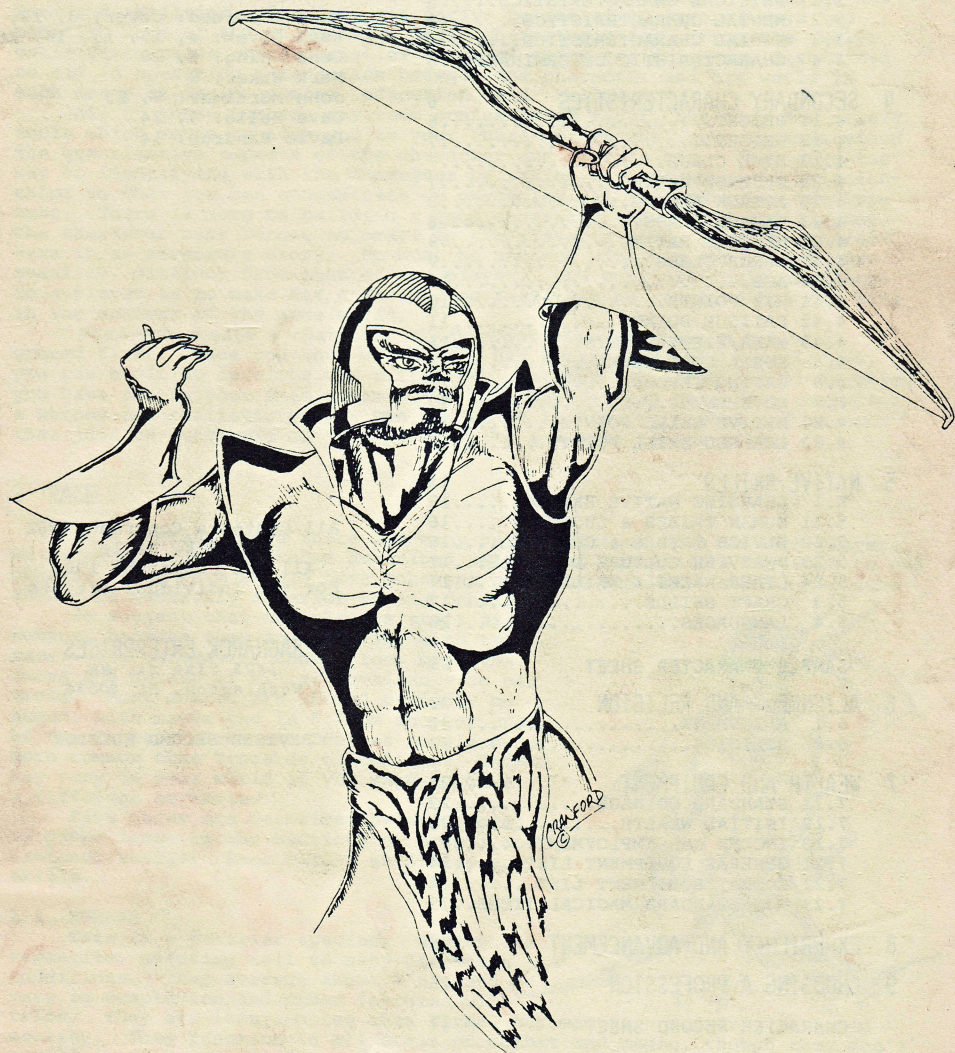


THE YSGARTH RULE SYSTEM



1: THE FANTASY CHARACTER

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ARTISTS IN BOOK #1

Mike Cranford: Cover, 3, 12, 25
Karl Zivek: 4, 13, 15, 18, 26
Gene Ching: 6, 10
Mark Wiker: 8
John Mortimer: 9, 22
Dave Nalle: 9, 24
David Randrup: 14

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RAGNAROK ENTERPRISES
1402 21st St. NW
Washington, DC 20036

REVISED SECOND EDITION

1 THE CHARACTER

The character is an essential element of a fantasy adventure. He is a person who exists in the game world, but is under the control of the player. To be played well a character must have depth and a strong, distinctive personality. A good player can become his character seeing and feeling what the character sees and feels, and making the character act the way he would if he were an actual living person.

In creating a character a variety of options face the player. Each player must choose many of the attributes of his character, including his race and abilities. Race effects native potential in several ways and modifies some of the character's basic characteristics. From the twelve basic descriptive characteristics a set of characteristics are determined to aid in operating interaction between the character and his world in such areas as magic, combat, education, and religion.

All of these numbers may seem confusing at first, but they are merely tools which serve to link you to your character so that you can understand the quantitative aspects of the character and operate him. They pave the way to identifying with the character by taking care of physical relationships so that you can concentrate on psychological and emotional development. There is more to building a good character than facts and figures. The character must become an image in the player's mind, like the characters in an adventure story. He must be endowed with his own unique personality, distinct from that of the player. The most difficult challenge to a player is to make his character so real that he can live his own life in the context of the game world.

When you create a character think about his personality and background first. Once you know who he is, his background, his experiences, you can begin to develop his attributes, molding him along the lines which you have set in your imagination. In this way you can make your character a strong and realistic person who can exist in his own right, and is more than just an outgrowth of your personality and some random rolls.

2 RACE

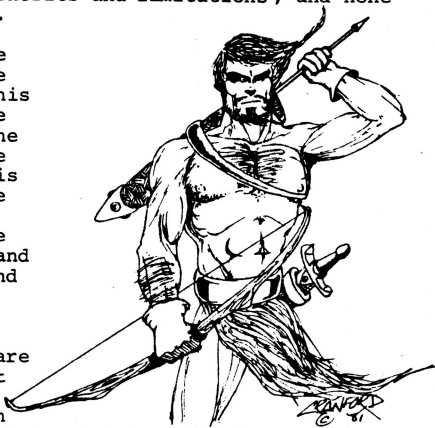
In a fantasy world there are many racial options open to each player. We recommend the five races described below, but GameMasters may wish to add others. Each race should have inherent benefits and limitations, and none should be generally superior to any other.

We suggest that new players start as humans, because they are familiar with the race. The GameMaster should look over the races and decide if all are available in his world. Most characters should probably be human, with maybe one in 5 from another one of the races. Elves and Dwarves should be more common than Trozards or Chitare. This may vary in your world if you want to give a different emphasis.

Five races are described below. More is given later in the sections on tribal and national skills. Race alters abilities and skills.

2.1 HUMANS

This is a familiar species. Humans are versatile, adapting well to many different conditions. They average about 5'6", and vary in complexion and other features with tribe. They are less complex than Elves, but maintain a fairly advanced society. They function in all areas of combat and magic, though they don't excel in very many fields. They are by far the most populous intelligent race.



2.2 ELVES

These are another humanoid species. They bear a fairly close resemblance to men, though they are shorter and slighter. They are an older race and more highly developed in mental and magical areas. They are not as well equipped for physical activity. They live longer than men, but have far fewer children. They are pale-skinned, with dark hair, and little or no facial hair. They are usually lightly built, with sharp features. They vary somewhat in appearance from tribe to tribe. They lead a solitary life, preferring the society of their own kind. They can be malicious and cruel, and usually dislike humans. There are three main groups, the Mountain Elves, called Gwyllion, the Ellyllon who live mostly in woodlands, and the Gwragedd of the waterways and islands. Of these tribes more will be said later, but the Gwyllion are the most aloof.

2.3 DWARVES

This is another common race. Dwarves are of lesser stature than humans, but they are heavily built, hirsute, and swarthy skinned. They are unusually strong for their height, and are excellent warriors. They have natural aptitude for mechanical things, but are not suited well to most sorts of magic. They live mostly in mountainous areas, and while they are not overly friendly to humankind, they engage in lively trade, usually exchanging manufactured goods for food. They are also known as the Khuzdar, and their language is Dwermaal. They tend to be rowdy and quick tempered.

2.4 CHITARE

This is a race of intelligent insects. They are bred in several different types, but only the Warrior class should be used in play. They are similar to a 7ft tall cross between a cockroach and a mantis, standing on their hind legs, leaving 2 pair free to use. One pair consists of combat pincers, and the other has manipulatory 3-digitated claws. They have a carapace and colorful rudimentary wings. They are of little imagination and do not live in hives, though they form communities. They are mainly scavengers and carrion eaters. They can take great amounts of pressure, but their joints are very fragile. They place little value on life, including their own. They live in wild areas and are very rare in human lands. They have distinctive body markings. They are not recommended for new players.

2.5 TROZARDS

This is an ancient race of intelligent, anthropoid lizards, similar to a Tyranosaurus Rex, but with larger forearms and less height. They predate mankind and are carnivores. At one time they had high technology, but their numbers are depleted and they have lost much of their technical knowledge. They are not good with magic, but many of them are religious and have adopted human gods. They tend to be honest. They are warm-blooded and surprisingly agile for their rather considerable height of 10 or so feet. They dislike Chitare, and are more common in human areas where they hire out as body-guards. They mix well with other races and are great diplomats. It is not recommended that players start with Trozard characters until they are more familiar with the system.



2.6 PICKING A RACE

Many aspects of the character depend on racial factors. Each race has its special benefits and limitations. When you pick a race think about what would suit the personality which you have devised for your character. Though one race may seem more attractive than another, you may find the benefits illusory.

3 BASIC CHARACTERISTICS

After picking a race you can determine the character's Basic Characteristics, which represent his physical and mental potential. There are twelve of these, and all of the Secondary Characteristics, which are used for specific application of his talents, are found from them. It is not essential for a character to have high numbers in all areas, but a good range of good, average and poor scores keeps a character rounded out. Good scores in certain areas will help the character in the profession which he chooses. As you get to determine these characteristics yourself, you should think first about where you want your character to go and what he will become.

The twelve Basic Characteristics are divided into three groups of four. These are the Physical, Mental, and Social groups. In some cases characteristics are modified depending on race, so you should choose your race first. The characteristics are described below by group, with racial modifications.

3.1 PHYSICAL CHARACTERISTICS

This set of characteristics shows what the character's body can do. They are important for survival, especially for warrior types. Several of them are generally valuable, or important to other classes.

Constitution(CON)-This is important for all characters. It represents physical healthiness, resistance to disease, endurance, and ability to withstand damage. It is probably the single most useful characteristic. Dwarves +1, Elves -1, Chitane -3.

