

THE COMPLETE

ARDDIN



BY
David A. Hargrave

REVISED & EDITED BY
Mark Schynert

BOOK ONE

THE RULES

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WWW.EMPCHO.COM WWW.ARDUIIN.COM

Emails: dave@empcho.com
george@empcho.com

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3908 Harlem Road #127

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www.empcho.com

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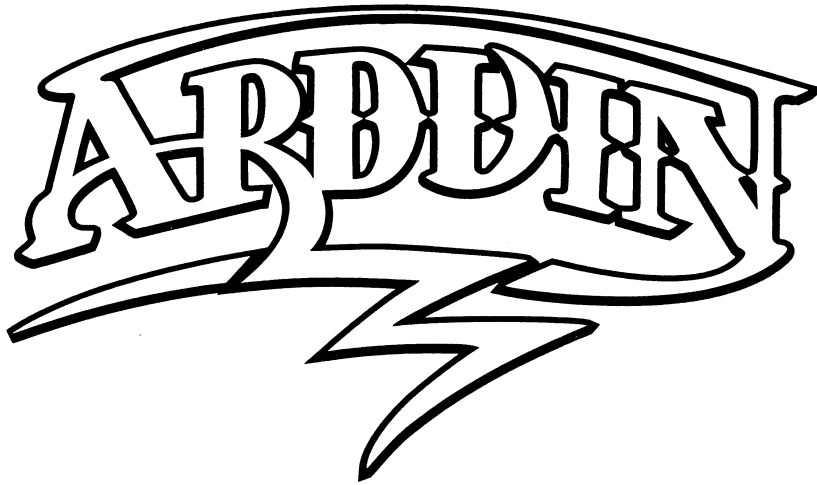
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**Please note! Whenever we say "Him" or "He" in the text, we also imply "Her"
and "she" as well! We are not being sexist, just grammatically correct! Also
note that we use abbreviation GS (for Gold Sovereign) instead of GP (Gold
Piece) because this one (1) ounce gold coin (the Sovereign) is the standard in
Arduin. You may adjust prices accordingly for your own world coinage.**

THE COMPLEAT



Book One: Rules

by **David A. Hargrave**

Revised and edited by **Mark Schynert**

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Executive Editor & Business Agent: Mark Schynert

Editorial Staff: Karen S. Voorhees, Rod Engdahl, Bill Keyes, Bill Voorhees, Fran Bellows, Carolyn Savoy

Playtesters: Art Pruyn, Bill Keyes, Bill Voorhees, Teut Weidemann, Karen Voorhees, Steve Henderson, Carolyn Savoy, Peter Savoy, Ninon Kafka Veklerov, Steve Texiera, David Bennion, Michael Meagher, Allen Wallace, Michelle Lock, Stephen Shearer, Pamela Kramer, Gordon Monson, Rod Engdahl.

Book design and layout: Karen S. Voorhees

Proofreader: Cynthia Hilton

Cover art: Frank Kelly Freas

Cover graphics: Thomas Morris, Morris Creative

Interior artwork: Roland Brown, Chris Hockabout, Michio Okamura

Postscript™ graphics: Rod Engdahl, Möbius

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Dedication

These tomes have been an on-again, off-again project for close to six years now. During this time many people have contributed time and effort to aid me in this work, from preliminary editing to game testing and everything in between. Thanks, folks, you have honored me with your friendship. These volumes are therefore dedicated to you all:

The Honor Roll

Jim Mathis, Penryn Flemmyng, Andy Rodriguez, Carolyn Schultz, Ray Hsu, Rod Engdahl, Arthur Pruyn, Mike Nelson, Mark Schynert, Ethan Karp, Bill Voorhees, Eric Guttman, Shelton Yee, The Willits Wildboys, Gamescaucus, DunDraCon, Polycon, and The Arduin Legion in its thousands (especially Diana G).

An extra special thanks to Grimoire Games, GrimCon, Inc. and Dragon Tree Press for continuing to keep Arduin materials, old and new, before the public.

David A. Hargrave
El Sobrante, CA
1987

Testimonial

David A. Hargrave

1946-1988

Dave, you put us through Hell...several in fact, not counting the spirals, decks of life, walls of whimsey, fogs, mists and roiling pools of every hue and aroma, as well as gates, teleports, planes, prismatic barriers and a thousand and one other more or less lethal places.

Because of you, we encountered, confronted, defeated and/or were bested by demons, dragons, giants, lycanthropes, spigas, slimes, Kthoi, Urukks, kraken, undead of every persuasion, and five thousand and one other shag uglies, not the least of which were our own pride and greed.

Because of you, we wielded ten thousand and one weird and wonderful artifacts of power... and sometimes they wielded us.

Because of you, we existed, even those of us who are no longer. Our existence was no less real for being in your imagination.

May others like you share your vision, that others like us may still exist...somewhere.

Rissk	Talso
Sunshine	Kazamon
Lord Elric	Amber Star
Jothar Dawnstar	Zippy Brightwater
Garros Nine-Finger	Stinky the Knoblin
Martirion Harrowgard	Bimli the Cockney Dwarf
Marcus Washington	Watson

The Compleat Arduin

Errors and Omissions

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References are by page number. Pages 1-202 are in Book 1; pages 203-454 are in Book 2.

- 6: Monster reaction and distance of initial encounter are more specifically covered in Tables 95 and 96, p. 434, and supersede this section.
- 40: The reference to "next CF count" in the discussion of using a foot attack when only one attack remains for the martial artist, should read "next CF action."
- 40: "Hiding" means "hiding in the dark."
- 40: The definition of climbing was omitted. See p.50 entry below for climbing skill definition.
- 40: In Table 14, the total number of weaponless attacks per action at EL 20 should be 5 hands and 1 foot, not 3 hands and 1 foot.
- 40: In Table 14, the weaponed attacked and weaponless attack ABF bonuses are reversed.
- 50: The climbing skill definition was omitted. Here's how it works. Everybody can climb. The basic climb is ten feet up a 60° slope without benefit of equipment, in one action. The character's climb chance is a percentage equal to CF. The GM modifies this to reflect equipment, physiology, and the difficulty of the climb. A character rolling a percentage within two times the climb chance still makes progress, but at only half speed. If she rolls within three times the climb chance, at least she won't lose ground. Thieves, assassins, and martial artists have an advantage climbing. For thieves, the climbing skill gives a 20% base chance, to which he adds 5% for every point of CF he has over 13 (see Table 16). Assassins and martial artists both automatically have the climb skill; see Table 23 for assassins, and Table 14 for martial artists. In all three cases, the CF score is also added. Thus, an EL 0 thief with a CF of 14 would have a 39% success rate when climbing: 20% base plus 14% for CF plus 5% for one point of CF over 13. Assassins and martial artists are no better off at EL 0 than the common folk, though, since the climb ability bonuses kick in only at EL 1.
- 51: For the palming skill, ignore the references to CF modifiers, as this is already covered in Table 16.
- 51: For the deactivation skill, reference should be made to "lock picking" rather than "minor lock picking."
- 52: The thrown weapon skill advances at a fixed rate of +2 MA per EL after the EL acquired, not by percentages, as do other skills.
- 53: Gnomes have the same racial modifiers for thieving skills as do dwarves.
- 60: The optional use of the thievery skill of disguise by courtesans does not carry a 25% penalty.
- 62: Assassins start with six special abilities at EL 0, but have no enhanced climb or hide ability until EL 1. The assassin may not begin with any skill that has a prerequisite skill. The ability to disguise also begins at EL 0, and does not count against the 6 total.
- 62: The definition of climbing was omitted. See p.50 entry above for climbing skill definition.
- 62: In Table 23, "Number of Hide Ability" should be simply "Hide Ability." "Special Abilities" should be "Number of Special Abilities."
- 91: Split-class characters do not get a 3-hitpoint occupational bonus. Instead, split-class characters get whichever occupational bonus is higher from their two classes. Thus, some characters will get more than 3 HP, some will get 3, and some will get none at all.
- 103: Star-powered mages advance in ELs as do wizards and priests.
- 110: The fumble plus and damage range for hand with brass knuckles or bare foot were transposed. The fumble plus is 0 and the damage range is 1D6.
- 126: The ABF calculation for Rinaldo for the primary weapon omitted the +5 ABF bonus all barbarians get for their primary weapon. The base BF is also 39, though misprinted as 38. Thus, Rinaldo's correct ABF with claymore is 39 (base BF) + 15 (WC) +5 (primary weapon bonus) +5 (WV) +50 (attacker's advantage), for a total of 114. Remember to check your racial and class descriptions carefully so you won't miss bonuses or penalties relating to compound factors, saves and battle factors.
- 128: The section on push backs should refer to attacks that are 1 % to 5% over the maximum allowable hit, rather than one less.

- 152:** The SAF example should be CF x 2, not CF x 5 and each EL adds 3, not 1. Table 57 would be used on any roll of 30 or higher with this SAF.
- 154:** Though not specifically stated, EL 0 mages will always have a +10% magik fumble chance when using OP 1 magiks, for a minimum base fumble chance of 11%.
- 168:** Danforth's climbing ability should be recomputed with the definition on p.50 above.
- 173:** The Ken Legueran coin listed as demirin should be decirin.
- 249:** The mana cost for Raffalasia's Ritual of the Arcane Truth is 8.
- 270:** Doroman's Defense does not add 75 to all BFs. Rather, the shield, and armor add 40 to the DBF, while the sword adds 35 to the ABF. For MD purposes, the shield adds 150 and the armor another 50, thus giving the user an MD of at least 200! Therefore, ignore the comment on deflection of slow missile weapons.
- 305:** The Ring of Ruthlessness bonuses to STR, DEX, INT and AGIL should not be added to the various BFs, as this is already accounted for by the separate ABF and DBF modifiers. The MA is affected by the DEX and AGIL bonuses, however. Likewise, the CON and EGO bonuses will modify save chances vs. poison, and fear and psychic attack, respectively.
- 329:** Kthoi may in fact be much larger than is indicated here, approaching the size (and temperament) of an Allosaurus. In fact, the larger they are, the more ruthless and given to cruelty they are. The stats in the book reflect Kthoi of seven feet in height or less, which is likely to be about as much as the player characters can be expected to encounter and still have a hope of surviving. For larger individuals, figure BFs of up to 300, HP totals of up to 150 and AVs as high as 30.
- 346:** The description of the wobra includes material from another monster type, the wolflings, on lines 4-15 of the description. This material does not apply to wobras. Wolflings were presented in later material as a player race (World of Khaas, Legendary Lands of Arduin).
- 358:** The maximum claw damage inflicted by were-tigers is 1D20, not 11D20.
- 435 & 438:** Minotaurs were omitted from the monster section, but included in Tables 97 and 98. To stat a Minotaur, use the Death Ogre as a base, but increase the STR to 25, the BF to 96 and the AV to 8. They use two-handed axes exclusively, never wear armor, and will also use their horns to gore their victims for 1D8 to 1D12 plus their strength bonus damage. MRS is 30%.
- 436:** The Sea Spiga listed in At Sea encounters in Table 97 is the same as a standard Spiga, except that it can breathe underwater, and swims at up to 40 feet per melee round.

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Talismondé: View of Elric's Castle from Red Lantern Street

Chapter One

Welcome to Arduin

This game, Arduin, is part of the genre known as Adventure Games. Role-playing is at the heart of all adventure games, though other elements such as conflict, chance and strategy are also important. If you are willing to try something new, you will discover a game that is exciting and different from any game you have tried before.

Adventure gaming started out in the early 1970s as something called Fantasy Role-Playing, or FRP. This style of game usually required players to become a certain character or characters within an imaginary world created by someone else, much as an actor might assume a role in a movie. The difference, though, is that the player creates the character he is to portray out of whole cloth, rather than simply working from a script. FRP soon caught on, and variants appeared with motifs other than fantasy (science fiction, wild west, superheroes, espionage, etc.). In fact, the only limit to such gaming is that which your imagination supplies! So if you use your imagination, the only limit to your play will be the ends of the universe...

My own fantasy world has been in play since 1973, and is called **Arduin**. Of course, my game system presented in this book goes by the same name. In the text that follows, a reference to "Arduin" is a reference to this rules system, and is generally the way something *should* be done. On the other hand, sometimes I will refer to the "Arduin campaign" or speak of a situation "in Arduin." This simply gives an example of how something has been

done in my own fantasy world—another Gamemaster (GM) may choose to do it differently in hers

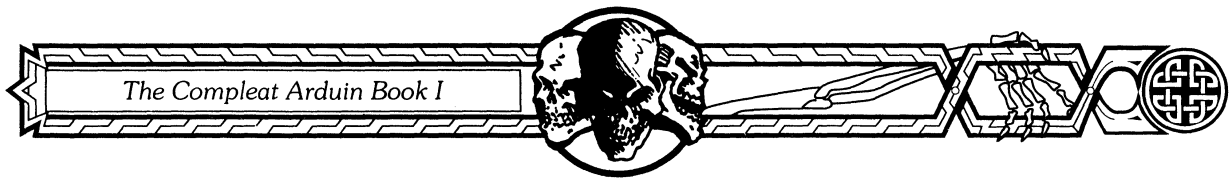
The GM has a great deal of discretion on how she runs her world, and in many cases more than one approach will work. Thus, you must always be aware of special rules or conditions set out by the GM, and the GM must make sure you are informed about these distinctions.

In Arduin, each player acts out what his characters will be doing as he proceeds with the game. He does this by speaking as he thinks his characters should, and specifying what the characters are doing as each situation unfolds. Before long, you will find it is second nature to act and interact with the GM and the other players.

PLAYER'S EQUIPMENT

The player needs basically only three things: writing materials, dice and figurines.

Writing Materials: In the simplest sense, this is nothing more than a sheet of lined paper with all the character's stats written down, and a pencil with eraser. Most players use specialized character sheets; we have included an example at the end of this book designed specifically for Arduin, and you may feel free to photocopy it. Post-it™ notes also have a variety of uses, and scratch paper is useful for keeping track of temporary things like injury, shock, etc. If the GM wants you to map a dungeon or the inside of a building, graph paper and a ruler are invaluable.



Dice: A collection of as many different types of dice as possible. The most critical are twenty-sided dice (D20), as they can be used to duplicate D10 and D100. D100s are rolled by rolling one D10 or D20 for the tens place, and another for the ones place. 00 will be either 100 or zero, depending on the situation. However, while the D20 can be used to get almost any spread of numbers you want, it's much easier to have a few D4, D6 (by far the most common), D8, D10, D12, and even a D30 if you can find one. In many places, I also refer to the use of a D3; a 3-sided die cannot actually exist, but you get the same effect by rolling a D6 and dividing the result by two, rounding fractions up.

These dice are generally used whenever the GM directs, for such diverse things as determining the character's reaction to exotic food, whether the character can kill the charging sabre-toothed tiger, and whether the character can be resurrected after failing to kill the tiger. In this book, the die rolls to be used are frequently defined in one of two formats. If the format is $x Dy$, it means "Roll x dice with y sides," such as $1 D6$, which would mean you roll a single D6. If the format is $x Dy+z$, it means "Roll x dice with y sides, and add a fixed value z ." For instance, $2 D8+11$ would mean you roll 2 eight-sided dice, total the values from the two dice, and add 11 more.

Figurines: These are generally needed only for tactical battle resolution or other situations where accurate character placement is important. The painted miniature figurines represent the characters; the GM will usually have figurines to the same scale representing whatever or whomever the characters are encountering. The game can be played without figurines but, frankly, it loses something. There are many hundreds of different cast-metal figurines available on the market today, representing many peoples and monsters from the realms of fantasy, science fiction, historical or even contemporary times. So if you are going to be adventurous, go that extra little bit, and get the appropriate figurine to represent your character...she'll thank you for it!

THE ADVENTURERS

Assuming the Character's Point of View

For someone who has never played a character, the most difficult part of a role-playing game might be in assuming a role completely foreign to your own experience. The result may be a flat or caricatured character, with whom you will become quickly bored. This is because the character doesn't seem real to you. The trick is to recognize that every character has a set of limitations as well as abilities, and the limitations help define and round out the character. These limitations are as often cultural or psychological as they are mental or physical.

Each character in the adventure will be governed not only by the player's desires, but by other factors as well. These factors are:

- What Race your character is. Elf? Dwarf? Human? Amazon?
- What Class your character is. This is your character's occupation, and can be anything from magician to warrior to thief, or even something exotic, like alchemist or beast master.
- What Alignment your character is. This is a description of your character's morality and personality. Are you orderly? Chaotic? Good? Amoral?
- Finally, your character's specific attributes will have a bearing on how you act and react. How strong are you? How intelligent? How fast are you? And so on. In short, the sum total of your character's mental, physical and psychological abilities and disabilities will influence how the character behaves.

In order to get the feel of how a character might react in certain situations, place yourself in a situation foreign to your normal range of experience and see how it affects you. For example, you are playing a barbarian, and he has just entered a huge walled city for the first time, just chock full of thousands of people from many weird and foreign places. There are bright colors, tall buildings, strange smells and much, much more. How would he react? To get an idea, imagine yourself at the White House for dinner with the President, and all around you are ambassadors from strange and far-away nations, all talking in languages you've never heard before. Then imagine that all of a sudden you are at Cape Canaveral and have to make a moon shot. Would you feel embarrassed and ill-mannered at the White House? Bewildered and overwhelmed at the space launching complex? Now you're getting the idea. These little tricks can be used to help think out any situation where you are at a loss for proper reaction. Use your mind, it's your best ally!

Talking to the Other Characters

Most worlds have a plethora of languages, and there's no guarantee any two people will have a common tongue. Traditionally, the solution is to rely on certain trade tongues, i.e., languages that many people know a little of so they can get by in a pinch. In the Arduin campaign, Low Elven and Zingaran, the latter similar to Arabic, are the usual languages that fill this role. There is no single common tongue in the Arduin campaign, just as there is none on Earth. The implications for role playing are many. First, will the characters be able to communicate effectively with each other? Second, how well do they communicate with the locals? Third, even where the characters have some understanding of the local lan-



guage, will imperfect command of a particular tongue lead to minor or major problems for the characters?

Whatever language your characters use, one rule should be immutable: if your character says something, he lives with the consequences. The player may choose to have the character say something very provocative, but keep in mind what will happen to the character. Or, put another way, would you stride into a bar in the toughest part of town and insult the entire clientele at the top of your lungs?

What Constitutes a Group of Adventurers?

The best mix of character types in any given game is always dependent upon the specifics of each individual situation. However, as a general guideline, here are a few suggestions.

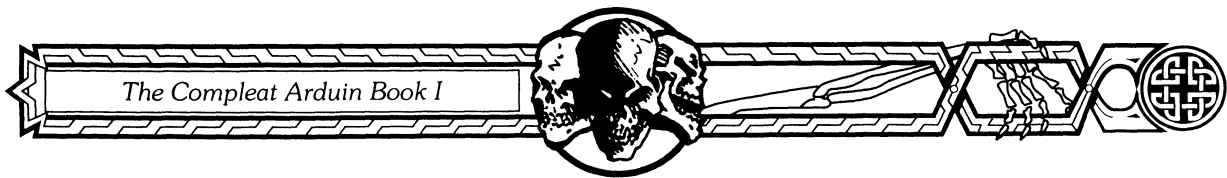
1. Have a group of at least six but no more than twelve characters, with each player playing one or two characters. Less is too few, and more is too unwieldy for confined melees and tends to attract large scale attention. Nine seems to be ideal.
2. Include a thief for opening doors, treasure chests, etc. but try to protect him if possible. He should be properly equipped to do his job, and not expected to fight unless it is that or die.
3. Include a mage or other type of magik user, but protect him at all costs. He will be your ace in the hole in practically every situation. He is your best offense and defense, but he probably is fragile so don't lose him!
4. Include a character of the priestly kind to heal your wounds, to counsel you in all matters of good and evil, and, of course, those areas that pertain to the gods. Always protect him just as you do your mage. He is your insurance and in a pinch could probably do many of the mage's functions if needed.
5. Have at least three of the fighting breed, of a type to be the most efficient according to your destination. For example, a forester would be great for overland wilderness treks, but of severely limited use inside a dungeon or other subterranean area. Or, if you're to probe into an unsavory area of a city of bad repute, like the black market, then perhaps a martial artist would really fill the bill. Be creative!
6. If possible, try to have at least one of your group proficient with some form of missile weapon: a bow, crossbow, or even sling. It never hurts to have a little range. Some things you just don't want to let get close to you at all! But the character should have a good melee weapon as well.
7. Certain racial groups have benefits peculiar to their kind only, so are worth considering for that alone, if not for their fighting or other prowess. For instance, most Dwarves are knowledgeable about underground areas and Elves about forests and so on. Check them out in their respective sections of these rules.
8. A group should always be prepared for their own particular adventure. If going underground they should have ample light sources, such as candles, torches, lanterns, etc.; if cross country, then food and water must be in proper supply. Common sense will be a great help here.
9. If travelling overland with your own mounts and/or pack animals, you should always hire at least two horse guards to care for same while everyone else is away delving in some bloody hole in the ground! Pay them well but don't expect them to go dungeon snooping with you—it's not their job! Novice warriors fill this role nicely.

Following these nine helpful hints should make things

THE GAMEMASTER & HIS SCRIPT

"Gamemaster" is the term we use to designate who is running the game. The Gamemaster, or GM for short, is the referee; he has the final word on the rules, and all of the other players must abide by his word. GMs must do three things before the game can begin.

1. Know all of the rules you have all agreed upon and have the rule books handy to settle disputes.
2. Have not only the desire, but the time to give the creation of each game's script the attention it needs. It will take a good GM at least one hour to ready a game for play properly.
3. Have the trust and confidence of all of the players so that they will not argue with his decisions. This confidence can only be earned as the GM demonstrates his integrity and honesty during the games. If the players feel that they are being short-changed by a GM, the play will bog down in arguments and hurt feelings. A GM must always maintain a detached and impartial attitude towards every player and every character no matter what the GM's personal feelings are. A good GM sees only the game, not those who play within it.



GM Equipment

The GM needs the following equipment to run the game:

- 3x5 or larger ruled index cards for treasure and a card file for storage.
- The GM has the same need for dice of varying values as do the players. There are also specialty dice, usually six-siders with special icons instead of pips, or oddball dice developed for other games, such as the Danish D34 lottery dice; some GMs even use backgammon doubling cubes for highly specialized tasks.
- Two specialized forms included at the back of this volume. The Action Count Sheet is an aid for determining which character moves next in combat situations. The Trip Ticket summarizes all the characters for GM reference. The use of these forms will become clear as you become familiar with the rules.
- Colored pencils to key dungeons and other maps, and add color to treasure cards. A simple set of basic colors will do.
- A simple GM screen. You can make it yourself out of part of a cardboard box. The idea is to block the view of what you are doing from the players so that the element of surprise will not be lost. I make most of my die rolls behind this screen, and keep the monster figures I intend to use there, too. What the players don't know about they can't prepare for.
- Miniatures to represent monsters and the like. Share with the other GMs in your group to keep the cost down. In a pinch, extra dice can be used to represent monsters, or even game pieces temporarily borrowed from board games. I prefer to use 25 mm cast metal figures.
- 3-ring binders to hold notes on your dungeons, overlands, etc., and maps.
- A battle board. This is the equivalent of the board you play on in a regular board game, except that you as GM will be marking on it the rooms, corridors, etc., that your players will be encountering. A large 2x3 foot piece of graph paper marked off in two-inch squares covered with a sheet of acetate works fine, and is inexpensive. You can buy both at art supply stores, as well as special markers used for this purpose, or China markers. Your local game store probably has more sophisticated boards.

The Script

Once you have decided among the players just who the GM will be, the GM can start on the creation of his script and the players can ready their characters. We suggest that, for the first dozen games or so, a different GM be used. This will give everyone a chance to participate both

as player and GM, and will soon make evident to all just who is the best GM. The best one at GMing usually becomes the permanent GM for everyone else, though this is not necessary if you do not wish it. Also, a GM can play and referee at the same time if he is honest and careful. It is your game, to play as you choose!

A script is nothing more than an idea that the GM has for a game. These games take place in a world of the GM's own creation. The script might be a quest to find a holy artifact, or an expedition to slay a dragon that has been eating travelers. It is the sole responsibility of the GM to provide such a script for the players to act out. However, the players will not be doing exactly what the GM wants them to do. No! They will be doing whatever it is they themselves, as their characters, would do, given the situation the GM has handed them. A GM should never try to run the players' game, but operate only as a referee, acting out non-player characters (NPCs), monsters or other things or people the characters meet.

To create your own world for which you may produce scripts, you can copy an existing fictional work like Tolkien's *Lord of the Rings*, Edgar Rice Burrough's *John Carter of Mars*, or even an established fantasy game world such as my own Arduin campaign. It does not matter if it is a copy (complete or partial) or if it is something thought up entirely by the GM. In fact many people prefer to play in a different world each time. What matters is the *playability* of the script the GM devises.

Playability means the players' ability to understand and to act out such a script. For instance, you would not devise a script based on far future technology and hope that a half dozen or so knights from a fantasy world could function and survive! They would not only fail to understand the technology and society they were encountering, but wouldn't even speak the same language! So keep the scripts within the capabilities of the characters and the players. Just remember how you'd feel if someone decided you had to fight an elephant, using only a frisbee!

A script must have seven things each and every time if it is to be successful:

1. **Background:** A short legend or history of the area, the artifact in question, the monster or whatever is at the base of that which the characters must confront.
2. **Motivation:** A reason for the characters to go wherever it is they are supposed to go. Is there a reward for the capture of a band of foul robbers? Is there a lot of gold and treasure hidden away in the dragon's cave? This will ensure that the characters are acting as real people would in real life, and are not involved in artificial and stupid undertakings



that real people would never attempt. It will also keep characters from doing easy and non-dangerous things in order to become more experienced and to get rich with no risk. Without risk, the loot and treasure have no meaning!

3. **Location:** Where the characters must go to achieve the goals implied or stated in the script.
4. **Primary Encounter Details:** A written description of all items, monsters, people, treasure or areas the characters will encounter. This will ensure that the GM will not forget anything important to the characters in the excitement of the game.
5. **Pre-Set Encounters:** This will once again ensure that the GM will not forget a vital circumstance and that the characters will be forced to face the consequences of every action they take. If they try to swim the river to escape the forest fire they caused, they must deal with the pre-set crocodiles in the river.
6. **Special Happenstances:** Those things outside the general knowledge of the characters, yet of a nature that may logically bring them into play. Such as: has another group of people already stolen the artifact that the characters are being sent to retrieve? Are there any clues as to who they are and where they went? Is the person sending them to kill the dragon really plotting something else? What? And can the characters find this out? Special Happenstances are not always present in an adventure, but if they are, the GM must have them already written out.
7. **Props:** A GM must have all the physical material needed for the adventure. If you use figures in your games, he must have them for the monsters or persons the characters will meet. If there is a building that must be entered, then he must have a floorplan. If it requires the characters to travel overland, then the geographical area must be mapped. In each case, this will make the game play flow more easily for everyone.

Dungeons and Treasure: The Rationale

One theme that frequently occurs in FRP games is the expedition into "the dungeon." In this context, what is called a dungeon is rarely simply the basement of some castle, but more typically is a convoluted multilevel maze full of traps, monsters and other malevolent conditions, as well as containing various valuable artifacts, jewels and/or precious metals. In one place are the treasures that can make the characters rich, the perils that can kill them, and a rich environment for the GM to set tactical problems for

the pplayers, as well as minimize the alternatives for which the GM has to be prepared. It's no wonder that "dungeon runs" are popular. However, unless the GM is careful, the ubiquity of the dungeon can undermine the vitality of the game.

The dungeons should exist for some reason. It could be something as simple as abandoned mines that have been taken over by an evil cult, complete with guard beasts and ill-gotten loot, or as complex as the scenario used in the Arduin campaign, which spans some 600,000 years and takes into account the original builders, as well as several other races which used the dungeons as well. Unless magikally suspended in time and place (termed "stasis" in this game), guardians cannot be kept in such places without a large infrastructure to support them. After all, someone has to replace those that get too old or die, feed them and generally see that they stay alert and ready to guard!

Think out the rationale for your places of treasure and monsters before you begin your campaign. Dungeons should be few and far between. An occasional forgotten tomb or dragon's isolated and distant lair is fine. Nothing ruins a world faster than hundreds of dungeons scattered all over the place, oozing mounds of treasure from every nook and cranny. Treasure in overabundance soon loses its value, both in game worth and in fun as well.

Monsters and treasures should never be distributed in a dungeon by a rigid law or plan laid out by some other person. This is your world and your dungeon; only you can see all sides to everything, so you are the only one who can build and stock your dungeon or world. Take the time and you will find that the game will be much more fun for your friends and yourself. As it happens, in the Arduin campaign, dungeon rooms are about 60% empty of monsters and treasures, though nearly every one has fog, mist, weird sounds or some other feature. The 40% that have inhabitants only have appreciable treasure about half of the time. And no two of my dungeons are alike so my players are always guessing. But this is how my dungeons operate. How will yours work? Take the time and do it your way.

In any event, do not feel you must have one or more dungeons in your campaign. It is not a bad way to start up a game, but overland adventures can include everything that a dungeon run does, without the GM having to think quite as hard about the ecology involved. On the other hand, there are few things that evoke sheer terror like having a party of characters lost seven levels down in a dungeon, some already suffering wounds, their torches about to burn out, with the cold, moist stone walls feeling as if they are pressing ever closer...



Sequence of Play

If the route is off marked primary or secondary roads, the GM usually has the adventurers move for one hour, then roll to see if you encounter random monsters, then move for an hour and repeat the roll for random monsters. During daylight there should only be a 10% chance of meeting monsters, unless you are in woods, marshes or jungle, in which case it is 20%. Double all chances at night. On roads, the encounter frequency may be higher or lower, but the encounters are likely to be other sentient beings. The GM needs to keep in mind the state of civilization near where the party is when determining the quantity and quality of encounters on the road.

If a monster is encountered, first determine the distance between the characters and the monster. It will be from 20-200' in open terrain, from 10-100' in semi-covered or hilly terrain, from 10-50' in thick forest or other vision restricted terrain, and always halved at night. Next, determine who can see it and who can't. Next, determine the monster's reaction upon seeing the characters. For unintelligent types, up to and including mammalian predators such as bears, roll a D12 using this scale of reactions: 1-2, the monster is frightened off; 3-4, the monster shies back a bit and appears hesitant and nervous; 5-9, the monster warily approaches the party; 10-12, the monster launches itself in a howling attack upon your party without regard to its own safety. For intelligent foes the scale is: 1-4, they flee; 5-8, they are indecisive; 9-12, an immediate attack upon the party.

If the monster is charging and he is less than 30' away, this constitutes a surprise attack, and your party may not react until the monster has completed his first movement and/or attack. Thereafter it is a very simple matter of the fastest CF attacking first, and the next fastest next, and so on down the line. This is explained completely in the section on combat. Because it is the CF that determines the sequence of combat, it quite frequently happens that a warrior will strike his opponent just before the opponent is struck in turn by a blast of magik, and the warrior's weapon is caught in the effects, or he himself is. Such is the stuff of which melees are made. This is more fully explained in Chapter 5, Combat.

After the battle is over, and any healing possible is done, then the movement process is repeated until the night camp is made. One point here; it is recommended that you have ten hours each of daylight and night, with two hours each of semi-light at dawn and dusk. This can be maintained year-round unless you decide to do what I did and have a set of seasons and the like (See the section on Time in Arduin that follows).

So there you have it, move an hour, roll for monsters, and move an hour and roll, ad infinitum. The only change the

GM may wish to add into your game is a die roll once an hour to see if you are lost (10% chance), though I recommend this rule only be used in difficult or overgrown terrain, and outside of the boundaries of the lands where all of your adventures take place. When fleeing, or at night, this chance should be doubled to 20%.

I also recommend that guards be posted at night, because a good GM will always hit you when you least expect it.

Expeditions inside dungeons are essentially just the same, only it is always dark, so bring your own light. However, the GM may roll for encounters twice as often.

Expeditions at sea require encounter rolls once per day and night.

If you are at a loss as to how you can decide just what type of and how many monsters come up on the random monster roll, we provide you with lists in Book II, but you're better off compiling a list of your own, using our list as an example. Consider 1-3 characters as a base unit for a dungeon run, and add more monsters for every additional unit of characters on the run.

Time in Arduin

Before beginning any campaign, the GM will need to establish (among other things) how time works in her world. There are two things to consider: first, what is the chronology of the game world, and second, what is the relationship between game world time and our real world time. The following is how time works in my Arduin campaign. The GM may well choose to do it differently in her world, but even so, it is important to note the Arduin chronology now. The Arduin game system as presented in this book is keyed to the chronology of Arduin the campaign, which differs from real world time. You will need to keep this difference in mind as you use the Arduin game system. And when you decide to create your own world with its own chronology, you'll need to make the appropriate adjustments.

The 25-Hour Day: The day of Arduin is exactly 25 hours long, consisting at the equinoxes of 10.5 each full hours of daylight and darkness, with 2 hours each of dusk and dawn. At the winter solstice, full daylight is limited to 8 hours, while full dark extends to 13 hours; these numbers are reversed at the summer solstice. The dawn and dusk periods always remain the same.

The Six Days of the Week: The week has six days: Mordag, Taenwal, Wurdigan, Veldoar, Sarmant and Quain, in that order. The folk of Arduin commonly work Mordag through Veldoar and half a day on Sarmant, taking the afternoon of that day and all of Quain off. This can vary regionally, and does not take holidays or the Endyear into account.



The 15 Months: There are fifteen 30-day months in the year, for a total of 450 days in the year. A additional five-day period known as Tai Taowyn or Endyear completes the 455-day orbital period around Syraath, Arduin's sun. The months, in order, are: Tor, Ator, Vaen, Torvaen, Kos, Torkos, Skord, Torskord, Zar, Torzar, Ghast, Torghast, Chund, Torchund, and Khoros, the Endyear month.

About Endyear: The five days of Endyear are not named as for the days of the week, nor do they fall in any month.

The Seasons: There are four distinct seasons in Arduin: summer, fall, winter and spring. Winter is 114 days long, starting with the winter solstice. It is the last 14 days of the old year plus the first 100 days of the new. Spring follows with 114 days, beginning at the vernal equinox and is in turn followed by 113 days of summer, beginning at the summer solstice and 114 days of fall, beginning at the autumnal equinox.

The second issue, how we relate real time to game time, will depend on how often games are held, how rapidly the GM wants characters to advance, and whether the types of character in play have relatively short or long lifespans. I generally recommend that the reckoning of seasons and years run three to six times as fast in the game as it does in real life, so that character evolution can occur at an interesting pace, while not causing the characters to age so fast that they start to lose play value. This may take some experimentation by the GM. Don't be afraid to revise the rate if the results you are getting are unsatisfactory.

A Horrible Example

It seems many people like Power Swords, Force Blades, Energy Sabers, Monomolecular Filament Edged Swords and the like. Well, I guess that I am as guilty as anyone else on this account; several years ago I gave out a sword that had an edge of mu-mesons which cut across the magnetic lines of force that bind atoms together. George, the character who received the damn thing, then went on his nonchalant way, wreaking utter havoc wherever he went, on friends as well as foes. One GM after another saw his most cherished ugly blown away without even a fare-thee-well! And more than one friend was neatly sliced in two as George's sword lopped off the attacking ugly's arm and continued around its arc right through anyone standing near him! It got to be so that virtually no GM or player in the area wanted to see George headed his way.

It was obviously not a good situation, but, as it turned out, one of my fellow GMs had the answer. George was sent on a terrible quest by his patron god: he must fight his way down thirteen levels to the very bottom of a dread and feared dungeon. If he survived, he would be enlisted into the ranks of demi-gods who surround all of the more mighty of

the gods, and if he failed, well, that would be that. To everyone's surprise, George succeeded and is now among the ranks of the demi-gods. Subsequently there are now a couple of scrolls extant that summon George of the Sword and the possessors of them are rightly feared by all. George is happy, the GMs are happy, and I think I learned my lesson. Now, where did I put my light saber...?

GMs vs. Angry Players

Or, What to do When a Player Refuses to Follow the Rules

Because this is a role-playing game, players sometimes so thoroughly suspend their disbelief of the fantasy that they set aside their real frame of reference and adopt that of the fantasy world the GM provides. Thus they take things very seriously, and may forget that in the final analysis this is merely a game. This means there comes a time when every GM must handle an angry player. He may feel he has a grievance that is legitimate, or he may just be an egocentric megalomaniac exercising his own brand of stupidity. Whatever the reason, the GM must be prepared to either convince the offending player to cool it, or to evict him from the game, either temporarily or permanently. Once the people who play in your world realize that you mean business, they will be ready to act in a proper manner, and refrain from disruptive and childish temper tantrums.

Harsh language, you say? Not really, because in my many years of play I have seen actions that have really appalled me, perpetrated by supposedly intelligent adults. FRP makes people truly identify with their characters, which is as it should be, but a very few people think that their character being killed or dumped on amounts to a personal attack on themselves.

A GM must clearly state his house rules of personal conduct, as well as his own variation of the rules of the game, as he plays it. The GM should make every player aware of these rules and that only his own rules variants are what count. He should also let every player know, in no uncertain terms, what the penalties are for giving him a hard time. It's okay to air a gripe in a calm and logical manner, but temper tantrums should only earn their doer a quick and very permanent exit from play. Once a GM rules on a gripe or rules question, that is the end of it! If anyone can't handle this prime rule, then he should not play in this kind of game. A GM must be as heartless as one of his monsters if order is to be maintained and fun is to be had for all, for a game with clear house rules is a game where everyone knows the way, so to speak, and the way always leads to fun and adventure!

Remember, this game is for the GM's enjoyment as well as the players. So if it's not fun for you because someone wants to act like an jerk, why not remove the cause? It's your game, after all.



Chapter Two

Character Creation

Characters in Arduin can have tremendous diversity and depth, making them very satisfying to play. It usually takes about an hour to generate each new character, once you are familiar with the process. For most of us, the process of “rolling up” a new character is an enjoyable prelude to the game itself, as we see our creation take shape before our eyes. There are a lot of details to consider, but it is not hard when taken step by step, and the results more than repay the investment in time.

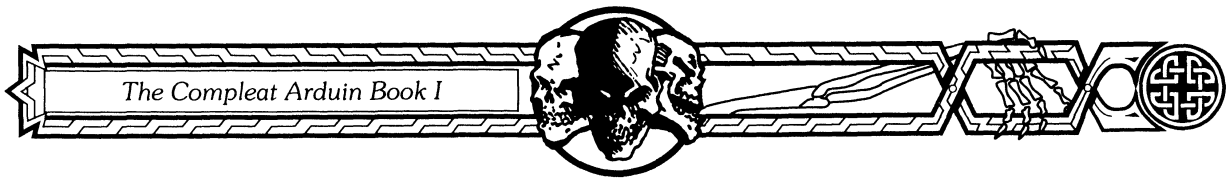
Generally, all beginning characters are at or near the age of majority for their particular race. We do not recommend the beginning player try to start using this system by creating a new character who is much older than that, as the character will miss the development process of the earlier adventures of his career, and most likely will not turn out to be as interesting as a character truly starting from scratch. On the other hand, if you are coming to Arduin with experienced characters already in play from other game systems, by all means convert them across, using the same procedures as we use here to create a whole new character, though you will need to decide at each juncture whether a table or rule is superfluous because you already know how the character is structured. Also, since other systems may handle certain aspects of your character differently, some judicious tinkering may be indicated. Most likely, a little help from the GM will be necessary; see also “A Note to GMs: Integration with Other Role-Playing Systems” in Book II.

We will go through the process of rolling up a new character one step at a time through the rest of Book I, alongside the discussion of the game system. To illustrate this process, we follow the generation of two characters, Rinaldo and Anais. These two characters are assumed to be fresh from their apprenticeships and are entering the adult world for the first time as the player starts them in play. Their development throughout the rest of this volume will show the successive stages of character

development. The first step will be to choose a race for Rinaldo and Anais. In successive steps, we will determine:

- A. Race, Physical and Social Parameters
 1. Basic characteristics, such as Strength (STR)
 2. Height, weight and body type
 3. Alignment
 4. Heritage and legacy
 5. Physical appearance
 6. Character occupation (“Character Class”) and skills
 7. Special abilities
 8. Compound characteristics, such as Mana (spell energy)
 9. Subsidiary skills
 10. Physical senses
- B. Combat Skills
 1. Melee skills
 2. Missile skills
 3. Armor use
 4. Encumbrance
- C. Skills with Magik (Some characters do not use magik skills)
 1. Beginning spells
 2. Magikal attack skills
- D. Saving Chances (other defensive capacities)

To ease your understanding of the character creation process, we suggest you photocopy the worksheets at the end of this volume, using one set of sheets for each character, and fill it out as we go through each part of the examples. It’s a good idea to make entries in pencil rather than pen, as later developments may affect a number entered earlier. All the final numbers should then be entered



on a character sheet to provide a more lasting record of the character.

On Rounding Values: Many of the character's skills are derived from computation; sometimes computation will yield values ending in a fraction. Generally, fractional values are not used in the game; instead, we round off the number. Unless these rules say otherwise in a particular

instance, always round fractional values of .5 or greater to the next *highest* whole number, and fractional values of less than .5 to the next *lowest* whole number. The rules may instruct you to "round up" the value; as an example, a value of 2.01 would become 3. Likewise, if instructed to "round down" the value, a value of 1.99 would become 1.

• The Races •

RACE, CLASS AND HERITAGE

Race in this game refers to a character's species, and is primarily used to determine her physical capabilities. It generally has nothing to do with **class**, which is simply a term used to define the various occupations that characters can have. A character's **heritage** refers to her parent's social status.

While it is true that all three of these factors will interact to shape a character's life, race and class in particular are largely independent of each other. There are some races that cannot be some classes, and there are some races that have few alternatives when it comes to heritage, but in general, anybody can do anything they want for a living. Whether they are any good at it is a separate issue.

HOW TO PLAY NON-HUMAN CHARACTER TYPES

The playing of non-human character types is a fun and challenging way to enliven your fantasy role playing game. However there are several factors each player must take into consideration first:

Physical Differences: Character types that are taller, shorter or otherwise quite different from the average human will have to factor this into the play. They will see the world from a different perspective than we ourselves do.

For example, a Hobbit will find that human tables and chairs are too high, that human stair steps are uncomfortably spaced, that horses are too tall and too wide, and so on. Taller people will tend to treat them as children. Food portions will always be too small. All this will affect the outlook and behavior of the Hobbit towards other races, and how they will behave in a non-Hobbit society.

A Phraint has multi-faceted eyes which give him 320° vision as well as electromagnetic sensors in the antennae. Combined, these give the Phraint a picture of the surroundings that a human would find difficult to describe, much less understand. Thus, their perception of physical reality is completely different from our own.

Mental Differences: These distinct differences will cause the player to re-think actions from the point of view of the non-human character. Here are a few examples of how mental differences would cause a non-human to act differently:

An Elf, with a life span of 10,000 years is going to be much more inclined to be patient for what he wants. So what if it takes 200 years for plans to come to fruition? This is equivalent to a human waiting 2 years or so. An Elf would therefore tend to be more relaxed, less hurried or agitated. After all, he has all the time in the world.

How would that same Elf feel with regards to loving or befriending a Human or other shortlived race who will be dead and gone in the equivalent of 3 or 4 of his years? How easy would it be to take seriously a being that ephemeral?

An Amazon will have to deal with men whom for the most part she believes are inferior to her, yet who will continually act as if she were inferior to them. This will tend to lead to clashes over her or their imagined sullied honor. Yet this is how she believes things are.

Cultural Differences: Even within a particular race, there might be more than one culture, which means still more differences. Elves, for example, have sea, woods, high, and city cultures which are all distinct, but which share the general racial thinking modes. Humans have as many cultural alternatives as anyone can conceive. A Swamp Saurig will have different habits than his Desert Saurig kin. Otherwise, he wouldn't survive.

In every case, you must think about what gives continuity to your world, especially in the way different races in a multiracial culture adapt from each other, and perhaps create institutions, customs and mores consistent with none of the base racial cultures.

Emotional Differences: Different races will have different ranges of emotions. Elves are less prone to anger, but more likely to stay angry, because of their long lives and their tendency to take the long view. Hobbits are perhaps more given to happiness, indolence and loyalty



than some other beings. Throon are emotionally quite limited. But the emotional range and tendencies of a human warrior will likely be different from those of a human courtesan, while elven and human courtesans may have far more in common with each other than with their respective racial compatriots in the priesthood.

As you can see, it's difficult, but not impossible to run an exotic or non-human character type. Just be sure to work with your GM. Practice makes it easier, so do it, and enjoy!

Interaction of the Races in the Arduin Campaign

In the racial descriptions which follow, subsections entitled **In Arduin** give examples of social structures and social interactions taken from the Arduinian multiverse. You are welcome to use as many or as few of these examples in your fantasy world as you choose. None of them are mandatory. On the other hand, some factors, such as the caste structure of Phraints, are biologically inherent, rather than having anything to do with culture or tradition. Thus, we do not recommend any changes in the races other than those noted as examples of play in Arduin the multiverse. Of course, if you're the GM, you can change anything you want!

AMAZONS

Amazons are a female warrior race that live in a culture run by and for females. They are a tall and athletic race that live as long as Humans, though they usually achieve their majority at 16. They have slightly bronze or golden-tan skin coloring and favor long single-braided hair, usually light brown to dark honey-blonde. Their eyes are usually various shades of grey or blue, but amber eyes are occasionally found.

All Amazons have a terrific joy for life and *do not* hate men. They simply believe that they are better than men on the whole, so of course women should run things! They are fairly clannish, but will not hesitate to try to get to know a male who interests them. They are ferocious fighters; clans have been known to carry on blood feuds for centuries. There have been so few Amazons who choose to be anything other than warriors that the names of those who do otherwise are spoken of as legends—and not very good legends either, because the culture stresses the warrior ethic.

Sea Elves and Corsair Amazons have occasionally clashed over sea rights, but usually they are close allies as well as good friends—so much so that these Elves let Amazons be their sole agents of trade and commerce with Human kind.

Amazons generally do not enjoy living in male-dominated foreign lands. Thus they keep their visits to such places as short as possible. Still, they are one of the most easily

found mercenaries, so there are almost always a few around, no matter where you might be!

In Arduin: There are three distinct Amazon cultures. The most numerous are the sea-going Gypsy Corsairs who use light leather armor and cutlasses as well as short bows. Least numerous are the very dark and tall jungle-dwellers who fight with no armor and use light javelins, short spears and long double-edged curved knives. The third kind come from the loose coalition of City States known as The Motherland. They wear armor not unlike that of the classical Greeks. They use long spears, tall shields, and carry large leaf-bladed swords.

CENTAURS

One of the classic fantasy beings is the Centaur; a being appearing to be half man, half horse. The Centaurs of the Arduinian campaign look much the same as those of Earth's mythology, yet have some different traits.

There are three races of Centaurs in Arduin: the Tar-Khai, the Gara-Khai and the Shinda-Khai.

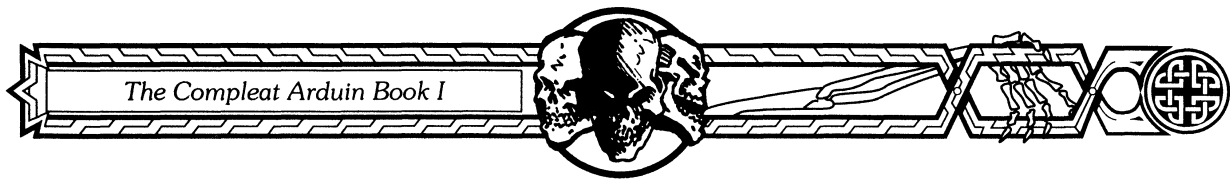
Tar-Khai: They are most often grey to white, and are found primarily in woodlands. They are physically the largest Centaurs, with 85% of them equivalent in size to a medium war horse, 10% of them larger, like heavy war horses, and the remaining 5% smaller, like light war horses.

The Tar-Khai are a wild and difficult bunch to deal with, having a hereditary claustrophobia that drives them insane in a matter of hours if they should be locked up or hemmed into a small area. For this reason, they are the only Centaurs that can be berserkers (20% chance). It also means you won't see them voluntarily going into mines, caves, dungeons or other nasty holes in the ground. Because of their inability to follow orders on a consistent basis, their mercenary employment is limited to irregulars used for raiding parties or attacking the enemy's supply lines. They have a lifespan of but 40 years, reaching their majority in just 12.

They wield bronze weapons such as long spears, throwing axes, and javelins. A few use short bows. Male or female, these Centaurs disdain armor of any kind. Their attack is the ferocious horde assault.

Gara-Khai: They inhabit the huge, temperate grasslands of the world. They are of a coloration from buckskin and bay to liver and black, with an occasional Appaloosa. They are not as large as the Tar-Khai: 5% heavy war-horse size, 45% medium war-horse size and the remaining 50% light war-horse size.

The Gara-Khai are more civilized than the other Centaurs, but nonetheless are very fierce warriors. They live longer than Tar-Khai, generally about 60 years, achieving their majority at 14.



They favor light lances, shortbows, two-handed swords or axes, and occasionally light crossbows. They will wear and use whatever armor is available, preferring round shields and scale or brigantine horse armor. They are shrewd tacticians of contemporary cavalry warfare. This puts them in great demand as mercenaries, a role they relish.

Shinda-Khai: They live in desert and dry places, and are most often of palomino coloration. They are the smallest of the Centaur breed, being 15% medium war-horse size, 75% light war-horse size, and 10% pony sized. They are neither as barbaric as the Tar-Khai nor as civilized as the Gara Khai. As theirs can be a hard life, few live beyond 50 years, though their actual span is more like 100! They reach their majority at 16.

They always use shortbows, wield sabres with an upper edge for the first third of the length from the point, and small, light targs. They rarely use lance, spear or armor, feeling it only slows them down. In battle they are more clever and subtle than the Tar-Khai, but they do not approach the abilities of the Gara-Khai. Even so, they are in demand as mercenary scouts.

In Arduin: The Centaur clans are patriarchal and practice polygyny. The leader of the clan has the most wives. In all cases, however, the females are just as proud and fierce as the males. For this reason, the Amazons are one of the few non-Centaur races that can understand and get along with the Centaurs on a sustained basis. Other than that, Centaurs do not mix much with other races. Almost all detest civilization and its trappings.

Centaurs cannot be ridden for any great distance, as their back simply is not strong enough. Neither can they pack more than about the amount a human of the same strength could.

DEODANTHS

Deodanths are surrounded in mystery and legend, so much so that they themselves no longer know the whole truth!

Thaumaturgical research confirms that they are a hybrid of undead Elven kind and some other dark and unknown thing, probably feline in origin. As such, they are essentially immortal, reaching their majority in just 10 years. According to legend they are lost time travellers from eons in the future, when the universe is old and the suns are dying. Deodanths have a vampyr-like ability to mesmerize or charm opponents. However, this requires single-minded concentration, seldom found in combat. It's too hard to thrust and parry while trying this trick!

They are known for their fierce nature as well as their cunning battle tactics, both as warriors in sword-to-sword melees and as Star Corsairs par excellence in spaceship-to-ship battles.

A gypsy breed, they travel alone or in small groups, and are solitary in their habits—so much so that their original home has become a mystery, even to them.

They seldom take prisoners, and those they do capture they have a tendency to eat! They do, however, enjoy inflicting pain and torture and are frequently sadists of the cruelest kind. Some of their victims have been known to live ten years or more, each second in excruciating pain! In fact, some beings will commit suicide before allowing themselves to fall into the hands of Deodanths.

They have the natural ability to slip forward in time one to three melee rounds. This ability may be used once per day per EL but costs one point off the Deodanth's STR and CON each time, as well as 4 off CF. This loss takes five hours to recover completely. Thus they seldom use this ability except in the face of mortal peril.

They favor the heavier types of rapiers and use martobarbuli (heavy throwing darts) as weapons. They are the only beings able to consistently match Phraints in combat, due to their own leaping ability of 20'-30' horizontally and 10'-15' vertically.

They move as quietly as hunting cats and fear virtually nothing in the multiverse. But they themselves are justifiably feared by most beings and respected for their battle prowess by one and all.

In Arduin: Deodanths hate Elves for historical reasons and vice versa. In fact, they don't like anyone very much, a feeling reciprocated by the world in general.

Their society is matriarchal. Each female has her pride, with her husbands and juveniles; two to five prides make up a clan. Each female will have as many husbands in her harem as she can afford to support. Those males unable to become part of a harem are cast out of the tribe to fend for themselves. These are the Deodanths usually encountered by player characters. They are usually either too old to fight off younger rivals or the very young and inexperienced ones beaten by prime males. Understandably they will be irritable and out to prove their machismo to the world and to themselves. A very few Deodanths are not like this but they are exceedingly rare, and usually considered deranged by their own kind. There is an old proverb in Arduin: The cruelest creature in the world is a merciful Deodanth.

DWARVES

A race nearly as old and as magikal as the Elves, these short muscular people usually have dark complexions and brown, black or even rust-red hair; most males have long beards. Dwarves are feisty and touchy, tending to fight first and ask questions later. They live 500 or more years, not reaching their majority until about 80, and ponder things for a time before acting, never acting until they are ready. They like to drink and tell tall tales.



Dwarves favor battle axes and two-handed hammers. They are usually armored with chain mail or plate armor and are indefatigable hand-to-hand fighters.

Dwarves are craftsmen as well as warriors and seldom, if ever, dabble in things magikal. They do occasionally work with Elven craftsmen to produce magikal artifacts and weapons. They love gold and precious things avidly, and each Dwarf has a 20% chance of simply grabbing any valuable without thinking.

Though most Dwarven warriors have at least rudimentary ability as smiths, those few who choose to be mages (3% chance) are known as smith mages, specializing in the creation, repair and destruction of magikal items.

Due to the many times that the Dwarves and Elves have clashed in war, it is very difficult for them to be friendly with each other. But there have been times when they have forgotten old feuds and banded together against a common foe. Thus they do not call each other enemy. In fact, most Dwarven writings refer to the Elves as respected adversary or beloved foe. The only thing keeping the two races from real friendship, aside from their history of war, is the stubborn Dwarven belief that Elves are too full of their own self-importance. Dwarves are extremely loyal to those they consider their friends, and never forget their enemies.

