native language

Prerequisite: *Read/Write: +1*

Days of Learning: 2

Sacred Studies

This Skill allows your character to:

- Know about stories and specific passages of biblical text
- Identify holy symbols and their function

Prerequisite: *Intellect: 6*

Days of Learning: 1

Seafaring

This Skill allows your character to:

- Sail and navigate ships and boats of various sizes and on various waters

Prerequisite: *Intellect: 5*

Days of Learning: 1

Signaling

This Skill allows your character to:

- Communicate fluently with another person who has the *Signaling* Skill using only hand signals
- Communicate simple commands and expressions to another person who does not have the *Signaling* Skill using only hand signals

Prerequisite: *Wisdom: 6*

Days of Learning: 1

Singing

This Skill allows your character to:

- Sing and know songs of the past and current time and sing them in harmony with other singers and instruments

Prerequisite: *Endurance: 5*

Days of Learning: 1

Sleight of Hand

This Skill allows your character to:

- Pick someone’s pocket unnoticed
- “Lift” an object from a table or counter without being seen
- Perform “magic” tricks where a small object in your character’s hand mysteriously “disappears” with the flick of the wrist or wave of the hand and “reappears” behind someone’s ear, or other palming trick

Prerequisite: *Agility: 7*

Days of Learning: 2

Sneak

This Skill allows your character to:

- Creep by someone without being heard
- Close or open doors and windows without being heard
- Follow someone without being noticed
- Lose someone who is following them

Prerequisite: *Agility*: 6

Days of Learning: 1

Sorcery Studies

This Skill allows your character to:

- Identify runes and know their function
- Identify a spell by hearing it cast or seeing its affect
- Identify spellcasters by their mannerisms and habits
- Identify cults by their symbols and rituals

Prerequisite: *Intellect*: 6

Days of Learning: 1

Speak: [additional language]

This Skill allows your character to:

- Speak a specific language other than your character's native language

Note: to speak all ancient languages, your character need only select this Skill once and specify that the additional language is all ancient languages.

Prerequisite: *Intellect*: 5

Days of Learning: 2

Swimming

This Skill allows your character to:

- Swim in water without drowning
- Help a drowning victim to safety

Prerequisite: *Endurance*: 5

Days of Learning: 1

Tailor

This Skill allows your character to:

- Sew and mend garments in a fashionable and functional way using the proper sewing items
- Sew and repair leather and improved leather armor using the proper sewing items

Prerequisite: *Wisdom*: 5

Days of Learning: 1

Track

This Skill allows your character to:

- Identify and follow tracks of animals and people through various environments
- Identify the pace and size of the person or animal that left tracks
- Identify the species of an animal (with *Animal Science*) or demon (with *Demonology*) by their tracks

Prerequisite: *Wisdom*: 5

Days of Learning: 1

Trap Works

This Skill allows your character to:

- Identify, set, disarm, disable, and detect traps meant to cause harm to or capture an animal or other being

Prerequisite: *Mechanics*: +1

Days of Learning: 1

Ventriloquism

This Skill allows your character to:

- Throw his or her voice as if he or she were standing in a different location
- Mimic the voice of an unfamiliar person he or she has just heard (within 10 minutes) or of someone familiar

Prerequisite: *Charisma*: 5

Days of Learning: 1

Weaponry

This Skill allows your character to:

- Identify the function and origin of weapons from different cultures from all around the known world
- Sharpen and balance his or her non-holy, bladed weapons to a +1 *Damage* per 3 levels of Experience up to a maximum of +4 *Damage*

Prerequisite: *Endurance*: 5

Days of Learning: 1

Miracles

The Skill of Miracles

For Miracles-workers, which are the Bard, the Cleric, and the Saint, it is not always necessary to make a Skill Roll to perform a Miracle even though Miracles are Skills. For some Miracles, no Skill Roll is ever required. For other Miracles, your character must make a Miracle Skill Roll to determine how successful the Miracle was- not whether it was successful or not.

The Miracle Skill Bonus applies to various areas of performing a Miracle, including *Advantage* in Supernatural Combat, how many people the Miracle can affect, what distance the Miracle can reach, how much *Damage* the Miracle causes, and many other things as described in the Miracles' descriptions.

Group Prayers

Though only certain Character Classes can perform Miracles, your character can always contribute his or her *Faith* to help a *Group Prayer*. In this situation, one Miracle-worker is responsible for carrying out the actual Miracle, but all who join hands with the Miracle-worker can contribute their *Faith* to increase the total number used to perform the Miracle. All contributing members must join hands with the Miracle-worker or someone else who is touching the Miracle-worker.

For example, if 40 people with 1 *Faith* and a Miracle-worker all gathered together and joined hands to contribute to the Miracle-worker's cause, the Miracle-worker could then perform the Miracle as if he or she had 40 more *Faith*.

A Group Prayer can only be accomplished with a Clergy (Cleric or Saint Character Class) leading the prayer and responsible for the Miracle. This means that Bards cannot lead group prayers even though they can perform Miracles.

Supernatural Combat

Since Miracles are prayers and prayers can be thoughts, Miracles take only a thought to execute. Nevertheless, Miracles still require *Advantage* against a physical *Attack* in order to go first, except the Miracle-worker can use his or her Miracle Skill Bonus as the Bonus for *Advantage*. All other rolls and actions utilize specific Bonuses as described in the Miracles' description.

The same is true for actual Supernatural Combat, which is between a Miracle-worker and a spellcaster.

For Supernatural Combat, the same rules apply as physical Combat except the Miracle Proficiency Bonus counts as the character's *Advantage* Bonus (demons and

spellcasters use their physical *Advantage* Bonus for their spell *Advantage* also).

Miracles per Round

Your character can perform 1 Miracle per Round per 5 levels of Experience up to a maximum of 3 Miracles per Round. For an illustration, see the table below:

<u>Levels</u>	<u>Miracles per Round</u>
1-5	1
6-10	2
11-15	3

For time has come for judgment at the house of
God...

≈1 Peter 4:17

Clerical Miracles

Absorb Spell

Target: Other (spellcaster)

Range: 10 feet per Proficiency Bonus

Description: When performed on a sorcerer, the unaware spellcaster casts his next spell into the Miracle, which absorbs and destroys the power of the spell unless the sorcerer *Saves vs. Miracles*. This Miracle does not affect magic items or Rune configurations.

Faith Cost: 3

Cure Poisoning

Target: Self or Other

Range: Touch

Description: This Miracle completely neutralizes the affect of a poison and prevents further *Damage* or affect. It also restores any *Life* lost by the poisoning.

Faith Cost: 7

Disable Magic Item

Target: Object (magic item)

Range: 10 feet per Proficiency Bonus

Description: This Miracle disables the power of a magic item for 2 Rounds per Proficiency Bonus of the Cleric. The item can *Save* versus this Miracle as if it were an enemy (17 or higher on a d20), rendering the Miracle useless.

Faith Cost: 7

Disable Runes

Target: Object (rune configuration)

Range: 5 feet per Proficiency Bonus

Description: This Miracle disables the power of a Rune configuration for a Ten-round. This Miracle does not disable magic items. The Rune configuration can *Save* versus this Miracle as if it were an enemy (17 or higher on a d20), rendering the Miracle useless.

Faith Cost: 5

Dispel Runes

Target: Object (rune configuration)

Range: 5 feet per Proficiency Bonus

Description: This Miracle permanently destroys the power of an active rune configuration. It does not dispel disabled runes or magic items. The Runes can *Save* versus this Miracle as if they were an enemy (17 or higher on a d20), rendering the Miracle useless.

Faith Cost: 9

Group Heal

Target: Area

Range: 50 feet from the Cleric

Description: This Miracle restores 10 *Life* to one target being per Proficiency Bonus within range.

Faith Cost: 5

Heal

Target: Self or Other

Range: Touch

Description: This Miracle heals 2d6 *Life* plus an additional +2 per Proficiency Bonus to one individual.

Faith Cost: 5

Relieve Coma

Target: Other

Range: Touch

Description: This Miracle restores a coma victim to 1 *Life*. **Note:** only the successful use of the *Medical Skill* can determine if a victim is still alive in a coma or actually dead, which requires a resurrection.

Faith Cost: 7

Reflect Spell

Target: Self or Other

Range: 5 feet per Proficiency Bonus

Description: This Miracle causes the blessed Target to reflect the next spell cast on him or her back to the caster, who must now *Save* versus their own spell. This Miracle works against Curses and Magic Items as well. Maximum duration: 1 hour

Faith Cost: 7

Restore Limb

Target: Self or Other

Range: Touch

Description: This Miracle mends and restores withered and severed limbs freshly lost (within 3 hours).

Faith Cost: 21

Restore Sight

Target: Self or Other

Range: Touch

Description: This Miracle restores sight to one blinded individual per Proficiency Bonus.

Faith Cost: 9

Resurrection

Target: Other

Range: Touch

Description: This Miracle resurrects a victim if the resurrection process begins within 7 hours of the victim's death. The entire process takes a half hour for the victim to come alive, and then he or she returns to life with half their maximum *Life*. **Note:** only the successful use of the *Medical Skill* can determine if an unknown victim has been dead for more than 7 hours.

