Steve Perrin's
Quest Rules

CHAPTER 1 *Character Creation*

The essential element of a Fantasy Role Playing Game is the Player Character. This chapter describes the process of creating a character for your quest.

A character is created with Creation Points (CP) and Background Points (BP). In general, Creation Points are used to create the physical and mental attributes of the character. Every character starts with the same number of Creation Points. Background Points are used to determine the skill ability of the character, and are different for different age groups of beginning characters.

Rules for creating characters who are not human (elves, dwarves, trolls, centaurs, etc.) are in the Creatures Chapter.

CREATION POINTS

You start with 200 Creation Points (CP). In general, they are used to enhance characteristics, though they can be used for Benefits, as described below. The number of Creation Points can be increased by taking Problems, as described below. One background point is equal to one Creation Point.

There are Seven Characteristics

Characteristics start with a value of 10. If the player uses no Creation Points for Characteristics, the character has a value of 10 for each characteristic. Use the 200 points to enhance these values at the rates given below. The maximum value for any beginning characteristic is 18.

Characteristic Costs in Creation Points

- STRength costs 10 CP per STR point
- CONstitution costs 10 CP per CON point
- DEX costs 10 CP per DEX point
- SIZe costs 10 CP per SIZ point
- INTelligence costs 20 CP per INT point
- POWer costs 20 CP per POW point
- APPeal costs 5 CP per APP point

Selling Down Character Points

With GM permission, characteristics can be "sold down" to below 10 to gain points to spend on other characteristics or other Backgrounds at a rate of

- 10 creation points for every decreased point of STR, CON, SIZ and DEX,
- 20 Creation Points for every decreased point of INT and POW
- 5 Creation Points for every decreased point of APP.

Using Creation Points

All Characters start with Creation Points. These are used to pay for:

- Characteristics as shown above
- Benefits as described below

- Conversion to Background Points at a ratio of 1 CP = 1 BP

Further Creation Points can be obtained by taking on Problems.

Each Problem Point gains the character 10 Creation Points. (maximum 150, for a total of 350)

Some Problem Points must be taken if the character is more than a youth. These problem Points gain the character the "Benefit" to make use of an older Character's Background Points

Derived Characteristics

There are several Derived Characteristics based on the basic Characteristics.

Movement (MV)

The move score is equal to (STR+CON)/2 [round normally] "strides," which are roughly equivalent to yards or meters. It is reduced by 2 for each STR multiple of encumbrance (ENC) carried. Everyone gets a melee move action equal to move score and a "free" movement of ¼ MV. These are not cumulative. You can use a second action to move again at the end of the round. You can use both actions to sprint twice your move rate at the end of the round.

Movement can be increased by spending 20 CP per extra stride of movement.

Spirit

All characters have a Spirit equal to their POW x 5. This number is used in Spirit Combat and for Luck Rolls, though Luck may be higher or lower based on Benefits taken or Problems accepted.

Health

Every character has a Health rating equal to the average of CON & SIZ.

Every humanoid body has seven Hit Locations, each of which has its own Hit Points. Location Hit Points (HP) are based on the Health of the character and computed as follows:

- Leg, Abdomen and Head Hit Points are each equal to 1/3 Health
- Chest Hit Points are equal to 4/10 Health
- Arm Hit Points are equal to ¼ Health

Round all fractions up. The total of all the Hit Points should be a little more than 2x the Health.

Example: Esmeralda has a CON of 14 and a SIZ of 10. Her Health is 12. Her Legs, Abdomen, and Head each have 4 Hit Points, her Arms have 3 Hit Points, and her Chest has (4x1.2) 5 Hit Points. Her total Hit Points are 27, which is 3 higher than twice her Health of 12.

Further Example: Gorbaz the Troll has a CON of 16 and a SIZ of 23. His Health is 20. His Legs, Abdomen, and Head each have 7 Hit Points, his Arms have 5 Hit Points, and His Chest has 8. His total Hit Points are 46.

Every character has a personal healing rate equal to Health/10 in d3s, round fractions down; e.g. someone with 15 Health has a heal rate of 1D3. Someone with a Health of under 10 has a heal rate of 1.

The Health rating can be increased by expenditure of 20 CP per point. This may raise location Hit Points.

Damage Bonus

To derive the character's Damage Bonus , divide the sum of STR and SIZ by 5, rounding up, and subtract 4 from the result. It is possible to have a negative Damage Bonus. When doing damage, a player may choose to roll a Damage Bonus, using the Intensity chart from the Magic section. *Thus, if the damage Bonus is +2, he can roll 1d4 instead of assuming a 2 point add to damage.* If the bonus is +1, roll 1d3-1.

Damage Bonus can be raised by spending 50 CP per level of damage. Damage Bonus cannot be raised more than 2 levels by this method.

BACKGROUND POINTS

In general, the age of the character determines how many Background Points are available for Skill purchase and magic purchase. A Background point buys 15% of an Easy skill, 10% of an Average Skill, and 5% of a Hard Skill. Skill bonuses from Characteristics determine starting points for most skills.

Background Points

TABLE 1. Effects of Age on Background Points

Age	Skill Points	Limits to Magic	Starting Wealth
Young (13-17)	30 (No Skill over 75%)	No More than 5 spells#	2xD100sp!
Adult* (18-25)	60 (No Skill over 100%)	No More than 15 spells#	200xD6sp!
Experienced** (26-35)	100 (No Skill over 125%)	No more than 20 spells#	200xD10sp!

* Adult characters must account for this as a 10 point Benefit and must take on a Psychological Problem or Physical Problem to pay for it. It cannot be paid for out of the initial 200 CPs. No Skill may be raised above 100%.

** Experienced characters must account for this as a 20 point Benefit and must take two out of three from a Psychological Problem, a Physical Problem and an Enemy to pay for them. It cannot be paid from the initial 200 CPs. No Skill may be raised above 125%.

\# each point of a divine or folk magic spell counts as 1 spell. Thus, a Young character with Protection 2 and Bladesharp 3 has used up all of his spells. Each individual sorcery spell counts as a separate spell. 1 BP = 1 spell.

! Wealth can be taken as equipment. See Equipment Tables.

One Background point buys:

1. a 15% increment of an Easy Skill
2. a 10% increment of a Medium Skill
3. a 5% increment of a Hard Skill
4. One "point" of a Folk Magic Spell
5. One "point" of a Divine Magic Spell
6. One Sorcery Spell
7. One point of Mana to be put into a Mana Vessel
8. 1 Creation Point

BENEFITS

Benefits are special talents and other additions to the basic capability of the character. Some of these Benefits are special to certain races, and are given here in case the player wants to play a character from another race. A more complete system for creating such characters will be given in the Creatures chapter. In a game where gods bestow special abilities on characters, or characters earn such abilities through Questing, some of the race-based Benefits could be bestowed upon a character who normally would not be able to use them.

Throughout the list below, reference is made to Benefit Points. These are obtained by the taking of Problems and are identical in value to Creation Points.

- Benefit Points can be used as Creation Points unless specifically stated otherwise.
- Creation Points cannot always be used as Benefit Points.
- Benefit Points are gained by the taking of Problems.
- Benefits than must be bought with Benefit Points rather than Creation Points are indicated in the descriptions.

The following list is by no means complete. It is meant as a guideline for creating other benefits as long as they are mutually approved by the GM and the player.

Some Sample Benefits

1. Adept— Character is particularly adept at magic use. The character gains +1 to his Skill Category Bonus for a cost of 20 Points.
2. Age— As stated above, an Adult character must spend 10 Benefit Points for the privilege. An Experienced character must spend 20 Benefit Points.
3. Ambidexterity— The character is equally at home using either hand and is considered to have trained with all skills and weapons with both hands. Costs 10 Points.
4. Attractive— The character has the "certain something" that goes beyond a good appearance or personal force of will. It adds +1 to character's Communication Skill Category bonus for every 15 Points.
5. Blind-Fighting— The character can fight without vision, including invisible opponents. Cost is 40 points.

6. Bump of Direction— Allows the character to always know what direction is North, and helps him figure out the best route to where he wants to go. Costs 10 Points.

7. Clever— The character is very quick at picking up and utilizing knowledge. It adds +1 to his Knowledge Category Bonus for 15 Points.

8. Coordinated— The character is more agile than his characteristics would indicate. It adds +1 to his Agility Skill Category Bonus for every 10 Points spent.

9. Damaging— 50 Points allows the character to increase his Damage Bonus by 1 level. A maximum of two levels may be purchased in this way.

10. Dark Vision— For whatever reasons, usually racial ability, the character can "see" perfectly well in total darkness, including most magical darkness. Just how he does so should be defined at creation, whether it is actually a sonar-like ability, infrared vision, incredibly acute sense of smell, or anything else. There will often be limits on this vision. Costs 20 Points.

11. Deft— The character is even more clever at creating and manipulating things than his characteristics would indicate. It adds +1 to his Manipulation Skill Category bonus for every 10 Points.

12. Extra Action— The character gains one extra combat action per melee round (see combat chapter). This takes place 10 DEX points after the second action, even if it takes the character into negative DEX points. Cost is 100 Points.

13. Extra Range— This character is particularly skillful with ranged weaponry. Any weapon he shoots or throws automatically increases its short, medium and long range effects by 50%. This Benefit can be taken twice. Cost is 30 Points.

14. Famous— The character is famous and gains the benefits of Fame (gifts, contacts, renown, willing bed partners, respect). The cost can be increased or reduced for extenuating circumstances.

Local Fame	10 Points	Known in his starting village area
Regional Fame	20 Points	Known throughout starting land
"World wide" Fame	40 Points	His name and deeds are sung throughout the known world

Easily Recognized	+10 Points	It is obvious he is who he says he is.
Fraud	-10 Points	The character didn't really do the deeds.
Could be Hazardous	-10 Points	Friends and associates of the object of his fame may want his hide.

15. Fast— The character through training or talent moves faster than his characteristics would indicate. The character gains +1 Move for every 20 Points.

16. Healthy— The character is healthier than his CON and SIZ would indicate. Health increased in this fashion can increase Hit Points. Cost is 20 Points per 1 point of Health.

17. Inherited Magic— The character has inherited a Magic Item or any other important object, 10-50 points

1 point of Sorcery	5 Benefit Points	(rarely have less than 2 points of Sorcery)
1 point of Folk Magic	10 Benefit Points	
1 point of Divine Magic	20 Benefit Points	
Item of campaign importance	20 Benefit Points	(no more than one per character)

Inherited Magic must be purchased with Benefit Points.

18. Invulnerability— The character is absolutely invulnerable to one form of attack. This can be taken multiple times against different attacks. This is generally a species-based Benefit (such as a werewolf being invulnerable to normal weapons), but could be a divinely-bestowed Gift (such as Achilles invulnerability to weapons). Gifts generally have a weak point.

Minor Invulnerability	10 Benefit Points	(One form of poison)
Major Invulnerability	30 Benefit Points	(One form of weapon, i.e. blades)
Great Invulnerability	50 Benefit Points	(All weapons, all divine magic, etc)

Invulnerability must be purchased with Benefit Points.

19. Keen— The character is very quick on the pickup. It adds +1 to Perception Skill Category bonus for every 15 Points.

20. Leaping— This allows the character to Leap his normal Movement Horizontally, or half his normal Movement vertically. This is normally a race-based Benefit. This may be taken multiple times. The levels cost 10 Points each; the later levels add 5 strides to the horizontal distance and half that to the vertical. A successful Jump roll is necessary to land on one's feet after this Leap.

21. Lightsleep— The character is awakened easily whenever any change happens to his sleeping environment. Costs 10 Points

22. Luck— This Adds 1 to a character's POW for luck rolls. Each addition Costs 10 Points.

23. Magic Manipulation— The character must have Magic Perception (below), and with this Benefit automatically gains one extra success with every successful magic roll (see Magic Chapter). Cost is 50 Points.

24. Magic Perception—This is the ability to "see" the effects of magic. Depending on the campaign world, the character can see the threads of magic that hold the world together, the gods walking in the clouds, the little elemental imps that actually perform magic actions, or whatever. A perquisite to being able to do Sorcery or the higher forms of Folk Magic. Costs 30 Points.

25. Natural Armor— The character has built in armor such as tough skin or hard bones or an exoskeleton. Generally a benefit for non-human characters. Natural armor does not stack with worn armor, but it will work in some cases where worn armor will not, such as against some magic, from falls, etc. Cost is 5 Points per point of armor.

26. Night Vision— The character sees well in conditions of low light, taking no penalties for dark conditions. Doesn't work in total darkness. Costs 10 Points.

27. Quick— The character moves quicker than his DEX indicates. Every 10 points gains 1 DEX point for the purpose of going first in a round, only. The character may have no more than half his natural DEX in Quick. For example, if a character has a 12 DEX, his Quick may increase it to no more than 18.

28. Quick Draw— Allows the character to ready and use a weapon in one combat action without penalty. Costs 20 Points

29. Quick Shot— Allows the charact to reload a missile weapon and use it in the next combat action without penalty. If the weapon takes more than one combat action to reload, this Benefit reduces that number of actions by one. Costs 50 Points

30. Special Background— Character History/Race, Connections (Nobility, Patron God, etc.)

High Society Position,	40 Points
Good Society Position,	20 Points
Average	0 points
Low/Stranger	20 Problem Points
Very Low	30 Problem Points

31. Skills— Eclectic Training in either (1) skills someone with the character's background would not be expected to have or (2) skills not on the list which must be approved by the GM (choose which skills). 10 Points per new Skill, 1 Benefit Point per increase in non-standard skill.

32. Toughness— Doubles character's Health for the purpose of determining Hit Location Points, only. Cost is 100 Points and can be taken once.

33. Wealth— The character has either been born into wealth or gotten lucky previously in his career. Like Age, this Benefit must be acquired with Benefit Points.

2x normal starting Wealth	20 Benefit Points	(see Table 1)
4x normal starting Wealth	40 Benefit Points	(see Table 1)
10x normal starting Wealth	60 Benefit Points	(see Table 1)

EXTRA BENEFIT POINTS FROM PROBLEMS

Benefit Points (BP) are gained by taking Problems, which are measured in Problem Points. One Problem Point taken equals one Benefit Point to spend on Benefits or Characteristics. Sometimes a Problem can actually be a Benefit as well as a Problem. Remember that a Problem that is not a Problem does not deserve Points.

Most campaigns should have a limit on how many Problem Points can be taken. In most cases, a limit of 150 is appropriate.

Some Sample Problems

1. Allergies— There are environmental situations that can harm and actually kill the character. Some of these allergies are racial or species based, though it is possible that someone of the wrong species might have one as a Curse. In that case, call it a Curse but use the Allergies values. If the character is caught in the environmental situation, he takes a minimum 1 (or 1d3-1) Health Point of damage every round. Multiply the number of Problem Points by the level of intensity. If 2 (1d4) Health Points, multiply by 2, etc.

Examples of Allergies

Sunlight	10 Problem Points	Only if the character's skin is in direct sunlight
Holy Symbols	10 Problem Points	Only if the character is within 6 strides of the object
Pollen	10 Problem Points	Only if the character is not masked against it.

2. Day Blind— This is commonly a problem with characters who have Dark Vision or Night Vision. Sunlight does them no harm, but they cannot see well, losing two successes with any Perception Roll involving vision under sunlit conditions.

3. Dependents— This represents servants or other followers who are with the character most of the time and may need to be protected or rescued. The character has to feel an obligation to the Dependent or the Dependent is worth nothing. By definition, a Dependent is not someone competent to take care of themselves in the situations of adventure, despite whatever competency they may have as cooks, hunters, etc. The point value depends mostly on just how close the Dependent is to the character.

Close Friend/Companion	40 Problem Points	Remember this is not an adventuring companion
Associate	30 Problem Points	
Servant	20 Problem Points	
Occasional contact	10 Problem Points	

4. Disadvantageous Background— There is something in the character's past that might catch up with him, or definitely will catch up with him.

Cursed	10-50 Problem Points	This may be something like the result of a broken geas (q.v.) or some other affliction that must be worked out with the GM.
Dread Secret	10-30 Problem Points	The character has a skeleton in the closet that he and the GM must work out and which the GM may toss at him when he least expects it.

5. Disadvantageous Characteristics— This is essentially the "Sell Back" option stated before that allows characters to lower their Characteristics below the starting point.