Strength(STR)-This is an important characteristic for warriors. It indicates raw physical strength and the general aptitude for smashing, lifting, crushing, and breaking things. A serious warrior would have a STR of at least 13. Dwarves +1, Elves -1, Chitane +1.

Dexterity(DEX)-This is a key characteristic for any who want to be good at thieving and related skills. It indicates manual ability and skill in manipulating objects. It is useful to warriors and mages as well. Elves +1, Trozards -2.

Agility(AGI)-This indicates fleetness of foot and dodging aptitude. It is not essential for any pursuit, but it helps a character survive. It is good for warriors as it helps them evade blows in combat. It is also useful for those who like to run. Elves +1, Trozards -1, Chitane +3.

3.2 MENTAL CHARACTERISTICS

This set of characteristics show what a character can do with his mind and how well he is equipped intellectually. It is the key area for mages, and quite important for clerical or priest types as well. Any character can benefit from a good mind.

Talent(TAL)-This represents the psychic and magical strength of the character. It is absolutely essential for mages, and beneficial for some priestly classes as well. TAL also determines resistance to magical attacks. A mage should have a TAL of at least 13. Elves +1, Chitane -2.

Intelligence(INT)-This is another important characteristic for mages. It represents basic intellect and mental aptitude. It is needed for learning just about anything. Elves +1.

Will-Power(WIL)-This indicates the force of the character's will. In it are included orneriness and resistance to mind control and similar attacks. It is essential for people who want to control things mentally or use psychic powers. Dwarves +1, Elves -1, Chitane -1

Judgement(JUD)-This is native wisdom, prudence, and the ability to make decisions skillfully. It is essential for priest types, and helps any sort of leader. Trozards -1.

3.3 SOCIAL CHARACTERISTICS

This is a loosely related group, all related to social interaction and the presentation of the character. These are mostly characteristics which have no numerical effect on the play of the game, but strongly influence exchanges between the character and his world, its societies, and inhabitants.

Zeal(ZEA)-This indicates the level of a character's religious, moral, or philosophical fervor. It is the intensity of his beliefs, and the degree of his faithfulness to what he actually believes in, though not necessarily what he professes to believe. It is by no means essential for a priest-type character, but without it he may be restricted in the level of his god-granted powers, though this may not matter in some religions. Elves -2, Dwarves -1, Chitane +1.

Appearance(APP)-This is an indicator of how the character looks to other people. It is not only physical appearance, but also how he dresses,

acts, and presents himself. Of course, a person with a very low APP will still probably be ugly. APP is only skin deep, however. Elves +1.

Charisma(CHA)-This characteristic shows how well a character relates to other people and whether or not he can command attention. It is needed in a leader. It does not indicate skill in leading, only ability to make people follow. It helps in dealing with other people as well. Chitane -1.

Social Standing(SOC)-This indicates the rank of society which the character holds. It is a sign of birth and achievement, and may be increased by the GM. It is important in determining what the character knows and what skills he has. It is also important as it contributes to how people treat him.

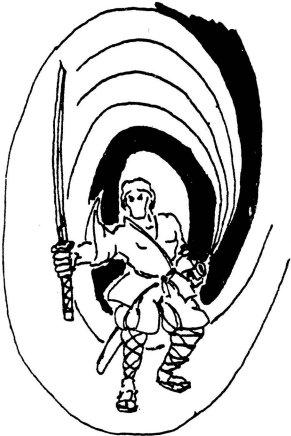
3.4 CHARACTERISTIC DETERMINATION

The specific scores for each of the twelve Basic Characteristics are determined by the player through an allotment system. The player gets 35+1D10 points to assign to the characteristics within each area. He gets to roll the 1D10 for each group, and may switch the three final numbers around so that the better scores are in the groups he wishes to emphasize. After dividing the points up for the three groups he may have another 10+1D10 points to add to any characteristic or group of characteristics he wishes. This is in addition to the 35+1D10 points for each group. No characteristic may be below 0 or over 24. Remember to make the indicated racial modifications after characteristic points are assigned.

For example, if a player rolled 8, 5, and 3 on his first three rolls he would have 43 points for the four Physical Characteristics, 40 for the 4 Mental Characteristics, and 38 for the 4 Social Characteristics. If he wanted to be a mage he might switch the 40 and the 43. If he rolled a 6 on the last D10 he would have 16 more to put wherever he wished.

Using his first 40 points, assuming he made the switch, he could have CON:12, STR:8, DEX:13, and AGI:7. With the second group of 43 he could have TAL:13, INT:13, WIL:9, JUD:8. With his last 38 he could make his Social Characteristics ZEA:7, APP:10, CHA:10, and SOC:11. With the 16 to use overall he might make it into CON:14(+2), AGI:10(+3), TAL:15(+2), INT:14(+1), WIL:15(+6), and SOC:13(+2), using up all 16 points, and making him into a passable and quite playable mage character. For different characters the emphasis would change.

Distribution in this manner is fairly simple. The characteristics may not be changed once the player is satisfied with them and goes on to the next section. They may only be changed in the course of the game at the discretion of the GM.



4 SECONDARY CHARACTERISTICS

These characteristics are determined from the Basic Characteristics. They represent specific regions of interaction between the character and his world. They represent the different applications of the Basic Characteristics. They are key to the mechanical aspects of play. All of these characteristics are given here with charts to find them and information on use and modification. As a general rule always round characteristics up when using a table.

4.11 HEIGHT(HEI)

Before actually finding height it is essential to decide on a race as shown in section 2, as races vary widely in size. Height's main function is in determining weight accurately. It is found by rolling 1D20 and consulting the appropriate table for the character's race. Then 1D6 is rolled and added to the base height to find the total height. For example, a human might roll a 6 on the 1D20, and a 5 on the 1D6. This would give him a HEI of 65 inches, or 5'5".

Roll by Race (1D20)					
Height (in)	Dwarf	Elf	Human	Chitare	Trozard
30+D6	1-4				
36+D6	5-9	1			
42+D6	10-15	2-4			
48+D6	16-18	5-7			
54+D6	19,20	8-13	1,2	1	
60+D6		14-16	3-8	2,3	1
66+D6		17-19	9-15	4-6	2
72+D6		20	16-19	7-14	3-5
78+D6			20	15-17	6-8
84+D6				18,19	9-12
90+D6				20	13-15
96+D6					16-18
102+D6					19
108+D6					20

4.12 WEIGHT (WEI)

Weight is an important characteristic determined from Height. It is used to find Size Class, which is essential in combat and other activities. STR comes into determining WEI. On the table below, you check the HEI by the character's race, and roll the indicated die, adding the character's STR when indicated. If a human with a HEI of 70 (5'10") rolled 12 on his D20 with a 18 STR he would have a WEI of $130+12+18=170$.

Weight by Race (+Indicated values)					
Height (in)	Dwarf	Elf	Human	Chitare	Trozard
31-35	20+STR				
36-40	30+STR	30+(STR/2)			
41-45	40+STR	40+(STR/2)			
46-50	50+STR	50+(STR/2)			
51-55	60+STR	60+(STR/2)	60+STR+1D10	40+1D10	
56-60	70+STR	70+(STR/2)	80+STR+1D10	60+1D10	90+(STR/2)
61-65		90+(STR/2)	100+STR+1D20	80+1D10	100+STR
66-70		100+STR	130+STR+1D20	100+1D10	120+(1.5xSTR)
71-75		120+STR	160+STR+1D20	120+1D10	150+(2xSTR)
76-80		140+STR	190+STR+3D10	140+1D10	190+(2.5xSTR)
81-85			230+STR+2D20	160+1D10	240+(3xSTR)
86-90				180+1D10	300+(3.5xSTR)
91-100				200+1D10	370+(4xSTR)
101-105					450+(4.5xSTR)
106-110					530+(5xSTR)
111-115					620+(5.5xSTR)

4.13 SIZE CLASS (SC)

This is the practical application of the descriptions which are expressed in HEI and WEI. It is found from WEI, and given in the charts below. It is a straightforward value which represents the size of any given object. It is used in combat, and in finding other values. The higher a character's WEI, the higher his SC. The numbers given for WEI indicate that that SC is for all weights below the one given, but above the one before it.

WEIGHT (lbs):	2-	6-	12-	20-	30-	42-	56-	72-	90-	110-	132-	156-	182-
SIZE CLASS:	1	2	3	4	5	6	7	8	9	10	11	12	13

WEIGHT (cont.):	210-	240-	272-	306-	342-	380-	420-	462-	508-	554-
SC (cont.):	14	15	16	17	18	19	20	21	22	23

WEIGHT (cont.):	602-	652-	704-	758-	814-	872-	932-	994-
SC (cont.):	24	25	26	27	28	29	30	31

An average human SC would be around 13. For Dwarves the average would be 8, for Elves 9, for Chitare 12, for Trozards 18.

4.21 DEFENSE RATING (DR)

This represents the character's innate ability to evade attacks. There are skills which may raise DR described in the section on Warriors.

DR may be doubled during rounds when the character declares that he is taking evasive action and making no attack himself, trying only to defend himself. This doubling includes skill-raised DR.

DR is also modified for such things as defender armor type and the kind of weapon which the attacker is using. These modifications are detailed in the Warrior section.

DR is found on the table below by cross-indexing DEX with (AGI-SC). DEX represents blow deflecting ability, AGI represents dodging ability, and SC represents weight and ungainliness. The number given means that number or less, to the immediately lower number on the column. Round DEX and AGI-SC up.

DEX	(AGI-SC)																				
	-20	-18	-16	-14	-12	-10	-8	-6	-4	-2	0	2	4	6	8	10	12	14	16	18	20
3	-3	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7
6	-2	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8
9	-2	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8
12	-1	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9
15	-1	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9
18	0	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10
21	0	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10
24	1	1	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11

A typical human would have a DR of around 3, while Elves would tend to be higher, and Trozards lower. For example, a man with SC:12, AGI:10, and DEX:14 would have a DR of 4.

4.22 ATTACK RATING (AR)

This is the counterpart of DR for attacking. It is a measure of native ability to hit with a weapon. It is similar in nature to DR and can be improved with skills from the Warrior group.

If no attempt at defense is made, DR is lowered to 0, but AR is doubled, increasing the probability of hitting the foe.