Faith Cost: 25

Turn Undead

Target: Other (Lesser undead only)

Range: 10 feet per Proficiency Bonus

Description: This Miracle causes one Lesser undead to turn and flee from the clergy to a minimum safe distance of 100 feet away from where the cleric was when the Miracle was performed. Undead take 1 point of *Damage* per Proficiency Bonus per Round until reaching the minimum safe distance, at which time the Miracle lapses. If undead *Saves vs. Miracles*, undead is only stunned for 1 Round and no other affect occurs.

Faith Cost: 5

High Miracles

Cloak

Target: Self only

Range: Self only

Description: This Miracle allows the clergy to become nearly transparent to normal eyes. The cloaked clergy is identifiable (with *Perception* Roll) if clergy moves faster than a *Speed* of 3 or is in active Combat. Lasts for 1 Ten-round per Proficiency Bonus.

Faith Cost: 7

Holy Fire

Target: Other

Range: 10 feet per Proficiency Bonus

Description: This Miracle automatically hits the target if within range. It creates a puff of white fire that disappears after causing 2d6 Damage plus an additional +2 per Proficiency Bonus (or half if *Saved vs. Miracles*).

Faith Cost: 5

Commence Motion

Target: Object

Range: 10 feet per Proficiency Bonus

Description: This Miracle slowly commences a natural motion on any lightweight object (WF 1 or less), such as tipping, lifting, pushing, or pulling. The object must be free to move in the desired motion without significant resistance outside of gravity. The target object moves by the Miracle for one Round at a *Speed* of no more than 2 (max 10 feet per Round). The object must be in plain sight of the clergy, and not hidden. The clergy can continue the Miracle where it leaves off by spending the Faith cost each new Round.

Faith Cost: 5

Fumble Weapon

Target: Other

Range: 10 feet per Proficiency Bonus

Description: This Miracle causes the target victim to lose grip and drop a single object being used as a weapon, costing at least 2 Rounds delay to pick it up, or 1 Round if the target *Saves versus Miracles*.

Faith Cost: 5

Redirect

Target: Object

Range: 10 feet per Proficiency Bonus

Description: This Miracle redirects any airborne thrown or missile weapon to a 45-degree path away from its intended path. Use one *Miracles* Skill roll to determine success (*Faith* is spent whether or not the Skill roll is successful) in place of a *Defend* roll.

- Less than 6: weapon hits intended target
- *Simple* DF (6-10): barely misses intended target
- *Moderate* DF (11-17): diverts to safe path
- *High* DF (18-26): diverts to a specific target within range
- *Extreme* DF (27+): diverts to a specific target causing Double Damage

Faith Cost: 3

Hellfire

Target: Other

Range: 10 feet per Proficiency Bonus

Description: This powerful Miracle creates a pillar of white fire that automatically causes 1d8 points of Damage per Proficiency Bonus (or half if *Saved vs. Miracles*). This Miracle requires the victim to be touching the ground and moving at no more than a *Speed* of 2. It will ignite highly flammable items.

Faith Cost: 9

See the Invisible

Target: Self only

Range: Self only

Description: This Miracle allows the clergy to see invisible beings and objects within normal range of sight. It lasts for up to a Ten-round.

Faith Cost: 3

Spirit

Target: Self or Other

Range: Touch

Description: This Miracle allows the clergy to become a visible spiritual entity that can float and pass through walls for up to 10 seconds per Proficiency Bonus. The clergy cannot perform any Miracles, nor can they affect or be harmed by anything (supernatural or otherwise) while spirited. The maximum movement *Speed* of the spirited clergy is 1 per Proficiency Bonus.

Faith Cost: 7

Holy Songs

Canticle of Beasts

Target: Animal

Range: 10 feet per Proficiency Bonus

Description: Successfully playing or singing this Miracle charms all animals that hear it into a subdued trance that lasts for 10 minutes per Proficiency Bonus of the Bard. Once the animals are calmed and subdued, the Bard can then command them to do simple actions, such as “go”, “sit”, “lie down”, “come”, or “attack.” The animals will do as their new master bids as long as the Bard makes a successful *Miracles: Holy Songs* roll for each command.

Faith Cost: 5

Song of the Rising

Target: Object

Range: 10 feet per Proficiency Bonus

Description: Successfully playing this song on an instrument allows the Bard to levitate and float an object horizontally. The Bard must spend a number of *Faith* equal to the Weight Factor (10 pound range) of the object. The Bard can move the object in any direction and as long as he or she plays the song up to the Bard's *Endurance* AR in minutes. The Bard can manipulate the object as long as it is within 10 feet per Proficiency Bonus of the Skill.

Faith Cost: 1 per WF

Templar

Target: Self or Other

Range: Touch

Description: This Miracle allows the clergy to reduce the next single occurrence of *Damage* by half. This Miracle lasts for 10 minutes per Proficiency Bonus or until hit.

Faith Cost: 5

Tongues

Target: Self only

Range: Self only

Description: This Miracle allows the clergy to speak and understand any spoken language for 10 minutes per Proficiency Bonus.

Faith Cost: 3

Hymn of Divine Sight

Target: Self only

Range: 10 feet per Proficiency Bonus

Description: As the Bard successfully plays or sings this song, Christian characters are able to see that which they would normally not see. One function of this Miracle creates a radiant light that has no apparent source (in other words, you cannot see a bright light anywhere, just the affects of the light). This light emanates from the Bard a distance equal to the Range and for a time as long as he or she plays the song (up to the Bard's *Endurance* AR in minutes maximum).

The other function of the light is that it reveals any invisible beings and objects within the range for everyone to see.

Faith Cost: 3

Song of Illusory Sounds

Target: Area

Range: 10 feet per Proficiency Bonus

Description: Once the Bard begins singing or playing this song successfully, illusory sounds that the Bard conjures interrupts the song for an amount of time equal to the Bards Proficiency Bonus in Rounds. The Bard can sculpt the sounds into whatever he or she imagines with the illusion of them being at any distance from the hearers.

Faith Cost: 2

Guilds and Monasteries

Guilds and monasteries are places a character can go for multiple reasons. The primary reasons characters will end up there are to learn new Skills, find companions and resources, obtain healing, or seek shelter or safety. These places offer a pleasant social atmosphere as well as protection and Skill-building.

Guilds

Guilds are organizations where people of all types and social classes come together to learn and share their expertise about a specific trade or field with one another. Guilds are plentiful throughout Europe, are positive stimuli for a shire's economy, and are often easy to join. The following guilds require only a desire to join and a few gold pieces in order for your character to gain membership. Characters will find these guilds in nearly every shire throughout the European kingdoms as a close-knit network of cooperative guilds.

When your character joins a guild, he or she receives some sort of identification of membership. Common guilds offer the character a *writ*, which is a parchment describing the terms of membership, signed by the guildmaster or secondary guildmaster, and fastened with the guild's wax seal. For membership fees, see page 65.

A *guildmaster* heads a guild and generally resides there to oversee all of the day-to-day operations. A person known as a *secondary guildmaster* assists the guildmaster. All other guild staff are called *guildhands*. The secondary guildmaster is the person who will succeed the guildmaster in the event of death or absence.

Learning Skills at Common Guilds

Your character does not need to join a guild in order to learn new Skills; however, in doing so could save the character a great deal of gold in the end. Joining a guild affords the character the right to learn any new Skill at half the normal cost to non-members.

Martialists' Guild

The Martialists' Guild teaches all Skills and Weapon Skills pertinent to the *Martialist* Character Class. The guildmaster and all guildhands of this guild are experienced Martialist warriors that have devoted their lives to teaching Christian philosophies and principles of humbleness and service as a significant part of the training. The Martialist Guilds encourage a spirit of meekness in their warriors and require that all members pledge an oath to never misuse their skills.

Membership Identification: Silk cloth (sash)

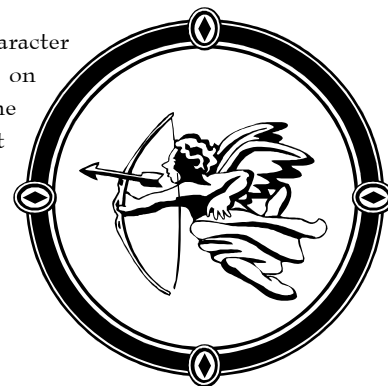


Rangers' Guild

This guild teaches all Skills and Weapon Skills pertinent to the *Scout* Character Classes, including hunting, tracking, and animal-skinning techniques; with a focus on archery and dagger-throwing Weapon Skills. Long-time woodsmen and hunters lead the Rangers' Guilds as the guildmaster and secondary guildmaster. They are very efficient at the silent arts of hunting and trapping and train their guildhands as hunting apprentices.

This guild requires an oath never to needlessly harm an animal, as this guild believes in the protection and value of animals as a God-gifted resource.

Membership Identification: Leather pendant



Guild of the Royal Courts

The Guild of the Royal Courts is by far the largest and most renowned guild in the known world. This guild teaches Skills and etiquette pertinent to the *Bard* and *Knight* Character Classes.