Lower STR, CON, DEX, SIZ	10 Problem Points	Per point reduced
Lower INT, POW	20 Problem Points	Per point reduced
Lower APP	5 Problem Points	Per point reduced

6. Disadvantageous disabilities— This is a disability that means the character cannot do something almost anyone else can do.

Examples of Disadvantageous Abilities for Fantasy Campaign

Cannot cast Magic	20 Problem Points	But can use magic items
Totally Cannot Use Magic	40 Problem Points	Including most magic items

7. Enemies— Everyone picks up enemies. Some are important, some are barely noticeable.

Annoyance	10 Problem Points	Someone who pops up occasionally to harass the character. Perhaps it's a bill collector, or a neglected mistress. Basically a role-playing hazard.

Rival	30 Problem Points	Someone of equal power to the character who vies with the character for a goal. The rivalry might be a friendly or not-so-friendly competition for a girl or a job, or a rivalry over who is the best swordfighter in town that will eventually have to be decided in the arena.
Threat	50 Problem Points	This is an enemy of equal or greater power who wants the character dead. It might be an individual of great power, or an organization. The threat has to be real, however, or it is just a rival or annoyance.

8. Honor Problems— The character suffers honor problems that can influence how he acts and what he thinks. Remember that a problem that is not a problem is not worth points. If the Problem might influence the character, it is worth 10 points. If the character must make a regular INT roll to avoid acting according to the Problem's dictates, it is worth 20 points. If the Character must make an INT roll with extra successes to not follow the dictates of the Problem, it is worth 30 points. Some sample Honor Problems include:

Follows Code	10-30 Problem Points	This can be a code of chivalry, or never give a sucker an even break.
Bound to Serve	10-30 Problem Points	The character is a "slave to duty" and must follow any rightful command.

9. Ill Health— The character has worse Health than his characteristics might indicate. He gains 20 Problem Points for each Health point lost. This affects Hit Point Location Points.

10. Less training— The character has less training than a normal person of his age for whatever reason. This gains Problem Points equal to the number of Background Points not taken.

11. Notoriety— The character is known for some heinous crime or series of actions. If recognized, he might be reviled or attacked for what he has done.

Local Area	10 Problem Points	His misdeeds are only known in his starting village area
Regional	20 Problem Points	His misdeeds are known throughout the local land.
"World Wide"	40 Problem Points	His misdeeds are sung throughout the Known Worlde
Easily Recognized	+10 Problem Points	He is easy to recognize as the subject of all the hatred
Actually Innocent	-10 Problem Points	He didn't really do it, and can perhaps persuade local people of his innocence
Could be Beneficial	-10 Problem Points	While hated and hunted in most places, there are areas where his deeds are looked on as heroic

12. Physical and/or Mental Disability— This can be a psychological problem like Claustrophobia, or a physical one like a missing hand or only having one eye.

    If the problem occasionally impairs the character slightly, it is worth 10 Problem Points

    If it impairs the character greatly for short periods, or slightly continuously, it is worth 20 Problem Points

    If it impairs the character greatly continuously, it is worth 30 Problem Points

13. Slow— The character is slower than his Characteristics indicate. For every Movement Point lost he gains 20 Problem Points.

14. Social Encumbrances— A character may have obligations and pressures entirely outside himself that have an effect on what he can and cannot do. The actual number of points available for the Problem depends on the frequency and importance of the obligation.

Examples of Social Incumbrances

Quested by god	30 Problem Points	The patron god of the character has given her a quest that takes up time and energy. This can be

			something like seeking the Holy Grail, or the 12 labors of Hercules.
Sworn to Leader	10-50 Problem Points		The character is sworn to follow a particular leader and must follow his orders whenever they arrive.
Sworn to Group	10-30 Problem Points		The character is part of a group and must respond to requests and commands from the group.
Geas	10-50 Problem Points		This can be almost anything, but it is a rule imposed on the character by a strong outside force that the character must follow or lose Luck (his Luck roll goes down by the number of Problem Points taken for it and this condition lasts until he has atoned in some fashion). This is a very Celtic Problem, and it is often couched in obscure terms. Example, a character is told he cannot kill a goat in a castle. He finds himself in the ruin of an old holding fighting a foe with a goat head on his shield. Does this count? Very likely.

15. Vulnerability— The character is especially vulnerable to certain substances or enchantments. For every 10 Problem Points, any blow from the substance adds one intensity to the damage. Thus, a silver weapon that normally does 1d8 would do 1d10 to a silver-vulnerable target. Many races with this affliction also have the Allergy to the substance, so they take Hit Point and Health Damage with the same blow. If the vulnerability is very common, such as cold iron weapons, the Problem Point return is doubled. Thus, if trolls take two intensities of damage from iron weapons, they would get 40 Problem Points.

16. Wrong Size— This is largely a race/Species-based disability. It basically means that the character is the wrong size for most of the house, furniture, and other accouterments of local civilization.

Way Too Big	50 Problem Points	The character is a giant in a human-sized world. Elephants, Dragons, Giants, and Dinosaurs are this big
Too Big	20 Problem Points	The character is generally too big. Trolls and Ogres and Grizzly Bears are this big.
Small	20 Problem Points	The top of the character's head comes up to the belt of most people around her. Halflings and Ducks and Goblins are this small.
Tiny	50 Problem Points	The character is a miniature in a normal world. Pixies and mice are this small.

SKILLS

See Combat for overall description of skill use. Short description below.

Determining # of Successes (the short form)

- Rolling within the needed % but more than ½ the needed % = 1 success
- Rolling within ½ the needed % but greater than 1/10 the needed % = 2 successes
- Rolling within 1/10 the needed % but greater than 1/100 the needed % = 3 successess
- Rolling within 1/100 the needed % = 4 successes (normally this is an 01 until the %ile gets over 150)

Player character with the higher number of successes wins. Having many extra successes is often a benefit.

Beginning Skill Ability

All Skills are divided into one of six categories. Initial ability with that category is determined by intitial characteristics. Note that most of the skill categories have INT as a major contributor. This is why INT is so costly in character creation.

Skill Categories

Agility [STR+DEX]
Communication [APP+INT]
Knowledge [INT+CON]
Magic [INT+POW]
Manipulation [INT+STR}
Perception [POW+CON]

Skills Available

The following is a hopefully complete list. Fuller descriptions will be in the upcoming Skills chapter. Indented Skills are subsets of the skill preceding them. Pick one of the subsets, or an overskill and then increase subsets within the over-

skill. Once a character has been created and started on his Quest, only subsets can be increased with Experience rolls.

Simplified Skill Systems

For those players who would rather not track the number of small skills provided, it is possible to play the game at a higher level of abstraction.

You can play with just the Overskills and no subsets. Cost of an Overskill is the same as shown in these rules. Experience rolls to increase the Overskill should be 1d4-1, rather than 1d6-1.

For those who want to make life very simple, and for those GMs who want to create quick and easy NPCs for the PCs to interact with, characters can be created with just the Skill Categories. When creating PCs using this system:

- It takes 10 Background Points to increase a skill by 5%, period.
- Skill (which is to say category) increases by Experience are 1 point, period.

SKILL LIST

TABLE 2. Skill List

Overskill	Subskill	Category	Difficulty
Athletics		Agl	M
	Balance	Agl	E
	Climb	Agl	E
	Jump	Agl	E
	Swim	Agl	E
	Tumble	Agl	E
Ride		Agl	H
	Ride <exotic flying beast>	Agl*	H
	Ride <exotic groundbeast>	Agl*	M
	Ride <flying riding beast>	Agl*	M
	Ride <riding groundbeast>	Agl	E
Present		Com	H
	Debate	Com	E
	Instruct	Com	M
	Intimidate	Com	E
	Orate	Com	M
Throw		Man	M
	<Weapon>	Man	E
	Accuracy	Man	E
	Distance	Man	E
Persuade		Com	H

TABLE 2. Skill List

Overskill	Subskill	Category	Difficulty
	Bargain	Com	M
	Beg	Com	E
	Bribe	Com	E
	Fast-talk	Com	M
	Seduce	Com	E
Boat		Agl	M
	Row	Agl	E
	Sail	Agl	E
Physician		Know	H
	First Aid	Know	E
	Treat Disease	Reas	M
	Treat Poison	Know	M
Brawl		Man	M
	Grapple	Man	E
	Punch	Man	E
Play Instrument		Man	H
	<complex instrument>	Man	M
	<simple instrument>	Man	E
Ceremony	<type>	Mag*	H
	Enchant <type>	Mag	H
	Sanctify <purpose>	Mag	M

TABLE 2. Skill List

Overskill	Subskill	Category	Difficulty
	Summon <entity>	Mag	M
	Teleport Circle	Mag	M
Read/Write		Know*	H
	<common language>	Know	E
	<foreign language>	Know	M
	<other species language>	Know	H
	<ancient language>	Know	M
	<dead language>	Know	H
Perceive		Per	H
	Listen	Per	M
	Scan	Per	M
	Search	Per	M
	Track	Per	M
Custom		Know*	H
	<foreign> Culture	Know	M
	<local> Culture	Know	E
	<unknown> Culture	Know	H
Defense		Agl	H
	<exotic weapon> Parry	Agl*	H
	<standard weapon> Parry	Agl	M
	Dodge	Agl	M

TABLE 2. Skill List

Overskill	Subskill	Category	Difficulty
	Shield Parry	Agl	E
Perform		Com	M
	Act	Com	M
	Dance	Com	E
	Sing	Com	E
Devise		Man	H
	Craft <thing>	Man	M
	Lockpick	Man	M
	Mechanician	Man	M
	Trap	Man	M
Magic		Mag*	H
	Folk Magic	Mag	E
	Prayer	Mag	M
	Sorcery	Mag	M
Drive		Man	H
	<animal drawn vehicle>	Man	E
	<self-propelled vehicle>	Man	M
Speak		Com	H
	<alien species language>	Com*	H
	<body language>	Com	M
	<foreign language>	Com*	M

TABLE 2. Skill List

Overskill	Subskill	Category	Difficulty
	<local language>	Com	E
	<unspoken language>	Com*	H
Spirit Skills		Mag*	H
	Command Spirit	Mag	M
	Persuade Spirit	Mag	M
	Summon Spirit	Mag	M
Stealth		Agl	H
	Hide	Agl	M
	Sneak	Agl	M
Sleight		Man	M
	Hide Action	Man	E
	Pickpocket	Man	E
	Conceal	Man	M
Offense		Man	H
	<exotic weapon> Attack	Man*	M
	<hand to hand> Attack	Man	E
	<ranged weapon> Attack	Man	M
	<standard melee> Attack	Man	E
	Maneuver	Man	H
Historical Lore		Know	H
	Ancient History	Know*	H

TABLE 2. Skill List

Overskill	Subskill	Category	Difficulty
	Local National History	Know*	M
	Local Recent History	Know	E
General Magic Lore		Know	H
	Own Cult Lore	Know	E
	Specific Magic Lore	Know*	M
General Natural World		Know	H
	<specific beast> Lore	Know*	E
	Animal Lore	Know	M
	Chaos Lore	Know*	M
	Human Lore	Know	M
	Otherworld Lore	Know*	M
	Plant Lore	Know	M
General Physical World		Know	H
	<specific substance> Lore	Know*	E
	<specific terrain> Lore	Know*	E
	Mineral Lore	Know*	M
	Music Lore	Know	M
	Weather Lore	Know	M
Evaluate	<subject>	Know*	M

TABLE 2. Skill List

Overskill	Subskill	Category	Difficulty
Martial Arts		Know*	H
	Hand to Hand Defense	Know	M
	Hand to Hand Offense	Know	M
	Weapon Defense	Know	M
	Weapon Offense	Know	M

* Skills identified with an asterisk must have at least one Skill Point spent on them or they are not known at all. GMs may assign this quality to other Skills on this list.

Combat Skills

MANEUVER SKILL: This is the ability to move either yourself or your foe in a combat. If you want to fake him over to a cliff, this is the skill. It is used to break up shield walls, change the combatant's facing, and generally move in combat without leaving oneself open (can't use Parry or Dodge without blowing next action). Not necessary if just standing up and slugging.

MARTIAL ARTS. This Overskill reflects the true dedication to combat of the samurai, housecarl, Viking, or other professional fighter. It has a number of other applications in combat that are addressed in the Combat chapter.

A note on using unopposed skills over 90%.

The GM will frequently add a difficulty to a skill because of circumstances :

1. Environmental conditions and the like. Climbing a difficult cliff might be -30%; scaling an overhang might be -75%; reading a scroll written in an obscure variant of a language you know might be -50%; knowing a vital but little-known fact might be -70%.

2. Self-imposed conditions. A smith can try to make a normal sword at normal %ile. He can try to make a superior weapon at -30%, a master weapon at -60%, and a weapon of renown at -90%. critical "hits" increase the "level" of a creation by 1.

TRAINING

One can train during all of the time not required for socializing or other tasks. Normally, one socializes at least one day per week, in order to keep up existing contacts. If one socializes more than that, one gets more contacts (see contacts).

There are three kinds of training : Instruction, Practice, and Research.

- Instruction requires an instructor who is better than you at the skill and knows Instruct skill to at least 2/3 of your skill being trained. It also requires proper equipment.
- Practice requires equipment and a partner of similar skill.
- Research requires nothing special except access to training facilities, whether libraries or gymnasium facilities.

Training Time

To increase a 01-10%ile skill by 1d6 requires 1 day of instruction, two days of practice, or 4 days of research. add 1/2/4 days per 10%ile higher your skill is (e.g. a 41-50% skill needs 5/10/20 days).

Note : double for hard skill; halve for easy skills.

the instructor must succeed in his Instruct roll; the practicer or researcher must succeed in a skill gain roll—See Experience, below.

Characteristics Training:

It is possible to train certain characteristics up, much as a modern day weight trainer, or someone studying martial arts, or someone embarking on a fitness regime can be expected to become stronger and faster and healthier. Similarly, someone who trains their mind can be expected to become better at using it.

At the same time, there are limits to this kind of training.

- STR, CON, DEX, and APP can each be increased by training to (original characteristic rating) * 1.5, or 21 at most (for humans).

- POW can be increased through training and through magic use experience. Any time a character's magical attack succeeds against a target's resistance roll, POW can be increased through an experience check. .
- SIZ can be altered by 1 point either way through role playing circumstances such as starvation or gluttony that could be expected to increase or decrease weight. This alters weight, not height.
- INT cannot be raised normally.

Characteristic Training Experience Roll

To determine if Characteristic Training is successful, the character must succeed in an Experience Check by multiplying his current characteristic rating by 5, then rolling over that amount on percentile dice.

- A roll of 96 or more is always successful.
- The Learning Bonus described under Experience (below) applies to all Training gains.

Characteristic Training Time

To increase a characteristic by instruction one point requires 30 days each for the first two points, then 60 days each for the next two, then 120, etc.

Practice requires twice as long and research 4 times as long.

EXPERIENCE AND TRAINING

If a character has just attained Experience Points through a game event, he must make all Experience Rolls immediately after the event. The character cannot train until all experience has been dealt with. Experience Points reflect the insight the character has gained in use of the skill because of the activity.

Experience, the Best Teacher

Characters can increase their skills through experience. Every time that a skill is successfully used or the GM tells the player that failing in its use was instructive, the player puts a check mark next to the skill.

At the end of the adventure, the GM will give the players 1-10 Experience Points based on their activity in the game. The number of experience points tells the player how many times he may try to improve one of the checked skills through experience.

Experience gains in skills can only be attained immediately after the adventure (game time). Any Experience Points gained and not used are lost unless held for gaining later Benefits (see below). If for some reason the character has more Experience Points than he can use, he should negotiate with the GM to see if there was a skill he might have used that was ignored that could be increased, or save the points for later Benefit purchase.

Experience points can be spent for Experience rolls only immediately after gained. Any not spent at that time must be saved for Benefit purchase later.

Learning Bonus

A character has a learning bonus based on his Intelligence and current Power. Average the two characteristics to determine the bonus. Note that the vagaries of POW acquisition may make this number different every time the character attempts to use experience. Additional POW from a Vessel, Ally, or Fetch does not count in this calculation.

This Bonus is added to any Experience roll after the roll is made.

The Learning Bonus is NOT applied to Power Gain Rolls. See Magic Chapter.