AR is found on the table below, by cross-indexing STR and (DEX-SC). STR indicates the ability to break through a defense, DEX represents skill and aiming ability, and SC represents momentum and ungainliness. This is only for use with hand-held weapons. Missile Rating is given later for missile-type attacks. Remember that you always refer to the higher number when you cross-index.

STR	(DEX-SC)														
	-21	-18	-15	-12	-9	-6	-3	0	3	6	9	12	15	18	21
4	-5	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9
8	-4	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10
12	-3	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11
16	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12
20	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13
24	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14

A typical human AR would be around 3. For an example: a character with STR:15, DEX:12, and SC 14 would have an AR of 5.

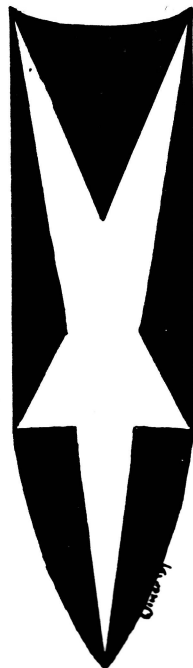
4.23 DAMAGE CLASS (DC)

This figure indicates the power which a character puts behind his blows. It is used in a number of ways in combat, including determining damage done with a given weapon and the types of weapons which a character can use effectively.

DC is found from SC and STR. Thus bigger and stronger people will do more damage to a foe.

DC can be modified by skill, and can be increased if AR or DR is sacrificed, as is detailed in the section on combat.

On the table which follows cross-index STR and SC, and remember to round up STR or SC to fit the next higher number given in the column.



STR	SC																									
	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27			
3	1	1	1	1	1	1	1	1	1	1	2	2	2	2	2	2	2	2	2	2	2	3	3			
6	1	2	2	2	2	2	2	2	3	3	3	3	3	4	4	4	4	4	5	5	5	5	5			
9	2	2	2	3	3	3	4	4	4	5	5	5	5	6	6	6	6	7	7	7	7	7	8			
12	2	3	3	3	4	4	4	5	5	6	6	6	7	7	8	8	8	9	9	10	10	10	11			
15	3	4	4	5	5	6	6	7	7	8	8	9	9	10	10	11	11	12	12	13	13	14	14			
18	3	4	4	5	5	6	7	7	8	8	9	10	10	11	11	12	13	13	14	14	15	16	16			
21	4	5	5	6	6	7	8	8	9	10	11	11	12	13	13	14	15	15	16	17	17	18	19			
24	4	5	6	6	7	8	9	10	10	11	12	13	14	14	15	16	17	18	18	19	20	21	22			

An average Human would have a DC of around 5 or 6. Elves should be around 4 and Trozards up at 8 or 9. A character with a SC of 11 and a STR of 17 would have a DC of 7, for example.

4.24 MISSILE RATING (MR)

This is the equivalent of Attack Rating for use with missile weapons. It is used to determine the chance of hitting with a given missile weapon, and can be raised with training as is explained in the section on skills and combat.

No defensive action is possible while using a two-handed missile weapon like a bow, and only half DR is allowed while throwing a spear or the like. MR is lowered if evasion is tried while firing or throwing, as is explained in the section on combat.

MR is found by cross-indexing DEX for accuracy and STR for steadiness and power on the table below.

STR	DEX																							
	2	4	6	8	10	12	14	16	18	20	22	24												
5	-4	-3	-2	-1	0	1	2	3	4	5	6	7												
10	-3	-2	-1	0	1	2	3	4	5	6	7	8												
14	-2	-1	0	1	2	3	4	5	6	7	8	9												
18	-1	0	1	2	3	4	5	6	7	8	9	10												
21	0	1	2	3	4	5	6	7	8	9	10	11												
24	1	2	3	4	5	6	7	8	9	10	11	12												

A standard human MR would be about 3. A character with DEX of 8 and STR of 18 would have a 2. DEX is by far the more important factor.

4.25 RANGE CLASS (RC)

This value is used to find the range at which a character is passably accurate with a given missile weapon. It is primarily dependant on STR, but DEX is also factored in to assure a clean shot. It is found by cross-indexing STR and DEX. RC with a given weapon can be raised with skill as is described in the section on missile combat.

DEX	STR										
	3	6	9	12	15	18	21	24			
6	1	2	3	4	5	6	7	8			
12	2	3	4	5	6	7	8	9			
18	3	4	5	6	7	8	9	10			
24	4	5	6	7	8	9	10	11			



RC is a practical value, similar in nature to DC. The average for a human would be 5. For example, a man with a 15 DEX and a 8 STR would have a RC of 4. What RC does is made clear in the section on missile combat.

4.31 AGE

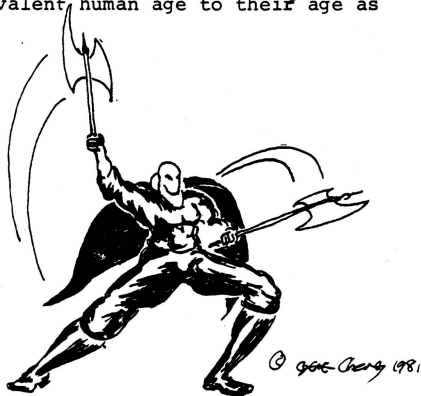
This is easy enough to determine. It may be set by the GM, rolled on the table below, or picked by the player. Age is given on this table in years roughly equivalent to the real-world year. Age differs by race and is rolled with 1D20. Age comes into play in several ways.

ROLL(1D20):	1	2-3	4-6	7-10	11-14	15-17	18-19	20
Dwarf Age	75	80	85	90	95	100	105	110
Elf Age	80	100	120	160	160	180	200	220
Human Age	15	17	19	21	23	25	27	29
Chitarae Age	10	11	12	14	14	15	16	17
Trozard Age	30	40	50	70	70	80	90	100

One of the effects of age is reduction of characteristics as is detailed in the following section. On the table above ages in the same column have similar attributes for each race. When determining things which involve the age of a character a human age will usually be given. You will have to find the parallel age for that character's race.

As people age they change. Some of these changes effect characteristics directly. This is found on the table below. Ages are given for humans. To find the effects for non-humans use the equivalent human age to their age as found

Characteristic	Change with Age
CON	-1/5 years over 25
STR	-1/7 years over 30
DEX	-1/10 years over 30
AGI	-1/10 years over 25
TAL	-1/20 years over 20
INT	no change
WIL	+1/10 years over 30
JUD	+1/5 years over 30
ZEA	+1/15 years over 20
APP	-1/20 years over 20
CHA	no change
SOC	+1/25 years
HEI	-1"/15 years over 25
WEI	-1/year over 50



4.41 HIT POINTS(HP)

This value represents the actual amount of physical damage and general abuse which a character's body can withstand. It is important in combat and other situations where the character might be injured. The number found here indicates the increase in HP for each level after 1. Thus a character with areas are determined for use when those areas are injured, as is detailed in the combat section.

A character who reaches 0 HP becomes unconscious or loses the use of the area lowered to 0. If he loses double his HP he is dead, or loses the area in question. HP are found from CON and SC. The table for finding them is given below. At each cross-index point there are two numbers given separated by a slash. The first number is the character's initial HP and the second indicates the increase in HP for each level over 1. Thus a character wh read 18/1 would have 18HP at level 1, 19 at level 2, and so on.

CON	SC	7	8	9	10	11	12	13	14	15	16	17	18	19	20
3	7	3/0	4/0	4/0	4/0	5/0	5/0	5/0	5/0	6/0	6/0	6/0	7/0	7/0	7/0
6	7	7/0	7/0	8/0	9/0	9/0	10/0	10/1	11/1	11/1	12/1	13/1	13/1	14/1	14/1
9	10	10/1	12/1	13/1	14/1	14/1	15/1	15/1	16/1	17/1	18/1	19/1	20/1	20/1	21/2
12	13	13/1	15/1	16/1	17/1	18/1	19/1	20/2	22/2	23/2	24/2	25/2	26/2	27/2	29/2
15	16	16/1	18/1	19/1	21/2	22/2	24/2	25/2	27/2	28/2	30/2	31/2	33/2	34/3	36/3
18	20	20/1	22/1	23/2	25/2	27/2	29/2	31/3	32/3	34/3	36/3	38/3	40/3	41/3	43/4
21	23	23/2	25/2	27/2	29/2	31/3	34/3	36/3	38/3	40/3	42/4	44/4	46/4	48/4	50/4
24	26	26/2	29/2	31/3	34/3	36/3	38/3	41/4	43/4	46/4	48/4	50/5	53/5	55/5	57/5

A typical human would start out at around 20HP with an additional 2 per level, so that he would have about 30 at 5th level. This allows for a slight advancement without any outrageous benefits.

In addition, when HP have been reduced below maximum from damage or whatever they will regenerate if bandaged reasonably. Regeneration is at a rate of a certain number of points per day, either in a single wound area or overall. If there are several wounds healing should be divided evenly between them. The rate of regeneration per day is the same as the second number given above after the slash. Thus a character with CON of 8 and SC of 17 would regenerate 1/day.

4.42 FATIGUE POINTS(FP)

These represent how much physical or mental exertion a character can withstand without dropping from exhaustion. Every major action has a cost in FP, and if FP are exhausted the character will collapse. FP are found on the table below from CON and experience level. There is a slight increase in FP for level to account for better training in conserving physical resources.

CON	LEVEL														
	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
2	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38
4	10	22	24	26	28	30	32	34	36	38	40	42	44	46	48
6	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58
8	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68
10	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78
12	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88
14	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98
16	80	82	84	86	88	90	92	94	96	98	100	102	104	106	108
18	90	92	94	96	98	100	102	104	106	108	110	112	114	116	118
20	100	102	104	106	108	110	112	114	116	118	120	122	124	126	128
22	110	112	114	116	118	120	122	124	126	128	130	132	134	136	138
24	120	122	124	126	128	130	132	134	136	138	140	142	144	146	148

This table is weighted heavily toward the middle, so it keeps anyone from being feeble or tireless.

Any normal action uses up fatigue, including spell casting, movement, and combat. The specific costs of actions are detailed in the sections on those activities. Fatigue is regained by sleep or rest as is shown on the two tables which are given below.