Being a member of this guild often gives even ordinary peasants a slightly more prestigious social status than non-members have. Of course, being a member does not gain anyone nobility status, but it can be helpful in gaining advantage when it comes to political issues among the shire folk.

Characters will only find these guilds in major cities throughout Europe. A low-level political official, such as a mayor of a shire or a baron typically head them as guildmaster and secondary guildmaster. These guilds often receive funding and therefore visibility from higher royalty, which use these guilds as a “thermometer” to gauge the political standing and activity of the people.

Membership Identification: Bronze ring



Sages' Guild

The Sages' Guild dedicates itself to furthering knowledge and the arts. In Holy Lands, it was the predecessor to the modern-day education system and libraries. It was a somewhat successful attempt at bridging the gap of education and artistic knowledge for peasants and nobility alike to study and learn from one another, as well as build on current knowledge.

The Sages' Guild allows characters to learn Skills of politics, history, and the sciences, including the natural and supernatural sciences (magic and holy power).

The Sages' Guild feels so strongly about the power of universal education that they require new members to pledge an oath always to open their notes, journals, and other books or scrolls to any other member who request so. No member shall keep any knowledge secret from another curious member. This guild also encourages instructing the uneducated whenever possible.

Membership Identification: Writ; bronze pendant for guildmasters and secondary guildmasters



The Guild of the High Courts

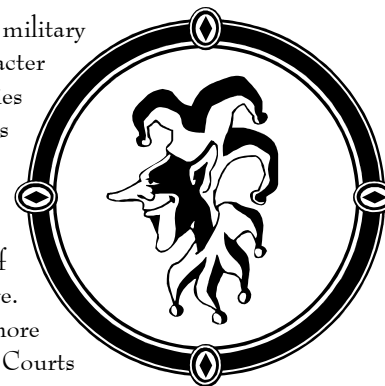
The Guild of the High Courts is an elite, secret guild that specializes in covert military and undercover criminal activity. They teach the Skills pertinent to the *Spy* Character Class predominately, but have the capability to teach any Skill needed. They train spies to track and stop Thieves' guilds and Assassins' guilds as well as lone criminals. This guild specializes in catching or stopping (by any means necessary) thieves and assassins that threaten the land.

The Guild of the High Courts cannot be found in towns or even large cities. In fact, this guild can hardly be found at all. They are typically located within castles of the king or duke of the land, or set up in remote secure keeps away from the public's eye. Since thieves guilds are so damaging to the kings' economies and royalty are worth more dead than alive to assassins, the kings of the lands often fund the Guilds of the High Courts to stay elite and secretive, thus doing their job to bring down threatening thieves and assassins.

Due to the need for the strictest confidentiality, the most critical aspect of the Guild of the High Courts is their need for secrecy. They have a strict oath that must be lived up to in which the member must never speak a word of knowledge about the operations of or even the existence of the guild. He or she must acknowledge that as a member, they are worthy of death for exposing any information to the public about the guild. Therefore, a person who truly knows details about the guild knows that they may be killed justly for speaking the name of the guild in public.

Not much is known about the guilds total size, number of members, or guildmaster positions due to fact that one guild will never know of another guild; they deal directly and solely to the king of the lands and his closest advisors.

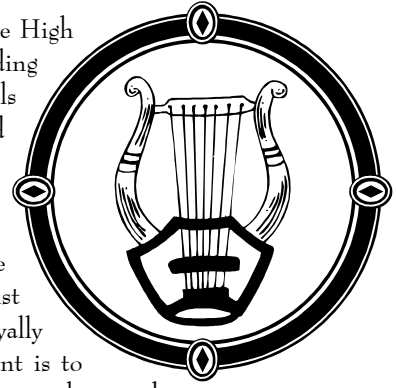
Membership Identification: Pendant, tattoo, ring, or sash having a distinct jester-head profile (extremely rare and only worn when entering the guild)



The Guild of Sevens

The Guild of Sevens is to the demonic enemies of the land what the Guild of the High Courts is to the Thieves' guilds. The Guild of Sevens is a religious group bent on ridding the world of demons, devils, sorcerers, and other cultic activities. They teach Skills pertinent to the *Cleric* and *Saint* Character Classes, including Miracle-working and magic knowledge. The guild's symbol is a seven-stringed lyre as pictured on the right.

Guilds of Sevens often reside below monasteries in great dungeon-like catacombs. The numbers of members are typically few; usually fewer than twenty members and the seven high leaders reside below and within a monastery. One controversial ideal the guild has with its monastery is that the members of the guild must swear NOT to protect the monastery in the event of a raid or attack. This is a royally ordered mandate to protect the anonymity of the guild. Their obligation in this event is to escape and find help if possible. If not, they must remain hidden and unseen by the attackers and notify help afterward.



A group of seven high leaders known as The Council, who are high-level Saints, or Clerics, leads each group of members. The members of The Council are the only ones who know about other Councils and other "branches" of the Guild of Sevens. This guild, too, like the Guild of the High Courts, must put their secrecy above their member's very life. Like their sister guild, a person could be killed justly for speaking the name of the guild. In addition, they, too, seek and find their potential members, so they are mostly unknown to anyone except their members.

The History of the Guild of Sevens

The roots of the Guild of Sevens reach further than has been accurately recorded. It has a convoluted and confusing heritage that causes great controversy among scholars. Scholars of ancient history and archeology believe that its heritage was founded during the age in which Solomon's temple was built; it was then believed to be known as the Company of Seven. This company apparently had only seven members, no more, no less. According to the story, each of the seven members was a powerful Miracle-worker who single-handedly hunted and destroyed hundreds of demons. When one of the members became incapacitated or killed, an apprentice would take his place. This continued for decades until their alleged demise. Ancient writings have found that the Company of Seven became greedy, power-hungry, and corrupt; apparently, the group desired riches and lost focus of their purpose. The suspicious thing about this information is that the writings that tell of this are from people who have no record of existence or people who would never have known such things, such as farmers from other lands and political officials who never existed. In other words, as difficult as it may be for medieval historians to sort out, they have found inconclusive evidence of the true end to the Company of Seven. In fact, they have uncovered evidence of what may have been a secret society named the Company of Sevens later in history.

Storytellers have told tales of an "underground" group known as the Company of Sevens since the sudden disappearance of the Company of Seven. According to some medieval historians, the Company of Seven never became corrupt but rather was becoming weak because a growing number of cults who were aware of the company's every move. The cults had a great advantage over the Company of Seven due to the cult's secrecy and the company's growing publicity. The only solution was for the company to go underground.

Although they are virtually unaware of the Guild of Sevens, medieval historians believe that the Company of Sevens still exists in one form or another. They believe that they either truly became a heretical cult or that that theory was a cover to further their good work in secrecy.

The truth is that the Company of Seven was losing men fast due to their publicity; the cults were on to their operation. At the same time, many righteous Miracle-workers desired to join their group. Therefore, the Company of Seven faked a corruption scandal and therefore their downfall. Now their group could grow secretly as the cults grew larger, too. They then became the Company of Sevens, who always maintained seven high leaders known as *The Council*. The group made no decisions without The Council's permission.

Over the centuries, the Company of Sevens prospered into hundreds of members throughout Europe and the holy lands, destroying thousands of demons and cults; unbeknownst to but a few others. During the seventh century, the Company of Sevens became the Guild of Sevens, as their recognition was increasing. The Guild of the High Courts collaborated with them to destroy the evil threats of the lands and offered them protection from public scrutiny.

Membership Identification: Pendant, ring, or sash having a distinct seven-stringed lyre (extremely rare and only worn when entering the guild)

Monasteries

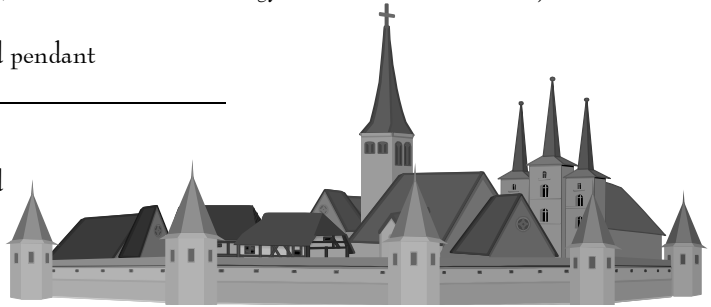
Monasteries are more than just houses of worship. They are actually communities of monks, priests, and other clergy who live and work together for the good of the region. The clergy teach godly instruction to all who are interested in learning. When the clergy are not out on a pilgrimage to other lands, they are typically at the monastery learning, teaching, working, or worshipping. They all share in the chores of the monastery, which, depending on the size of the monastery, can require much time. For larger monasteries that have many clergy, several housing and scholastic buildings surround the main house of worship and require great care and upkeep, not to mention the farming, milling, and livestock areas. Smaller monasteries are comprised of a main house of worship that have some attached living quarters, maybe some small crops, and a few farm animals.

Unlike guilds, your character cannot just join a monastery for a short time. Joining a monastery requires your character to sacrifice the rest of his or her life in the services of the monastery. The monastery is headed by a clergymaster, who leads in prayers and task organization, but the individual clergyhands tend to whatever jobs need to be done without needing much direction.