Using Experience Points

The player can improve a skill by 1d6 %ile points if he rolls over the current %ile in the skill with %ile dice. Roll d%ile and add the Learning Bonus to get the final Experience Roll. Any Skills, including those already over 100%, can still be improved with a roll of 96 or more.

The player may attempt to improve a skill as many times as he has Experience Points, but a skill may only be improved once. Example: *Hagar gained 6 Experience Points. He wants to improve his Sword Attack skill. The skill is currently 82%. His first roll is 35, failure. He tries again and gets 42, again failure. He tries again and gets 15, another failure. His fourth try is 92, success, and he rolls 1d6 to get a 3, increasing his skill to 85%. And he still has two rolls to put toward increasing some other skill.*

Players with no faith in their dice luck can put 1 %ile toward a checked skill for every Experience point without rolling. However, they have to start with the lowest checked %ile skill and work up. Example: *Hagar from the previous example decides to go the easy way. However, being very active in the previous adventure, he has accrued checks next to 8 skills. The highest skill he has is his Sword Attack, so he has to put his 6 Experience Points toward 6 of the other skills that were lower than his Sword Attack.*

Example Of Effect Of Characteristic Training On Skills

Sleight is a Manipulation Skill. It has Hide Action and Pickpocket as sub skills. Let's say that Cosmo the Merry Manipulator has an initial Manipulation of 30. Thus, his Sleight is 30. Cosmo's player doesn't bother to buy up these skills. However, he has occasion to pick a pocket and succeeds. He rolls his Experience roll and gets 2 %iles, which he applies to Sleight, which automatically ups the sub-skills. Deciding that picking pockets is very useful, Cosmo's player arranges with the GM for Cosmo to apprentice to a surreptitious extraction expert and trains his pick pocket skill up to 55%. His Sleight and Hide Action are still at 32%. Embracing the life of a rogue, Cosmo decides to get some Dexterity training or embarks on a self improvement course. When he gains a point of DEX, his Manipulation goes up to 31. Since all of his Sleight skills are at a minimum of 32, nothing happens to them. However, his Play Instrument skill goes up to 31% because he's never improved that ability. When he adds another point of DEX, the Play Instrument goes up another point, but his Sleight skills stay the same. However, when he

adds yet another point of DEX, the Sleight and Hide Action skills now move up to 33% (his new Manipulation Bonus) along with his Play Instrument skill). His Pick Pocket of 55% remains the same.

Using Experience to Puchase Further Benefits

Experience points may be saved for the purpose of purchasing Benefits that the character did not start out with. One Experience Point equals one Benefit Point. Many Benefits cannot be purchased after the character is created. For instance, if the character did not start with Dark Vision, the character is unlikely to gain Dark Vision later except through the events of the game. Benefits gained this way do not have to be paid for.

However, if a character wants to gain something like Blind-Fighting later in his career, this can be attained with Experience Points. Benefits gained in this way should be based on the actual activities of the character. Gaining Blind-Fighting when every battle has been fought in full sunlight with no darkness or blinding spells is not reasonable. Suddenly gaining Blind-Fighting when the focus of a game suddenly shifts to underground encounters from a surface game is also unreasonable until the character has some fighting-in-the-dark experience.

Experience Point Expectations

Experience Points can be given out as both group awards and individual character awards. Total Experience Points given to an individual (including group awards) should not exceed 10.

A group award gives the same Experience Points to each member of the group for group successes. An individual award gives Experience Points to one member of the group for that character's activities.

Some Sample Group Awards

1. Participating in adventure = 1 Point (generally automatic)
2. Successful encounters = 1-3 Points (depending on importance of encounter)
3. Successful adventure = 2-5 Points (depending on importance of adventure)
4. Good teamwork - 1-2 Points (goals accomplished through teamwork - some members of group may not get this award, depending on their actions)

Some Sample Individual Awards

1. Participating in adventure = 1 Point (given if player is present for game)

2. Good roleplaying = 1-3 Points (Playing in character to advance gameplay)
3. Notable Feat = 1-2 Points (Saving the group, exceptional bravery, etc.)
4. Entertaining = 1 Point (Given if the player entertained his fellow players)

Combat

Combat is a helterskelter of slashing weapons, desperate blocks and dodges, and taking any chance to catch your wind before charging back into the fray. The following rules attempt to take the chaos of combat and regulate it somewhat with rules.

A lot happens during combat, and simulating it on a table top with any attempt at authenticity takes awhile. Combat is also a very deadly experience. Characters can die. Combat should never be entered into lightly.

But if you do get into a situation where arrows are drawn and swords are unsheathed, the following rules attempt to provide the best simulation of combat possible that will still allow some time for role playing in a role playing game session.

INITIATIVE

Characters act in order of Dexterity. If they are doing something that takes up time (like running a full move or opening a closed door, etc.) then their second action comes 10 DEX points later. DEX initiative is reduced for casting spells. Assuming that time is not being taken to power a spell (see magic/ritual), every magic point or fatigue level in a spell reduces the effective DEX of the caster by 1 point if it;s sorcery, three points if it is folk magic, and five points if it is diviine magic (prayer). If this reduces the caster to a DEX below 10, then he gets to cast the spell, but no other actions.

The maximum number of DEX points possible is 24. If a spellcaster's spell will take him past 24 DEX points, the spell continues into the next round.

Example: In his first action, Marcus puts up a defensive spell that takes 10 DEX points. His DEX is 13, so that spell goes off at DEX 3. He now starts a devastating 14 point attack spell. It will go off at DEX-11. If he was going to make it a 20 point attack spell, the spell would go off at DEX point 18 (20-14=6, 24-6=18) of the next round. Note that even though Marcus's spell went off on DEX 18, and he has enough time to take a second action, that action cannot start until his normal DEX rank of 13.

Randomized Initiative

If the GM and players want, initiative can be determined by rolling 2d6 and adding the result to DEX. All other rules above apply, including the inability of a spellcaster to do anything else if he takes more than 10 DEX points to do it.

THE COMBAT ROUND

A combat round lasts 10-12 seconds. In it, a character may perform two "actions". Sometimes these actions are sequential (e.g., casting two spells, attacking twice); sometimes they are intermingled (e.g. attacking and parrying, Full Defense). The following are actions:

Single Actions

1. Fight. A character may normally attack only one target and use one defensive skill with a single action. A character may make any number of defensive rolls in one action, but only one per incoming attack and they all must be the same defensive action, but see Total Defense below. All of these rolls together take up one action.

2. Defensive Skills :As long as a character has not used his second action, he can always abort to one of these actions.

    - Attack and Defend in Spirit Combat
    - Throw or Fire a missile
    - Cast a spell, as long as total mana points (or equivalent Fatigue levels) spent this round is equal to or less than 10
    - Move MV meters (while paying attention to what's going on)
    - drawing a stored (not sheathed at belt or back) weapon, or readying a shield.
    - Look around carefully (use Scan at full)

Two Actions :

1. Casting a spell requiring 11+ mana points or equivalent activity
2. Sprint MV x 2 meters (full-tilt singleminded run, very fatiguing)
3. Careful (full %ile) Listen, Search, First Aid, Ritual Magic, some others
4. Full Defense. The character may attempt both a Dodge and a Parry against each incoming attack and (if he makes a Maneuver skill roll) move his full MV in meters.
5. Full Attack. The character may move up to his MV and make an all out attack. This gets him an extra success (if he succeeds at all, a miss is still a miss) but

reduces his Defensive skills by one success. Successful use of the Maneuver Skill can take away this penalty.

6. Multiple Attack. A character may attack more than one target. He loses one success from each successful attack rolled. Yes, it is possible to do a combination Full and Multiple Attack, but the user still suffers from the Defensive penalty.

7. Move and Attack. A character can move his MV and attack hand-to-hand along the path of the move. He loses one success from each Parry and Dodge attempted in the turn. His Attack %ile is incrementally reduced 10% vs each target, starting with the first one. It is possible to do a Move and Full Attack, but the penalties to Parry and Dodge are added, meaning the user must get three successes to get one. The GM may call for a maneuver Skill roll if the path of the maneuver is something other than straight. If the GM permits, extra successes on the Maneuver roll can take away penalties from the Move and Attack.

Example: Marcus attacks 3 Trollkin along a path. His normal attack is 62%, so his attack against the 1st is 52%, the 2nd is 42% and the 3rd is 32%.

8. Reload a Crossbow. Very heavy Crossbows take four actions (two rounds).

Minor Actions

In addition, one "minor action" is permitted free. These include :

- Drawing a belt weapon;
- Switching hands with a weapon;
- Loading a bow or sling;
- Either moving ¼ MV meters forward or backing up a pace or two;
- Opening an unlocked and unstuck door;
- Scanning or searching at a -1 success penalty.

Multiple minor actions take up one or more regular actions.

Moving in Combat

Moving is normally an action. If you take a normal move to approach a target, then you can use an attack and defense, but cannot use anything that calls for two actions in that round. Exception: A character can always move ¼ his normal movement and still have two actions.

Defending Against Multiple Attacks

Defending against multiple attacks is rolled normally for each attack. Defender must use the same defense against each attack unless he is under Total Defense. He can also keep up defense against Spirit Combat in whatever way he wants. He must make the choice before the actual attack is rolled There is no penalty for multiple attackers—being attacked by multiple attackers is its own penalty. Alternately, a player can specify ahead of time that he will use the same roll for all his defensive maneuvers and only then roll once. But he is stuck with that roll and skill choice against all incoming attacks.

Brawling

Of course, not all combat is about swords and deadly force. Sometimes a character just gets into a good old-fashioned barroom brawl. The following rules attempt to modify the combat rules to reflect the usually less damaging consequences of a friendly bout of fisticuffs.

- Armor protects normally.
- Compare what gets through armor with location hit points. If damage is higher than hit points, a limb location is numbed, chest or abdomen stuns the target, and a head shot knocks the victim out.
- A roll of CONx5 is necessary to come out of Stun, a CONx1 to come out of knockout.
- Hand to hand damage is usually transitory. Damage to a location goes away except for one point at the end of each melee round.

A character who makes a Martial Arts roll can strike to kill with normal damage rules.

DETERMINING SUCCESS(ES)

Roll D%ile.

1. Successful roll means a hit(success).
2. A roll equal to half the Skill %ile means a further success.
3. A roll of 1/10 of the needed roll means a further success.
4. A roll of 01 is a Critical Hit, which means a further success.

> *Example: If Marcus has a shortsword attack of 62, then a roll of 32-62 is one success, a roll of 7-31 is two successes, a roll of 02-07 is three successes and a roll of 01 is four successes.*

If a skill is so low that a 10% roll is 01, then no more than three successes can be achieved with that skill.

As shown later, it is possible to gain extra successes if (1) the attacker has the defender at a disadvantage, such as a defender who has lost the use of a leg, or (2) the attacker uses certain maneuvers and supplementary skills such as Martial Arts and Maneuver. Some are an integral part of an action, as described later. Others may be assigned by the GM as a reward for other actions taken as part of the action. In general, an attacker cannot get more than a total of four extra successes, no matter how many situations may arise at the same time.

A Roll of 00 is always a Fumble

Attack vs Defense

Compare the number of attack successes against the number of defending successes. If the number of defending successes matches or exceeds the number of attacking successes, there is no effect from the attack.

A fumbled defense roll counts as a -1 success roll. Thus, if an attacker gets three successes, and the defender fumbles, the attacker has effectively four successes.

> *Example: Marcus attacks a bandit and rolls 03, for three successes. The Bandit's player (the GM in this case) rolls 00, a fumble. This adds another success*

to Marcus's attack, for a total of four. Since the bandit has no successes, Marcus has reached his limit, even if he had added some successful Martial Arts or Maneuvers.

Defense of Unintelligent Creatures

Unintelligent creatures are those with an INT of 1-7 and actually include such creatures as horses, dogs, cats, etc.

All such creatures have a Dodge of their INT x 5%. They might have a better one based on their Agility rating, but they at least have this—no matter what the circumstances or how big the creature.

Effects of Successful Attack

If the number of attacking successes exceeds the defending successes (or defense lack of success) by one:

1. Roll weapon damage
2. Add Damage Bonus and Bonus for magic
3. Compare the total against the armor and magical protection of the defender

If the number of attacking successes exceeds the number of defense successes by two or more, consult the Extra Successes Table. Pick one Extra Success for each success in excess of one. Note that for some results, you need to have obtained *two* extra successes.

Example: Marcus rolls 05 with his shortsword. This is three successes. His opponent rolls 85 with his shield. This is a complete miss, not even one success. It is not a fumble, however, so Marcus gets no extra for it. Marcus has two extra successes. He can pick two results from the Extra Success table or one of the specials like Slash or Impale (each possible with a shortsword).

Extra Successes Table

Since the Extra Success is a measure of skill, the player gets to pick one of the results on this list, rather than roll it.

- Full possible damage
- Normal damage, no armor (including natural armor)— Magic, however, is still effective
- Normal damage, pick hit location
- Normal damage + 5 points
- Knockout (if target makes CONx5 roll, is stunned, instead)
- Disarm— Generally cannot be used against natural weapons like claws and talons, but creative use of the weapons at hand, such as catching the claws in a weapon haft or shield face, can count as a disarm in these circumstances.
- Knockback— The number of strides the target is knocked back is equal to the Damage done by the blow minus the SIZ of the target. The target must make a Tumble roll or fall down at the end of the Knockback Movement. If the SIZ is greater than the Damage, the target must still make a Tumble roll or fall down.
- Impale, usable only with two successes and impaling weapon. Full possible damage. Weapon stays in wound if protection penetrated. Taking weapon out causes normal weapon damage. Leaving it in causes reduction of Health by one each melee round.
- Slash, usable only with two successes and slashing weapon. Full possible damage. Hit location is impaired (cannot be used until healed). Target begins bleeding. If he would be bleeding normally, the rate doubles.
- Crush, usable only with crushing weapon and two successes. Full possible damage. Target is Knocked Out (see knockout rules above) and Knocked Back (see Knockback rules above).

Example: In the example above, Marcus gets two picks. Seeing that his opponent is a bandit with no headgear, but protected by magic, Marcus picks Full Possible Damage and Pick Hit Location. His shortsword does 8 points of damage with his Damage Bonus, so he does 8 points to the head of the target, whose two points of Protection is insufficient to keep him from being knocked out by the blow.

Fumble

roll D100 on fumble table, use 01-25 result as a default

01-25	lose one action next round
26-40	drop weapon
41-45	shield strap breaks, lose shield and one action next round*
46-50	armor strap breaks, lose armor on one location and one action next rnd
51-55	drop weapon *and* lose one action next round
56-70	fall to knees, lose next action
71-75	fall to ground, lose next action
76-90	stumble: all skills halved next round
91-95	bump ally: both lose one action next round
96-98	roll twice
99-00	roll thrice

* if no shield, reroll.

Combat Modifiers

Knocked Out

A character who is Knocked Out can recover with a CON x5 roll. This recovery takes an entire turn. The player makes the roll for the character on the turn after the character is knocked out. Further knockout or stun results do not affect the character, though any other kinds of damage taken do.

On the round the character wakes up, either one further round can be taken to shake off the Stun, or the character can operate under the Stunned restrictions below.

Stunned

Under certain circumstances, mostly having to do with multiple attack successes, a character can be Stunned. Stunned characters lose one action in next round. The stunned character's action comes after everyone else's first action and before their

second action. Multiple stunned characters take their actions in DEX order. The stunned character is also Acting from Disadvantage.

Acting from Disadvantage

Whenever you are in a disadvantageous situation (at ½ health, in darkness, blinded, extremes in temperature, stunned, whatever) you lose one extra success from every roll. If you roll one normal success, there is no effect, but if you roll two successes, it becomes one success, etc. This determination comes before comparison of successes with an opponent.

Attacking from Advantage

If you have an advantage on an opponent (he's down, he's unaware, you are attacking from behind) you gain an automatic success to go with your rolled successes. This means you have one free success, even if your attack fails. A roll of 96-00 still negates this. Of course, if even with the extra you roll no more successes than the target rolls on the appropriate defensive roll, if one is available to him, you do not succeed.

Regaining a Standing Position

A character caught or knocked on the ground can get up again in one action. Until he finishes this process he is Acting from Disadvantage. Thus, if a character fumbles and falls, see Fumble Table, the next available action is spent standing up again and the character is at Disadvantage.