Each hour of sleep restores a set percentage of a character's total FP, up to his maximum. Each sequential hour has a different value, and if the sleep period is interrupted it is resumed at the next hour in the sequence, unless 8 hours or more have passed. The table for sleep regeneration is given below.

Rest also restores FP. Each 10 minute period of near-total immobility counts as a rest period. Each sequential turn has a different value, so if rest is interrupted, when it is resumed it starts with the next sequential rest period. After all resting is done it no longer restores FP until after the next period of at least 6 hours of sleep. Rest restoration is below and to the right.

FP Restoration by Sleep:

Hour #	1	2	3	4	5	6	7	8	9
% Restored	20	18	16	14	12	10	8	6	4

FP Restoration by Rest:

Rest #	1	2	3	4	5	6	7	8
% Restored	14	12	10	8	6	4	2	1

To illustrate this system consider the day of a typical man. He starts at full FP, say 68, at 5th level with a CON of 11. In the course of the morning he might use up 35 points at his work, whatever that might be. At lunch he might get 30 minutes of rest, restoring 36% of his FP, or 24FP. As he starts the afternoon he has 62FP. If he uses 50 of these up by nightfall, he will only need 6 hours of sleep to be back up to maximum.

The main fatiguing actions are combat, magic, movement, and certain active skills. The fatigue costs of these actions are explained in the sections on each one.

4.43 MANA POINTS & PIETY POINTS(MP & PP)

When spells are used, or when priest-types invoke holy powers it draws on FP, but in a less mundane sense they also use Mana Points or Piety Points, depending on whether they are mages or clerics. These represent the inherent or earned power of the character to influence events.

Mana Points represent the internal psychic capacity of a mage, and his natural capacity for using magic. Piety Points represent the favor which the character, as a priest, holds with his god. They are a sign of how much int-

erest the god has in the character, regardless of the character's actual demonstrated value.

MP and PP are born with the character, determined by fate from the appropriate characteristic. MP are found from TAL and PP are found from ZEA. Each character has a reserve of MP or PP when he is created, a store of potential built up in his youth. In addition there is a value of MP or PP regeneration. This decreases as the character gets older.

MP or PP reserve is a fixed amount, and the character may never have more than that number of MP or PP. Regeneration is in terms of MP or PP per day. It should be noted that PP are somewhat less fixed than MP, and may be adjusted by the GM if special godly favor is earned. On the table below the reserve is given to the left, after the TAL/ZEA column. The set of numbers cross-indexed by age indicate the regeneration rate per day.

TAL/ZEA	RESERVE	REGENERATION (By Age)														
		AGE: 15	19	23	27	31	35	39	43	47	51	55	59	63	67	71
10	100	1	.5	.5	.5	.5	.3	.3	.3	.3	.2	.2	.2	.2	.1	.1
11	121	1	1	.5	.5	.5	.5	.3	.3	.3	.3	.2	.2	.2	.2	.1
12	144	1	1	1	.5	.5	.5	.5	.3	.3	.3	.3	.2	.2	.2	.2
13	169	1	1	1	1	.5	.5	.5	.5	.3	.3	.3	.3	.2	.2	.2
14	196	2	1	1	1	1	.5	.5	.5	.5	.3	.3	.3	.3	.2	.2
15	225	2	2	1	1	1	1	.5	.5	.5	.5	.3	.3	.3	.3	.2
16	256	2	2	2	1	1	1	1	.5	.5	.5	.5	.3	.3	.3	.3
17	289	2	2	2	2	1	1	1	1	.5	.5	.5	.5	.3	.3	.3
18	324	3	2	2	2	2	1	1	1	1	.5	.5	.5	.5	.3	.3
19	361	3	3	2	2	2	2	1	1	1	1	.5	.5	.5	.5	.3
20	400	3	3	3	2	2	2	2	1	1	1	1	.5	.5	.5	.5
21	441	3	3	3	3	2	2	2	2	1	1	1	1	.5	.5	.5
22	484	4	3	3	3	3	2	2	2	2	1	1	1	1	1	.5
23	529	4	4	3	3	3	3	2	2	2	2	1	1	1	1	.5
24	576	4	4	4	3	3	3	3	2	2	2	2	1	1	1	1

MP are expended when mage spells are thrown and PP are expended when priestly powers are used. The rate at which they are expended is one point per level of the spell or power. This means that each use of something like sleep which is 3rd level would cost 3MP. A character's MP or PP may never exceed his reserve, thus older characters must hoard their power for when they really need it.

An example of a character on this table might be a mage with a TAL of 17. He would start with a reserve of 289, but after a few adventures it might be down around 200. If he was 25 he would regenerate 2MP per day, so it would take a month and a half to get back up to 289, if he used no spells in that time.

4.5 SPELL COST/LEVEL(SC/L)

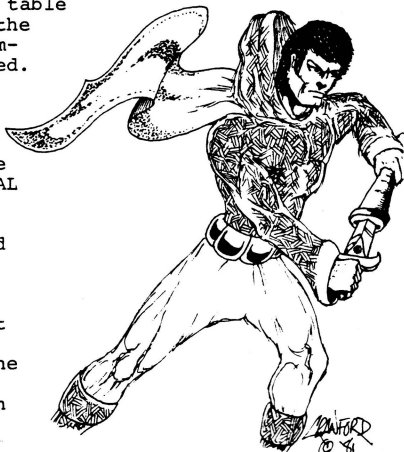
When mages or priests use spells or powers there is a cost in MP or PP, but there is also a cost in FP for the strains of casting a spell or invoking a power. SC/L is used to find the cost of the spell in FP. It is determined from TAL for mages and ZEA for priests on the table which is given below. SC/L is multiplied by the level of the spell in question to find the number of FP expended each time that spell is used.

TAL/ZEA	1-5	6-10	11-14	15-18	19-21	22-24
SC/L	6	5	4	3	2	1

From this table you can see the advantage of a high TAL or ZEA. If a character had a TAL of 15, he would have a SC/L of 3. This means that each casting of a 4th level spell would cost 12FP, a 1st level spell would cost 3, and an 8th level spell would cost 24FP.

4.6 SAVING THROWS(ST)

These values are used for rolling against being affected by adverse conditions. One is possible for each Basic Characteristic, but the STs based on CON, DEX, AGI, and TAL are most common. In a situation where the chance of an action succeeding is in question, roll a D20 against the ST, an equal or higher roll means success. Lower is failure.



All STs are found on the single matrix given below, though a different characteristic is used each time. The lower a ST is the better, because to escape or succeed you must roll the ST or better with a D20. An example of a ST in use would be when a character was poisoned. In this situation a CON roll is indicated. The characteristics are listed below with the uses of their ST and the situations in which they would come into play. The universal ST matrix is also given below. The ST is dependent on the characteristic and the character's level.

<u>CHARACTERISTIC</u>	<u>EFFECTS TO SAVE AGAINST</u>
CON	Poison, Disease, Fatigue
STR	Breaking things, lifting, pushing
DEX	Manipulating things
AGI	Avoiding, dodging
TAL	Magic
INT	Deception
WIL	Mind Control
JUD	Decision making
ZEA	Temptation, wrong-doing
APP	Making good impression
CHA	Leading people

For example, in a situation where a character was tied up and wanted to break free he might make a STR ST. If he wanted to pick up a small item or catch a thrown object he might make a DEX ST. If he wanted to resist a temptation to violate his faith a ZEA ST would be called for. STs should not be used in every situation, but they can make some situations easier to handle.

<u>CHARACTERISTIC</u>	<u>CHARACTER LEVEL</u>									
	2	4	6	8	10	12	14	16	18	20
4	20	19	18	17	16	15	14	13	12	11
8	19	18	17	16	15	14	13	12	11	10
11	18	17	16	15	14	13	12	11	10	9
14	17	16	15	14	13	12	11	10	9	8
17	16	15	14	13	12	11	10	9	8	7
20	15	14	13	12	11	10	9	8	7	6
22	14	13	12	11	10	9	8	7	6	5
24	13	12	11	10	9	8	7	6	5	4

spell. Many STs will only be used rarely, and in those cases where the judgement of player or referee can serve they should be relied on. STs work best in purely mechanical situations.

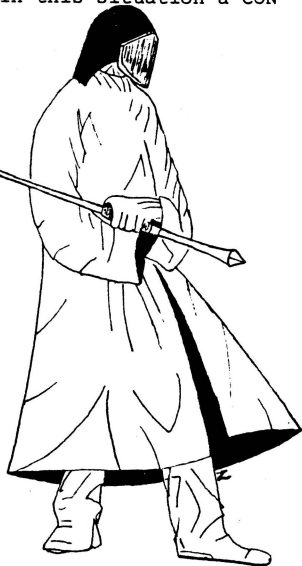
A general example: A character has a DEX of 17 and a JUD of 6, at experience level 7. In almost all cases where it was called for he would use the DEX ST of 13, because most situations where it applies are mechanical in nature. The same would apply to TAL, WIL, AGI, STR, and CON. But it would be better if he tried to play his character as if he was as unwise as the JUD of 6 indicates than making him roll every time he makes a decision. This discretion is recommended for INT, ZEA, CHA, and to some degree APP as well.

4.7 MOVEMENT (MV)

The rate at which a character moves is largely dependant on his height and AGI. From these the movement rate, in feet/Combat Round (6 seconds), is found or the table below. Movement is adjusted for the weight carried as well. Each 10 pounds carried lowers MV by 1. This includes armor and weapons.

The speeds on the table below are for walking under normal conditions. Running is generally 3 times as fast. Movement can be anywhere from 0 to 3 times normal, but characters are usually assumed to be walking, unless the player says otherwise.

Movement is tiring. A character should lose a number of FP equal to the distance in feet travelled, divided by 50 times his MV. On an average character this cost would be about 1FP/1000ft walked. The same formula is used when moving at greater speed, but it should be multiplied by the appropriate increment, for example 3xFP when running all-out.



AGI	HEIGHT (inches)														
	40	45	50	55	60	65	70	75	80	85	90	95	100	105	110
3	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30
6	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32
9	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34
12	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36
15	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38
18	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40
21	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42
24	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44

For example, a man has a Height of 6'0", or 72", and his AGI is 12. This would give him a MV of 22. When running all out he has the potential to move at 66. If he took a walk it would cost 17FP per 1100ft, and would cover those 1100ft in

about 50CR, or 5 minutes. If he ran the distance he would lose 3FP, and do the distance in 1 minute and 40 seconds. He would take about 8 minutes to do a mile, not the fastest. The fastest human would be about a 34.