Dwarves have an innate sense that allows them to perceive the rightness or wrongness of constructed areas such as tunnels, hallways in castles, city walls, and so on. It also works to a lesser degree in natural caverns and other underground areas. This sense relates mostly to mechanical traps or structurally weak areas that the Dwarf will know isn't right (5% chance per EL). With training and experience, he will be able to differentiate between traps and defects, but will never be able to go beyond sensing in a very general way the location and whether the wrongness is deliberate or not. This sense makes the Dwarf a welcome member in any group of adventurers who plan to do some subterranean delving, and he will be hired on as the point man, or scout. Dwarves think that this is just and right, and besides, the extra danger means double, and sometimes even triple shares of loot!

In Arduin: Dwarves tend to live as clans in the hills or mountains, where they establish and maintain heavily fortified keeps, and mine for whatever wealth there is, from coal to diamonds, tin to mithril. They think that Elves are snotty, Humans too unpredictable, Hobbits too frivolous, and detest all Orc kind with a passion, even more so than the Elves do. Although most Dwarves are decent beings, some are easily corrupted by their greed, having no redeeming traits whatsoever.

ELVES

An old and magikal race, Elves are tall and slender, usually having light complexions and very light brown to silvery blonde hair. Their eyes are green, violet, lavender, purple, or pearlescent grey. There are four basic types of Elves: the very tall and very rare High Elves, who usually dwell in frosty mountain splendor; the more numerous Sylvan or Wood Elves who make their homes in deep forests, the short Sea Elves, who usually live in underwater caverns; and City Elves. Both the High and Sea Elves are seldom seen by anyone, and almost never have dealings with mankind.

High Elves: They favor broadswords and beautifully worked armor, usually scale or chain mail, and are as often as not mounted much like knights.

Wood Elves: The most common Elven player character, they seldom wear armor, preferring green, brown and other woodsy colored clothing, and are wont to use wonderfully carved long bows, spears and daggers. Although they prefer firing their arrows from cover, they are not afraid to commit themselves to hand-to-hand combat.

Sea Elves: They wear very little clothing beyond colorful loincloths. They use long barbed tridents and curved daggers, and throw weighted nets to ensnare their enemies.

City Elves: In the last few hundred years there has come to be a new type of Elf, the City Elf. Although Elves have lived in their own cities from time to time during the tides of their long history, they never before lived within the cities of the other races. Many speculate that, over time, these Elves will interbreed with humans to such an extent that they will become similar to Half Elves, or less, thereafter. City Elves are rarely split-classed, but are Wizards (30%), Warriors (45%), Thieves (20%), or others (5%). The City Elf also declares his majority at age 20, rather than 100, like their other kindred. It is also believed that their life spans are much shorter as well; only 5,000 years, rather than the 10,000 of their kinsmen.

Living up to 10,000 years, Elves have all the time in the world to learn what they want, but tend to be either Mages or Warriors and sometimes both simultaneously. Given the insubstantial nature of their souls, they are almost never priests. This lack is what makes the resurrection of any Elf so difficult if not done immediately after death. Whatever passes for a soul or life essence in Elves is very fragile, and begin to dissipate at death, compared to other races, whose spirits wend their ways to the Ethereal Plane.

All Elves have pointed ears to a greater or lesser extent, and their eyes are set slightly slant-wise in their heads, giving them an almond-eyed look. They are happy but not frivolous, and studious when necessary but not serious by



nature. They never lie and will always repay a debt even if it takes a thousand years. They have a love for music, and are truly fine singers. Most also play an instrument—usually a lyre, mandolin, harp or flute—but do so only among themselves or their close friends, as they feel that their music is something very personal.

Elves are careful on whom they bestow their friendship. As they live so long, they also have long memories for enemies. Any beings with a such a long lifespan will have a much different outlook on the world and life in general. They will be more patient, less concerned with day-to-day setbacks, preferring to see the long view, and definitely harder to anger. But once angry, they also will be harder to mollify, and may carry on righteous retribution over millennia, if necessary. All but the City Elves seldom become romantically involved with other beings, as they realize the futility of getting involved with someone whose life is so much shorter than theirs. Elves also have a very low reproductive rate. This may be changing with the City Elves, but it is too soon to tell for certain.

In Arduin: Generally, Elves do not like Goblins and detest Orcs of all kinds. They do like Hobbits, Kobbits, Humans and Amazons. As for Dwarvenkind and Phraints, these are respected, but the many wars between them often stand in the way of friendship. For Deodanths, Elves reserve a special hatred, maintaining a blood feud that is half a million years long. An old Elven saying is apropos: the only good Deodanth is one that never was! Only Urukks are as hated by Elves. As far as both Deodanth and Urukks are concerned, the feeling for Elves is mutual.

City Elves are not well thought of by the other Elven peoples; rather, they are outcast from their own kind, since they have forged a direct link between themselves and the human peoples. City Elves resent the attitude their kinsmen have towards them, so they have acquired more human cultural traits in rebellion against those snotty Old Kind. "Old Kind" is a derisive term used by City Elves, who are defensive about their choice to live among humans. In return, the other Elves call their city-dwelling kin house mice, a term that antagonizes most City Elves. The situation will probably deteriorate over time.

GNOMES

Just remember to play a Gnome as taciturn, somewhat quarrelsome, paranoid (especially out-of-doors), and absolutely unwilling to do anything for no profit. The greed of Gnomes outstrips even the legendary greed of their larger and distant cousins, the Dwarves! Gnomes live about as long as Dwarves, reaching majority even later, at about 100. They are secretive, especially about their own kind, and not given to saying much of anything, anytime, without a real good reason. They are not common amongst adventuring parties, since they are not much on teamwork, except with other gnomes, but an occasional specialist (alchemist, thief, sage or even smith-mage) will go out, charging as much as the traffic will bear, with payment up front, thank you very much. And if your party ever stops at an inn run by gnomes, watch out! They have been known to charge extra if you use the salt shaker...

GOBLINS

Those of you deciding to run one of this race as a player character need remember only a few things. Goblins have a tribal culture. They prefer underground cavern living and night to surface life and daylight. They are a warm-weather race and have a low tolerance for cold. They detest Orcs, Kobolds, Kobbits (blood-oath enemies in Arduin), Hobbits, and all Dwarven kind. They fear Deodanths and Urukks, but like, and actually get along well with both Centaurs and Phraints. They are rarely seen in the cities because most beings don't trust them, usually with justification. Some are occasionally seen in mercenary bands. Just remember this Goblin saying and you'll do fine in your role playing: "The world was created to give our kind something to steal, so don't disappoint the gods!" Their preferred food is the infamous rat-tail stew, a Goblin invention of great antiquity. They're doing well if they live to 50, and reach majority at 12.

HALF ELVES

This half-Elven, half-Human crossbreed is more frequently encountered than are true Elves. Taller and heavier than Elves, but not as big as Humans, these folk with a lifespan of 1000+ years tend to be well-liked by most everyone. They reach their majority at 20. They prefer the rural life to that of the cities; a very few become seafarers. They are renowned country innkeepers. The fact that a Half-Elf has purchased an inn is often enough to double its patronage. Children born to Half-Elves and Human are mostly Human, with a slightly longer lifespan, 150 years or so. There are also Half-Elf-Amazon peoples called Elfazons; these rare individuals are almost exclusively corsairs and seafarers similar to the sea-going Amazon



nations themselves. Half-Elves are often derogatorily referred to by Orc and Goblin kind as Halfers, a term that is likely to get a Half-Elf mad very quickly.

HALF ORCS

Half Orcs are the offspring of matings between Humans and Orcs and are disliked and distrusted by practically everyone. They are a hardy and muscular lot, with yellow, amber, orange or dull red eyes. Their hair is coarse and shaggy, usually a blackish brown in color, and they have a faintly yellowish-green tinge to their rough skin. Their teeth are grey-green and the two canines are extraordinarily long and pointed, as are their ears. They are almost always warriors or thieves, although some become priests or followers of priests. Because they are so disliked they tend to mistrust everyone. They live about as long as Dwarves, though they reach their majority at 18. They dislike Elves greatly.

Half Orcs, once rare, now seem to be more numerous, at least in Arduin. What this portends is anyone's guess, but it most certainly will lead to trouble. Half-Orcs and trouble always go hand in hand as these beings, seeing and feeling how the world hates them, reciprocate to the world at large as often as they can. They enjoy starting brawls as much as some people enjoy drinking. Play them as pure troublemakers and you'll do fine.

HOBBITTS

They are a happy, sometimes frivolous race, that loves parties and eating. They prefer sweets of all kinds, but anything fresh and clean will do, as long as there's lots of it! They are noted for their ability with slings and their dislike of water. They do bathe, they just won't swim in the horrid stuff. With their close resemblance, save in height, they are sometimes referred to as Half Men or Half-Highs, and can pass for Human children in a pinch. Hobbitts tend to be thieves if they leave their own home town to go adventuring, preferring to live by their wits and not be hampered with all sorts of equipment or armor. They wield slings, daggers and an occasional short sword, preferring to shoot from hiding rather than standing up and slugging it out. Do not misunderstand, however. They are inordinately brave and capable of the greatest acts of loyalty and heroism. They can live as long as 150 years, reaching their majority at 30.

Most Hobbitts love to smoke tobacco in long, slender, clay pipes, and to pester people with convoluted riddles. Hobbitts get along well with most races but hold Elves in awe.

This very old and peace-loving race is, oddly enough, interwoven throughout many of the most famous legends and exploits of heroic bands. It seems that whenever

something really dangerous needs doing, one or more Hobbitts show up to lend a hand. Why this is so is a puzzle; some sages believe that Hobbitts are favored or beloved by the majority of the Deities of the Forces of Good, and thus answer a call not heard by others. Others believe that it is because, of all the races in the world, the Hobbitts are the least complicated, and the easiest to manipulate. If you ask a Hobbitt historian, he'll just smile, puff a bit on his pipe, then say, "That's what we're here for!"

HUMANS

Every human racial type found on our earth today is represented in Arduin to one extent or another. Human have the widest range of possibilities but no special attributes, save adaptability. In a fantasy world humans live about 100 years, getting old only in their 80s and staying very active until then. Their majority ages vary from culture to culture, with 18 being the median. Play them as you'd play yourself or anyone else you know.

If you wish, roll on **Table 1** to see what type of human racial stock your character comes from.

KHAI-SHANG

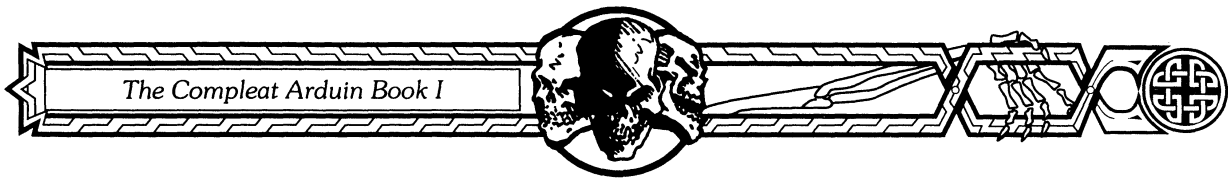
This sentient race of former starfarers resembles a cross between a weasel and an otter. They seem shorter than their actual height because of their somewhat forward slanting posture, like a runner on the mark. Their short, luxuriant fur is normally dark brown to black in color but variations ranging from tan to steel grey are not all that uncommon. In cold climates their fur always turns snow white in about 30 days.

They have large elliptical eyes of bronze to gold color with brilliant emerald-green vertical slit pupils.

They have a short, fanged muzzle and non-retractable claws on their hands and feet, with the foot claws being rather longer fighting types and the ones on their hands very short. Their feet have three large central toes and two small side balancing toes. Their hands have two opposing thumbs and three equal-length fingers in between.

The inside of their mouth and hairless palms are a pale amber to butterscotch color while their tough foot pads are a darker caramel hue. They have a strong cinnamon-musk body odor.

They are natural hunters, fleet of foot, agile and extremely ferocious in battle or play. And although they have a normal life span of 90 to 100 years, due to the combative nature of their society 45 years is more or less the norm. Maturity and full growth are rapid, with a coming of age at about 15 years.



**Table 1
Human Racial Variation**

D100 Roll	Basic Racial Stock (description)	Height Change	Weight Change
01-10	Nordic Caucasian (blonde/red haired)	+20%	+15%
11-20	Semitic (dark hair/olive complected)	-10%	-15%
21-40	Negroid (dark hair/black or brown skin)	+10%	+5%
41-60	Standard Caucasian (brown hair/eyes)	none	none
61-70	Standard Caucasian (other color hair/eyes)	+5%	+5%
71-80	Aryan/Indo-European (dark hair/skin)	+15%	-10%
81-90	Asian	-15%	-10%
91-93	Amerind (American Indian)	none	+5%
94	Eskimo (Mongoloid)	-20%	+5%
95	Bantu (Negroid, pygmy)	-40%	-50%
96-98	Eurasian (Asian-caucasian mix)	none	-10%
99	Australoid (Aborigine)	+5%	-5%
00	Non-standard Caucasian (variable looks)	(All GM variable)	

They wear no clothes per se but all use a combination baldric-bandoleer with built-in pouches and pockets. If he can't hang or attach it someplace to this harness or carry it in hand, the Khai-Shang will not want it.

All members of this warrior race will have their clan knife, a curved blade 9-13 inches long, resembling a kukri. Further, they will always also have their warrior's sword which resembles a double-edged katana, albeit slightly more curved, and their hunting strings, which are bolas of silk rope and three bronze balls. To be without these things is a severe disgrace much like depriving a samurai of his swords.

They believe themselves to be the highest order of life in the universe, with everything else scaling down from just beneath them to mere food creatures. They tend to be looked upon as cruel by other races due to their way of dealing with victims and opponents.

However, any prisoner destined for the official games is well-fed and exercised. These games are a national sport and resemble the Roman gladiatorial contests of ancient earth, with one exception: the young heroes of the clans actively seek entry to them as free warriors so that they can prove themselves, show off for a marriage prospect etc. With only limited berths for competitors, the competition to enter the games is fierce, even bloody at times.

Khai-Shang operate as Technos two ELs below their primary class EL. This can be the reverse in 10% of the

Khai-Shang, who are Technos first and and a secondary class two ELs below their Techno EL.

Anything mechanical or otherwise non-barbaric will utterly fascinate them—so much so that unless it is a high-tech missile/ray weapon, they will not use it (i.e., no bows, slings, crossbows, etc.)—the sole exceptions are their three cultural weapons previously noted. Oh, how they dearly love hand-to-hand, rough-and-tumble melees! And they think armor is for cowards.

They will claw or bite their opponents, in melee, and in grapple situations they will use their hind claws for disembowling belly rakes. They are equally at home in water and on land. They climb like monkeys and are so sinuous and twisty bodied as to be able to actually bite someone who is holding them from behind.

They do not like keep to their rightful anger in check to appease lesser beings but do so to avoid having to issue clan challenge to one beneath their station, which is a loss of face. Therefore, non-Khai-Shang are usually safe from their call outs, duels and spur of the moment melees. Usually.

Khai-Shang feuds are ongoing, complex and very difficult for an outsider to understand. Just remember that honor is all to one of this race. He will kill for it or die for it as necessary, and he may not care at all if he takes the entire party down with him!



KHAI-ZIRIN

The Khai-Zirin are a bipedal race, and appear to have evolved from a feline creature resembling the lynx. They wield rapiers, long, cup-hilted poniards or daggers, and a double-headed throwing dart called a chupa. In defense of their walled villages, they will wield the chupa, double or triple-bladed daggers, and will operate complex catapults, dart engines, and other such war devices. Some even carry a mechanical repeating 4-shot light crossbow, though the more martially oriented may disdain these weapons.

They will claw in grapple situations as necessary, or as they become excited, usually after one melee round. They never use armor or shields.

In some cases, the females are bigger than the males, and thus take a dominant role in society. Other Khai-Zirin societies are male-dominated or egalitarian; again, this closely parallels size discrepancy (or lack thereof) between the sexes. Most Khai-Zirin reach their majority by age 17; lifespan may be as long as 90 years.

They will eat any kind of seafood, think red meat is pretty good, put salt in their beer, and simply love all manner of cheeses. They will most often eat their food raw, but cooked food is okay too.

In Arduin: Even though this is a former star-faring race that is quite martially oriented, and even though their names are similar, the Khai-Zirin are not related to the Khai-Shang, except that they are natural enemies of each other and fought for centuries before the Khai-Shang were victorious, bringing the 200-world empire of the Khai-Zirin to ruin.

The Khai-Shang mercilessly hunted down and eliminated every colony of the Khai-Zirin they could find, reducing the remnants of this alien race to such a state of moral destitution and technological bankruptcy that they could no longer be considered a threat. The Khai-Shang then moved on, 14 centuries ago, forgetting this now-impotent enemy, an enemy which would never forget them!

The Khai-Zirin came to Arduin 1,350 years ago, crash-landing their disabled star-transport in a place called the Green Hell. The cargo of mostly overage male nurses and young kittens found it difficult to survive in that vile area of jungle, as the Khai-Zirin were originally plains-runners, not jungle creatures, and had no instincts or knowledge to guide them in that environment. They adapted, or they died, and their descendants became quite a different breed than their ancestors.

They are a matriarchal society. The males of the race are the nurses, the teachers and protectors of the young, the home and the culture. As a result of this, only females will be seen outside their communities. The smaller, more intelligent males are not aggressive, and are more inclined to reason things out, whereas females are hot tempered and always ready for friendly wrestling, brawls or to-the-

death battle. Within this matriarchy they are quite a martial group, oriented with battle as their primary focus in life. As such, they all fight and train for the day when they can once again confront the Khai-Shang, the mad destroyers of their empire. So violent is their hatred of the Khai-Shang that they will instantly attack on first seeing one!

The Khai-Zirin lost several bloody battles to the Dwarves soon after their arrival on this world, and as a result have an intense hatred for them. Humans they detest as dirty little monkeys. Elves are tolerated because even though furless, they're not monkeys, and they fight well. Hobbitts are a different proposition altogether: early in their history these two races clashed in a battle or two, then formed a solid alliance that still persists. The Khai-Zirin consider Hobbitts wildcats of the sparse fur.

The males have a technological tradition, and so have a 30% chance of recognizing such items, but most females couldn't tell a laser cannon from a catapult, nor do they care to! Neither male nor female wear clothes, but both will wear pouched belts and baldrics, and carry sling bags. They hate to pack anything on their backs.

The Khai-Zirin player character will likely be female. She will be aggressive socially, martially, and verbally, foolishly brave, and seldom sit still long enough for a parley. She loves to hide and pounce on friends, knocking them to the floor and into a tangled wrestling match. She is fiercely loyal to friends and an implacable foe to those she hates.

KNOBLINS

These beings are not a natural evolutionary line, but the result of experimentation millennia ago by the Mages of the Great Circle. They are thus a young race and have not developed larger cultural groupings than the Flyterling, or clan. The Flyterling will number from a dozen to one hundred, including young. Only Knobblins can easily tell the difference between males and females of their species. Likewise, while it is thought that they live about 40 years, no one is really sure, nor is their age of majority known.

Knobblins have achieved symbiosis with the Great Grey Cave Spiders, and hence the Knobblin nesting caves are also the homes of these large arachnids. The exact reason for the link between them is unknown, yet unbreakable. Perhaps this is why Knobblins dislike Kobolds, Goblins, Dwarves, Gnomes, and other delving races. It is known that the hunter-killer team of Knobblin and cave-spider is a dire threat to nearly any enemy or prey underground, regardless of size.

You should play Knobblins as nocturnal and somewhat photophobic, intelligent but uneducated, and very leery of personal hand-to-hand battles. They are superb as scouts and hunters and night camp sentinels, but less than wonderful as warriors. They are at once shy, curious, friendly and standoffish.



In Arduin: The Knoblins of Arduin are matriarchal, so it is unlikely that males will be encountered outside their caverns, except for outcasts. A Knoblin will only leave its Flyterling for some very pressing reason, and will almost always return upon completion of the task.

KOBBITTS

Kobbitts are an old and well known race in Arduin, with legends concerning their appearance more than 350,000 years old. Many millennia ago Kobolds migrated into an area already populated by Hobbitts. For generations warfare reigned, until finally an awesome evil confronted both people, forcing them to unite to save themselves. Obviously, they succeeded, but in the process, and as a result of the arcane as well as natural forces involved, they were changed: thus the Kobbitt race came to be, having many of the attributes of the parent races, as well as several traits of its own.

Kobbitts are a generally pugnacious, scrappy and somewhat martial lot that eschew rules and regulations. As individuals they are not particularly choosy about what they eat, so long as there is a lot of it, but they favor scones, crullers, turnovers, and other sweet baked goods. They also prefer the bitter cattail beer, so who knows what the palate of the Kobbitt is really prone to?

For clothing they prefer the normal stuff, with tassels, fringes, small bells and other such things on them. They almost never wear caps or capes, but will use oilskin rainslickers. Like Hobbitts, they will not wear footgear of any sort for any reason. They live about as long as Hobbitts, but reach their majority at 15.

This small race is renowned for its seemingly endless production of master- or world-class thieves throughout the centuries. They are also well known for their prowess as slingers and as knife throwers.

In Arduin: Kobbitts and Hobbitts tend to get along well with each other, and have been known to intermarry at times. However, Kobbitts tend to stick to themselves in most matters. They actively distrust peoples larger than themselves, who are referred to as biguns, biggins or even as bigs.

Kobbitts dearly love to play pranks and somewhat messy jokes on the biguns, and for this reason they are not kindly thought of by Elves, Humans, Orcs, and Urukks. Dwarves tend to dislike Kobbitts intensely; the feeling is mutual. As for Goblins, they are sworn enemies of the Kobbitts.

Kobbitts have a potent 3D10 HP poison that they concoct for their thorn-studded sling-balls, which has a base of Goblin-blood. No wonder the Goblins and Kobbitts hate each other!

ORCS, LESSER

The run-of-the-mill Orc is neither bright nor brave, but will work very hard for long hours if he is constantly supervised. Leave him alone and he'll fall asleep, or go grub hunting. This nocturnal breed has taste buds that make sour or rotted things taste wonderful to them and sweet things awful. So they almost always have something that smells horrible hanging about them, and it's usually their lunch! They are totally amoral in most matters and will eat anything they can get their hands on. Most other races not only distrust and dislike them; Orcs are actively persecuted. The result is that Orcs trust no one, not even their own kind, outside of their closest kin. Orcs are not very imaginative, and seem absolutely unable to grasp even rudimentary mathematics. They generally count by saying one, two, three, many! Thus, they rarely have any idea how old they are. It is thought that orcs might live for as long as 200 years, but they rarely make it past 40 simply because they lead a hard life. They reach full growth in just 6 years, but the concept of majority has no meaning when dealing with Orcs.

To an Orc, the world is a harsh place, full of enemies, especially the Urukks and the Humans, which even in the best of times sees to never allow them to have anything but the droppings and left-overs. As a result, they are pretty sour on life and other beings in general. They rarely make appealing player characters, but an occasional Orkish assistant to a primary player character can be good for comic relief.

PHRAINTS

The Phraint is an erect bipedal arthropod resembling a cross between an ant and a mantis. The chitin is usually bright metallic blue or green, and the feathery antennae are golden yellow. They have rainbow-hued multifaceted eyes with a 320° range of vision. They love to inlay their chitin with silver and gold leaf, precious and semi-precious jades, gems, and other such ornamentation.

These insectoid peoples are the remnants of the dread Hurakkuu Empire—a race of star warriors unbeaten in 3,000 years of warfare against the myriad peoples of space...until even the Hurakkuu met their match, though what or who is not recorded.

Each Phraint is born into his lifetime job classification, identified by his chitin color. Blue are manual laborers, green are middle level technical operatives, silver are the nobility, high level technicians, scientists and Royal Consorts, and the color gold is the Queen's alone.



With the spacefaring branch of the race, there had been another class of Phraints: the dread black warriors. The black Phraints, with minor modifications such as eye coverings and breathing cylinders attached to their breathing spiracle, could operate in hard vacuum without discomfort from the cold, and were adept at free-fall melees and deep space boarding actions. They had several razor-sharp shuriken-like rings attached to the spurs of each arm, and could fling them off in singly or in groups with great accuracy. They also favored laser weaponry and needle grenades. On Arduin, the black Phraint has ceased to exist, as each was a specially bio-engineered creation, which required very sophisticated technology, now lost to them. However, throughout this arm of the galaxy, the dread black warriors still strike terror into the hearts of hundreds of races.

In the dim and distant past, there existed another caste, the red mages. Now pure myth to the Phraints of today, they were the only Phraints to show emotion or even understand it. They were psychic, and practiced limited forms of magik. These are now no more than distant legends.

Nowadays, the blues and greens have become, of necessity, warriors as well as workers. They do a good job too. Each Phraint is part of a stick, and will always work with his Stick Brothers or egg mates in every assigned task. The only female in a Phraint hive home is the Queen. On a stick is exactly how a Phraint is born; that is to say, all eggs are attached to a pole or stick which runs from floor to ceiling of the egg chamber, and each pole will have 12 to 120 eggs on it, according to the chamber's size. Each chamber has 10 to 1,000 or more poles, according to the manpower needs of the colony. A Phraint grows to full size in just 4 years, but is not considered fully trained until age 10, and may live to 300, though many die young in battle.

Phraints, having no emotional capacity of their own, cannot understand races that do, so they feel that, logically, they are superior and should be the dominant species of the cosmos. That is the root of all their aspirations and mental processes, which also invariably leads to their warlike ways.

The Phraints are best known in combat for their leaping charges, in which they throw their light javelins at the apogee of their leaps, flip over in midflight and swing their two-handed swords as they pass overhead, then land behind their usually startled opponents, ready for further action. They are perhaps best countered in combat by Deodanthos who can also leap great distances, and who love nothing more than precipitous wild charges and whirling melees.

Phraints can stand immobile for up to three or more days, never moving, so that an ambush or a hunt will go as planned, and think nothing of loping along for days at a mile-eating pace. Though they do feel pain, they don't react to it as humans do. Thus they fight on even after being cut in two!

Due to their peculiar throats, they can only swallow liquids or pureed meats, and will choke on the smallest bits of solid food. Their favorite meal is a concoction of honey, pureed horse meat, eucalyptus sap and grain alcohol, colloquially known as Phraint nectar. Phraints are not bothered with drunkenness, except from the juice of the red lotus, which blitzes them immediately, and is for that reason forbidden to them by hive law. They also like most fruits, pureed or in juice form, of course.

Phraints always do exactly what they say they will, and never break a contract. However, how they interpret a contract can sometimes make a lawyer's head spin! They are totally fearless, and dedicated to their hive home, leaving it only to earn money to buy needed things that they cannot manufacture. However, the Phraints most often encountered in game play are rogue.

As a player character, they are challenging in the extreme. One must focus on logic to the exclusion of all else. Their clipped monotonic sentences, spoken only when absolutely necessary, make them seem almost robot-like.

Sometimes the food supply of a hive is insufficient to feed the masses. When the excess workers and warriors are ordered to supplement the food supply by becoming food themselves, 90+% see the logic of this and comply. However, a few Phraints (10% or less) see that, logically, if they are no longer of use to the hive, then they must become of use to themselves. With that, these rogue Phraints leave the hive to take up a permanently nomadic life, typically as a mercenary. Rogues are generally considered dangerous and aberrant by their former hive-mates and are attacked on sight. Thus, rogues lead interesting, if hectic, lives most of the time.

Occasionally a queen of a hive will sell one to a thousand or more fighting sticks to some country or other as a means of gaining revenue. These mercenaries are highly prized, and those who buy them seldom let them out of service. But, from time to time, a few of them are freed to go back to their hives, usually after years of service; most are killed in battle. 98% do go home. Those few who do not are also rogues but of a different sort. They still send 75% of their earnings to Hive Home, so are welcome to visit from time to time. These will always be at least EL 4, more likely EL 6 or 8, so are thus best used by the GM for random encounters or, more rarely, as a hireling to someone.



SAURIGS

The reptilian races called Saurigs trace their long history back some 600,000 years and more, to the time of the dread race of reptilian giants called Kthoi, who first ruled the world. Saurigs were the servants and drone soldiers of the Kthoi, bred for ferocity, tenacity, endurance and fighting ability. Thus they were never known for their intelligence or ability to think logically. They just fought, and fought, and fought.

Saurigs split into two main types after the fall of their masters and reverted to near non-intelligent savagery: those aquatic and tailed ones who inhabited dank swamps and wet jungles, and the lighter, faster tailless ones who lived in the hot dry deserts and plains.

As the eons passed they rose out of their long night of mindless savagery to their present cultural level as seminomadic desert tribal groups and associated clans. In fact Saurigs call themselves The Clans of the Claw, not Saurigs, a human moniker for them.

The Saurigs of the dry places are sought-after mercenaries due to their military tactical (not strategic) prowess, near-total lack of fear and for their fierce charges, which have been known to break defensive pike hedge-hogs!

Their slower, less quick-witted aquatic cousins, although stronger and larger, are not sought as soldiers because of their berserk rages and almost total lack of discipline and order. They are closer to the dark heritage of the Kthoi. Individually they are formidable adversaries, but they just don't take well to regimentation like their smaller brethren do. All Saurigs have a lifespan of 150 years. The desert Saurigs reach majority at 14; their swamp brethren at 12.

The Desert Saurigs not only use weapons, favoring heavy javelins and jhangs, but also bite and are partial to leaping at an opponent feet forward and giving their victim a terrific clawed kick or two, capable of smashing most shields. A jhang is usually carved of ironwood and is inset with about two dozen obsidian or metal serrated teeth, much like the ancient Aztec *maquahuitl*.

The Swamp Saurigs also bite, use bronze-headed tridents, nets, two-handed bronze axes, and use their tails in a whirling-smashing attack that can bowl over even opponents 50% larger than themselves. Some have metal-spiked balls attached to their tail tips!

Saurigs will eat almost anything they can catch and hold down long enough to swallow, from kelp to Kobbits. They never cook anything, nor will they eat meat that is not fresh killed. The only exception are salt-cured raw meats used as trail rations, which Saurigs will grudgingly accept if nothing better is available.

In Arduin: Both types of Saurigs hate Phraints with an all-consuming passion; the Desert Saurigs because they have clashed as mercenaries for thousand of years, with the Phraints usually winning; and the Swamp Saurigs because the Phraints hunt their eggs to use as food for their newly-hatched young. Saurigs will almost always attack Phraints on sight.

They frequently team up with Deodanths or Urukks, and are about as loyal as those they team with, unless they've been hired as a mercenary unit. Once hired, Desert Saurigs are absolutely loyal so long as the pay holds out, though they do occasionally ask for bonus money just before a battle!

Saurigs make interesting, exceedingly different characters to play. Try one on for size, you're sure to like it. Besides, it's fun to be able to eat your enemies after hacking them up!

THROON

While this race isn't a standard character type, a GM may decide to let one in now and again since they have a very simple set of motivations, and are thus relaxing to play. But they are rare!

They are an uncomplicated race in all respects. They are very limited in the emotions they feel, which are confined to rage, greed, lust and, once in a great while, fear. The rest of the time they are almost devoid of feeling. They do not understand friendship or love, yet they are not cruel. They are prized as mercenaries due to their emotional stolidness, huge size, and four strong arms. They never surrender once paid to fight; they do not understand the concept of treachery. They cannot be panicked or turned in battle, unless facing demonkind or the like, and are fierce and tenacious in the thick of melee.

Throon wear little clothing other than leather battle harnesses and loincloths. They have a love for silver that surpasses Dwarves' love of gold and mithril. They also love bright body painting of abstract design, contrasting their skin color (typically blue gray, but ranging from steel gray to pale green).

Throon, while they know battle tactics backwards and forwards, simply have no care to learn anything beyond their quite limited horizon of fight, eat, fight, sleep, fight, mate, fight, fight, fight. When they are not in battle, they spend the time making their weapons and gear ready for the next battle. Apart from their body-painting, the only thing that passes for art or sport with the Throon is, of all things, juggling, and with four arms, some of it is quite spectacular. But no Throon would ever try to make a living as a juggler—it's too original a concept for them.



They reach full growth after about 30 years, though it's a rare Throon that can count past ten. It's unclear what the typical lifespan of Throon is, since so many die in battle, and since the Throon themselves don't keep track, but an individual might live anywhere from 40 to 400 years.

They never sit or lie down unless sick or wounded. They even sleep standing up, albeit leaning against something. They don't make idle conversation, and will never do anything outside of their contract. They are good hirelings, but lousy friends. When paid they are fiercely loyal, and when they are not, they could not care less what happens to you.

They wield two-handed axes and mauls with one hand and carry large round shields. Some Throon wield a pair of 23" sarissas. Most typically, a Throon will have a two-handed axe high on one side, and a two-handed sword low on the opposite side, with a pair of shields held by his other two arms. A Throon's idea of a dagger is a short sword, and he will carry two, one on each hip. Rarely, a Throon will be armed with 4-6 heavy throwing axes, each of which might double as a battle-axe for melee purposes; throwing axes are the only missile weapons they use, almost always at a range of less than twenty feet.

Throon enjoy pumpkin pie, pumpkin wine and pumpkin beer, above all else. They really hate pork and lamb. But a Throon is eminently practical; he will eat anything, if necessary—even dead companions.

In summation, Throon are stolid, competent in warfare, quiet and as reliable as the length of their pre-paid contract.

In Arduin: The Throon are a dying race, due to their eagerness in hiring out as mercenary soldiers, their low birth rate, and a 7:1 ratio of males to females. It is predicted by the renowned sage Hakramos of Melkalund that within 200 years this race will cease to exist. Their lack of emotional range is part the reason for the demise of the Throon. They do not bond emotionally, and thus are incapable of banding together in political groupings of more than a few villages. Further, they do not mate for any

other reason than a moment's pleasure. With no close political or emotional ties, this race is dwindling in the face of the many cultures that are more cohesive and energetic.

As far as their relations with other races are concerned, Deodanths tend to needle Throon mercilessly, which will cause them to fly into a rage. Throon barely tolerate Dwarves, Orcs, and Hobbits, but they admire the emotionless military acumen of the Phraints, the battle lust of the Urukks and the wild cavalry charges of the less civilized Centaurs.

URUKKS

This is a higher evolutionary step of the Orc kind, one that is as nearly as old as the common Orc. It hasn't supplanted the common Orc in the world because of extremely low fertility. Cross-breeding with the lower Orc types is very high, but the lesser race's genes usually determine the results of such matings. The Urukks hate that.

Urukks as player characters are generally very harsh, though often fair, unforgiving and brave to the point of folly. They have no respect for those who wallow in luxury's soft ways. They have no mercy for losers or prisoners, though they will follow orders to give quarter to the vanquished. They care little for gold or riches, but have a deep need to win, especially in martial endeavors. They live about as long as humans, though their majority age is 14.

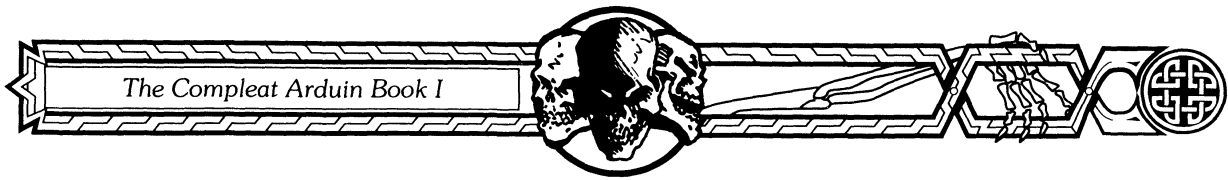
They recognize and respect but three things in the world: prowess in battle, loyalty to one's superiors, and steadfastness to one's comrades. These things the Urukks reward well. An Urukks knows he's superior, so play him that way!

In Arduin: Urukks are most often encountered in non-Orc land as mercenary war leaders. They do not like other races much; they hold low Orcs in contempt and have high regard only for Phraints, Deodanths, Throon and Desert Saurigs. As it was the Elven race that almost succeeded in wiping out their race during the Kithoi Wars millenia ago, the enmity they cherish towards these, their oldest foes, cannot be adequately described. The feeling is mutual, however, and will never change.

Rinaldo & Anais—Choosing Their Race

We decide Rinaldo will be Human, and choose the option of rolling on **Table 1** to determine racial characteristics. The roll for Rinaldo is a 56, so Rinaldo is Caucasian, though not with brown hair and eyes; the player will choose whatever colors seem right, or roll later on the optional appearance tables. Rinaldo will also be 5% taller and heavier when we determine his height and weight. We would note these details on the Character Sheet, as well as his present age, probably about 18 since he is human, and his probable lifespan, about 100.

We decide Anais will be a High Elf. Nothing further need be done to determine her race. As an elf, her age at start of play is probably about 100, and her lifespan is about 10,000.



• The Basics •

By choosing a race for Rinaldo and Anais, we have taken the first step in structuring them, as well as defining their abilities and limitations. In the following tables we determine many of the variables that differentiate individuals, such as strength, intelligence, and so on. Each characteristic is reduced to a number; the higher the number the greater the capacity.

CHARACTERISTICS

Racial types are not created equal. Can a Hobbit be as strong as an Urukk, who is probably twice the height and 3 to 4 times the mass? **Table 2** lists the parameters for each race. To use the table, you can simply roll a D20 and ignore all that comes up above the number you want; for instance, rolling until a number in the 1D12 range comes up. But we recommend the use of a proper sided die or dice. D4s, 6s, 8s, 10s, 12s, 20s and even D30s are usually available in stores that carry a full line of FRP stuff.

Intelligence (INT) & Wisdom (WIS)

Intelligence is the measure of the character's raw reasoning ability, while wisdom reflects the character's ability to synthesize life experiences and learn from them. Unlike some other game systems, neither INT or WIS is directly tied to the character's maximum attainable level in any Character Class; the only distinction in this regard is that priestly types derive their mana score in part from WIS, rather than the INT score that contributes to the mana of wizards and the like (those of mixed magikal type, like Druids, use both). The primary importance of these factors is the computation of the Reasoning Factor, which is discussed later.

Constitution (CON)

Besides being the basis for the character HP system, CON also has an impact on various other survival factors, as will be seen later.

Strength (STR)

Strength is a measure of the character's muscle power. Since muscles are used in a variety of ways, **Table 3** gives a variety of factors to be placed in the "STR Modifier" section of the Character Sheet. These are as follows:

Door Forcing is as it says, and assumes the character is confronted with a locked 1" thick wooden door with iron fixtures. The GM will have to adjudicate higher or lower percentages for flimsier or stronger doors, respectively.

The **STR Bonus or Penalty (STRB)** and **Damage + or -** are used only with the GM's consent when computing the character's combat skills. This will be dealt with in more detail in Chapter 5, Combat. Strength is not always

a reliable arbiter of attack damage—for instance, an I bathene has a STR of 76+ yet only attacks in the equivalent of the 27-31 STR range with its claws. So be careful in all adjudications. Use a little common sense and you can't go wrong.

Weight Allowance refers to the total weight a person may carry and/or wear, including armor, shield and weaponry. Dead lift capability is 200% of the base weight given.

Two more factors supplied for your information, but not included on the character sheet:

Break Wall Ability refers to the thickness and type of wall that a person may batter through in five actions, using his whole body. For game purposes one foot of wood equals six inches of stone; one foot of stone equals one inch of steel or two inches of iron.

One Hand Weapon Use refers to the largest weapon the character can use with one hand. An * indicates that only the size of the object matters to the character. Using two hands, the character or NPC needs 5 less STR than listed.

Dexterity (DEX) and Agility (AGIL)

Dexterity is the measure of the character's sure-handedness and hand-eye coordination. Agility measures sense of balance and sure-footedness. They will be averaged to determine the Coordination Factor (CF). Beyond this, if a character gets into a difficult situation, like walking a tight-rope or trying to catch a fragile vase that has tumbled off its perch, simply roll a D20 and compare it to the appropriate factor; if the roll is equal to or lower than the DEX or AGIL, as the case may be, the character's attempt is successful. Of course, the GM may make it easier for situations that warrant it, by adding a temporary bonus to the value, or, if the circumstances are particularly difficult, the GM might penalize the value for that instance.

Generally speaking, in Arduin these days we simply use CF for both AGIL and DEX rolls, but it's up to each GM to decide what he prefers.

Ego (EGO)

Ego is really misunderstood by many players, even though it is a simple and functional part of every character, or should be. EGO is the measure of self that a character has. It is his manifestation of his strength of existence, much like INT is his manifestation of his knowledge and ability to learn and retain it. It is his ability to deny outside influence and to assert *himself*. It is used to compute his resistance to all forms of psychic probes or attacks, including hypnosis, mesmerism, charm magik, telepathy and the like. Refer to Chapter 7 for the specifics of saving

Table 2
Characteristic Parameters

Race	INT	WIS	CON	STR	DEX	AGIL	EGO	CHAR	MECH	SWIM
Amazon	1D10+7	1D8+7	1D10+6	1D12+5	1D8+8	1D6+10	1D10+8	1D12+6	1D6+4	1D8+8
Centaur ¹	1D8+5	1D8+8	1D4+15	1D6+11	1D6+8	1D6+8	1D4+14	1D10+8	1D4+3	1D8+6
Deodanth	1D10+8	1D6+5	1D6+12	1D6+16	1D4+16	1D6+13	1D4+15	1D6+11	1D10+2	1D8+8
Dragon	1D10+8	1D10+8	1D6+17	[Note 5]	1D10+8	1D6+6	1D4+14	1D10+8	1D3	1D6
Dwarf	1D10+5	1D8+4	1D8+10	1D8+8	1D8+7	1D6+7	1D8+10	1D8+6	1D6+10	1D8+2
Elf, female	1D10+8	1D8+2	1D8+9	1D8+7	1D6+10	1D8+8	1D10+8	1D10+8	1D6+10	1D6+10
Elf, male	1D10+8	1D10+2	1D8+9	1D8+9	1D6+10	1D8+8	1D10+8	1D10+7	1D6+2	1D6+9
Giant, Greater	1D8+6	1D8+4	1D6+15	[Note 5]	1D8+7	1D8+6	1D4+15	1D10+6	1D6+3	1D8+4
Giant, Lesser	1D6+5	1D6+4	1D4+15	[Note 5]	1D8+4	1D8+5	1D6+12	1D10+4	1D6+2	1D8+2
Goblin	1D8+4	1D6+4	1D6+9	1D6+6	1D6+8	1D8+7	1D6+8	1D4+4	1D6+1	1D6
Gnome	1D10+4	1D8+5	1D8+9	1D8+7	1D8+8	1D6+9	1D8+8	1D8+5	1D6+13	1D8+1
HalfElf, female	1D8+9	1D8+4	1D10+6	1D12+4	1D10+8	1D8+8	1D10+8	1D10+8	1D10+4	1D10+6
HalfElf, male	1D8+8	1D8+6	1D10+6	1D10+6	1D10+7	1D10+6	1D6+10	1D10+7	1D10+5	1D10+6
HalfOrc	1D8+5	1D6+4	1D8+8	1D10+7	1D8+7	1D8+7	1D10+7	1D6+4	1D8	1D8
Hobbit	1D8+5	1D8+5	1D8+6	1D6+6	1D6+11	1D6+11	1D8+5	1D8+7	1D6+3	1D4
Human, female	1D10+7	1D10+5	1D10+5	1D10+4	1D10+7	1D8+8	1D10+8	1D10+8	1D12+3	1D12+3
Human, male	1D10+6	1D10+6	1D10+6	1D10+6	1D10+6	1D8+7	1D10+6	1D10+6	1D12+4	1D12+4
Khai-Shang	1D10+9	1D8+5	1D4+14	1D6+10	1D6+14	1D6+13	1D6+15	1D8+8	1D8+11	1D6+15
Khai-Zirin	1D6+8	1D6+4	1D6+15	1D6+11	1D6+15	1D6+14	1D6+14	1D6+11	1D6+2	1D6+3
Knoblin ³	1D8+7	1D6+5	1D6+7	1D6+7	1D6+12	1D6+12	1D6+8	1D6+7	1D6	1D4+1
Kobbit	1D8+7	1D8+4	1D8+7	1D6+6	1D6+11	1D8+9	1D8+8	1D6+4	1D6+2	1D6+2
Mermaid ²	1D6+9	1D6+4	1D4+12	1D4+9	1D6+9	1D6+11	1D6+11	1D8+8	1D4	1D8+12
Merman ²	1D6+8	1D6+3	1D4+13	1D4+13	1D8+8	1D6+10	1D4+14	1D6+7	1D4	1D8+14
Orc	1D8+3	1D8+3	1D10+7	1D8+8	1D6+8	1D8+6	1D10+8	1D6+3	1D6	1D6
Phraint	1D6+8	1D4+8	1D6+9	1D8+8	1D8+16	1D8+14	1D8+9	1D4+5	1D10+6	0
Saurig, Desert	1D6+7	1D4+6	1D6+10	1D4+14	1D8+5	1D6+4	1D4+6	1D4+5	1D6	1D4
Saurig, Swamp	1D6+6	1D4+5	1D6+10	1D4+14	1D8+5	1D6+4	1D6+12	1D4+5	1D6	1D4+15
Throon	1D6+7	1D6+6	1D6+16	1D4+13	1D8+9	1D6+9	1D4+14	1D4+7	1D8	1D8+2
Undead, Lesser	[Note 4]	[Note 4]	0	1D6+10	1D6+10	1D10+8	[Note 4] +3	[Note 4] -7	[Note 4]	0
Undead, Other	[Note 4]	[Note 4]	0	1D6+10	1D12+12	1D12+8	[Note 4] +6	[Note 4] -4	[Note 4]	0
Uruk	1D4+7	1D4+7	1D6+11	1D6+10	1D10+8	1D8+10	1D8+10	1D6+7	1D6+4	1D6+4

Notes to Table 2

- 1 For female centaurs, STR is 1D6+8; all other parameters are the same.
- 2 The agility refers to ability in water; on land it is halved.
- 3 The agility refers to ability in air; landed it is halved.
- 4 Same as when alive, with any indicated modifications.
- 5 Depends on type—see details in Book II.

**Table 3
Strength (STR)**

STR	Door Forcing by Hand	Door Forcing w/Crowbar	STRB	Damage + or -	Weight Allowance in Pounds	Break Wall Ability	One Hand Weapon Use
1	1%	21%	-5	-4	2	none	small items
2	2%	22%	-4	-3	5	none	small items
3	3%	23%	-3	-3	10	none	small items
4	4%	24%	-2	-2	15	none	small items
5	5%	25%	-2	-2	20	none	small items
6	6%	26%	-1	-1	30	.25" wood	dagger
7	7%	27%	-1	-1	40	.5" wood	dagger
8	8%	28%	0	0	50	1" wood	shortsword
9	10%	30%	0	0	65	2" wood	broadsword
10	20%	40%	0	0	80	3" wood	bastard sword
11	25%	45%	0	0	95	4" wood	bastard sword
12	30%	50%	0	0	110	5" wood	bastard sword
13	35%	55%	0	0	125	6" wood	bastard sword
14	40%	60%	+1	+1	150	1" stone	bastard sword
15	45%	65%	+1	+1	175	2" stone	bastard sword
16	50%	70%	+2	+1-2	200	3" stone	bastard sword
17	55%	75%	+2	1D3	225	4" stone	bastard sword
18	60%	80%	+3	1D4	250	5" stone	2-hand types
19	90%	100%	+4	1D8	400	1' stone	2-hand types
20	99%	100%	+5	2D6	450	2' stone	2-hand types
21	100%	100%	+6	2D8	550	3' stone	large items
22	100%	100%	+7	3D6	650	4' stone	large items
23	100%	100%	+8	2D10	750	5' stone	large items
24	100%	100%	+9	4D6	900	6' stone	*
25	100%	100%	+10	3D10	1,150	7' stone	*
26	100%	100%	+11	4D8	1,400	8' stone	*
27	100%	100%	+12	6D6	1,800	9' stone	*
28	100%	100%	+13	4D10	2,200	1" steel	*
29	100%	100%	+14	4D12	3,000	2" steel	*
30	100%	100%	+15	5D10	3,800	3" steel	*
31	100%	100%	+16	5D10+2	4,600	4" steel	*
32	100%	100%	+17	5D10+4	5,400	5" steel	*
33	100%	100%	+18	6D10	6,200	6" steel	*
34	100%	100%	+19	6D10+2	7,000	7" steel	*
35	100%	100%	+20	6D10+4	7,800	8" steel	*
36	100%	100%	+21	7D10	8,600	9" steel	*
37	100%	100%	+22	7D10+2	9,400	10" steel	*
38	100%	100%	+23	7D10+4	10,600	11" steel	*
39	100%	100%	+24	8D10	11,800	12" steel	*
40	100%	100%	+25	8D10+2	13,000	13" steel	*
41	100%	100%	+26	8D10+4	14,200	14" steel	*
42	100%	100%	+27	9D10	15,400	15" steel	*
43	100%	100%	+28	9D10+2	17,000	16" steel	*
44	100%	100%	+29	9D10+4	18,600	17" steel	*
45	100%	100%	+30	9D10+6	20,200	18" steel	*
46	100%	100%	+31	9D10+8	22,200	19" steel	*
47	100%	100%	+32	10D10	24,200	20" steel	*
48	100%	100%	+33	10D10+2	26,200	21" steel	*
49	100%	100%	+34	10D10+4	28,200	22" steel	*
50	100%	100%	+35	10D10+6	30,200	23" steel	*
51-55	100%	100%	+36	10D12	33,000	24" steel	*
56-60	100%	100%	+37	10D12+4	36,000	25" steel	*
61-65	100%	100%	+38	10D12+8	39,000	26" steel	*
66-70	100%	100%	+39	12D12	42,000	27" steel	*
71-75	100%	100%	+40	12D12+4	45,000	28" steel	*
76+	100%	100%	+45	15D10	55,000	30" steel	*



against psychic attack and against fear, two places where EGO makes a difference.

Charisma (CHAR)

Charisma comprises both physical beauty and the magnetism of one's personality. The latter cannot be quantified, but instead is something the character will develop as played. Thus, **Table 4** focuses more on beauty than on personality. However, the GM will have to keep the character's personality in mind, and may need to adjust the character's charisma up or down as time goes by.

Beauty is relative. Generally, the values listed throughout this work would be from the perspective of Elves, Hobbits, Humans, etc. You better believe an Orc or a Saurig would have other ideas! Scars acquired in battle or other situations will affect a character's charisma score in either direction at the GM's discretion. So, too, will mode of dress, cleanliness and other factors.

The details given in **Table 4** do not go on the character sheet, and are given mainly as guidelines to the GM.

Lie Bonus refers to any plus or minus you may have when not telling the truth.

Morale Bonus is how you affect your hirelings and friends in any situation calling for leadership or loyalty. The higher, the better.

Love Factor is how much you affect the opposite sex while trying to woo them. This does not apply in everyday situations, only when a conscious and sustained effort is being made to engender love in someone.

Mechanical Ability (MECH)

Every character has mechanical ability along with his other characteristics. It is used in situations where mechanical understanding is involved. Here is an example of how it is used:

For example, a warrior is a passenger on board a ship en route to some far land when, lo and behold! Pirates! What to do? He's no archer, just a traditional sword and shield man, so all he can do is keep low, avoid the incoming arrows, and wait for his ship to be boarded, right? Perhaps not, as you shall see. The arrow fire is fast and furious from both sides, the pirate vessel's three catapults being the real difference; his ship has only one. As the pirate vessel closes, he sees that most of his own

**Table 4
Charisma**

Charisma	Lie Bonus	Morale Bonus	Love Factor	Actual Looks
1	-40%	-30%	-90%	Too hideous to look at. Would scare a troll.
2	-35%	-25%	-85%	Extremely ugly; yuck! Poop is prettier!
3	-30%	-20%	-80%	So ugly most people flinch when they see him!
4	-25%	-15%	-70%	Very ugly or badly scarred. Sickening to see.
5	-20%	-10%	-60%	Ugly as Quasimodo! Not at all nice.
6	-15%	-5%	-50%	Pretty ugly, kind of like a Goblin or Troll.
7	-10%	Even	-40%	Ugly, but probably acceptable to most people.
8	-5%	Even	-20%	Just not good looking. OK, not too bad.
9	Even	Even	-5%	Low average looks. Rough around the edges.
10	Even	Even	Even	Average to fair looks. Everyman, as it were.
11	Even	Even	+5%	Fair looking. OK in an average way.
12	Even	Even	+15%	Better than average. OK, but no Romeo.
13	Even	+5%	+25%	Nice looking. Bring home to Mom.
14	+10%	+10%	+40%	Very nice looking. A good catch.
15	+20%	+15%	+55%	Exceptionally good looks. A definite winner.
16	+30%	+20%	+70%	Stunning good looks. Movie star material.
17	+40%	+25%	+80%	So good looking jealousy is felt by all around.
18	+50%	+30%	+90%	A dream, a vision. One in a million.
19	+60%	+35%	+95%	A god or goddess. Not humanly real.
20	+70%	+40%	+98%	Indescribable, a mirage. Not even believable.
21+	varies	varies	varies	Forget it. The beauty is too alien to comprehend.



ship's catapult crew is down and out. So he rushes to the catapult to help—if he can. Ta dah! He has to roll his MECH score (10) or less on a D20 to be able to figure out and do what is needed. He gets only three tries to make his roll, one per each full melee round, rolled at the end of each round. During each round he is doing nothing but trying to figure out the catapult. If he fails his three tries, then he just can't cope with the mechanical item on such short notice.

The device, in this case a catapult, was well within the character's experience both culturally and as a soldier. The GM will have to use common sense in the use of the MECH roll to be sure that the character figures out only those things with which he would actually have some familiarity. No character can ever figure out any mechanical or other technological device that is not consistent with his culture and training. Thus he could not figure out, say, a cannon, if there were none in his world. The GM must stand firm on this rule to maintain game reality and play balance!

Swimming (SWIM)

Not everyone can swim well, or even at all! The SWIM value is used to determine what happens to a character in water over his head.

In order to ascertain if a character has managed to swim his movement distance, roll a D20. If the number rolled is the same as, or less than, his SWIM, then he has successfully swum that one CF movement segment. If it was more than his swimming score, then he has had problems. To determine how bad the problem was, roll a D4.