Maneuver Skill

This skill is used in combat to:

1. Add to the success of an attack made with a maneuver, such as rushing an opponent or attacking several opponents while running past all of them, or to allow the performing character to do something like withdraw from a combat without letting the opponent get a free swing at him.

2. Make an opponent move the way you want him to—such as make the character back over a cliff.

Use of this skill on an opponent is a standard skill roll vs. skill roll situation; the one with the most successes wins. The skill can also be used in non-opposed situations when a GM wants to make sure that the character can maintain combat readiness (shield ready, sword ready, etc.) while attempting a trick movement action like walking up a steep mountain trail.

- If two or more opponents try to maneuver one opponent, they each get a chance to maneuver the target, but he gets a counter-maneuver to each attempt.
- Maneuver can be combined with an attack with no reduction to either skill.
- A simple opposed success with maneuver allows the user to perform an attack or withdrawal without penalty or retribution. This applies to either attack or defense when standing up, but not both.
- Extra successes with an opposed maneuver roll can be added to the attack or defense successes of the attacker or defender, including if the character is standing up.

Martial Arts

These skills are the character's innate and sometimes trained ability to enhance his normal attack and defense skills with special maneuvers and focussed will. In any combat round, one Martial Arts skill, Offense or Defense, may be rolled.

1. The martial artist may use an Offensive Skill to enhance the damage of his attack by the number of successes. This can be attempted after the Martial artist knows he hit.
   - One success (within %ile)= +d3-1 or +1
   - Two successes (within half %ile) = +d4 or +2
   - Three Successes (within 10 percent of %ile) = +d6 or +3
   - Four Successes (an 01) = +d8 or +4
   - More successes (an 01 and you have extra successes from situations or opponent fumbles defense) +d10 or +5
2. The martial artist may add the number of successes in a Defensive Skill roll to his defensive actions. This roll can be made after the character has failed to stop an incoming blow, but only if the Offense option hasn't been used that

round. The additional number of successes remains the same for subsequent attacks *during that round.*

3. A successful Martial Arts Defense roll can instead allow the user to *riposte.* If he has surplus defense successes, he can use them offensively in a follow-up attack *in the same round*. Multiple Martial Arts successes add to these successes, just as they do in normal defense. A character who has already attacked in the combat round cannot riposte.

DAMAGE

1. HP damage. Any physical damage is expressed in terms of HPs lost in a location. There is no Health damage until the location is negative—see #3 below. The loss of 3x the hit points in a limb or head location in one blow means that the limb has been irrevocably (except with very good healing magic) maimed and, with slashing weapons, cut off.

2. Health damage. Health can be lost directly through various forms of damage that do not do HP damage as such, eg asphyxiation, poisoning, diseases, certain spells.

3. Health can also be lost as the side effect of HP damage. Whenever a location is reduced to below zero HPs each point of damage thereafter *up to a maximum of double the location's hit points.*is taken off Health as well as HPs.

Remember. Damage to a Hit Location does not reduce Health until the Hit Location has negative Hit Points; at that time, the Health is reduced by the number of negative hit points. However, by rule 3 above, there is a limit to how many hit points are subtracted from Health per location. *If Sanjay took 20 points (past armor) to his 5-point abdomen. His Health only took 10 points.*

EXAMPLE: Cormac has 4HPs in each leg and 11Health. He takes 2 points to his right leg reducing it to 2pts but does not suffer any Health damage. Shortly after he takes another 5 points damage to his same leg reducing it to -3HPs and consequently losing 3 Health. If he then took 3pts of damage to his other leg he would not lose any Health because that leg would still be on positive Hit Points.

- Certain exceptional damage causes instant loss of all Health. For instance, be stepped on by a brontosaurus (Aptosaurus for the sticklers amongst you) deprives you of all Health. Certain magics attempt to take all a target's health away in one shot, as well.

- Bleeding damage as described later comes directly off Health and does not affect the HPs in the location.

Effects of Health Point Loss

- Being reduced to less than half of your normal Health subtracts one success from all Skill Rolls.
- Reduction to 3 Health or less puts the character in the "death zone" and causes unconsciousness. A CON x 5 roll with 2 successes or more lets a character continue for a short with no experience gain.

Effects of Location Hit Point Loss

Damage to areas has the following effects :

Location	=> location HP	=> HP x2	=> HP x 3
Arm	Drop item,	Arm useless(1)	as x2*(2)
Leg	Fall,	Leg useless(1)	as x2 *(2)
Abdomen	Fall, Both legs useless(2)	Fall, Legs out, Weakened(3)	Unconscious(4)
Chest	Fall, Weakened(2)	Unconscious(3)	Dying(3)
Head#	Unconscious(2)	Comatose(3)	Dying(3)

Fall: Also lose any actions not spent this round.

Weakened: lose one action each combat round.

Unconscious: roll Con x1 per minute to recover.

Comatose: Unconscious until healed.

Dying: Lose 1 Health/round, in addition to bleeding, until healed or dead.

* Limb damage does not subtract from Health after negative Limb HP x 2 is reached. However, bleeding can still take Health from that Hit Location.

\# Damage that reduces the Head to 1 point Stuns the target

(1) - area bleeds d3 Health , at one point per 2 melee rounds

(2) - area bleeds d8 Health at one point per round.

(3) - area bleeds 2d6 Health at one point per round.

(4) - area bleeds 3d6 Health at two points per round.

Hit Locations

For most humanoid targets, the Hit Location struck is found by rolling 1d20 on the following table:

D20 Roll	Location
01-03	Right Leg
04-06	Left Leg
07-10	Abdomen
11-12	Chest
13-15	Right Arm
16-18	Left Arm
19-20	Head

Creatures with More than Four Limbs

Winged characters, such as a winged demon, that in essence have six limbs instead of four, use part of the Right Arm and Left Arm numbers for the wings instead. If the wings are generally kept out of the way, a roll of 15 is the Right Wing and a roll of 18 is the Left Wing. If the wings (or some other appendage such as a tentacle) is the principal combat limb, then each gets two numbers and the arm is left with one.

Similarly, if an animal or character like a centaur has two acting limbs and four or more movement limbs, the Leg location numbers are divided up amongst them. For many of these creatures, the Abdomen Hit Location should be changed to 07-09 and the Chest Locations increased to 10-12.

Hit Locations Adjusted for Situation

In hand-to-hand combat, situations such as a rise in ground, fighting over a wall, or even the relative sizes of the combatants can make some Hit Locations impossible to reach. There are two solutions to this problem, each dependent on the circumstance.

1. Roll the Hit Location on different dice, with an adder if necessary.

- If fighting an opponent when only the top half is a viable target, roll D10 and add 10 for the result.
- If attacking an opponent when only the bottom half is a viable target (such as attacking a giant when it is occupied with another attacker) simply roll D10 for the result.
- If fighting an opponent so large or in such a position that only the fighting limb or head is a target, resolve the damage without rolling for Hit Location.

2. Roll Hit Location normally, with obstructions taking the damage if a covered Hit Location is struck. This is used for situations like fighing over a low stone wall, where the legs of each combatant are protected from the other's weapons. If a blow strikes where the leg would normally be, it hit the wall.

3. Roll Hit Location normally if fighting someone riding an animal. In this case, the animal takes the damage if an inaccessible Hit Location is struck. The Hit Location of the animal protecting the target's Hit Location is the place automatically struck.

HEALING

1. Natural Healing occurs according to a character's heal rate. The healing rate is per week. Eg someone with a heal rate of 1d3 Health recovers 1d3 HPs per injured location per week of total rest.

   - Moderate activity subtracts 1 from each die roll of healing.
   - Intense activity, exposure to disease, taking further damage and other stressful situations subtracts 2 from each die roll.
   - Every Hit Location wounded recovers at the same rate, simultaneously. This, of course, does not restore severed limbs.

2. Characters who are below half their Health have their heal rate reduced by 1 die. (A heal rate 1d3 person then becomes a 1 heal rate person).

3. A character in the death zone (1-3 Health Points) does not naturally heal.

4. Incidental Health healing. Certain spells can cure injured locations by taking them from negative to positive HPs; in this case the patient recovers 1 Health once only, when the HPs in the location cross the negative to positive threshold.

Healing skills.

1. First Aid is the skill of emergency care. It can return 1d3 hit points to a location except that first aid can not take a location from zero or negative HPs to positive HPs. eg Cormac's leg is at -1HP and Signy manages a 2pt first aid, this only takes Cormac's leg to zero HPs, not +1HP. Consequently there is no way for first aid to allow a character to regain Health per Rule 4, above.

2. Physician. This is the skill of long term care. A successful physician roll requires a week of constant attendance and allows a patient in the death zone to recover 1 Health each week. In any other cases a successful roll adds 1d3 to the patient's heal rate. Additional successes increase the size of the die rolled (1d4, 1d6, etc.)

Healing Spells

Unlike first aid, heal spells can cure locations completely; however they generally have a lesser effect on Health, see Incidental Health Healing above. Some spells

are exceptions. Heal Body recovers all lost Health and HPs. Some other spells may exist as well.

Note that Heal spells do not have a cumulative effect on Wounds. If a character is down 4 points in a leg and a Healing Spell 2 is put on this. He gains back two points. If a Healing 3 is later put on it, he only gains one more Hit Point. However, each wound taken may be healed separately.

Other notes

Shamans and probably others have access to healing spirits with an ability to possess a body and then attend to it with an effective phyiscian rating of 100%.

FATIGUE

Everyone gets tired. The following rules reflect the factors inducing tiredness and their effects on the characters. Like everything else in this game, it's an experiment. Reaction (beyond "I don't like fatigue rules") is encouraged.

Basic Rule

All characters have a Fatigue Threshold of 75+CON. Every time a player rolls over this Threshold for the use of a physical skill (combat, boating, climbing, magic, etc.), an Encumbered (see below) character loses 1 Fatigue Level. This simply means that all skills rolls are reduced by 10%.

Recovery

1. Fatigue Levels are regained at a rate of 1 for every minute spent resting.
2. However, every 5 Fatigue Levels lost is also the loss of a Long Term Fatigue level. It takes four hours of sleep to regain 1 Long Term Fatigue Level. Thus, a character who loses 6 Fatigue levels in combat can regain 5 of those levels in five minutes, but is still down 10% in all skills until he has had 4 hours of sleep.

ENCUMBRANCE

A character is Encumbered if he carries ENC in excess of his STR. Each point of ENC is 1 kilogram (or two pounds). The GM may also declare that a character is essentially Encumbered if she is working under a handicap such as bad weather, being wounded, having been walking a long time, etc. The 18 STR adventurer can carry around 18 kg, or almost 40 lbs without worrying about Fatigue Threshold. This is a good set of cuirboilli armor (8kg.), a weapon and medium shield (5-6 kg), a couple of javelins or bow and 20-odd arrows (2 kg), and maybe a few small supplies on the belt (1-2 kg).

- A character whose ENC is greater than his STR but no more than twice his STR gets the 10% reduction if his Fatigue Threshold is exceeded by a physical skill roll

- A character whose ENC is greater than twice his STR but no more than thrice his STR gets a 20% reduction, if her Fatigue Threshold is exceeded by a physical skill roll.

WEAPON LISTS

TABLE 1. All Combat Weapons

Item	Type	Skill	Damage	AP	Cost	Notes	ENC
Atlatl	Missile	Atlatl	1	6	25ss	17	0.5
Axe, Battle	Melee	One-Handed Axe	1d8/1d10	8	150ss	8	2
Axe, Broad	Melee	Two-Handed Axe	1d6+2	6	75ss		2.5
Axe, Great	Melee	Two-Handed Axe	2d6+2	10	250ss		4
Axe, Hand	Melee	One-Handed Axe	1d6	6	25ss		1
Axe, Pole	Melee	Two-Handed Axe	2d6+2	9	140ss	4	3
Axe, Throwing	Missile	Thrown Axe	1d6	6	65 ss	12,13	1
Crossbow, Heavy	Missile	Crossbow	1d10+2	6	200ss		5
Crossbow, Light	Missile	Crossbow	1d6+2	4	55ss		3
Crossbow, Medium	Missile	Crossbow	1d8+2	5	125 ss		4
Bow, Long	Missile	Bow	2d6	4	100 ss	11	4
Bow, Nomad	Missile	Bow	1d8+1	3	125ss	11	3
Bow, Short	Missile	Bow	1d6+1	3	50 ss	11	3
Dagger, Hand	Melee	One-Handed Dagger	1d6	6	15ss	1,5	0.5
Dagger, Parrying	Melee	One-Handed Dagger	1d4+1	8	35ss	1	0.5
Dagger, Throwing	Missile	Thrown Knife	1d6-1	4	20 ss	12,14, 19	0.5
Dart	Melee	One-Handed Dagger	1d4+1	3	5ss		0.5
Dart	Thrown	Thrown Javelin	1d6-1	3	5ss	19	0.5
Flail, War	Melee	One-Handed Flail	1d6+2	6	135ss	2	2.5
Flail, Grain	Melee	One-Handed Flail	1d6	4	2ss		2
Flail, Two-Handed Grain	Melee	Two-Handed Flail	1d8	6	4ss		3
Flail, Two-Handed War	Melee	Two-Handed Flail	1d10	6	200ss		4

TABLE 1. All Combat Weapons

Item	Type	Skill	Damage	AP	Cost	Notes	ENC
Hammer, Great	Melee	Two-Handed Hammer	1d12+2	10	150ss		3.5
Hammer, Throwing	Missile	Thrown Hammer	1d6-1	6	50 ss	1,2,5, 19	
Hammer, War	Melee	One-Handed Hammer	1d8	8	125ss	1	2.5
Javelin	Melee	One-Handed Spear	1d6	6	50ss		1
Javelin	Thrown	Thrown Javelin	1d6	6	50ss		1
Knife, Belt	Melee	One-Handed Dagger	1d4	4	10ss	1	0.3
Knife, Throwing	Missile	Thrown Knife	1d4	4	50ss	14	0.2
Lance	Melee	Lance	1d10	8	50ss	4, 6	3
Mace, Heavy	Melee	One-Handed Mace	1d8/1d10	10	100ss	8	2.5
Mace, Light	Melee	One-Handed Mace	1d6	6	60ss		2
Maul	Melee	Two-Handed Mace	1d12	8	120ss		3.5
Morningstar	Melee	Chain Weapon	1d6+2	6	100ss	8	2.5
Rapier	Melee	Sword	1d6+1	8	150ss	1,5	2
Rock	Missile	Thrown	1d3	4	0ss		0.2
Scimitar	Melee	One-Handed Sword	1d8	10	150ss		2
Shield, Buckler	Shield	Shield	1d3	8	25ss	3	3
Shield, Round	Shield	Shield	1d6	12	35ss	3	4
Shield, Knight	Shield	Shield	1d6	16	45ss	3	4
Shield, Target	Shield	Shield	1d3	8	15ss	3	3.5
Shield, Tower	Shield	Shield	1d6+1	18	65ss	3	5
Sickle	Melee	One-Handed Sword	1d6	8	25ss		1
Singlestick	Melee	One-Handed Mace	1d4+1	3	0ss	2	0.5
Sling, Regular	Missile	Sling	1d6	0	3ss	18	2
Sling, Staff	Missile	Sling	1d8	4	15ss	18	4
Sword, Bastard	Melee	One-Handed Sword	1d8/1d10	12	200ss	8	2
Sword, Broad	Melee	One-Handed Sword	1d8	10	150ss		2

TABLE 1. All Combat Weapons

Item	Type	Skill	Damage	AP	Cost	Notes	ENC
Sword, Great	Melee	Two-Handed Sword	1D12	12	225ss	4	3
Sword, Falchion	Melee	One-Handed Sword	1d6+2	10	100ss	2	2.5
Sword, Short	Melee	One-Handed Sword	1d6+1	10	75ss	1,5	1.5
Spear, Long	Melee	Two-Handed Spear	1d10	8	50ss	4	2
Spear, Pike	Melee	Two-Handed Spear	1d10	8	40ss	4,9	3.5
Spear, Short	Melee	One-Handed Spear	1d8	5	30ss	4,10	2
Staff, Shod	Melee	Two-Handed Mace	1d8	6	25ss	7	2.5
Trident	Melee	Spear	2d6+2	8	35ss		3

1. Can crush (or slash) or impale.
2. Can disarm the opponent by specifying the attack type. No extra successes needed.
3. Does crushing damage.
4. Useful from second rank.
5. May not be used two-handed.
6. Used as two-handed spear on foot.
7. Combat damage bonuses for two-handed use do not apply to the staff (it is built into the initial skill.).
8. Use one-handed or two.
9. Usable from third rank.
10. Can be Thrown.
11. Damage can be increased by Damage Modifier if right bow bought.
12. Specially balanced for throwing.
13. Can be used as common handaxe in melee.
14. Can be used as common knife in melee.
15. Can be used as common smith's hammer in melee.
16. Can be used as common hunting spear in melee.
17. Adds damage and range to thrown spear.
18. +1 damage if using special (usually lead) shot.