The only additional modification is for body mass/weight. They have an additional FP cost. All FP loss from movement should be multiplied by the factor given below and to the right for any creature.

	SC	FP MULTIPLIER
	8	.75
	9	.8
	10	.85
	11	.9
	12	.95
	13	1.0
	14	1.05
	15	1.1
	16	1.15
	17	1.2
	18	1.25
	19	1.3
	20	1.35

For example, a Trozard with a MV of 30 and a man with an MV of 30 would have very different FP costs. The Trozard might be 98" tall, and the man some 78". They would both move at 30, but the man's SC would be around 15, while the Trozard's would be more like 20. This means that in covering the same distance, the Trozard would use 27FP for 22 used by the human, a significant difference.

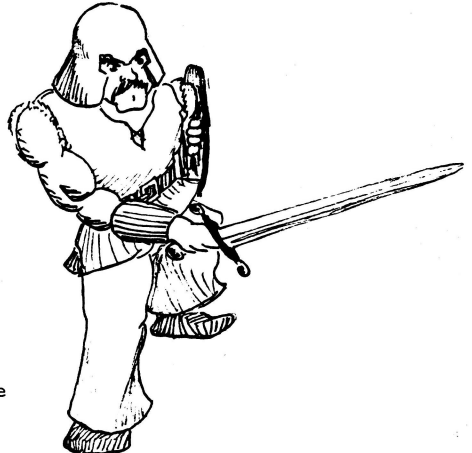
In play movement should be kept track of only loosely, except in situations where it might make a big difference in the outcome, such as combat. FP loss should be figured for long journeys over hour-long periods.

4.81 NATIVE SKILL POINTS (NSP)

These points are possessed by every character, and are used in section 5 of this book to learn skills and talents which would be available to that character in his youth, apprenticeship, profession, or experience. It is for all skills which do not require considerable technical training outside of the character's cultural and social background. Most skills are included in this group, with a few exceptions, among them magic, weapons, and some thieving skills.

Below is the table for finding NSP from SOC and INT. Two numbers are given at each cross-indexing. The number before the slash is what the character starts with. The number after the slash is added on for each new level after first. Thus a character might have a SOC of 10 and an INT of 15, which would give him 31/10, meaning 31 at 1st level, 41 at 2nd, 81 at 6th, and so on.

INT	SOC					
	4	8	12	16	20	24
3	19/4	21/5	23/6	25/7	27/8	29/9
6	21/5	23/6	25/7	27/8	29/9	31/10
9	23/6	25/7	27/8	29/9	31/10	33/11
12	25/7	27/8	29/9	31/10	33/11	35/12
15	27/8	29/9	31/10	33/11	35/12	37/13
18	29/9	31/10	33/11	35/12	37/13	39/14
21	31/10	33/11	35/12	37/13	39/14	41/15
24	33/11	35/12	37/13	39/14	41/15	43/16



NSP represent the knowledge which the character has acquired in his youth or in the course of non-adventure experience.

NSP may not be applied to Learned Skills, though Learned Skill Points may be applied to Native Skills. The increase in NSP with level is fairly slow, as the main acquisition of these skills is in a character's youth.



4.82 LEARNED SKILL POINTS(LSP)

These are used to learn more esoteric skills of the kind which must be studied and practiced, such as weapon use, magic, thieving, and associated talents. They are reserved for those things which one learns later in life, or needs to study to practice. These skills are described in the separate sections for different professions in books 2, 3, and 4. They are for the trade skills of the professional adventurer.

Below is the table for finding LSP from JUD and WIL. The character has a set number of LSP, with a set rate of advancement for each level after the first. The first number given on the chart is for initial LSP. The number after the slash is added on at each level.

WIL	JUD		3	6	9	12	15	18	21	24
4	11/10	13/11	15/12	17/13	19/14	21/15	23/16	25/17		
8	13/11	15/12	17/13	19/14	21/15	23/16	25/17	27/18		
12	15/12	17/13	19/14	21/15	23/16	25/17	27/18	29/19		
16	17/13	19/14	21/15	23/16	25/17	27/18	29/19	31/20		
20	19/14	21/15	23/16	25/17	27/18	29/19	31/20	33/21		
24	21/15	23/16	25/17	27/18	29/19	31/20	33/21	35/22		

Using this table a character with a JUD of 8 and a WIL of 15 would have 21/15. At 1st level he would have 21 LSP, at 2nd he would have 21+15=36. At 8th level he would have a total of 126 LSP.

These points increase faster with level than NSP do, to show the ongoing process of learning after the character has entered into a life of study or craft. The use of LSP is explained in books 2-4 under the headings of the different professions.

5 NATIVE SKILLS

These are the skills available to a character to round out his background, including trade, craft, and professional skills. They are learned by expending Native Skill Points. They can be modified and learned at different levels, and are modified for racial and cultural background. This group includes languages and handbandy skills. Native Skills may also be learned as if they were Learned Skills.

5.1 LEARNING NATIVE SKILLS

When a character is first created he should pick some native skills, and he should add to these with the additional NSP which he gets with each new level.

Each skill has a set cost, usually somewhere between 1 and 12, in NSP. Each skill learned subtracts this amount from the character's total NSP. If a character wishes to improve his proficiency with a given skill he may use up more than the necessary cost to increase his Skill Level with that skill. For example, a character could be Skill Level 7 with a skill that cost 3, for a total cost of 21NSP. Each level of skill is equal to the cost of the skill.

In some cases skills are listed in groups of similar skills. In these cases skill contribution applies. Knowledge of a skill gives partial knowledge of similar skills. This is covered by contribution between skills. Each level of skill contributes one to the cost of another skill in the same group. It is important to note that skills should be kept track of in the order that they are learned in, because contribution cannot be made backward. For example. Say there is a skill group with skill A(Cost:3), skill B(Cost:5), and skill C(Cost:4). Say a character learned 5 levels of A. This would give him 5 free points, which he might use to get one level of skill B. Levels learned with contributive points cannot be contributed, so he would have nothing left for skill C. He could learn C instead and have one point left over. If he learned 5 levels of C he could not apply these back to A if he learned A first. This requires bookkeeping, but makes skills function more realistically.

Increasing the level of a skill makes a character more proficient in any of several ways, depending on the skill. In many cases it means a percentage chance of success with that skill. In some cases it means a die-modifier, and in some the effect is in the hands of the GM. In most cases the effect is explained with the nature of the skill.

Native Skills can be learned with Learned Skill Points, but Native Skill Points may not be used to acquire Learned Skills. This is important to remember if there is a Native Skill which you want to be particularly good with.

5.2 RACIAL AND CULTURAL SKILL BENEFITS

Origin and background may make a difference in what skills a character may know and which come most naturally to him. Different peoples, races, and tribes have different interests, and this may be a guideline to which skills to take.

In the world of Ysgarth there are a selection of intelligent races, each of which has subdivisions and tribes. You may wish to adapt these to your campaign directly, or work from them to develop your own. They are described below with their skill benefits. Benefits on Learned Skills are included here, and their use will be clear in books 2, 3, and 4.

Racial or cultural benefits are treated as reductions in the cost of a skill. Thus if a race gives -2 on Scribe skills, that would mean that the cost of all skills in that group are reduced by 2, though they cannot go below 1.

In all cases characters are considered to have -3 on one of the appropriate languages for their race, as a native tongue.

5.21 HUMAN TRIBES AND CULTURES

There are a variety of subdivisions to humankind in the world of Ysgarth. Each tribe has its special attributes and areas of interest. Descriptions of each group follow with detail on skill benefits. Some nations are ethnically pure, but most contain a racial mix. Learned skill bonuses are included.

The Gael-This is a warlike tribe of the northern coasts of Ysgarth. They live in a region of mountains and islands. Their native tongue is Gael. The major nations are the Kingdoms of Ardmacha, Argathyllia, Gaeldoch, Banchor, and Llynan. The Gael are of medium stature with red or brown hair and usually brown eyes. They are noted warriors and seamen. They have -1 on all sea-going skills, -2 on battle-axe, and -1 on fishing skills. The kingdoms of Prydein and Lloegyrr, to the south of Argathyllia have -2 with broadsword instead of battle-axe, and -2 on all riding and mounted combat instead of on sea-going skills, though they are of primarily Gael stock.

The Vaen-These are nomads of the inner steppes of Ysgarth to the west of the Great Abyss. They are mostly blond-haired and blue-eyed and quite tall. They have -1 on all riding skills, -1 with broadsword, and -2 with all animal tending skills. They gather in tribes of from 1 to 5 thousand members, which meet once a year in an "all-thing", to make decisions as a group. They speak Vaen as a native tongue.

The Kymri-This is a civilized tribe of central coastal Ysgarth. Their native tongue is Kymraeg, and they are divided into several nations, among them Morganwg, Seisyllwch, Ceredigiawn, and Ystrad Tywi. They acknowledge the King of Morganwg as their High-King. They are of medium stature, with dark hair, complexion and eyes. They are several major cities in their territory, including Harddlech, and the free city of Ptolemeias. Their skill benefits are -2 on bardic skills, -2 on scribe skills, -3 with longbow, and -1 on agricultural skills.

The Saexe-This tribe is related to the Vaen, and comprises the Saexe Empire in the south west of Ysgarth. They speak Saexan as their native tongue, though subject nations speak other tongues and dialects, including Kymraeg and Magar, and the associated state of Frejsa has Frejsan as the native tongue. Frejsans and the Saexe have the same skill benefits. They have -1 with all blade weapons, -1 additionally with short-sword, -2 with javelin, and -1 on agricultural skills. They have an additional -1 with all money, business, and accounting type skills.

The Magar-These are former nomads who have settled in several nations to the east of Ysgarth near the Abyss. The largest nation is the Orszag confederation, made up of the tribal states of Magar, Erdely, and Bayar. Other nations are Horvath and Marmarash. They are tall and dark. They are strong-willed, and abrupt in their dealings with others. They tend to be a bit xenophobic. Their skill benefits are -2 on hunting, -1 on woodcraft, -1 on assassin skills, and -1 with short-bow. They speak Magar.