On a one or a two, the character did not move at all, floundered somewhat, and swallowed a little water. She's still okay, though. On a three, she floundered a bit, but managed to move one quarter of normal swimming distance. No real problems yet. On a four, the character moves about half normal swim distance, with minor floundering, and an immediate regaining of full forward momentum thereafter.

In melee situations where a character is in water deeper than his height, this is rolled for each CF movement segment. In shallow water situations it is rolled for once per minute, or 6 melee rounds, at the start of each minute. If a flounder situation comes up, the GM can, if desired, have the character try to regain his swimming momentum by reverting to an every CF action segment roll, or he can declare the whole ten melee rounds as floundering, all depending upon whether the water is calm or rough.

Any character who flounders for three consecutive time periods of whatever duration is considered to be drowning! At that time he begins to lose two points off his swim score each time he rolls a flounder from that point on. Any character whose swim score drops to zero has drowned.

To determine how many times a swimmer may flounder without meeting the drowning criteria above, before beginning to drown anyway, simply check his CON score. The number of times he may flounder is equal to his CON. Exceed that number and drowning is automatic.

How far a character can swim in one action is dealt with in the section on Speed in Chapter 4.

Rinaldo & Anais—Stronger, Faster, Prettier

To determine Rinaldo's character statistics from the Characteristic Parameters, we find the row for Human males and simply roll the appropriate die for each characteristic and then add the additional value listed after the die size. Thus, for his INT, we roll a 4 on a D10, then add 6, for an INT value of 10. For WIS we roll a 1 (total 7), CON a 9 (total 15), STR an 8 (total 13), DEX a 5 (total 11), AGIL a 4 (total 11), EGO a 10 (total 16), CHAR a 9 (total 15), MECH a 6 (total 10) and SWIM a 7 (total 11). As we roll each value, we record it on the appropriate place on the Character Sheet. These values should be entered in pencil, as they may be changed later by Special Abilities or other modifiers.

For Anais, the same process, using the Elf female line, gives the following values: INT 18, WIS 5, CON 16, STR 8, DEX 15, AGIL 15, EGO 17, CHAR 13, MECH 3 and SWIM 12.



PHYSIQUE

The next set of tables cover the size and shape of the character's body. **Tables 5 and 6** are meant to be used together, and are mandatory. **Table 7** is optional.

To use Table 5, find the race of the character, then roll a D100. Take the value and cross-reference it to the height range on the left-hand side. Within the range listed, you can roll a D3 for the exact measurement, or simply decide what it is.

To use Table 6 you cross-index the character's pre-determined height with the appropriate number under the character's racial type, for the average weight in pounds of the character's racial type for that height. If the character is human and you used the racial characteristics table, it may specify a weight or height percentage difference already. If you don't see the exact racial type here, use the column of the race closest to the character's own.

Body Types: Knowing what kind of body type your character has will allow you to visualize what will happen

in many instances. For instance, it will tell you whether he is small enough to creep through a narrow tunnel, tall enough to stretch up to reach a ledge, etc.

Heavy may mean fat, or muscular. Muscle weighs more than fat. Choose either, according to your concept of your character, as both are fun to play.

Without belaboring the obvious, there are proportional differences between men and women that should be taken into consideration when developing the body type of the character. Additionally, there will be differences in body types due to the character's lifelong physical training. Those who train with weapons all their lives will show marked muscular development depending on which weapons they are trained in. For example, bowmen have heavy wrist development and calloused fingers, while broadsword and shield men would have a sword arm more heavily developed than the shield arm.

Table 7 is optional, but if you roll, you're stuck with the result. So beware!

Table 7
Body Type

D100 Roll	Specific Body Type	Character Modifications
01-05	Extremely skinny	-2 to STR, -20% to body weight
06-10	Very skinny	-1 to STR, -10% to body weight
11-20	Wiry-tough	+1 to CON, -5% to body weight
21-80	Average	No modifications
81-85	Muscular	+1 to STR, +5% to body weight
86-90	Very muscular	+2 to STR, +10 to body weight
91-98	Exceedingly muscular	+3 to STR, +15% to body weight
99-100	Obese (very fat)	+2 to poison or venom resistance, add one to AV, -4 to AGIL, and +50% to body weight.

**Table 5
Height**

Height	Knoblin Goblin Hobbitt Kobbit	Gnome Dwarf	Male Half Elf Deodanth		Female Elf	Female Elf	Female Half Elf	Female Human	Male Human	Khai- Shang Amazon	Orc	Half Orc	Urukk Saurig	Centaur Throon Phraint	Khai- Zirin
			Male Elf	Female Elf											
2'2"-2'4"	01
2'5"-2'7"	02-03
2'8"-2'10"	04-05
2'11"-3'1"	06-25
3'2"-3'4"	26-50	01
3'5"-3'7"	51-75	02-10
3'8"-3'10"	76-90	11-20
3'11"-4'1"	91-95	21-40
4'2"-4'4"	96-97	41-60
4'5"-4'7"	98-99	61-80
4'8"-4'10"	100	81-90
4'11"-5'1"	...	91-95	01
5'2"-5'4"	...	96-99	02-05	01	02-05	06-15	04-05	06-15	04-05	01
5'5"-5'7"	...	100	06-20	02-05	06-25	16-45	06-35	16-45	06-35	02-20	61-70	41-50	01-20
5'8"-5'10"	21-40	06-25	26-50	46-65	36-50	46-65	36-50	21-40	71-80	51-70	21-30	01-10	...
5'11"-6'1"	41-80	26-50	51-75	66-80	51-75	66-80	51-75	41-60	81-90	71-80	31-50	11-20	...
6'2"-6'4"	81-90	51-75	76-90	81-90	76-90	81-90	76-90	61-80	91-99	81-90	51-70	21-30	...
6'5"-6'7"	91-99	76-90	91-95	91-95	91-94	91-95	91-94	81-90	100	91-99	71-90	31-40	...
6'8"-6'10"	100	91-95	96-97	96-97	95-96	96-97	95-96	91-95	...	100	91-99	41-50	...
6'11"	96-97	98-99	98	97	98	97	96-97	100	51-60	...
7'	98-99	100	99	98	99	98	98-99	61-70	...
7'1"	100	...	100	99	100	99	100	71-80	...
7'2"	100	81-90	...
7'3"	91-95	...
7'4"	96-97	...
7'5"	98-99	...
7'6"	100	...

Table 6
Weight in Pounds

Height Range	Goblin		Gnome Dwarf		Deodanth		Female Half Elf		Male Half Elf		Female Human		Male Human		Khai-Shang Amazon		Orc	Half Orc	Saurig Uruk Throon	Knoblin Phraint	Centaur Khai-Zirin
	Hobbitt	Kobbitt			Female Elf	Male Elf	Female Half Elf	Male Half Elf	Female Human	Male Human	Female Human	Male Human	Female Human	Male Human	Female Human	Male Human					
2'2"-2'4"	40	-	20	...
2'5"-2'7"	45	-	25	...
2'8"-2'10"	50	-	30	...
3'2"-3'4"	55	-	35	...
3'5"-3'7"	60	-	40	...
3'8"-3'10"	65	-	45	...
3'11"-4'1"	70	-	45	...
4'2"-4'4"	75	85	50	100
4'5"-4'7"	80	95	90	...	50	115
4'8"-4'10"	85	105	100	...	55	125
4'11"-5'1"	110	105	140
5'2"-5'4"	130	125	150
5'5"-5'7"	145	140	165
5'8"-5'10"	165	160	175
5'11"-6'1"	180	175	190
6'2"-6'4"	180	180	200
6'5"-6'7"	200	195	215
6'8"-6'10"	235	230	230
6'11"-7'	265	245
7'1"-7'2"	260
7'3"-7'4"	280
7'5"-7'6"	305
	335



Rinaldo & Anais—Building Bodies

First we determine Rinaldo's height. We roll a D100 on **Table 5**, coming up with a 37. This puts it in the 36-50 range on the male Human column. Referring to the height column, we find that his *base* height is between 5'8" and 5'10." This is modified, though. Remember that the racial characteristics roll, an option for Humans only, gave him 10% greater height and weight. This adds about another six inches to his height, so let's say he is 6'5". His *base* weight is determined by cross-referencing his final height (6'5"-6'7") to the male Human column on **Table 6**, Weight, giving a value of 220 pounds. We now add 10% to his weight, as mentioned (another 22 pounds), giving him a weight of 242 pounds. However, that's not all. We decide to use the optional **Table 7**, Body Type, as well. The roll with a D100 is 83, which means Rinaldo is muscular. This adds 5% to his *base* weight of 220 pounds, or another 11 pounds, making his final weight 253 pounds. This last roll also adds one to his STR score, giving a new total of 14. At a muscular 6'5" and 253 pounds, and given his high charisma of 15, it is evident Rinaldo is quite a specimen.

The roll for height on **Table 5** for Anais is 42. Checking the Female Elf column, we get a value of 5'11"-6'1". Let's say 6'0". This height, cross-referenced to the Female Elf column on **Table 6**, gives a weight of 135 pounds. As Anais does not want to risk losing her girlish figure, we don't use **Table 7**.

ALIGNMENT

This section is intended to give the player an understanding of what goes into determining a character's moral and logical outlook on life. If you already know what you want the character's alignment to be, you do not need to roll on **Table 8**.

For whatever reason, many people are afraid to use chaotic characters in a game. This is almost too silly to think about, or so I thought until I saw so many people who never used anything but lawful types.

Lawful does not mean good, chaotic does not mean bad, and neutral certainly does not mean deliberately in-between. Lawfulness is a state of mind that has many meanings to many people, the only sure meaning being that it is order. That is to say, those that are lawful adhere to a set of rules and regulations that are generally but not always laid down by a seat of authority, either political or religious. And as it is to the benefit of that power for there to be peace, order and an attitude without insubordination among those whom they oversee, those rules generally prohibit murder, mayhem, rape, arson, muggings and the like. And in fact, those laws usually try to maintain equanimity among the people, either by strict equality for all, as in modern socialist Sweden here on earth, or by strict class distinction, as in feudal England of the past. Note that in Nazi Germany there were strict laws and the German people as a whole were lawful, yet that regime could certainly be characterized as evil. So when you use a lawful character in the future, think about just what that means in the

context of the character, society and world involved.

Conversely, Chaos is merely a lack of order, and as such is not inherently bad. Imagine a truly democratic society, and you have the archetypal chaotic. As for Neutrals, they have some rules but not a lot, and are open to suggestion and amenable to change. They adapt to most situations, being as lawful as is necessary.

Of course, it is never that cut and dried, as each character will have individual factors, both personal and cultural, which will probably change with dizzying rapidity during the course of a few expeditions.

Evil is a measure not of how bad a person is, but of what the prevailing society says is bad, and those societies change with time and with geographical distances. If your government says pornography is evil and you believe in what your government says, then to you that is evil. Remember, too, that at one time it was evil for a person to be a Christian. At least, that's what the Romans believed.

Referring to **Table 8**, the kill and lie factors do not go on the character sheet. They can be used in the course of the game where relevant (Should I kill this prisoner? Should I lie to my friend?). Tolerance, loyalty and cruelty all work the same way. In general, you only roll on this table if you are not sure what the character's alignment ought to be. If you already have in mind to play a Deodanth, for example, he is simply not going to be lawfully aligned, and he's not real likely to be good either! There is nothing wrong with deciding your character's alignment without rolling, but either way, the various factors relating to



**Table 8
Alignment**

Die Roll	Alignment	Kill	Lie	Tolerance	Loyalty	Cruelty	General Notes
01-15	Lawful Good	1%	Never	100%	100%	Never	Goodytwo-shoestype, always smiling, helpful.
16-40	Moderately Lawful	25%	5%	75%	85%	5%	The typical lawful type, a little rough around the edges.
41-45	Marginally Lawful	50%	25%	50%	75%	20%	Those losing faith in the system.
46-50	Lawful Evil	100%	50%	5%	50%	90%	Fanatical, bigoted, arrogant, nasty.
51-60	Neutral Good	25%	35%	65%	75%	5%	Ready to accept almost any decent idea.
61-70	True Neutral	50%	50%	50%	50%	25%	The true coin flipper, anything once!
71-75	Marginally Neutral	75%	65%	35%	25%	50%	Fairly erratic, sometimes cruel.
76-80	Neutral Evil	100%	95%	10%	5%	75%	Crafty, refuses to commit to anything.
81-85	Chaotic Good	25%	35%	65%	65%	25%	Unpredictable. Most Elves fit this category.
86-95	True Chaotic	50%	50%	50%	35%	50%	Very unpredictable and impulsive, but not suicidally so.
96-97	Chaotic Evil	100%	99%	1%	1%	100%	You never know what he'll do, but it will be nasty!
98-99	Amoral	*	100%	*	Never	*	Only does what is best for himself.
100	Amoral Evil	100%	100%	Never	Never	100%	As above, but he likes it better if it hurts others.
*	Insane	*	100%	*	Never	Who knows?	Cuckoo, plain and simple!

* GM-adjudicated

killing, lying, etc., are still accurate, though a character can always do something contrary to tendencies if good role play justifies it. In effect, this table is a set of guidelines, not lock-step rules.

Anyway, try playing a chaotic, who knows, you may like it! The use of characters that are chaotic or exotic is just another way to put life back into a game the could get boring if played too cautiously and predictably all the time. So be a little adventurous and take a Troll to lunch today!

**Table 9
Legacy**

Racial Type	Free Holder	Commoner	Tenant	Man at Arms	Craftsman	Merchant	Gentry	Lesser Noble	Noble	Distant Royalty	Close Royalty
Amazon**	01-20	21-40	41-45	46-90	91-92	93-95	96	97	98	99	100
Centaur	01-20	21-40	*	41-80	81-90	91-95	96-99	100	*	*	*
Deodanth	*	01-70	*	71-94	95	96	97-99	100	*	*	*
Dwarf, Gnome	01-78	79-83	84	85-88	89-95	96	97	98	99	100	*
Elf	01-80	81-82	83	84-85	86-87	88-90	91-95	96-97	98	99	100
Giants, all	01-95	*	96	97-99	*	*	100	*	*	*	*
Goblins	01-25	26-88	89-93	94-99	100	*	*	*	*	*	*
Half Elf	01-60	61-70	71-75	76-82	83-90	91-95	96-97	98	99	100	*
Half Orcs	01-30	31-65	66-85	86-95	96-98	99	100	*	*	*	*
Hobbitt	01-88	89-91	92-93	94-95	96-97	98	99	100	*	*	*
Human	01-10	11-60	61-75	76-83	84-87	88-90	91-93	94-96	97-98	99	100
Khai-Shang	01-05	06-25	26-50	51-87	88-90	91-92	93-94	95-97	98	99	100
Khai-Zirin	*	*	*	01-98	*	*	*	99	100	*	*
Knoblin	01-05	06-08	09	10-97	98-100	*	*	*	*	*	*
Kobbitt	01-33	34-53	54-65	66-95	96-99	100	*	*	*	*	*
Orcs	01-75	76-80	81-85	86-98	99	100	*	*	*	*	*
Phraint***	*	01-85	*	86-97	98	99	100	*	*	*	*
Saurig	01-02	03	04-90	91-99	*	100	*	*	*	*	*
Throon	*	*	*	01-99	100	*	*	*	*	*	*
Urukks	01-60	61-75	76-80	81-95	96-98	99	100	*	*	*	*
All Others	01-25	26-75	76-80	81-95	96-98	*	*	*	99	100	*

* Indicates that this race of characters does not generally attain this status.

** Male Amazons, called Manazons, never rise above Tenant.

*** Blue and green castes only. Silver and gold should be NPCs only. Don't even think about black phraints!



LEGACIES

Tables 9 through **11** are used to bring individuality and reality to new player characters, by connecting them to the society within which they are played.

To determine your character's social status, roll a D100 on **Table 9**, cross-indexing the number rolled along the column appropriate to your racial type. See the list below for definitions.

Referring to social status, roll a D12 on **Table 10** to determine how much money you have. Note this on the Character Sheet under Wealth. Use pencil, unless you are convinced he will never spend it, and will never get any more money! Finally, roll a D20 on the **Table 11** to see how many items you start out with for your venture into life. Later you will choose the actual items, but for now simply note the number, since the actual choices will depend upon the character's occupation, or Character Class, which we determine in Chapter 3.

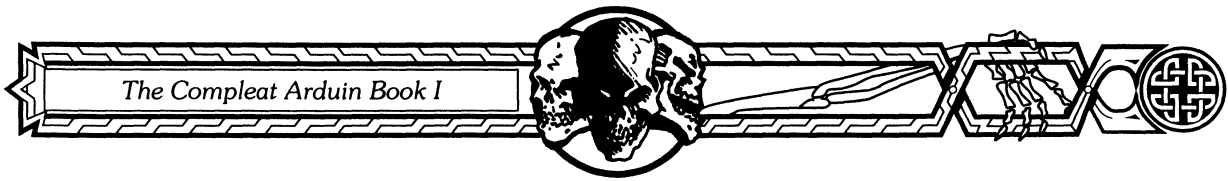
We do not include social statuses like outlaw or serf, as these statuses carry severe disadvantages. However, players who want a character who starts out with nothing, except maybe a price on his head, are welcome to try it.

Social Status in Table 9

- Freeholder** The family owns their own land, usually moderately poor.
- Commoner** The family are town or city dwellers; these are the average citizens.
- Tenant** The family works for landowners as tenant farmers, etc.
- Man at Arms** The family lives on other's property and provides warriors for them.
- Craftsman** Freemen, guild members, the workers in metals, cloth, pottery.
- Merchant** As above but owners and traders.
- Gentry** Retired adventurers, merchants, etc., all people of means, though with common roots.
- Lesser Noble** From a noble family of less than baronial rank.
- Noble** From a baronial or higher ranked family
- Distant Royalty** Related distantly to royalty far away in time and/or distance.
- Close Royalty** Related to royalty nearby in time and/or distance.

**Table 10
Beginning Wealth**

Social Status	1	2	3	4	5	6	7	8	9	10	11	12
	Poor			Average			Well to Do			Wealthy		
Freeholder	.5	.7	1.0	1.5	2.2	3.0	4.0	5.0	6.0	7.0	8.0	10.0
Commoner	.5	.8	1.2	2.0	2.5	3.3	4.2	5.5	6.5	7.5	8.5	11.0
Tenant	.5	.6	.9	1.0	1.2	1.4	1.6	2.0	2.5	3.0	3.8	4.5
Man at Arms	.8	1.2	1.8	2.4	3.2	4.0	5.0	6.0	7.5	8.5	10.0	12.0
Craftsman	.9	1.4	1.8	2.4	3.2	4.0	5.2	6.4	7.6	9.5	11.5	12.5
Merchant	1.0	2.0	3.0	4.0	5.0	6.0	7.0	8.0	9.0	10.0	12.0	15.0
Gentry	1.0	2.0	3.0	4.0	6.0	8.0	10.0	12.0	14.0	16.0	18.0	20.0
Lesser Noble	2.0	3.0	4.0	6.0	8.0	10.0	12.0	15.0	18.0	21.0	24.0	28.0
Noble	3.0	4.0	5.0	7.0	9.0	11.0	13.0	16.0	19.0	22.0	26.0	30.0
Distant Royalty	5.0	7.0	9.0	12.0	15.0	18.0	21.0	24.0	30.0	36.0	44.0	50.0
Close Royalty	7.0	10.0	13.0	16.0	19.0	24.0	29.0	34.0	39.0	44.0	52.0	60.0



Owned Equipment

If the character's roll on **Table 11** is less than the value listed for 2 items, then the character gets only one item at the start, apart from the clothes on his back. Remember, the character can always buy more gear using the money your character has and the equipment lists provided in Appendix I, but for the poorer classes of character, the starting cash won't go far, especially when you consider the cost of armor.

At the GM's option, the character may have a pack animal in lieu of two items, a medium horse in lieu of three items, or a warhorse in lieu of six items, in all cases including

minimum tack, but no armor or other fancy stuff. Alternatively, the character may start with one item of superior quality in lieu of 2 items of standard quality to which he is otherwise entitled. See the price lists in Appendix I, this volume, for further description of quality of goods. Each character may do this for only one item. A character may choose to take 2 items of inferior quality, in lieu of 1 standard quality item; again, this option may be exercised only once per character.

On any roll of 20, the GM may choose to give the character some chance of starting with one minor magik artifact, but this must be strictly limited.

Table 11
Owned Equipment

Social Status	Number of Items:									
	2	3	4	5	6	7	8	9	10	11
Freeholder	20	*	*	*	*	*	*	*	*	*
Commoner	20	*	*	*	*	*	*	*	*	*
Tenant	20	*	*	*	*	*	*	*	*	*
Man at Arms	12-14	15-18	19	20	*	*	*	*	*	*
Craftsman	12	13	14	15	16	17	18	19	20	*
Merchant	11	12	13	14	15	16	17	18	19	20
Gentry	10	11	12	13	14	15	16	17	18	19+
Lesser Noble	9	10	11	12	13	14	15	16	17	18+
Noble	8	9	10	11	12	13	14	15	16	17+
Distant Royalty	6	7	8	9	10	11	12	13	14	15+
Close Royalty	4	5	6	7	8	9	10	11	12	13+



APPEARANCE

Appearance is completely within the control of the player. **Table 12** is a player aid, and a fun ingredient for fantasy gaming. You may choose to roll D20s on all columns,

none of the columns, or any one of them. The birthmarks are stylized, not exact. For really different looks and surprises, especially where you get the result "Special" on Table 12, roll on **Table 13**.

Table 13
Special Physical Appearance

Die Roll	Hair	Eyes	Birthmarks*	Pigment
01	Purple	Purple	Wolf's head	Metallic*
02	Green	Orange	Leaping panther	Half and half*
03	Blue	Pink	Dragon	Checkered*
04	Pink	Scarlet	Sun Disk	Striped*
05	Scarlet	Pupilless*	Ankh	Fluorescent*
06	Saffron	2 mixed*	Thunderbolts (1-3)	Chameleon-like*
07	Maroon	3 mixed*	Comet	Pearlescent
08	Cyan	Maroon	Crown	Purple
09	Magenta	Cyan	Heart	Maroon
10	Lavender	Magenta	Griffon	Electric Blue
11	Transparent	Red	Unicorn	Scarlet
12	Tentacles	White	Pegasus	Turquoise
13	Quills	Clear	Lion	Shiny Ebon
14	Feathers	Metallic*	Raven	Indigo
15	Crested	Glowing*	Scythe	Emerald Green
16	Horned	No Eyes**	Hammer	Gem Sparkled*
17	2 mixed*	All Pupil*	Infinity Sigil	Shifting always*
18	3 mixed*	Invisible***	Tree	Lavender
19	Vipers	Prismatic*	Flower (choice)	Magenta
20	Changeable*	Flaming*	Eye	Prismatic*

* Roll for the colors on Table 12, or pick your favorites!

** Although you were born without eyes, sockets or lids, you have a radar sense that is accurate up to 50' in any light. It works through thin mists but thick smoke or fog cuts its range in half.

*** The eyes are there, but it looks like the sockets are empty.



Table 12
Physical Appearance

Die Roll	Hair	Eyes	Scar(s)	Birthmarks	Pigment	Exotic Things
01	L/Brown	Hazel	None	Crescent	L/Tan	None
02	Brown	L/Brown	1"	Star, 5-point	M/Tan	Cyclopic eye
03	D/Brown	Brown	1.5"	Star, 6-point	D/Tan	Six digitd
04	Auburn	D/Brown	None	Star, 8-point	Milky white	Double thumbd
05	Red	Grey	.5"	Triangle	Caucasian	Pointed ears
06	Black	L/Blue	.25"	X-shape	Amber	Fang mouthd
07	Blonde	Blue	None	Z-shape	Pale Grey	All double joints
08	L/Blonde	Black	2"	Snake	Pale Blue	Gills and lungs
09	D/Blonde	Yellow	3"	Bird	Yellow White	Webbed digits
10	Grey	L/Green	None	Spider	Pale Orange	Two hearts
11	Silver	Green	4"	Sword	Pale Green	Very hairy
12	Golden	Amber	5"	Horns	Pale Silver	No body hair
13	Bald	Aqua	None	Pentagram	Pale Gold	No belly button
14	Roan	Violet	6"	Circle	L/Brown	Hermaphrodite
15	Yellow	Tan	7"	Square	M/Brown	Transparent skin
16	Orange	Gold	None	None	D/Brown	Scaly skin
17	White	Silver	8"	None	Black	Double-pupilled
18	2-Mixed	Bronze	10"	None	Ochre	Reptile tongued
19	Grey/mix	Copper	1'	None	Grey-Green	Cat-Clawed
20	Special	Special	Multiple	Special	Special	Tailed (1-6')

Rinaldo & Anais—Looks and Outlook

Turning first to alignment, we roll a 63 on **Table 8** for Rinaldo; he is True Neutral. On the other hand, Anais's roll is 85, which makes her Chaotic Good.

We determine Rinaldo's legacy by rolling a D100 on **Table 9**; the roll is 26. On the Human line of the table, this corresponds to commoner. We then determine his wealth by rolling a D12 on **Table 10**. The roll is 8, giving Rinaldo a starting wealth of 5.5 gold. Next we roll a D20 on **Table 11**; the roll is a 3. Since Rinaldo would have needed a 20 to get more than one item, he starts out with one item and, apart from his clothes, nothing else. We decide Rinaldo has black hair and green eyes, so no rolls are made for hair or eyes on **Tables 12 and 13**, but a scar might look good; however, the roll on the scar column of **Table 12** is a 10, which corresponds to no scar. All of this data can now be recorded on the Character Sheet.

Anais's situation is much different. First, we roll 92 for legacy on **Table 9**; for an Elf, this corresponds to gentry. We roll a 7 on a D12 for wealth on **Table 10**; this corresponds to 10 gold pieces starting cash. Anais's roll with a D20 on **Table 11** is a 13 for equipment; on the gentry line, this gives her five items.

Going now to **Table 12**, we roll a 2 for hair (brown), 15 for eyes (tan), skip the scar column, the pigment column and the exotic things. Anais decides to be golden-brown skinned, rather than rolling it randomly. We do roll on the birthmark table, getting a 20. This pushes us to **Table 13**; this time the roll is a 7—a comet. Anais decides the comet will be pale green and located on the back of her left hand.

The physical appearances of our two characters are now complete, except for the minor matter of figuring out what their equipment and clothing is like. These items will have to wait until we know more about the characters. We now have a handsome, hulking, muscle-bound dark-haired commoner, and a rather tall exotic-looking High Elven aristocrat. An unlikely pair, perhaps, but let us see how the characters continue to develop.

Chapter Three

Character Classes

The character class defines not only your character's primary occupation, but also his way of life. In this regard, it differs from modern society, where many people leave their job behind each day at quitting time. Nor are there amorphous occupations like analyst, consultant, manager, or counselor in the fantasy world. There's nothing vague about a warrior waving four feet of bared steel. It's that very concreteness of role that provides so much of the interest in an FRP game.

However, there are many nuances that can and should be added to your character, to flesh him out. That's what the following material is about. By now, you've already determined many of your character's physical details, his social status, his basic moral attitude and mentality, as well as his race. The selection of a character class focuses the process of defining your character, though, in fact, all the really fun-to-play characters continue to develop and change over time. This gives you a character ready to challenge the fantasy world into which you place him.

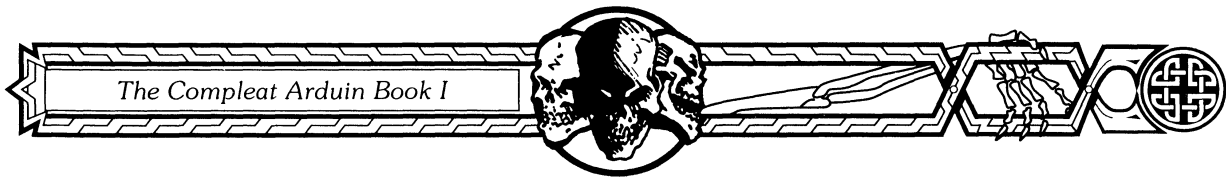
In Arduin we have not only the usual warrior, priest, wizard and thief, but about twenty other types, including rune weavers, witch hunters, barbarians, and beast masters, for example. The reason is simple: variety and playability. Playability, you ask? Yes! Most players want individuality

in their characters. With the guidelines and basic rules outlined here, the use of diverse character classes is easy and playable. No one need fake it, so the game becomes better, faster, easier and definitely more enjoyable!

The character classes fall into two broad groups: those who do not use magik as a primary part of their way of life (worldly classes), and those who do (mage classes). The worldly classes are presented first, though if one thing is certain in Arduin, it's that most anybody can and probably does use some kind of magik or other, even if it's just a +1 magik dagger.

Because of the complex interaction of the various character attributes, you may see references to compound factors such as CF or HP in the discussion of your character's class. Don't be too concerned about that now, as these will be dealt with in due course, but after you have finished with the character development process in Book I, you might want to go back and read the character class description again.

The new character classes add color, life and real variety to a game. Try some of them out. I think you'll appreciate their challenge and the way they add scope to your own style of play.



• Worldly Classes •

WARRIOR

This is the standard fighting man or woman of all FRP games, and the most common of all forms of adventurers. The warrior is one who uses his battle skills to earn a living. Most warriors were men-at-arms for some noble household or merchant who needed caravan or other types of guards. Many others were part of an official army or military force. All began their training between ages 8 to 10, which lasted for approximately 8 years; the last two were on-the-job training as recruit soldiers. To show their extensive physical training, all warriors may permanently add one point each to their CON and STR scores.

Warriors come in many styles, covering everything from bearskinned, axe-wielding barbarians to stalwart legionnaires in their serried ranks. Also within the broad parameters of warrior are the samurai in lamellar plate, the Norman knight in mail, the musketeer and the Nubian archer. The whole point is that any kind of warrior and style of fighting is permissible within the game. However, if at all possible, the characters should fit into the GM's historical-sociological-cultural scheme. That is to say, if the world is Greco-Egyptian in nature, Viking warriors would be a pretty rare sight! On the other hand, if the world has one or more functioning gates or portals to other universes, as does Arduin, then those different kinds of warriors can reasonably be expected to show up from time to time. It's all up to the GM.

For game play, consider the warrior to be newly released from one year of garrison duty in either the military or some household; he is free to look for other work elsewhere. Also, consider him to have to practice at the pells or archery range, as appropriate, for at least four hours each week to stay in fighting trim. Like any athlete, a warrior has to keep in shape or lose his edge. This could be fatal, so plan for it in your game.

The warrior has a trained sense of danger that gives him a base 20% chance of detecting an ambush or surprise in any situation where he might reasonably expect such. In cities, towns, inns, etc. this percentage chance is halved unless he is seriously expecting trouble there. This increases 2% per each EL gained and will help him greatly in his adventuring. This is a separate roll from any sixth-sense roll the character is entitled to use.

Optionally, you may wish to roll 1D4 to see how many years the warrior served before becoming a free agent. For each year over one, add one to his EL (i.e., the maximum roll of a 4 would be +3 or EL 3) at game start, so not all will be right off the old farm.

BARBARIAN

Barbarians are uncivilized, unlettered warrior-types who intensely dislike all technological ideas and items more complicated than a crossbow. Their differences from standard warriors result in a number of advantages and disadvantages:

- -10 MRS (They believe in magik too much for their own good).
- +15% save versus fear.
- 50% chance, in any combat situation except versus undead, to discard their missile weapons and charge into the melee.
- Versus undead, they will (roll D100) retreat in an orderly fashion 60% of the time, stand fast but with -5 ABF/DBF (Attack Battle Factor/Defense Battle Factor) 30% of the time, and 10% of the time flee in complete disarray (-15 ABF/DBF).
- Once in melee combat, they often go berserk (+20 ABF/-15 DBF). When berserk, they will fight blindly for 1 melee turn for each EL less than 20 that they are, even if all of the enemy are dead (they pound on bodies, or maybe even on their friends if they're really crazy). They are completely immune to fear in this state. EL 0 barbarians automatically go berserk uncontrollably on a 60% chance, rolled for every melee turn. This chance decreases by 5% per EL attained, an EL 12 barbarian going berserk only by choice. Once berserk, regardless of EL, a barbarian will remain so for a minimum of one full melee round.
- 35% bonus for moving silently.
- 35% hearing bonus.
- 50% sense of smell bonus.
- 40% climbing bonus.

Barbarians never start with a DEX or AGIL of less than 11, STR less than 12, CON less than 14, WIS more than 12, INT more than 14, or CHAR more than 16. Their EGOs are at least 13.

Only Humans, Amazons, Dwarves, Hobbits, Orcs and Goblins of all types can be barbarians. Elves are always civilized, other types being either civilized or pre-barbarian in nature.

Barbarians prefer axes, two-handed weapons or spears, and will usually wear either half or full leather or fur armor, or no armor at all; a few are rich enough to have chain mail. Never start a barbarian with more than 6 Gold

Sovereigns (GS), and never initially allow him to know more than three languages, regardless of INT. Barbarians are usually hard-drinking, hard-fighting, superstitious people who make good and loyal friends and blood-thirsty enemies! Play them larger than life and usually with a brash and steady bravery. They are simple but not simple-minded and can learn almost anything given the opportunity and the inclination. However, where languages are concerned, it is for speaking only. Barbarians cannot read or write unless they take a full year of hard study per language to learn! Even so they only have a 5% chance per RF point of successfully becoming fluent in the written word they are attempting to learn.

Barbarians are able to track and follow a trail at a 20% base chance, increasing at 3% per EL thereafter, but also decreasing by 5% for each day over three the trail is old. They also have a 25% chance of sensing ambushes and surprise, +3% per EL. Finally, the barbarian will have an additional +5 to ABF with her primary weapon due to her literally growing up with it. She simply knows that one weapon inside and out. Consider them, for game purposes, as visitors to the civilized lands looking for adventure and new friendships, as well as a little loot and glory!



MICHO '92

Optional Rule: Barbarians can be given double the listed base tracking and ambush detection percentages.

MARTIAL ARTIST

This is the classic fighting monk of the kung fu movies, the ninja of the samurai stories and all those kinds of people who use esoteric methods of combat, both armed and unarmed. Each must be played within the cultural context of their type, using the techniques and weaponry for which they were historically known. Thus, the GM and players must thoroughly research the variety of martial artist to be used in the game to keep the characters realistic. If the GM chooses to allow a variety that is strictly a product of his own world, he will still need to have an understanding of the process through which the martial artist goes to gain mastery. This process is similar for most martial arts, involving years of continuous practice, typically under the guidance of one instructor, and often involves elements of mental discipline, ethics, philosophy and even religion that go far beyond the demands of combat, shaping everything the character does.

Martial artists are of three distinct types: the kind who use only their body (hands, elbows, feet, etc.) in combat; the kind who use their body primarily but who can and will use assorted weaponry, such as nun-chuks or manriki gusari and those who use weapons primarily but can use their bodies as well, the ninja being the prime example of this last type.

These people often have distinctly different values and attitudes, which are in part a product of the discipline they learn and live integrally with their combat training. It is improbable that a starting martial artist will be of chaotic alignment simply because of the discipline required.

To be properly played, all available material on the specific type desired should be carefully read, and notes taken on their habits, lifestyles and idiosyncrasies. Try to play the character as close to the historical examples as possible, and not as portrayed by those awful movies. Once mastered, this complex character is one of the most rewarding of all to play.



Table 14
Martial Artist Attributes

EL	Total ABF Adds			Hide Ability	Total # of Attacks Weaponless (per action)	Special Abilities
	Weaponed Attack	Weaponless Attack	Climb Ability			
1	+5	-	5%	5%	1 hand/foot	3
2	-	+5	8%	10%	2 hands/1 foot	-
3	+10	-	11%	15%	2 hands & 1 foot	4
4	-	+10	15%	20%		-
5	+15	-	18%	25%		-
6	-	+15	21%	30%	3 hands & 1 foot	5
7	+20	-	24%	35%		-
8	-	+20	27%	38%		6
9	+25	-	30%	41%		-
10	-	+25	35%	44%	4 hands & 1 foot	7
11	+30	-	40%	47%		8
13	+35	-	45%	50%		10
15	+40	+30	50%	52%		12
18	-	-	52%	54%		14
20	+45	-	54%	55%	3 hands & 1 foot	15
25	+50	+35	56%	56%		16
30	+55	-	60%	57%		17
35	+60	+40	64%	58%		18
40	+65	-	68%	59%		19
45	-	-	70%	-		20
50	+70	-	72%	60%	6 hands & 1 foot	21
60	-	-	-	63%		22
75	+75	-	75%	66%	7 hands & 1 foot	23
100	+80	+45	80%	72%	8 hands & 1 foot	25

Notes to Table 14

The **climb** and **hide** abilities are fully explained in the pertinent sections in the Thief class and are identical for the martial artist.

Weaponless Attack means just that, and the bonus given to martial artists is applied to the bare hand ABF. This is also used when other parts of the body are used. It shows the much-increased striking power of the bare hand of a trained martial artist as opposed to the ordinary warrior. **Weaponed Attack** is just that and the bonus is added to ABF as appropriate. The martial artist gets this bonus *only for those weapons with which he is already trained*.

The **Number of Attacks** refers to how many non-weaponed attacks the martial artist may perform each CF action. Weaponed attacks are one each CF action unless otherwise noted, just like any other warriors.

Martial artists can do one foot attack instead of two hand attacks. The same is true for oddball stuff like headbutts, body slams, etc. If the martial art in question is primarily

foot-based (e.g., savate), the GM may choose to reverse the application of this rule. In any event, this means that if the martial artist has only one attack left in that count and uses a foot attack, he will lose half his DBF until his next CF count, because he will be off balance.

For each AV their opponents are above AV 0, there is a 1% cumulative chance the martial artist will injure himself when striking. So, the martial artist who attacks the AV 37 armored knight has a 37% chance of injuring his own hand. This damage will always be one quarter of the damage he has just done to the target in question. After all, if you punch a wall, you could break your hand! However this percentage of self-injury is reduced by 2% per each EL the martial artist attains. Thus that same martial artist, if he was EL 7, would actually only have a 23% chance of hurting himself. This reflects not only the difficulty of attacking armored targets with bare hands but allows for experience to show in combat as well. Brawl Combat may be used instead of the normal combat tables if the martial artist elects to fight for a knock-out or



disabling blow of non-lethal kind. This also reduces the chance the martial artist will suffer injury while striking. But it is player's choice.

The martial artist may choose any of the listed **special abilities** whenever his EL advancement lets him add abilities, providing he has satisfied the necessary prerequisites. These special abilities may be added to, shortened, expanded upon, restricted or otherwise modified as the GM desires. This allows the martial artist to be tailored to fit any kind of game. The time to learn each ability is how long it takes in *concentrated* practice for the martial artist to learn the ability. Martial artists must also train for one to two hours minimum, each day, in order to stay sharp with those skills they already have.

When this class is chosen, add 1 each permanently to the martial artist's base AGIL and DEX scores once only.

Martial artists are not all going to be Bruce Lee at EL 1, or any other EL for that matter! That is, unless you, the GM, specifically allow for such in your own version of the rules. In Arduin the martial artists must earn the abilities. They never, under any circumstances, wear standard armor. However, they can and do wield weapons appropriate to their particular discipline.

Martial Artist Special Skills

If a skill has prerequisite skills, the name of the skill will be preceded by one or more asterisks (*), one for each prerequisite skill. Whenever one or more prerequisites is listed, the character may not acquire any prerequisite and the successor skill at the same time. All martial artists are assumed to start with the skills necessary to punch, kick and take controlled falls.

Contemplation: By sitting in a lotus position and centering himself, the martial artist can concentrate upon any problem facing him and have a 33% base chance of figuring it out in 1D100 minutes. This success chance increases by 2% per each EL gained beyond the level at which this ability was acquired. However, he cannot figure out things alien to his training and his culture as, for example, computers or magik. It takes 9 weeks to learn this ability.

Running: This ability allows the martial artist to run flat out for one hour per each CON point he has plus one hour per each EL gained beyond the EL at which it was acquired. For each hour thus run he will cover 8 to 16 miles depending upon the terrain. However, he must rest for one hour for each two hours run. Or he may elect to sprint at double his normal ground speed for one minute per each CON point he has.

The rest period requirement for this fast sprint is 1 minute for each 2 run. It takes 5 weeks to learn this ability.

Deflection: The ability to spend an action to deflect or parry any hafted or non-edged weapon instead of doing anything else with that action. It takes 8 weeks to learn this ability. Success chance is based on the character's weaponless ABF. For an additional 4 weeks' training, this skill can also be used at -20 ABF to deflect edged weapons, though there is a 5% chance of 1-2 HP of damage to the parrying limb. Once edged weapons deflection is learned, an additional 8 weeks study allows the martial artist to attempt deflection of slow missiles like shuriken, arrows, thrown knives and boomerangs, at -40 ABF. Again, there is a 5% chance of taking 1-2 HP of damage.

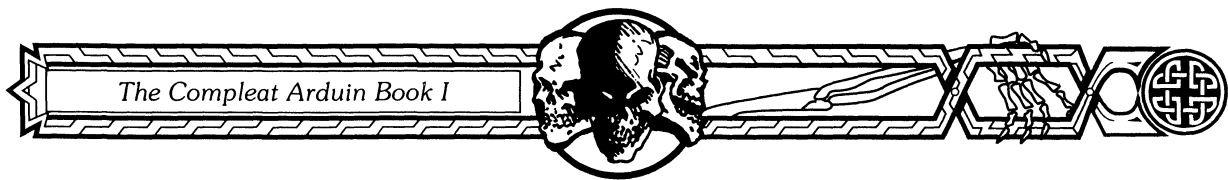
Cat Walk: The ability to move totally silently on normal surfaces and to not bump things even in total darkness. 75% base success chance increasing by 1% per EL above the level at which it was acquired. If combined with "Cat's Sense" this percentage becomes 95%. It takes 4 weeks to learn this ability.

Cat's Nose: The ability to identify any spoor, poison, different animals or people, herbs, etc. by smell alone, even in a dark room, to a 30' radius. It has a base 33% success chance, increasing by 3% per EL above the level at which it was acquired. It takes 7 weeks to learn this ability. You can give the martial artist one such odor per each RF point he has at the time he acquires this ability that he'll have a 99% chance to identify. But it must be quite specific (e.g., wolf, arsenic, tobacco).

Double Punch: This ability is just like the normal martial hand attack, except that it may be used once per action in place of one normal hand attack, at +1 to ABF and double normal damage. This ability takes 8 weeks to learn.

Porpoising: The ability for a martial artist to surface swim at a speed equal to three quarters of his normal ground speed for three minutes per each CON point he has. This increases by one minute per each EL gained above the EL at which it was acquired. Or he may swim underwater at half normal ground speed. It also allows the martial artist to safely dive to a depth equal to his CON score times 10'. It takes 7 weeks to learn this ability.

Weapons Mastery: This allows the martial artist to use one additional weapon per each RF point above 10 he has. He may use weapons thus learned as if they were part of the normal group he originally had as



primary weapons class. Each new weapon can be of any type but should be in keeping with his cultural constraints. It takes 8 weeks to learn the base ability, then one month per weapon, learning only one weapon at any given time. Or he can take a weapon he already knows and instead add 5 to his ABF and DBF while using it for each RF point above 10 he has. It takes 2 weeks per each +5 to do this.

Simple Acrobatics: This is the ability to do simple flips, somersaults, etc., which would normally require a CF roll, and which the GM judges are beyond the bounds of a simple controlled fall. This ability may be used once every other action; it is not appropriate if the GM decides more than one CF roll would have been required. This ability requires 14 weeks to learn.

* **Confusion:** This ability allows the martial artist to project his ki in an aura 10' in radius around himself, for one melee round per CON point he has, each hour. All living creatures, regardless of size or number within this aura must save versus psychic attack at -20% or see the martial artist as a blurred, moving object of confusing sight and manifestation. Thus they are -20 ABF/DBF vs. him for so long as they are inside the effect of his ki. "Contemplation" is the prerequisite skill. It takes 13 weeks to learn this ability.

* **Cat's Claws:** The ability to add striking power to the Martial Artist's hand (only) attacks by using a claw type attack. It adds 1 to the ABF when used, and adds 20% to the RCH chance. "Cat's Claws" has "Double Punch" as a prerequisite; both may be incorporated in the same attack, which would thus be +2 to ABF and do double damage, as well as increasing the RCH chance. It takes 8 weeks to learn this ability.

* **Cat's Sense:** A 6th sense that gives a base 33% chance of never being surprised in any situation. This increases by 5% per each EL above the level at which it was acquired. "Contemplation" is a prerequisite. It takes 6 weeks to learn this ability.

** **Cat Climbing:** The ability to use one's hands and feet to dig in and climb better. It adds 20% to the Martial Artist's normal climb ability and lets him climb at one half his normal, level ground, movement speed! "Cat's Claws" and "Double Punch" are prerequisite skills. It takes 10 weeks to learn this ability.

** **Pain Control:** The ability to become totally disconnected from all physical pain so the martial artist can function unimpaired by it. It has a base 33% chance of success increasing at 4% per each EL earned above the EL at which it was acquired. It may be

rolled for every melee round until it is successful, but each round it is rolled for requires the martial artist to remain perfectly motionless in concentration for a full 6 seconds, with his DBF limited to his AV. Prerequisites are "Contemplation" and "Cat's Sense." It takes 5 weeks to learn this ability.

** **Ki Shield:** This ability allows the martial artist to will any single living creature to not see him where he is hiding or while he is moving. The being in question must save versus psychic attack in order to see the martial artist, though those with truesight are immune to the effects of this ability. It lasts only so long as the martial artist concentrates upon the being and may not be used during combat, nor to a range exceeding 60'. "Confusion" and "Contemplation" are prerequisites to learning this ability. It takes 18 weeks to learn this ability.

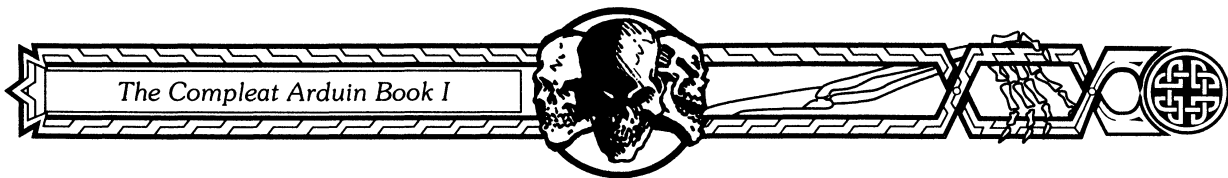
** **Advanced Acrobatics:** This is an extrapolation of "Simple Acrobatics," which with "Contemplation" is a prerequisite to this ability. The martial artist may use this skill every action, and up to three times in any one action, thus avoiding the need to make CF rolls. This skill takes 22 weeks to learn.

*** **Metabolic Control:** The ability to totally control all of the body's functions, including being able to safely stop his heart for one minute plus one minute per each 2 ELs he gains beyond the EL at which this ability was acquired. It lets him totally stop all bleeding, even that caused by RCHs within 1D6 seconds. But in all cases, this ability requires total concentration while he sits in the lotus position or reclines in a sleeping posture. Either way, his DBF is reduced to his AV. "Pain Control," "Cat's Sense" and "Contemplation" are the prerequisites for learning this important ability. It takes 15 weeks to learn this ability.

*** **Breaking:** The ability to break wood and other dense or hard objects, including weapon hafts, up to 2.5" thick, plus whatever the character's strength allows. These are done instead of normal attacks and can be used to shatter doors, treasure chests, tree limbs, etc. It also adds 2 HP to all non-weaponed damage and 1 to the BF when used. All percentages of hurting oneself vis-a-vis striking armored targets are halved. "Pain Control," "Cat's Sense" and "Contemplation" are prerequisites to learning this ability. It takes 5 weeks to learn this ability. For another 10 weeks of study, the character will be able to break bricks and cement blocks up to a foot thick, and his chance of being injured when attacking an armored target will be halved again.



- *4 Iron Fist:** This ability allows the martial artist to concentrate his ki or inner spirit, channeling it into any single blow. It is done instead of a normal attack on any given CF action, and may only be used once per day per each CON point the martial artist has. At least three full melee rounds must pass between each usage of it and the martial artist must spend one CF action immediately preceding the blow to concentrate, with his DBF at -20. The "Iron Fist" will do double normal hand and STR damage and has a 50% chance of causing one RCH. "Breaking," "Pain Control," "Cat's Sense" and "Contemplation" are the prerequisites for learning this awesome ability. It adds 4 to the non-weaponed ABF. It takes 20 weeks to learn this ability.
- *4 Defy Death:** The martial artist can literally postpone his death for one melee round per each CON point more than ten he has, plus one additional melee round per each 3 ELs he has. This postpones all RCH effects except those which utterly dismember the martial artist, and allows him to function normally according to what's actually left of his body. As an example: an EL 9 martial artist with a CON score of 18 could, using this ability, function normally for up to 11 melee rounds after he should have died! Of course he must have enough of his body left intact to be able to do so. "Metabolic Control," "Pain Control," "Cat's Sense" and "Contemplation" are prerequisites for learning this ability. It takes 25 weeks to learn this ability.
- *4 Self Healing:** The ability of the martial artist to heal himself by force of will. He can heal any damage except that caused by RCHs and will do so at the rate of one HP per each minute of meditation, to a total allowable one HP per each minute of meditation, to a total allowable each day equal to his CON score plus one HP per each EL gained beyond the level at which this skill was acquired. While meditating, his DBF is his AV only. All damage done by acid, fire or other cell-destroying action thus healed will leave terrible scars, but no other kinds of wounds will leave scarring of any kind! "Metabolic Control," "Pain Control," "Cat's Sense" and "Contemplation" are prerequisites for learning this ability. It takes 18 weeks to learn this ability.
- *4 Self-Hasting:** The ability of the martial artist to add 4 to his CF and, consequently, increase his movement, for one minute per each CON point he has, each day. However, for each minute thus sped up the martial artist must rest completely for three full minutes immediately afterwards. "Metabolic Control," "Pain Control," "Cat's Sense" and "Contemplation" are prerequisites for learning this ability. It takes 12 weeks to learn.
- *4 Target Sensing:** The ability of the martial artist to identify and home in on selected targets, regardless of fog, darkness, blindness or other sensory problems. The range of this ability is 15' as a base, increasing by 3' per each EL gained beyond the EL at which it was acquired. The base success chance of this sensing is 65%, increasing by 3% per each EL beyond the EL at which it was acquired. "Metabolic Control," "Pain Control," "Cat's Sense" and "Contemplation" are prerequisites for learning this ability. It takes 10 weeks to learn this ability.
- *4 Wraith Walking:** The ability to move totally silently on any surface from eggshells to rice paper and to never leave foot prints. It also lets the martial artist move across a floor trap without triggering it. "Cat Walk," "Double Punch," "Cat Climbing" and "Cat's Claws" are prerequisites for learning this ability which has, itself, a 65% base success chance, improving at 2% per EL above the level at which it was acquired. It takes 12 weeks to learn this ability.
- *4 Balancing:** The ability of the martial artist to maintain his balance and equilibrium regardless of impacts, levelness of the area he is on or any other factor. Yes, he can be knocked down, but he just continues the motion and rolls immediately to his feet 1D10' away. This ability permanently adds 2 to the Martial Artist's AGIL score; "Metabolic Control," "Pain Control," "Cat's Sense" and "Contemplation" are prerequisites for learning this ability. This ability takes 8 weeks to learn.
- *5 Ribbon Dance:** Also known as the Dance of Doom, this ability allows the martial artist to consciously decide to final-strike himself in one blaze of martial might. This final strike doubles his normal number of weaponless attacks allowed per CF action segment and automatically hastes him; see above. In this state the martial artist cannot die, although he can be dismembered or torn apart, which will stop him. His ABF is increased by 25 and he hits for 1D4 HP of extra damage each time. He will move like a whirlwind of death through his enemies. RCHs, fire, virtually nothing can stop him, the only limiting factor being his ability to sense and find his target. This final strike state lasts for three melee rounds plus one per each three ELs gained beyond the EL at which this skill was acquired. At the end of this time the martial artist literally self-destructs: his heart bursts, brain short circuits, eyes rupture, etc., and irrevocable death immediately ensues. It is a frighteningly effective last resort. "Metabolic Control,"



“Balancing,” “Pain Control,” “Cat’s Sense” and “Contemplation” are prerequisites for learning this ability. Learning this terrible ability will permanently add 2 to his WIS score. It takes 24 weeks to learn this ability.

***5 Ki Projection:** The martial artist with this ability can concentrate his ki to the extent that it can be thrown like an invisible punch to a 15' distance. As it is projected the martial artist screams loudly and punches with his hand in the direction of his target. The blow attacks exactly as the martial artist himself would, but always does 10 HP damage. It has usage limitations identical to the “Iron Fist” ability. Finally, for each EL gained above the EL at which it was acquired the damage is increased by 1 HP in potency. The prerequisite skills are “Iron Fist,” “Breaking,” “Pain Control,” “Cat’s Sense” and “Contemplation.” It takes 24 weeks to learn this ability.

***5 Waiting:** Also known as Heart of the Rock, this ability allows the martial artist to literally shut down all bodily functions not directly related to his innate warning sense. Thus he can sit in one spot, unmoving and not really awake, with no requirements for food and water for a number of days equal to the number of CON points that he has. If approached within 60' or threatened by any circumstance, he will come awake and fully functional in one melee round of time per day, or fraction thereof he has been dormant. This duration may be extended by one day per each three ELs gained beyond the EL at which it was acquired. This is a form of suspended animation. “Defy Death,” “Metabolic Control,” “Pain Control,” “Cat’s Sense” and “Contemplation” are prerequisites for learning this ability. It takes 16 weeks to learn this ability.

***5 Stunning:** This is a lesser form of the “Ki Projection” where the martial artist focuses his inner force and then releases it in a directed scream at any single opponent up to 10' distant. This acts something like a sonic attack which causes the victim to be stunned and unable to act for one full melee round, less 1 action per each 4 full CON points he has (1 action minimum stun). It is done instead of a normal attack and affects all up to 35 HP in size, plus 3 HP per each EL gained over the EL at which it was acquired. If the target has more HP than that, it is not affected. This attack has no effect on mythic creatures, demons, dragons and other such things, save to cause them to pause for one CF action the first time it is used against them. “Iron Fist,” “Breaking,” “Pain Con-

trol,” “Cat’s Sense” and “Contemplation” are prerequisites for learning this ability. It takes 10 weeks to learn this ability.