19. If weapon poisoned, a result of 0 poisons bare skin, but not armor or tough hide or skin.

Heading Notes for All Tables

PB Point Blank Range: This generally means the user has a 10% greater chance of hitting, with all other %iles modified to match. Look for exceptions in the notes.

MAX Maximum Range: Generally a 20%ile reduction to chance of success if the target is between the "Range" distance and this distance. Anything further is very unlikely to hit.

AP Armor Points: The armor protecting the object itself. To destroy the object, any damage done must exceed this number. Magical weapons can be expected to have more AP. This only becomes important when an attacker wishes to destroy the weapon. If a weapon is being used to parry with, a successful parry deflects the attack and the parrying weapon takes no damage.

ENC Encumbrance: The relative weight of the weapon for figuring Encumbrance on the PC

TABLE 2. .Natural Weapons

Group	Wpn	Dam
Brawl	Fist	1d3
	Kick	1d4
Grapple	Clinch	1d3
Rend	Claw, Fang	1d6

TABLE 3. Thrown Weapon Ranges

Group	Weapon	PB	Range	Max	Notes
Javelin	dart	4	20	30	
	javelin	4	20	30	
	war spear	2	5	10	
atlatl	atlatl	+2	+10	+20	fires dart or javelin
axe	throwing axe	3	10	20	
	handaxe	2	5	10	
knife	throwing knife	4	10	15	easily concealed
	knife	3	10	15	easily concealed
	dagger	2	5	10	
throw	thrown rock	4	20	20	easy

TABLE 4. **Fired Missile Ranges**

Group	Weapon	PB	Range	Max	Enc	Notes
Bow	Shortbow	15	90	120	0.5	
	Nomad Bow	20	120	240	0.5	
	Longbow	15	100	200	1.0	
Crossbow	Light Xbow	20	40	225	3.5	1 act/load
	Med Xbow	25	50	270	5	2 acts/load
	Hvy Xbow	30	60	300	8	4 acts/load
Sling	Sling	15	100	100	0	Lead bullets give +1 damage to slings
	Staff Sling	20	120	120	1.5	

TABLE 5. **Armor Complete Suits**

Item	Description	AP	Cost	ENC
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Leathers	Soft leather armor, worn under metal armor	1	18 ss	3
Jack	Reinforced leathers	2	30 ss	5
Cuirbouilli	"boiled" leather, actually siffened with wax"	3	50ss	8
Leather	ArmorHeavy leather hauberk	3	45 ss	5
Ring Armor	Rings sewn into leather hauberk	4	175 ss	15
Chainmail, Light	four-linked mail	4	300ss	11
Scale Armor	Scales sewn on a leather hauberk	5	400ss	20
Chainmail, Normal	six-linked mail	5	600ss	16
Chainmail, Banded	All metal chain hauberk w/ leather bands	6	550 ss	18
Brigandine	plates sewn inside leather or cloth	6	800 ss	18
Chainmail, steel	The finely tempered chain armor of nobility	7	1200 ss	15
Plate Mail	Combination of chain and plate	7	1000 ss	20
Full Plate	articulated steel plate armor	8	2000 ss	25
Extra Heavy Plate	Custom made for big people/ monsters	9	2500 ss	30

Armor Bought by the Piece

The cost of individual pieces of armor is figured similarly to determining Hit Location Points from Health. See Character Creation.

- Head, Arm, Abdomen and Leg Armor costs 1/5 the cost of a complete set of the same armor.
- Chest Armor costs 3/10 the costs of a complete set of the same armor.

Note that to protect the complete torso, from shoulder to upper thighs, in Plate Mail would cost (1000/5) + ((1000x3)/10), or 200 + 300 = 500ss.

Note also that buying a complete suit of Plate Mail piece by piece would eventually cost 1500ss.

For convenience, if a player character wants to buy just gauntlets or boots, for instance, the cost is half of the entire Hit Location cost. A Hit Location worth of armor cannot be divided by more than half in this way. Unless, of course, the GM likes to keep track of these things.

CHAPTER 4   *Magic*

Magic In the Game

Magic in this game is based on the idea that most magic is in some fashion telepathic or telekinetic. All magic is done by applying willpower to changing the current attributes of the world. This doesn't mean there are not other planar entities or miraculous events taking place, it just means that they are accomplished by some exertion of will over the normal world, and most of these exertions are telepathic or telekinetic.

One other thing to keep in mind while puzzling out the magic in this system is that almost everything is done in threes. Three is a very magical number and it seemed appropriate to use it here.

So there are at least three sides to every question...

Three Useful Things to keep in mind.

1. All magic takes time
2. All magic costs Mana
3. In most cases, anything that can be done in one of the three systems presented here can be done in the others, though the costs may be different.

General Statement—Three Rules of Three

Magic is acquired in one of three ways

4. "Paying" POW to a deity for the right to use some of that deity's abilities in a spell: This is known as Divine Magic.

5. Learning the traditional ways that have been determined over the centuries to compel the world to let you, however temporarily, magically bind a spell to a task or object. This is everyday magic that anyone can learn. The practitioners don't usually know what exactly is happening, they just know it works. This is called Folk Magic.

6. Studying magic and the magical world either alone or with a tutor to determine how to accomplish a spell by sheer willpower and technique: Sorcery.

Magic is accomplished in one of three ways

1. Prayer to the deity who provided you with the divine magic spell: Divine Magic—demands Prayer roll

2. Performing time-honored actions that persuade the magical world to accede to your wishes: Folk Magic—demands Basic Magic Roll

3. Using gestures and words that tap the basic forces of the magical world and allow you to construct the magical effect you want: Sorcery—demands Sorcery Roll

Magic is powered in one of three ways.

In all cases, a roll appropriate to the type of magic must be successfully accomplished to achieve the spell effect wanted. Loss of Fatigue levels happens after the roll for that particular spell is made.

1. By spending "mana" to accomplish the magic. Mana is present in everyone and the intensity of a person's mana is equal to his POW. This always works, but mana is a slowly renewable resource (POW/24 per hour). Some magical items store mana. A spell not cast because of a failed accomplishment roll costs no mana. Successful spells always cost at least 1 mana.

2. By spending time to accomplish the magic through successful rituals. There is also mana in everything else in the world. Spending time in proper time-honored ritual taps into that mana. Each time increment (10 seconds, 100 seconds, 1000 seconds, etc.) halves the mana cost. However, the ritual does have to be done properly; failing the Ritual roll at the end of the time chosen costs the time spent and no spell happens. Any kind of spell caster can use rituals for magic, though each type, and each group within that type has a different ritual. The prayers and exhortations of Divine Magic are different from the carefully metered movements and chants of the sorcerer and both are different from the incense burning and songs and dances of the shaman.

3. By spending Fatigue Levels to accomplish the magic (1 per point of magic). Spending Fatigue Levels taps into that ambient mana with a brute force exercise of will. It works once, but loss of Fatigue levels affects any later attempts to cast spells. Even if the spell fails, Fatigue is reduced.

Of course, a caster can combine the above to cast a spell that uses some of character's mana, takes some time and tires the mage out a bit.

Using Magic

Spells Take Time

Normally, a character can take an action on his DEX as the GM counts down. However, every point of mana put into a spell essentially drives his DEX down some number of points. Thus, if Vermilion wants to use a 3rd level spell Sorcery spell, her DEX is reduced by 3 points before the spell goes off. If a spell is being used that takes more than 10 DEX points, it counts as two actions.

1. DEX cost for Sorcery is one DEX point per mana point. If he runs out of DEX before running out of points of spell, the casting just goes into negative numbers up to a total of 24. Thus, a DEX 12 sorcerer casting a 16 point spell would have his spell come off at DEX rank -4. If he was casting a 24 point spell, it would come off at -12. If casting a 25 point spell, it would come off at DEX 24 of the following turn.

2. DEX cost for Folk Magic is three DEX points per mana point; all folk magic takes a bit of ritual time.

3. DEX cost for Divine Magic is five DEX points per mana point. Prayers take longer and are commonly more powerful for the Mana cost.

Initiating a spell from an item takes DEX points and mana appropriate to the type of magic.

Remember that levels of fatigue and extra time periods of activity can be substituted for mana on a one for one basis in casting a spell.

Overcoming Resistance

Many Magic spells must affect a target with POW. To accomplish this, the caster must make a Spirit Roll (POWx5) and the target must make a Spirit Roll. This is figured using the usual Skill vs. Skill rules. If the caster has the most Successes, the spell does what the spell does. If he has excess successes, any number of things might happen, depending on the type of the spell and the whim of the GM.

Extra Spell Successes

Getting a better than basic spell roll can affect the intensity, duration, area of effect, or range of a spell.

+1 success—One step up in Duration (One step up in Intensity if no Duration)

+2 success—Two steps up in Duration, or one step in Duration and one in Intensity, or one in Volume, if applicable.

+3 successes—etc.

Extra POW vs. POW Successes

Extra successes in the POW vs. POW contests that are part of many spells follow the guidelines of Extra Spell Successes above, but mostly affect the Intensity or, rarely, Volume of the effect on the target.

Sacrificing POWer

Master magic wielders gain more POW and Mana for their spells by sacrificing POW in some shape or form. This makes gaining more POW easier (see Training Characteristics) and increases the total Mana on tap for the magician because the POW reserved accrues Mana just as personal POW does. Each style of magic uses a different "Vessel" for the POW. The creator of the vessel can add the vessel's

POW to his own for magical defense and can use the vessel's mana in lieu of or in combination with his own.

In all cases, the act of sacrificing the POW is a ceremony and ritual taking at least a day and needing at least one successful Ritual roll.

1. A Shaman sacrifices POW to create a Fetch. A fetch is a spirit tied to the shaman. Commonly, a Shaman creates a spirit through ritual sacrifice of POW. The spirit commonly has an INT equal to that of the Shaman.

2. A Priest sacrifices POW to gain his divine magic spells. However, the POW goes into a Divine Power "Reserve" from which he draws POW as Divine Magic Points to use his spells. See Divine Magic section later.

3. A Wizard creates a Staff or other object to put his POW into. Sometimes he uses the POW to create a familiar from an animal. In this case the Wizard/Sorcerer loses the POW entirely in the creation of the familiar, but while he cannot use the familiar's POW to help defend himself, he can use the familiar's INT to store spells and use the familiar's mana to cast spells.

Regaining and Gaining POWer

POW spent on the character's POWer vessel or for Divine Spells can be regained with successful rituals. The character must perform the Ritual of Power (which has different names depending on your culture and type of magic), which takes about an hour and costs Mana. How much mana depends entirely on the person performing the ritual, but it must be the character's own Mana. If the ritual roll is successful, then the character may make a roll that uses the Mana expended as the %ile to roll. Roll the %ile or under, and the character gets a POW gain roll. If you fail the roll, record the Mana spent and move on with life. The character may perform the ritual as often as he or she likes, but the Mana is expended each time. Thus, it is not a good idea to be doing this when you expect to need your Mana for something else. In effect, most folks do this no more than once a day.

The good part is that you have recorded the Mana you expended. This means that on the next day (after 24 hours of recovering Mana) you can try the ritual again and, if successful, make the roll again, adding the Mana expenditures together. Thus, a POW 13 character who spends 10 Mana each day, has a 50% chance of attaining the POW increase after 5 days. Once successful, of course, the Mana Count goes back to zero and you start over. If you Fumble a Ritual roll or the Mana as %ile roll, the attempt is over and all the Mana expended to no effect.

Normal limits to the POW a character can attain of course apply.

Remember that mana storage devices have to be recharged by the character. Thus, if the POW 13 character above had a 20 point Mana storage device, he could expend 30 points in an attempt at the POW gain, but then must regain his own Mana, then recharge his device (which uses up his mana), meaning it would be about three days before he could again attempt the ritual at 60%.

Magic in Combat

Spells vs. Countermagic

Countermagic reduces the intensity of spells hitting the target. To penetrate Countermagic, Variable spells must be higher than the countermagic. Spells that are not variable can have mana points added to them for the purpose of blowing away countermagic. Extra points that get through the CM are wasted.

The Magic Talent

If the PC has the Magic talent he can see the lines that run throughout the world; he can work magic. Whether there is any intelligence behind the lines is questionable. Divine magic users say there is. The three methods are three different forms of training to manipulate the lines.

Magic Spells By Type of Spellcaster

The following spell lists are common spells used by shamans, sorcerers and priests. They do not cover every possible spell in any category. The lists do provide a basic catalog of spell effects that can be extrapolated out to create other reasonable spells.

Some of the spells have very common names seen in many other sources. There is little else they can be called and still have a descriptive name. Keep in mind these are game rule names. The "real" spell is probably called something like "The ineffable fingernail of Doom" rather than "Disruption," but it would be called something else yet by another caster in another town, so we are keeping to the generic names. GMs should feel free to change the names to suit the game being played.

Creating New Spells

When creating a new Divine or Folk Magic spell, look at how the same effect would be generated using Sorcery. The key measurement is time. A one mana point Folk Magic spell takes 3 Dexterity ranks to cast, so a sorery effect that takes two to four mana points, and therefore around 3 Dexterity ranks, could become a 1 point Folk Magic spell. If the sorcerous effect will take more than 12 Dexterity Ranks, it probably should not be a Folk Magic spell.

Similarly, 5-7 points of a sorcery spell would probably be equivalent to one point of a Divine Magic spell.

Careful analysis of some of the Folk Magic and Divine Magic spells will show that their sorcerous equivalents would take more time than the Folk or Divine spells. These are spells that are so ingrained into the Folk and Divine process, or have the backing of such powerful gods, that they are just easier done as a package than starting from scratch. Folk or Divine spells you want to add to the game should follow these guidelines.

Multiple Magic Use

Any magic worker can work any of the different magics. Priests can be sorcerers or shamans as well, a shaman might be a sorcerer, and so forth. Shamans dislike sorcery, but some study it enough to be able to use it if they need a spell quick. Priests often have problems doing any other sort of magic because many refuse to see the magic lines they are influencing. Many great theologists do not have Magic Talent, and they refuse to believe that the lines really exist, or think they are the work of tempting devils of some kind.

Intensity in Spell Use

Many spell descriptions for Folk Magic and Divine Magic user the term intensity. This measures the power of the spell. An Intensity Table can be found in the description of Sorcery. The description is generally used for an indication of what dice must be rolled for the effect. In general, the level of intensity is equal to half the maximum roll of the intensity dice. Thus, Intensity 3 means the roll of a d6. Intensity 7 means the roll of a d10 and a d4, etc. Always use a dice combination

that gives the flattest curve possible (such as the d10+d4 instead of a d6+d4+d4, for instance). Use a single die whenever possible.

Shamans-- Folk Magic

Folk Magic deals with spirits and traditions. The user has a Basic Magic roll that is equal to his INT+POW+DEX. This counts as his training in the magical traditions of his family or tribe. This can be increased depending on the Age of the initial character and what Problems he has taken. The Basic Magic Roll can also be increased with experience and training, in the usual manner. All Folk/Primitive/Battle magic is dealt with using the Basic Magic Roll. If a character loses points in any of the pertinent characteristics, his BMR is reduced by that amount. Every melee round spent on the spell increases the chance. This is represented in the game by repeatedly rolling for the BMR chance until it is successful. Breaking off a spell attempt costs nothing but the time already spent.

Shamans do their magic by cajoling and convincing the spirits. One does not have to be a shaman to do this kind of magic--most folk magic users use this kind of magic. Casting a shamanist spell using the Basic Magic Roll takes time—the more time the more likelihood it will work. The caster also needs to be able to talk and have his hands free.

Folk magic involves a minimum amount of ritual that causes the spell to take 3 DEX points of initiative for every mana point spent.