Membership Identification: Often a cross-shaped pendant

Services of a Monastery

The clergy of a monastery are often skilled and knowledgeable in many ways, which allow them to pass on their knowledge and help to others. However, it is a main principle of all monasteries that they pass on at no cost that which they have received free, especially in times of great need, including times of war, famine, and drought. Otherwise, all services require a donation of proportionate size to the monastery. In other words, because the clergy have spent a great deal of time and effort learning their skills, accumulating their food, and building their shelter, passing on such resources require some type of compensation. Characters who desire use of such resources must donate a respective amount of money or labor to the good works of the monastery for others to utilize the resources in the future.



The following is list of services most monasteries offer for a fair donation.

<u>Service</u>	<u>Donation</u>
Teach educational Skill	1g per half day or equal amount of time in labor
Teach other Skill	2g per half day or equal amount of time in labor
Room and board	1g or half day's labor
Meal	1g or 2 hour's labor
Bless Holy Weapon	See page 70 for adding holy properties
Bless Crucifix	2s per <i>Faith</i> spent
Sell Holy Weapons	See page 67
Healing	Often free in exchange for an equivalent amount of labor

Rules of a Monastery

Within a monastery, there are many rules that one must follow in order not to defile the sacred place. Violation of these rules could mean banishment from the monastery forever or death by execution at the crossroads. The following is a list of rules of most monasteries.

No weapons allowed within the monastery halls	Woman and men must not fraternize together
Sacred robes must cover armor	Nothing magical allowed
No talking during times of prayer and worship	No speaking about magic
No disturbing the silent monks	No gambling of any kind allowed
Must clean up after one's self	No selling/purchasing of non-monastery goods allowed
Must take on one chore of cleaning or farm help	Lights out after sundown
Must wake to do chores at first light	No animals allowed within the sacred buildings
Prayer time in the main sanctuary every evening	No footwear allowed in the sacred buildings
No outbursts of laughter allowed	

Equipment & Services

General Equipment

Lighting	Cost
Small candle (burns ½ hour)	2s
Medium candle (burns 1 ½ hour)	4s
Large candle (burns 3 hours)	1g
Lantern (burns wick & oil included; 4 hours)	3g
Lantern oil (per pint)	1g
Lantern wicks (each)	1s
Torches (burns for 1 hour)	1g
Flint & steel (ignites fires/sparks)	1g
Candle Lantern (protects/amplifies medium candle)	2g

Camping/cooking equipment	Cost
Boiling pot (large cauldron)	12g
Boiling pot	2g
Frying pan	2g
Rope (½ inch thick; per 10 feet)	1g
Rope (1inch thick; per 10 feet)	2g
Rope (2 inch thick; per 10 feet)	3g
Sleeping blanket (regular)	1g
Sleeping blanket (heavy wool)	2g
Tent (small/2 person)	4g
Tent (medium/6 person)	8g
Tent (large/12 person; 6ft. tall)	12g

Containers	Cost
Barrel (small; 2 gallon)	2g
Barrel (medium; 5 gallon)	3g
Barrel (large; 10 gallon)	5g
Bottle (for wine)	2s
Bowl (small; wooden)	2s
Bowl (large; wooden)	4s
Chest (small)	3g
Chest (large)	7g
Coffin	9g
Flask	4s
Mug	2s
Pack (small; leather)	3s
Pack (medium; leather)	1g
Pack (large; leather)	3g
Pail (small; for water)	1g
Pail (large; for water)	3g
Pouch/purse (regular; leather)	3s
Pouch/purse (large; leather)	1g
Tankard (small; 2 pints)	4s
Tankard (medium; 3 pints)	1g
Tankard (large; ½ gallon)	1g, 3s
Vial (small; for poisons)	3s
Vial (large; for drafts/potions/Holy Water)	1g
Waterskin (small; 1 pint)	1g
Waterskin (medium; ½ gallon)	1g, 3s
Waterskin (large; 1gallon)	2g

Carts and wagons	Cost
Cart (hand-drawn)	12g
Wagon (horse-drawn)	27g
Wheelbarrow	5g

Building Equipment	Cost
Brick (small)	2s
Brick (large)	4s
Mortar (per barrel)	3g
Stones (WF: 1; each)	1s
Stones (WF: 2; each)	3s
Stones (WF: 4; each)	1g
Lumber (plank; short)	2s
Lumber (plank; long)	4s
Lumber (beam; small)	2g
Lumber (beam; large)	5g
Spikes (short nails; per half dozen)	1g
Spikes (long nails; per half dozen)	2g
Hammer (causes 2d6 Damage as weapon)	2g
Twine (spool; per 10 yards)	1s

Musical Instruments	Cost
Bells and Mallet (percussion instrument)	6g
Clarinet (fine wind instrument)	9g
Cymbals (small; per pair)	5g
Cymbals (large; per pair)	8g
Flute (wind instrument)	7g
Hammered Dulcimer (percussion harp instrument)	12g
Harp (small; metal stringed instrument)	19g
Harp (large; metal stringed instrument)	32g
Leather Drum (small; percussion instrument)	5g
Leather Drum (large; percussion instrument)	7g
Lute (wooden stringed instrument)	9g
Mandolin (fine wooden stringed instrument)	12g
Maracas (percussion shakers; per pair)	7g
Piccolo (small, high-pitched wind instrument)	2g

Hunting and Fishing	Cost
Snare trap (small; for small animals)	6g
Snare trap (medium; for dogs/deer)	11g
Snare trap (large; for bear)	21g
Fishing string (thin; 50 yd. spool)	3g
Fishing hooks (per pair)	1s
Fishing net (small; 3 ft. diameter)	2g
Fishing net (large; 7 ft. diameter)	5g
Fishing net (small dragnet)	11g
Fishing net (large dragnet)	24g
Canoe (w/ 2 paddles)	17g
Raft	11g
Training bird (w/ twine; used for Falconry)	5g
Bird whistle	2g

Horse Equipment	Cost
Saddle (small; leather)	5g
Saddle (large; leather)	8g
Tack and bridle	3g
Saddlebags (small; leather)	3g
Saddlebags (large; leather)	5g

Special Equipment	Cost
Lock (padlock type for chests)	2g
Lock picks (standard slim metal tools)	1g
Lock picks (fine; +1 to Skill)	3g
Grappling hook	3g
Manacles (restrains arms)	2g
Shackles (restrains feet)	3g
Chain (manacle weight; per foot)	2s
Chain (heavy; per foot)	1g
Herbal alembic (steeps drafts/cures)	3g
Merchant's scale	11g
Makeup cream (various shades, 5 uses)	1g each
Wig (various styles)	4g each

For Weaponry	Cost
Scabbard; for daggers	1g
Scabbard; for long daggers	1g, 2s
Scabbard; for short swords	2g
Scabbard; for long swords	3g
Quiver; for crossbow bolts (holds 24)	1g
Quiver; for short bow arrows (holds 36)	2g
Quiver; for longbow arrows (holds 36)	3g

For Writing and Drawing	Cost
Chalk (each)	1s
Charcoal pencil (each)	1s
Ink (per ounce)	4s
Journal (leather bound; w/20 sheets)	3g
Parchment (per sheet)	1s
Quill (for writing)	2s

Food Market	Cost
Ration (1 meal; 2 food groups)	1g
Fish (small)	3s
Fish (large)	1g
Chicken (whole)	3g
Chicken (half)	1g
Turkey (whole)	4g
Turkey (half)	2g
Beef (side)	6g
Beef (cuts)	1g
Lamb (side)	4g
Lamb (cuts)	4s
Bread (loaf)	3s
Milk: cow's (per gallon)	1g
Milk: goat's (per gallon)	1g, 2s
Cheese (small block)	1g
Cheese (large block)	4g
Fruits (each for large or per pound)	2s
Vegetables (per pound)	3s
Squirrel	2s
Beaver	1g
Moose (cuts)	1g, 3s
Deer (cuts)	1g, 1s

Services

Lodging (per night)	Cost
Stables (per horse or person)	1g
Guild (members only; per person)	1g
Inn: common (bed/chest only; per person)	2g
Inn: noble class (services; per person)	5g
Inn: merchant class (guard watch; per room)	8g
Inn: royal class (protection/service; per room)	12g
Monastery (strict rules apply; per room)	1g

Meals and Drink	Cost
Beef meal (beef chops, potatoes)	2g
Chicken meal (chicken leg, potatoes)	1g
Lamb meal (leg of lamb, potatoes)	2g
Pork meal (pork chops, potatoes)	2g
Turkey meal (turkey leg, potatoes)	1g, 3s
Corn soup and rolls	1g
Potato soup and rolls	1g
Gruel	1g
Ale (dense, beer-like): small tankard	3s
Ale: large tankard	1g
Mead (syrupy honey liquor): small draft	2g
Mead: large draft	4g
Milk: cow's (medium cup)	3s
Milk: goat's (medium cup)	4s
Juice: medium cup (various types)	1g
Wine: small cup	1g
Wine: large cup	1g, 3s