5.22 ELVISH TRIBES AND CULTURES

There are three main tribes of Elves. All of them are similar in many ways, and most of their characteristics fit the description of them given in section 2.2. Specific tribal information follows.

The Gwylion-These are the mountain elves. They live in the far north-west of Ysgarth, beyond the Vaen steppes, though they have some outposts in more common lands. They are more aloof than the other tribes of elves, and

slightly taller on the average. Ard-Galen, Nangaur, and Andor are major kingdoms of the Gwyllion. Their native tongue is called Andorian, though they also speak Valeyar, the elvish council-tongue or high-tongue. They have skill benefits: -1 mountaineering skills, -2 on unarmed combat and defense, -1 on all Geomancer or Aeromancer spells, -2 on Pyromancer or Mystic spells, -1 on smithing skills, -1 on mining skills, -1 on Bastard Sword.

The Ellyllon-These are the elves of the woodlands, who live in small, isolated communities spread throughout Ysgarth. They are the shortest race of elves, and are indifferent to humans. They speak Valeyar and their native tongue of Ellethar. They are organized in a clan system and have some trade with men and other elves. Their benefits are -3 on unarmed combat and defense, -1 on assassin skills, -2 on woodland skills, -1 on nature-type spells.

The Gwragedd-These are the elves of the western islands. Their main home is the island of Seregond. They trade with men and are the friendliest of their breed. They speak Valeyar, but their native tongue is Seregondian. Their skill benefits are -1 on Longbow, -1 on Aeromancer and Hydromancer spells, -2 on seagoing and fishing skills, and -1 on unarmed combat and defense.

5.23 DWARVISH CULTURE AND SKILLS

Dwarves are organized in a clan system within their kingdom of Khuzdaral. They are sometimes called the Khuzdar, but they retain the ancient language of Dwergmal as their formal tongue. Popular language is a Dwergmal derivative called Khuzda. Khuzdaral is a mountainous area divided into many small sub-states. Dwarvish skill benefits are -1 for round shield, double-axe, and alchemist skills. They are -2 for smith skills, mining skills, and geomancer or enchanter spells. Some Dwarves live in human lands, prospecting and trading.

5.24 OTHER RACES AND SKILLS

Chitare and Trozards are rare enough that they need not be examined in too much detail. For a general guideline. Chitare should have -3 on one Native Skill and one Learned Skill of the GMS choice, as their specialized training. Trozards are -1 with edged weapons. Both races have a racial language.

5.3 CRAFT SKILLS

This is the first class of native skills. They are the skills which a character might pick up in a professional career as a craftsman or an artisan. They are divided up into groups. Sub-headings within the group are contributive. Skills for rural pastimes are included here.

<u>GROUP/SKILL</u>	<u>DESCRIPTION</u>	<u>COST</u>
Accounting	This includes all bookkeeping functions necessary in keeping accounts and ledgers properly.	7
Agricultural Skills		
Planting	This skill covers the planting of crops.	2
Tending	This skill is for keeping crops healthy.	2
Harvesting	Knowing when and how to bring in the crop.	1
Animal Tending	This skill helps keep domestic animals healthy and happy.	2
Baking	How to make tasty pastries bread and such.	3
Bar Tending	Pushing swill, supervising tavern operations.	2
Bookbinding	Making books. Putting them together, and stitching the bindings. Includes some tooling of the cover.	3
Bowery	Making all types of bows and warping and shaping wood for that and other purposes.	5
Brewing	Making beer and associated beverages.	6
Bricklaying	Building with bricks.	2
Brickmaking	Mixing, shaping, and baking bricks.	3
Butchering	All aspects of preparing meat, including slaughtering and seasoning.	4
Carpentry Skills		
Woodworking	This is the skill of carving and shaping wood into any functional or decorative form.	5
Furniture	Making smaller functional structures from separate pieces of wood.	3
Joining	Building larger supporting structures and buildings of wood.	4

<u>GROUP/SKILL</u>	<u>DESCRIPTION</u>	<u>COST</u>
<u>Cartwright</u>	Building vehicles with 2 or more wheels, including the functions of a wheelwright.	4
Cooking	This is the skill which governs food preparation and the culinary arts in general. A high level with this skill would be a master chef.	3
Coopery	Making barrels and other packaging material from wood. Includes warping and seasoning.	3
Curriery	Caring for and tending beasts of burden, especially horses.	2
Dying	Mixing colors and applying them to cloth.	4
Embalming	Preparing bodies for interment, and making sure that they last. Good mummification comes at no less than 6th level.	5
Embroidery	Embroidering on cloth, a time-consuming form of adornment.	5
Etching	Using tools and acid to make images in metal. Includes engraving and similar skills, including rudimentary forms of plate printing.	7
Execution	The skill of artfully terminating the life of other beings by various means.	5
Falconry	This is the skill of training and using hunting birds.	5
<u>Fishing Skills</u>		
Net	Setting nets for deep-sea, coastal and river fishing.	2
Line	Fishing with lines, mostly coastal and river.	3
Trap	Fishing for crustaceans with traps. Includes trap design and technology.	4
Find Fish	Locating schools of fish. Picking good fishing grounds.	3
Weave Nets	Patching and making fishing nets.	3
Fletching	Making arrows, especially applying the feathers. Also other activities requiring feathering.	4
Glassmaking	Pouring, blowing, mixing, and heating glass, including installation and tinting.	6
Greengrocery	Selling and presenting of vegetables.	1
Hiltyer	This is the skill of preparing the accoutrements which make a blade into a sword. The main area of skill is in padding and wrapping the hilt grip.	3
Inn-Keeping	This is a catch-all skill for managing an inn or tavern, with all of the skills related to that duty.	4
Jewelrysmithing	This is the skill of mounting, cutting and preparing jewels, and of designing ornaments.	6
Juggling	This skill lets the character juggle objects. Just how well he can juggle depends on his level of juggling skill. The effects at different levels are given below:	8
	<u>SL</u> <u>Ability</u>	
	1 Juggle 3 balls or equivalent	
	2 4 balls	
	3 5 balls or 3 clubs	
	4 6 balls or 4 clubs	
	5 7 balls, 4 clubs, or 2 knives	
	6 8 balls, 5 clubs, or 3 knives	
	7 6 clubs, 4 knives or 2 torches	
	8 7 clubs, 5 knives, or 3 torches	
	9 8 clubs, 6 knives, or 4 torches	
	This progression continues on in this manner, and it becomes possible to juggle more difficult and challenging articles.	
Leathersmithing	This is the skill of crafting, tooling and working leather, including the skill of cobbling shoes.	4
Masonry	With this skill the character can design buildings in any medium, as an architect and engineer.	6
Merchant	With this skill a character can become a skilled business man and trade merchant.	4
Mime	This is the skill of imitation and satire in action, a stylized form of acting.	7



<u>GROUP/SKILL</u>	<u>DESCRIPTION</u>	<u>COST</u>
Mining	This skill provides knowledge of mining and necessary geology.	5
Milling	This skill is necessary for the milling of grain.	4
Mountaineering	This skill helps in climbing mountains and cliffs with safety.	5
Painting	With this skill the character may paint images of reasonable quality for various purposes, including signs and portraits.	9
Papermaking	This skill allows the milling of paper and the knowledge of that process.	5
Pelting	This is the skill of skinning animals and preparing the hides for tanning.	3
Pitch-Chandlery	How to prepare and mix good pitch.	2
Playing	The skill of acting and playing a role in a drama.	7
Potting	The making of pots, tiles and other clay artifacts, including skills in firing and glazing.	5
Public Speaking	The art of vocal persuasion and public harangue.	5
Saddlery	Tooling of leather into saddles and other equestrian accoutrements.	4
Salt-Packing	This is the skill of packing perishables in salt and other chemicals to preserve them at least a bit.	2
Scribe Skills		
Writing	This is the skill of expressing speech in writing, and of reading that writing. It must be learned once, and writing a second language is at half cost if the language is learned.	10
Calligraphy	The art of making writing beautiful.	5
Illumination	This is the skill of illustrating and highlighting a written work.	7
Mapping	With this skill a scribe can make accurate maps and clear diagrams.	4
Sculpting	Forming images from clay, stone, metal, and other media.	9
Sea Going Skills		
Navigation	This is the skill of navigating by sun, stars, wind, and other signs.	8
Helm	The piloting of a vessel and guiding it through weather and other conditions.	5
Combat	Leading and designing naval battles.	6
Rowing	The talent of the proper stroke, rhythm and technique for galley rowing.	1
Shipwrighting	This is the design and manufacture of sailing vessels and galleys of any kind.	5
Soap-Chandlery	The manufacture of soap.	2
Smith Skills		
Armorer	This is the skill of smithing armor and other fine flatware pieces.	7
Bladesmith	Tempering steel and forging quality blades for swords, axes, and other weapons.	8
Bronzesmith	Forging and founding on bronze and other softer metals.	6
Farriery	Forging horse accoutrements, such as horseshoes and spurs. Often combined with ironsmithing.	3
Foundry	Casting iron and other metals for such things as bells, gates, and statues.	5
Goldsmith	The general working of precious metals for functional and ornamental uses. Includes no gem working or mounting.	7
Ironsmith	The basic working of plain iron for functional uses. The same as a blacksmith.	4
Stone-Cutting	The skill of cutting and shaping stone for use in building. Also includes fitting and joining.	4
Tailor	Sewing, cutting and designing clothing in a variety of mediums.	5
Tanning	Curing skins for use in clothing leatherworking.	3
Tarriery	Making and using tar for roofs and other purposes.	2
Thatching	Making straw roofs. Also includes wattling.	2
Torture	This is the skill of extracting pain and information from an unwilling subject by a variety of means. It includes knowledge to make any necessary tools.	7
Tumbling	Basic acrobatics, including some sleight of hand and clowning stunts.	7
Vintning	Refining wines of quality.	6
Wax-Chandlery	Making candles and other items from wax and tallow.	2

<u>GROUP/SKILL</u>	<u>DESCRIPTION</u>	<u>COST</u>
Weaving	Making of cloth and rugs.	5
Woodland Skills		
Bivouak	Setting up and locating a safe camp.	1
Hunting	Killing wild animals for food.	2
Tracking	Following the spoor of men or animals.	5
Trailfinding	Locating good paths in the wilderness.	4
Trapping	Setting traps and snares for animals, baiting them, and concealing them.	3
Wood Milling	Processing trees, cutting them up to make boards.	3

Most of these skills are fairly basic, but they are useful in some situations for characters. They are divided from similar skills in the learned group mainly for the purpose of encouraging characters to know skills in some areas not immediately and obviously of general use, so that characters will be more rounded.