Shaman (or "Folk") Magic Spell List

Common Magic

With ceremony and ritual, people without Magic Talent can do these spells. There are long established folk rituals and contracts that can twist the strands of magic. Warriors know some rituals to do before battle that enchant their weapons if they do them right. This kind of folk magic is more on the line of sorcery—weaving the lines of power to create the needed effect. Warriors, of course, have no idea what they are doing, they just see the results.

In general, the duration of each of the following spells is either instantaneous, or it lasts about 10 minutes. The volume affected is specified in each spell. Range is either touch or within throwing distance, depending on the spell.

Variable point spells are spells that come in increasing layers of intensity. They build upon one another. A person with a Edge 1 spell can get a Edge 2 spell and

will have a Edge 2. They do not add. Finding someone to teach the character a variable spell beyond level 4 is hard, but not impossible.

Spells with a set mana point cost cannot be variable.

Folk Magic spells are very fixed in the fibre of the universe. Sorcerers can use manipulations to influence the Duration or Range of a Folk Magic spell, but not the Intensity or Volume.

TABLE 1. Common Folk Magic

Name	Pts.	Effect
BLOODFIRE	2	Increases melee attack skills by half, but target cannot parry nor cast any magic other than attack spells, and has half Dodge. Cancels Bladefear spell (see High Magic). Must overcome resistance to cast on unwilling opponent. Target may roll INT x1 to realize he is fanatic. There is no effect on unintelligent creatures.
BLUDGEON	var	A spell to enhance blunt weapons. It adds 2 points to any damage done by the weapon for the duration of the spell.
CLAWSHARP	var	A spell to enhance the natural talons, beaks, fangs, and so forth of bestial magic-using warriors. Each point of spell adds 10% to the chance of hitting and 1 point to damage done by the natural weapon.
COUNTERMA-GIC	var	Defends against spells. It eliminates levels of Intensity of the incoming spell equal to the amount of Countermagic. One point of Divine magic counts as two for this purpose.
EDGE	var	Adds +5% attack per point of spell and cuts through 1 point of armor (including magic) per point of spell to any bladed weapon. NOTE: if target has no armor, weapon does no more damage than it would normally.
NEWBREATH	var	Restores one level of short-term fatigue (e.g. due to combat) per point of spell. This is a permanent effect and cannot be used to increase levels of fatigue past normal.

TABLE 1. **Common Folk Magic**

Name	Pts.	Effect
PROTECTION	var	Adds 1 point of armor over entire body per point of spell. If Armor is worn, the better value has full effect and the other has half effect (round up).
REPAIR	var	Repairs 1d8 points of damage to an object. Object retains any scarring. This spell takes an extra turn to cast.
ROCKFIST	var	Enhances damage done by fists and feet and hooves and heads. The spell adds 1 point of damage per point of spell to all attacks by any part of the body for the duration of the spell.
SEAL	var	Fastens a 10 square cm. patch of two things together with a STR of 1D4 per point of spell. Items must be nonliving and held still during casting. This spell takes an extra turn to cast.
SHIMMER	var	Adds +10% dodge and +5% parry per point of spell.
SPARK	1	Makes a small flame. Must overcome SIZ resistance to ignite part of a creature (e.g. hair). The effect is instant, and continuing effect depends on the flammability of the object ignited.
SPEEDART	var	When cast on a missile this spell adds +10% to attack and +1 damage to the missile. This spell only lasts for one turn. It must be cast as part of loosing the missile.
STRENGTH	var	Adds 2 points of STR per point of spell, to a maximum of twice normal STR.
VIGOR	var	Adds 2 points of CON per point of spell, to a maximum of twice normal CON.

High Magic

People attempting these Folk Magic spells must have the Magic Talent. Only those who can see and interact with the lines of power and/or the spirit world can perform these effects.

TABLE 2. **Shaman Folk Magic**

Name	Pts	Effect
ARROW-FLIGHT	var	Cast upon a missile. When missile is fired/thrown, one magic missile appears for each point of spell. Each extra missile has one less success than the original. If the original has three successes, the next has two, the next has one and any others miss.
AURA SIGHT	3	Allows viewing the POW aura of beings. Things that block line-of-sight also block this. A general idea of the POW of the being is given.
BLADEFEAR	2	Target attacks at half but defends at full, and will not initiate combat if possible. Canceled by Bloodfire. Target may roll INT x1 to realize he is demoralized. There is no effect on unintelligent creatures. To be successful needs POW vs. POW rolls.
CONTROL <type of> SPIRIT:	1	Allows one to command a spirit. Must overcome spirit in spirit combat first unless spirit is already bound. Spirit is literally tied by a line of magic. POW vs. POW roll. This is an instant spell. The spirit follows one command unless extra successes in the POW vs POW roll give the caster more commands. Otherwise, the spell must be cast for the next command. The spirit will attempt to fulfill the command in its own way until he is successful or slain.
		Spell must be taken separately for each type of spirit commanded.
DISPEL MAGIC	var	Removes an existing spell if dispel points are >= points of spell to be removed. Divine spells count double. May be cast at a target without specifying a spell - will knock out defensive spells first.
DULLBLADE	var	Makes target weapon do 1 point less damage per 2 pts of spell.

TABLE 2. Shaman Folk Magic

Name	Pts	Effect
EAGLE-EYE	var	Halves apparent distance to item examined per point of spell, like telephoto lens. Adds +5% search per point if looking at one specific area.
FIND <magic, substance>	1	Will guide one toward nearest source of whatever. Is blocked by dense material or countermagic. Note: Find Enemies is not an available variation on this spell.
FIREBLADE	var	Makes a melee weapon flame, causing it to do an intensity level of damage per point of spell, plus normal damage and damage bonus. All this damage is considered fire damage. This spell is incompatible with edge. Spell has normal duration, and weapon is not harmed.
FIREQUELL	var	Puts out fires. 1 point for a torch, 2 for a campfire, 3 for a small bonfire, etc.
FLAMEARROW	var	Makes a missile flame, causing it to do 1d6 additional damage when it hits. All of the damage is considered fire damage and can ignite targets. Further points increase the intensity: 2 points give 1d8, 3 points 1d10, etc. See Intensity chart in Sorcery section.This spell is incompatible with speedart or multimissile. Destroys missile. Spell must be cast as missile is fired.
FOOTLOCK	var	Reduces target's MV by 2 per point of spell.
FUDDLEWIT	2	Confuses target into taking only defensive actions. Target is not stupefied, just unsure who his friends and enemies are. If attacked, confusion is resolved (perhaps wrongly). Targets may roll INT x1 once per round to realize that they are befuddled. Has no effect on unintelligent targets. The lines of magic are wrapped around the head of the target or spirits enter the target's eyes, befuddling his senses. Need POW vs. POW roll to succeed. This is an instant, permanent (until the INT x1 roll is made) spell.
GLAMOUR	var	Adds 2 APP per point of spell, to a maximum of twice normal APP. Targets with over 1.5 times normal APP are hard to recognize.

TABLE 2. **Shaman Folk Magic**

Name	Pts	Effect
HEAL	var	Heals 1 point of damage to a wound per point of spell. A given wound (not area) receiving multiple healing spells only gets the benefit of the largest. May be stacked with First Aid if the latter is done first. Heal 6 may be used to reattach a severed limb or restore a crushed limb once bleeding has been controlled. Three consecutive successful First Aid rolls are required before the spell is cast; the limb is then merely maimed. The severed portion must, of course, be in good condition. The healed person must roll CON x 5, or the limb will have permanent scars and decrease in STR and HP.
HIGH HEALING		Heal 8 restores 1 point of general Health loss (e.g. due to bleeding, poison). Optional: two heal 6's or 4 heal 4's applied from different sources at the same time will do the same. There are herbal preparations that will restore lost general Health, too.
LIGHT	1	Must be cast on something (coin, fingertip, wall). makes 10m radius light, enough to read by.
MINDWORDS	var	Allows one person to hear your unspoken words per point of spell. Has no effect on language barriers; if the target cannot understand the caster's normal speech, it cannot understand the mind speech. Caster may attempt several mind contacts during duration of spell, the effect of the spell is to give the caster the ability for the duration of the spell.
MOBILITY	var	Adds 2 to target's MV score per point of spell.
NIGHTWALL	2	Creates a 10m square x 10 cm thick wall of darkness. Can be moved 5m with one action. Blocks all sight; can be shaped as the caster weaves a "blanket" of magic or summons dark spirits to block vision.
QUICKHAND	var	Increases DEX by 2 points per point of spell, to a maximum of twice normal.
SPIRIT BLOCK	var	Adds 2 points to POW per point of spell for the purpose of defending against spirit attack only.

TABLE 2. Shaman Folk Magic

Name	Pts	Effect
STILLFOOT	var	Adds 15% to sneak per point of spell.
SUNWALL	4	Creates a wall of dimensions like Darkwall, but can be seen through from one side (chosen by the caster) without penalty. Light from wall is quite intense, and can repel or harm creatures that cannot stand full sunlight.
VISIBILITY	2	Allows a spirit to manifest visibly and audibly on the physical plane. Cannot be dispelled.
WILLBLADE	1	Does 1d4 to a random hit location if resistance is overcome with POW vs. POW roll. Extra successes with the attack allow for choice of location.

Spirit Combat

Anyone can engage in spirit combat, but it is described here because Shamans make a business of it.

For a normal person to engage a spirit in Spirit Combat, he must know its name, something Shamans are very good at finding out. A spirit, on the other hand, can engage any other spirit, including corporeal ones, anytime it chooses to do so. Most do not so choose, but there are inimical spirits, or guardian spirits, who will engage a normal person in spirit combat under the right circumstances.

And some monsters attack with Spirit Combat.

Attacks and defense are rolled as normal, in INT order since disembodied spirits do not have DEX. Use the Spirit quantity (POW x5) of the combatants, with any spell enhancements they may have. If more than one spirit is engaged on a side, a spirit can only attack one opponent in an action, but he defends against all.

- If both attack and defense fail, no result.
- If both attack and defense succeed with the same number of successes, each loses 1d3-1 mana.
- If the attacker has more successes than the defender, then the defender takes damage to his mana and the attacker is untouched. The amount of mana loss is one damage increment per difference in result. If the attacker is successful by one success, then the defender loses 1d4 mana, etc.

- If the defender has more successes than the attacking spirit, the attacking spirit loses 1D3-1 mana, no matter what the difference in successes may be.

When one participant is reduced to 0 mana, it loses. A disembodied spirit will generally flee. Some will instead yield information or swear service—again this is the shaman's stock in trade. A winning disembodied spirit will either continue to attack, this time destroying the POW of the target until the target is dead (target can continue to fight back with his steadily reducing POW) in the same way, or take possession of the body (see below).

An attacker with extra successes may, instead of doing damage, attempt a Banish. It calls for a further POW vs. POW roll. If successful, the defending spirit is knocked away from the struggle and must take time to return (save for exceptional circumstances, a guardian or controlled spirit can always find its way back to either the area it is attached to or its summoner/controller, whichever applies). The amount of time it is Banished is directly related to the number of excess successes of the banishment.

1 excess success: 1 minute

2 excess successes: 10 minutes

3 excess successes: 100 minutes

etc.

Possessing spirits take mana and, when successful, make a further POW vs. POW attack on the victim. The victim once again loses successes depending on the initial success of the attacking spirit. If the spirit successfully possesses his victim, the victim can try to break free. However, the captive spirit does not regain mana. Thus, his best chance to regain possession is if the possessor is in a low mana condition. If, for instance, his mana is down, the captive spirit might be able to free himself and banish the possessor.

Special Circumstances:

There are a number of special spirits out there who are affiliated with special effects.

- Death spirits take mana and Health at the same time.
- Fear spirits take mana and, when successful, the victim must make an INT roll or run. The INT roll loses successes depending on the success of the

Fear spirit. For each success the spirit exceeds his victim by, the victim loses one success on his INT roll.

- Disease spirits take mana and, when successful, the victim must make a CON roll or catch the disease. The CON roll loses successes depending on the success of the disease spirit. See Fear spirit above.

Effects of Spirit Block and Spirit Shield

The points of effect of these spells add to the defender's POW for determining the success against the attacking spirit. They have no effect on mana or Health damage caused, but do add to any other defensive rolls vs. spirits.

The Shaman's Fetch and How to Get One

To gain a Fetch, a Shaman must first attain a POW of at least 18. This makes him worthy of bonding with a spirit. The Shaman must then successfully undergo a ritual (see Rituals section) that puts the Shaman on the borders of death. Through fasting, self-denial, self-abuse, and ingesting hazardous substances the Shaman goes into a trance state that opens him up to the Spirit Plane.

Spirits friendly to the totems of the Shaman appear to the Shaman appear to offer themselves as fetches. Spirits inimical to the Shaman's totems may also appear and attack the Shaman in Spirit Combat. The friendly spirits may or may not assist the Shaman, depending on their estimation of his worthiness.

Once any spirit combat is completed, the Shaman offers the Fetch bond to one of the friendly spirits. The bonding Spirit will have a POW of 3d6 and an INT of 3d6. The Bond is sealed by the spirit taking POW from the Shaman and adding it to its own total. The amount of POW is set by the Shaman.

This gives the Shaman and the Fetch several benefits:

1. The Shaman's personal POW is reduced so that POW gain rolls will be easier.
2. The POW given to the fetch can still be used by the Shaman in defensive magic. This does not include the Fetch's own POW, just the given POW. The Fetch has the use of the same POW for defense, even at the same time.
3. The Fetch can use its INT to memorize spells for the Shaman, freeing the Shaman's INT for other memorization. The Shaman also uses the Fetch's Mana.

4. The Fetch can act independently of the Shaman in a fight, casting spells and making spirit attacks under the Shaman's direction or its own agenda.

5. The Fetch can teach Folk Magic to others without fear of spirit combat.

6. The Fetch can Control Spirits for the Shaman, giving its master a greater collection of spirits.

7. The Shaman can at any time give more POW to the Fetch, again allowing for a better chance of a POW gain roll.

Controlling Spirits

Spirits can be controlled as described earlier. The number of spirits that can be controlled depends on the POW of the spirits. A spirit controller can control spirits whose POW equals his own POW x 3. No individual spirit can have a greater POW than the controller's. Every Spirit controlled subtracts one from the controller's INT for the purpose of memorizing spells.

For purposes of controlling spirits, a Fetch(see above)'s INT and total POW are also counted to determine the number of spirits controllable.

Losing Control

A spirit controller who has lost POW must choose spirits to release if he can no longer hold them. Similarly, a Shaman who wants to memorize more spells than he has INT free for must release spirits to allow for the memorization.

Also, any time a spirit controller loses a spirit combat round, all of the controlled spirits may also engage in one round of spirit combat with the controller. All the spirits who win their round are freed.

The same thing happens if a Shaman is suddenly deprived of consciousness. Further, if a still-bound spirit is performing an action for the controller when the controller is knocked out, it will finish its task, but do nothing further until it gets further orders.

A spirit sent into combat can be taken from the controller by the target if the target makes his spirit combat attacks against the controller, not the spirit. If the target wins the combat, it wins the spirit.

Sorcerers--Sorcery

The sorcerer's spells are, individually, the weakest available. However, by manipulation of these spells he can create incredible effects. Sorcery can have a much higher mana/time/fatigue cost for effect received than the traditional folk magic or the divinely inspired Divine Magic. Sorcerers are very likely to use ritual and even fatigue simply because their spells cost so much mana for the same effect as a folk magic or divine spell. The sorcerer has the most versatility for most energy cost. Divine Magic Users and Folk Magic users only know that if they do the appropriate thing, the appropriate result happens. The Sorcerer is much closer to knowing why they happen.

The Sorcerer has a Sorcery roll which is the same as the Basic Magic Roll for Folk Magic. In fact, Folk Magic is often thought of as all the sorcery spells that have been perfected. The Sorcerer can increase his Sorcery Roll through training and experience.

Sorcerers have found that magic can be controlled by the use of rote motions and special words. They do not cajole; they force compliance with their wishes. Sorcerers have the problem that if they do not command correctly, their spells backfire. Sorcery roll failure simply means that the spell did not work. A Fumble means the spell backfires on the caster. The nature of the spell attempted and the situation of the caster determine the nature of the backfire.