Guilds	Cost
Membership (unlimited learning)	1d4+3g
Lodging (members only)	1g
Learn Skill: ½ day (members)	1g
Learn Skill: ½ day (non-members)	2g
Learn Skill: 1 day (members)	2g
Learn Skill: 1 day (non-members)	4g
Learn Skill: 1½ day (members)	4g
Learn Skill: 1½ day (non-members)	6g
Learn Skill: 2 day (members)	6g
Learn Skill: 2 day (non-members)	9g

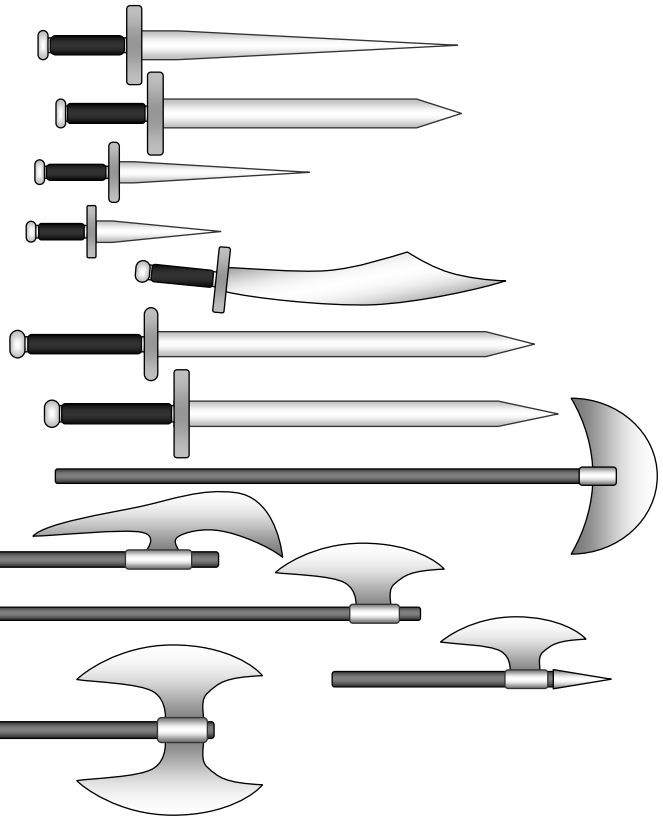
Monastery	Cost
Lodging (strict rules apply; per room)	1g
Bless crucifix with Miracle	2s per Faith cost
Wooden Crucifix (holds 11 Faith)	3g
Bone Crucifix (holds 21 Faith)	6g
Silver Crucifix (holds 31 Faith)	9g
Gold Crucifix (holds 51 Faith)	15g
Holy Water in vial (per vial)	4s

Additional Services	Cost
Money changing (silver for gold)	10%
Hired labor (per person; per day)	5g
Hired mercenary (per person; per day)	9g
Weapon Improvement (see Weapons section)	

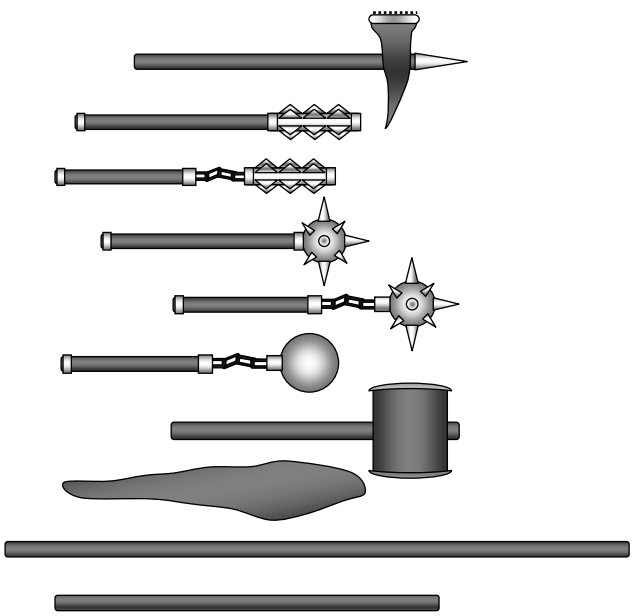
1 gold = 5 silver

Weapons

Bladed	Damage	WF	Cost	Req.	Hands	AtR
Bastard Sword	2d10	1	4g	STR: 5	1	3
Broadsword	2d10	1	5g	STR: 5	1	3
Long Dagger	2d8	0	3g	N/A	1	3
Dagger	2d6	0	2g	N/A	1	3
Scimitar	2d12	1	6g	STR: 7	1	3
Longsword	2d12	1	7g	STR: 7	1 or 2	2
Great Sword	2d12	2	8g	STR: 7	2	2
Moon	2d12	2	7g	STR: 6	2	3
Bardiche	2d12	2	8g	STR: 6	2	2
Halberd	2d12	2	6g	STR: 6	2	2
Battleaxe	2d10	1	5g	STR: 5	1 or 2	3
Great War Axe	2d12	2	8g	STR: 8	1	3

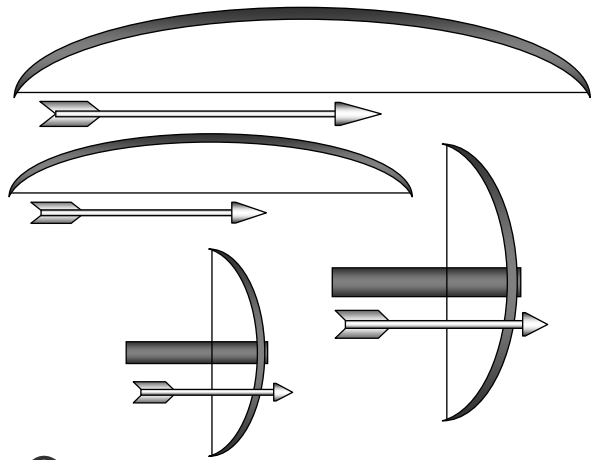


Blunt	Damage	WF	Cost	Req.	Hands	AtR
Warhammer	2d10	1	5g	STR: 5	1	2
Mace	2d10	1	5g	STR: 5	1	3
Mace and Chain	2d10	1	4g	STR: 5	1	3
Morningstar	2d12	1	6g	STR: 5	1	2
Flail	2d12	1	5g	STR: 5	1	2
Ball and Chain	2d10	1	4g	STR: 5	1	3
Maul	2d10	2	4g	STR: 7	1	2
Club	2d8	1	3g	STR: 4	1	3
Staff	1d12	1	3g	STR: 3	2	3
Short Staff	1d10	0	2g	N/A	1	3

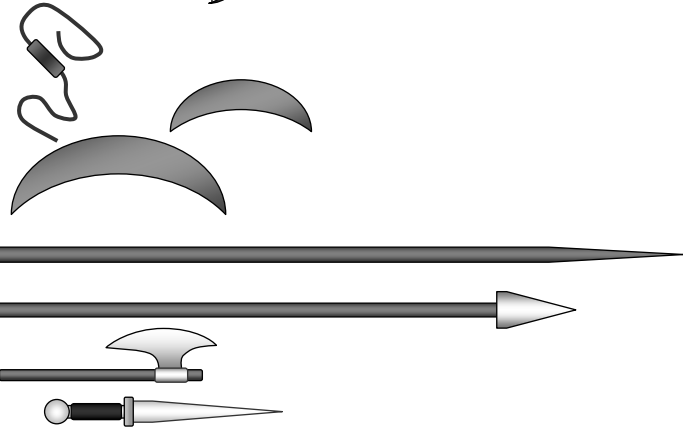


Notes: “Req.” indicates the Attribute requirement to be able to use the weapon and “Hands” indicates how many hands it requires to wield the weapon. “WF” is the Weight Factor of the weapon. “AtR” indicates the maximum *Attacks* per Round your character can wield the weapon regardless of his or her Weapon Skill AtR.

Missile	Damage	WF	Cost	Req.	Hands	AtR
Longbow (R: 400 ft.)	-	1	7g	STR: 7	2	2
Long Arrows (12)	3d6	1	4g	-	-	-
Short Bow (R: 250 ft.)	-	0	5g	STR: 5	2	3
Short Arrows (12)	2d8	1	3g	-	-	-
Heavy Crossbow (R: 200 ft.)	1	4g	STR: 6	2	1	
Heavy Bolts (12)	3d8	1	2g	-	-	
Light Crossbow (R: 150 ft.)	0	3g	N/A	2	1	
Light Bolts (12)	3d6	0	1g	-	-	



Thrown	Damage	WF	Cost	Req.	Hands	AtR
Sling (R: 400 ft.)	2d6	0	3s	AGI: 5	1	1
Sm. Boomerang (R: 150 ft.)	2d6	0	2g	AGI: 5	1	-
Lg. Boomerang (R: 200 ft.)	2d8	1	3g	AGI: 6	1	-
Javelin* (R: 300 ft.)	2d10	0	2g	N/A	1 or 2	1
Spear* (R: 200 ft.)	2d12	1	4g	STR: 5	1 or 2	1
Throwing Axe* (R: 150 ft.)	2d8	0	3g	AGI: 5	1	**
Throwing Dagger* (R: 150 ft.)	2d6	0	3g	AGI: 5	1	**



*Add +2 to *Attack* and *Damage* when thrown

**Your character can use these weapons as thrown or hand weapons and therefore your character's *W.S. Combat Arms* or *W.S. Thrown* dictate the AtR
R = Range

Improved Weapon Costs

Use this table to factor how much more gold it will cost to buy an improved weapon or improve an existing weapon. To further increase the Bonus of a weapon that already has the same type of Bonus on it, the charge is that Bonus's full corresponding cost. For example, to increase a sword from +2 Damage to +4 Damage, the cost is the same +4 Bonus charge, which would be 18g.