***7 Razor Hand:** This power allows the martial artist to cut like a sword using the edge of his hand! It adds 1D4 HP of extra damage and +3 to the ABF of each punch. However it may only be used a number of times each hour equal to once per each CON point of the martial artist. “Cat’s Claws,” “Double Punch,” “Iron Fist,” “Breaking,” “Pain Control,” “Cat’s Sense” and “Contemplation” are prerequisites for learning this ability. This takes 16 weeks of hard training to master.

***7 Ghosting:** Once a day, the martial artist can become ethereal for one melee round per each CON point he has plus one melee round per each three ELs gained beyond the EL at which it was learned. However, each time this ability is used there is a 5% chance, less 1% per each full 10 ELs earned above the EL at which it is acquired, that it will result in death. “Metabolic Control,” “Iron Fist,” “Breaking,” “Ki Projection,” “Pain Control,” “Cat’s Sense” and “Contemplation” are prerequisites for learning this ability. It takes 18 weeks to learn this ability.

***8 Death Touch:** Those with this skill may, once per day per each four CON points they have, cause all living things up to 40 HP in size to die in 1D20 melee rounds after being touched; their whole body simply stops. The save is versus psychic attack, at a horrific 30% penalty. And a successful save still results in a 1D4 action stunning effect. Larger creatures or inanimate objects suffer 1D20 HP of disruption damage if they fail their save, or 1D4 HP if they make it. The power of this touch increases by 1 HP per each EL gained beyond the EL at which it was learned. It has usage limitations identical to that of the “Iron Fist” skill. It takes a full 13 seconds of deep concentration, less one second per each 3 ELs gained beyond the EL this power was gained, to manifest the awesome Death Touch. Once manifested it must be used within 13 seconds or it will fire on its conjurer! There is no visible manifestation to give this terrible power away to a casual observer, though any martial artist of EL 10 or greater would instantly recognize the muscle stance of one wielding its power! “Ghosting,” “Metabolic Control,” “Iron Fist,” “Breaking,” “Ki Projection,” “Pain Control,” “Cat’s Sense” and “Contemplation” are prerequisites for learning this ability. It takes 20 weeks to learn this ability.



PALADIN

These people have been raised since birth or very early childhood by priests of a particular religion to be that religion's arm of law and retribution. They are fanatics; their beliefs are totally unshakable and their lives are guided by one and one precept only: Do the will of their gods; seek out and smite his or her enemies. Nothing matters to paladins except their holy quest and holy duty, as interpreted by their guiding temple or church and its priests. They also act as the holy tax collector for their religion, collecting the tithes and passing them on to the proper hands as they travel the lands. They can and do travel with people not of their own religious beliefs but only if those same people do not have gods or beliefs that conflict with their own. For instance, a paladin of Saren the Sun God could befriend a follower of Ra or Zeus, but would have nothing to do with Moon Lady or Poseidon followers. Just use common sense here.

In battle, the paladin is always +5 BF in his attack due to his holy fervor, but if he faces a recognizable enemy of his god, such as an evil counter-god, he will become possessed of holy wrath and become something akin to berserk. The first melee round his attack is +10 BF and this increases by +5 BF per melee round thereafter to a maximum +40 ABF! For each +5 he thus gains it will take one melee round to wind down from his berserk rage after his enemies have been defeated. His DBF during this time drops by 5 every melee round as well to a maximum penalty of -30. Finally, while fervid, he does 1D6 extra points damage and has a 5% worse weapon breakage chance. Paladins will always stand their ground when confronted with demonkind, being totally unaffected by demonic auras of fear. Paladins feel compelled to be in the forefront of all battles.

Paladins may do any OP 1 priestly magik and have mana equal to one mana point per each three STR points they have. Thus a STR 15 Paladin has 5 mana points. Paladins enthusiastically kill all enemies of their god, but will persistently try to convert all others, much as a saint would. Compare them to both witch hunters and warriors, or even, at least a little, to barbarians due to their battle mania. They also have some of the attributes of

priests and receive a few special abilities as a blessing from god usable only on those of their own beliefs. They always save at +10 MRS versus all priestly magik not of their own religion. They take intense pride in their religion and comport themselves so as to never bring shame upon themselves or that religion, much like the Knights Templar of old Earth.

Upon being sent out into the world to do the work of god the paladin is outfitted fairly well. Use Table 15 to determine just how well it actually is; this table is mandatory to all paladins and supersedes results from Tables 10 and 11 given previously. Yes, this means someone who got a raw deal off those tables gets a second shot at the goodies in return for becoming a paladin! Roll a D10 once for each column; all columns are mandatory. At the GM's discretion, paladins also get all of the everyday necessities such as bed roll, lantern, canteen, rations, etc.

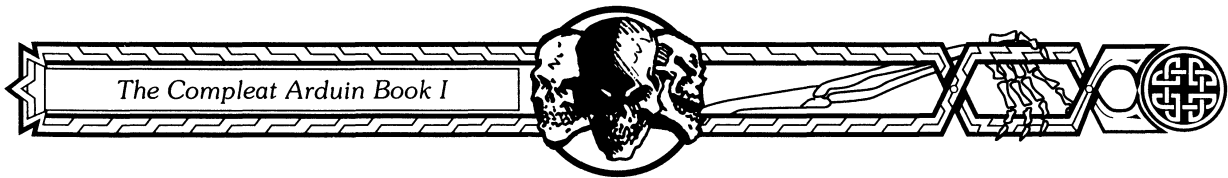
For all amounts over 100 G.S. the money is to be used to build new shrines, repair old ones and so forth, as the paladin travels.

Paladin Special Abilities

- EL 1: "Healing," by laying on of hands, 1D4 HP per EL, once per day per each 2 ELs. Per the Basic Priestly kind.
- EL 3: "Glory Glow" combined with an "Undead Turn Away" as for a priest, usable twice daily per each 3 ELs attained hereafter. Per the priestly magiks.
- EL 5: "Dispel Blindness", once per day. Per the priestly magiks.
- EL 8: "Death Voice." This one may be used on dead persons. Once per day only. Per the priestly magiks.

**Table 15
Paladin Equipment**

Roll	Wealth	War Horse Size	Armor	Weapons
1	10 G.S.	Light	Leather w/shield	1 + 1 dagger
2	25 G.S.	Medium	Brigantine w/shield	2 + 1 dagger
3	50 G.S.	Medium w/barding	Chainmail	Any 4
4	75 G.S.	Heavy	Chain Mail w/shield	Any 5
5	100 G.S.	Heavy w/barding	Half Plate	Any 6
6	150 G.S.	Destrier	Half Plate w/shield	Any 7
7	200 G.S.	Destrier w/barding	Full Plate	Any 8
8	250 G.S.	Paladin's choice	Full Plate w/shield	Any 9
9	350 G.S.	Paladin's choice	Paladin's choice	Any 10
10	500 G.S.	Paladin's choice	Paladin's choice	Any 12



EL 10: "Dispel Disease/Sickness", once per day. Per the priestly magiks.

EL 20: "True Seeing," for one hour plus an additional hour per each EL above 20, once per day only.

EL 50: "Death Breaker," once per day. Per the priestly magik.

All healing and curing is by the laying on of hands and force of will alone.

WITCH HUNTER

The witch hunter is a person obsessed for whatever reason with the total obliteration of evil in all of its forms, but in particular pagan evils. They are also able to utilize certain magiks through the grace of their god(s) because of their unflinching devotion to him or her, or it, or them, and in some ways are like priests, though untrained. Being religious fanatics gives them the equivalent attack bonus and defense minus of a berserker during combat, +20 ABF, and -15 DBF. The righteous fury works only versus evil, or against the clear-cut enemies of the religion of the character.

Witch hunters have the natural ability to sense the following: undead, possession, evil, were-creatures, and magik of all sorts. The ability is good within a 90' radius both indoors and outdoors. It has a base 20% chance of being successful at EL 1 and increases 5% per each additional EL gained thereafter. No obstruction except certain prismatic barriers can block this sense; the witch hunter uses it to track and follow his quarry much like a bloodhound tracks a criminal. However, it requires complete concentration.

The witch hunter may, at the GM's discretion, safely handle cursed artifacts for brief periods of time, usually long enough to attempt their destruction.

They are never afraid, nor does their morale ever falter regardless of who or what they face, with the sole exceptions of Greater Demons or Avatars of Gods. Even then there is only a 5% chance they will become afraid or lose heart. If the roll is failed, it is re-rolled each melee round until it is regained. They don't stay scared for very long!

They have a natural +15 MRS vs. all forms of direct magikal effects and undead attacks. They are always +5 BF in combat against the undead at ELs 1 through 5. This increases to +10 BF for ELs 6 through 10 and is a maximum of +15 BF for ELs greater than 10.

The witch hunter absolutely cannot retreat from anything evil or pagan. He must stay to try to destroy it utterly, or die in the attempt. The GM must strictly enforce this rule.

In all other ways witch hunters are like warriors. Their religion is the one true way, all others being foul heresies worthy of, at best, contempt, and at worst, purification by destruction!

They can and do hide their true feelings in order to get at pagan altars and artifacts so they can trash them. Witch hunters are devious indeed in the cause and great calling of religious fervor! In their view, the ends almost always justify the means. The witch hunter will do whatever is necessary to help him on his holy quest, even befriend unbelievers.

Due to their rigid narrow-mindedness, their CHAR score is always -5 when dealing with people not of their own religion. With paladins of any religion their CHAR score is +5 as they see like minds, even if not like beliefs. But paladins and witch hunters of opposed religions are natural enemies, like a mongoose and a cobra.

They frequently take vows of poverty so they never keep more than 10 G.S. at any one time nor more than one magikal item of each type. All good excess is given to their temples and all evil stuff is destroyed on the spot, if possible. If that is not possible, they will dispose of it in a deep river, ocean or some other inaccessible place so as to deny it to the forces of evil.

The witch hunter is not stupid, just arrogant, with an EGO range of 14-19; characters who start out below that range should be adjusted by the GM accordingly. They will travel with people who are not of their own religion so long as said people are not evil or are not followers of an evil god. They will be cold and aloof and usually highly disapproving of pagan ways, even though they know most of the world does not have their conviction and righteous strength.

The witch hunter can be of any good religion, but the Christian and Holy Warrior beliefs seem to fit them best. They can wear armor and use any kind of weapons, but tend, by inclination, to prefer leather or brigantine half armors and heavy rapiers, estocs or other types of smaller swords. Most use a light crossbow, a few use the heavier types and none ever use technological items as they consider those vile abominations and the handiwork of demons.

They acquire mana somewhat like a priest but in the amount of only 10 mana points to start and only 1 mana point per EL gained thereafter, thus they have less mana than priests. Witch hunters are very susceptible to diseases (-15% save) and all forms of poisons and venoms (-10% save).

Each may know any three OP 1 priestly magiks they choose at EL 1, gaining another OP 1 spell or ritual each three ELs they gain beyond EL 1.

They have many special talents which are counter-balanced by their arrogance, inability to retreat, narrow-mindedness, righteous fury and other limiting factors. They are nonetheless easy to play and great fun! Humans are the most frequent witch hunters, while occasionally Amazons, Dwarves and even Urukks are. Elves and Hobbits never become witch hunters and most barbar-



ians dislike them intensely. Finally, most Orcs view witch hunters with reverent awe. No one knows why; it is just one more bit of the witch hunter mystique.

Witch hunters do not wear robes or other priestly garb but do prefer entire outfits of black or grey and occasionally brown or green. Some even have silver or gold accouterments, but this is extremely rare, as most prefer somber clothing which befits their special place in life.

Witch Hunter Special Abilities

- EL 1: Aura of Protection from all things Evil, usable three times daily per each 2 ELs they are.
- EL 2: The Sensing of those Doors and Portals Most Hidden, usable two times daily per each EL gained hereafter.
- EL 3: Holy Bless (but only those of their religion), usable once daily per each EL gained hereafter.
- EL 4: Speak in Tongues, usable once daily per each 2 ELs gained hereafter.
- EL 5: Righteous Prayer, usable once per day only.
- EL 8: The Eyes of Glory (this has a 25% chance of happening all by itself whenever the witch hunter goes into a righteous fury!), usable once daily per each 2 ELs gained hereafter.
- EL 10: Dispell!, usable once daily per each 3 ELs gained hereafter.
- EL 12: Heavenly Strength, usable once per day only.
- EL 15: Death Voice, usable once per each 2 ELs gained hereafter.
- EL 20: The Removal of Curses and other Evil Sendings, usable once per day only.
- EL 25: The Casting Down of Gates and Mystik Portals, usable once per day.

The Special Abilities

These special abilities have no mana cost to the witch hunter. They are freely granted by their gods because of their zeal and strong conviction. They have all of the time requirements and other parameters of the magiks of the same designation.

Aura of Protection from All Things Evil: A 3' radius of pale blue-white light that nothing evil of 50 HP in size or less can physically enter. The aura will remain in effect, travelling with the witch hunter, for 1 melee round per each CON point they have. For each EL above first they gain, another 5 HP in size of evil being can be kept at bay. Evil things get no save versus this effect unless they are Demon Lords or worse. Even then there is only a 5% chance it will not affect them. It's God-powered, remember?

Casting Down Gates, etc.: This, once again, channels his god's anger and power to destroy any arcane or

mystik gate, portal or other such dimensional artifacts. Range is 30', and the effect is accompanied by coruscating streams of light fanning out from the witch hunter's hands (for 1D100 seconds) and, strangely enough, the sounds of myriads of bells, pealing like very thunder! Doing this has three results: the base 75% chance of destroying the gate in question (plus or minus according to its power, at the GM's discretion); a physical collapse of the witch hunter for 1D100 minutes (semi-comatose) and, if the gate is destroyed, a 50% chance for the gold-darndest mystik explosion this side of the silver moon! GM adjudication is required here, of course. Oh, the base success chance improves by 5% per each three ELs gained beyond EL 25.

Curse, etc. Removal: This is where the witch hunter lays on hands and channels the wrath of his god(s) through him in order to destroy any curse or drive out any evil from a possessed person, etc. The chance of success is a base 45% plus or minus depending upon the EL or OP of the evil in question and at the GM's discretion. This success chance increases by 2% per each EL gained above EL 20.

Death Voice: The witch hunter asks his god(s) to intervene and let him speak to the spirit and soul of one now departed. There is no time limit to how long the dead person has been thus, but substantial physical remains (body, bones, etc.) must be present for it to work. The GM starts with a 100% success chance for all dead less than an hour and reduces it from there. For example a mummy some 3,000 years old might have a mere 5% chance of answering, or a skeleton 600 years old a 15% chance. Those who do answer are not obliged to speak the truth or do much at all if they choose not to. This conversation will last for one minute plus one minute per each above EL 15 they gain.

Dispell!: Per the normal magikal work of this name.

Eyes of Glory: The witch hunter's eyes emit bright, blue-white search light-like beams of light out to 180' for 11-20 melee rounds plus one melee round per each above EL 8 they gain.

Heavenly Strength: For one minute per each CON point they have, the witch hunter calls upon his god(s) for strength and has his STR score increased by 1D10 points in 1D10 seconds afterwards. The duration may never be increased.

Hidden Door or Portal Sensing: Simply put, the witch hunter has a base 65% chance of sensing where a secret door, etc. may be within a 30' radius. The



success chance improves by 3% per each three ELs they gain above EL 2.

Holy Bless: Per the Priestly effect in all ways.

Righteous Prayer: Per Priestly Prayer rituals.

Speak in Tongues: For one hour the witch hunter may hear and understand as well as fluently speak any language he has heard. This duration never increases.

FORESTER

This is someone who elects to live away from cities and towns and who usually prefers a solitary life. He is trained and hired by the lords and nobles of the land to patrol the forests and other wild places, keeping them as safe as possible. Those in service to the king are called The Royal Borderers. Foresters begin their training about age six and graduate ten years later into a two-year survival test, which is spent entirely alone in some deep and far away forest.

Foresters act as guides and scouts and hunt and trap for the nobles upon whose land they live. Many patrol the border lands in direct hire to the king or other rulers of the land, and will act as trip-wire sentries to outside invaders. They like to move fast and quiet so they never wear armor of any kind, except in Royal Service during time of war. Then and only then will they wear soft leather half-armor. They can travel one-third farther on foot each day than others of their races, and for twice as long without rest.

All foresters may permanently add one point each to their CON, STR, and AGIL scores and have a 30% base chance of tracking or trailing, regardless of how old the spoor may be. This increases at 3% per EL earned. He also, like the barbarian, has 5% added to his base chance of sensing surprise and ambush. Foresters and Elves usually get along very well, being of sympathetic hearts.

All foresters are competent (+10%) with any kind of non-mechanical bow and are +20% with their primary weapon if it is a bow.

For game purposes, consider the forester to have been let go for budgetary or other reasons and now free to consider working for a new master.

Foresters acquire certain special abilities as they progress in experience in the craft, as shown on the following list.

Forester Special Abilities

- EL 4: Add 15% to the base ability to sense surprise and ambush.
- EL 8: Add 5% to hit with any non-mechanical bow and add 5% to hearing.
- EL 10: Have a weather sense; can predict the next day's weather at 50% accuracy, +2% per EL hereafter, once per day.

EL 12: May converse with any four kinds of animals, plus one more kind per each 2 ELs hereafter, with 90% comprehension.

EL 20: Converse with plants per the EL 12 animals ability and with 75% comprehension.

EL 50: Become the equivalent of an EL 1 Druid for all healing types of magik. Mana is derived from STR; a 15 STR equals 15 mana points. You may increase one EL druidically for each four more earned as a forester.

How Foresters Came to Be

Because the land was so large, and the people so few, there were many dangerous and little-known places close to the settled areas. These areas hid some very nasty and strange creatures, some of which were but legends to most. Usually these creatures were willing to let man go his way, but even today a few still hunt what they consider to be their natural prey.

The foresters owe their existence to the historic Accords of Arduin, wrought over 1,700 years ago. To foresters a sacred trust was put: To guard the lives and lands of men. This trust has never been broken, and this small force of dedicated people has hunted down and chased off many a monster and evil brigand during these long years. Only some 2,000 strong today, these few are experts in everything from survival to tracking, as well as being fell warriors. They will not interfere with internal politics or dynastic warfare, and in fact only get involved in wars with outsiders as free-lance scouts and raiders. This tradition has never been broken. Another of their traditions is that the foresters can be joined by any race, creed or kind so long as they meet the standards and the tenets of the forester code. Thus it is not unknown for a Hobbit or Dwarf to be a forester, although it is rare. Legend has it that 200 years ago even a Half-Orc was a forester, and a good one at that.

The foresters are known by the green star-shaped gem permanently embedded in their forehead, something that has been impossible to duplicate by any but the foresters themselves. This gem is the direct link to the life and land they so dearly love. And in forest or virgin territory that gem will also regenerate a forester at 1 HP of any damage per minute to a maximum number each day equal to their CON score added to their EL. Thus an EL 7 forester with a CON score of 16 can be healed for as many as 23 HP in one 25-hour Arduinian day. This healing is also retroactive so that any damage done, say, in a city where the gem won't work, can be healed later once the stricken forester has gotten to growing green ground. Through this strange organic gem a forester is kept safe from all disease naturally caused, regardless of where this may be!



They simply do not get sick, though they will suffer the disabilities and failing health of old age in the normal course of events.

Finally, when they die, they are buried and from the gem a huge, full grown tree will spring forth in only a year (15 months in Arduin). The type it will be depends on the forester's home tree which he chose at his graduation.

BEAST MASTER

This new character type occurs on only a 3% chance during initial character generation. The GM probably should not allow more than one in any particular adventure.

The Beast Master uses his psychic power and force of will to control and become family with one or more animals. This bonding is unbreakable, short of the death of either man or beast.

The bonding of Beast Master to animal starts at the animal's birth, or no later than one week afterwards, and requires intense concentration, love and great patience. Depending upon the individual animal's own life span, the training period will last one, two, three or even more years; the longer the life span the longer bonding takes.

Beast Masters are so attuned to their family of animals that, with a little concentration, they can completely feel all that any one individual is feeling, know if it's hurt or sick, sad or happy, everything about said creature. With intense concentration and higher ELs the Beast Master can "put on the skin" of one of his family; by that means, he may sense all that they do, whether scent, sound or even psychic impression.

Beast Masters usually specialize in one type of animal (e.g., wolves, falcons, etc.) to have in their family until they become of a higher EL. Even then they seldom have more than three to five types of different animals, all of which are generally compatible with each other, with ten individual animals the usual maximum, regardless of number of types involved.

Beast Masters have a small but very powerful brotherhood, generally prefer the company of animals to men and to outside eyes seem to have many of the attributes of the animals with which they share their lives. They sometimes hire themselves out as scouts for caravans, armies, or even groups of adventurers wealthy enough to afford their services. More often than not, however, they train animals for sale to other people.

As animal trainers, they know no peer and are frequently found in a high lord's household, training his warhorses, falcons and hounds on a contract basis. They never sell the animals to which they are bonded. Those are, after all, family!

Beast Master Special Abilities

- EL 1: Acquisition of their psychic powers, bringing together their first family of one to three animals, not to exceed 40 HP in total size, speaking the tongue of one type of animal and acquiring another tongue each two ELs hereafter (but specific tongues only, such as bear, dog, bird, etc.).
- EL 2: Putting on the skin with a 5% chance of success, to be attempted no more than once per hour; the success chance will improve by 5% per EL earned hereafter, to a maximum of 99%. Add 5% to hearing ability, and add another single animal to the family.
- EL 4: Add another single animal to the family.
- EL 6: Empathic healing of light wounds only of their family, by the Beast Master taking said wounds unto himself; add another 5% to his hearing ability.
- EL 8: Become able to sense smell like an animal at a 15% base chance or increased chance of success, increasing by 3% each EL earned hereafter. See Table 32, Character Senses, for details.
- EL 10: Add 5% to his normal daytime ability to see (range, clarity, etc.).
- EL 12: At this EL he can exceed his five per family limit and add another single animal to his family; add 5% to his ability to see in the dark like any animal in his family.
- EL 15: Add another single animal to his family, empathic healing of serious wounds of his family, up to half damage, as per the EL 6 ability; add 1 permanently to his EGO score.
- EL 20: Add another single animal to his family; add another 5% to both his normal daylight and night time vision capability; add another 5% to his hearing ability, add 5 to ABF with any single weapon.
- EL 25: Add another single animal to his family.
- EL 40: Add 1 to his WIS score permanently.
- EL 50: At this EL add 10% to his save versus psychic attack, plus 1% per each succeeding EL, to a maximum of 99%.
- EL 60: Add another 1 to his WIS score permanently.
- EL 70: Become able to empathically cure the diseases and illness of his family by taking them into himself.
- EL 80: Add 5 to his BF score.
- EL 90: Add 3 more animals to his family and the ability to telepathically communicate with any Beast Master anywhere upon the world at will, regardless of range, so long as they know each other.



Optional Rule: For each 4 ELs he is, any Beast Master can, through his training, verbal commands and sheer presence, control 12 animals so long as they have been trained by him, they are of the same type as his family, he is not ill or injured to any degree they would easily notice. The chance of success for their obeying his commands is 88%, plus 1% per each EL he gains above EL 1. Thus at EL 13 and above he would have a 99% chance of success. There's always that 1% chance they'll not listen. Each failed command can be reordered as fast as he can speak.

THIEF

These character types are members of a highly-organized and, in most worlds, legal guild of much power and influence. This guild keeps a strict control upon its members, raking off 15% of their earnings, but in return, providing much-needed services for the individual thief. The guild provides everything from room and board, to legal services where needed, and even sets up completely planned jobs for which it receives half the take. This guild is an every day fact of life for most Arduinians.

The guild allows merchants, nobles and others who can afford it to purchase protection from their members, which guarantees their safety from robbery or burglary, for such properties as have been protected. Each warehouse, estate or whatever will have a small brass pig as a guild-marked warning plaque at each corner; all guild members must respect its protection upon pain of severe punishment by the guild. This is called paying the pig. This squeeze is the guild's main income and, as such, is heavily taxed which makes the rulers of the land very happy. Thus the rich and powerful citizens are happy, the king is happy and the Thieves' Guild is happy. Everybody makes money.

However, never forget that any thief caught in the act at an unprotected site is liable for all the punishment that the law provides. Just because the guild is allowed to operate does not mean they won't be punished if caught! That's what makes the playing of these types of characters at once exciting and dangerous. So only those brave enough to risk the possible consequences should play them. There is a bright side, however; in Arduinn if a thief can get back to his guild hall with his purloined items, then he is thereafter no longer legally liable for what he's done. It doesn't mean the victim won't try to, shall we say, chastise him severely. It just means that the law can't and won't touch him. So most thieves tend to be very fast, if you catch my drift.

A thief, though he can fight if necessary, is not a warrior and should never be thrown into situations where the only possible outcome is combat. A thief's job is to open doors, treasure chests and other locked closures, as well as to disarm any mechanical traps which may be protecting

them. Thieves are also used, occasionally, as a sneak thief and spy where a direct frontal assault is too dangerous. By inclination and training the thief never wears or carries anything that will encumber or slow him down. Thus bows, crossbows, shields, heavy armor like chain mail or plate, etc. are rarely, if ever, used. Weaponry choices are as varied as the individual but tend to be such things as rapiers, short swords, daggers, throwing knives and the like; no pole arms. Half armors of soft leather are the standard thiefling garb in really dangerous places and no armor is used most other times. Quick getaways are the thief's forte and her choice of equipment will reflect this.

All beginning thieves acquire ten of the listed special abilities during their years of basic training. With each of these skills they have a base 20% chance of success. This success chance will increase by 2% per each EL they earn thereafter beyond the EL at which the skill was acquired, unless otherwise listed in the description of the skill. The novice thief can add 1D10% to any single one of his base ten skills to show his area of interest or natural inclination. This is a once-only bonus as he starts out, and will thereafter be his main area of interest as a thief. The player chooses which ten skills will be his basic set.

The thief will also have an option, each time he acquires another EL, of either choosing one new skill from the special skills list, at 20% proficiency unless the skill write-up states otherwise, or adding 15% to his already-known skills. That is 15% total, so that means he could add it all to one skill, add 5% to three skills, add 9% to one and 6% to another and so on, as long as that 15% is not exceeded.

No matter how high a skill is, the thief will never have more than a 98% chance of success on any given task.

Thief Skills

* means the skill has a prerequisite skill. Whenever a prerequisite is listed, the character may not acquire the prerequisite and the successor skill at the same time, except that a thief may start with one skill that has another of his starting skills as a prerequisite.

Lockpicking: The ability to open doors, windows and other closures equipped with locks. Eight weeks of time is needed to learn this skill. See **Table 17** for details. Generally, higher level locks will be more difficult to open, which means that a skill of 100% in lockpicking may only give the character a 10% chance of picking a tenth level lock. Therefore, there is nothing wrong with the character eventually increasing his base percentage chance above 98%.

Pickpocketing: The ability to dip into purses, bags, etc. or to snatch items from marketplace stands surreptitiously. There is a 20% penalty if the bag or purse is closed, a 20% penalty if the bag is moving,



and a 40% penalty if the attempt is to pick a victim's interior pocket or other concealed location. All these penalties are cumulative.

Burglary: The ability to quietly and unobtrusively enter houses and other buildings if they are not locked, as well as to know how to efficiently loot the place in the minimum time.

***"Cat" Burglary:** The ability to quietly and unobtrusively enter the upper stories of buildings, using rope, grapnel, climbing spikes (both hand and foot), etc. Common Burglary with a 35% success chance is a prerequisite for learning this skill, as well as six weeks of time.

***Master Burglary:** The ability to climb unaided, house or building walls quietly and efficiently. It also teaches a thief how to ledge walk and run the roof tops at half to three-quarters his normal ground speed, respectively. The thief must be at least EL 4, have a minimum CF of 15 and already know Cat Burglary with at least a 35% success chance to acquire this ability. It takes seven weeks to learn. However there is a 5% chance that a fatal fall happened to the character while learning this skill (i.e., you're dead!).

Deactivation: The ability to probe locks and other closures and disarm such mechanical traps as may be present. Minor Lockpicking is a prerequisite for this skill. Characters with a 15+ RF get this skill free if they have Lockpicking.

Basic Palming and Sleight of Hand: The ability to palm small items such as gems, coins, or peas as in the shell game, rapidly and consistently. This is the classic "now you see it, now you don't" routine which is used to steal any portable item that is not nailed down. The basic success chance is increased by 5% per each CF point above 14 the thief has.

Concealment: The ability to hide, upon the thief's own person, small items such as gems, coins, and the like in such a manner as not to be readily found by anyone without the Close Search ability. The base success chance is 65%.

Close Search: The ability to find, in a fast and efficient manner, all items concealed upon a person in any manner or inside a treasure chest or other such pieces of furniture. The base success chance for this is 65%. Versus a person using concealment the base chance is only 45%.

Area Search: The ability to comb an area for secret doors, sliding panels, moving walls, etc. successfully. The area thus covered is 10' square per each full minute of time.

Forgery: The ability to copy signatures only, if an example is at hand for comparison. If operating solely from memory, there is a 20% penalty to the success chance. Falsifying simple documents with an original on hand is also at a 20% penalty. Complicated documents can be forged if an original is available, for a 40% penalty; the penalty is the same if attempting to forge a simple document from memory alone. Anything can be forged from memory alone at a 70% penalty. Eight weeks of time is required to learn this skill.

Stolen Goods Appraisal: The ability to tell, by close handling, the value of most common items to within a base 75% accuracy. This does not include the magikal worth of items which are magik, unless the magik is fully researched by a wizard or other individual competent in same; the accuracy for appraisal of magikal powers is accurate within a base of 55%. This skill requires ten weeks to learn.

***Fencing:** This ability to sell stolen goods gives the thief the required connections to be able to do so locally without going through the guild. It also gives him the ability to appraise those items, by handling, at a base 90% accuracy or to a 75% base accuracy by casual glance. In order to acquire this ability the character must be at least EL 5, have a minimum RF score of 15 and already have the Stolen Goods Appraisal skill with an 80% success chance. Each city, town or specific geographical area where this is separately learned requires 10 weeks of time.

Con Artist: This is the ability to make other people believe in what you're selling, whether it is a cheap ring's value, your innocence ("Gee, fella, I didn't steal that purse!") or the time of day. Conning is an important part of a thief's repertoire and should not be overlooked. It takes one week of time to learn per each RF point the thief has less than 21, with a two-week minimum.

Mapping: The ability to case a joint and then draw maps from memory outlining its interior layout, thus enhancing ability to plan jobs. However, the thief must have been inside or seen inside a place in order to do this. It's also a very useful ability to have while dungeon delving as it will help him find his way out again. This skill requires but one week of time to learn.

Disguises: The ability to change one's general appearance if a proper disguise kit is available. These disguises have a base 50% ability to fool people in a well-lit situation or 75% in a shadowy situation. At a



20% penalty, the character can even try to disguise himself without a disguise kit at hand. At a 60% penalty, the character using a kit can attempt to alter his appearance to look like almost anyone or anything, whether celebrity or nobody, Phraint, Saurig or Gnome! It needs 20 weeks of time to learn correctly.

Escape and Evasion: The ability to successfully avoid capture by using the idiosyncrasies of the area at hand to mislead and confuse pursuers. Escape and Evasion abilities are different and must be learned separately in small villages and towns versus cities, and in mountains versus forests or deserts, etc. So if you pick this skill at the start, you must choose the one where your character grew up. The only prerequisites for learning how to E&E in other areas is that you live in that type of area for at least one month. This ability adds a base of 20% to the listed E&E of the chart of the same name but only for the specific area learned. The base success chance is modified, once only at game start, by +5% per each number above 14 the character has after averaging his RF and CF scores.

Hiding in the Dark: As it says. This skill requires three weeks to learn.

***Hiding in Lighted Areas:** The ability of the thief to hide, using available materials or idiosyncrasies of each specific area, regardless of how well lit it is (i.e. hiding in broad daylight). In order to acquire this ability the thief must be at least EL 4, already know Hiding in the Dark with a 50% success chance and have a minimum RF score of 14. It takes seven weeks to learn this skill.

Silent Movement: The ability to walk slowly, in bare feet only, without making noise. Also includes how to set down all carried equipment to nullify clinks, squeaks,

clicks and other noises they usually make. At a 50% penalty, this may be attempted while running, wearing footgear and while fully armored.

Gymnastics: The ability to fall properly, receiving only half damage, tumble, roll, flip, etc. Permanently increases the thief's AGIL score by 1. This ability requires six months and 50 G.S. to learn

Thrown Weapons: The ability to use throwing blades and knives effectively and at +1 to MA if it's one of the thief's chosen weapon types already. This skill needs five weeks of time to learn. This skill increases at +2 to MA per EL advanced. At -25% to the MA, the thief can toss everything from regular daggers to broadswords effectively, again, so long as it is one of his chosen weapon types. Surprise! Catch this, sucker! Eight weeks are needed to learn this skill.

Wire Techniques: The ability to walk tight ropes, swing from place to place using the grapnel line and other rope or wire techniques. A minimum CF score of 15 is required to learn this ability. This skill takes five weeks to learn.

***Lying:** The ability to make people believe you no matter what the situation is (i.e., "Gee, my hand's in your money pouch because I dropped a ruby, and it fell in there, and, and, and...") This is much more difficult to master than the Con Artist ability, which is the prerequisite, with a 35% success chance for learning this skill. It takes ten weeks to learn.

The GM must exercise the greatest caution in allowing non-thieves to acquire these skills. For instance, a forester would have no reason to learn burglary. On the other hand, a courtesan might learn how to pick minor locks as a necessary part of her information-gathering profession. It will require logic and thought on the part of the GM to avoid abuse. However, that does not mean that if there is

Table 16
Physical Modifications to Thieflly Abilities

Ability	Modifier Score
Climbing	CF score
Hiding	CF and RF scores averaged
Sleight of Hand	CF score
Lockpicking, Deactivating	CF and RF scores averaged
Conning, Lying	RF and CHAR scores averaged
Pickpocketing	CF score



a good enough reason the GM should not allow an exception to the norm; just don't encourage it.

Each thief modifies his base success chance of performing the special abilities listed in **Table 16** once only, by +5% for each score above 13 he has and by -5% per each score of less than 8, as appropriate. Other modifiers, if any, are listed with each specific skill.

Elves and Deodanths get a +20% base to Concealment, +10% to Lie, +5% to Con, +20% to Escape and Evasion when out of doors, and +10% to Area Search.

Hobbits get a +20% to Palm and Sleight of Hand, +10% to Con, +5% to Lie, and +5% to Pickpocket.

Kobbits and Knoblines get a +20% to Lockpick, +10% to Pickpocket, +5% to Climb, and +15% to Escape and Evasion in their home environment.

Dwarves get a +20% to Deactivate, +10% to Lockpick, +5% to Climb, and +25% to Map.

Half Elves get a +10% to Concealment, +5% to Con, +5% to Burglary and +5% for Gymnastics.

Humans get +10% to Lie, but only to other Humans, +5% to Con, but again, only for other Humans, and +5% to Lie, to anyone besides other Humans.

Urukks, Orcs and Half-Orcs get +15% for Hiding and +5% to Escape and Evasion in any area.

Amazons get a +10% for Burglary, and +5% to Con; +10% to Con versus other females.

Goblins get a +15% to Hide, +10% to Escape and Evasion, only in less-well-lit areas, and +5% for Burglary.

Locks and Traps

The two greatest obstacles to thieves are the locks they have to open and the traps that often guard the locks. **Tables 17 and 18** covers the use and abuse of locks and traps.

The sophistication and reliability of both the traps and the locks are rated as first through tenth level. First level traps are the simplest and usually consist of such things as spring-loaded sword blades that snap out to impale the thief. First level locks are large, cumbersome things used mainly to keep honest people honest and don't pose much problem for thieves. A third level trap, a bit more complex, would probably be a spring-loaded steel needle capable of penetrating an armored gauntlet, usually coated in some form of poison. The third level lock is a problem to a thief but mainly in the time it takes to pick. An eighth level trap would perhaps consist of a fragile glass vial of deadly poison gas inside the lock ready to shatter when a clumsy thief tries to pick it. The eighth level lock is an intricate and complex problem for any thief. The best traps of tenth level can be anything the GM can think

of, but are guaranteed to be deadly! The locks of this level are real nightmares for the thief as they are deliberately designed to jam if anything but the proper key is used to try to open them. The following tables will give you general guidelines for using locks and traps in the game context.

The activation chance refers to the percent chance a trap has of going off while the thief is attempting to deactivate it. The delayed activation chance refers to the percentage chance a trap has, failing to go off immediately, or of going off 1D20 seconds later regardless of what the thief is doing. The reset chance indicates the percentage chance any trap has of resetting itself automatically within 1D20 seconds after it has fired. This D100 is rolled each time it fires until it has been deactivated, destroyed or it fails its percentage chance. Finally, all traps have their instant activation chance to go off if they have not been deactivated and an attempt is made to pick the lock they protect.

Frequency Found: how often a thief will run into each type of trap while plying his trade. In game play the GM simply rolls prior to the thief looking at the lock, if the GM has decided that the enclosure in question is trapped.

The most often encountered kind of trap (60%) is a poisoned, spring-loaded needle. Each level of lock would have 3D8 worth of poison. There are also spring-loaded swing-out blades (10%), automatic crossbow bolts (15%), electrical charges (5%), acid or poison gas sprays (10%), all connected to or near locks. There are also many odd and exotic traps that are encountered (5%), so it is all up to the GM and the luck of the dice.

Thieves' Tools

In Arduin the Thieves' Guild has come up with several specialized tools that are generally not known to the public at large. In game play, if a guild member saw a non-thief with one of these tools he'd try to get it back one way or another, as the tricks of the trade should not be known to non-guild members. Here they are:

The Snake: This bull-whip like device of some unknown silvery colored material is about 10' long and is usually worn wrapped around the waist or an arm. When snapped forward like a whip it stretches and extends to about 30' in length and four small rearward facing prongs or fangs pop out of the tip. It will wrap itself tightly around most anything it strikes that will allow such a round and round motion. The fangs hook themselves into the main body of the snake on the last wrap around thus locking the hold into place. Only a thief knows the secret of how to get the fangs to retract thus unlocking the grip, and as the snake is strong enough to support about 400 pounds and/or withstand a tearing pull of up to STR score of 24, it is most difficult to dislodge this device once it has set its fangs and wrapped something up. The snake is a well-

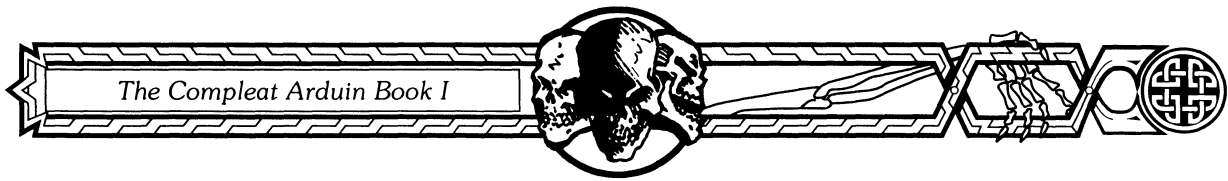


Table 17
Locks

Level of Lock	Required Time to Lockpick	Penalty to Pick	Jamming Chance	Purchase Cost	STR Requ'd to Break
1	10-30 seconds	0%	1%	1.5 G.S.	15
2	30-60 seconds	10%	2%	5 G.S.	16
3	1-2 minutes	20%	3%	15 G.S.	17
4	2-4 minutes	30%	5%	25 G.S.	18
5	3-5 minutes	40%	10%	35 G.S.	19
6	4-6 minutes	50%	15%	50 G.S.	20
7	5-10 minutes	60%	20%	75 G.S.	21
8	10-15 minutes	70%	30%	150 G.S.	24
9	15-30 minutes	80%	45%	300 G.S.	30
10	30-60 minutes	90%	60%	500+ G.S.	45

Table 18
Traps

Level of Trap	Required Time to Deactivate	Instant Activation Chance	Delayed Activation Chance	Trap Reset Chance	Frequency Found in Locks
1	30-60 seconds	30%	15%	1%	33%
2	1-2 minutes	40%	20%	3%	20%
3	2-4 minutes	50%	25%	5%	15%
4	3-5 minutes	60%	30%	10%	10%
5	5-10 minutes	70%	35%	20%	7%
6	10-15 minutes	80%	40%	30%	5%
7	15-20 minutes	85%	45%	40%	4%
8	20-25 minutes	90%	50%	50%	3%
9	25-30 minutes	95%	55%	60%	2%
10	30-60 minutes	100%	65%	65%	1%

known device used by EL 8 or higher thieves, and is generally only available at a cost of some 450-600 G.S. But those who own them won't sell them, prizing them too much, so availability at any given guild hall would be 5%, rolled for every 6 months or so. In battle consider it to be exactly like a bullwhip except for its locking function which, unfortunately, means it can be used only once without having to manually unlock the fangs.

Walkers: These are nothing more than large rubber suction cups with breaking levers set into them, on straps specifically designed to fit on hands, feet, knees or other requested body parts. Simply put, a person wearing walkers on hands and feet or knees can slowly go up even the sheerest and slickest of walls. However as the vacuum of each cup must be broken before it can be lifted free of

the surface and reset higher up, it is slow going. Maximum speed of ascent is about one of the wearer's body lengths per minute, less one second per each STR point they have, to a minimum allowable of 15 seconds per body length. As an example: a STR 16 thief 6' tall could move up a steel wall at 6' every 44 seconds. Moving across ceilings is at half this speed. This kind of gear is well known to all guild members and is used as needed, which is seldom. Such gear when generally available, costs 940 G.S. for two hand suction cups, and two for either the knees or the feet. Extra cups cost about 250 G.S. each. Needless to say, the use of this kind of equipment is dangerous, tiring and requires much practice. They are available to thieves of any EL on a 50% monthly chance.



Table 19A
Grappels: Maximum Supportable Weight

Size of Grappel	Iron	Bronze	Steel	Mithril Alloy	Adamantium Alloy	Orichalcum Alloy
Small	200 lbs	250 lbs	335 lbs	440 lbs	550 lbs	675 lbs
Medium	300 lbs	350 lbs	450 lbs	550 lbs	660 lbs	785 lbs
Large	400 lbs	500 lbs	625 lbs	750 lbs	880 lbs	1,000 lbs
Extra Large	500 lbs	600 lbs	800 lbs	1,000 lbs	1,200 lbs	1,350 lbs

Table 19B
Grappels: Other Attributes

Type of Grappel	Size	Weight	Cost	Notes
Small	3.5"	12 oz	13-22 SP	Usually three-pronged
Medium	5"	1.25 lb	18-37 SP	Three- or four-pronged
Large	8"	2 lbs	25-44 SP	Always four-pronged
Extra Large	12"	3 lbs	31-60 SP	Four- to six-pronged

Table 20
Maximum STR Resistance of Crowbar

Size of Crowbar	Iron	Bronze	Steel	Mithril Alloy	Adamantium Alloy	Orichalcum Alloy
Small	16	17	21	25	28	30
Medium	19	20	24	28	31	33
Large	21	22	26	30	33	35
Extra Large	22	23	27	31	34	36

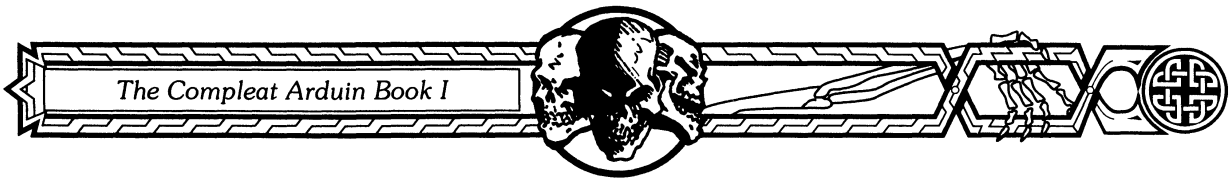


Table 21
CF Check While Forcing Door

Try	Unassisted	W/Crowbar	STR Adjustment For Breakage Check
1st	5%	15%	-
2nd	25%	45%	+4
3rd	45%	75%	+8

The Petite Rose or Iron Rose: This is a grapnel, usually of enameled steel, that folds into a small flowerlike pattern about 3" across. It is frequently worn as a cloak clasp, belt buckle or some other similar ornament. The line most often used with this device is spider silk, but other materials are occasionally used. The rose, once locked open in its 5.5" diameter size, is capable of supporting only some 300 pounds, if made of steel. This style of grapnel is very popular with guild members of all ELs, but due to its 250+ G.S. cost it is most often found in the hands of members of EL 8 or more. Figure it to be available through the guild hall on a 35% chance, rolled for bi-monthly.

Grapnels & Crowbars

Standard Grapnels, Non-Folding: These can be of bronze, iron, steel or other such construction and are most often attached to hemp rope or braided leather thongs. Iron weighs 10% more than steel but about 5% less than bronze. The alloys are all primarily steel with only about 1-3% of the other metals noted mixed in to add strength. Yes, they are available to the general public, but seldom used by them. The prices listed above are for an iron grapnel, bronze is 10% more than that; steel 20% more; mithril alloy is double the price of steel; adamantium alloy is double that price; and orichalcum alloy is triple the price of adamantium alloy! This same ratio holds true for the crowbars listed in the next section.

The Dwarf's Arm: This is a 6- to 8-inch long telescoping crowbar of a high-technology titanium, steel and adamantium alloy available only through the University of Technology at a cost of 1,050-1,220 G.S.! This device, when snapped sharply forward, will triple its length to 18 to 24 inches depending upon its original size, and will lock into this position. Only the Thieves Guild and a few technos know how to lock or unlock this device. It is capable of withstanding a STR of 35 in full exertion without bending or breaking. A STR of 36 to 37 will bend it and only a STR of 38+ can actually break it. The device is very popular with the higher echelons of the Thieves'

Guild EL, 12+. It looks like a small bluish silver hand and arm! Consider it available only on a 5% chance, rolled for every 9 months or so, and never more than one at a time.

Standard Crowbars Non-Folding/Telescoping: Crowbars come in four standard sizes: small 20 to 24", and 2 to 3 lbs; medium 30 to 36", and 3 to 4 lbs; large 42 to 48", and 4 to 6 lbs; extra large 50 to 70", and 7 to 10 lbs. These last are usually called breaker bars or wrecking poles. Cost for an iron one runs about 9-15 SP, 12-20 SP, 18-27 SP and 25-40 SP respectively. See the entry on grapnels above for pricing of crowbars from other alloys. Each crowbar will resist bending to the STR listed in Table 20, bend on the next two STR numbers higher and break on the third number above that listed.

There is a percent chance of losing one's balance and having to make a CF roll on any failed attempt to force a door; see Table 21. To check for breakage in second and third opening tries, use Table 20 with the STR adjusted as noted in the last column, whether the door opens or not. Only three tries are allowed per door per game. Failure means it's stuck!

BARD

Bards are usually accepted wherever they travel and have a special place in the hearts of people. Still, if a bard is a guest in someone's house, the family usually keeps one eye on their daughters and the other on the silver! This is because some bards are also thieves as well, though not all. They just have that reputation.

Bards prefer speed and retreat to armor, which they never wear, beyond perhaps light leather, and they wield the lighter weapons like rapiers and daggers.

To be a bard, a character must have a CF of at least 14, and a minimum CHAR of 14 as well. For each point on their CHAR score above the minimum requirement the bard receives +3% to his base earning chance. For each point on his CF score above his minimum requirement, he receives another 1% to that base earning chance.

All bards are able to function, in a small way, as rune singers, but at only one fifth their bardic EL. I.e. an EL 5 bard could act as an EL 1 Rune Singer. However, this involves trial and error for them; they have a base 65% chance of having a magik fumble the first time they try a particular song-spell; thereafter, the chance of fumble decreases 10% per successful casting, to a minimum of 1%. The base chance decreases by only 2% per each EL the bard attains in rune singer ability. So an EL 10 bard who is equivalent to an EL 2 Rune Singer, would have a first-time fumble chance of 65%, less 4% for the 2nd EL of rune singer equivalency, or a rather horrendous 61%. While bards can be foolhardy, this is likely to provoke



Table 22
Bard Performance Table

Area Being Played	Modifier	Earnings
Extremely poverty stricken area	-10%	Room & board, 1D6 CP
Very poor area	-5%	Room & board, 1D10 CP
Poor Area	-2%	Room & board, 1D20 CP
Small villages or hamlets	+20%	Room & board, 1D4 SP
Moderate sized villages	+15%	Room, board & 1D6 SP
Large villages	+10%	Occasionally room and board but always 1D8 SP
Small towns	+5%	Occasionally room and board but always 1D10 SP
Moderate sized towns	+2%	Occasionally room and board but always 1D12 SP
Large towns	+1%	Occasionally room and board but always 2D6 SP
Small cities	-1%	1D10+5 SP only
Moderate sized cities	-3%	1D10+10 SP only

caution even in them. As a consequence of their limited abilities with magik, they tend to be jealous of Rune Singers and do not get on well with them.

Bards are also slightly competent with music-related magik. For a complete discussion of the meaning of competence, see the Definitions preceding the Special Ability Tables in Chapter 4. Music-related magik means magik where music is the object, such as playing a magikal harp, or using a spell that enhances one's ability to sing, etc. This is the only case where the Bard will perform like a true rune singer without the performance penalties outlined above for song-spells.

Bards belong to the famous, world-wide College of Bards which functions much like the other guilds and colleges, i.e., providing lodging for destitute members, etc. Within the college archives there is a vast knowledge of past events, treasure, adventure, etc. all locked in the rhyme and song of ages past. Bards are not stupid; they train for a minimum of 10 years, often 20 years or more, learning to sing, act, mime and to play one musical instrument for each 4 points of RF they have. They have access to all those songs and poems of glories and tragedies of the past, so they are probably more cognizant than most of what's going on in the world and why. This is because it's all there, the real world, put to song and story for any with ears to hear! And the bard always listens.

Bards are people who travel about using song and story to earn their living. As they travel from place to place they utilize every kind of musical talent to tell the common folk of the events and gossip they have seen and heard. Poetry, rhyme, comedy and standard song, accompanied by

music from one or more musical instruments is the bard's stock and trade. Using these, the starting bard has a base 20% chance of earning his way as outlined below, for a minimum hour-long performance usually played in two separate 30 minute sets. Add together factors as appropriate to represent individual situations. For instance, a bard may play in a poor, small village, but be playing for the local nobility. Plusses or minuses may cancel each other out or otherwise modify each other at GM's discretion. The base chance increases by 3% per each EL earned. Bards also get a 2% bonus for every point their CF is over 15, and any morale bonus specified in the Charisma Table.

Bard Special Abilities

- EL 3: A base 5% chance +3% per EL hereafter of wooing the opposite gender by song. May sing basic wards.
- EL 5: A base 5% chance +3% per EL hereafter of calming all frightened or wild animals in a 30' radius, by song and music.
- EL 8: Play well enough to get +3 SP per performance, or +3 GS with nobility, per performance. May sing intermediate wards.
- EL 15: May boost morale naturally as a rune singer does by playing appropriate music. May sing advanced wards.
- EL 25: Plays so well can always get +5 GS per performance, or +15 GS with nobility if the area can afford it.
- EL 50: Three times per day, can reduce all sonic attack, etc. effects by 51-100% by using appropriate musical counter sounds.



Because of his training in dance, mime and other physical entertainment skills, add 1 to the beginning bard's AGIL score once only.

All bards will speak five languages other than Arduinian, plus one additional per each RF point above 16 that they have. They usually choose High and Low Elven, Dwarven, Hobbitt, and the language of some foreign nation, perhaps one to which they intend to travel someday.

Here are twelve musical instruments often used by Arduinian Bards: guitar, xylophone, bagpipes, lute, recorder, hammered dulcimer, zither, harpsichord, mandolin, flute, lyre, pan pipes. You can let your beginning bard roll a D12 1-4 times to see which of the above instruments they can play at base 20% success rates. And don't worry if you roll duplicates—that just means your bard has a base proficiency of 40%/60%/80%, instead of knowing the additional instruments. Please! Feel free to expand or change this list for your own world.

Wards

Bards have the power to sing wards, acquired at EL 3, and enhanced at ELs 8 and 15. This is the one magikal power they have that Rune Singers cannot match or better. A ward is a 10' radius +3' per EL of protection. As long as the song or music continues, the ward will keep out all evil and undead things as noted below. It will also keep out 5 HP worth total of regular, non-sentient creatures per each EL of the bard (no save). Sentient creatures get a saving roll versus magik, or are kept at bay; roll each turn. Even demons and their ilk must save versus the advanced ward or be turned away. Bardic wards require no mana expenditure; they cost but a song!

<i>Type of Ward</i>	<i>Undead & Evil Types Kept at Bay</i>
Basic	All up to wraith in power, or 100 HP total
Intermediate	All up to vampyr in power or 200 HP total
Advanced	All types, regardless of potency, or 330 HP total

TRADER

Traders are a player class combining many of the facets of warriors, thieves, technos and normals, as well as possessing their own special abilities. Traders travel the world in search of items to buy and sell or trade. They will sell items for other players on a commission basis, ranging from 5-60%, and can always find out where the hard-to-find items can be bought. Through their powerful worldwide guild contacts they have access to all sorts of useful information. This includes caravan routes, last known locations of bandit bands, oases, mountain passes, who the fences are, which officials are on the take and for how

much, etc. They frequently bankroll and accompany adventurers for a large share of the loot and for a first option to buy artifacts, whether magikal or not. Many do so to raise money to found their own trading houses.

Traders generally use only leather or brigantine half armor with or without shield and wield shortswords, scimitars or an occasional rapier. They don't like to use pole arms or most missile weapons, but frequently employ mercs who do.

Traders must have an RF of at least 12 and a CON of at least 15.

Traders who never leave their homeland to trade via caravan or ship can never exceed EL 10. To get higher they must go where the action is. This is regardless of their in-country adventures.