Sorcery Spells are much like Folk Magic. A Sorcerer can manipulate the Range and Duration (see below) of any Folk Magic spell. However, they must spend mana to duplicate the normal effect of the Folk Magic spell before they can manipulate it further. For instance, most Folk Magic spells have a duration of 10 minutes. To increase the duration to 100 minutes, the sorcerer must spend 3 points in Duration, just as he would with a Sorcery spell. They also have some specialized spells that are not necessarily part of a shaman's repertoire or priest's repertoire.

Sorcery Skill, Magic Manipulation

Sorcerers learn the Skill of Sorcery. This starts at the Basic Magic Skill and allows them to manipulate any spell they learn and to use the spell quickly without elaborate ceremonies and rituals.

Sorcery spells are manipulated in four ways: Intensity, Range, Area of Effect, and Duration. Each way is described in levels of manipulation. Except for Intensity, each manipulation discipline has a level range starting at 0. For example, a simple Disruption spell does 1-2 points of damage (Intensity 1), must be used with a touch (Range 0), affects 1 Hit Location (Area of Effect 0) and acts instantly (Duration 0).

Each level of a manipulation

- costs the user a Mana Point (or turn of time or fatigue level) and
- reduces his Sorcery chance by 1%. Master Sorcerers generally have Sorcery Percentiles over 100%.

Thus, if a mage wishes to use a Disruption spell that does 1D10 damage (Intensity 5), affects the entire body of the target (Area of Effect 1), reaches to bow range to strike the target (Range 2) and acts instantly (Duration 0), he gets a reduction in Sorcery Skill of 8%.

All Manipulations but Intensity start with a "zero level" which costs no extra Mana or Sorcery chance reduction. No Manipulation may be attempted that is greater than the character's Sorcery skill divided by 10, dropping fractions. Thus, a 70-79% Sorcery Skill allows for Manipulations that total no greater than 7 Levels. Since Intensity always costs at least one Mana, any spell always costs a Mana Point.

A sorcerer can only keep spells equal to his INT "in mind" at any one time. It takes 30-INT minutes to memorize a new spell--an action that can drive 1d3 spells out of the sorcerer's mind if he is already "full" of spells.

A familiar or other sentient vessel can also memorize spells for the sorcerer.

The Manipulations

Intensity

Intensity always costs Mana and Sorcery Skill reductions. The table below is expressed in damage terms, other effects can be extrapolated from them (I hope). Some of these are Amount of Size Affected, Intensity of Venom, etc. It's a measurement of the strength of the sorcery string being manipulated.

TABLE 3. Intensity Levels

Level	Effect
1	1D3-1
2	1D4
3	1D6
4	1D8
5	1D10
6	1D12
7	1D6+1D8
8	1D10+1D6
9	1D10+1D8
10	2D10 (NOT 1D20)
11	1D10+1D12
12	2D12
13	1D20+1d6
14	1D20+1D8
etc.	etc.

NOTE: I have tried to give intensities that provide a widest range of possible results; rather than the steep bell curve calling for 3D4 for Intensity 6, we call for 1D12. Playing groups that prefer a tighter bunching of the probabilities can change the dice rolled. Just be sure that everyone in the group is using the same chart.

Range

Range starts with touch, which costs no extra. It then increases by orders of 10. Range can also be used to establish a condition on the spell as to where it will go off. Thus, if one wants to have a Detect Magic working on anything within 100 stridestrides when inside Castle Dangerous, and Castle Dangerous is 2,000 strides away, he can cast the spell with appropriate Duration and 6 points of Range and the spell will only take effect when he enters the bounds of Castle Dangerous, even if it takes him years to get there. Note that any kind of general purpose Dispel Magic cast on this person before he enters the Castle will destroy this spell as well.

TABLE 4. Range Levels

Level	Effect
0.	touch - free - within one stride
1.	near - {up to 10 strides}
2.	far - {11-100 strides}
3	very far - {101-1000 strides}
4	extreme - {1001-10,000 strides}
5	Indirect - {targeting through vision spells, contagion, etc.}.

Volume

Volume is very tricky. It is essentially how one deals with fireballs, zones of silence, multiple targets, etc. The volumes given below are total measurements—the shape of the spell is up to the caster. It's a rough estimation of how many strings are involved. When dealing with a number of objects (such as Blessing several swords), each level doubles the number of objects.

Volume can also be used to establish a contingency for a spell to work. For instance, if a sorcerer wants to fill a certain volume with fire if three objects of SIZ 7 or larger enters it, he can spend 3 levels to fill a good size lair, and 3 more to deal with 3 objects of SIZ 7 or larger, for a total of 6 levels. Duration for this spell would determine how long the spell trap would last, with further duration usable,

as shown below, to keep the spell effect going for more than an instant when it does go off

.

TABLE 5. Volume Levels

Level	Volume
0	A handful, one Hit Location, one object of less than SIZ 6
1	1 cubic stride, a whole humanoid body, two objects of less than SIZ 6, one of 7-12
2	8 cubic strides, a small room, four objects of less than SIZ 6, two of 7-12, one of 13-18
3	27 cubic strides, a good sized lair, eight objects of less than SIZ 6, four of 7-12, etc.
4	64 cubic strides, a major great hall, sixteen objects of less than SIZ 6, eight of 7-12, etc.
5	125 cubic strides, 32 objects of less than SIZ 6, etc.
6	216 cubic strides, 64 objects of less than SIZ 6, etc.
etc.	etc.

Duration

Duration's zero level is Instant (invoke fire) or a melee round (Boost Damage), depending on the spell. If anyone has a progression they like better, let me know. This part of the spell is what inserts the string into the warp and woof of the world and continues the effect.

Duration can also be used to establish delayed times for spells. A level of Duration can delay the spell by its usual effect. Thus, if the caster wants to do an Invoke Fire that will last for 10 minutes, but doesn't want it to start for 100 minutes, the total Duration cost is 5

.

TABLE 6. Duration Levels

Level	Effect
0	Instant/Melee Round (depending on the spell effect)
1	Minute
2	10 Minutes
3	100 Minutes (an hour and 40 minutes, often thought of as 2 hours)
4	1,000 Minutes (16 hours, 4 minutes, often thought of as 20 hours)
5	10,000 minutes (167 hours, often thought of as 200 hours, or 8 days)
6	100,000 minutes (1,670 hours, 69+ Days, generally thought of as 10 weeks)
7	1,000,000 minutes (16,700 hours, 695+ days, generally thought of as 2 years)
8	10,000,000 minutes (about 20 years)
9	100,000,000 minutes (about 200 years)
10	1,000,000,000 minutes (about 2,000 years)
etc.	etc.

Some Sorcery Spells

In each case when a spell description shows multiple possible names, such as ANIMATE <Dead, Element, Substance>, the owner of the spell must choose one when learning the spell. He must relearn the spell to know another variation. Each Animate, in this case, is a different spell. And where general terms like Element or Substance are used, the spell user must specify a particular element or substance when learning the spell. Spells found in spell books will be one variation on the spell. A Necromancer, for instance, might have Animate Dead and Animate Darkness (a substance for the purpose of the spell).

TABLE 7. Sorcery Spell List

Name	Description
ANIMATE <Dead, Element, Substance>	Intensity increases MV (from 1) and/or STR (by 3, for Dead) while Volume influences volume or number.
BIND	joins two objects with a STR of the rolled Intensity. Does not affect living matter.
BLESS <OBJECT>	makes a tool or weapon 5% more effective. Specific to the tool of the spell. Weapons gain 5% in both attack and parry.
BOOST DAMAGE	Adds rolled Intensity to damage of any weapon.
BOOST RANGE	Adds 10% to range of missile weapon up to SIZ 6. See Boost Damage for other effects.
CALL COLD	Chills 1 liter (1 ENC) of substance by 10 degrees x rolled Intensity.
CALL FLAME	creates a normal fire (see Invoke spells for especially damaging fire, etc.) Each level of Intensity increases the number of possible things that can be lit; Volume determines what ENC of objects can be lit. Objects that are not normally flammable are only momentarily aflame and undamaged.
CALL HEAT	Makes 1 ENC of substance red hot, causing damage on Intensity Table. Increase ENC by Volume.
CALL LIGHT	Makes a 10m radius illuminated. 5 intensities equals daylight, 10 equal to brightest day. Cast on vision-using target, each Intensity reduces vision-oriented skills by 5% for 1d6 Melee Rounds.
CALL SHADOW	Creates shadow in light, equivalent to CALL LIGHT. Can also be used to blind.
CASTBACK	Bounces any spell of lesser rolled Intensity back at caster, eliminated if incoming spell is more Intense, but still bounces back Intensity equal to the rolled Intensity of the Castback. Intensity of the Castback is rolled for each incoming spell.

TABLE 7. **Sorcery Spell List**

Name	Description
CONFUSE	Confusion makes the target forget 10% of all skills, , Fear makes all Offensive actions cost two actions and reduces charge MV by 1/Intensity. INTx1 roll allows the target to try to get rid of the effect with other magic. Courage and Fear cancel each other.
EMBOLDEN	Embolden causes all Defensive actions to take two actions and reduces runaway MV by 1/Intensity. INTx1 roll allows the target to try to get rid of the effect with other magic. Canceled by Frighten.
ENTICE	Entice makes a person or object very attractive to the target. INTx1 roll allows the target to try to get rid of the effect with other magic.
FRIGHTEN	Frighten causes all Offensive actions to take two actions and increases runaway MBV by 2/Intensity. INTx1 roll allows the target to try to get rid of the effect with other magic. Canceled by Embolden.
CONCEAL <Life, Magic, Malice, Species, Substance>	Each level of Intensity blocks 1 level of Intensity of a Detect (see below) for the same substance without alerting the detector to the block.
CONCEAL <Object, Self, Sound>	Each level of Intensity adds 15% to a Skill appropriate to the name of the spell like Conceal, Hide, and Sneak.
CONCEAL SOUL	decreases target's apparent POW and MP by rolled Intensity.
DECREASE <STR, CON, DEX, APP>	1 Intensity decreases pre-chosen characteristic by Intensity amount. Roll POW of attacker versus characteristic (x5) being attacked. Extra successes increase Duration, then Intensity.
DECREASE MOVEMENT	decreases MV by 1 stride. Roll POW of attacker versus characteristic (x5) being attacked. Extra successes increase Duration, then Intensity.
DECREASE VIGOR	robs 1 level of Fatigue (if Fatigue rules are being used). Roll POW of attacker versus characteristic (x5) being attacked. Extra successes increase Duration, then Intensity.

TABLE 7. **Sorcery Spell List**

Name	Description
DETECT <Substance>	Intensity must be used to look "through" substances like earth, wood, or metal for pre-chosen substance. Can be used as Sense Malice to find one who wishes castor harm. Caster sees glow on object.
DOMINATE <Species>	Must have rolled Intensity equal to at least 1/2 target's POW, and make POW versus POW roll, to succeed.
ENHANCE <Sense>	Intensity increase pre-chosen sense by 5%, affecting associated Skills, and increases range at which sensing Skill can be used.
FLY	1 Intensity moves 1 Volume level at MV5. Intensity increases MV by a factor of 2 (10 paces, 20 paces, 40 paces, etc.), Volume increases normally, Range to target and Duration are normal
ILLUSION OF <Sense>	Levels of Intensity increase the effectiveness of the illusion or the MV (2m/Intensity). Multi-sense illusions are possible, but each must be cast separately while maintaining the previous illusions. Rolled Intensity "damage" of the Illusion must be rolled against the CON of the target to stun the target. The target cannot take real damage.
INCREASE <STR, CON, DEX, APP>	1 Intensity increases pre-chosen characteristic by Intensity amount. Extra successes increase Duration, then Intensity.
INCREASE MOVE	1 intensity increases MV by 1 stride. Extra successes increase Duration, then Intensity.
ENVIGOR	1 Intensity restores 1 level of Fatigue (when we get around to using Fatigue rules), which is the Vigor. Extra successes increase Duration, then Intensity.
INVOKE <Element>	The basic Sorcery damage spell--uses the Intensity Damage Table. Caster must use his Throw skill as his Attack skill. A large Volume spell that misses does half damage. LargeVolume damage spells go directly to the Health Points of the victim; damage is reduced by magical protection and the AP of head and chest armor.

Name	Description
MYSTIC VISION	Lets the target see the lines of force of magic. Since a wizard has to be able to see them naturally, this is generally used on a non-seeing target who has to see what is going on magically.
NEUTRALIZE MAGIC	Intensityx5 of this spell must be matched against Intensityx5 of the defending spell. If successful, defending spell is suppressed for Duration of Neutralize. Suppressed spell can expire while Neutralized.
PALSY	Affects 1 random Hit Location if Intensity of spell is at least half the current Hit Points of the location. The Hit Location is useless for the Duration of the spell.
PROJECT <Sense>	Let's the caster project the chosen sense to the Range chosen. The viewpoint can be moved at a rate of MV 1, this can be increased by 1/Intensity. Can only penetrate 1m of substance per Intensity.
PROTECTIVE CIR-CLE	The Volume protected causes any intruder to have to overcome the Intensity with its STR vs. the POW of the caster. Spells and missiles must also overcome the Intensity; spells use their own Intensity, missiles use maximum possible normal damage.
REGAIN LIFE	Heals Intensity Level of hit location damage -or- Health damage. 5 levels of Intensity will, instead of healing 1D10 damage, reattach a limb within 10 melee rounds of its loss, which must then be healed.
REGENERATE	Used to reattach severed limbs or allows limb to regenerate at 1%/week/ Intensity. Also increases Healing Rate by +1 (thus, 1d3+1, 2d3+1, etc.) per point of Intensity.
REMOVE LIFE	Causes Intensity level of Health Damage to the target. Roll POW x 5 of attacker versus Health x5 of target. Extra successes increase Duration, then Intensity. After Duration expires, Health is restored. Normal Healing spells and natural powers like Regeneration can also restore Health.

TABLE 7. **Sorcery Spell List**

Name	Description
REMOVE FIRE	1 Intensity puts out candles, 2 puts out small campfires, 3 puts out bonfires, etc. Volume of spell must be large enough to encompass entire fire.
RESIST BLEEDING	Keeps wounds from Bleeding (see Combat Rules). Each Intensity level deals with 1 wound. Can be cast before taking wounds, and lasts the Duration of the spell.
RESIST DAMAGE	Damage done x 5 must beat out Intensity x5 of spell to actually do damage. If the attack is successful, the Intensity of the Spell still subtracts from the damage done. But a successful attack of any size still puts one point past the Resist Damage--though this might be absorbed by some other form of protection.
RESIST DEATH	Increases the Health Point loss needed before death by 2 per rolled Intensity level. Also adds 2 to Spirit to resist Death spells and Death Spirits.
RESIST DISEASE	+5% per Intenstiy Level to chance to resist next disease encountered, then is gone, no matter what the Duration. Duration is still the maximum time the spell will work.
RESIST MAGIC	Resists against spells by adding the rolled Intensity to the POW of the Defender. Stays for Duration.
RESIST POISON	Must be used before Poison takes effect. Negates 3 pts of Health Damage per Intensity.
RESTORE\<Substance\>	Repairs damage points per roll on Intensity Table. If object is completely broken, a Craft \<Substance\> Skill roll must also be made or the object is still damaged.
SHAPECHANGE \<Species\> TO \<Species\>	Need 1 Intensity/3 SIZ of target. Result has same SIZ as original target.
SHOW \<whatever\>	Acts like Detect but everyone can see the glow about the object.
SKIN OF LIFE	Target must be protected by 1 rolled Intensity/3 SIZ. Can breathe where normally couldn't.