		Bonuses					
Bonus to:		+1	+2	+3	+4	+5	+6
Normal Weapons:	<i>Damage</i>	+4g	+9g	+13g	+18g	-	-
	<i>Attack</i>	+5g	+11g	+16g	+21g	-	-
Holy Weapons:	<i>Damage</i>	-	+14g	+24g	+35g	+47g	+60g
	<i>Attack</i>	-	+17g	+28g	+40g	+53g	+67g
	<i>Defend</i>	-	+15g	+25g	+36g	+48g	+61g

Weapons for Big and Small Characters

Use this table to find a weapon that fits your character if he or she is irregularly short or tall. Great weapons cost 1½ times the normal cost of the weapon and short weapons cost ½ the cost of the normal weapon. For great weapons, add +2 to the *Strength* requirement of the normal weapon.

If a normal weapon causes this Damage...	1d10	1d12	2d6	2d8	2d10	2d12	3d6
... a Great Weapon causes this Damage:	2d6	2d8	2d8	2d10	2d12	3d10	3d8
... a Short Weapon causes this Damage:	1d6	1d8	1d8	2d6	2d8	2d10	3d4

Armor and Clothing

Armor and clothing offer your character physical protection beyond what his or her skin can offer. For Holy Lands, armor's protection is measured with a factor called **Defense (DEF for short)**, which is a number that the opponent must roll above with an *Attack Roll* in order to cause your character *Damage*. Do not confuse *Defense* of armor with the *Defend* action of a *Weapon Skill*; the two are independent of each other and therefore have very separate functions. The *Defense* of armor is simply a measure of your character's protection, where *Defend* is an actual action your character can perform.

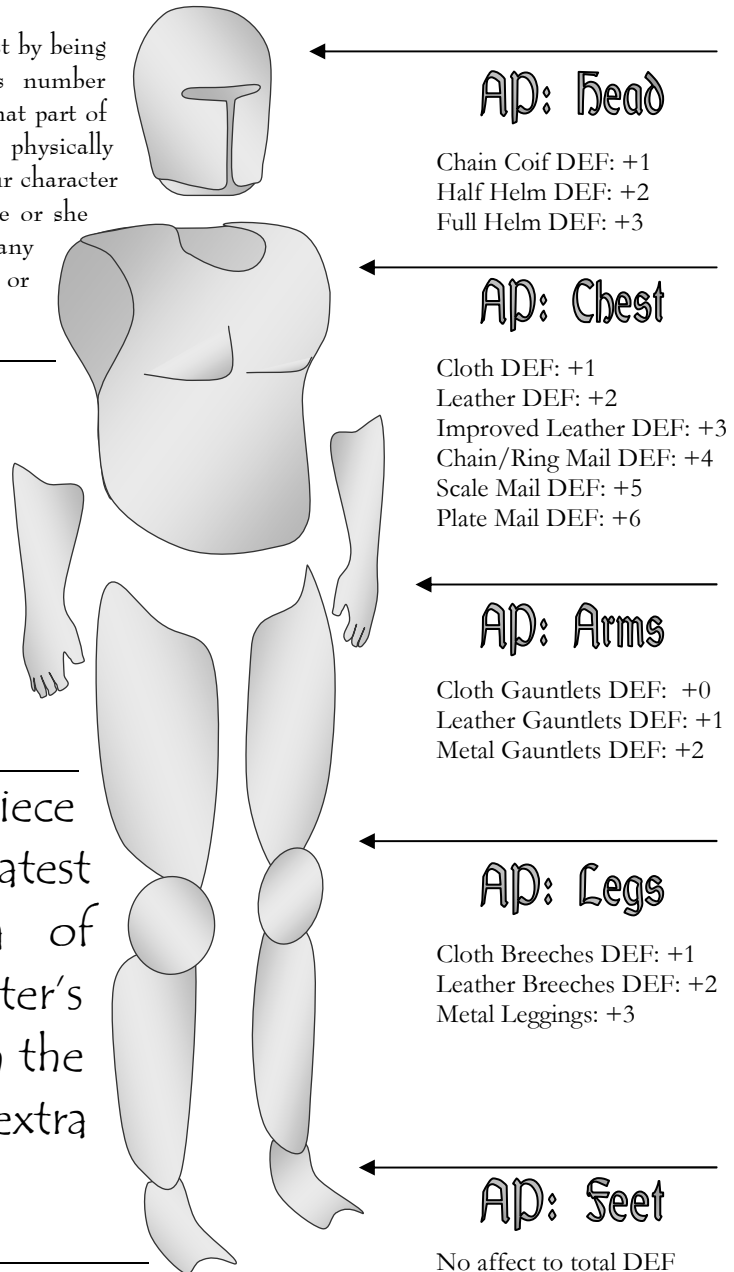
Defense of Armor

Every human being has a natural DEF of 1 just by being naked. Most clothing and armor increase this number depending on the strength of the garment and on what part of the body it is. The higher the *Defense* the more physically protected the character will be. **For example**, if your character wears a padded-leather jerkin and cloth breeches, he or she would have a total DEF of 5, which means that any opponent would have to make an *Attack Roll* of 6 or higher to hit your character.

Areas of Protection

Areas of Protection, or AP for short, are areas of your character's body that are vital enough to need protection. Each piece of armor or clothing your character wears covers some part of his or her body, however not all garments offer protection. A hat, for example, covers the AP: *Head* but does not offer any real physical protection, and it occupies the space that your character could otherwise wear a protective helm.

You can only apply the piece of armor with the greatest Defense Bonus per Area of Protection to your character's maximum DEF; all others in the same AP only count as extra weight



Gauntlets, Bracers, and Leggings

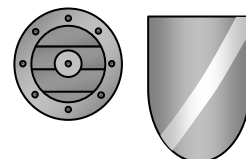
Some armor items come in pairs, in which case both items are required for the specified DEF bonus. If your character only wears one piece the pair, divide the DEF Bonus in half (and round down if necessary).

Armor and Clothing

<u>Item</u>	<u>AP</u>	<u>DEF</u>	<u>Cost</u>	<u>WF</u>	<u>Sneak</u>	<u>Notes</u>
Hat/cap	Head	+0	1g	0	-	Cost for more decorative quality: 3g
Chainmail cowl	Head	+2	16g	1	-3	Inhibits hearing
Leather cowl	Head	+1	3g	0	-	Inhibits hearing
Half helm	Head	+2	16g	0	-1	Inhibits hearing
Full helm w/ face	Head	+3	24g	1	-1	Inhibits hearing and sight
Archer's gloves (cloth)	Arms	+0	3s	0	-	Can be worn with bracers
Leather gauntlets	Arms	+1	4g	0	-	Includes forearm protection
Wool gloves	Arms	+0	1g	0	-	Can be worn with bracers
Leather bracers	Arms	+1	3g	0	-	Full forearm protection to elbow
Metal bracers	Arms	+2	13g	0	-	Full forearm protection to elbow
Metal gauntlets	Arms	+2	15g	0	-1	Includes forearm protection
Tunic	Chest	+1	2g	0	-	Cost for more decorative quality: 5g
Vest	Chest	+0	1g	0	-	Formal garment; can be worn over tunic
Maiden's dress	Chest/Legs	+1	3g	0	-	Cost for more decorative quality: 6g
Light robe	Chest/Legs	+1	3g	0	-	Cost for more decorative quality: 5g
Medium robe	Chest/Legs	+2	4g	0	-	Cost for more decorative quality: 8g
Heavy robe	Chest/Legs	+3	6g	1	-	Cost for more decorative quality: 11g
Fur/hide jerkin	Chest/Legs	+3	15g	1	-	Cost for more decorative quality: 21g
Leather jerkin	Chest	+2	8g	1	-	Cost for more decorative quality: 15g
Padded leather jerkin	Chest	+3	17g	1	-	Cost for more decorative quality: 29g
Studded leather jerkin	Chest	+3	19g	1	-	Cost for more decorative quality: 32g
Ringmail jerkin	Chest	+4	34g	1	-5	
Chainmail jerkin	Chest	+4	36g	1	-6	
Chainmail surcoat	Chest/Legs	+6	54g	2	-7	Chain robe, requires light under robe
Platemail breastplate...	Chest	+4	32g	1	-1	
...with shoulders	Chest	+5	40g	1	-4	
Scalemail breastplate...	Chest	+5	42g	1	-3	
...with shoulders	Chest	+6	48g	1	-4	
Cloth breeches	Legs	+1	2g	0	-	Cost for more decorative quality: 4g
Leather breeches	Legs	+2	8g	0	-	Cost for more decorative quality: 12g
Chainmail skirt	Legs	+2	18g	1	-5	
Metal leggings	Legs	+3	21g	1	-3	1 or 2 pieces; protects both legs
Leather boots	Feet	-	4g	0	-	Cost for more decorative quality: 5g
Fur boots (light)	Feet	-	6g	0	-	
Fur boots (heavy)	Feet	-	9g	0	-	
Sandals	Feet	-	2g	0	-	
Leather belt	-	-	3s	0	-	
Cloak (hooded)	-	-	2g	0	-	Cost for printed symbol: +1g
Cape	-	-	1g	0	-	Cost for printed symbol: +1g

Shields

	<u>Defend</u>	<u>Damage</u>	<u>Cost</u>	<u>WF</u>	<u>Notes</u>
Small shield (buckler)	+3	1d8	3g	0	
Small battle shield	+3	2d6	4g	0	Spiked
Medium shield	+4	1d10	5g	1	
Medium battle shield	+4	2d8	6g	1	Spiked
Large shield	+5	1d10	7g	1	



Note: Shields do not affect the DEF of armor; they only enhance the *Defend* action of the *Shield Play* Weapon Skill.