Any beginning trader can read and understand magikal writing of up to OP 4 and instantly recognize higher OP writing as magik. By training, traders can also appraise the value of any item with 75% base accuracy, increasing by 2% per EL above the first.

They also have the ability to confabulate—talk fast and furiously in a logically persuasive manner. The base chance of overall success for this ability is 5%, which increases at 2% per EL to a 40% rate. Thereafter it is at 1% per EL up to the maximum allowable 50% rate of success. But they must be able to do this, without interruption, for a minimum of three full melee rounds, to be effective. Traders using this during a melee are liable to get a gut full of sword, so don't try it; it won't work! If the confabulation is successful, intelligent creatures subjected to it will either: (a) stand there confused as long as the talking continues (50% chance); (b) flee awkwardly in confused agitation (25% chance); or (c) actually be convinced to help the trader (25%).

All beginning traders may bargain when buying, selling or trading in commercial ventures. If successful, they will buy or sell the item(s) in question at a price 1D20% better than the normal listed cost. The base success chance for this is 5% but it increases by 5% per EL to a 40% success chance. Thereafter it increases at 2% per EL to its maximum chance for success of 50%. Thereafter, even if the trader fails to make his bargain, he is still good enough to get a 1-5% better deal.

All traders have a base 35% chance, increasing by 1% per earned EL, of knowing the right direction to travel—even without a map.

Trader Special Abilities

- EL 2: Acquire base thieflly lockpicking skill. This skill improves at 2% per EL gained.
- EL 4: Acquire the ability to use light crossbows at no penalty to Missile Attack (MA).



- EL 6: Become the equivalent of a third mate for sailing purposes.
- EL 8: Add 1 new language for each 6 months of study to a maximum of 5, plus 1 for each RF point above 17 you have.
- EL 10: Become equivalent to a second mate for sailing purposes.
- EL 12: Acquire the ability to use heavy crossbows at no penalty to Missile Attack (MA).
- EL 15: Become a first mate for sailing purposes.
- EL 20: Learn up to 5 more languages, the same way as at EL 8.
- EL 30: Become a sea captain equivalent, or guildmaster of a large town or city, if such a post is available.
- EL 50: Become equivalent to an EL 1 master of illusion.*

* This is not gained unless your campaign world/game cultures and GM allow it. Mostly those traders from the Rainbow Isles and other southern oceanic areas will, if GM-allowed, have this skill.

Optional Rules: Give each beginning Trader one spoken language other than his native tongue for each five full RF points he has. Thus an RF 14 character would get two languages and an RF 17 one would get three. For each three thus learned, let one also be so well learned as to include the reading and writing of same.

Let each beginning Trader have studied and mastered the knowledge of any one nation other than his own. He would thus have a base 75% chance, plus 3% per EL gained, of knowing any generally available information about said country, its weather, flora, fauna, bandits, oases, politics and so on.

COURTESAN

This is probably the most misunderstood character class in FRP gaming, and one that deserves more recognition than it has received in the past. Do not misconstrue just what a courtesan is, for she, or he in those cultures where there is the demand, is not a common street walker! The Japanese geisha is perhaps the closest analog to the Arduinian courtesan. Courtesans are, instead, highly skilled members of a rich and powerful guild that is world-wide in its operations. A courtesan not only has to be beautiful (a minimum 15 CHAR score) but must be able to sing like a bard, dance like an acrobat, conduct business like a trader, concoct love potions like an alchemist, gather information and spy like a ninja and be able to mingle easily with kings or beggars as necessary. Thus courtesans must have a minimum RF score of 13. These are no simpering play toys!

While not combative by nature, all courtesans are +5 BF with the long, thin stilettos which are their trademark.

These are usually contrived into hair pins or ornaments and thus hidden quite openly.

Their guild, of course, receives 15% of all their earnings, but in return provides job procurement, room and board if needed, legal counsel and other perks.

The courtesans' close-knit and very secret intelligence gathering network is highly respected by knowledgeable people in the highest circles of power. And that network is used frequently by those very same people. There's not much the dedicated courtesan cannot find out given enough time.

A courtesan receives up to 10 G.S. per EL she has attained for performing her love arts; an EL 10 courtesan could ask for, and would receive, 100 G.S. for one night of work! Thus, her clientele is pretty exclusive. However, she usually works all night for that pay. Her client has no right to force her to do anything if she is not willing, though she might do something distasteful if she felt the price was right.

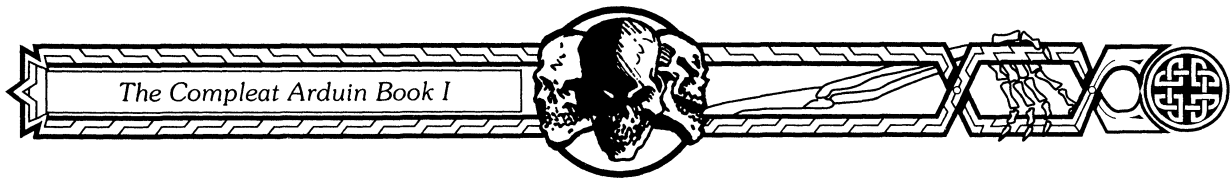
Courtesans are some of the richest people in the land, and with good reason. You better believe that they work hard to earn it, too! Courtesan's work is not simple, but it could be anything from providing companionship, reciting poetry, telling stories, singing, dancing, using her love arts or any or all of those things in any combination. The courtesan is an expert masseuse, good with children and can be hired as nanny for them, erudite in all manner of subjects, is a master chef (sometimes hired for that reason alone), and might have many other skills as well. In short, courtesans are the perfect companion for any occasion. Nonetheless, they are always suspect when they are around men of power because of their clandestine skills. Courtesans wield much power behind the scenes. They are amazingly fun characters to play. Never underestimate one!

As courtesans may not wish in all cases to have their profession known, many of those who travel will pose as bards, though they will have to rely solely on their entertainment skills, not having bardic music-related magik to assist them. Less frequently, they will pose as herbalists or thieves, though these professions carry their own perils!

Courtesans permanently add two to their beginning AGIL score, once only.

Courtesan Special Abilities

- EL 1: Concoct 1st through 3rd OP Love Potions.
- EL 2: Concoct 1st OP Eros Perfume and 1st OP Sleep Drafts. Add 5% to all musical abilities.
- EL 3: Concoct 4th through 6th OP Love Potions and 2nd OP Sleep Drafts. Add one new language, both spoken and written.
- EL 4: Concoct 2nd OP Eros Perfume and 3rd OP Sleep Draughts. Get base thievery lock pick ability. It will go up at 1% per EL gain hereafter.



- EL 5: Concoct 1st OP Aphrodisiac Potions and 4th through 6th OP Sleep Drafts. Add another new language, both spoken and written.
- EL 6: Add 2 to CHAR score through dress and manner and concoct 1st through 3rd OP Truth Potions. Add the EL 1 Trader's ability to haggle.
- EL 7: The ability to concoct 7th through 9th OP Love Potions and 7th through 9th OP Sleep Drafts. Add another language, both spoken and written.
- EL 8: Add 1 to stiletto attacks, concoct 3rd OP Eros Perfume. Add 5% to all musical abilities.
- EL 9: The ability to concoct 2nd OP Aphrodisiacs and OP 10 Sleep Drafts. Add another language, both spoken and written.
- EL 10: The ability to concoct 4th through 6th OP Truth Potions.
- EL 12: 10th through 12th OP Love Potions may be made. Add the base thieflly ability of sleight of hand. It will go up at 1% per EL gain hereafter.
- EL 15: The ability to concoct 3rd OP Aphrodisiacs and 11th through 13th OP Sleep Drafts. Add 5 to base BF.
- EL 20: Add 2 to CHAR score through dress and manner, can concoct 7th through 10th Truth Potions and 14th OP Sleep Drafts.
- EL 25: The ability to concoct OP 4 Eros Perfume, 15th and 16th OP Sleep Drafts, and permanently add 1 to AGIL score. Add another new language, both spoken and written.
- EL 30: The ability to concoct 13th through 20th OP Love Potions and 17th through 19th OP Sleep Drafts. Add base thieflly pickpocketing abilities. It will go up at 1% per EL gain hereafter.
- EL 40: The ability to concoct 11th through 20th OP Truth Potions and add EL 1 thieflly deactivating abilities.
- EL 50: The ability to concoct 5th OP Eros Perfume and 20th OP Sleep Drafts. Add another three languages, both spoken and written.
- EL 75: The ability to concoct 4th OP Aphrodisiacs and cosmetics, etc. that add 5 to the CHAR score. However at this point it goes beyond normal beauty, if it hasn't already.

Each of these skills requires 1-10 weeks of study at the Courtesans' Guild Hall. It is not automatic; this simply shows the earliest point at which the courtesan can begin training in the particular skill.

Optional Rule: Courtesans begin with the following three thieflly skills and progress (from a 20% base proficiency) at +2% per EL gained. These skills are:

Disguises: They are -25% at all types of disguise as compared with the thief of equivalent ELs in the skill.

Close Search: They can try for "Area Search" at EL 6 but only have a 25% chance of gaining it (+2% per EL thereafter) and so on and so forth.

Concealment: The courtesan's base success chance for this is only 40%.

Courtesan Potions and Philters

Love Potion: The drinker saves at -15% versus poison or fall in love with the first person he sees after it takes effect (1D10 melee rounds). The infatuation lasts one full day per each dose administered per each OP it is. This potion costs 100 G.S. per dose per OP it is to brew up and stays potent for only one week in its vial. For example: four doses of OP 4 love potion would cost 1,600 G.S.! Love don't come cheap, kiddo!

Aphrodisiac: This causes the drinker to save at -25% versus poison or become immediately aroused. Its effect lasts four hours per dose and per each OP the dose is. This potion costs 50 G.S. per dose per OP it is to brew up and stays potent for one month only in its vial (i.e. one dose of OP 6 Aphrodisiac would cost 300 G.S.).

Eros Perfume: This perfume is an olfactory aphrodisiac which affects all characters up to EL 5 in a 10' radius around its wearer exactly like the aphrodisiac potion does. Each OP the dose is adds 5 ELs to the EL it will affect and another 10' in its radius of effect. Thus OP 5 Eros Perfume would affect all characters up to EL 25 in a 50' radius around the wearer! Saves versus poison must be considered, however. All of the perfumes, regardless of OP, last only one hour after application and must be used within four hours of their concoction to be effective. Those who successfully save versus its effects are still aroused, but can maintain self-control if they wish. This perfume costs 1,000 G.S. per OP of its potency.

Truth Potion: This causes those who drink it to save versus poison at -25% or they will feel euphoric and become totally unable to lie, yet never realize this fact for the one-hour duration. Afterwards is a different matter! This potion affects all people to an EL equal to the EL of the courtesan who brewed it. However, at OP 20 it becomes potent enough to affect all ELs regardless of how high they are. This potion costs 1,500 G.S. per OP point to brew up and will retain its potency for one full day in its vial. Remember, though, for each OP the potion is, there is a 5% chance of brain burnout which causes irrevocable death in the person to whom it was administered. Yes, the OP 20 potion always burns out those it is used upon. Most of these potions are thus illegal in most lands, especially in higher OP forms. In fact, to



even have any OP 20 truth potion in your possession is to court the death penalty! But because burnout only comes after that hour of truthfulness, it is still sought after and used.

Sleep Draught: These are the classic knock-out drops, causing immediate unconsciousness. It will affect all living creatures of up to 30 HP in size at OP 1 for 1D10 hours per each draft administered. It will affect all living creatures of up to 30 HP in size at OP 1, plus 10 HP in size per additional OP. As an example, an OP 10 sleep draught would cause any being up to 120 HP in size to sleep for 1D10 hours or any 30-HP-sized being to sleep for 10 to 100 hours. It costs 125 G.S. per OP per dose to concoct.

ASSASSIN

All assassins, including ninja characters, belong to the very large and powerful Assassins' Guild. This guild strictly controls all activities of its members and collects 15% of all fees they earn. No assassin may conduct a legal hit without guild authorization, and all who break guild rules are dealt with most severely. No assassin may kill for personal reasons except in self-defense and even then only within the context of his cover identity. Those who break these rules are ruthlessly terminated.

A cover identity is a prerequisite for every assassin and is what everyone thinks they actually are. In fact, except during contract times, they live the other identity, in every respect, whether it is as trader, thief, courtesan or anything else. Thus all assassins are dual or split-class character types and divide their EL advancement accordingly.

All assassins are capable of disguising themselves with a 35% base success chance plus 5% per EL earned thereafter.

The assassin only kills by legal contract, duly approved by his guild, and said contracts are only approved by the Guild when the buyer has legal grounds for such action, such as murder, rape, grand theft, base familial insults resulting in irreparable public loss of face and so on. If the Guild is tricked into a hit, it will pay 1,000 G.S. were-geld to the deceased's next-of-kin, then seek out and slay the trickster! It's not nice to fool with assassins! After each hit, a copy of the contract is left on or near the victim's body so the authorities can check all aspects of the legality of the hit, and pass judgment upon the buyer, if necessary. Due to the thoroughness of the guild's pre-contract investigations, there is almost never any legal action taken. The guild is not easily fooled by anyone, and never accepts a contract just because someone is angry at someone else.

The Assassins' Guild generally charges a base 250 G.S. for standard hits against shopkeepers and other less dangerous quarry. For hits upon warriors or others of the

fighting breed, figure on the 250 G.S. as a base fee plus 100 G.S. per each EL of the intended victim. For priests, wizards and all those others of the magikal kind, the base fee is 500 G.S. plus 250 G.S. per each EL they are. The guild can also impose fees for extra-hazardous targets like nobles in their own well-guarded castles and so on. These costs must be individually adjudicated.

All assassins choose three weapons types, not whole classes, with which they will be: +15 ABF with their first choice, +10 ABF with their second, and +5 ABF with their third. If it is a missile weapon, the listed BF+ becomes an MA+. They may also choose any three weapons with which they will be even on (neither bonus nor penalty). With all other weapons types they will be -10 ABF in their usage.

At their option, assassins may trade one of their three primary weapons skills for a proficiency in an exotic killing technique. This could be concocting poisons of 3D8 potency, plus 1D4 per each EL they gain thereafter; mechanical traps such as an automatically-firing cross-bow, or even learning how to transmit certain diseases to their victims. Thus the assassin would still be +15 ABF and +10 ABF with two primary weapons and have one of the exotic means of dealing death. Each 1D8 of poison potency requires one hour of time and at least 10 G.S. in materials to make. Another option they have is to only have one primary weapon with which they are +25 BF while retaining three even-on weapons. Or those three could be dropped in favor of an exotic skill. Thus they could be +25% with, say, throwing knives, and capable of concocting poisons for their blades, and have no other weapon skills. The final training option for the assassin is to have only one primary weapon at +10 ABF and to be capable of weaponless (hand, foot, etc.) combat just as the martial artist. If this is chosen, they proceed with their attack bonuses using the following chart and not the Martial Artist's table.

ABF and the Assassin

Simply add 20 to any surprise attack made in any manner by an assassin, unless it's from behind. In that case only, add 40 to the ABF that one time.

Cover Identities

Here are cover identities for Assassins most often used in Arduin. Where a Guild is involved, they will not know that the character is an Assassin; they usually don't approve. The choices are listed in order of frequency:

1. Thief
2. Courtesan
3. Trader
4. Herbalist
5. Bard
6. Mage (i.e., wizard, sage, etc.)



Table 23
Assassin's Attributes

EL	Weaponless ABF Add	Climb Ability	Number of Hide Ability	Number of Attacks per CF Action	Special Abilities
1	-	10%	15%	1	6
2	-	12%	25%	-	-
3	+5	15%	30%	-	7
4	-	18%	33%	2	-
5	-	21%	36%	-	8
6	+10	25%	39%	-	-
7	-	30%	42%	-	9
8	-	35%	45%	3	-
10	+15	40%	50%	-	10
12	-	45%	55%	-	-
15	-	50%	60%	-	11
20	+20	65%	65%	4	-
25	-	70%	70%	-	12
30	-	75%	72%	-	-
35	+25	80%	75%	5	13
40	-	85%	77%	-	-
50	+30	90%	80%	6	15
75	+40	95%	82%	7	17

- 7. Martial Artist (usually a bit too obvious)
- 8. Beast Master (a good cover, but very rare)

Assassins are never warriors; if they take a martial approach, it will be as a martial artist. Nor are assassins any of the priestly persuasions.

Table 23 defines the assassin's unique attributes in combat, climbing and hiding. Weaponless ABF adds are not applied unless the assassin has training in a martial art as part of his combat skills. The "Number of Attacks per CF Action" refers to the assassin's single best primary weapon only. With it, and it alone, he gets the multiple attacks listed. All other weapons are treated in the ordinary manner. "Number of Special Abilities Acquired" shows the total the assassin can have at that level. They are not cumulative numbers.

Assassin Skills

The assassin can draw upon all of the skills of both the martial artist and the thief. The GM may choose to make changes in some of the skills to conform to the assassin's style, but common sense should make that quite easy. Apart from "Climb" and "Hide," which are automatic at the success rates shown in Table 23, he may choose a total of six of those skills at the start. All appropriate training times still apply.

Assassin Pyrotechnics

The assassin has the ability to use certain types of pyrotechnics at the following levels of abilities.

EL 1—Basic Smoke Pellets: 1-oz. pellets that, struck sharply, instantly burst into a 30' diameter cloud of nearly-opaque (visibility 1' to 2') black smoke lasting 1D10 melee rounds. It costs 10 S.P. and one hour each to concoct these.

EL 2—Basic Flash Pellets: 1-oz. pellets that, struck sharply, explode into a 10' radius flash of intense light which has a 45% chance of blinding all in its area of effect



who are looking at the detonation point for 1D4 melee rounds. Those looking away from its blast point only have a 15% blinding chance. It costs 15 S.P. and one hour each to make these.

EL 3—Advanced Smoke Pellets: Like the basic ones, but covering a 60' diameter area for 1D20 melee rounds. The smoke takes only 10 CF counts to cover this area. It costs 15 S.P. and 1.5 hours each to build these.

EL 4—Stunning Powder: A fine blue powder, usually kept in a hollow egg shell, that when inhaled by living beings causes them to be confused and stunned for 1D6 melee rounds. When so affected, all BFs are halved, movement reduced by 60% and RF is at -4. Each egg holds enough to affect a normal-sized humanoid to 35 HP. Yes, two eggs will affect one target up to 70 HP in size and so on. It costs 1 G.S. and 2 hours each to build these.

EL 5—Advanced Flash Pellets: Like the basic pellets, but with a 20' radius flash with effects lasting 1D6 melee rounds. Or they can be of the same radius of effect (i.e., 10') but of double the listed percentages to successfully blind an opponent. It costs 1 G.S. and 1.5 hours each to build these. These things can affect the user too, if he doesn't close his eyes!

EL 6—Slow Smoke Pellets: 3-oz. pellets that, struck sharply, give off smoke for 10 melee rounds. Each melee round the smoke will increase its volume by a 15' radius. If it fills its maximum area of effect (150' radius) it reduces visibility to 10' to 15'. For enclosed spaces with less volume, the GM should adjudicate further reductions in visibility. In small areas it will cause choking and could lead to anoxia resulting in unconsciousness for those unable to get out of it. It costs 1 G.S. and 2 hours each to build these.

EL 8—Air Dart: A brass tube 15" long that uses compressed air to eject an envenomed steel needle-like dart some 8" long. It is a popular single-shot weapon at all levels and fired by a simple wire-pull ring. It has a MA+ and RCH bonus of a light crossbow out to a 60' range; penetration drops off drastically thereafter, with a maximum range of 90'. It is practically silent (92%). Normally worn strapped to the forearm under the sleeve of a tunic, it is an unobtrusive and efficient murder weapon. Reusable over and over, it takes three days to build and it costs 155 G.S. to make one (11 S.P. per dart) and 1 S.P. to charge it each time.

EL 10—Fire Balls: These sticky, 6-oz balls are kept wrapped in air-tight oilskin shells. Six seconds after being exposed to air they burst into bright orange flame and burn for one full melee round. If thrown, there is a 90% chance they will stick to whatever they hit and burn for 1D6 HP of damage. It costs 1.5 G.S. and 2.5 hours each to build these.

EL 12—Boomers: Combined advanced flash and advanced smoke pellets which explode with an ear-ringing bang. They weigh three ounces and work only when sharply thrown or struck. It costs 1.5 G.S. and 2.5 hours each to build these.

The GM may use common sense to expand upon the list as desired. Use the alchemist's list as a guideline, but make it much more costly for the assassin. Unless hard-pressed, most assassins will go to a Guild-suggested alchemist for pyrotechnics. Concocting this stuff is messy and requires time, a secure place and, in some cases, equipment the assassin probably doesn't care to buy or keep around. An alchemist will charge about double the costs listed above.

Each technique requires one week of time to assimilate per RF point less than 18 the assassin has, with a four-week minimum. This time must be spent in study at the Assassins' Guild.

These techniques are taught only to successful assassins and at the GM's discretion. You don't automatically get to learn how to make this stuff.

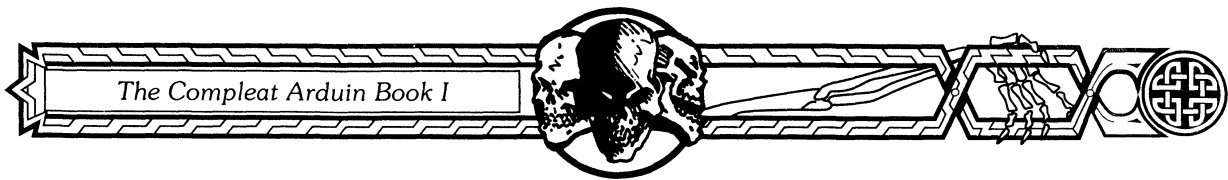
TECHNO

The techno is the classic Renaissance Man; he is never satisfied with the extent of his knowledge and so is always probing the limits of his world. This class cannot be allowed to upset the mythos of the game's socio-cultural structure. You cannot give these people lasers, computers and other such items if your world is pre-steam power in basic concept, even though the character's EL might allow for the building of such things. You can't build a computer without inventing everything from plastics and transformers to light bulbs and microchips. What you can do is let the techno figure out how certain found items work, and what the basic ideas are behind their functioning. But without the parts necessary to build one, even having one to copy, he simply could not do it. In fact, the only technology in the game will be whatever the GM allows, and no more. We strongly suggest the GM keep 19th-25th century items very scarce.

All technos have a base percentage chance of figuring out how objects work at the following rates, so long as they are culturally familiar:

- Mechanical Devices = 50%
- Things Electrical = 10%
- Chemical Items = 10%
- Optical Gear = 25%
- All Other Technical Items = 5%

These percentages increase at 2 per EL earned, and may be improved in the one field of expertise all beginning



technos choose as their specialty. That one field has 10 added to its base percentage chance and will be the main area of experiment for the character throughout his life. Of course, it may take months to figure something out! For objects from beyond or outside their world's cultural and technological milieu the percentage is only one half those shown.

These people don't believe in magik cast by a mage. They may see or otherwise sense such magikal phenomena, but they will consider it merely illusion. One side effect of this is that illusory versions of magik spells never affect them in the least! On the other hand, they might well believe an illusion of a bear.

When they see magik items, they consistently try to take them apart to discover the power source. They are curious, nosy, as well-read as the culture allows and are out to make their mark within the College of Science and Technology. This college functions like the College of Magik. All science and technology is jealously guarded and the vast library stacks may only be utilized by player characters if they can figure out the technology needed to get past the guardian doors to each successively more powerful area of knowledge. In game play figure that every three ELs the techno gains will enable him to get into the next more advanced area of information (i.e. 1-3 EL characters have access to EL 1 information; EL 4-6 can get into the EL 2 stacks, etc.)

Technos tend to carry crossbows, a dagger or two, tool kits and rucksacks full of various books and scrolls they have acquired during their 10 years of schooling from age 8 to 17. They will modify this gear as time and circumstances allow.

Techno Special Abilities

- EL 1: Make one kind of rudimentary alchemical device at the GM's discretion.
- EL 2: Figure out rudimentary mechanisms automatically. This includes simple locks, water clocks, etc.
- EL 3: Figure out simple mechanisms like wind-up clocks, folding chairs, etc. automatically.
- EL 4: Figure out most large-scale mechanical traps in 1D20 minutes.
- EL 5: Acquire thieflily lockpick ability with a base 15% success chance, increasing 3% per EL earned hereafter. Build repeating crossbows, understand basic optics and so on. Make more refined but still crude alchemical one-of-a-kind devices.
- EL 6: Immediately detect any large-scale mechanical trap within sight on a 25% base, +5% per EL hereafter. Become aware of medicine.

- EL 7: Detect electrical items or emanations within a 15' range on a 35% base +5% per EL hereafter.
- EL 8: Find the weak spots in mechanical traps or devices within a 10' range on a 20% base +5% per EL hereafter.
- EL 9: Become aware of all forms of radiation in a 15' range if looking for same, on a 20% base +2% per EL hereafter.
- EL 10: Figure out most powder explosives or other chemical compounds on a 20% base +2% per EL hereafter.
- EL 15: Build from scratch matchlocks, or flintlocks at the GM's discretion; advanced wind-up clocks, sliding and double-locking deadbolts, and slightly better one-of-a-kind crude alchemical devices.
- EL 20: Begin basic first aid, percussion-cap firearms, more advanced explosives (plastique, dynamite, nitroglycerine, etc.), industrial acids (nitric or sulfuric) and other technology of the same level. Start to learn medicine.
- EL 25: Cartridges, revolvers, lever- and bolt-action rifles, very bulky simple batteries, simple telephones and telegraphs, fairly complex mechanical items like threshing machines; all may be built. Fairly refined one-of-a-kind alchemical devices also.
- EL 30: Automatic weapons, rudimentary vacuum tube technology, including rudimentary computers, all may be built.
- EL 40: Begin first real understanding of physics and nuclear theory on a 10% base +2% per EL hereafter. Advanced optics may be built. Begin to practice basic and rudimentary medicine.
- EL 50: Begin rudimentary robotics and early transportation technology (steam engines and such like.) Can officially begin practice as techno-medico.

Just because it says you can build something, doesn't mean you have the technology or knowledge to do so! Techno-medicos in particular are a very new thing in Arduin, comprising less than 1% of all technos.

Optional Rule: you can give each techno a low-level device or artifact to begin play at EL 1 with. This could be anything from an old hand-crank can opener (real fun in a world with no cans!) to a pocket knife, folding knives being quite rare and, if you think about it, techno in nature. Or you can allow the techno some small piece of esoteric information no one else has. Perhaps his grandfather died and left him an old diary that described how something worked or perhaps where to find some artifact. What a good excuse for his first adventure!



Techno Magik

Technology truly has its place within the confines of fantasy game play, so long as it is always subservient to the basic concept of play: *fantasy*.

Lesser technological items and techniques are permissible. As an example: in Arduin over the many years of game play, about a dozen or so characters have acquired items like flintlocks, matchlocks and other kinds of musketry and have managed to get an alchemist to manufacture bang dirt (black powder) to keep them working. So a couple of alchemists now know how to make gun powder, but the player characters don't. Alchemists, being very secretive, keep the formula to themselves, and the world in general simply considers the weapons as one-shot magik wands and staffs, albeit of a very powerful, noisy and stinky kind. Most warriors don't care for them because once used they can't be made to work again very fast and their shapes are too unwieldy to be used as bashing weapons. Besides, they are very loud, especially in an enclosed space like a dungeon, and they are extremely dangerous to use, as the bang dirt is highly flammable, burning violently at the slightest provocation. All in all, the musketry has not changed Arduinian society much, nor does it seem likely to do so in the foreseeable future. It is still very rare, very expensive and almost never seen. To

be sure, some other very high technology has also found its way into the Arduin campaigns, but to all concerned it too is just powerful magik of another type. And while it has done great havoc on many a monster it has also caused just as many problems to the character who did not know how to handle it.

A laser pistol is so totally incomprehensible to a medieval personality that it is as close to real magik as to be the same as far as he's concerned. To him it would simply be a strange fire lance wand. The technos so jealously guard their knowledge that even if their books and blueprints were discovered, they would simply appear as magikal runes to the technologically uneducated.

Technological items can play wonderfully scary and funny roles in adventures. I'll never forget the Barbarian caught in a revolving glass door screaming "It's trying to eat me!" as he smashed his way out of it with his battle axe! Or the Dwarf with a flashlight who, having once observed a laser in action, always attacked with that flashlight first, usually getting pretty badly mauled in return, and continuing to believe that "there's gotta be sumthin' it'll kill, I just gotta find out what!" He never did, though, and eventually the batteries died.

Technology is only as playable as the GM lets it be, but it is a useful adjunct to fantasy gaming. Try it!

• Mage Classes •

Within the realm of fantasy there are many ways to skin the magikal cat, and this section will show you most of them. Each, in its own way, is unique in its approach to skinning that cat, but all are playable and fun.

We use the term "Mage" to describe all character classes who focus *primarily* in the use of magik. This includes both priests and wizards, as well as those classes that fall somewhere in between, or aren't really either.

Mages tend to believe that their own particular magikal discipline is better than those other kinds. Because of this most will be a bit snobbish towards mages with a different approach, and in many cases downright hostile.

Mages are with few exceptions secretive and closed-mouthed where their trade is concerned and will seldom, if ever, share their spells and other magikal secrets with anyone else unless a direct trade is involved, magik for magik. Each wants to always have one spell or other magik that no one else has, as an ace in the hole. They will never use that ace unless certain doom confronts them; for if used too frequently, a spell will no longer be a secret.

Mages spend a lot of time in study and practice, but will go adventuring to acquire new magik or arcane artifacts. Wealth is only a means to an end for most mages and is used to acquire not only those artifacts or knowledge, but to obtain safe refuge where they may study in peace.

Though they can, and do, have non-magik using friends, they still tend to be very reserved and introverted in their manner and bearing. Many mages never give their complete trust to anyone, fearing betrayal or worse. Paranoia is commonplace among some classes of mages, particularly wizards, alchemists and star-powered mages. In many cases, they fear with good cause, for mages are not usually very well-liked by the general population. In some places, they are feared or hated by most everyone. Thus, many mages have learned to believe that the world is against them and so act accordingly.

Most priests and religions are hostile towards the secular mages because the latter wield those same forces the priests do, but without piety and commitment to the gods. The priests resent the wizards' free use of the powers they feel are theirs alone to wield. Nor are most of the secular



types any less conceited about the primacy of their own brand of magik.

Mana

Mana is the spellpower or energy on which most magik runs. Each magik user has a greater or lesser amount of this energy. There are other sources of mana besides the magik user himself, but most other sources (faerie, gods, demons, elementals, etc.) are virtually impossible, not to say perilous, to harness. The use of mana is discussed more fully in Chapter 6, Magik. For the time being, simply be aware that mana is necessary for the employment of spoken magik, be it spells, conjurations or rituals. Chapter 4 has the formulas used to compute mana for all character classes that use it.

Starting Out

Every mage starts out with the basic magikal training appropriate to her specific class, as well as some beginning magiks, whether spells, potion formulas, rituals or whatever. This is true unless otherwise stated in the particular class description. Most will also start with a single magikal artifact, often built by them as their graduation exercise. These items, as determined by **Table 24**, are not only useful tools to the beginning mage, but are also a mark of their status in society and within their particular character class. The powers and descriptions of these artifacts are further discussed in Chapter 6, Magik.

In **Table 24**, "Other" refers to a ring, amulet, or talisman and must be related to the mystik spells, conjurations or rituals already known by the magik user; e.g., a ring of protection versus "Mystik Darts" can be built only by a mage who knows the spell "Mystik Dart." The effectiveness of these other artifacts is entirely up to the GM, whose decision is final.

This item does not count against the character's beginning artifact total calculated from his legacy earlier.

WIZARD

Wizards are the classic magicians we all know from fact, fable and fantasy games. These mages are all formally trained at the College of Magik from the age of six until they are twelve years old. At that time they are apprenticed to a practicing mage, from whom they will get on-the-job training for two-thirds of each year, returning for more classroom training and testing during the winter's third of the year. They will be thus apprenticed at least until the age of seventeen, which is a 5-year minimum. However, they can be kept up to two additional years if their master so requires. It doesn't necessarily mean they're slow learners, just that they were needed. During their apprenticeship they are capable of doing a little magik at the GM's adjudication.

Table 24
Beginning Magik User's Artifact

Die Roll	Acquired Item
01-08	A scroll (plus one additional scroll per RF point above 15)
09-14	A wand (iron, bone, brass or copper)
15-17	A rod (iron or wood)
18-19	A staff (choice of wood)
20	Other

Wizards are the most active and the most numerous of all those using magik; they continually travel the world hunting down treasure and magik with which to build their personal lives and power. However, the more experienced they become, the less prone they are to go after just any artifact or loot. It must be worth their time and trouble. Wizards frequently bankroll expeditions to track down and obtain specific magikal items or knowledge, especially if it might be more than they alone can handle. Cannon fodder comes cheap in Arduin!

Due to their personal ambitions, wizards frequently become allied with royalty and/or political factions, even joining noble households.

They consider illusionists charlatans, rune singers megalomaniac bards, alchemists a sort of short-order cook, and as for herbalists, well they don't even have mana, so how can what they do be considered magik? Yes, wizards tend to have a idiosyncratic, egotistical approach to life.

All wizards add one point each to their INT and EGO scores and will have a natural ability to sense things of magikal nature by direct handling. This is a 10% base chance plus 3% per EL gained thereafter.

Once past EL 20 or so, each level of expertise becomes somewhat moot, as the powers involved are all pretty potent. So rankings are somewhat subjective, depending upon Rites of High Passage each wizard may attempt at any time in the hopes of a higher ranking. If you want to try an EL 40 test, even if you are only currently ranked EL 4, the college will let you try. After all, if you get yourself fried to a crisp it's your own fault for over-reaching yourself! Thus many wizards, not wanting the hassle and danger of such testing, are actually quite a bit more potent than their relatively low rankings might indicate. In Arduin, nothing is ever what it seems!



PRIEST

The standard by which all other religious types are measured, priests are the classic intermediaries between the gods and mortals. Taken at about 6 years old for ten to fifteen years of training, it is the priest who interprets the words and the will of those gods. Priests are those to whom men turn for guidance and comfort of the soul. They forge a direct mystical link between themselves and the gods they worship. The god is thus able to draw power from its worshipers and in return, grants the priest certain special abilities as a reward for his dedication. The sole goal in life for priests is to spread the word and truth of their gods, and to found new shrines and temples to them as well. Thus they will try to gain wealth so they can enrich their temples by giving at least 30% of all they acquire to their church. The older they get and the higher their EL, the more intolerant they usually become towards those who are unbelievers. However, in most cases they get along with the majority of the people they meet.

Priests must practice their rituals and rites daily, according to the tenets of their own beliefs. For game play consider the priest as having to say his prayers each morning and evening for half an hour, as well as spending the entire day doing that very same thing on special holy days 1D20 times each year. This will vary according to specific religious beliefs.

All priests can lay hands upon anyone and heal 1D10 HP of damage at no mana cost, if the person they are doing it for is a true believer of their specific religion. This may only be done once per day per each separate individual. The healing takes one melee round of continuous concentration, plus one more round per each HP rolled as healed. What is actually happening is that a small part of his god's power is flowing through the priest to heal the believer. However, due to the stress this involves, the priest must immediately rest for one full minute per each HP thus healed. During this rest his knees will be wobbly, moving only at one-third normal speed, and all attack and defense will be at -20 BF. If forced to move or otherwise not rest, the recuperation time is tripled; it takes a lot out of a priest to do this.

Priests may use healing rituals at no mana cost to themselves, as this is an attribute gained from their gods, but only for those who are devout believers of the priest's own religion. The GM may adjudicate that less healing was done than is normally the case, if the character to be healed was less than pious. This free healing will affect a person but once per day, although the mana-powered healing may be used at will, with no restrictions. Any other type of ritual or spell costs the priest mana just like any other mage.

All new priests add one point to their previously-rolled WIS score and always have a natural ability to sense things of an evil nature by direct handling. This is on a 20% base with +3% per EL thereafter.

For each full year a priest spends within a temple he may be considered to have learned one new spell, conjuration or ritual while there. Priests and the like have to memorize specific spells just as do most other mages.

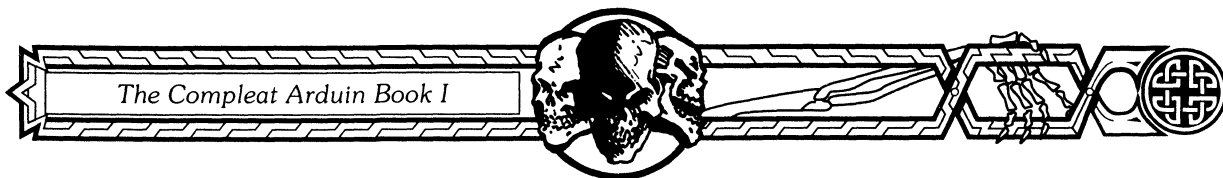
Priests can be of any temperament and kind, depending upon the gods they worship. Priests of war gods might be pugnacious and belligerent; priests of harvest gods might be concerned more with growth and being in tune with the earth, and so on. Each must be played to fit the type of gods he follows. The GM must strictly enforce this rule.

For each year spent within a temple a priest may learn one new ritual or spell of those that are available (GM's adjudication). This is free of cost or charge, and of course a priest can also learn new rituals, etc. from found books, scrolls or be taught by other priests much as a wizard learns his craft.

Priests may wield any weapon consistent with their beliefs; a priest of Athena would probably use a spear and shield, a priest of Dagon a trident and net, etc. Priests may also wear any armor consistent with their religion; a priest of Thor might wear chainmail and carry a shield, but a priest of Bacchus would only be wearing leaves and homespun wool! You must be what your religion dictates. Pacifist religions don't have armed priests!

Table 25
Priestly Willingness to Heal or Resurrect

Die Roll	Results
1-3	Absolutely refuses, with no chance of changing his mind.
4-6	Will do it only if subject promises to convert to the priest's faith.
7-9	Refuses, but may be persuaded with double pay; one re-roll try.
10-12	Will do it if paid, but reluctantly, this once; one re-roll try.
13-15	Will do it if paid, and maybe once more; two re-roll tries.
16-19	Will do it if paid, every time.
20+	Will do it free, of course! They think you're a good conversion prospect!



Priests are especially adept at dealing with undead; see **Table 69**, Undead Turnaway, in Book II for specifics.

A black or anti-priest can heal, raise the dead, and do all of the other things that the other priestly types can do. He is simply able to pervert those same powers to hurtful and bad ends, if he so desires. After all, who do you think it is that heals and repairs all those wounded Orcs that managed to get away from your last expedition, anyway? You can bet it wasn't the good fairy! All an anti-priest is is a priest who follows an evil god. It's merely a label, nothing more, as they are no different from any other priest except in whom they happen to choose to worship. To them, good priests are anti-priests!

Priests will heal those of their own faith every time, and will usually do the same for members of their party. See **Table 25** for all other circumstances. Roll, then apply any bonus or penalty as indicated for the result! GM adjudication may occasionally be necessary.

ALCHEMIST

This class of mage is the oldest of all save the Rune Weavers. They have the ability to duplicate alchemically all wizardly or priestly magik, but each specializes as to type, either priestly or magikal, never both. For game purposes assume that each alchemical secret must be learned just as a wizard learns a spell. The learning cost in time and money will be the same as for a wizard learning a spell. Thereafter, each time it is done, it will cost 25% of that base cost in time as well as in gold. Thus, a spell requiring 500 G.S. and 10 weeks to initially learn would need 125 G.S. and 15 days for an Arduinian alchemist to duplicate, since Arduinian weeks only have six days. For priestly alchemists the gold cost will be 100 G.S. per OP of the duplicated magik; the time required will be 25% of the original time required for learning. The effects of alchemical reactions require half the time listed for the duplicated magik to activate and will last for just as long as the spell would, unless strengthened during its manufacture at extra cost. In all cases, the normal mana costs apply.

Any alchemist is able to manufacture doses of poison or acid of a potency equal to 1D10 HP damage power per EL he is. Thus, an EL 20 alchemist could brew up a poison or acid capable of 20D10 HP damage! The cost would be 10 G.S. per HP of damage capability so a 20D10 HP potency poison would cost 2,000 G.S. The time to concoct it would be one hour per 10 HP potential it has; again, using the 20D10 HP poison as an example, we get 20 hours of work to concoct.

All the alchemist's products are highly portable, seldom weighing more than a pound and usually only a few ounces.

Alchemists can also create antidotes and acid neutralizers equal to the potency of poisons and acids they can make.

All alchemists can know and use one OP 1 magikal spell, conjuration, etc. at the start. Thereafter, for each four additional ELs earned, they can acquire one more OP 1 spell to be used just as wizards do. However, it is unusual, to say the least, for an alchemist to mess with that insubstantial, unreliable spoken magik, except in extreme situations—they uniformly advocate better living through alchemy. Because they are not particularly efficient spell casters, all spells they use cost double the usual mana.

While alchemists will venture into dungeons only very rarely, unless some specific knowledge or artifact is being hunted, they will sometimes undertake overland journeys for pay. During those journeys they will use their alchemical prowess as needed. However, the alchemist is even more secretive than a wizard and is working towards a goal of obtaining his own safe and hidden laboratory wherein he may do his arcane researches in peace and quiet. If anything, an alchemist is even more paranoid and curmudgeonly than his magikal peers and seldom gets past anything more than the acquaintance stage of friendship. Still, early on in their careers it is not unknown for them to go adventuring to acquire the money they will need for their future researches.

Alchemists understand technology to some degree, but believe their way is better. Alchemists, as a bridge between the Techno and the users of magik, are accepted by both sides freely. They are part scientist, part mage, and all curious!

They never wear metallic or other heavy armor, except during certain dangerous experiments, but often wear leather as it is not as prone to dissolving or coming apart as ordinary cloth is. They are reclusive by inclination and secretive by training. Most are not physically up to the rigors of long marches or undue hardship and much prefer luxury and comfort to sleeping upon the cold hard ground!

Alchemists have the most regard for rune weavers and the least for illusionists. They also tend to be either human, Dwarven or even Orkish by race, but never Elven!

Basic Alchemical Knowledge

Besides his basic graduation magik, each alchemist will have learned one of the Basic Knowledges, i.e., OP 1 per full three RF points he has. Thus an RF score of 17 would indicate 3 additional basic knowledges known to the alchemist; 4 total. After that he acquires this knowledge just as a mage does her magiks.

Once he learns how, an alchemist can produce smoke bombs, tear gas, poison gas, laughing gas, hallucinogenic gas, stoning gas, acids and acid clouds, poisons, enhancers



of strength, intelligence or speed, food preservatives, chemical welding agents, all sorts of pyrotechnics up to and including such things as gunpowder and thermite, fire retardants for clothes, potions of protection including everything from flame to paralysis and so on and so forth. The list is long; see Book II for the most common alchemy in Arduin.

There are many abilities the alchemist can acquire that don't always coincide with specific magikal spells. Some of these include glues, stink bombs, essences, perfumes, medicinal poultices, purifiers of liquids and solids, nausea-inducing gases, lubricants, magik-resistant chemicals for clothing, etc. and various and sundry powders, pastes, chemicals and devices. The GM alone is responsible for just what items can be put together by the alchemist, and how powerful they will be.

DRUID

Some say that druids are a type as ancient as Rune Weavers and that they evolved in direct response to the threat of the Kthoi magik. Be that as it may, they were the first priest-mages to use elemental and earth magik, and they branched away from the Rune Weavers in order to practice a more healing kind of magik. Druids were and are priests of the elemental forces of the world and of no one god or pantheon. For millennia theirs was the only healing magik upon the world, until the first true religions began to take hold and grow.

In all magik dealing with plants, consider the druid to be competent +10% in efficacy. He also regains his mana at double the normal rate if he sleeps in an oak grove or beds down upon mistletoe for the requisite time.

Druids, like medicine men, also have animal companions that are their loyal friends; use medicine men as an example. They also divide their mana between priestly and wizardly magiks at one-third and two-thirds, respectively; the opposite ratio of that of the medicine man. To compute their mana, add one-third their WIS, two thirds their INT, their EGO and CON. To this, add 3 points for every EL.

The druid can heal plants, animals or people with his pipe magik just as a priest can when he lays on hands. He prefers healing and defensive magik but occasionally uses Lightning Strike or Blizzard spells.

Druids are also slightly elemental competent. For a complete discussion of the meaning of "competence", see the Definitions preceding the Special Ability Tables in Chapter 4.

Druids wield sickles, staves and even an occasional sword if it's magik and, though generally pacifists, are not afraid to fight when they must. Due to ages-old clashes, druids

and Elves generally consider each other as enemies though in most civilized lands a truce is in effect. They never completely trust one another and are always suspicious towards the other. Each feels the other intrudes upon their special domain, the forests.

Druids have the ability to use pipe magik, utilizing pan pipes, just as medicine men use drum magik and have special abilities due to their close ties with nature. Druids also have some skill as herbalists, and are often sought out by herbalists, but the druid's herbal knowledge will usually be restricted to those ingredients available within his own domain. To sum up, druids are closely related to medicine men, priests, and wizards, aren't afraid to fight, and are naturalists in the truest sense of the word.

Druid Special Abilities

- EL 2: Pipe speak to plants to a 90' radius, at will.
- EL 3: Pipe speak to animals to a 180' radius, twice per day.
- EL 4: Pipe healing, all except critical wounds, to 15 HP + 1 HP per EL of the Druid above 4th, three times a day.
- EL 5: The Pipes of Light; creates a Glory Glow for as long as the pipes are played, at will. Per priestly magik.
- EL 6: Pipe Wind; create Ghost Winds per the conjuration, three times per day.
- EL 8: Death Voice, once per day. Per priestly magik.
- EL 10: Pipe Curing; sickness or disease, 100% effective, by individual, up to 10' away over a 10-minute duration, once per day. Per priestly magik.
- EL 12: Pipe Healing; as for the OP 4 magik but effective upon critical wounds as well, once per day. Per priestly magik.
- EL 15: Pipe Finding; will find all hidden injury in any single individual up to 10' away in 1D20 melee rounds, once per day. Per priestly magik.
- EL 20: Storm Pipes; create cyclones and/or blizzards per the mystical analogs of same, once per 2 ELs hereafter. Per priestly magik.
- EL 30: Thunder Pipes (Earthquake!), once per day. Per priestly magik.
- EL 50: The Pipes of Change; the druid can shape-change for one hour into any plant or animal desired, within his own weight limits, once per day. Lions and Tigers and Bears, Oh My! This effect takes 2 actions to complete after it is begun.



MEDICINE MAN

These characters are essentially shamans or tribal priests, and thus not civilized like the more typical cleric. This lack of civilization gives them one great advantage: their lack of civilized inhibitions, laws and strictures. Thus medicine men can perform priestly and druidical magik, but also the magik of the wizards. However, they must allocate two-thirds of their mana to the priestly and druidical kinds of magik and may only use one-third for wizardly magik. They never use attacking magik like "Morgom's Red Death" or "Mystik Dart," but do use the more natural elemental spells like "Ghost Wind" or "Fire Wall."

Medicine men rarely cast spells in the traditional sense. They use drum magik instead. This drum magik only has 20% of the normal mana cost generally requires 1 melee round to do, per OP the magik is, up to OP 6. From OP 7 to OP 12 it takes 4 melee rounds per OP of the magik to perform. From that point and beyond it takes one minute per OP of the magik to drum it to completion.

They never wear armor, and, unless from a cold clime, not much clothing, save for their ceremonial feather cloaks and such. Likewise, the only weapons they carry are their mystik war clubs and ceremonial daggers. Rarely they may acquire and use a magikal spear or staff.

Medicine Men can brew up poison and poison antidotes at the rate of 1D8 points potency per EL they are. They also have a base 25% plus 5% per EL of sensing poison naturally. They can also manufacture healing balms, poultices and draughts at the rate of 4 HP in damage healed per EL of the medicine man. The costs to the medicine man for all of these will vary according to the game's cultural outline and the GM's adjudication, but are not too costly at any rate. After all, they don't live near an alchemist's shop! Medicine men never sell their healing items; they tend not to think in commercial terms, and sale would be taboo in any event. Under limited circumstances, they may gift an item to another character, but this would be most extraordinary, as it is a token of extreme admiration and/or gratitude, and requires strict GM control.

Medicine men cannot inherently turn away undead like other priests can. Instead, they use their drum magik within a 45' radius to drum away 20 HP worth of undead per EL of the medicine man; e.g., an EL 7 medicine man could try to drum away up to 140 HPs worth of undead. This will take 10 melee rounds, less 1 round for every EL of the medicine man, to a minimum of 1 round.

Medicine men are closely linked to the elemental forces of nature and to their gods and have little use for the trappings of society. They know what reality is, and

civilization ain't it! Moreover, as most young medicine men elect to venture forth to learn more of the world, they tend to show up in civilized areas fairly frequently. They usually only stay long enough to reinforce their prejudices, then move on. This out-travelling is the time these types become player characters.

By inclination they are easy-going and friendly, but very proud. They will absolutely not take any insult or slight without retribution of one form or another. They make steadfast friends and terrible enemies! They have raw power and natural wisdom in great abundance, but they are babes in the woods where civilization is concerned.

Just because medicine men have no civilized learning, it doesn't make them stupid! They are apprenticed just like other practitioners of magiks. Their natural wisdom and knowledge cover areas not even dreamt of by more civilized types. But because of their rejection of those things civilized, that learning also has large gaps. They detest technology and technos greatly!

Medicine men will acquire one animal guide per 3 ELs or fraction thereof they attain. These might be owls, ravens, cats, foxes, etc. until they become EL 7 or greater. At this point a wolf (75% chance), puma (20%) or perhaps even a bear (5%) will join them. These guides are totally obedient, but are his friends and equals, not pets! He will use them as his eyes and ears or even as his teeth and claws if necessary.

The special abilities have no mana cost but do require drum magik to perform. Said drum magik needs as many melee rounds to perform as the EL at which the power is acquired, but never more than 15 rounds, or 2.5 minutes, for the most difficult powers.

With all magik dealing with animals, the medicine man is considered competent (+10%).

Medicine Man Special Abilities

- EL 2: Drum Talk to Animals, to a 240' radius.
- EL 3: Drum Talk to Plants, to a 60' radius, twice per day.
- EL 4: Death Voice - Drum Talk, once per day. Per the Priestly Magik.
- EL 5: Drum Healing (all in a 30' diameter area to a 33 HP +1 HP per EL, total maximum) once per day. Per basic healing.
- EL 7: Drum Calling Animals (all animals in a 240' radius to 24 HP +6 per EL, total) once per day.
- EL 8: Drum Away Poison/Venom; any single source is totally neutralized up to 10' distant, once per day.
- EL 9: Drum Away Disease/Sickness, per the EL 8 drum magik, once per day. Per the priestly cures.



- EL 10: Drum Finding-Injury Seeking; can find all hidden injury in any single being, once per day. Per the priestly version.
- EL 15: Drum Away the Dark; Glory Glow for as long as the Drum speaks, at will. Per the priestly version.
- EL 20: Death Breaker - Drum Calling; yep, raise the dead magik! Once per day. Per the priestly version.
- EL 30: Earth Shaker - Drum Voice; Earthquake, once per day. This power must be adjudicated by the GM—it is awesome!
- EL 50: Wind Drumming; the winds carry the Medicine Drummer at will, once per day. Duration is one hour per CON point.
- EL 75: Drum Voices; Drum-Speak to anyone they know, regardless of distance, once per day. Duration is unlimited so long as the drumming continues.

HERBALIST

Herbalists are magicians of a sort, but quite different than alchemists, medicine men or druids. They alone among magicians have no mana at all. They are also almost universally revered by the general population, and they respond by enjoying the friendship of others and the sophistications of civilization. Nevertheless, they are as at home in the wild as in the city, for few of the ingredients they use in their work are easily cultivated, and they are loathe to rely on ingredients that might have been improperly harvested.

Herbalists produce poultices, salves, infusions, tinctures and other pharmaceuticals from various plant materials, as well as a very few animal secretions, the chief of which are honey and some snake venoms. All of their products are designed to affect living beings, either by curing an existing injury, disease or disability, or by enhancing the performance of an otherwise healthy individual, or even by causing injury or incapacity to an organism. Only a very few herbalists undertake to produce anything in the last category, however, as they generally prefer to act as healers.

The Brotherhood of Herbalists is not as secretive in its teachings as are most professional guilds, but the effect is much the same, for the Guildmasters insist on a ten-year course of study before they will certify someone to be a competent beginning herbalist. Typically, for an apprentice, this means starting in the school at about age 10 and not graduating until 20. During the last two years of training, the candidate herbalist will journey all across the country at the side of one or another practicing herbalist, thus

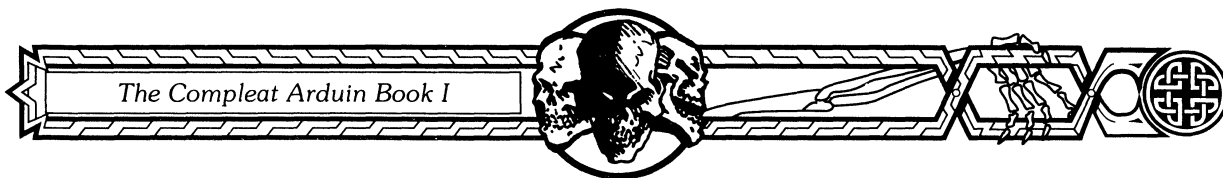
getting the practical experience necessary to complement his extensive book learning. Herbalists love sharing herbal lore, and will stand and talk with each other for hours, even in the rain, though they will move to shelter if very close or if the rain is very heavy. After all, they're not stupid—just preoccupied.

Herbalists typically limit their use of weapons to machetes, kukris, daggers or quarterstaves (poles from cherrypickers), which are all useful tools to them. They can wear any armor, but rarely are willing to put up with the discomfort of anything more than a full set of soft leather. They do carry their artifact of office, usually a staff (70% chance); in all cases, the artifact will be limited to detection of certain things relevant to an herbalist's daily business, be it poisons, or illness, or even particular types of plant. The artifact will generally be limited to three specific detection abilities, but may have as many as ten.