TABLE 7. **Sorcery Spell List**

Name	Description
TREAT WOUNDS	Intensity adds 5% to the First Aid roll and 1 point to any damage healed by First Aid (see Combat rules) and Physician.
SMOTHER	Intensity of Health damage/round in effect. Each action spent fighting off the spell (concentrating on breathing) reduces the effect for that round by 1D3. One Intensity of Skin of Life negates 1 Intensity of Smother.
TAP <STR, CON, SIZ, INT, POW, DEX, APP>	Takes the Intensity level of the Characteristic from the target and adds it to the same Characteristic of the caster or designated recipient. Effect lasts for Duration of the spell. Roll POW x 5 of attacker versus characteristic (x5) being attacked. Extra successes increase Duration, then Intensity.
TELEPORT	Each level of Intensity teleports 3 SIZ to a point within the Range of the spell or to a Homing Circle (See ritual spells if I write them up).
TELEPATHY	Allows mind-to-mind communication. Volume increases number of people involved. Communication is automatic and can be denied by target. Caster can attempt a Pow x5 versus POW x5 roll to force the telepathy. Success allows the caster to read surface thoughts for the duration of the spell. An extra Success allows for discerning motivations and hidden things on the target's mind. Further successes allow for probing of deep memories or psychological motivations even unknown to the target. Information is received at a fast talking pace.
TELEKINESIS	1 Intensity moves 1 Volume level at MV2. Intensity increases MV by a factor of 2 (4 paces, 8 paces, 16 paces, etc.), Volume increases normally, Range to target and Duration are normal

The Sorcerer's Staff

The Sorcerer's Staff is a specialized form of Enchantment (see Ritual Rules) that creates a Staff or other object that the Sorcerer can imbue with both POW and INT by using a Summoning Ritual to bring a Spirit to the Sorcerer. The Sorcerer then uses the Enchantment Ritual to place the Spirit in the Staff.

The Staff provides the Sorcerer with the following benefits:

1. The Sorcerer can place POW in the Staff to give the Sorcerer better POW gain rolls. The first point of POW used to Enchant the staff is not counted here.
2. The POW placed in the Staff is still available for Defensive purposes.
3. The Staff spirit can also use the POW for defensive purposes, at the same time as the Sorcerer.
4. The Sorcerer can use the Staff's Mana.
5. The Staff can store spells for the Sorcerer in its INT.
6. The Sorcerer can break the Staff. This frees the Spirit, but releases all of its Mana in an explosion of force that uses all of the Spirit's mana for Intensity and the same amount forVolume (Duration and Range are both 0). This is generally a last ditch effort. The actual force effect (fire, lightning, cold, whatever) is up to the breaker.

Unlike a Fetch, a Staff cannot operate on its own. It is the subjugated slave of the Sorcerer. The Staff also cannot control spirits for the Sorcerer.

A Staff can be enchanted with spells which are ongoing or usable by the Sorcerer.

If the staff is broken under normal circumstances, the Spirit is freed. Most staves are carefully enchanted with protection spells.

The Sorcerer's Familiar

Instead of, or in addition to, a staff, a Sorcerer can create a familiar animal. This is done by a Ritual that allows the Sorcerer to give the familiar characteristics it does not normally have. Generally this involves giving a dumb animal real INT. In this case, the Sorcerer uses a point of his POW to quicken the familiar's INT. The ritual magnifies this to an addition of 1d6 INT. If the Sorcerer is attempting to make some other strange creature (such as some undead) that does not have one of the Seven Characteristics, POW must be expended to give the creature those Characteristics, too. One point of POW provides 1 point of POW or INT, 2 points of other Characteristics.

Familiar and Sorcerer share most of the attributes of the Sorcerer and Staff relationship, except the familiar can use spells on its own and has access to the Sor-

cerer's memorized list. The familiar's Sorcery skill starts at half that of its master and can be increased normally.

Priests-- Divine Magic

Priests have a connection to the God(s) who rules the world and whose playthings mankind and others are. The priest prays to the Gods and they force his creation to do the Priest's bidding. There is a price of POW for this privilege. Priests sacrifice POW for Divine Favor, which can be spent on any spell they know. Priestly spells can take minutes to perform but once the priest has the Creator's attention, the results can be spectacular. Divine Magic users must make a successful Prayer roll to have a prayer answered. Successful use of the prayer costs mana equal to the POW originally spent for the prayer, unless the prayer has been done over time or Fatigue has been used. If the prayer is unsuccessful, there is no loss in mana to be used, but the Fatigue or time is still wasted. Prayers are acquired by sacrificing POW. This forms a Prayer Pool. A PC may cast divine spells/prayers he has learned until he has used up mana equal to the points in the Prayer Pool. This means that the divine magic user can cast more spells if he takes time getting the god's attention and/or exhausts himself actively seeking out divine attention.

The Prayer Pool is actually the POW sacrificed for spells. The POW is converted (transubstantiated?) to Divine Points (for want of a better term). POW can just be sacrificed without getting a specific spell, as well. So let's say that the priest has sacrificed for Shield 4, Absorption 2, Extension I, and Blast of Divine Wrath 3. This is a total of 10 Divine Points. He now has a pool of these 10 points. They have two functions.

When he wants to use one of the spells, he must "spend" the points. For instance, he spends 4 Divine Points to use the Shield 4 (as well as the mana from his personal store). Those points are now out of the pool until he goes through an appropriate ritual to gain them back. He doesn't have to sacrifice any more POW, but he cannot use these until he persuades the god to return the use of them. What is the ritual, you ask? It is different for each god, of course, but in game terms it's a factor of how well he makes his ritual roll and the time spent. Each success is one point returned. If he doesn't get it all back from four hours of solid prayer, he can try again 24 hours later (that's 24 hours from the start of the previous ritual). Of course, he must be in a place consecrated to the god in question.

Like a Shaman's Fetch, the unused Divine Points add to his POW for the purpose of resisting spells. A further complication is that, if he is sacrificing POW to more

than one god (a close pantheon counts as one god), he has different pools of divine points. He can pick which one protects him from magic, but he had better not be using the specialty spells of another pool while this is going on.

Some Divine Spells:

For purposes of determining time, each point of a Divine spell takes up 5 DEX points of initiative. Thus, any Divine spell taking up more than 2 mana takes up a complete round

Most of the following spells are generic to most deities. A discussion of spells more specific to certain deities follows.

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TABLE 8. Generic Divine Spells

Name	Pts	Description
BLESS	var	*Duration: 10 minutes per point of spell.*
		Range: 100 Strides or within clear understanding of words.
		Volume: See below
		This spell generally varies by amount of time taken to use instead of amount of mana, but it can be used either way. It takes a whole round to perform unless only the most basic form is used on only one recipient. Bless increases all INT-influenced bonuses by 5% per point of mana per recipient. Thus, if blessing five people with a 10% Bless, the total mana cost would be 10 points. Only Agility is unaffected by the blessing. In effect, this is a very effective pep talk, convincing the recipients that they are better than they are. The effect generally lasts until the situation specifically addressed in the blessing is over. It can last for a battle, but not a war. It also goes away after the recipient has slept (or been otherwise unconscious)
DISMISS MAGIC	var	*Duration: Instant*
		Range: 100 Strides or within clear understanding of words.
		Volume: Caster and one other person per point of spell
		As Folk Magic spell Dispel Magic, but each point eliminates 5 points of magic targeted. Unlike Dispel magic, it can partially eliminate a spell.

TABLE 8. Generic Divine Spells

Name	Pts	Description
DIVINATION	1	*Duration: Instant, but needs a ritual of at least 10 minutes.*
		Range: Not Applicable
		Lets a worshipper obtain information from the worshipper's god or ask a simple question of that god. Important: the god only knows what his devout followers tell him, or what is in the nature of the god's part of Creation (e.g. A weather god knows about the weather). Gods have no "all-seeing eye", and no understanding of Time. He does not know what a worshipper thinks, only what he tells Him specifically.
FURTHER BLESSING	var	*Duration: As per multiple of spell*
		Range: Touch or Self
		Doubles the duration of a divine spell per point of Further Blessing.
HEAL BODY	3	*Duration: Instant*
		Range: Touch
		Allows the caster to heal all Health Point Damage in a person. This does not negate a poison or disease, it merely heals the damage already taken by the body. Caster is at a Disadvantage (see Combat rules) while casting
HEAL WOUND	2	*Duration: Instant*
		Range: Touch
		Allows the caster to expend any number of mana points to heal a single wound. One mana heals one point of hit location damage. This extends to all damage taken by the Hit Location, including reattaching limbs if the detached part is available. Re-attaching limbs must be accomplished within two hours of loss of limb, though some magics may prolong this time. Caster is at a Disadvantage (see Combat rules) while casting.

TABLE 8. Generic Divine Spells

Name	Pts	Description
MINDBLAST	3	*Duration: Instant*
		Range: 100 Strides
		Volume: One mind
		This spell destroys the INT of the target if the caster wins a POW vs POW contest. The victim's INT drops to 1 point less than its minimum rating (this is 7 for humans) and it becomes animalistic. Anything that depends on INT, such as memorized spells or controlled spirits, is lost and must be regained normally. The victim cannot speak inteligibly or form sentient thoughts. Each day, the victim may make an INT gain roll until he has regained his INT rating at the time of the MindBlast.
		This is a specialized spell that is not offered by many cults.
MINDLINK	var	*Duration: 10 minutes per point of spell.*
		Range: 100 Strides or within clear understanding of words.
		Volume: Caster and one other person per point of spell
		Allows two or more people to share thoughts, feelings, spell knowledge, and even mana. It is entirely voluntary, and the targets can break the spell at any time. However, any member of the link may use the mana of any other member of the link at any time, permission must be denied with a conscious act, and would only come after an involuntary "contribution" of mana.
RESURRECTION	var	*Duration: Two time increments (see Sorcery) per point of spell.*
		Range: Touch (of Body).
		Volume: One Person
		Allows the user to step into the Road of the Dead and intercept a departed spirit, and engage that spirit in Spirit Combat. If he wins the Spirit Combat, the spirit goes back into the body it left. Of course, if that body is unhealed or decomposing, then the spirit leaves again, because the body is dead. As a rule, a departing spirit has finished his trek on the Road of the Dead within two weeks.

Generic Divine Spells

Name	Pts	Description
REVEAL <substance>	1	*Duration: 10 minutes*
		Range: 100 Strides
		As Reveal Enemy, but for the particular substance. The spell is generally specific to substances within the purview of the particular god, and within that purview, to a specific substance. For instance, an Earth Goddess might allow her followers to Reveal different minerals, while a different Earth-oriented deity might allow prayers to find the richest soils, and a forest-oriented deity would Reveal different plants or even specific types of animals.
REVEAL ENEMY	1	*Duration: 10 minutes*
		Range: 100 Strides
		Warns you of any or all persons in range that want to harm you, whether they can be seen or not. Blocked by 1m or more of solid substance. This is actually a limited form of Divination—if the menace is not obvious to an omniscient observer, the caster gets no information.
SHIELD	var	*Duration: 10 minutes*
		Range: 100 Strides
		Volume: 1 person
		Allows the user to put up a combined Protection and Countermagic spell of 2 points potency in each per point of Shield used. A Folk Magic Protection and/or Countermagic can be added. Any one Sorcery protective spell can be used as long as there is no Folk Magic being used.

TABLE 8. Generic Divine Spells

Name	Pts	Description
SOUL SIGHT	1	*Duration: 10 minutes per point of spell.*
		Range: 100 Strides
		Volume: Not Applicable
		As Folk Magic spell Aura Sight, but lets you see mana, both in creatures and those in running spells.
SPIRIT GUARD	var	*Duration: 10 minutes per point of spell.*
		Range: 10 Strides
		Volume: One Person
		Adds 10 to POW for purposes of defending in spirit combat, like Folk Magic spell Spirit Screen. Additional points can add targets, but do not add to Intensity.

Other Divine Magic

There are other Divine Magic spells, usually specific to a cult or god. In general, a point of POW sacrificed can get an effect equal to the use of 5-6 mana on a Sorcery spell. The spell cannot be manipulated.

Elemental Effects

Elements in fantasy are commonly thought of as the Alchemical elements of Earth, Air, Fire and Water beloved of Western Medieval philosophers. But many other Elements can be used in a Fantasy setting. There are the Five Elements of the Orient (Earth, Wood, Metal, Stone and Water). Dark and Light are considered elements in some circles, as are abstractions like Death and Life, Law and Chaos, Storm and Ice and Sand and Ash. Movement and Stasis, Truth and Deception can be considered elements.

Most gods have an element (using this expanded definition) or more in their purview, so entities like Truth Elementals are entirely possible. Have fun creating them using the guidelines below. And, of course, many Spirits have elemental aspects, so they are available to Shamans (see Folk Magic) as well. Sorcery spells

of Invocation and Animation can also be used to summon Elementals. But the sorcer better have the right Dominate spell handy, too.

Example Divine Spells

TABLE 9. Specialist Divine Spells

Name	Pts	Description
\<deity>'S ASPECT	Depends	This is a manifestation of the deity around the worshipper. It could be a halo of light or dark, a field of flames(generally low damage, or none a all), plants filling the room, etc. Generally lasts for about 2 hours, is limited to the worshipper, has a volume expanding out to a good-sized chamber, and has a high Intensity.
\<deity>'S WRATH	Depends	The attack of a god on a foe designated by the god's worshipper. The exact form of the Wrath depends on the purview of the deity. Generally involves at least 2D10 of damage, an Instant Duration, encomassing the whole Volume of the target, and at great Range. Could also be embodied in a melee or ranged weapon holy to the god.
ELEMENTAL SUMMONING	Var	First point of this summoning gets an elemental that has (according to the sorcery tables) 2 levels of Volume, 2 levels of Duration, and Attack and Defense ability of two levels of Intensity. Further points can add 3 levels to any two ofVolume, Intensity, and Range of effects. But the Duration is always the same (but see Further Blessing).
WARDING HAND OF \<deity>	Var	In shape this effect is very like the Folk Magic spell Lightwall, but it can be made of any substance or element under the purview of the deity. Like an Elemental, it also has Defensive Intensity that acts like a wall against intruders who are not worshippers of the deity in volved. It even adds 1 point to the Spirit Defense of worshippers within it for every point in the Warding Hand

Ritual/Ceremonial Magic

Ritual magic can be used by any kind of magic manipulator. The most significant use is to provide a POW device to help with spells, as discussed earlier. Sorcerers use Rituals for their Staffs, Priests use Rituals to Sacrifice for Divine Magic, and Shamans use Rituals to gain their fetches.

Rituals can be used with almost any attempt to do magic and for enchantments of various kinds. They are also used for Summonings. All Rituals take time and the Enchantments and some others take POW from the person(s) performing the Ritual. Rituals can be used to spend time instead of Mana for a spell. Performing these rituals calls for at least one each of the basic magic roll for the type (basic, prayer, sorcery) plus either a ritual or enchant roll, depending on the ceremony. Using ritual to help bolster or perform a standard combat magic takes the dual rolls.

The following are all Ceremonial Magic.

Enchantment

Enchantment involves putting a magic spell or spells into an object so they can be used by whoever wields the object. Access can be limited through the ceremony. The object must be made either from "pure" materials that have not been used in any way (iron ore, fresh-picked flowers, newly-woven cloth, etc.) or from materials that were used for a previous magic item of the same type, and not for anything else. For instance, if a magic sword is broken, and the user took the shards and stabbed someone to death with them, then the materials have been used and cannot be reforged into a magic sword.

A Permanent point of POW must be willingly sacrificed by someone participating in the ceremony for every point of a Divine Spell or 5 points of a Sorcery or folk spell being put into the object. Minimum time for the ceremony is 1 hour for every Divine Point or 5 points of folk/sorcery. The POW is sacrificed at the end of the ceremony. If something disrupts the ceremony, the POW is not lost.

Items enchanted in this way act as spells. The magical effect must still be activated. Permanent effects can be applied (so that a sword is always sharper or a ring always makes the wearer invisible) by use of Sorcery manipulation of Duration. Folk magic users and Prayer users learn this as part of the Ceremony and

have no idea they are using a Sorcery discipline. Levels of duration count toward the total points that must be sacrificed.

Vessels meant to provide more Mana for the user must be made Permanent. One point of POW sacrificed creates a vessel for 10 points of Mana.

Sanctifying

Despite the name, this is not just making a place Holy. It is giving an area an attribute of some sort that it will have until the sanctification is dispelled or the place destroyed. Like Enchantment, but uses Volume.

Summoning

The actual act of Summoning can be very quick. Doing it right, so the summoner is not instantly slain or worse, takes time. In abstract, the Summoner must work continuously a number of hours equal to the POW of the summoned creature to be sure that the summoning will be faultless. Any hours skimped are multiplied by 5 and subtracted from the chance of success. If the summoning roll lands between the result of this calculation and the chance if all was done correctly, the creature appears, but something bad happens, such as it escapes, or attacks the summoner, or whatever seems likely to cause the most disruption.

Teleport Circle

Ritual for Sorcerers who can creat a homing place for their Teleport (using the Range Effect) and then Teleport to that pace using Indirect Range for level of Range, even if the place is not within normal range.