5.4 LANGUAGES

The languages given here are taken from the world of Ysgarth, but they give a good guideline for languages in any world. They are divided up into family groups, within which they are contributive as described in section 5.1.

<u>LANGUAGE</u>	<u>DESCRIPTION</u>	<u>COST</u>
Language Group I		
Kymraeg	This language is spoken in the Kymric Kingdoms of Mor-ganwc, Ceredigiawn, Seisyllwch, and Ystrad Tywi.	7
Gael	This language is spoken in such places as Gaeldoch, Arg-athylla, Ardmacha, and elsewhere.	6
Calwdaeg	This language is spoken by island tribes in such places as Hy, Ynisare, and Thanet.	6
Language Group II		
Lloegrán	This language is spoken in the Kingdoms of Prydein and Lloegyrr.	6
Saexe	This is the language of the peoples of the Saexe empire.	5
Vaen	This is the language of the Vaen tribes of the northern steppes.	5
Language Group III		
Magar	This is the language of most of the Magar tribes.	6
Marmar	This is the language of the Magar who have settled in Marmarash.	5
Language Group IV		
Andorian	This is the language of the Gwyllion, or Mountain Elves.	9
Ellethar	This is the language of the Ellyllon, or Woodland Elves.	8
Serejordian	The language of the island Elves.	7
Valeyar	The Elvish high-tongue.	10
Dwergmal	The formal tongue of the Dwarves.	9
Khuzda	The common Dwarvish tongue.	7
Trozard	The language of the Trozard race.	7
Chitare	The language of the Chitare, involving signs and other non-verbal elements.	11
Old Tongue	The language of Dragons. Humans cannot lie in this language, though Elves and Dragons can.	12
Trade Speech	This is an artificially created language developed for the merchants of Ptolemeias.	3
Daemonic	The language of hell.	9
Grave Argot	A pidgin language used for communication between dead spirits, consists mostly of hissed hisses and subvocalizations.	7

It is also possible to learn animal languages, but this should only be possible for characters of unusual background or ability, and should be determined by the GM. Animal languages should cost from 1 to 4 NSP per level.

When learning any language 1 level indicates understanding and general communicative ability, but not the ability to make complex statements. 2 levels represents adequate communicative ability in all respects, but not total fluency. 3 levels indicates fluency, natives with 3 levels will have no accent, though foreigners will have a slight one. 4 levels are enough to make one talk like a native, and do anything at all in the language, including writing poetry. Higher levels bring greater degrees of communicative refinement. Remember that all characters get 3 off the cost of one native language.

6 ALIGNMENT AND RELIGION

Like the people of any world the characters in a fantasy world have their own beliefs, attitudes, and faiths. These are expressed in the game context in terms of alignment and religion. Alignment is a system for classifying motivations and behavioral tendencies and religion represents the character's specific faith and beliefs. In the fantasy world a great amount of variation in both of these areas is possible, and the different aspects of each offer peculiar enticements. Both are determined by the choice of the player.

6.1 ALIGNMENT

This is the measure of the directions in which a character is motivated. It indicates his predilection towards evil or good, and towards criminal activities or obedience to the law. There are two parts to alignment. The first set of alignments indicates the character's allegiance to order and law, and the second shows his goodness or evil. The former is called the "Obedience" axis, and the later is called the "Karma" axis. Both of these axis are divided up into three alignments. These are two polar extremes of alignment and Neutral, which forms the middle range in each group.

The Obedience scale ranges from Lawful at one extreme to Chaotic at the other, with a Neutral range between then. If a character is Lawful he obeys the established rules of his society, following laws and obeying authority. If a character is Chaotic he works against the established order, supporting his own aims and desires, caring little for authority or the beliefs of others. If a character is Neutral he fits between these extremes, though you should decide if he tends towards one or the other.

The Karma scale ranges from Good to Evil, with Neutral in the middle. A Good character seeks to relieve suffering and achieve generally constructive and beneficial ends. A Good person will help others selflessly. An Evil character is motivated towards destruction, self-gratification, and a desire to bring about ruin and suffering to others while advancing himself. Those who elect to be Neutral are neither Good nor Evil, though they may have both good and Evil moments.

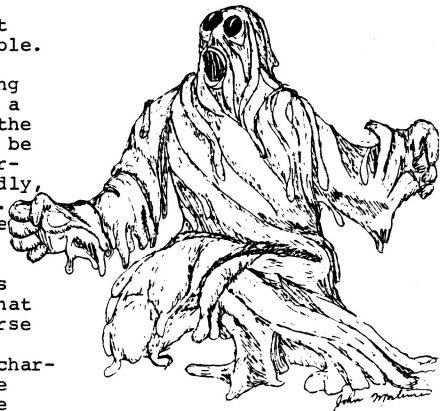
Each character should have one alignment on each scale, and any combination is possible. For example, a character could choose to be Lawful/Good, obeying laws and trying to bring about beneficial things. On the other hand a character could be C/G, working outside of the law to bring about good. A character could be N/N and opt for the safest course in any circumstance. A C/E character is the most deadly, holding nothing sacred but his twisted aims. A L/E character would represent a repressive society and legal system.

Although a player picks an alignment to suit his character's personality, if he does not play the character in accordance with that alignment the GM may change it. In the course of play the GM may assign Karma Points and Obedience Points. The more Karma Points a character has, the more Good he is, and the more Obedience Points he has the more obedient he has been to the law. 0 on either scale indicates Neutral alignment, and 100 positive points indicates mandatory Law or Good, and 100 negative points indicates mandatory Evil or Chaos. The assignment of KP and OP is explained in book 5.

It is important to note that this is only a rough indication, and the player should get a specific idea of the nuances of his character's alignment. It is also important to understand that absolute Evil, Good, Law, or Chaos are rare, so most characters should fit in the broader Neutral range, with tendencies towards particular poles. Characters who achieve extreme alignment states may be seen as dangerous by beings of opposing alignments.

6.2 RELIGION

Primitive peoples have often been religious and superstitious. It may be to the benefit of your character and his personal development to pick a religion for him to follow. What religions are available depends largely on how your GM sets up your campaign, but some sort of faith is helpful as a guideline in building character. You can tell a lot about what a person is



like by looking at his beliefs.

In book four religions and the priesthood are examined in detail with concrete examples from the world of Ysgarth. These form a good guideline for putting religions in your campaign, and the gods who are described give a good selection to choose from. A god should be taken who fits the nature of the character at least to some degree. For example, a warrior might take a god of war, while a mage might take a god of magic. An Evil character might take a demonic god or an underworld god, while a Good character might take a god of healing or light.

Religion can be a very important part of a campaign and a very important aspect of your character. When combined with Zeal, which indicates how faithful your character is to his god, a religion can make a plain character into something unusual and interesting.

7 WEALTH AND EQUIPMENT

Hopefully your character will not have to start out in the depths of poverty and unequipped, though this may be an option. In the following sections information is given for determining your character's starting wealth and just what he can purchase with that money. Common coinages are also explained.

7.11 STANDARD COINAGE OF YSGARTH

The coinage of Ysgarth is given here for practical purposes and as an example of typical monetary forms. All coin in Ysgarth is minted from metal, but in a variety of places and forms. Here we consider coinage in the decimal standard which is minted by the city of Ptolemeias and widely used in trade.

The coins and exchange rates are given below. Silver in the Mark is the main medium of exchange. For pricing purposes consider the Mark the rough equivalent of the modern-day dollar.

<u>COIN NAME</u>	<u>MATERIAL</u>	<u>WEIGHT</u>	<u>RELATIVE VALUES</u>	<u>%OF ALL COINS</u>
Penny	Copper	.2oz	.1 Shilling/.01M	20%
Shilling	Silver	.1oz	.1 Mark	25%
Mark	Silver	1oz	.1 Crown/1M	30%
Crown	Gold	.5oz	.1 Eagle/10M	15%
Eagle	Gold/Platinum	5oz/1oz	.1 Lion/100M	3%
Lion	Gold/Mithril	50oz/1oz	.1 Gryffon/1000M	.5%
Gryffon	Gold/Adamantine	500oz/1oz	.1 Dragon/10000M	.1%
Dragon	Gold/Orichaleum	5000oz/1oz	100000M	.01%

As you can see certain coins are much rarer than others, and exist mainly for use in treasuries and the like. Gold standards are given for the higher value coins if you do not want to use the super-rare or magical metals. It is more likely that the three heaviest coins might not be minted in gold, or only in very small numbers. In any case, such coins as Dragons would be treated as almost mythical by common men.

7.12 INITIAL WEALTH

Each character should start out with some money. It is only natural that he should have saved up some cash before embarking on an adventuring life. A good formula for finding initial wealth is (SOCx3)xJUD, which will give an average of around 430M. While this is not enough to do a lot, it is enough for starting equipment and a few days lodging.

7.13 INCOME AND EMPLOYMENT

Starting out with around 200M won't make a character wealthy for life. It may be necessary for him to seek employment when he is not out adventuring. While it is not practical to go into detail on the daily regimen, he can probably find a job related to his native skills. Such a job should yield a yearly salary in Marks about 60% of what a similar job would yield in modern dollars. Salary should also depend on skill, increasing about 3% per skill level in an appropriate area, indicating the transition from apprentice to journeyman to master. SL 1-4 is the equivalent of an apprentice, SL 5-12 is journeyman, and SL 13+ is a master. For example, an apprentice wax-chandler might earn some 3,600M per year. More lucrative employments might have bigger salaries, for example, a master jewelfsmith might take in 40,000M per year or more. Some of the professions, like artists, might work by commission, and have a random factor in their rate, as well as more reliance on skill. Salaries should be paid by the month, thus that apprentice would make 300M/month.

7.21 GENERAL EQUIPMENT LIST

These items are typical examples of items available for purchase in the fantasy world, with prices given in Marks. Craft equipment for some crafts is included. Greater detail on armor and its costs is given in the section on combat and armor in Book 2, and in section 7.22.