Every herbalist also carries a "Tome of Recipes." Inside the herbalist writes the ingredients needed for each concoction, but no proportions or procedures are listed, as the nature of the herbalist's magik is such that these will change from practitioner to practitioner, or even from day to day. Thus the actual preparation might take hours, or even several days, as the herbalist mixes, remixes and sometimes starts over. Once he is finished, though, the potion will do exactly what it is supposed to do, subject only to spoilage. Spoilage is variable, depending upon the ingredients employed and the form of the final product. Generally, herbal concoctions are more perishable than similar alchemical or even wizard-produced material, and probably spoil within a matter of a few days, but there is no hard and fast rule. Various skills allow degrees of preservation, however.

The OP of the recipe also controls how long it takes to concoct the product. The base cost is one hour per OP. The herbalist deducts one hour for every EL he is over the OP of the recipe, to a 30-minute minimum. If the OP of the recipe is higher than the herbalist's EL, add double the difference in hours. Also, for every OP higher than the herbalist's EL, there is a 10% failure chance every time he tries the recipe; once he fails with a recipe, the herbalist cannot try it again until he gains another EL.

The herbalist is always assumed to know how to administer his wares to his own race and three others of his choice. Thus, a dwarven herbalist might choose to know how to treat Hobbits, Phraints and Gnomes as well as Dwarves. With anyone else, the GM will adjudicate the chance of the concoctions being ineffective, counterproductive or even fatal. However, the character can learn the physiology skill for each additional race he wishes to treat. Each character also starts out with three recipes from OPs



1 through 3, plus 1 for every point of RF he has over 15, to a maximum of 3 additional recipes.

Don't forget that the herbalist cannot prepare the recipe at all unless he has the right ingredients. What those are depends upon the world in question, so the GM will be the sole authority on what goes into any given recipe, but once that is defined, the GM should let the ingredient list stand for everyone in that world or multiverse. Of course, if the list includes something really exotic which isn't immediately available, and the herbalist just has to try the recipe, the recipe itself may be the basis for an adventure!

Herbalist Skills

(* indicates a prerequisite skill)

Each herbalist begins with six skills from this list, none of which can be a skill with prerequisites. For every 2 ELs the character earns, he may add another skill. Unless otherwise stated, he will have a 40% chance of success with each skill, plus 3% for every EL he acquires thereafter, to a maximum of 99%.

Herbal Research: As it says. The character must have this skill and roll at least once successfully before being able to develop any recipe for which he does not already have a list of ingredients. The GM may require additional rolls if the recipe is more complex than average.

Plant Knowledge: Basic knowledge of local plant life, and basic techniques for harvesting and preserving common herbal ingredients.

***Intermediate Plant Knowledge:** Basic propagation of common wild herbs, basic knowledge of all plant life in the world in question, and basic techniques for harvesting and preserving rare herbal ingredients. Requires Plant Knowledge as a known skill.

***Advanced Plant Knowledge:** Propagation of any non-magikal wild herb, basic knowledge of all plant life throughout the multiverses, and techniques for harvesting inherently magikal herbal ingredients, such as black lotus. Requires Intermediate Plant Knowledge as a known skill.

***Mystik Plant Knowledge:** Propagation of magikal herbs. Requires Advanced Plant Knowledge as a known skill.

Brewing: Basic skill needed to brew beer, ale and the like.

Viniculture: Grape growing and wine-making basics.

Distillation: Allows the herbalist to create concentrated solutions of wood alcohol or grain alcohol, or very pure water. 100% success rate.

Preservation: Preserves any perishable concoction for four weeks (24 days). If preservation is attempted and fails, the concoction will be ruined and this will be obvious to the herbalist.

***Intermediate Preservation:** As for Preservation, but preserves products for six months. Requires Preservation as a known skill.

***Advanced Preservation:** As for Preservation, but preserves products indefinitely. The beginning success rate is only 20%. Requires Intermediate Preservation as a known skill.

Extraction: Allows the concentration of herbal essences in alcohols. A necessary skill for all potion creation. 100% success rate.

Tolerance: A developed tolerance to any one poison. Requires periodic reinforcement. Details depend upon GM decision, but for each level of tolerance, 1D8 of poison damage is negated. This skill has a base 60% chance of success, and even if it fails, the character still gets a save try vs. poison or venom.

Defense: Allows the herbalist to become more adept at defending himself with one weapon of his choice. No percentage of success is involved; instead add 1 to the DBF when using that weapon, plus 1 for every 2 ELs earned thereafter. The ABF is unaffected.

Venom Knowledge: As for Plant Knowledge, but relating solely to animal venoms.

***Intermediate Venom Knowledge:** As for Intermediate Plant Knowledge, but relating solely to animal venoms, including the raising of common venomous animals. Requires Venom Knowledge as a known skill.

***Advanced Venom Knowledge:** As for Advanced Plant Knowledge, but relating solely to animal venoms, including the raising of exotic venomous animals. Requires Intermediate Venom Knowledge as a known skill.

Physiology: Gives the herbalist the skill to vary proportions in a recipe to cope with differing races. Must be learned separately for each new race. By the way, a character who can treat Elves and Humans can automatically treat Half Elves, and the same logic applies for other blended races.

Veterinary: Allows the herbalist to convert any recipe he knows to be used on common animals (horses, cows, cats, dogs, pigs, sheep, goats, chickens, geese, ducks, donkeys, peafowl, squirrels, rats, etc.). The GM must decide whether something concocted for a chicken is going to work on a pig, etc.



***Bestiary:** An extension of the Veterinary skill, which is required before this one can be learned. Allows the herbalist to convert any recipe he knows to be used on any animal, from aardvarks to zoomers, magikal or not. The beginning chance of success is only 20%.

STAR-POWERED MAGE

Star-powered mages are created, not taught, and as such are extremely rare—so much so that a GM may allow one in a game as a character only on a 2% chance. Otherwise the character cannot be star-powered.

Star-powered mages are essentially normal wizards with a built-in receiver for cosmic mana power. What they can do is severely limited because of the nature of that receiver and its potency. At birth, a child has a special matrix gem mystikally implanted into her forehead, leaving a small star-shaped crystal protruding. Just who or what chooses what child and why and then implants these stars is unknown. These crystal devices are very rare, their means of creation long since forgotten in Arduin, and each device can tune itself to only one living being. When that being's soul is destroyed, or passes on, then the crystal destroys itself in a blaze of energy.

The crystal always mirrors the soul of its wearer, and changes color according to its nature. Thus those of an evil nature have stars of inky black, and those of a good and kind nature have stars of purest blazing white light. Those souls not committed to either good or evil have stars of brilliant blue, being darker or lighter according to their leaning.

This matrix gem allows its symbiotic user to funnel cosmic power through it into herself and into memorized spells. However, this only works at night under direct starlight. Indoors or on cloudy nights the receiver does not work.

The crystal stores mana power equal to the normal mana of its owner. Thus, effectively, a star-powered mage always has about double the mana of other mages of comparable characteristics, though her mana total does not advance as she advances through ELs; this is one limitation of the crystal. On the other hand, the crystal also allows the mage to funnel extra power at night only, under direct starlight, into any spoken spell or other such magik, in any amount desired. But for every 10 extra mana points thus pumped into a spell through herself there is a 5% chance of the flow becoming self-perpetuating and running wild. This 5% chance per 10 mana points is reduced in risk by 3% per EL of the user above the first. When this runaway happens, there is a 90% chance less 2% per EL of the mage of her being literally sucked into the spell's power and being irrevocably destroyed. If the mage avoids initial destruction, she still has only one chance to stop the

runaway, with a 3% success chance per each RF point that she has. However, the flow will still run for 1D20 melee rounds, draining the mage's own mana at a rate equal to the power of said spoken spell, each melee round, and causing unconsciousness for five minutes for every melee round of the runaway. If she fails to stop the runaway, it will absorb her very being and expend it. A powerful thing to see, but not pretty!

The crystal star imprints upon itself, from microsecond to microsecond, the totality of the being to which it is tuned. Thus, under direct starlight, it will repair, restore and regenerate its host from microsecond to microsecond. Instant and total regeneration. This does not mean that star-powered mages are immortal; they are not. They will age and die naturally according to their race. They also must eat and sleep just as their non-star-powered kin. Those who originally made the stars had absolutely no intention of creating a new race of gods. The drawback to this regeneration is that once damage equal to twice the normal total of the mage has been regenerated within a maximum of three melee rounds, the runaway problem rears its ugly head again. The mage has a base chance of 25% of stopping the runaway and burnout, plus 3% per each point of CON he has, or suffer burnout. Burnout in this case means the crystal star is totally destroyed and utterly useless thereafter, killing the mage instantly. Even if she is subsequently resurrected at a 25% penalty, she still permanently loses 1D20 points of her INT score! Should the mage survive the runaway, the cycle of regeneration starts anew, without taking into account any previous hitpoints regenerated.

During the daytime or in a situation where direct starlight is not available, and even if the mage's body has been totally destroyed, the crystal will trap the soul, keeping it safe until it does have access to direct starlight, at which time it will totally reconstitute and rebuild the person, taking one hour per EL and 10 minutes per HP of said person. The crystal is 100% impervious to fire and lightning, and can, itself, withstand blows of up to 75 points of damage. Acid dissolves it at a rate of one HP per minute and it has HPs equal to its owner. However, intense cold makes it brittle and susceptible to blows of only 25 points in power, and 35 points of sonics will cause it to explode and irrevocably destroy itself and its wearer! This kind of star death actually disintegrates the mage down to sub-atomic particles in 3 CF counts!

The star-powered mages sided with the Titans against civilization many thousands of years ago. This was a war to the death for supremacy of the multiverse. They lost, and have now almost been forgotten. Almost, because the memory of Men, Elves, Dwarves and the like run long, and they still hate with a cold fury those that almost destroyed



all! So tread with care when you play one of the star-powered kind, lest bloody vengeance creep up on you! You must always be secretive and very, very careful. Only in the last 20 years game time or so have the death-on-sight edicts against star-powered types been lifted in Arduin. A very few have even been allowed into the College of Magik on a probationary status. But also in this period, of the half-dozen or so who became known, four have died. Two were foully murdered, alchemically in one case, and two died under suspicious circumstances. Old hatreds die hard!

RUNE WEAVER

Predating man by untold eons, this, the eldest magik, was first practiced upon the world by the Kthoi, a race of eldritch saurians. It is the most powerful of all the various forms of mystik might and the most difficult to successfully master, requiring total concentration and tireless dedication by the mage. All magik performed by rune weavers is by *ritual*, requiring a minimum of one melee round per OP of the spell in question, so a spell of the 20th OP would take 20 melee rounds to complete if no other, greater time requirement were listed for it. However a rune weaver's magik starts at +10% efficiency and increases by 5% per EL gained thereafter. Thus, for example, the Tangle Trap of an EL 20 rune weaver would last 4 minutes and 3 seconds and be capable of holding creatures up to 123 HP in total size for no extra mana cost.

The rituals used to perform the rune weaver's magik may be lessened in required duration at the rate of one melee round per each EL they become, though the duration will never be less than one full melee round. Experience does help!

Rune weavers are also ritual competent. For a complete discussion of the meaning of competence, see the Definitions preceding the Special Ability Tables 26-30 in Chapter Four of this volume.

Rune weavers have more mana than their contemporaries. Mana is determined by adding their INT, WIS, EGO, CON and 3 points for every EL.

Rune weavers do not detect or "Dispell!" in the manner of most other mages. For detects they follow the weave of the magik in question for as many melee rounds as it is in OP. The rune weaver may stop anywhere along the line if he feels he's learned enough, or proceed on to the end, thus learning 100%. For example, if he was trying to ascertain what form of magikal trap protects a treasure

chest, and if the trap were OP 6, for each melee round the rune weaver worked at it he would learn one-sixth of what it is. It would take the rune weaver in this case six full melee rounds to learn everything, and each melee round would have a mana point cost equal to a normal magik detection spell. Costly, but effective and foolproof. Where magik is not the target of the detection, like an "Aura of Mechanical Trap Detection," it would take one melee round per 10' diameter area to be covered, i.e., 100' in diameter would take 10 melee rounds. And, of course, each melee round would take the full cost for a normal spell of that type. The information thus obtained would be 100% correct, as this type of detection totally negates all forms of magikal lie or masked magik. The dispelling of something magikal works in exactly the same manner. However, instead of learning about it by following its weave, the rune weaver is unravelling it as he travels along said weave. It is extremely expensive in mana but is 100% foolproof and will allow any OP of magik to be thus unwoven and dispelled. The GM may even choose to allow the character to destroy magikal artifacts by the same unravelling process, though the mana and time costs should be very high, and for really powerful artifacts there will also be some peril involved. So remember, the "Dispell!" is actually an unravelling of magik and the detect is a kind of following the weave of magik.

If the rune weaver is interrupted during the weaving of his magik, dire results will happen, unless he rolls a 19 or 20 on a D20; the roll becomes one easier to make for each 5 ELs he gains. Simply roll on the Magik Fumble Table. If he is interrupted simultaneously with his completion of rune weaving, it will work as intended.

Rune weavers never have any metal upon their person save for silver, gold, silveel or orichalcum, and never wear any kind of armor. They always start out on their own with a staff of their own making. By inclination they tend to look down upon all non-rune weaver mages as upstarts and newcomers who couldn't do real magik if their life depended upon it.

There are a very, very small number of priests who practice their brand of magikal works in a way analogous to that of the rune weaver. In a sense they are rune priests, but are not usually called such, being called simply by their normal priestly label, whatever that may be. The GM should feel free to expand upon this concept as he sees fit. They're really rare!



RUNE SINGER

The rune singer is a mage who uses sound and music in much the same way an Illusionist uses light and shadow. The magik thus performed for each is temporary and of a less substantial nature than that of wizards. But it is by no means weak magik!

Rune singers are an offshoot of rune weavers and are one of the eldest classes of magik users in the world. Due to the time necessary to complete their magikal works they are a rare breed indeed, and are seldom encountered anywhere. Strangely enough, however, this is one of the few types of mage almost universally respected and revered by the common folk. They are usually very well treated wherever they travel. Virtually no house is closed to them and a free meal is always to be had.

The rune singers can weave power and durability into their magik by a continuous singing of the words of power and tunes of magikal might, interweaving and strengthening it as they proceed, building power on power until it is released in one climactic stanza. This effect is of a power equivalent to rune weaver magik.

Rune singers can use or do any magik or spell that any other mage can do; however, for each OP a spell is, it takes one melee round to sing to completion. This is reduced by one melee round for each EL the rune singer has over EL 3. Thus an EL 9 rune singer singing an OP 12 magik song takes 6 melee rounds to complete it. Now, that's quite a long time for any mage to be trying to cast, weave or sing any spell, especially in combat. However, rune singers have one thing that seems to make up for any disadvantage in speed they may have. That is the ability to song weave any magikal songs and words of power together that they choose to learn. Thus they could, for instance, sing a spell song that is not only a charm-type magik but is a sleep-type magik as well! Whenever two or more spell songs are sung together, to determine how long it takes to complete it simply average times, and then add one more melee round. Also, the mana cost is the average of the various component spells; if this is a fraction, round up to the next whole mana point. The only drawback to this type of operation is that, for each separate magikal function in the song, there is a 10% chance of a magik fumble. This is reduced by 1% per EL that the rune singer is. For each combination spellsong the rune singer wishes to learn, it takes an additional one week per level of the two or more spells together. Thus, two OP 5 spellsongs to be sung as a harmony would take ten extra weeks to learn. The cost would depend on the cost of acquiring each spell in question, and nothing more.

Rune singers use the power of song and music to weave their spells of power. And although a rune singer can sing

any magik spell, that magik is only effective for so long as the song continues, fading one melee round after it has been stopped. Those hypnotic, mesmerizing and other mind-affecting spells as sung by these magicians allow for no saving roll from their victims due to their power. One spell in five that they know can be performed in the more traditional way as a spoken spell, and is the same cost in mana as it would be for a wizard. Sort of a double threat there, you'd think, but actually they seldom use other magik.

Rune singers are not bards who have to sing for their supper or for the amusement of others. They sing, yes, but almost never publicly. It is simply not their way. However, they do use musical instruments and will be proficient with one such item for each three RF points they have. Usually, though, only one of these will be their favorite or specialty, and with which they are +15% in effectiveness.

Rune singers never wear armor or carry any weapons save perhaps for a dagger or knife and even that only very rarely. They rely upon their personal charisma or, if needed, their magik to get them through life's little situations. They are sound and sonic competent, making all sung spells +10% in duration, range, effect, etc. Rune singers are also sound competent. (For a complete discussion of the meaning of competence, see the Definitions preceding the Special Ability Tables in Chapter Four).

In Arduin, there are a few rune singers of the priestly kind. However, they are so few and far between as to be practically non-extant. Most of these rare breed are of the Emerald Star Cult.

Rune singers are pretty smug, believing physical force is barbaric and an uncivilized way of resolving disputes. All rune singers have an EGO of 14+. All else concerning their actions and habits depends solely upon each world's own culture and history.

Rune Singer Special Abilities

- EL 2: Call birds of up to 8 HP total in size, within a 60' radius, to do their bidding for so long as the spell-song continues.
- EL 4: As above, but for small mammals up to 16 HP in total size.
- EL 6: Can boost morale of all friends within a 60' radius so that all of their saves, attacks, defenses, etc. are at +5% as long as the spell-song lasts.
- EL 8: Can totally negate all sound or sonic attack impinging upon a 60' radius around them for as long as their spell-song is ongoing. This negation is on a one-for-one basis, i.e., one EL of incoming power, or 1D10 HP damage per EL the rune singer has.



- EL 10: Can call any non-insectoid living creatures up to 24 HP in total size within a 60' radius, etc.
- EL 12: As above but for creatures to a 36 HP total size.
- EL 15: As above but for creatures to a 48 HP total size.
- EL 18: As above but for creatures to a 60 HP total size or any mythic or magikal creature to a 16 HP total size. Hereafter add 6 HP in total size to both normal and mythic creatures per additional EL gained.
- EL 20: Can do songs of self-healing which will heal all non-critical damage to themselves.
- EL 25: As above, but for any single being they direct it towards within a 30' range.
- EL 30: Can pass song through any substance up to 1' of solid rock per EL of 30 or more, per melee round. This works for them only.
- EL 50: Can sing songs of curing disease 88% effective and insanity 80% effective towards whom they direct it up to 30' distant. This improves by 1% per two ELs gained hereafter.
- EL 75: Can call song any single specific creature up to and including Dragons! But you better not stop singing!

ILLUSIONIST

Perhaps the least powerful of all the forms of mage extant, Illusionists are nonetheless extremely effective and dangerous users of the mystik forces. They are able to perform the illusion of any real magik they desire so long as they have learned the spell itself. Illusion utilizes light and shadow to appear to be exactly as the real magik would but costs the illusionist less than the real thing. These illusory magiks only require half the normal time to complete and have the duration of the real magik they copy. Any intelligent creature who can physically see the illusory magik must save against psychic attack or believe it is real and thus be affected by it. This means that in holding or defensive magik like, for example, "Tangle Trap," the believer is stopped cold because he knows he is stuck! In attack or damaging magik, for instance a "Flash Point," the believer will suffer 50% of the damage he normally would take from such a spell because he knows he's been hurt! This increases by 2% per EL thereafter so an EL 10 illusionist's spell would do 68% of normal damage; however, it can never exceed the normal 100% damage for that spell. Unintelligent creatures or intelligent ones who have no cultural or experiential referent for the real thing represented by the illusion will neither believe nor disbelieve. They will, however react towards what they can see physically. Most animals will not try to pass through a "Fire Wall," if their primary sense organs are visual. The illusions have no power to directly harm or hinder them in any way.

Illusory spells cost only half the mana the real spell would cost. Apart from spells, illusionists may also project various artifices, given below. The mana cost listed for these artifices is generally the minimum, and may be higher if the GM adjudicates it so.

Illusionists are also light competent. For a complete discussion of the meaning of competence, see the Definitions preceding the Special Ability Tables 26-30, in Chapter Four.

For each three full ELs, the Illusionist may wield one spell, conjuration, or ritual just as a wizard does, though at triple mana cost.

The illusionist has three different types of artifice at his disposal:

Simple Illusions: These are the manipulation of light and shadow to create holographic renderings of practically anything from Man to Dragon, or dining room table to complete forest. Illusions affect only the optical senses, are totally silent, and will frequently, unless very powerfully set, disperse much like a burst soap bubble when physically touched. If poorly done or done with insufficient power they will be translucent and wavering in outline and form. However, if done correctly, they look absolutely real to every optical examination. Lower OP effects exist only so long as the illusionist concentrates. Others stand on their own if properly empowered.

Illusory flames, thunderbolts, and other such attacks will harm the intended victim only if two important criteria are met:

- The victim relies primarily upon optical sensing in his day-to-day existence.
- The victim fails his or her roll versus psychic attack. The GM can require minuses to this roll based upon the quality of the illusion.

At any rate, if both criteria are met, the intended victim will suffer half the damage normally associated with the real attacks simulated by the illusion, though he cannot suffer a critical hit.

Illusions generally have a mana cost the same as for real magik they mimic. This presents no problem to the illusionist, who has about three times as much mana as the equivalent wizard. However, any non-attack real magik the illusionist uses costs twice normal, and attack spells cost four times normal if real!

Illusions of things rather than of magik will usually cost 1 to 4 mana points per minute, depending upon complexity.

Phantasms: These creations are essentially the same basic premise as illusion except that they will also have appropriate sound effects and even smells. They also have more force in attack, inflicting 51-100% of the damage of



the real spell. Phantasms, because of their greater believability, automatically require a -20% on the psychic attack save. The mana cost of these unreal creations is generally the same as the real thing for non-attack and double for attack-oriented usages, respectively. For illusions of things, the cost is generally 2 to 8 mana per minute of duration. The duration etc. is identical to that which they copy or, as in the case of, say, a forest, for as long as the supplied mana empowers it. Phantasms do not pop like a soap bubble when physically touched or otherwise dispersed, but feel solid to those who failed their saving rolls.

Illusoids: This extremely high OP magik actually creates solid illusions, usually of a dragon, demon or other such terrible creature with much or all of its real life power depending upon the mana expended in its creation. The mana cost will range from 8 to 32 mana points or even more, and will generally cost 1 mana point per minute to maintain. These illusions cannot be saved against, as they really are there, inflict real damage, etc. These creatures will exist only so long as the illusionist concentrates upon them and feeds their life with a continuing flow of mana. If the illusionist is killed or rendered unconscious, the illusoid begins fading immediately, losing its power rapidly. They have real substance, though they are much less dense than the real thing would be, say, about 25% normal.

Illusory Skills

- OP 1—**Basic Illusion:** The ability to create single illusory objects up to 3' square.
- OP 2—**Intermediate Illusion:** As for the basic power but up to 10' square or up to 3 separate objects 3' square each.
- OP 4—**Advanced Illusion:** The ability to emulate all normal magikal spells i.e. Lightning Strikes, etc. as well as up to 7 separate objects totalling no more than 20' square.
- OP 5—**Basic Phantasm:** Like Basic Illusion but for phantasms.
- OP 6—**Intermediate Phantasm:** Like Intermediate Illusion but for phantasms.
- OP 8—**Grand Master Illusions:** Self-sustaining illusions of up to 10 in number and totalling no more than 50' square in area.
- OP 10—**Advanced Phantasms:** Like Primary Illusions but for phantasms.
- OP 12—**Basic Illusoid Creation:** The creation of one illusoid of not more than 20 lbs. weight and 3' square.
- OP 13—**Grand Master Phantasm:** Like Advanced Illusion but for phantasms.
- OP 15—**Intermediate Illusoid Creation:** The creation of up to 3 separate illusoids of not more than 12' square total area or 150 lbs. in weight.

OP 18—**Advanced Illusoid Creation:** The creation of up to 7 separate illusoids of not more than 70' square in area or totalling more than 700 lbs. in weight.

OP 25—**Grand Master Illusoid Creation:** The ability to create up to 13 separate illusoids of not more than 1550' square in area or totalling more than 10,000 lbs. in weight.

All of the above listed abilities may be adjudicated according to mana put into the creation, the RF and EL of the illusionist and any other variable factor each individual GM deems appropriate. Each illusionist acquires each ability at the EL indicated.

Each beginning illusionist will have one illusory OP 1 magik he has learned per each three points of RF they have. Thus an 18 RF illusionist would have six illusory magiks.

SAINT

A saint is a priest who never uses arms or armor, nor does battle, because of his complete and total belief in his gods. However, in all other ways he is just like other priests. In return for that unshakable and unswerving dedication, said gods give their pious follower extra powers listed at the end of this section. Each of these natural powers is usable but once daily unless noted otherwise, except for those powers of sensing or detecting which may be used at will.

A saint's natural AV is increased as listed below by his god-granted aura of holy armor which is always in effect. The gods protect their own! Of course, the saint never wears any of the bulky stuff with which mere mortals armor themselves, nor will he wear any magikal armor or item that increases his AV, unless it is a holy artifact consecrated within his own faith.

Saints will never fight unless, of course, you have a saint of Megalon the Soul of War or some other equally combative religion! They will always attempt to pacify intelligent types by talking to them. Pacification takes one full melee round, and must not be interrupted if it is to work. All within the priest's speaking range will be affected by this divine power. If the priest succeeds, there will be absolutely no fighting by either side. Saints will, however, try their utmost to send all undead to their proper rest, and to banish all greater and lesser demons back to their respective hells. Speaking of which, saints never flee in terror from undead or demons, although strategic retreats are common!

Generally speaking, to determine how one of their special abilities works, treat it like the spell, conjuration or ritual of the same type. When a hostile spell is deflected, roll for the direction it will go up, down, left, right or straight back.



Saints will always try to convert their traveling companions to their religion, in a friendly but persistent manner.

Saints may never keep more than 100 G.S. nor may they ever use more than one of each kind of magik: ring, robes, amulet, and one other item, for four items total. However, they will expect a full share of treasure so that they may endow their church or favorite charities. They detest evil in all of its forms and will do their utmost to see it rid from the multiverse. By the way, a priest of an evil god can be a saint as well, and these fellows detest goodness! These kinds are usually referred to as black saints or anti-saints. But, whatever the name, they function just as do regular saints—save that their methods will, shall we say, differ somewhat! Saints can do anything a normal priest can do, within the restrictions listed as follows.

EL AV Saint Special Abilities

- 1 1 Base 15% for pacification ability, +2% per EL hereafter.
- 2 2 Read all priestly magik naturally.
- 3 3 Speak in Tongues—add one new language per 3 ELs hereafter. These are permanently learned languages!
- 4 4 Sense undead naturally, 25% base +1% per EL hereafter, 30 radius, increasing 3' per 2 ELs hereafter.
- 5 5 Naturally sense all that is evil within 30' 100%!
- 6 6 Naturally detect poison by smell at 25% base and 1% per EL hereafter. Range is variable, but 1' to 3' is about average.
- 7 7 Once daily create one gallon of water, increasing in amount by one gallon per 2 ELs hereafter.
- 8 8 As above, but for food for person or animal, his choice. Usually bread and cheese.
- 9 8 Twice daily he can levitate per the magikal spell.
- 10 9 Thrice daily, he himself can glow with priestly light for one minute per EL at full daylight intensity in a 30' radius.
- 11 9 Naturally calm non-magik animals 25% base +1% per EL hereafter, by laying on hands.
- 12 10 "Bless" hereafter at double value.
- 13 10 50% accurate weather prediction +1% per 2 ELs hereafter.
- 14 11 Acquire natural infra-vision, i.e., see in the dark to a 50' range.

EL AV Saint Special Abilities

- 15 11 100% protection vs. undead paralysis, and +25 MRS save vs. mesmerization.
- 16 11 Sense alignment 75% by touch +1% per EL hereafter.
- 17 11 50% accurate direction finding, +1% per 2 ELs hereafter.
- 18 12 Naturally deflect hostile magik, 10% base +1% per 2 ELs hereafter. This is without regard to kind or potency.
- 19 12 Mystically unlock, by touch, all non-magikally locked closures on a base 35% chance +1% per EL hereafter.
- 20 13 Speak to all normal animals and literally walk on water at will.
- 25 13 Speak to plants, +15 to the save vs. mesmerization, +5 to the MRS vs all life force drains CON/STR/etc. drains.
- 30 14 Exorcise lesser demons as if by ritual but by force of will alone! This takes 1D20 melee rounds and may be done but once per day.
- 35 14 Walk on any real surface—even walls or ceilings!
- 40 15 100% mesmerization proof. +15 MRS vs. life force drain. Walk the Winds at 240' per melee round for up to one hour per day per the priestly magik.
- 45 16 Exorcise Greater demons, as if by ritual, but by will power alone. This takes 1D20 melee rounds and is usable once daily.
- 50 17 Become astral. Cure disease as if by ritual, but by the force of your alone 100% effective as per the priestly magiks.
- 60 19 Cure all forms of blindness for all living beings. +25 MRS save vs. all death spells per the priestly magiks.
- 70 20 Walk on phantasmal surfaces as if they were solid. 100% life force drain-proof. See those things astral and ethereal at will.
- 80 22 Add 15 to the MRS vs. all death spells. "Death Breaker" naturally as ritual by force of will alone.
- 90 23 The Spark of Life may be done as if in a ritual but by force of will alone. Open or close gates by force of will alone, once per day.



SAGE

Sages are magicians who devote their entire lives to the acquisition of knowledge, regardless of whether they ever use it or not. Believing that anything is possible they believe that everything does exist, somewhere or somewhen. Their dedication is to discovering everything before they pass on. A truly impossible task, they'll readily admit, but it doesn't stop them from trying! They believe that knowledge is power and the ultimate knowledge brings ultimate power!

Sages dabble in practically everything from technology to pure magik, but usually only to prove a point of knowledge to themselves.

Each sage is a master linguist who as a mere journeyman knows 1D10+3 languages other than his own. He will be able to acquire new languages at the rate of one per year automatically or by direct study of 1-5 months for each new one rolled each time he wishes to learn. That automatic yearly language learning is not as simple as it sounds. By training, each and every sage sets himself the task of learning one new language per year, regardless of anything else he does. This is accomplished by about 2 hours of study daily over that 15-month Arduinian year period.

Sages can read both priestly and regular magikal writings and are well versed in history, philosophy, mathematics and general science. They will specialize in one of seven categories, and in that specialized field they will have a base 30% chance of figuring out anything pertaining to it at the start. If their initial 1D20 hour try at this fails they can retry once each month, and if successful will roll a D20+10 (or a D30 if you have one) to see how many days it took them to do so. This base learning percentage increases by 2% per each additional EL the sage acquires. For items or information not within their specialized field, but which is in their same general area of knowledge, the base figuring chance is only 10%, but this also increases with each EL by 2%. However, they may only retry if they miss their initial try once per year. For things not related to their specific or generally related areas of knowledge, they have only a base 1% improving, plus 1% per EL.

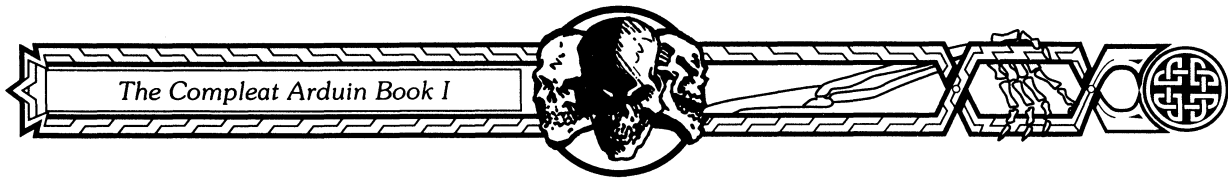
Sages abhor combat, but a very few have studied martial arts of various sorts for self-protection. In some cultures these types are called Mystics. However, sages mainly rely upon their constructs for self-protection. These could be anything from a repeating, lever-action crossbow that fires lead bullets to spore bombs, glass spheres filled with various choking, blinding and/or poisonous molds, spores, etc., or anything in between, depending upon their specialty and the GM's adjudication.

Sages are mages; for each three ELs or fraction thereof they have, they can know one magikal spell, conjuration or ritual. They almost always opt for detection, finding and other such magik and usually begin their journeyman careers with a wand they've made that does just that. They constantly travel the lands trying to obtain new and unknown knowledge and artifacts. They'll poke their noses anywhere in their pursuit of knowing what's what in the world. Later in life, as they acquire books and tomes that need prolonged study, they will settle down and become virtual recluses as they research their many years' finds. Still, give them a solid hint about some esoteric book or artifact and just watch them take off! Sedentary and bookwormish they are not—their curiosity puts cats to shame!

The Seven Categories

- | | |
|------------------------------|------------------------------------------------------------------------------|
| 1. Artifices of Civilization | Just what it says |
| 2. Geophysical | Of the earth |
| 3. Meteorological | Of the air, weather, etc. |
| 4. Aqualogical | Of the water, sea, rivers, etc. |
| 5. Botanical | Of plants and plant life |
| 6. Zoological | Of living animals, birds, insects, etc., but usually specializing as to kind |
| 7. Esoteric knowledge | Anomalies, mysteries, magik, etc. |

As an optional rule you can allow all beginning sages to know the magik detection spell and one other of their choice also of OP 1.



• Special Class Situations •

NORMALS

Normals are simply every character type that you might find everywhere in a game, but with no stats or player to handle them. They are the inn keepers, shopkeepers, ferry boat pilots, street sweepers, etc. that teem around characters in a complete world. What constitutes earning experience will depend on their profession. Gem cutters, for instance, would advance for successfully cutting gems, and the rarer or harder to cut a gem is, the more experience. A bootmaker would earn experience for making and selling a fine pair of boots. The higher level the customer and the better the price, the more experience. These are just examples, to give you an idea how to work it. With a little common sense, the GM can work out his own stats for whatever he needs, and in very short order. So go do it!

If a player does elect to run a normal as a main character, well, fine! Let 'em do it! It could be some farm kid or shopkeeper's apprentice just too fed up to continue his way of life. Thus he has approached a band of adventurers and offered his services, or begged and pleaded to be taken along. How he progresses from there is up to the player and the GM.

SPLIT-CLASS CHARACTERS

There are only limited circumstances in which split-class or dual class characters are acceptable.

- Certain clandestine types, most obviously assassins, need a cover identity which provides their second class. Here the rationale is that the second class is necessary for the functioning of the first, so the character must start with both. Another example is the roving thief who has the cover of being a bard. The character must still meet all the qualifications of both classes.

- Elves, from tradition, and because they are virtually immortal, are often combination wizard-warriors. In other

words, they alone among the common character races have the psyche and enough time do to justice to the very different vocations of combat and magik. However, it is not without a price even for them. They are limited to non-metallic armor, and tend to be lightly armed to avoid being encumbered. Further, they are rarely the primary magician in a group because of their slower advancement rate, which means they rarely have the pick of the magikal items. Finally, the magik they master is likely to be relatively lightweight, as they can't ensconce themselves to do extended research without the risk of letting their combat talents go to seed from disuse. Thus, they tend to be missile specialists with a little extra magikal oomph, and rarely much more than that.

- Occasionally a character adopts or is shoved into a different class because of circumstances beyond his control, whether it be a personal quest, a mandate from on high, or just the bad luck to fall into the hands of someone unsavory. In this case, the original character class is likely to be further advanced than the new one, and may or may not continue to advance, depending on the circumstances and whether they allow for the character to practice both the old vocation and the new. GM adjudication is essential.

- There is an optional 5% chance that any character of RF 18 or greater at the start will be dual-classed. In this case, the classes should be closely related, as, for example, techno-sage, forester-druid, runesinger-bard, etc. Some of these combinations are liable to put the character on the outs with colleagues in both classes, as he tries to keep a foot in both camps in the face of mutual antagonism. This will make for an interesting character, but not necessarily one that is easy to play.

Keep these circumstances in mind, but also keep in mind that a character with two classes is rarely very good at either, since he usually advances in both classes at only half the rate of his contemporaries. Such a character can still be fun to play, but he is not a superman.

Chapter Four

Individualizing the Character

Now that the character has a class, the real detailing and individualization takes place. What makes characters individual is how they perform; even within the bounds of a single class and species, there is a wide divergence. The following material is designed to aid in describing additional factors of your character that make him, her or it unique.

The Special Abilities and the subsidiary skills are optional features; you may choose to do without these options. The GM may even allow you to choose some special ability, special disability and/or subsidiary skill consistent with the character you are evolving. The GM need only be aware of the need to keep a character from getting out of balance by gaining skills or abilities that will take the challenge out of the game.

The Compound Factors and the Character Senses are mandatory for every character. However, don't forget that these factors may be influenced by the special abilities, which is why the determination of special abilities occurs first in the sequence of character evolution.

Finally, this chapter looks at two long-term issues in character development: Experience Level (EL) advancement and aging. The former is important to the beginning character if only because the player can see what the path of advancement will involve, and what he can anticipate

for the character. In other words, look it over, but for most characters, it is not important at the start. However, traders, herbalists, paladins and witch hunters start out at EL 1 instead of EL 0. Unless you choose to start out with an aged character, aging is a consideration only for characters who have been in play for a long time, and in any event, the GM may choose not to take aging into account. If he does intend to use aging eventually, a campaign chronology is a must from the start.

Be warned that even the most eloquent and imaginative player may roll up a result that is unavoidably absurd. If you can think of a way to play your character with diametrically opposed details, that's great. Some of the best characters start from a bizarre premise and play into an amazing story before all is said and done. On the other hand, if you can't think of a way to play such a character, then ignore the result that created the paradox and go on from there—most of the rolls in this section are optional, so one aberrant result need not ruin a character. But do not re-roll; one shot only!

While we're on the subject, a character with one or two abysmally low stats is not ruined by any means. One of the most powerful wizards in this multiverse became EL 28 and a ruler in her own right, all the while sporting an AGIL of 6! If she could stumble her way to power, so can you.



• Special Abilities •

Tables 26 through 30 contain a variety of abilities and disabilities which can be applied when creating a character. Using these tables is optional, but if you roll, you are stuck with the result unless it is absurd, and in any event you may not roll again.

Unless you get specific instructions to the contrary, the character rolls just once on whatever table appears most appropriate, subject to GM approval. Apply all results immediately. As many of these results can modify characteristics already determined, use these tables before computing compound characteristics such as the RF, CF and hitpoints. You may need to make notes on the Character Sheet to reflect the impact of the results.

Definitions of Terms in Tables 26-30

Competence: Whenever a character is considered competent with something it simply means that he is naturally better with it than is normally the case.

Competence with an ability adds 10% to the ability. For instance a warrior is competent with broadswords, so with broadswords (only) he would be +10 ABF in his attacks and parries.

Great competence is a +20% add and slight competence is only a +5% add. But by the same token, players can also be *incompetent* on the same ratios; subtract from the character's effectiveness.

Neither competence nor incompetence is given to a beginning character, except by a random roll on the Special Abilities tables, or for a few specialists noted below. In later play, it may be acquired as a consequence of an encounter that has an especially powerful impact on the character.

Magikal Competence: Those people fortunate enough to have their character competent in one facet of magik or another, whether from a Special Abilities Table or otherwise, have the following bonuses:

- All their magik in the area of competence will be +10% more powerful in effect, duration, area affected, etc. This is at no extra mana cost to themselves. Round off any fractional results.
- All of the time required to learn and to perform (i.e. cast spells, do conjurations and rituals) is automatically reduced by 10% with no extra effort on the character's part. Also, all saves by others against their competent magiks will be at a flat 10% MRS penalty.

This is for the one type of magik in which the character is deemed competent. In all other aspects of magik they have the normal restrictions, mana cost, etc.

There will be a lucky few who are magik competent in all of their magik works. For them the bonuses are as follows:

- All magik, regardless of type, kind, OP, etc. will be at +10% in its potency, duration, area affected, and so on.
- All of the time required to learn and to utilize said magik will be reduced by 20%, automatically.
- Recovery time for regaining mana used up will be reduced by 20% (i.e. it will take 20 hours, not 25 hours, to regain all of their spent mana during the normal resting required).
- They have +10% mana.
- All MRS saves by victims will be at -10%.

Specialist Competences: Illusionists are light competent, Rune Singers are sound competent, and Rune Weavers are ritual competent. Also, Bards have a slight competence with music-related magik, and Druids are slightly competent with all natural elemental forces. This is automatic for these classes and in those chosen for these disciplines. If you can't measure up, you don't become one; average isn't good enough.

Friends: The term "friend," as in dragon friend or undead friend, will occasionally crop up in game play. This is something that requires astute player participation as well as GM adjudication. Whatever the specifics, the term indicates that outside forces have had, and will continue to have, something to do with the character and/or his family line. This can be anything from mild awareness to outright interference. Each case must be dealt with on an individual basis by the GM to define what it will mean to the character.

True Sight: True sight means never having to say you were fooled by an illusion. A character with 100% true sight can never be fooled by any visual trick, including those of street magicians or street thieves. Whether magikal, technological or mundane, the true seer sees through it every time! However, some with true sight do not have it 100% of the time; if they miss their percentage chance, then they must save versus illusion just like anybody else. Also, just because someone has true sight doesn't mean they are paying attention or looking in the right direction. Further, there are some illusions that they will simply not see at all, so they won't even know there is an illusion, much less the real thing.

Some GMs also give the character with true sight the ability to see things that would otherwise be invisible; this is an individual decision.

Table 26
Special Abilities for All Warriors, Barbarians and Martial Artists

Die Roll	Results
01-02:	-10 MRS versus cold, +2 to CON.
03-04:	+5 ABF with shortwords, -5 MRS versus all magikal attacks.
05-06:	+5 ABF with all axes, -15 MRS versus all dragon breath.
07-08:	+5 ABF with spears and all pole arms, -10 MRS versus all magik missile attacks.
09-10:	+5 ABF with sabers and cutlasses; -15 MRS versus stoning and paralysis. 20% chance of 1D100 G.S. inheritance.
11-12:	+5 ABF with maces and flails, +2 CON, but -15 MRS and/or psychic defense bonus versus all mental spells.
13-14:	+5 ABF with morningstars, whips, bolos and slings, -10 ABF with all swords. 10% chance of 5D10 G.S. inheritance.
15-16:	+5 MA with all non-mechanical bows, -10 MRS versus all djinn and efreet magikal attacks.
17-18:	+5 MA with all crossbows, javelins and throwing darts, but -5 MRS versus cold. 5% chance 1D30 G.S. inheritance.
19-20:	+5 ABF with all knives, etc., but -5 ABF with all other weapons.
21-25:	Mountain man, +3 to STR and CON, climb like a thief, 20% base plus 2% per EL, 30% base tracking chance + 2% per EL.
26-30:	Woodsman, +15 MA with all bows, hide as a thief (20% base plus 4% per EL), +2 to CF score, 30% base tracking ability.
31-32:	Lousy liar (-5 CHAR when lying) but +4 CHAR to opposite sex.
33-34:	Natural locksmith, pick locks like a thief (20% base, plus 3% per EL); -10% save versus poisons and venoms.
35-36:	+10 MRS to all undead drain and blasting attacks, but -10% to base MA.
37-38:	Ex-seafarer, who cannot be drowned, even in full armor; you shed it in 1D10 melee rounds. Seafaring knowledge at base 33%, +2% per EL.
39-40:	Flesh tastes bad to monsters, 75% chance they'll spit you out; -3 CHAR but +20% versus all fear.
41-42:	50% better vision and hearing, and ability to see in the dark as a High Elf.
43-44:	Desert born, +3 to CON, can find water 85% of the time.
45-49:	Good horseman, can buy them for 20% less, but 95% chance camels hate you.
50-55:	Religious fanatic, -4 CHAR, unable to work with pagans, but +8 EGO.
56-60:	+15 ABF & DBF with rapiers, and -10 ABF & DBF with all other weapons.
61-65:	A coward, -40% save versus fear and always have a 50% chance of fleeing.
66-70:	Stupidly brave, utterly immune to fear, even greater demons don't scare you. -5 WIS.
71-72:	Dragon friend, +10 MRS versus all dragon attacks, 65% chance of talking to them; you can speak Low Dragonish.
73-74:	Elf friend—they'll never attack you first, you speak all their languages, 10% base tracking chance.
75-76:	Undead friend, they won't attack 50% of the time, -4 CHAR.
77-78:	Roll a D20, add half the number obtained as a plus with any one weapon type for attack BF.
79-80:	-8 to MECH, +3 INT.
81-82:	Your one desire is to form a secret society. +5 CHAR, -2 WIS, and a 25% chance you're now evil.
83-84:	Easily fall in love, the opposite sex gets +8 CHAR versus you.
85-86:	Taught by a true weapons master, get +10 ABF with all western weapons, +25 with any one single type, in addition to all other bonuses.
87-88:	Bump of direction (75% accurate) and weather predictor (65% accurate), however you have an overwhelming fear of heights.
89-90:	Born to kill, you truly savor it, -2 CHAR, 25% chance of going berserk, +5 ABF even when not berserk.
91-92:	Born of a normal mother and an efreet father, you are 100% fireproof. +1 to DEX, AGIL, CON, STR, and 90% chance chaotic.
93-94:	Hate dragons—90% chance to want to attack them on sight, +20 ABF versus them. You can understand but do not speak Low Dragonish.

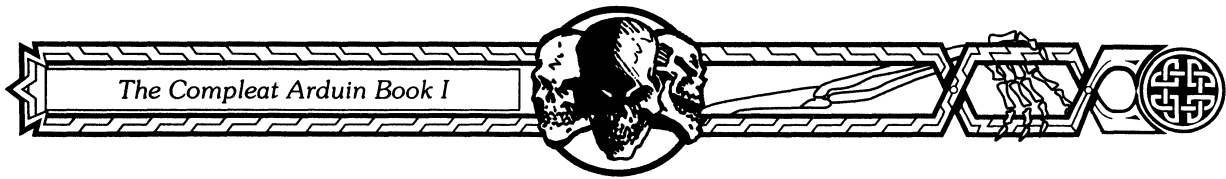


Table 26 Continued
Special Abilities for All Warriors, Barbarians and Martial Artists

Die Roll	Results
95:	You are a secret were-creature. Choose from the list in Book II.
96:	Sired by an unknown demon; +2 to all base characteristics and +10 MRS. 98% chance chaotic; you may choose whether to be evil as well.
97:	You have the natural ability of true sight.
98:	You are a natural warrior, +10 BF to all your physical attacks and defenses.
99:	You hate all types of mages, including priests, therefore +15 MRS. You kill them whenever you think you can get away with it.
100:	You are a young giant. Roll to see what kind. You are at least 7'10 tall, weigh at least 398 lbs., have a 20 STR, +8 CON, and will go up an EL every adventure as a warrior. That means going up one CON point as well. This continues until you reach the maximum size for the type of giant you are. Thereafter you advance like any other warrior type As you grow in ELs you grow in size until you're properly built. As giants are not particularly handsome, -3 CHAR, unless you are a Titan, in which case +3 CHAR.

Table 27
Special Abilities for Those of Magikal Natures:
All Wizards, Illusionists, Alchemists, Rune Weavers, Medicine Men, Etc.

Die Roll	Results
01-02:	+5 DBF with daggers, +5 MD.
03-04:	Chronic insomnia, +25 MRS versus sleep spells, but -2 CON.
05-06:	Magikal movement competent, -10 MRS versus stoning.
07-08:	+50% vision with 75' range infravision, +10% ability to find secret doors.
09-10:	Fire and light competent, +15 MRS versus blindness, but -15 psychic attack bonus versus insanity. 30% chance for a 1D100+100 G.S. inheritance.
11-12:	Animation and disanimation (paralysis, etc.) competent.
13-14:	+2 CON, +1 STR, +5 EGO, and -5 WIS.
15-19:	Time and gate competent, but a total inability to use all cold spells. 20% chance for 5D20 G.S. inheritance.
20:	Flesh tastes so bad to monsters they will spit you out 95% of the time, -3 CHAR.
21-25:	Bump of direction and weather prediction (50% accurate).
26-30:	Undead competent, +15 MRS versus all undead CON drains and magikal attacks.
31-32:	Mental spell competent, -15 MRS versus all dragon breaths.
33-34:	Cold and poison competent, -15 MRS versus magikal disintegration.
35-36:	Fear and confusion competent, -15 MRS versus efreet and djinn magikal attacks.
37-38:	Elemental competent, -15 DBF versus efreet and djinn physical attacks, 10% 5D10 G.S. inheritance chance.
39-40:	+10 ABF & DBF with daggers, -10% versus poisons and -20% versus venoms.
41-45:	Ability to smell poison (50% chance), but -15% save vs. poison.
46-50:	+1 to STR, CF, RF, SWIM, CON, CHAR, EGO, MECH, but incompetent with all magikal works except weapons with simple magikal plusses.
51-55:	Dragon friend (also speak High and Low Dragonish).
56-60:	+5 MRS versus fire, -5% save versus poison gasses, +2 INT.
61-66:	+10 MRS versus cursed scrolls but -10 MRS versus all other cursed items.
67-68:	Metamorph competent, but -15 MRS versus all metamorph magik on oneself. 5% 1D20 G.S. inheritance chance.
69-70:	Excellent liar, +5 CHAR when lying, -15 MRS versus undead attacks.
71-75:	Undead friend—50% chance of them talking, not attacking, -5 CHAR, and -20% from your base life span.
76-80:	Liquids (water, oozes, etc.) competent, fire incompetent (can't even light a fire without making a mess of it).
81-82:	Teleport, phase and dimension competent, -10 ABF & DBF with all weapons.
83-84:	+5 BF with all edged weapons, but -5% MRS with all magik.
85-86:	All spells +10% effectiveness versus true men, but -10% versus all undead.
87-88:	Natural linguist—read all languages and speak 10 additional.
89-90:	Natural magikal linguist—read all magikal writings easily. 1% chance of 10D100 G.S. inheritance!
91-92:	You have secretly learned one OP 6 to OP 9 magik at GM's adjudication. -50% from your starting cash.
93-94:	Totally fearless, fear spells do not work, but -5 WIS.
95:	Make two rolls on this table ignoring this number.
96:	You have 20% more mana than indicated by your character stats; round up to the nearest whole point. You also begin play with 1D4 (GM choice) extra OP 1 spells.
97:	Roll again on this table, ignoring this number, and once on the Priestly table.
98:	Elf friend—always welcome to them, speak their languages, +3 AGIL, 5% base tracking ability.
99:	-1 on all character abilities, -15 MRS versus all spells or magik, +25 BF with daggers and poignards only. Add 25 G.S. to start up money.
100:	Magik competent (all magik), with the thieflly abilities to pick locks and disarm traps (20% base each, plus 3% per EL), and to climb (15% base, plus 2% per EL). Your major drawbacks are your +8 EGO and +8 CHAR.



Table 28
Special Abilities for All of a More Religious Than Magikal Nature:
Priests, Rune Singers, Saints, Druids, Witch Hunters, Paladins and Saints

Die Roll	Results
01-02:	Mountain man, +2 to STR, AGIL, and DEX. Climb as a thief at 20% base plus 2% per EL. 25% base tracking ability.
03-04:	Good horseman—buy them for 20% less, ride 20% farther per day, but cats and dogs hate you (98%).
05-06:	Natural linguist—add 10 extra spoken languages, read all others of your world, 20% chance of understanding any particular magikal writing.
07-08:	Sickly and anemic, -2 STR, CON, CHAR, SWIM, but +5 INT, MECH.
09-10:	Cure competent, +10 MRS versus all undead life drains and paralysis. 15% chance of 1D20+30 G.S. inheritance.
11-12:	+2 WIS, +1 STR, but -15 MRS versus all dragon breaths.
13-14:	+15 MRS versus cursed scrolls, but -15 MRS versus all elementals.
15-19:	Golem competent, +4 CON, -15 MRS versus all non-priestly magik. 10% chance of a 1D20+20 G.S. inheritance.
20:	Bump of direction (75% accurate), but klutzy, -5 CF.
21-25:	+15 ABF with all non-edged weapons, but -10 DBF versus those types.
26-30:	Good with most (75%) animals, 50% chance of becoming friends; -10 MRS versus cold.
31-32:	50% better eyesight, 75' range infravision, but 50% worse hearing.
33-34:	Flesh tests bad to monsters, 65% chance of being spit out, -3 CHAR.
35-36:	Chronic insomnia, -5 CHAR; 100% resistant to sleep magiks.
37-38:	Dragon friend, can naturally speak their languages.
39-40:	Priestly magik incompetent (-20% effectiveness to all heals, spells, etc.), except +5 on all turnaway or disincorporate attempts.
41-45:	Healing competent.
46-50:	+10 MRS versus all stoning, -10% versus all poisons and venoms.
51-55:	Natural locksmith ability at a base of 20%, plus 4% per EL. 5% chance of a 1D10 G.S. inheritance.
56-60:	Desert born, +3 to CON. Can find potable water 90% of the time (GM adjudicated). Base 40% tracking ability.
61-66:	Natural ability to sense evil and possession (95% accurate).
67-68:	Ability to smell poison (100% accurate), but -25 MRS versus stoning.
69-70:	Dodge well, +2 CF, +5 MD.
71-75:	-15 MRS versus all undead CON draining and paralysis, but +10 MRS versus fire.
76-80:	You naturally have 20% more mana than your character statistics would normally indicate. You also know 1-3 more OP 1 spells (GM chosen) at game start.
81-82:	+15 ABF & DBF with quarterstaff and cudgel, but -10 ABF & DBF with all other weapons.
83-84:	Dispell and negation spell competent, -5 MD. 90% chance of a 1D10 G.S. inheritance.