Holy Items

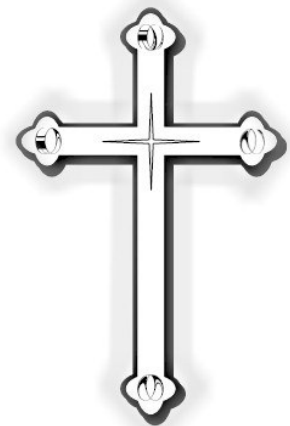
Any weapon, armor, or item that acquires any type of permanent holy property becomes a holy item. Once the power enters the item, mysterious holy symbols appear on the item in a seemingly random configuration; both the item and the symbols become virtually indestructible. Only a character versed in the Skill of *Sacred Studies* can read the symbols, which describe the function of the power it holds. It is important to know that the holy symbols do not invoke the power as runes do for magic; rather the holy power itself somehow creates the presence of the holy symbols.

Crucifixes

In common terms, “crucifix” describes a cross with the crucified figure of Jesus Christ on it, a symbol of Christian faith. In *Holy Lands*, a Crucifix is also a symbol of Christian faith, but more commonly appointed to a cross-shaped object roughly 1-foot tall by 6-inches wide that holds holy supernatural powers. These holy relics store some amount of a Miracle-worker’s *Faith* in the form of Miracles (Faith capacity varies by quality of Crucifix); but the Crucifix allows any Character Class to activate the Miracles by spending 1 of his or her own *Faith*. However, your character must know and declare which Miracle to execute.

[Important Note: Regardless of the Miracle-worker’s level of power, the Miracle stored on a Crucifix is always at +3 Skill Proficiency.]

For pricing and Faith capacity information on Crucifixes, see page 65 under the “Monastery” heading. For information on empowering Crucifixes, see the *Empower Crucifix* Skill on page 51.



Holy Properties

Your character can only use one holy weapon, one type of holy armor, and one holy item at a time. If your character uses a holy weapon in his or her possession and then uses another holy weapon in his or her possession, the power of the first holy weapon is lost to your character for one year. You character must release or lose possession of the weapon to someone else for the power to return. The same rule applies to holy armor and holy items.

Holy Properties of Weapons (max 3 per weapon)

The following list shows the various holy properties that a monastery’s clergymaster can add to any weapon, thereby making it a holy weapon. Before any weapon can be made holy, it must be improved to a minimum of +2 *Damage* either naturally or supernaturally (see the weapon cost on page 67 for details), and it must be in good working condition.

Holy Property	Cost	Property Description
Healing	+50g	Weapon heals wielder or other (requires touch) up to 3d6+5 Life. Faith cost: 2 per heal
Holy Light	+26g	Upon command, weapon blade or main part can light up to a 30-foot diameter. Faith cost: 1 per 10 minute use
Reconjurable	+65g	Weapon automatically reappears in the wielder’s hand upon command whenever separated as long as the weapon is not in someone else’s handgrip. Weapon responds only to wielder until wielder willfully releases possession (including verbally, in prayer, or by way of sale or trade). Faith Cost: 3 per Reconjure
Returns to Wielder	+32g	Weapon floats back when thrown (or otherwise separated from the wielder) as long as the wielder can see the weapon and nothing obstructs the weapon’s path. Weapon responds only to wielder until wielder willfully releases possession (including verbally, in prayer, or by way of sale or trade). Faith cost: 2 per Return
Supernatural Hue	+22g	Weapon has color supernaturally embedded within the weapon that cannot be removed.

Holy Properties of Armor (max 2 per armor)

The following list shows the various holy properties that a cleric can add to a piece of armor, thereby making it a piece of holy armor. For pairs of armor items, such as gauntlets and bracers, the cost is per pair and the holy property cannot work unless both pieces are in the wearer's possession (unless otherwise noted). For armor to be made holy, and it must be in new condition, specifically, it must never have been struck in battle.

Holy Property	Cost	Property Description
Missile Aversion	+65g	Once activated, this armor automatically deflects any normal (non-magical or non-holy) missile that comes within 1 foot of the wearer. Faith cost: 3 per 10 minutes of use
Reconjurable	+45g	Armor automatically appears on the wielder's person upon command whenever separated as long as someone else is not wearing the armor. Armor responds only to wearer until wearer willfully releases possession. Note: For pairs of items, such as gauntlets and bracers, the wearer need not have either item on his or her person to use this property; both items appear.
Silent	+30g	This permanent property makes the armor silent to normal hearing no matter what activity the wearer engages in.
Supernatural Hue	+18g	Armor has a permanent color supernaturally embedded within the material that cannot be removed.
Weightless	+44g	This permanent affect makes the piece of armor completely weightless without hindering its Defense, thereby allowing the wearer complete freedom of movement.

Holy Properties of Items (max 1 per item)

Though the term can encompass a holy weapon or armor, a true "holy item" is a precious item that does not have the primary function of causing *Damage*. Common holy items are either rings, bracers, or pendants made of fine gold or silver and blessed with power. These items must be of the finest quality and typically jewel-encrusted. A cleric blesses these excellent items, which then permanently store the power for use. A cleric can imbue the following items with holy power. The cost shows the base cost of the item before the cleric blesses it:

	Silver	Gold
Pendant	15g	21g
Bracer	13g	18g
Ring	11g	16g

Holy Property	Cost	Property Description
Invisibility	+27g	This item allows your character to become totally invisible until he or she makes an offensive <i>Attack</i> , whether the <i>Attack</i> is physical or supernatural, at which time the power finishes. Faith cost: 3 per 10 minutes of use
Levitation	+21g	This item allows your character to float upwards to a maximum distance of 500 feet. Your character can move horizontally a maximum of 5 feet over per 10 feet up. Faith cost: 2 per use
Healing	+31g	This item restores 3d6+5 Life to the wearer only. Faith cost: 3 per heal
Drift	+19g	This item allows the wearer to jump from a high distance and float safely down instead of falling. Your character can drift horizontally a maximum of 20 feet over per 5 feet down. Faith cost: 2 per drift
Mental Message	+11g	This item allows your character to send a silent thought up to 1 Round in length to one other person within sight. Faith cost: 1 per use

Destroying Holy Items

All holy items are indestructible by normal means once they receive a holy property. The only way to destroy a holy item is to use it for evil gain, such as harming or robbing an innocent. Such actions crack the weapon or item and fade the symbols an amount equivalent to the amount of harm that the item caused to the victim. Once cracked to a point where a piece falls from the item, the holy symbols fade and the item is rendered useless. Only a cleric can restore the item to power, which costs up to 60% of the original value and can take up to 2 weeks, depending on the damage.

Herbs, Cures, & Poisons

Herbs are the plants of nature that offer your character some healing affect when used properly. Your character can also make **herbal drafts**, which are herbal concoctions that provide healing by ingesting it, or **cures**, which are like herbal drafts but have a more miraculous affect. To accomplish any of the above effectively, your character must use the Skill of *Herbal Science*. To use poisons effectively, your character will have to know the Skill of *Poison Science*.

Herbs

Herbs are aromatic plants that characters with the Skill of *Herbal Science* can find and make into herbal drafts or cures. Characters with the Skill of *Herbal Science* find these herbs in various climates and environments throughout the known world. The Raconteur will set a Difficulty Factor that your character must roll above with *Herbal Science* to find the shrub in the environment your character is. The minimum time for searching for the shrub is typically 30 minutes per Skill roll. **Note:** 1 *pinch* equals a small mound on the averages person's hand. However, most herbalists have a small cup that accurately measures each pinch consistently (called a *thrice thimble*, which is 3 thimbles full).

Morrowweed

Type: Shrub

Yield: 1d4 pinches per shrub

Affect: By munching on the berries of this shrub, your character is able to restore 1d4 *Life* per pinch (at 1 *Life* per Round), but he or she can only eat a number of pinches equal to their *Endurance* AR or the herb will cause a terrible upset stomach. Characters with the Skill of *Herbal Science* can use this herb along with other necessary herbs and saps to create a Draft of Healing.