ITEM	COST	ITEM	COST
Blank Scroll	10M	Torch	1M
Ink(1oz)	5M	Pitch(1 Gal)	8M
Cut Quill	7M	Oil(1 Gal)	12M
10ft Rope	4M	Mirror(Bronze)	250M
Peton	2M	Glass Beads(50)	5M
10ft Pole	2M	Flaying Knives(set)	1000M
10ft Board(½x10)	7M	Castration Knife	100M
2x4 Board(10ft)	6M	Horse	250M
5ft Iron Rod	15M	Cow	100M
2ft Chain	8M	Bull	300M
Small Sack	5M	Boar	80M
Large Sack	8M	Goat	20M
Backpack	20M	Sheep	30M
Quiver	7M	Hunting Falcon	200M
Money Belt	12M	Hunting Dog	75M
Purse	3M	Ox	120M
Mug	10M	Plow	16M
Knife	8M	Loaf of Bread	2M
Fork	6M	Beer(Pint)	.5M
Spoon	5M	Wine(5oz)	1M
Bowl	3M	Steak(cooked)	7M
Plate	15M	Days Room	8M
Crystal Goblet	120M	Good Suit of Clothes	150M
Water Skin	30M	Saddle	225M
Glass Bottle(1oz)	150M	Candle	.2M
Glass Flask(10oz)	500M	Small Townhouse	75000M
Lamp	50M	Milk(Gallon)	.7M
Lantern	70M	Cheese(1Lb.)	4M
Snow Shoes	25M	Cured Staff	40M
Skis and Poles	40M		
Sled	250M		
Tent	200M		
Pavillion	2500M		
Wagon	1200M		
Carriage	3000M		
Stretcher	50M		
Sedan Chair	800M		
Rope Bridge	400M		
Rope Ladder	70M		
Coracle	150M		
Rowboat	500M		
Skiff	1500M		
Longboat(20 oar)	40000M		
Chariot	2500M		



7.22 COMBAT EQUIPMENT LIST

This is a selection of equipment primarily of use to Warriors and attendant classes, including weapons and armor. Armor costs are broken down in Book 2.

WEAPON/ARMOR TYPE	COST	WEAPON/ARMOR TYPE	COST
Cudgel	1M	Epee	100M
War Hammer	25M	Scimitar/Falchion	50M
Quarterstaff	2M	Lance	30M
Mace	30M	Short Sword	60M
Hand Axe	8M	Broad Sword	150M
Battle Axe	65M	Bastard Sword	300M
Double Axe	80M	Great Sword	400M
Halberd	45M	Morningstar	85M
Spear	6M	Flail	100M
Pike	12M	Dart	.05M
Rapier	120M	Javelin	5M
Dagger	9M	Pilum	8M



<u>WEAPON/ARMOR TYPE</u>	<u>COST</u>
Throwing Axe	12M
Sling	.2M
Atlatl	1M
Bolo	4M
Short Bow	100M
Long Bow	225M
Cross Bow	700M
Arrow/Bolt	1M
Catapult(Light)	7500M
Standard Leather Armor	70M
Boiled Leather Armor	120M
Ring Mail	250M
Chain Mail	350M
Light Plate Armor	700M
Heavy Plate Armor	1000M
Buckler	80M
Round Shield	40M
Chevron Shield	120M
Legionaire Shield	60M

These prices and items are only guidelines, and could not hope to be complete. From them you should be able to elaborate appropriately.

7.23 NON-STANDARD AND MAGICAL EQUIPMENT

Characters may want specialized or magical equipment in some circumstances. More about magical equipment is given in Book #5, but it should certainly be much more expensive than its non-magical analog.

As far as equipment which is not magical, but not listed here, the GM should use his good judgement to determine the availability of a desired item and the price. Prices should be kept in realistic relationship to other more standard items.

8 EXPERIENCE AND ADVANCEMENT

One of the most important aspects of a character's life is his advancement in knowledge and experience. This is determined and measured with Experience Points, which are assigned by the GM as outlined in Book #5. As a character acquires more Experience Points it is a sign of his increasing general skill. At certain numbers of EP he gains a level of experience. These are convenient markers for determining such things as Skill Points, Hit Points, and Fatigue Points.

Each character class or major profession (Warrior, Pyromancer, Physician, Mystic.....) is assigned a specific Experience Class. This is used to see how many EP a character needs to reach each level. The higher the EC the more slowly the character advances.

All characters start out with no experience, and should be awarded their experience at the end of each adventuring session. There is no upper limit to the level of a character, though the GM may wish to retire characters who reach an extreme level.

In addition, if a character is in more than one major profession, the ECs are added together to find the true EC for that character. In a case where the major character classes being combined are in the same group, for example two mage-type classes, the second class adds only one to the EC. Thus a Fighter/Pyromancer would have EC 2(Fighter)+3(Pyromancer)=EC 5. Yet a Pyromancer/Geomancer would be 3+1=4, because they are in the same group, meaning that the second class adds only 1 instead of 3. A character may have any number of classes, but the more he takes, the harder it is to advance.

The limit on taking character classes is simple. A character must put at least 50% of his Learned Skill Points into his major profession. In some cases an even larger amount is required. If a character has 2 classes the required percentage of each is halved. If he has three it is divided by three, and so on. Thus, a 2 class character would have to have at least 25% of his LSP in each class, or a 5 class character might have to have at least 10% of his LSP in each class. This requirement is a minimum, and more may be added in. These LSP are applied to different skills or spells which are indicated as appropriate to that class. Special requirements for LSP distribution are given under each class where they apply. In the case of a

double class character where one profession requires 60% and the other 65%, it would be broken down to 30% and 33%.

Experience Classes 1-8 are given below. The first column given in each case is the level of the character. The second column is the minimum number of EP needed to attain that level. Higher ECs than 8 can easily be extrapolated. It is unlikely that any character will have an EC higher than about 9 or 10.

EC 1	EC 2	EC 3	EC 4	EC 5
1 0	1 0	1 0	1 0	1 0
2 1500	2 2000	2 2500	2 3000	2 3500
3 3000	3 4000	3 5000	3 6000	3 7000
4 6000	4 8000	4 10000	4 12000	4 14000
5 12000	5 16000	5 20000	5 24000	5 28000
6 24000	6 32000	6 40000	6 48000	6 56000
7 50000	7 64000	7 78000	7 92000	7 106000
8 100000	8 125000	8 150000	8 175000	8 200000
9 200000	9 250000	9 300000	9 350000	9 400000
10 400000	10 500000	10 600000	10 700000	10 800000
11 600000	11 750000	11 900000	11 1050000	11 1200000
12 800000	12 1000000	12 1200000	12 1400000	12 1600000
13 1000000	13 1250000	13 1500000	13 1750000	13 2000000
14 1200000	14 1500000	14 1800000	14 2100000	14 2400000
15 1600000	15 2000000	15 2400000	15 2800000	15 3200000
+400K/Level	+500K/Level	+600K/Level	+700K/Level	+800K/Level



EC 6	EC 7	EC 8
1 0	1 0	1 0
2 4000	2 4500	2 5000
3 8000	3 9000	3 10000
4 16000	4 18000	4 20000
5 32000	5 36000	5 40000
6 64000	6 72000	6 80000
7 120000	7 134000	7 148000
8 225000	8 250000	8 275000
9 450000	9 500000	9 550000
10 900000	10 1000000	10 1100000
11 1350000	11 1500000	11 1650000
12 1800000	12 2000000	12 2200000
13 2250000	13 2500000	13 2750000
14 2700000	14 3000000	14 3300000
15 3600000	15 4000000	15 4400000
+900K/Level	+1M/Level	+1.1M/Level

Experience is very important, but it should not be sought after as a prize. Developing the character as a person is better than making him as skilled as possible. Knowledge as represented by experience and level is important, but the integrity of your character is more important. It is natural for different characters to advance at different rates, and different GMs give out different amounts of experience. You have to be able to keep experience and other gains in the game in perspective to enjoy playing.

9 CHOOSING A PROFESSION

Books 2-4 of this system are concerned with the professions which you choose for your character, with learning skills, and with employing those skills. You have the choice between a number of types of activities in each of the three groups, Warriors, Mages, and Clerics.

By now you may have already considered the profession which you are going to take up. Remember that with this system you are not limited in what you do, and may learn skills outside your area of concentration. Do not be afraid to take on an unknown calling. It might be worth the adventure, if only to savor a new experience.

Book #2 focuses on Warriors, and features several combat-oriented types of professions. Book #3 is aimed at Mages, and includes about 20 different classes fully detailed, each with its own good features. Book #4 is on Cleric types, and gives some good ideas on playing men of god of several different types. Whichever you choose, play the character to the hilt and enjoy your role as much as possible. What you have determined in this book will all become clear in the light of your profession if it seems hazy.

YSGARTH RULE SYSTEM CHARACTER RECORD SHEET MARK TWENTY-FIVE

Player _____ God _____ DP _____

Character _____ Alignment _____ OP _____ KP _____

Characteristic Save Race _____ Profession _____ EC _____

CON _____ HEI _____ Experience _____ Level _____

STR _____ WEI _____ AV AREA(% of HP) 1xHP 2xHP ROLL

DEX _____ SC _____ MV _____ Pate (15%) _____ U D 068

AGI _____ DR:C _____ E _____ P _____ L Eye (3%) _____ I D 072

TAL _____ AR _____ DC _____ Mouth/Cheek (10%) _____ I D 082

INT _____ MR _____ RC _____ Throat (5%) _____ U D 091

WIL _____ HP _____ FP _____ Neck (14%) _____ I D 111

JUD _____ NSP _____ LSP _____ L Hand (7%) _____ I S 131

ZEA _____ MPR _____ MP/D _____ LFA (12%) _____ I S 165

APP _____ SC/L _____ MI _____ LUA (18%) _____ I S 214

CHA _____ PC/L _____ PI _____ L Chest (50%) _____ I D 303

SOC _____ WR _____ AGE _____ R Chest (50%) _____ I D 392

Total Wealth _____ RUA (18%) _____ I S 441

LANGUAGES KNOWN COST LEVEL ATTACK SKILLS COST LEV AR/MR WDF/WRF

NATIVE SKILLS COST LEVEL

DEFENSIVE SKILLS COST LEVEL +ON DR