Table 28 Continued
Special Abilities for All of a More Religious Than Magikal Nature:
Priests, Rune Singers, Druids, Witch Hunters, Paladins and Saints

Die Roll	Results
85-86:	+15 MRS save versus all fear and confusion, but -2 to INT.
87-88:	Hate all animals, and they can sense it, so they'll attack you 85% of the time, if naturally aggressive. -2 WIS but +2 AGIL.
89-90:	+10 MRS versus all priestly spells, -10 MRS versus all dragon spells.
91-92:	Keen sense of smell: 75% chance of identifying any spoor up to three days old. However, tracking ability is only a base 15%, plus 1% per EL.
93-94:	Have taken unbreakable vows of poverty, so can never have over 20 G.S. in cash, gems or other valuables, +3 WIS, +1 INT.
95:	Extremely pious, +4 WIS and +20 MRS versus all undead drain & blasting attacks, +20 DBF versus their physical ones.
96:	Priestly spell competent (all spells), and Elf friend (see Wizard's list for more details). Speak High and Low Elven.
97:	You are a paladin; start at EL 2 (you get all they get).
98:	You have just been defrocked for murder, so you are now an anti-priest. 50% chance the murder charge is trumped up. There is a 3,000 G.S. price on your head. Run!
99:	Blessed by your god, +10 save vs. everything, +10 to base BF.
100:	+3 to INT, WIS, and CHAR, for you have become a singing evangelist, with all of the abilities of a priestly Rune Singer. You will disdain the use of armor and weapons except quarter-staves and the like, nor will you ever aspire to riches, giving away all over 500 G.S. in amount, to the poor and needy.

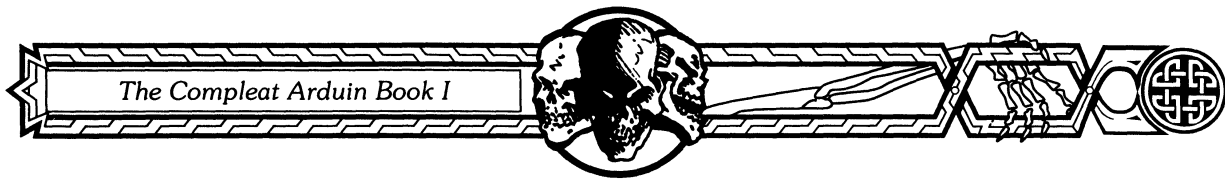


Table 29
Special Abilities for Those with Clandestine or Wilderland Natures: All Thieves, Assassins, Beast Masters, Foresters, Herbalists, Courtesans and Bards

Die Roll	Results
01:	Natural locksmith, work at 25% above normal for this ability.
02-03:	+15 ABF & DBF with daggers/knives, etc., -10 ABF & DBF with all non-edged weapons. 40% chance of a 1D100 G.S. inheritance.
04-05:	+2 AGIL & DEX, but -15 DBF versus oozes, slimes, etc.
06-07:	+10 ABF with all sabers, cutlasses and the like, -5 ABF with spears, etc.
08-09:	Good liar (+5 CHAR when lying), -15 MRS versus cold.
10:	+10 ABF & DBF with rapiers, foils, etc., -15 ABF & DBF with all other weapons.
11-12:	Flesh tastes bad to monsters; 50% chance of being spit out. -2 CHAR.
13-14:	Woodsman +1 to DEX, +15 MA, +15% to hide ability. Base tracking chance is 40%.
15-16:	Circus trained, +3 CF, add 25% to climbing ability.
17-18:	Arrogant, -4 CHAR, +15 MRS versus magikal spells, +4 EGO.
19-20:	+20 MA or ABF with throwing knives and garrotte, -15% versus poison and venoms. 30% chance of 1D100 G.S. inheritance.
21-25:	Conceited, -2 CHAR, +10 MRS versus priestly magik, +2 EGO.
26-30:	10% ability to hide in shadows and darkness, +1 DEX.
31-32:	50% better vision, 75' range infravision and +10% hearing, but -2 DEX.
33-34:	Dragon friend—can naturally speak both High and Low Dragonish. They will talk, not attack, 75% of the time.
35-36:	+1 to all character attributes, but -10 MRS versus all magik (even priestly). 20% chance of 1D30 G.S. inheritance.
37-38:	Immune to all forms of psychic attack, including illusion; -5 MRS versus fire, -4 MRS versus cold, -3 MRS versus lightning.
39-40:	-1 from all base character attributes, but also +10 MD.
41-45:	Quick learner, add 20% to all earned experience, +1 to ABF with any weapon. -7 MRS versus all disintegration.
46-50:	+5 ABF with longswords and spears, but -5 base MA.
51-55:	Heal at +20% (both better chance and faster rate), but -15% save versus all diseases.
56-60:	Poor liar; -4 CHAR when so doing, but +15 MA with slings.
61-65:	+10 ABF with shortwords, +5 ABF with all knives, etc., but -5 ABF with all axes. 10% inheritance chance for 1D20 G.S.
66-70:	Bump of direction (95% accurate), and weather predictor (50%). Naturally bad body odor, -3 CHAR to your species in a 10' radius.
71-75:	Master cook; +5 CHAR and +2 EGO when cooking. Always detect poison, by smell.
76-80:	Can naturally sense the value of all goods, treasure, etc. (plus or minus 2%). +3 RF.
81-82:	+3 STR, +2 CON, +1 AGIL, but -20% versus poison or venom.
83-84:	+1 CHAR generally, +4 versus opposite sex of your race, and think you're god's gift to the opposite sex.
85-86:	+10% at finding traps and secret doors, but -15 MD.
87-88:	Natural ability to use magik as mage two ELs below your own level. 50/50 secular or priestly in kind.
89-90:	Roll twice on any table(s) desired, ignoring this or any other multiple-roll number.



Table 29 Continued

Special Abilities for Those with Clandestine or Wilderland Natures: All Thieves, Assassins, Beast Masters, Foresters, Herbalists, Courtesans and Bards

Die Roll	Results
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- 91: You're a natural in your role, start EL 2, advance 20% faster up to EL 10.
- 92: +10 ABF & DBF with all swords, -10 ABF, DBF and MA with all other weapons, and -15 versus fear. 55% inheritance chance for 1D10 G.S.
- 93: Religious fanatic (like the Thuggee) and will work only for your faith. Operate as an Assassin split-class in addition to your primary class. All Assassins rolling this number, instead, simply add one more skill at a base 33% proficiency at game start.
- 94: Natural linguist—add 10 spoken languages and can read all others. 20% chance to read magikal writing.
- 95: -3 versus all cursed scrolls or other items, +2 versus poisons.
- 96: Extremely greedy—75% chance you will try to steal all items of value. -1D4 to WIS score. Roll!
- 97: Can naturally sense illusions and magik within a 30' radius, 75% of the time.
- 98: Have a musical nature, progress as a split-class Bard three levels below your own. If you are a bard, start at EL 2. 70% chance for a 1D6 G.S. inheritance.
- 99: Illiterate—can only speak your native languages.
- 100: Sired by a vampyr father and a normal mother, you have the ability to withstand all undead CON drains and paralysis completely. In fact, they will normally take you for one of them and leave you alone, on a 90% chance. However your CHAR is subsequently never higher than 9, you have a strong aversion to all priestly types, and to fire, retreating 50% of the time from both. You are a loner and shun all but one or two very close friends, and go out only at night. However your 90' infra-vision makes that easy for you. Poison and venoms only do half damage to you and you naturally regenerate one hitpoint per minute, with all of the restrictions of Trolls. Finally, add 1 to STR, DEX, AGIL and CON.



Table 30
Special Abilities for All Others: Technos, Normals, Sages, Traders and Sages

Die Roll	Results
01-05:	Good liar, +5 CHAR when so doing, +2 CHAR otherwise. -10 MRS versus cold. 35% chance for a 1D20+30 G.S. inheritance.
06-10:	Stunningly good-looking, CHAR 25(!), but super-arrogant. +8 EGO. These looks are too alien in their splendor for most ordinary folks to accept.
11-15:	Natural mechanic, +10 to MECH.
16-20:	Ability to discipline your studying habits and +3 to RF. This means you can learn at a 30% faster and 30% less costly rate.
21-25:	Naturalist, can always find edible plants, check for good water, etc. +3 WIS, +2 INT and +1 CON.
26-30:	Pacifist, will not fight under any circumstances. +5 to EGO.
31-35:	Latent warrior, AR will be the same as for warrior, but computed on two ELs less than real EL, with a base of EL 1.
36-40:	Total nerd in appearance and personality. -6 CHAR, +2 MECH and +4 INT. 30% chance of a 1D20+20 G.S. inheritance.
41-45:	Elf friend, speak all their languages. They always help you.
46-50:	Natural linguist. Add 10 spoken languages, always understand and read others from your world (20% chance for magikal writing).
51-52:	Happy-go-lucky, drinker, carouser, always spend all your money as fast as you earn it. +50% vs. getting drunk.
53-54:	Sexual athlete, +5 CHAR vs. opposite sex. Always looking!
55-56:	Natural knife fighter, +25 ABF, DBF and/or MA with all knife-type weapons.
57-58:	Total coward, -40 MRS versus fear spells, etc., 90% chance of fleeing.
59-60:	Secret were-creature; choose type from Book II list.
61-62:	Member of a secret society of evil and ancient ways. +3 EGO and CHAR. 20% chance there's a price on your head for GM-picked crime.
63-64:	Natural ability to detect magik of all types at 95% efficiency to a 3' range. If you are a techno disregard this result and roll again.
65-66:	Natural ability to detect mechanical traps at a 70% efficiency to a 10' range.
67-68:	Fanatic racist and bigot, you hate all not of your kind. -3 CHAR.
69-70:	Sadistic, arrogant, atheist, -20 MRS, +8 EGO and +3 STR.
71-75:	Very pious, help all in need, humble, +20 MRS vs. all magik, +8 EGO, +3 STR, you begin the game with a 1D100 G.S. inheritance.
76-80:	Obese glutton of unsanitary and foul habits, -6 CHAR, +30% vs. poison, +90% vs. drunkenness.
81-85:	Natural ability to know when food or drink is poisoned (100% accurate) by smell and close inspection.
86-90:	Good horseman, can buy them for 45% less, ride 40% farther daily. However birds (avians) all hate you (90% chance).
91-95:	Animal friend, 65% chance they'll help, not fight. Does not apply to enchanted or undead monsters.
96-97:	Dragon friend—75% chance they'll talk, not eat you. You speak Low Dragonish.
98-99:	Flesh tastes bad to monsters—98% chance they'll spit you out. -4 CHAR, but a 20% chance for a 1D20 G.S. inheritance.
100:	Roll once on any three tables of your choice ignoring this number, but if you can't use what you roll, tough, you're stuck with it. 5% chance for a 10D100 G.S. inheritance!



• Compound Factors •

The compound factors in this section are essential to the play of the character. All must be computed, based upon factors you already have for the character, possibly including special abilities. These values must be entered on the Character Sheet in the "Compound Factors" section.

HIT POINTS (HP)

A character's capacity to survive injuries is defined by his hit point (HP) total. Each character gets one HP per CON point that he has, plus a base amount of points according to racial type; see **Table 31**. Characters also receive one extra HP per each CON point they have over 12. Thus a character with an 18 CON would get 6 additional HP one time only. If the character's CON increases or decreases, this bonus will not change, though the HP derived from CON itself might change. For instance, the character with an 18 point CON is life blasted and loses 3 CON points. His new CON is 15. He would still get the 6 HP bonus he started out with even though his CON is lower. On the other hand, he would lose the three HP corresponding to the loss of his base CON. If he gained 2 HP from a belt of +2 CON, his bonus would remain 6, it would not be raised to 8.

There are also a number of occupational bonuses to HP totals, reflecting the way the various characters live:

Barbarians get an additional 11 HP, demonstrating how much larger than life they really are.

Martial artists, assassins and witch hunters get 7 additional base HP, taking into account their virtual fanaticism in all they do.

Fighters, foresters, paladins and thieves get 5 additional base HP to credit their intense physical training.

Bards, druids, medicine men, priests, rune singers, rune weavers, herbalists, Beast Masters and split-class characters get 3 additional base HP.

Courtesans, illusionists, wizards, saints and all others get no bonus to their HP.

Star-powered mages never acquire additional hit points for any reason! This is due to the nature of their symbiosis with their star crystals, as discussed previously.

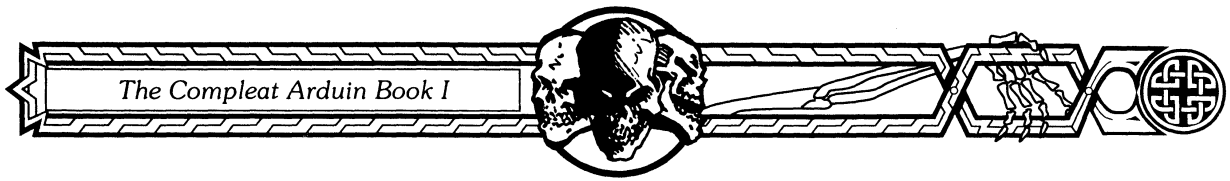
Characters never gain HP when they gain ELs. There is no physiological reason and, frankly, HP are in many cases the last resort of the incompetent. If your character requires lots and lots of HP to survive, then perhaps the character isn't as good as his or her ELs suggest, and doesn't deserve to live.

Table 31
Racial HP Base

Race	Base HP
Amazons	16
Centaur	22
Deodanths	20
Dwarves, female	18
Dwarves, male	19
Elves, female	20
Elves, male	21
Gnomes	16
Goblins	12
Half Elves	16
Half Orcs	13
Hobbits, female	11
Hobbits, male	12
Humans, female	15
Humans, male	14
Khai-Shang	13
Khai-Zirin	12
Knobblins	20
Kobbits	13
Orcs	16
Phraints	12
Saurigs, Desert	18
Saurigs, Swamp	20
Throon	23
Urukks	18

REASONING FACTOR (RF)

Each character will, from time to time, run into problems that must be thought out to be solved. To help determine a character's chance of success in doing this, we have devised what is called the Reasoning Factor, or RF. This number is acquired by averaging the character's INT and WIS scores. For example, Ironfist Silver Eyes, a martial artist, has an INT score of 13 and a WIS score of 12. Thus his RF would be 12.5, rounded up to 13:



$$(13 + 12 = 25 / 2 = 12.5)$$

So, where Ironfist must think a problem through, roll a D20 and if the roll does not exceed his RF score, then he has solved the problem.

The RF may only be used in areas where the character has at least some knowledge. For instance, Ironfist might figure out problems concerning Martial Arts, battle, his culture, politics of his home and so on. He could not figure out technological, magikal or other problems outside his area of expertise or general knowledge.

The difficulty or ease of the problem facing the character can be GM-adjudicated accordingly by increasing or decreasing the required RF roll. Even if the player doesn't know the answer to the problem in the character's area of knowledge, the character might!

The RF score can be improved by study for periods of time as each individual GM adjudicates. A good general rule is: one full year's study increases the RF by one only. And that is a year of solid study, with little or no time off for frivolities, much less adventuring. No character can increase his RF by more than four points every ten years through study, or more than 10 points in any case.

COORDINATION FACTOR (CF)

The Coordination Factor, or CF, is one of the most important factors determining the character's performance. It establishes how often she moves, how far she can move, how likely she is to be able to avoid tripping over a hazard or perform a complex feat of dexterity, and it also contributes to the ABF and DBF.

Each and every character must determine what his Coordination Factor is by averaging his AGIL and DEX. For example, if a character has an AGIL of 10 and a DEX of 12, his CF is 11 ($10 + 12 = 22 / 2 = 11$). Another example would be a character with a DEX of 13 and an AGIL of 14. This character would end up with a CF of 14 ($13 + 14 = 27 / 2 = 13.5$, rounded to 14). It is never possible, no matter how high your agility and dexterity, to have a CF greater than 30.

Any time the character is faced with a situation where balance, reaction time or sure-footedness might allow her to avoid a hazard, a CF roll is appropriate. If she rolls less than or equal to her CF on a D20, she avoids a hazard. For example, Rinaldo is running down a narrow dungeon corridor to come to the aid of a companion. The body of an Urukk lies on the floor of the corridor, between him and his imperiled companion. If Rinaldo makes his CF roll, he hurdles the Urukk's body without breaking stride and completes

his movement. On the other hand, if he blows the roll, he trips over the body and falls headlong to the floor.

Since it is possible to have CFs of 20 or higher, certain feats of dexterity will be automatic for high CF individuals, as they cannot exceed their CF even on a roll of 20. However, the GM is entitled to attach penalties to any CF roll to reflect increased difficulty. So, if a CF 22 character is given a penalty of -4 to perform a particular extremely complex or hazardous action, his adjusted CF becomes 18; he will fail on a D20 roll of 19 or 20.

ACTIONS AND ACTION COUNTS

The most important thing the Coordination Factor determines is how frequently the characters move in combat.

For a fair and accurate resolution of combat, there must be fixed reference points in time for the GM and players. We accomplish this with the CF Action Count system. For this purpose, characters, NPCs and monsters move in a series of action counts when they are fighting.

Time during combat is broken down into melee rounds of ten seconds each. Each melee round is further broken into 30 CF action counts of one-third second each. First, we must determine the action counts that apply to each entity in the combat. **Table 32** gives all the action counts corresponding to each character's CF value. To use this table, first find the character's CF count in the lefthand column. This number is also her first action count. That person's subsequent action counts in the same melee round follow the CF value, as we read across the table from left to right. The final column in the table, at the far right, gives the total number of actions the character has during a melee round. Record this information on the character sheet under "Action Counts."

Now we can use these CF action counts to conduct combat in an accurate sequence. To aid this process, we compose an "Action Counts" sheet, beginning at the fastest action count of the highest CF, whether good guy or bad (example below).

Once the Action Count sheet is composed, the process is simple. Simply start at the highest action count corresponding to a character or opponent. That entity performs the first activity of the combat. Then continue through the list, stopping at any action count where a character's next action comes up, until all characters have completed all actions for that melee turn. Thus, faster characters may have more actions in a melee turn than do slower characters, but there is a rational means of determining who goes next.



Table 32
CF Action Counts

30	-24	-18	-12	-6	(5 actions)
29	-23	-17	-12	-6	(5 actions)
28	-23	-17	-11	-6	(5 actions)
27	-22	-16	-11	-6	(5 actions)
26	-21	-16	-11	-5	(5 actions)
25	-20	-15	-10	-5	(5 actions)
24	-19	-15	-10	-5	(5 actions)
23	-19	-14	-9	-5	(5 actions)
22	-18	-13	-9	-5	(5 actions)
21	-17	-13	-9	-4	(5 actions)
20	-15	-10	-5		(4 actions)
19	-15	-10	-5		(4 actions)
18	-14	-9	-5		(4 actions)
17	-13	-9	-4		(4 actions)
16	-11	-5			(3 actions)
15	-10	-5			(3 actions)
14	-10	-5			(3 actions)
13	-9	-4			(3 actions)
12	-6				(2 actions)
11	-6				(2 actions)
10	-5				(2 actions)
9	-5				(2 actions)
8					(1 action)
7					(1 action)
6					(1 action)
5					(1 action)
4 or less					(1 action every other melee round)

Action Count Sheet (Example)

30	
29	
28	
27	
26	
25	Khaerolyn
24	
23	
22	
21	
20	Khaerolyn
19	Lugmur
18	Thargont
17	Rodigon
16	
15	Khaerolyn, Lugmur, Glath
14	Thargont
13	Rodigon, Arturo
12	Mullog
11	
10	Khaerolyn, Lugmur, Glath
9	Rodigon, Arturo, Thargont
8	
7	
6	Mullog
5	Khaerolyn, Lugmur, Thargont, Glath
4	Rodigon, Arturo
3	
2	
1	

An Example of Setting Up and Using an “Action Counts” Sheet: A party of three adventurers, Arturo, Rodigon and Khaerolyn, encounters four Orcs, Thargont, Lugmur, Glath and Mullog. The Orcs attack the adventurers, so the GM needs a list of action counts.

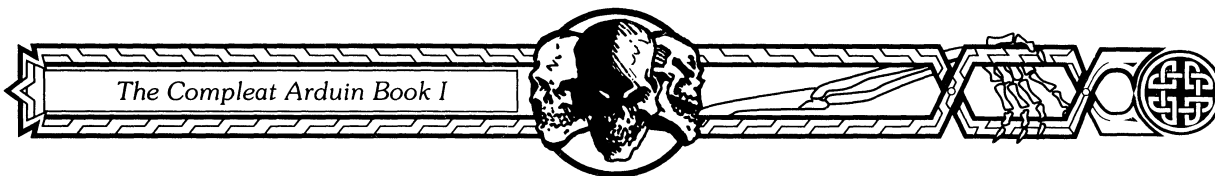
The CFs are as follows: Arturo, 13; Rodigon, 17; Khaerolyn, 25; Thargont, 18; Lugmur, 19; Glath, 15 and Mullog, 12.

Khaerolyn, with CF 25, has 5 actions. Her name is written on the “Action Counts” sheet on lines 25, 20, 15, 10 and 5, per her action counts according to **Table 32**. Arturo, with a CF of 13, will have just 3 actions, at counts 13, 9 and 4 according to **Table 32**, so his name is written on those lines. Rodigon has 4 actions, at counts 17, 13, 9, and 4. His name is written in at those counts.

The Orcs are handled the same way. Try to figure out on what counts they move, then look at the Action Count Sheet that follows to see if you got it right:

The combat now begins. Since Khaerolyn has the highest numbered action (25), she goes first. As it turns out, she is so fast, she goes again at 20 before anyone else moves; the intermediate counts are skipped because no one moves during that time. Next, at 19, is Lugmur the Orc, followed by Thargont at 18 and then Rodigon at 17. 16 is skipped.

At 15 Khaerolyn, Lugmur and Glath all move simultaneously. The GM may need to adjudicate on this count. If Khaerolyn is fighting Lugmur and/or Glath, the GM has to decide if the actions are truly simultaneous, or whether the actions of one combatant should take priority over another. For some help in this regard, see the section on Simultaneous Actions under the optional rules for combat in Chapter 5.



Thargont moves again at 14, Rodigon and Arturo both move at 13, and Mullog finally gets his first action at 12. By now, Khaerolyn has taken three actions! We skip 11. At 10, it is Khaerolyn, Lugmur and Glath again. Rodigon, Arturo and Thargont go at 9. 8 and 7 are blank. Mullog has another action at 6. Khaerolyn, Lugmur, Thargont and Glath take their last actions of the melee round at 5; Rodigon and Arturo finish the melee round at action count 4. If Khaerolyn is still functioning after one melee round of fighting, she will go first again. We use the same list for subsequent rounds of combat, though we cross out the names of any characters or monsters who are unable to continue the combat due to death, magikal sleep or any other reason.

What Constitutes an Action

The issue of how many actions a character is entitled to begs the essential question: what constitutes an action? It is necessary to bring up this point here, lest combat bog down under the weight of characters being allowed to do too much in any single action.

Any single act, such as striking with a weapon, reading a scroll, moving, or even turning around is considered one action. Thus a character with a CF of 15 could move up to one-third of his normally allowed movement at CF 15, strike the opponent he moved next to at 10, and then continue on past that opponent for another third of his movement at CF 5. Or an archer could stand unmoving in one spot the entire time and fire three arrows at targets in front of him: one each at 15, 10, and 5. Wait a minute, you say, isn't drawing an arrow, nocking it, aiming it and then firing it more than one action? The answer is "no" if the character is a trained archer and "yes" if the character is not a trained archer. By the same token a trained warrior could draw his sword from his scabbard and strike it all in one action whereas an untrained character would need two actions to do so: one to draw the weapon, the second to strike.

As you can see, the GM and the players have to exercise common sense here. Where a character wants to perform a complex sequence of related actions that the GM thinks *might* be possible, but not a sure thing, the GM may tell the player how much he can do for sure, and then base the success of the rest of the proposed move on the character successfully making one or more D20 rolls equal to or less than his CF.

SPEED

Land: Unencumbered running speed is easy to compute—simply multiply the CF by 10 to get the number of feet per melee round that the character may move if completely unencumbered. **Encumbrance** is dealt with later, in the combat section; it will reduce the character's speed in proportion to how much stuff he is carting around with him.

Air: At some point, your character may be fortunate enough to acquire the ability to fly, subject to limitations or not. If the distance per action is not otherwise specified, triple your ground speed per action to get the flight speed per action. The GM will have to adjudicate how fast you can gain altitude, and whether you can attain higher speeds in a dive.

Water: Your swimming speed is CF + SWIM; thus for Anais, with a CF of 15 and a SWIM of 10, her swimming speed would be 25 feet per melee round. However, for naturally aquatic characters such as sea elves or merpeople, use the running speed instead.

To determine how far a character can move each segment of his CF countdown, simply divide the total movement allowance by the number of actions he can perform each CF countdown. The resulting number is the allowable distance he can move each time. For example, the character mentioned before with the CF of 15 also has a movement capability of 150' per melee turn. With three actions possible each turn, we simply divide the total movement allowed by that three, coming up with 50' of movement possible per CF action. If a character elects to do something other than move during a CF action, that portion of movement is irrevocably lost for that melee round. This is because the character elected to do something for that segment which took as much time as the movement would have.

Anyway, you can also see the ease in pro-rating how far a character can move each CF count or fraction thereof. For instance, using our previous example, the character covers 50' each CF action segment. Each of his segments are five CF counts long so we divide 50' by 5 counts and get 10' every CF count! Simple. Use exactly the same procedure for swimming and flight as well.

Optional Rule: Character Size and Speed

To reflect the longer stride larger characters may have, assume that the speed of characters is reduced 2% for every inch they are under five feet in height, and increased 2% for every inch they are over six feet.



MANA

Below are the formulas for computing mana for all characters, even those who aren't really mages but may use a few spells anyway. The various abbreviations are summarized inside the front cover. Where the final result

is any fraction, round up to the next full point of mana. The use of mana will be more fully explained in Chapter 6, Magik. For now, if your character is one of the classes listed below, compute her mana and enter the value on the Character Sheet in the "Compound Factors" section.

Formulas for Computing Mana, By Class

Bards	$(CF + RF + CHAR + EL)/5$
Druids	$EGO + CON + (INT/3) + (WIS \times 2/3) + (EL \times 3)$
Herbalists	No mana
Illusionists	$(EGO + CON + INT + EL) \times 3$
Medicine Men	$EGO + CON + (WIS/3) + (INT \times 2/3) + (EL \times 3)$
Paladins	$STR/3$
Priests & Saints	$EGO + CON + WIS + (EL \times 3)$
Rune Singers	$CF + RF + CHAR + (EL \times 2)$
Rune Weavers	$EGO + CON + INT + WIS + (EL \times 3)$
Star-Powered Mages	$(EGO + CON + INT) \times 2$; unlimited under direct starlight
Witch Hunters	$10 + EL$
Wizards, Alchemists & Sages	$EGO + CON + INT + (EL \times 3)$
Technos	"There is no such thing as magik"

• Senses •

Table 33 defines each race's specific and different senses. The table not only encompasses sight and hearing but also psionic or sixth sense, magnetic field sensing and a few types of sensory detection unique to particular races.

The rolls will be made by the GM for the character whenever needed in specific game situations. This is especially true of sixth-sense warnings of ambush. The players can themselves roll after requesting permission from the GM if they feel the need. For instance: Anais thinks there may be something lurking behind a closed door and asks the GM if she can put her ear to said door, making a hearing roll to try to find out. The GM can subtract from the Elf's success chance if the materials of the door or its thickness warrant it.

Sight is treated differently from the other senses because, for most beings, it is the primary sense, and it is generally going to reveal something within distance limits, while the other senses may not. Sight also tends to be used more actively, because of its great power. Sight in daylight is usually good out to 300 feet. Sight in the unusual spectra at night might be 50 feet to as much as the full 300 feet visible in daylight, per GM adjudication. Of course,

depending on detail perceived, vantage point, and whether the thing being viewed is still or moving, vision might be measured in miles or inches.

It's critical that the GM use common sense here, and not slavishly use the values listed. For example, though Hobbitts normally have no chance of detecting something by smelling it, a healthy Hobbitt will smell a bakery full of fresh pastries at a range somewhat in excess of a mile! On the other hand, a Khai Shang who just got a snoot full of really fresh dragon dung will have virtually no chance of smelling a rose in full flower two feet away. The perception of scent, and to some extent sound, can be affected by weather conditions such as rain, wind, fog and so on; magnetic fields can be distorted by large masses of iron or steel. In any event, no chance is ever higher than 99%, nor lower than 1% at a maximum of 300 feet, or a maximum of 150 feet for those wearing helms.

Only one roll to a customer for each specific situation. Each player should know every ability and sense that his character has that will help him detect or see things in the game. So try not to forget. It could cost a character his life if you do!

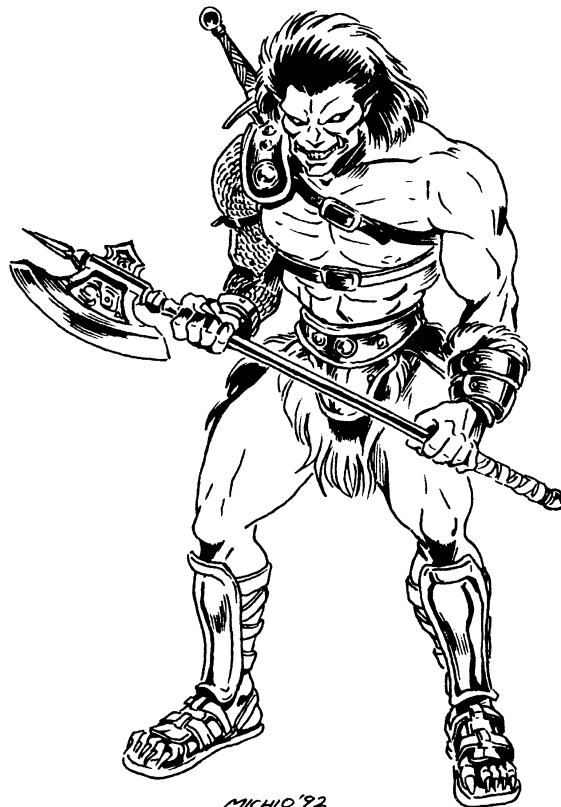


Table 33
Senses

Race	Abilities				
Amazon	NV: 60	H: 20% (W 20%)	S: 5%	-	P: 5%
Centaur (Tar-Khai)	NV: 90	H: 30%	S: 65%	-	P: 5%
“ (Gara-Khai)	NV: 90	H: 35%	S: 55%	-	P: 25%
“ (Shinda-Khai)	NV: 120	H: 55%	S: 75%	-	P: 30%
Deodanth	NV: 90 (UV,X)	H: 60%	S: 45%	M: 10%	P: 15%
Dwarf (MT)	NV: 75 (IR)	H: 30%	-	M: 20%	P: 10%
Elf (High) (SD)	NV: 90 (IR)	H: 60%	S: 25%	-	P: 35%
“ (Woods) (SD)	NV: 90 (IR)	H: 60%	S: 35%	-	P: 30%
“ (Sea)	NV: 90 (IR)	H: 50% (W 85%)	S: 25%	-	P: 30%
“ (City) (SD)	NV: 75 (IR)	H: 50%	S: 15%	-	P: 40%
Gnome	NV: 85 (IR)	H: 30%	-	M: 25%	P: 20%
Goblin (N)	NV: 75	H: 50%	S: 30%	-	-
Half Elf (SD)	NV: 75	H: 35%	S: 20%	-	P: 5%
Half Orc	NV: 60 (IR)	H: 50%	S: 30%	-	P: 5%
Hobbitt	NV: 60	H: 30%	-	-	P: 5%
Human	NV: 60	H: 10%	S: 5%	-	P: 5%
Khai Shang	NV: 75	H: 30%	S: 95%	-	-
Khai Zirin	NV: 90	H: 40%	S: 80%	-	P: 5%
Knoblin (N)	NV: 30 (US 120)	H: 95%	S: 25%	-	-
Kobbit	NV: 75 (IR)	H: 40%	S: 30%	-	-
Orc (N)	NV: 60 (IR)	H: 55%	S: 25%	-	-
Phraint	NV: 55 (IR,UV)	H: 90% (W 0%)	S: 65%	M: 60%	-
Saurig (Desert)	NV: 45	H: 10%	S: 50%	-	-
“ (Swamp)	NV: 30	H: 10% (W 15%)	S: 75% (W 80%)	-	-
Throon (V)	NV: 65	H: 30%	S: 5%	-	-
Urukk	NV: 85	H: 50%	S: 25%	-	P: 20%

Notes on Table 33

H = Hearing chance at 60'; halved in water unless listed otherwise, or when wearing helm; halved for every 30' additional; doubled for every 20' less

IR = Infrared spectrum

M = Magnetic Field Detection chance at 60', modified as hearing chance above

MT = 60% chance of sensing mechanical traps (must be within 20 feet; never modified)

N = Nocturnal being; these see no more than 150' in daylight, and it might be less if the sunlight is too bright for them

NV = Night Vision distance in feet; if IR, UV or X listed, can see as if full daylight where that spectrum is emitted

P = Psionic awareness (sixth sense), modified as hearing chance above, but unaffected by water

S = Smelling chance at 60', modified as hearing chance above
SD = 60% chance (elves) or 30% chance (half elves) of sensing secret doors (must be within 10 feet; never modified)

US = Night vision distance if using ultrasonics (bat squeaks)

UV = Ultraviolet spectrum

V = 20% chance of sensing ground vibrations at 60', modified as hearing chance above

W = In water

X = X-ray source (not X-ray vision; only works if X-rays are emitted at source)



• Subsidiary Skills •

Characters will usually have several other skills and abilities besides adventuring skills. These skills and abilities are acquired during the character's normal growing up and will be a great help in actually figuring out one's past history and such. To use **Table 34**, roll the indicated die to find the number of skills. For **Tables 35-37**, simply roll once for each skill allowed. Table 35 is used unless you are instructed otherwise.

Definitions of Some Skills and Abilities

Swimmer Brings your swim score to 20.

Tinker You can repair pots, pans and simple household items.

Locksmith Can fabricate or repair locks; also can pick locks of EL 1 at the same rate of success as your percentage rating as a locksmith, +20%. For higher level locks, see the description of lockpicking under the thiefling skills.

Fletcher/Bowyer You can make and repair bows and arrows.

Mathematician Depending on percentage, will know everything from long division and the multiplication tables up to and including advanced trigonometry.

Wheelwright You can make and repair wheels, carts and wagons of all types.

Cooper You can make and repair all types of barrels.

Shipwright You can build and repair boats and ships of all types, up to the largest sailing vessels.

Ventriloquist You can throw your voice 1-30' depending on percentage.

Fool/Jester This one is GM adjudicated, but you're funny!

Innkeeper All the knowledge needed to run an inn, GM adjudicated.

Gambler Will add from +5% to +50% on all gambling chances due solely to experience.

Measuring Proficiency

To determine how good you actually are at each extra skill or ability, roll percentile dice. Numbers 01-25 indicate that you have only basic knowledge. Numbers 26-75 indicate that your skills are average; you probably had to make a living doing it at some time in your life. Numbers 76-95 indicate you have mastered the skill or ability to such an extent as it is like second nature to you and can be easily done. Numbers 96-100 indicate a true expert; you obviously practice daily in said skills.

If these skills aren't exercised during the course of a character's normal game play, they will atrophy, and may be lost altogether if not used for several game years. Use them or lose them! Conversely, the character can increase in competency if he uses the skills frequently. Each GM can easily determine just how this will be done—slowly, most likely!

Table 34
Number of Skills Known

Social Status	#
Freeholder	1D3
Commoner	1-2
Tenant	1-2
Man at Arms	1-2
Craftsman	1D4
Merchant	1D4
Gentry	1D4
Lesser Noble*	1D3
Noble*	1D3
Distant Royalty*	1D3
Close Royalty*	1D4

*Roll on Table 37 only.



Table 35
Skills & Abilities

Die Roll	Skill	Die Roll	Skill
01-06	Reading & Writing	75	Fletcher/Bowyer
07-09	Clay Sculpture	76	Innkeeper
10	Stone Sculpting	77	Weaver
11-15	Dancing, Court	78	Butcher
16-20	Carpentry	79	Baker
21-25	Seamstress/Tailor	80	Candlemaker
26-30	Farmer or Rancher (choice)	81	Beekeeper
31-35	Vintner/Brewer	82	Wheelwright
36-40	Leather Working	83	Cooper
41-43	Cooking	84	Poet
44-46	Artist (Painter)	85	Cobbler
47-49	Fisherman	86	Blacksmith
50	Dancing, Country	87	Silversmith
51-53	Theologian	88	Goldsmith
54-56	Local Historian	89	Dyemaker
57-59	Reading & Writing	90	Tanner
60-61	Small Boat Sailor	91	Papermaker
62-63	Singer	92	Shipwright
64-65	Play one stringed instrument	93	Glassblower
66-67	Play one reed instrument	94	Weaponsmith
68-69	Sailmaker	95	Miner
70	Expert Swimmer	96	Potter
71	Speak 1-3 extra languages	97	Ventriloquist
72	Tinker	98	Mason/Bricklayer
73	Muleskinner or Coachman (choice)	99	Roll twice (Ignore this #)
74	Locksmith	100	Roll once on Table 36



Table 36
Special Skills

Die Roll	Skill
1	Architect
2	Engineer
3	Mathematician
4	Military Engineer
5	Linguist (fluently read, write and speak 1D6+4 languages)
6	Fool/Court Jester
7	Cartographer
8	Jeweler/Gemcutter
9	Veterinarian
10	Professional Gambler

Table 37
Nobility Skills & Abilities

Die Roll	Skill
1	Poet
2	Musician (1-4 instruments)
3	Singer (10% chance of full bardic skills)
4	Calligraphy
5	Court Dancing
6	Law (know its ins and outs)
7	Horsemanship (+51-100%)
8	Vintner or Brewer (choice)
9	Expert Swimmer
10	Orator (+30% to applicable morale rolls)

• Outfitting the Character •

We now know everything we need to know to equip the character for a life of adventure. Specifically, we now know:

- Her race
- Her base and compound characteristics
- Her physique
- Her character class and any skills corresponding to it
- Her special abilities
- Her heritage
- Her beginning number of pieces of equipment
- Her beginning cash on hand
- Her subsidiary skills

These details should be used to give us insight on what the character needs to function in a role, and what sorts of items the character is likely to have acquired. Of course, the limitation on both starting artifacts and starting cash may mean that the character has more skills and abilities than she has the wherewithal to match with items. For example, when we reach the combat section, you will see that warriors are trained in multiple combat skills in both weapons and armor, but a character with limited cash who is entitled to only one free item at the start may have to settle for carrying only his favorite weapon and doing without armor at all. The same problem can arise with regard to thievery skills, subsidiary skills or even special

abilities; you may have to make some hard choices for the character. On the other hand, how much challenge would the game be if everything came easily?

Generally, the first priority will be to make sure your character can perform his primary occupational role. In the case of the warrior, for example, he'd better at least have a weapon. For a thief, a lockpick set may be more important, or perhaps a coil of good rope. A bard's first choice would likely be an instrument, while a wizard might desire pen and paper so that he could compose magikal scrolls. For each distinct character, you will need to think this through, both in terms of what is most important, and in terms of how much the various important items cost. With regard to the question of cost, a comprehensive list of prices is included in Appendix I of this book. It includes just about anything the beginning character could want, use or afford.

There is nothing wrong with maximizing the character's advantage by taking the most expensive items as beginning items, and then purchasing the less expensive things, but there may be a role-playing reason why the character would not be able to do this (perhaps there is a special heirloom item handed down that is not particularly expensive).

Noting one example I gave above, the pen and paper of the wizard, "one item" does not necessarily mean one sheet of parchment, or one arrow, or one lockpick from



a set. As always, GM adjudication is the key, but the GM has to give the characters some leeway here. I like to rely on my "Rule of Ten" in cases like this: an item can have up to ten useful components. For example, the wizard would get one quill pen, a phial of ink and eight sheets of parchment, the archer a bow, quiver and eight arrows, the thief a small wooden box with nine assorted lockpick tools, and so on.

Whatever you do purchase, there is usually a need to conserve some of the starting cash so the character doesn't starve to death during the course of his first adventure. In fact, it's been my experience that most beginning characters with extra money tend to waste it on stuff they can't use very well, so if you don't have the money for it, you probably don't need it!

Rinaldo & Anais—Choosing Their Way of Life

Reviewing the alternatives, we conclude that Rinaldo would make a great barbarian, though his DEX and AGIL are at the low edge of the parameters. We can now calculate his Hit Points (HP), Reasoning Factor (RF), Coordination Factor (CF), Speed and Senses. We can also see if he has any other skills, and we can outfit him.

First, we roll on **Table 26**, Special Abilities for Warriors and Barbarians. The roll with percentiles is 02; this makes him -10 to his Magik Resistance Score where cold and disease are involved, which is on top of a base penalty of -10 MRS as a barbarian. However, he also gets +2 to CON.

His CON as originally rolled was 15. Another 2 are added from the Special Ability roll, for 17. He therefore gets 17 hitpoints for CON, plus 5 more for the CON over 12, plus 14 as the base for Human males from **Table 31**, plus 11 as the bonus for barbarians! Rinaldo thus ends up with 47 HP, which is far more than the typical character would have. Record this value on the Character Sheet, in the appropriate box in the section titled "Compound Factors."

His RF is the average of INT and WIS. Since his INT is 10 and his WIS 7, the average is 8.5. Round this up to an RF of 9. Record this in the "Compound Factors" section of the Character Sheet.

For CF, average his DEX and AGIL. As both scores are 11, his CF is also 11. Record this in the "Compound Factors" section of the Character Sheet.

A CF of 11 means his unencumbered Speed is 110' per melee round. His CF also means he has two actions per melee round, at counts 11 and 6. His Swimming Speed is 11 (CF) + 11 (SWIM), for a total of 22 feet per melee round. This comes out to about 7 feet per action. These values all go in the "Speed" section of the Character Sheet.

We next go to **Table 33**, Senses. Rinaldo, as a Human, has night vision to 60 feet, and does not see in any unusual spectrum. He has a base 10% chance of hearing or a base 5% chance of smelling something sixty feet away, but, because he is a Barbarian, these chances are much actually much greater. Since he hears 35% better, his chance of hearing rises to 45%. Likewise, his sense of smell allows him a 55% chance of detecting something. The base psionic detect for a Human is 5%. Record these values in the Character Senses section of the Character Sheet. Don't forget to note certain abilities intrinsic to Rinaldo as a barbarian, including his 25% chance of detecting ambush, which will increase by 3% per EL; refer to the description of Barbarians in Chapter 2 for details on these abilities.

We also decide that Rinaldo might have a random extra skill, and roll once; with a barbarian, you cannot really justify more than one extra skill. However, on **Table 35** the roll (93) gives the skill 'Glassblower.' This is a ridiculous skill for a barbarian. Thus we must apply common sense, instead of slavishly following the roll of the dice, and simply say that Rinaldo has no additional skills. You cannot keep rolling, hoping for something compatible to come up. If he had any extra skills, they could be listed in the Notes box of the Character Sheet.

The accoutering of Rinaldo is short and sweet. He is entitled to one item, and if he's going to be effective as a barbarian, it had better be a weapon. Therefore, Rinaldo starts out with a large sword known as a claymore, and the clothes on his back. Since he starts out with 5.5 GS, he might be able to buy some other items. For example, fur half armor, just the thing for a barbarian, costs 1.5 GS. Let's assume he buys the armor and a dagger (5 SP); he will still have 3 GS and 15 SP.

Anais, on the other hand, will become a wizard. Add one to her INT and EGO, now 19 and 18 respectively, as specified in the wizard write-up. Next, we determine what her beginning magikal artifact is by rolling on **Table 24**. The roll on a D20 (18) means she starts with a staff, which she chooses to be of oak. (continued)



Her Special Ability from **Table 27**, Special Abilities for Wizards, Etc., (roll 43) is the ability to smell poison on a 50% chance, though she also has her save chance versus poison reduced by 15%. More on the Poison Save later. Her HP are 16 for CON, plus 4 for CON over 12, plus 19 as the base for a Female Elf, for a total of 39 HP.

We can also calculate her mana, or spellpoints. Using the formula for a wizard, we add her INT, EGO, CON and three times her EL. These are respectively 19, 18, 16 and 0, for a total of 53.

Her RF is 12, an average of INT 19 and WIS 5; her CF is 15, an average of DEX and AGIL, both 15. Her Speed is 150' per turn, her Swimming Speed is 27 feet per round, and she has three actions per melee round, at counts 15, 10 and 5.

Checking **Table 33**, we find that Anais, as a High Elf, has night vision out to 90 feet, and sees in the infrared spectrum as well as in normal light. She also has a hearing chance of 60%, a smell detection chance of 25% and a psionic detection chance of 15%. Her class (wizard) has no impact on these senses one way or the other.

For Anais, we roll a D4 on **Table 34** for skills, coming up with a 2. The first roll with percentiles on **Table 35** is a 17; the second is a 41. So Anais has skill as a seamstress, and can read and write. We roll percentiles to determine the level of Anais's Seamstress skill; the roll (86) indicates mastery. As for the reading and writing, adjudication is again in order. Most wizards can read and write as part of their apprenticeship, and the Elven tongues, Low Elven especially, are the most typical written languages for magikal works. Therefore, Anais's skill must be above and beyond that; instead of rolling percentages of competence, we simply decide that Anais can read and write both High and Low Elven with 100% accuracy.

Anais's outfitting is a little more complicated, since we determined earlier that she will get five items, not counting her beginning magikal device. Most every magik-user starts out with a scroll, wand, rod, staff or special item, as discussed earlier in the introduction to magikal classes. Therefore, we determine that she will start with a staff. As for her other five items, she will carry (1) a dagger for defense, (2) a full sewing kit, (3) a one-person tent, (4) parchment, pen and ink for writing scrolls, and (5) she will wear soft leather half armor. This is probably the most armor any magik-user would ever wear, because of the high encumbrance of most armor, which is further discussed in Chapter 5, Combat. She will also have her grimoire, or book of spells, but this does not count against her item total. Since she is relatively well-outfitted without resort to spending her cash, she can reserve the 10 GS she started with for contingencies.



• Experience Levels (EL) •

Experience measures the character's increasing skill with the abilities he already has, both inside and outside of his class. Characters with ten years of adventuring under their belts will have seen a lot, and will be more effective for having this knowledge than will totally green characters with exactly the same physical stats. The specific effects of additional experience are discussed in the section entitled "The Effect of an Increase in EL," below.

How to Calculate Experience Levels (ELs)

This section describes how characters advance Experience Levels (ELs) in their chosen occupation. First of all, the character does not necessarily start out at EL 1. Nope! If the character is totally green, as most are, he has no EL at all. This is not to say he is not trained. He is presumed to have beginning skills for the use of his craft. He is just without experience.

Advancement is measured in terms of time passed or in expeditions run. The latter is a flexible concept; the GM may well consider a quest taking weeks or months of game time to qualify as multiple expeditions. On the other hand, a milk run may not equal even one expedition. Difficulty and novelty to the characters are the key elements the GM must consider.

Warriors and Barbarians: They must earn EL 1 by going on 2 expeditions or by serving 6 months in the role. ELs 2-4 require 4 expeditions or 1 year. ELs 5 through 8 take 10 expeditions or 1 year each, ELs 9 and 10 take 15 expeditions or 2 years each to acquire. Beyond EL 10 takes 25 expeditions or 3 years to gain, per EL.

Most professions that utilize magik: Priests, wizards, illusionists, druids, medicine men, rune singers, rune weavers, etc. will acquire EL 1 after 6 expeditions or one year, whichever comes first. For ELs 2, 3, and 4, it requires 10 expeditions or one year for each level, whichever comes first. For ELs 5 through 12 it requires 20 expeditions or one year per level, whichever comes first. Beyond EL 12 these character types require 40 expeditions or 5 years, whichever comes first.

All clandestine and wilderland professions: Assassins, thieves, foresters, courtesans, beast masters, etc. will acquire ELs 1, 2, and 3 after 8 expeditions or one year per EL, whichever comes first. ELs 4 through 12 require 15 expeditions or one year. Beyond EL 12 it takes 30 expeditions or 5 years to acquire each EL.

Bards and Martial Artists: They advance ELs 1 through 6 at one each year. ELs 7 through 9 take 2 years each, and EL 10 takes 3 years. Beyond EL 10 takes 5 years to earn.

Technos, Sages and Alchemists: This trio of classes earns ELs this way: ELs 1, 2 and 3 take one year each to earn regardless of expeditions or whatever. ELs 4-7 take 2 years each regardless of outside experience and ELs 8 through 12 take 3 years each, regardless of expeditions. Beyond EL 12 it takes 5 years per level attained. However a GM may adjudicate faster advancement for specifically harrowing or enlightening adventures.

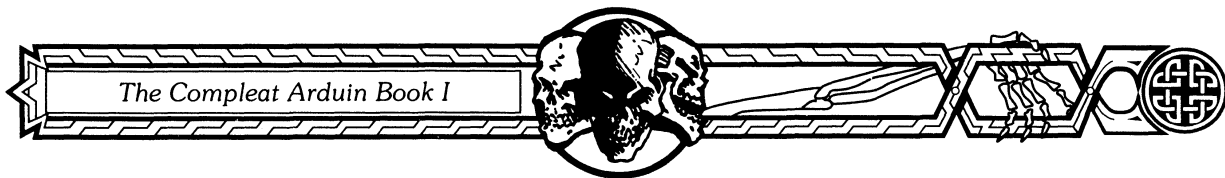
Traders and Herbalists: They begin at EL 1, due to the apprenticeship requirements of their respective guilds. They will acquire ELs 2, 3 and 4 through 10 expeditions or one year, per EL, whichever comes first. They will earn ELs 5 through 8 through 20 expeditions or 2 years. For ELs 9 through 12 it takes 40 expeditions or 3 years. Beyond EL 12 it takes 50 expeditions or 5 years per each EL.

Paladins and Witch Hunters: They start at EL 1 because of their unique training and proclivities. They obtain ELs 2 through 5 by 5 expeditions or 2 years. ELs 6 through 11 take 10 expeditions or 3 years. EL 12 takes 20 expeditions or 5 years. Beyond 12 requires 40 expeditions or 10 years, whichever comes first.

Saints: A special case, being at the whim of their own gods and so are only advanced by the GM according to how they have been operating in the campaign. Adjudication is the most difficult kind of character advancement there is, so it is recommended that only those players that can handle that type of situation be allowed to play saints. Saints should be few and far between in a campaign anyway.

Speaking of adjudication, in any suitable case, the GM may advance a character one EL for any special happening that may have really affected the character beyond the normal run of circumstances in an expedition. This should be done sparingly. To do so too often totally destroys the framework of EL advancement for all of the character classes and eventually leads to the destruction of the campaign in question. Do you as the GM really want a crew of EL 101 crazies trashing your world? I thought not. Well, that's what you're going to get if you aren't *extremely* careful about passing out discretionary advances.

All EL advancement requirements are for each and every EL and must be obtained the hard way. For example, for a Warrior to have progressed to EL 9 it would take him 81 expeditions, or almost 9 years of game time, assuming the 15-month year of Arduin. That's a very long time for a character to have been in play! Of course, some expeditions are more involved than others, but it is strictly up to the GM to decide whether a given adventure or series



of adventures is more or less than the sum of the days the players actually get together to play.

This system is actually extremely simple. To make it an even easier proposition for the campaign players, the GM may keep a record book containing the name and class of each character and how many expeditions they have been on as well as the day so started. And as the campaign should have a continually running calendar, it is easy to see how long a character has been in the game.

Finally, to keep from having to advance cowardly couch potatoes who never venture out of their own city or village, the GM can limit just how far a particular character class may advance in ELs without adventuring. We suggest EL 5 as being the best cut-off point for such people.

The Effects of an Increase in EL

EL increases have different effects on different characters, so you must have the particular character well in mind when adjusting for the addition of an EL, but generally the adjustments fall into four categories:

- Additions to BF
- Additions to saving chances
- Additions to success chance of magik
- Improvement in class abilities and/or addition of new abilities.

Battle Factor (BF): With regard to BF, some characters need multiple EL acquisitions to raise their BF just 1 point, while others will get 1 or more points for every EL increase. Keep in mind that when the BF does go up, it is necessary to recompute RCH and fumble chances to see if they have changed.

Saving Chances: EL has no impact on poison/venom save chances, which are computed solely on the physiology of the character, nor on psychic attacks, which rely on other factors, but does have an impact on MRS and saves vs. fear. Also, the new EL gives the character a chance to save against forces that he has failed to save against in the past. So, if you have the misfortune of getting toasted a second time by some bad guy's "Flashpoint," after having failed the save the first time before advancing an EL, you do get another save try.

Success Chance of Magik: Magikal success chances increase in various ways. First, the character's Spell Attack Factor (SAF) goes up. Second, the character's fumble chance with spells of OP higher than her EL goes down. Third, some spells have an increased chance of success or even increased power with every EL the character has over the EL at which the magik was learned. Fourth, many

magik gain mana with each increase in EL. Fifth, opponents who saved against your magik before will have to make new saves against that same magik next time or suffer the full impact of it.

Class-Related Improvements: Class improvements cannot be generalized; refer to the appropriate class description for the details on the impact of EL increases.

Practice, Practice, Practice

As everyone practices their craft, characters may improve certain aspects of their character stats, subject to GM approval. For each 20 complete adventures or five years of game time, a character may increase any one characteristic by one, providing the GM was informed prior to the above-mentioned time and adventure requirements being met. Thus a warrior could increase his BF with any single weapon, or a thief could upgrade his CF, or a priest could learn to swim a bit better. Of course, keep the circumstances in mind when adjudicating improvement; the warrior must have access to the weapon, the priest a place to swim, etc. The list of improvements a character could make is endless and varied according to need, and the time involved can be adjudicated individually by the GM if desired.

Optional Rule: Acquiring New Subsidiary Skills

This rule allows characters to improve existing subsidiary skills or acquire new ones.

Each time the character earns a new EL, she has a 15% chance of adding to subsidiary skills. On a successful roll, the character has two choices:

1. The character may add a completely new skill from those listed previously. The skill may be chosen by the player, rather than rolled for, but the GM must be consulted. This is done to make sure the acquisition of the new skill is related to the character's past activities and experiences.
2. The character may add proficiency to an existing subsidiary skill. Roll 2D20 to determine the increase in proficiency. Again, the GM must be consulted, and may establish an upper limit on proficiency even if the character benefits from a very high roll.

In very rare cases, the GM may dispense with the above process and simply give the character a new skill or enhance an existing one. However, this must be done with the greatest care; do it too much and you will undermine the balance designed into Arduin character classes. No-body should be able to do everything.