Value: 1g per pinch



Pennythistle

Type: Shrub

Yield: 1d4 pinches per shrub

Affect: Pennythistle is the most potent healing herb known. It can restore 1d4+5 *Life* per pinch (at 1 *Life* per Round) and 1d4+1 *Faith* (at 1 *Faith* per Round) if eaten. It is the key ingredient for your character to make a Cure of Life, along with various other herbs and saps.

Value: 3g per pinch



Herbal Drafts and Cures

Herbal drafts and cures are healing elixirs that your character can use to gain some beneficial affect. Drafts and cures utilize different herbs, but they both undergo the same creation process. Cures, however, are made with holy water rather than the purified water of drafts.

Making Drafts and Cures

In order for your character to make a draft or cure, he or she would first have to possess the Skill of *Herbal Science*. Then they must spend some time in a forest environment gathering the needed components. The amount of time your character spends depends on the Skill roll for *Herbal Science*; the higher the roll the less the time spent. A failed roll means that the character could not find the needed components, and a low roll means that the character spent hours tracking down herbs.

Once your character finds the herbs, he or she mixes them together in a pot of purified water or other steeping device over a fire until properly boiled. The end result amount depends on another *Herbal Science* Skill roll; a low or failed roll means that the process failed. A higher roll means that your character created 2 or 3 drafts or cures from the gathered components.

Characters with the Skill of *Herbal Science* can devise drafts and cures for various ailments. However, it is up to the Rac to decide if the ailment is so serious that the remedy requires a cure rather than a draft. Remember, a draft is simply an herbal mixture, like a tea; but a draft is a powerful concoction made with holy water, more like a holy potion.

Below are common drafts and cures with their affect and cost.

Draft of Healing

Type: Draft

Affect: Drinking this natural draft in its entirety restores 3d6+3 Life to the drinker at 1 *Life* per Round.

Value: 1g

Draft of Cure Poison

Type: Draft

Affect: Drinking this cure in its entirety can cease the affects of a poison from causing the victim any further *Damage* or affect. It also restores up to 1d4+2 Life lost by the poison.

Value: 2g

Cure of Antifume

Type: Cure

Affect: This cure allows the drinker to become immune to the affects of any magical fumes for up to four hours after ingestion. It also restores Faith as Holy Water, which counts as a drink of Holy Water.

Value: 3g

Cure of Life

Type: Cure

Affect: Drinking this cure in its entirety fully restores the drinker's *Life* up to the maximum at 2 *Life* per Round. It also restores Faith as Holy Water, which counts as a drink of Holy Water.

Value: 5g

Holy Water

The clergyman of a guild can bless purified water to give it a holy essence. Once blessed, the clergy Character Classes (Cleric and Saint only) can drink the vial of holy water to restore up to 7 *Faith* per level of the drinker up to their maximum. The effect only works once per day regardless of the amount drank (minimum of 1 vial). See the prices for holy water in the monastery prices on page 65.

Poisons

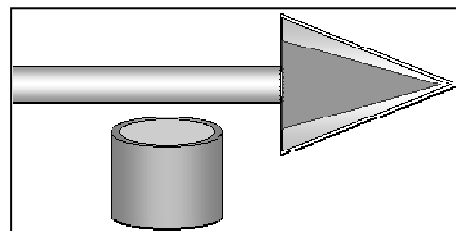
The laws of most civilized lands consider those with many poisons found in their possession to be assassins, and therefore the use of poisons is often illegal. Evildoers use poisons to trap locks and assassinate people quickly and thoroughly. Since the blood of demons can be poisonous in itself, some demons, devils, and some members of the advanced Enemy Classes are immune to the effects of poisons. This fact further solidifies the laws against possessing poisons, and doing so means that the character is using the syrupy death for ill.

Note: poisons need not be fresh or wet to be effective. On the contrary, something, an arrowhead for example, may be soaked in poison until the poison is dried. As long as that arrowhead remains dry, the poison does not wash away for up to one full year. Below is a list of the known poisons and their cost:

R	Poison	Damage	Cost/dose
1	Bellwillow	Paralyzation for 2d4+10 hours	17g
2	Demon's blood	2d6+3 (at 3 points per Round)	5g
3	Fair Lady	Paralyzation for 4d6+10 minutes	8g
4	Nightvenom	2 points per Round until dead (or 1 point per Round if Saved)	21g
5	Shadow Bane	1 point per Round until dead (or half total <i>Life</i> amount if Saved)	14g
6	Snake venom	4d6+20 (at 1 point per Round)	11g

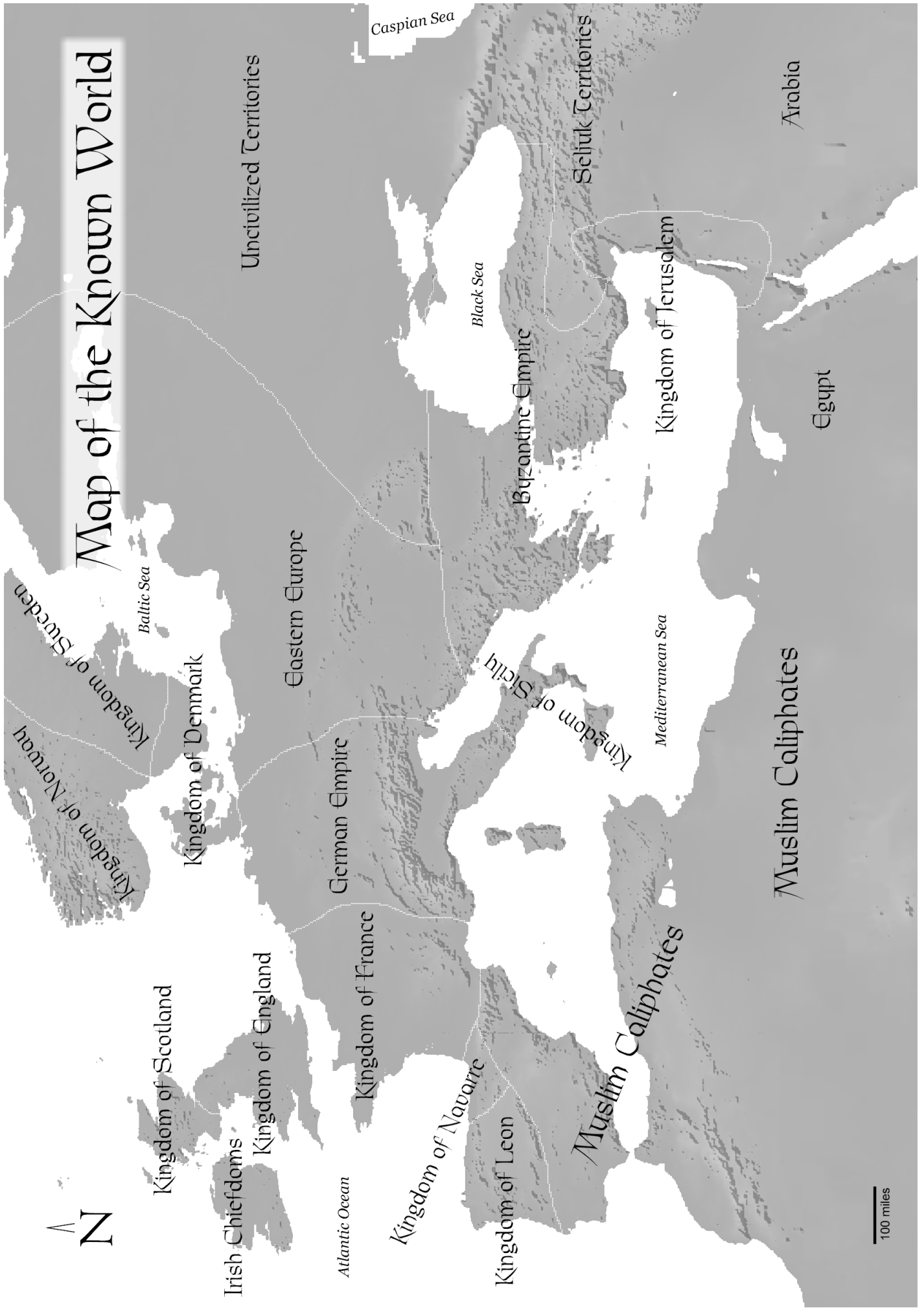
R = Random (roll 1d6 for random poisoning)

Pictured Below: the size of a dose of poison as compared to an arrowhead





Map of the Known World



Kingdom of Scotland

Irish Chiefdoms

Kingdom of England

Atlantic Ocean

Kingdom of France

German Empire

Eastern Europe

Kingdom of Denmark

Baltic Sea

Kingdom of Norway
Kingdom of Sweden

Uncivilized Territories

Black Sea

Byzantine Empire

Muslim Caliphates

Kingdom of Navarre

Kingdom of Leon

Kingdom of Sicily

Mediterranean Sea

Kingdom of Jerusalem

Seljuk Territories

Egypt

Muslim Caliphates

Arabia

100 miles

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"Most assuredly, I say to you, he who hears My word and believes in Him who sent Me has everlasting life, and shall not come into judgment, but has passed from death into life."

✠ Jesus Christ

John 5:24