• Aging •

Each character has a projected life span, which was noted previously in her description. For each 10% of maximum life span that a character has lived, that character will lose one point each off his STR, DEX, AGIL, and CON score. However, there is no penalty until the character has lived at least 40% of his projected maximum span. Characters who lead an active and hard life lose these points only after each 20% and those who lead soft, easy lives lose them after only 5%. On the other hand, the INT and WIS scores tend to rise at a rate of 1 per 20% of lifespan, though in this case the rate is not affected by the rigor or ease of life.

For example: a Half Elf has a life span of 1,000 years. Thus every 100 years after his 400th birthday he would lose one point each off his CON, STR, DEX and AGIL, while gaining one point on his INT and WIS every 200 years.

No character may ever lose more than half of his points through natural aging. Elves and other immortals lose those points after each 1000 years, or more depending upon GM adjudication.

Characters may, of course, use magikal or other artificial means to restore or keep from losing those points.





MICHIO '92

Chapter Five

Combat

There are two forms of combat in the Arduin system: melee (where you beat on someone at arm's length) and missile (where you project force at someone from a distance). In all cases, combat is

resolved by a comparison between the character's attack and his target's defense. This means that each character will have an offensive and a defensive value for each combat situation that arises.

• The Battlefactor (BF) and Missile Attack (MA) •

Characters involved in melee combat attack by using the Attack Battlefactor (ABF), and defend against the attacks of others by using the Defensive Battlefactor (DBF). Various characteristics are used below to compute the ABF and DBF.

Generally, the critical factors in determining a character's ability to attack are his thinking ability, his strength and his coordination. Of course, the ABF is also modified by a character's experience, his general training in combat, whether he has any specialized training with the particular weapon he is using, and even the nature of the weapon itself.

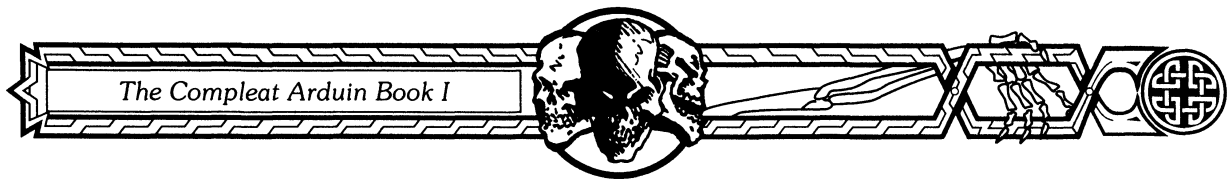
The character's ability to defend himself is also based on his reasoning ability, strength and coordination. In addition, the character's experience and training will aid in his defense, as will armor and/or a shield.

Missile combat differs radically from melee. Coordination, experience, training and the weapon itself all contribute to the character's Missile Attack (MA). On the other hand, defense against missiles is basically passive; only armor and shields contribute to the character's Missile Defense (MD), unless the GM chooses to use some of the optional rules involving cover, movement and evasion.

The computation of combat skills involves the use of several formulas, each with multiple factors. To make it easier for the reader, we have included a worksheet at the back of this volume which includes all the formulas. Feel free to photocopy this worksheet to compute the necessary values for your characters. Then the final numbers can be transferred to the Character Sheet without having to clutter it with intermediate calculations.

Placing Values on the Character Sheet

The basic combat skills can be written on the Character Sheet in the section entitled "Combat Skills." This has spaces for the Base BF, Base MA, Base MD, Base SAF and Number of Attacks. The Base BF, calculated below; is the basis for all ABFs and DBFs. The Base MA is calculated below as well; it is the basis for all missile attacks. The Base MD and Shielded MD are defined below, and reflect the character's defense against missiles both with and without a shield. The Base Spell Attack Factor (SAF) is discussed in **Chapter 6, Magik**; it is the means by which spells and other magikal attacks are resolved. Finally, the Number of Attacks is the number of times a character can attack during each *action*, not melee round, as discussed in the section on Action Counts in Chapter



Four. For most characters, this is automatically one, but for martial artists and assassins, multiple attacks are possible, and the number can be written here.

Although these combat skills are the basis for all types of combat, they do not reflect the specific weapons or magiks that are brought to bear. Therefore, the Character Sheet also has 11 lines for individual ABFs and DBFs for melee weapons, 7 lines for individual MAs for missile weapons, and 8 lines for individual SAFs for targeted magik. In these lines, you can put down the final ABF/DBF, MA or SAF respectively, as well as the attendant RCH chance, Fumble chance and Damage, thus having a quick and easy reference for combat purposes which reduces the math needed to resolve combat to the absolute minimum. These various final attack and defense values are easily calculated on the worksheets.

Determining the Base BF

Since both the ABF and DBF have many factors in common, the first step for computing all melee Battlefactors is to calculate the character's Base BF. The formula for the Base BF is:

$$RF + STR + CF + STRB + MB + (EL \times AR)$$

RF is the Reasoning Factor, STR is Strength and CF is the Coordination Factor. STRB is the Strength BF Bonus or Penalty listed in **Table 3**, Strength, and is added in addition to the STR itself. This is an optional value; the GM may choose not to allow its use.

MB stands for Martial Bonus; if the character is a warrior, paladin, barbarian, martial artist, assassin or forester, add a martial bonus of 5 to signify his general training. Otherwise, the MB is zero.

EL is Experience Level, which is multiplied by the Advancement Rate (AR). This rate varies by Character Class; refer to the following list:

Advancement Rate List

To use this list, find your own character class or the one closest to it and look at the value to the right. This will tell you the BF advancement rate. For example, warriors add 3 points to their Base BF for each EL gained. The mage adds .2, or one fifth of a point. This means he adds only 1 to his BF score for each 5 ELs he gains. In all cases, fractional adds are rounded *down* to the nearest whole number. That means the mage would have no add for EL to his Base BF score until he reaches EL 5, and a saint would need to attain EL 20 before this would increase his Base BF.

Character Class	Advancement Rate
Warrior	3
Barbarian	3
Paladin	2
Martial Artist	2
Assassin	1.5
Forester	1
Witch Hunter	.5
Priest, fighting	.5
Beast Master	.334
Thief	.334
Trader	.334
Bard	.25
Medicine Man	.25
Druid	.25
Wizard	.2
Techno	.2
Priest, non-fighting	.167
Normal	.167
Herbalist	.167
Rune Weaver	.143
Rune Singer	.143
Illusionist	.125
Alchemist	.1
Sage	.1
Courtesan	.084
Star-Powered Mage	.067
Saint	.05

Determining the ABF

For each weapon the character uses, the ABF must be computed separately. The formula for the Attack Battlefactor is:

$$\text{Base BF} + 50 + WV + WC + \text{Special}$$

The Base BF has just been defined above. To this, 50 is added as the attacker's bonus for initiating action.

WV is the attack value of the weapon itself; see **Table 38**, Weapons Characteristics.

Table 38
Weapons Characteristics

Weapons Types	WV	MV	EV	RCH Plus	Fumble Plus	Damage Range
Atlatl (spear thrower)	-	3	1	3	5	1D6+1
Axe, hand [Note 1]	2	-5	2	1	0	1D4+4
Axe, battle	5	-15	6	2	0	1D6+6
Axe, two-handed	8	-	12	8	2	1D12+12
Axe, pole	9	-	14	6	2	1D12+13
Axe, stone, obsidian, etc. [Note 1]	2	-8	3	0	0	1D4+3
Axe, heavy throwing (francisca)	4	6	5	4	1	1D6+6
Axe, light throwing (tomahawk)	1	8	1	1	0	1D4+4
Boomerang, wooden	-	2	2	0	5	1D4
Boomerang, metal	-	5	3	0	5	1D4+1
Bolas [Note 4]	-	4	6	1	7	1D4
Bills, guisarmes, fauchards, etc.	11	-	17	4	2	1D12+10
Bow, short or self	-	5	3	16	0	1D6+4
Bow, horn composite	-	10	5	20	0	1D6+6
Bow, modern laminate (composite)	-	18	4	26	0	1D6+9
Bow, modern compound (pulleys)	-	20	6	24	0	1D6+6
Bow, standard long	-	15	7	21	1	1D6+6
Bow, Elven long	-	18	5	27	1	1D6+9
Bow, daikyu (asymmetrical long)	-	7	6	18	1	1D6+5
Bow, extra heavy long	-	20	9	32	3	1D8+8
Blowgun	-	7	1	0	2	1
Bagh Nakh (Tiger's Claws)	3	-	2	1	0	1D3+2
Catapult, light stone throwing	-	30	-	42	0	1D12+14
Catapult, medium stone throwing	-	35	-	60	0	2D8+17
Catapult, heavy stone throwing [Note 2]	-	40	-	79	0	2D12+28
Catapult, extra heavy stone throwing [Note 2]	-	35	-	93	0	1D20+48
Cestae (metal studded leather)	2	-	1	0	0	1D3+2
Cestae (metal gauntlet)	3	-	2	1	0	1D3+3
Chakra/Chakram (steel war quoits)	-	5	4	3	0	1D6+5
Chains, weighted ropes, kusari gama	4	-	7	0	7	1D8
Chis Katan (the middle sword)	4	-	3	2	0	1D6+4
Chupa (double-headed light dart)	-	3	3	4	0	1D4+1
Claymore (Scottish 2-handed sword, heavy)	5	-	7	5	2	1D12+12
Cleaver, large meat, butcher knife	1	-5	2	1	1	1D4+1
Crossbow, light, hand-cocked	-	20	7	18	1	1D6+6
Crossbow, medium, foot & lever cocked	-	25	9	23	2	1D8+7
Crossbow, arabalast, heavy, cranequin	-	30	12	28	3	1D8+8
Crossbow, heavy wall, cranequin, 2-man	-	35	18	37	2	1D10+10
Crossbow/prod, pellet firing	-	22	8	9	0	1D6+7
Crowbar, lead pipe, shovel, etc.	1	-	3-8	0	1	1D4
Cudgel, club	1	-5	1	0	0	1D3+3
Cutlass, dha, etc.	4	-	6	2	0	1D6+5
Daito (great or long katana), nodachi	6	-	7	6	1	1D10+10
Dart, light throwing	-2	3	5	5	0	1D3+3
Dart, heavy throwing (martobarbuli)	-1	5	15	7	0	1D6+5
Dagger, dirk, stiletto, poignard, ice pick, etc.	2	-	1	6	0	1D3+2
Dagger, double-bladed	3	-	3	2	1	2D4
Engine, light dart throwing	-	35	-	73	0	1D10+12
Engine, medium dart throwing	-	40	-	88	0	1D12+15
Engine, heavy dart throwing	-	45	-	96	0	1D20+20
Engine, extra heavy dart throwing	-	40	-	97	0	1D20+28
Epee, foil	2	-	2	15	0	1D3+3
Estoc	4	-	6	10	2	1D6+5
Flail, short, kau sin ke	3	-	4	1	1	1D8+8
Flail, two-handed	5	-	8	3	4	1D12+12

Table 38 Continued
Weapons Characteristics

Weapons Types	WV	MV	EV	RCH Plus	Fumble Plus	Damage Range
Glaive, Chinese halberd	9	-	15	11	2	1D10+12
Halberd, short (to 8')	9	-	14	8	1	1D10+10
Halberd, long (to 12')	10	-	16	11	2	1D12+12
Hammer, sledge (large, two-handed)	4	-	6	0	3	1D6+4
Hammer, war [Note 1]	3	-5	4	1	0	1D4+4
Hammer, two-handed war	5	-15	7	6	2	1D10+10
Hand (palm, elbow, forearm, etc.) bare	-	-	-	0	0	1D4
Hand with brass knuckles, or bare foot	1	-	-	0	1D6	0
Javelin, light [Note 3]	1	8	2	6	0	1D4+4
Javelin, heavy (pila)	2	12	4	16	1	1D6+6
Jhang	3	-	5	2	0	1D6+7
Jittei, hachiwara	1	-	2	8	0	1D4+4
Harpoon [Note 3]	1	9	6	16	1	1D6+7
Katana, tachi	5	-	4	4	0	1D6+6
Katar (punch dagger)	3	-	2	9	0	1D4+3
Knife, small, boot, athame, kozuka [Note 1]	1	-2	1	6	0	1D3+2
Knife, proper throwing [Note 3]	-	3	1	16	0	1D3+3
Knife, glass or obsidian [Note 1]	2	-5	1	4	0	1D3+3
Knife, bowie or other large types [Note 1]	2	1	2	8	1	1D4+3
Knife, tanto etc. [Note 1]	1	-3	2	2	0	1D4+3
Lance, mounted light, @ charge	10	-	9	42	2	1D12+12
Lance, mounted heavy, @ charge	15	-	18	62	5	1D20+30
Mace, all types	2	-	3	1	0	1D6+5
Madu	1	-	3	3	3	1D4
Maul, all types	4	-	6	3	1	1D10+10
Machete, kukri, bolo and other such	3	-	3	3	0	1D3+3
Manriki gusari and other sickle-chains	4	-	6	1	5	1D4+2
Morning star	4	-	6	1	3	1D8+8
Naginata	8	-15	10	11	2	1D12+10
Net, gladiatorial and other weighted [Note 5]	6	15	15	0	5	1
Nunchaku (double or triple)	2	-	1	0	6	1D3+4
Pick, cavalry	4	-	6	6	1	1D6+5
Pick, war	3	-	4	3	0	1D4+4
Pick, two-handed war	5	-	8	9	2	1D6+6
Pike, short (12'-15')	5	-	10	6	0	1D8+8
Pike, medium (16'-18')	6	-	14	3	1	1D6+6
Pike, long (sarissa) (19'-22')	7	-	20	1	3	1D6+5
Quarter staff, all other stick types	1	-	2	0	0	1D4+4
Pole arms, all not covered	8	-	15	3	2	1D10+10
Rapier, standard	3	-	6	12	0	1D6+5
Rapier, heavy	4	-	6	6	0	1D6+6
Razor, straight (usually folding)	1	-	1	1	1	1D4
Rock (fist-sized), blackjack, sap	1	-8	1	0	0	1D4
Saber, spatha, etc.	4	-	6	3	0	1D6+5
Scimitar, shamshir, falchion, tulwar	4	-	4	3	0	1D6+6
Scourge, cat-o-nine tails, etc.	4	-	6	0	2	1D3+3
Shaken, shuriken, etc.	-	3	1	5	1	1D6+1
Sickle, farm or war	3	-	4	6	0	1D3+5
Scythe, two-handed farm or war	5	-	8	5	1	1D10+8
Sispah-ha, multi-bladed throwing knives [Note 3]	1	5	4	9	2	1D4+4
Slingshot, modern rubber	-	3	1	3	1	1D3+3
Sling, standard leather	-	5	1	10	2	1D4+4
Sling, staff	-	8	4	27	4	1D6+5
Sodo garami [Note 5]	6	-	7	1	1	1D4+4
Spear, short (to 6') [Note 1]	3	-3	5	14	0	1D6+6

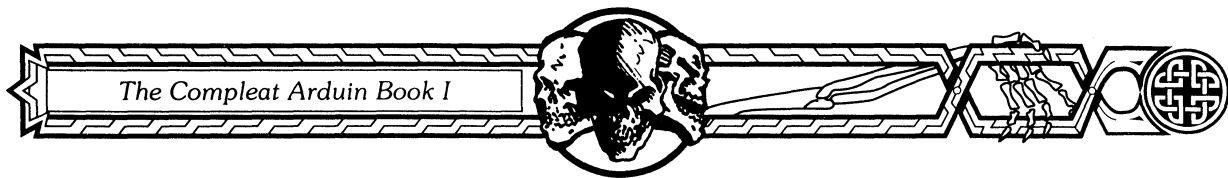


Table 38 Continued
Weapons Characteristics

Weapons Types	WV	MV	EV	RCH Plus	Fumble Plus	Damage Range
Spear, medium (to 8') [Note 1]	4	-6	7	14	1	1D6+8
Spear, long (to 11') [Note 1]	5	-12	9	13	2	1D8+8
Spear, proper throwing [Note 3]	3	3	4	12	0	1D6+5
Sword, Chinese battle	4	-	7	3	0	1D6+6
Sword, short (gladius)	3	-	3	6	0	1D4+4
Sword, broad (standard)	4	-	5	5	0	1D6+6
Sword, bastard (hand-and-a-half)	5	-	7	5	1	1D8+8
Sword, two-handed cavalry	6	-	9	5	2	1D10+8
Sword, two-handed landsknecht	7	-	10	7	3	1D10+10
Swords all not covered	3	-	4	4	0	1D6+5
Tzidzi	5	-	5	8	1	1D8+5
Trident, war fork, etc.	5	-	7	9	0	1D8+8
Vajra, dorg, tokko, and other such	2	-	1	1	0	1D4+1
Wakazashi	3	-	2	4	0	1D4+3
Yari	4	-	5	14	2	1D8+5
Whip, bull [Note 5]	10	-	4	0	3	1D4+2
Yatagan	5	-	6	8	0	1D6+5

Notes to Table 38

- No application
- [1] Half damage and half RCH chance if used as a missile weapon
- [2] 1D4 RCH are rolled if the RCH roll is made
- [3] Half damage and half RCH chance if used as a melee weapon
- [4] On hit, 20% chance of entangling limbs of targets of 30-45 HP (-5% for every 10 HP or part greater; +10% for every 5 HP or part less)
- [5] On hit, 40% chance of entangling targets of 30-45 HP (-5% for every 10 HP or part greater; +10% for every 5 HP or part less)



Weapons Training

WC is the Weapons Class. This value depends on the degree of training the character has in the use of the specific class of weapon in question. For the purposes of weapons training, consider all characters falling into one of three categories:

- The first group are all those of martial prowess: warriors, barbarians, paladins, martial artists, assassins and foresters. These are the character classes that add at least 1 to their BF for every EL they earn, in the Advancement Rate List above. All are trained with a **primary weapons class** (these weapons classes are described below) and have a WC of 10 if using any weapon of that class, or 15 if using their favorite, or **primary weapon**, from that class. They may also be trained with a **secondary weapons class**; weapons within that class add a WC of 5. All weapons not in the primary or secondary classes would still be somewhat **familiar** to them. Nonetheless the WC would be -5 when using familiar weaponry, except daggers or knives. Trained warriors and the like always get a WC of at least zero with these eating utensils. Generally, characters in this group are never **unfamiliar** with a weapon; if the GM decides to the contrary, perhaps because of unusual technology or physiological requirements, then the WC would be -15.

These characters can have more than one each primary and secondary weapons classes if they specifically train to learn them. A year's time brings a class to secondary status and three full years are needed to acquire a new primary one. However, GM adjudication is needed here to be sure that the character is also keeping up his other weapons proficiencies. It's not easy to do both! Two to four hours practice per day, every day, is necessary to stay sharp.

In this context, I also must emphasize again that being trained in the use of a particular weapon doesn't mean you start out with one! The character must either choose the weapon as part of his beginning items, or buy it, or maybe beg, borrow or even steal it. Otherwise he just doesn't have it. And if the character goes for a long time without having a weapon to practice with, say six months, his skill

with that weapon or class of weapon will begin to deteriorate, according to GM adjudication.

- The second group of characters are all those who as a matter of course get limited weapons training. These are the character classes in the Advancement Rate List who add between 0.25 and 0.5 to their BF for every EL they attain: witch hunters, fighting priests, beast masters, thieves, traders, bards, medicine men and druids. They may choose only a **primary weapons class**. With every weapon in that class they get a WC of zero. They can choose a **primary weapon** from that class and get a WC of 5 with it only, unless they are one of the fighting priests of a war god, as GM-adjudicated. In that case they will get a WC of 10 for one weapon from that class and a WC of 5 with a second from that same class, retaining a zero WC for all other weapons in the class.

- The third group are all those who start with only the most rudimentary combat training, or indeed none at all. These are the character classes that only add 0.2 or less to their BF for every EL they earn (all those not already listed). They are always -5 WC with all **familiar** weapon types, except for herbalists, who get zero WC with one weapon and -5 WC with all other familiar weapons.

Untrained people trying to use **unfamiliar** weapons would wield them with a -15 WC; the sole exception to this would be the dagger or knife they use to eat with and as protection. This weapon would be only -5 WC.

Culturally different weapons may reduce hit probability, as, for example, a western knight trying to use a katana. In this case weapons in the primary class are zero WC, and weapons in the secondary class are -5 WC.

Always keep the weapon classes within the bounds of historical or fictional fact. That means that a Roman Legionary, for instance, would have as his primary weapons class Blade Arms (Short) and his secondary weapons class Missile Pole Arms. On the other hand, a character from a fantasy world might have Flexible Arms as his primary weapons class and Two Hand Blade Arms as his secondary. Be as correct as the social context requires, real or otherwise.



<i>Class:</i>	<i>Examples Included in the Class:</i>
Impact Pole Arms	Halberd, Pole Axe, Glaive, Naginata
Pointed Pole Arms	Spear, Yari, Pike, Lance, Partisan, Trident
Missile Pole Arms	Javelin, Throwing Spear, Pila
Two-Hand Impact Arms	Maul, 2-hand Flail, 2-hand War Hammer
Impact Arms (General)	Mace, Warhammer, War Pick, Cudgel
Impact Arms (Dueling)	Quarterstaff, Triple Irons, Nunchaku, Cestae
Two-Hand Blade Arms	2-hand Sword, 2-hand Axe, Daito, Bastard Sword, Claymore
Blade Arms (Long)	Broadsword, Bastard Sword, Sabre, Cutlass, Katana, Flamberge, Tzidzi, Estoc
Blade Arms (Short)	Shortsword, Machete, Tulwar, Kukri, Dagger, Wakazashi, Katar, Bagh Nakh
Blade Arms (Dueling)	Rapier, Foil, Epee, Sabre
Throwing Arms (Large)	Tomahawk, Francisca, Martobarbuli
Throwing Arms (Small)	Knife, Chakra, Shuriken, Shaken, Small Dart, Boomerang
Blade Impact Arms	Kukri, Battleaxe, Machete, Claymore, Jhang
Flexible Arms	Morningstar, Chain & Sickle, Bullwhip, Bolo, Short Flail, Triple Irons
Missile Arms (Bows)	Longbow, Shortbow, Composite Bow, Horse Bow, Compound Bow
Missile Arms (Crossbows)	Heavy, Medium and Light Crossbow, Pellet Bow
Missile Arms (Slings)	Simple Sling, Staff Sling, Bolas
Firearms	Blunderbuss, Musket, Rifle, Arquebus

These classes are deliberately general, overlapping and oversimplified, because it cuts down confusion and enhances playability. Bear with them, and they will serve you well. If you can't find your own weapon type, look for the closest one to it and consider the class it's in as appropriate for yours as well.

Magik Weapons and the ABF

The final factor in computing the ABF is the Special factor. This is where unusual circumstances are taken into account. More than one Special factor might apply in a given situation, in which case they are additive. The most typical Special is magik weaponry.

Magik weapon plusses are added to the ABF as a Special factor on a one-for-one basis; thus, a +3 to hit sword would add 3 to the ABF.

Other Special factors include positional advantage (e.g., attacking an opponent from behind), unusual special ability (e.g., +10 vs. werewolves) or unusual state of mind (e.g., going berserk). As many of these Special factors are not predictably employed, they must be added by the GM or player at the last minute and are not generally computed into the BF ahead of time.

Determining the DBF

The DBF is the Defensive Battlefactor. A separate DBF is computed for each weapon the character normally uses, including missile weapons. The formula is:

$$\text{Base BF} + \text{AV} + \text{WC} + \text{SH} + \text{Special}$$

The Base BF, WC and Special have all been defined

already. Note that the character does not add the WV of the weapon, but does add the corresponding WC; this reflects the character's ability to use the weapon as a defensive asset. The WC is usually -5 if the character is using a missile weapon, irrespective of how well trained he is with the missile weapon; most missile weapons are less than useless for defending in a melee.

However, there are certain weapons that go both ways. For example, a francisca is not only a throwing weapon, but also a passable substitute for a small axe. Likewise, a heavy javelin is pretty similar to a small spear. So, if the weapon has a WC listed in **Table 38**, Weapons Characteristics, the -5 penalty for missile weapons does not apply. Even so, this does not mean that the character is familiar with the use of a francisca as a melee weapon. That is a separate question, subject to GM adjudication.

AV is Armor Value; see **Table 39** for AVs of various types of armor. Don't forget that some characters get AV adds for their skin as well as any armor they may wear; see **Table 40**.

SH is the Shield Value. Shields are a sort of armor, but because of their nature must be considered separately. Generally, characters who need two hands to wield a weapon cannot use a shield at the same time. Conversely, most one-handed weapons are compatible with shield use. Missile weapons are almost always incompatible with the use of a shield. Of course, the GM has the final say. In any case where he considers the shield unusable with a weapon, the SH value is zero. See **Table 39**; shields have "SH" in parentheses after the AV listed.

Table 39
Armor Values & Encumbrance Values

(See **Table 40** for natural AV for tough-skinned characters).

AV	EV	Armor Description or Type
1	7	Double layer felt half armor, to include cap with ear flaps
2	10	Double layer felt full armor, to include cap with ear flaps
2	11	Double layer quilted cloth half armor
3	17	Double layer quilted cloth full armor
2	16	Double layer canvas half armor
3	24	Double layer canvas full armor
2	8	Soft leather half armor
3	15	Soft leather full armor
3	11	Boiled hard leather half armor
4	17	Boiled hard leather full armor
4	16	Soft (bone, etc.) scale half armor
5	20	Soft (bone, etc.) scale full armor
3	11	Metal studded (brigantine) soft leather half armor
4	17	Metal studded (brigantine) soft leather full armor
6	17	Boiled hard leather metal studded half armor
7	21	Boiled hard leather metal studded full armor
7	17	Metal scale half armor
8	23	Metal scale full armor
6	17	Metal ring mail, sewn to soft leather, half armor
7	22	Metal ring mail, sewn to soft leather, full armor
5	9	Light chain mail half armor
6	16	Light chain mail full armor, to include coif
8	16	Standard chain mail half armor
9	21	Standard chain mail full armor, to include coif
8	17	Lacquered overlapping thin metal plate armor with silk trappings (samurai armor)
9	23	Solid metal back and breast cuirasse (hoplite half armor)
7	17	Overlapping metal bands, back and breast cuirasse (legionary half armor)
10	28	Full armor of half metal plate and half chain mail
12	35	Full body metal plate armor (Maximillian)
1	1	Small metal cap
1	2	Metal reinforced hard leather helmet, with or without nasal
2	2	Metal helmet, with or without nasal
3	3	Metal reinforced hard leather helm (hoplite helm)
3	4	Full metal helm, enclosed face or visor
1	2	Metal reinforced hard leather greaves or shinguards
1	3	Solid metal greaves/shinguards (hoplite greaves)
1	1	Metal reinforced hard leather bracers or armguards
1	2	Solid metal bracers or armguards (hoplite bracers)
1(SH)	2	Small shield: targ, buckler, etc.



Table 39 Continued
Armor Values & Encumbrance Values

AV	EV	Armor Description or Type
3(SH)	3	Standard shield: heater, round, etc.
6(SH)	7	Large shield: Roman tower, Norman kite, hoplite round, Viking round, etc.
1	1	Soft leather double layered gauntlets
1	1	Single layer canvas gauntlets
2	2	Metal reinforced single layer canvas gauntlets
1	1	Metal reinforced soft leather double layered gauntlets
2	2	Chain mail gauntlets
2	3	Heavy plate and leather gauntlets
3	1	Full plate articulated gauntlets
1	3	Metal studded or reinforced soft leather boots
2	8	Heavy plate and chain mail boots
1	2	Quilted cloth half arming doublet
2	3	Quilted cloth full arming doublet
1	2	Full arm metal studded soft leather criss-cross strap armor (gladiator arm guard)
1	3	Thick fur (bearskin, etc.) half armor
2	8	Thick fur full armor
none	none	Standard clothing to include cloak and boots

Natural Armor

Characters of some races have bonuses to their AV if they wear armor, or will have AVs even if no armor is worn. This is a reflection of their skin toughness. If you can't find your race in **Table 40**, the character has a natural AV of zero. Natural AV never encumbers. In the event the character has both a natural AV and wears armor as well, simply add the two numbers together to get the true AV.

Table 40
Natural Armor

Race	Natural AV
Phraints	7
Swamp Saurigs	5
Desert Saurigs	4
Throon	4
Dwarves and Gnomes	4
Khai-Shang	3
Khai-Zirin	3
Urukks	3
Common Orcs	2
Knoblins	2
Hobbits and Kobbits	1
Half Orcs	1



Armors, Old and New

Table 41 translates magikal rings, robes or other artifacts, or even the natural AC of a character from the D20 system to the equivalent AV.

In most cases magikal equivalencies have no encumbrance penalties unless they are floor-length robes or other such restrictive clothing. In that case give them the same encumbrance as felt half armor. And natural AVs never encumber—it's their skin!

If you are dealing with an old AC of 6+4 or the like, convert the base AC(6) to AV(7) and then add the plus factor(4), giving a total AV of 11. Adds to AC because of dexterity have no place in the new system; dexterity is adequately accounted for in the CF count system and in the DBF.

You may think that the adds seem to have no real rhyme or reason. Actually they are based upon the actual values for real armor of the same numerical classification. Yep, that means AC 2 is an AV of 13 for game purposes, even if, using all the available kinds of armor and of varying qualities, you come up with a different number. This is a quick-glance table for the GM when he's statting a bunch of baddies on the spur of the moment, or for converting your character if you are wearing the Orb of Norb the Khorb, which gave an aura of AC 2 in the old days. Of course, it ended up not doing Norb very much good, but that's another story...

Table 41
AC to AV Conversion

AC Equivalency	DBF Add (AV)
9	0
8	2
7	4
6	7
5	9
4	10
3	12
2	13
2+1	14
2+2	16
2+3	18
2+4	19
2+5	20
2+6	22
2+7	25

Using the BF in Melee Combat

To figure out who hit whom, subtract the defender's DBF from the attacker's ABF. The result is the percentage chance the attacker has of hitting. There is always a 1% hit chance, and the chance of hitting is never higher than 99%. The implications of this will be discussed in detail below.

Let's say Rinaldo, with an ABF of 130 and a DBF of 77, is battling some Orc with an ABF of 115 and a DBF of 65. Comparing the two BFs we find that Rinaldo's attack is 65 points higher than the Orc's defense. Thus his chance of a successful strike each time is 65%, whereas his enemy's attack, which is 38 higher than Rinaldo's defense, is only 38%. Rinaldo has a great advantage over his enemy and will probably win the fight, unless the Orc inflicts a lucky random critical hit (RCH).

Determining the MA

A Missile Attack factor (MA) must be computed for every missile weapon the character uses. This is determined by the following formula:

$$(CF \times 2) + MB + (EL \times AR) + WV + WC + \text{Special}$$

CF is the Coordination Factor. MB is the Martial Bonus; it is 25 for warriors, paladins, barbarians, martial artists, assassins and foresters, and zero for all others. The

Experience Level (EL) and Advancement Rate (AR) are employed just as before for Battlefactors. (Note that the first three components of the formula also comprise the Base MA; this is the common basis for all the character's missile use. This is recorded separately on the Character Sheet, to deal with occasions when a character, whether skilled in missiles or not, feels the need to toss a rock at something large and hungry). The WV, WC and Special are used in the same way for MA with individual weapons as they are for BF with separate melee weapons.

Optional Rule: The Effect of Range on the MA

Most missile weapons become less accurate as the range to the target increases. See **Table 42** if you wish to include range modifiers to the MA as a Special factor.



Optional Rule: Missile Ranges

All missile weapons receive bonuses or penalties to the MA as listed in **Table 42**. Short range is 25% or less of the weapon's maximum range. Point blank range is 5% or less of the weapon's maximum range. Long range is more than 75% of the weapon's maximum range, and extreme range is the last 10% of the weapon's maximum range. Ranges between short and long ranges are the weapon's normal operating distance and thus the attack chance is unmodified.

Determining the MD

To calculate a character's Missile Defense (MD), employ the following formula:

$$(AV \times 2) + (SH \times 10) + \text{Special}$$

AV is Armor Value; SH is Shield Value. SH is automatically zero unless the character is able to use a shield with the weapon he is using and does so. Further, SH is zero if the missile attack comes at the character's unshielded side. For this reason, the Character Sheet has a place to record both the Base (or unshielded) MD and the Shielded MD.

The Special factor is treated the same as for the computation of ABF, DBF and MA.

Table 42
Missile Ranges (in feet)

Weapon	Maximum	Extreme	Long	Short	Point Blank
Blow gun	60	55-60	49-54	4-15	*
Boomerang	195	136-195	91-135	18-50	*
Bows, composite	900	811-900	676-810	49-225	< 48
Bows, long	1200	1081-1200	901-1080	64-300	< 63
Bows, Elven long	1320	1186-1320	991-1185	71-330	< 70
Bows, short	400	361-400	301-360	34-150	< 33
Bows, Amazon short	440	401-440	311-400	37-165	< 36
Catapults, light	1000	751-1000	501-750	201-300	*
Catapults, heavy	1500	1201-1500	1001-1200	301-600	*
Crossbows, heavy	750	676-750	541-675	58-282	< 57
Crossbows, other	650	581-650	451-580	52-273	< 51
Dart engine, light	900	676-900	340-675	76-150	< 75
Dart engine, heavy	1200	901-1200	451-900	151-300	< 150
Heavy throwing weapon (axe, etc.)	30	25-30	19-24	6-9	*
Javelin, heavy	60	55-60	49-54	9-15	*
Javelin, light	90	82-90	70-81	9-24	*
Light throwing weapon (knife, shaken, etc.)	25	21-25	16-20	6-10	*
Martobarbuli (heavy throwing dart)	45	40-45	34-39	19-24	< 18
Odd weapon (bolas, chakra)	45	40-45	33-39	6-12	*
Sling	375	340-375	282-339	41-189	< 40
Slingshot	120	111-120	93-110	19-81	< 18
MA Modifier	-30	-20	-10	+5	+10

* may not be used at less than the listed short range minimum



Using the MA and MD

Logan is an EL 5 forester archer with a CF of 15. Thus, each time he shoots his bow he would have a base 75% chance of hitting his target: $15 \text{ CF} \times 2\% = 30\%$, +25 base, +5 for five ELs, at 1 per EL, +15% for the long bow's effectiveness given in **Table 38**, for an MA of 75, unadjusted for range. This not an unreasonable percentage for a highly trained EL 5 archer! Indeed, if he were a warrior instead of a forester, his base percentage would be 85%, since his 5 ELs, at an AR of 3, would add 15% instead of just 5%. An MA might exceed 99%, though the net chance to hit never will.

The above example assumes an MD of zero; if Logan's target has an AV of 13, the target would have an MD of 26, which would reduce Logan's MA of 75 to just 49.

Determining Critical Hits (CF) and Fumbles

The character has a chance of causing a critical hit or suffering a fumble each time he attacks, so these values must be computed for every weapon.

A critical hit is one that does damage of a severe nature, generally causing major incapacity to the victim and often knocking him completely out of the fight. A fumble, on the other hand, is an attack so badly bungled that there is a negative effect on the attacker beyond simply failing to hit the target. In either case, the results often have a dramatic effect on the overall combat.

In Melee: To determine the chance of obtaining a random critical hit (RCH) when using a melee weapon, take one-twentieth (5%) of the ABF. This is the base percentage chance for an RCH. For example: with an ABF of 83, the chance would be 4.15%, rounding to a 4% base RCH chance.

Many weapons will increase the chance of an RCH. Refer to **Table 38**, Weapons Characteristics; the RCH plus of the weapon is added to the base RCH chance to give the final number.

The base chance for a fumble always equals 10 minus the base chance for an RCH. The result is the percentage chance of fumble. In the example above, $10 \text{ minus } 4 \text{ (RCH chance)} = 6$; therefore there is a 6% base fumble chance.

Again, the weapon may increase the chance of fumble. **Table 38** gives the fumble plus for each weapon, which is added to the base fumble chance.

Another example: an ABF of 136, base chance for RCH = 7%, base chance for a fumble = 3%. The weapon, a claymore, has an RCH plus of 5 and a fumble plus of 2. This gives a final RCH chance of 12% and a final fumble chance of 5%. Thus, in an attack vs. a DBF of 50, a D100 die roll of 01-12 would be an RCH, a roll of 13-86 a

normal hit, a roll of 87-95 a complete miss and a roll of 96-100 (the last five percentage points) would be a fumble. All this from one die roll!

Previously we referred to the example of Rinaldo and the Orc. Rinaldo's ABF was 130 and his DBF 77. The Orc had an ABF of 115 and a DBF of 65. Rinaldo has a 7% RCH chance (assume the weapon he is using gives no RCH plus or fumble plus), rounded from 6.5 (5% of 130), so any roll of 01-07 would be an RCH. Any roll from 08 to his maximum 65 hit chance would be a regular hit. Any roll of 66-97 would be a clean miss, based upon his low 3% fumble chance and, of course, a 98-100 roll would be a fumble. Each attack is one die roll and RCH, hit, miss or fumble occurs accordingly. The Orc would have a base RCH chance (assuming no add for weapon) of 6% (5% of 115) and a fumble chance of 4%. Thus, against Rinaldo, 01-06 would be an RCH, 07-38 a normal hit, 39-96 a normal miss and 97-100 a fumble.

Missile Fire: RCHs for missiles are computed by a different formula than for melee weapons, reflecting the generally greater lethality of these weapons. The base RCH chance is one-tenth (10%) of the MA. Thus, using the example of Logan above, his base RCH chance would be $8\% (75\% / 10 = 7.5\%, \text{ rounded to } 8\%)$. Add to this the longbow RCH add of 21%, for a total RCH chance of 29%. The base fumble chance is 10%, less the base RCH chance; in the example, this would be $2\% (10\% - 8\% \text{ base RCH chance})$. Therefore, attacking a target with a Missile Defense (MD) of 26, 01-29 is an RCH, 30-49 is a normal hit, 50-98 is a miss, and 99-100 a fumble.

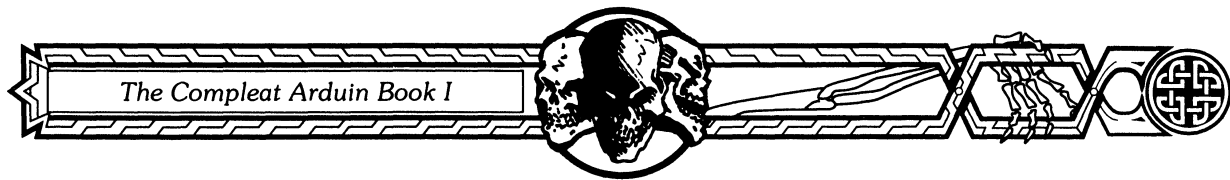
The fumble chance is not affected by the RCH plus of the weapon. Compute the base fumble chance as described above before you take the weapon into account. Otherwise, the GM will find that characters are arming themselves with the most powerful weapon around to avoid a fumble chance, when in fact the most powerful weapons are also the easiest to mishandle.

Minimum and Maximum Base Values: The base chance of a fumble may never be higher than 9% nor lower than 1%. Nor may a base RCH chance be higher than 9%. In both cases, however, the final number may be higher than 9% because of the effect of the weapon. Thus a roll of 01 is *always* an RCH, and a roll of 00 (100) is *always* a fumble.

Referencing the Tables: When an RCH comes up, the player (or GM in the case of an RCH inflicted by an NPC) rolls on **Table 43**, or **Table 44** if the victim is a blob, amoeba or other being with few anatomical features. **Table 45** is used to determine fumble results.

**Table 43
Critical Hits**

Die Roll	Hit Location	Results
01-02	Gut	Wind knocked out, cannot fight for 1D6 melee rounds
03-04	Face	Nose broken, 50% chance -4 to CF
05-06	Wrist	Sprain; any weapon or shield in hand is half normal value to BF; -4 to CF
07-08	Ankle	Sprain; - 2 to CF and move at half speed only
09-10	Toes	1-3 toes broken. 5% fall chance per toe, -4 CF & move at half speed only
11-12	Fingers	1-3 fingers broken. 10% chance weapon drop per finger -4 CF
13-14	Neck	Strain. -5 to BF
15-16	Head, general	Slight concussion. Stunned 1D6 minutes. No fighting
17-18	Chest	1-4 ribs cracked. -4 CF, half speed, stunned 1D4 actions
19-20	Shoulder	Slight separation. -10 to BF using that arm
21-22	Back, general	Back thrown out. BF halved for 1D10 minutes
23-24	Face	1-6 teeth knocked out. Stunned 1 melee round. Halve bite damage, if any
25-26	Forehead	Gashed. Blood in eyes, can't see for 2D6 melee rounds
27-28	Face	Facial gash. 50% chance 1D6 blood loss; -3 CHAR
29-30	Head, top	Severely concussed, stunned for 1D20 minutes
31-32	Head, face	One eye (75%) or two (25%) lacerated
33-34*1	Head, side	Ear shredded/torn off, 50% stun chance for one melee round
35-36	Throat, front	Throat torn out, larynx destroyed, unconscious from shock. Bleed to death in 1D10 melee rounds
37-38	Throat, side	Jugular vein ripped out. Bleed to death in 1D10+10 melee rounds
39-40	Neck, back	Neck broken, unconscious, 50% chance for quadriplegia
41-42	Shoulder	Shoulder/collarbone shattered, arm useless
43-44	Arm, upper	Biceps badly slashed, arm useless
45-46	Arm, lower	Forearm badly mauled, arm useless
47-48	Wrist	Wrist shattered (5% chance hand torn off)
49-50	Hand/fingers	1-5 torn off or mashed
51-52	Buttocks	Massive muscle/tissue damage, immediate fall
53-54	Genitals	Shredded/torn off, immediate shock & fall
55-56	Thigh, upper	Muscles badly slashed, torn, 35% fall chance
57-58	Leg, lower	Badly mauled (10% chance it's broken)
59-60	Ankle	Shattered (20% torn off chance) 85% fall
61-62	Foot/toes	1-5 toes ripped off or mashed (15% chance foot torn off). 10% fall chance per lost toe
63	Chest, upper	Massive heart damage, immediate death
64	Chest, mid	Massive internal damage, immediate shock
65	Stomach	Intestines ripped out, stomach shredded. Immediate shock
66	Back, upper	40% chance for paraplegia, otherwise minor slash wounds
67	Back, lower	60% chance for paraplegia, otherwise minor slash wounds
68	Side	5% chance of internal damage which stuns for 1D10 melee rounds
69	Hand	Half torn off, 10% bleed to death 1D10+20 melee rounds
70	Head, frontal	Brain penetrated, immediate death
71**	Neck, frontal	Larynx ruined, total voice loss, 50% chance shock
72	Wrist	Hand severed, die in 1-8 minutes
73	Chest/back	Impalement, weapon is stuck there
74-75	Side	1-5 ribs broken, roll number and side
76	Leg	Artery cut, shock in 5-10 melee rounds, die in 1D10 minutes
77	Arm	Artery cut, shock in 5-10 melee rounds, die in 1D12 minutes
78**	Foot, rear	Achilles tendon cut, immediate fall
79	Fingers	1D6 severed



**Table 43 Continued
Critical Hits**

Die Roll	Hit Location	Results
80	Toes	1D6 severed
81*2	Face	Eye ruined or torn out
82*3	Abdomen	Massive internal damage, shock
83*4	Head, side	Ear taken off, hearing loss
84*5	Buttocks	Buttock torn off, fall, shock
85	Head, general	Minor concussion, stunned 1D10 minutes. No fighting
86*4	Head, general	Moderate concussion, unconscious
87*5	Head, general	Major skull fracture, unconscious
88	Arm, variable	Torn off (roll % loss), die in 1-3 melee turns
89	Leg, variable	Torn off (roll % loss), die in 1-3 melee turns
90	Neck, frontal	Throat cut, die in 1-3 melee turns, immediate shock
91	Chest	Heart pierced, die immediately
92*6	Back, lower	Spine ruined, varied results
93*7	Head, general	Nothing apparent, later problems
94	Guts ripped out	20% chance of tangling feet, die in 1D10 minutes
95*8	Head, top	Skull caved in, major brain damage
96	Chest	Lung punctured, internal damage
97	Neck	Head torn off, immediate death
98	Body	Body split in twain, immediate death
99	Head	Entire head pulped and splattered over a wide area. Irrevocable death
100	Body	Body rent and torn into multiple pieces, immediate and irrevocable death

Notes to Table 43

- ** Indicates permanent damage as listed
- *1 Permanent 50% hearing loss and -2 CHAR
- *2 Unable to fight 1D10 melee turns. Loss of sight is irrevocable
- *3 Immediate shock-induced coma, death in 1D4 minutes
- *4 Actually unconscious for 1D6 melee turns; after revival, confused and groggy for 6D10 minutes
- *5 Out for 2D10 minutes and amnesia for 2D12 hours afterward, 40% chance of permanence
- *6 Roll D10: 1-2 = quadriplegia; 3-5 = paraplegia, 6-10 = death in one minute, damage was too severe
- *7 A 50% chance of hemorrhage and death in 1-12 hours, a 40% chance for gradual mental and physical enfeeblement over a 16-month period that permanently halves all abilities, and a 10% chance of permanent memory damage where the victim can't remember more than his own name, or his friends for more than 10 minutes.
- *8 All mental faculties permanently halved, roll % of memory destroyed (starting at 50%), CHAR -8



Table 44
Critical Hits on Shapeless Creatures
(Serpents, blobs, slimes, oozes, etc.)

Die Roll	Results	Damage
01-05	Minor internal damage, movement halved for 1D3 melee rounds	8
06-10	Moderate internal damage, movement halved for 1D3+2 melee rounds	12
11-15	Mild stun, 1 melee round	3
16-20	Moderate stun, 1D4+1 melee rounds	6
21-25	Heavily stunned, 1D6+4 melee rounds	9
26-30	Massive internal damage, movement permanently halved. Stun for one melee round	24
31-35	Minor eye/sensor damage, can't see for one melee round	3
36-40	Moderate eye/sensor damage, can't see for 1D6 melee rounds	3 each
41-50	Major spine/nerve damage, can't move, still fights	32
51-60	Impalement for double damage, weapon stuck	variable
61-65	Major eye/sensor damage, vision range permanently halved	9
66-70	Eating orifice/mouth, all damage it may normally inflict is thereby halved	10
71-75	Tail or pseudopod hit or lopped off and unusable thereafter	10
76-80	Minor internal damage, movement halved for 1D3 melee rounds	8
81-85	Moderate internal damage, movement halved for 1D3+2 melee rounds	12
86-90	Massive internal damage, movement permanently halved, stunned for one melee round	24
91-92	Lethal nerve/spine damage, death in 1D20 melee rounds	18
93-96	Impalement beyond hilt (stuck) for massive internal damage, death in 1-3 melee rounds	32
97-98	Total sensor/eye destruction, permanent blindness and stunned for one melee round	15
99	Life core/nucleus/heart pierced, instant death	45
100	Life direction center/nucleus/brain destroyed, instant death	45

Note: Many oozes and the like receive only half, quarter or other reduced damage from chops, cuts, bashes, etc. Therefore, listed damage may have to be reduced.



Table 45
Weapon Fumbles

Die Roll	Immediate Effects	Damage
01-05	Glancing blow	Half normal weapon damage, no shock
06-10	Weapon twists in hand(s)	One-quarter normal damage, no shock, lose next action
11-15	Weapons (both) tangled	Lose next action, so does opponent if CF roll fails; 25% chance each of dropping weapons involved
16-20	Weapon slips out of grip	Lose next action, weapon retrieval in 1-2 actions thereafter
21-25	Weapon knocked from grasp	As above, but 1D4 actions
26-30	Weapon hand out of position	Lose next action
31-35	Weapon hits wrong target	Normal damage to wrong target, but no damage is done if new target has higher DBF than intended target.
36-40	Weapon catches on gear	Lose next 1D10 actions to untangle
41-49	Hit yourself	Half normal damage
50	Normal weapon shatters	20% normal damage done to opponent, no shock
51-55	Foot slips	Make CF roll or fall (down for 1-2 actions)
56-60	Bump ally	Each makes CF roll or lose next action
61-65	Bump an enemy	Each makes CF roll or lose next action
66-70	Full stumble	Those in fall direction make CF roll or fall as well (down for 1-2 actions)
71-75	Off balance	Make CF roll or lose next action
76-80	Take blow not meant for you	Take three quarters normal weapon damage
81-85	Twist ankle	Lose next 2 actions, thereafter move at -8 CF for 1D20 minutes
86-90	Hit wrong target	Three quarters normal weapon damage is done, but no damage is done if new target has higher DBF than intended target.
91-92	Hit yourself	Lose next action and take normal weapon damage
93-94	Magik weapon breaks	100% chance for +1, decreasing 25% per plus
95	Magik weapon breaks	100% chance for +3, decreasing 25% per plus
96-97	Hit and stun nearest ally	Half normal damage, stunned for 1-2 actions
98	Critical hit nearest ally	Just as it says
99	Critical hit yourself	Yep, you did it, dummy!
100	Roll three times on this table	Accept all three roll results, ignoring this number.



D20 System/BF Conversion

Using this system, and converting an old character, +1 in the old system will generally add 5 to the ABF or MA, though this is subject to GM adjudication, like everything else. The GM may choose to multiply the plus value of magik weapons by only 3, or she may even prefer to use a one-for-one conversion, and therefore give the weapon less impact. Whatever the choice, the GM should be consistent to ensure fairness.

BF and MA for Split-Class Characters

In all instances where a character is of a dual or split-class type, as, for example an Elven Wizard-Warrior, the more martial of the two classes is the one used to determine actual physical combats, even if it generates a lower BF or MA total than the less martial class. The more martial discipline is the one with the larger Advancement Rate (AR).

Magik Weapons

Weapons of supernormal manufacture can attack better. Try the following five conventions:

1. All weaponry of Dwarven manufacture will add 5 to a wielder's ABF.
2. All weapons of Elven manufacture will add 10 to a wielder's ABF.
3. All enchanted weaponry will fall into three following categories:
 - a. Those with ABF adds from 1 to 19 cannot be broken by less force than a strength of 24.
 - b. Those weapons with ABF adds from 20 to 30 cannot be damaged by anything other than highly magikal artifacts or forces, and at the GM's adjudication.
 - c. Those with ABF adds of 31 to 35 cannot be harmed by force less than that of major demons or demi-gods. Again, this is GM-adjudicated.
4. Enchanted weapons do not rust or otherwise deteriorate. Nor do they normally become dull.
5. Unless otherwise specified, mithril-constructed weapons are +5 to +19 to ABF, adamantine weapons are +20 to +30 to ABF, and orichalcum ones are +31 to +35 to ABF.

High Elven silveel, or silver-steel, is simply a weapon type that can hurt were-creatures and undead and which doesn't rust, etc. It is the normal material of their weapons.

Dwarven weaponry is made of the finest titanium-steel alloy. It is sometimes referred to as khydri metal in Old Dwarven or as Myshyngalon in High Elven.

Magik RCHs

If a magikal weapon is specified to have a magikally-increased RCH chance, sometimes described as vorpal or sharpness, but no increased percentage is specified, the default value is a 10% bonus to the RCH chance in addition to all other factors.

Magik Armor & Armor Repair

Certain types of special armor have better defense properties than normal armor:

Dwarven Armor will add 8 to 15 points to the DBF of the wearer, depending upon quality. Furthermore, it is not penetrable by normal weaponry. Therefore, all damage accrued by a wearer of such armor, or to his armor, will be reduced by one point per each DBF point added to the armor, thus showing the fact that the wearer was bruised and battered, but not gashed, slashed and such like. However, damage from magikal weaponry is not reduced, and can in fact destroy the armor.

Elven Armor will have the same properties as outlined above for Dwarven manufacture; however, the DBF adds will only be 3 to 8, and the percentage of damage averted will be one point per each 2 or fraction thereof added to the DBF.

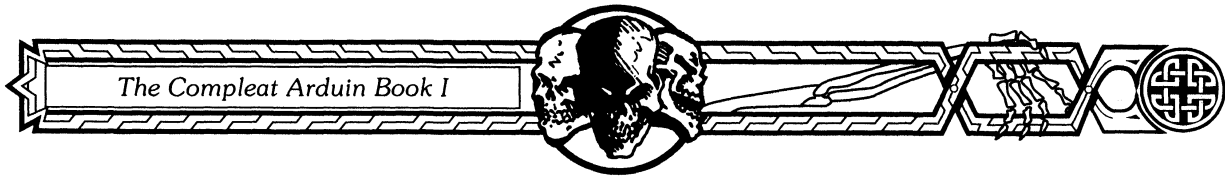
Enchanted Armor is any other armor that has DBF adds of from 1 to 18, but damage is not reduced unless specified otherwise.

Armor constructed of the metal mithril will function as if Elven armor at +8 to DBF. Armor constructed of adamantine will function as if Dwarven armor at +15 to DBF. Armor constructed of orichalcum will be deemed equivalent to +18 DBF enchanted armor.

Any magikal armor that a player wears will take damage as the player does. Thus for each 20 points in damage a character takes, the armor loses one of its magikal plusses until such time as it can be repaired. Repair usually costs about 1,500 G.S. and one week of time per plus, but only if a Dwarf or other qualified smith-mage is available. There should be about a 5% chance of finding a smith capable of doing the job for each 100,000 population of the area the character is in, but this is five times higher in Dwarven or Elven areas. Regular armor loses 5% of its efficiency per 10 HP of damage received. However, it is much easier to repair, being a non-magikal material. Consider the cost to be 5% on its initial purchase price per each 15% of damage that must be repaired. Any warrior can repair up to 5% of the damage on his armor himself.

Special armor can be damaged by the following forms of force:

- Any enchanted weapon may damage any armor except as outlined herein to the contrary.



- Any Elven or Dwarven weapon may damage up to +5 DBF armor.
- Any attack from a creature deemed highly magikal, such as Unicorns, Dragons, Demons and the like, can damage such armor at the GM's adjudication.

The more magikal armor and weaponry a campaign has, the easier it should be to damage or destroy. Play balance demands it; too much of such things will lead to an emphasis on the items rather than the characters, and the campaign will suffer.

Variation in Armor

These are the definitions as to what generally constitutes light, half and full armor for game purposes:

Light Armor: Any armor of a lesser thickness, coverage and weight of similar armor of the same name (e.g. light chain mail). This armor is short sleeved, has no special neck protection and comes only to the wearer's waist. It trades off less protection for less encumbrance.

Half Armor: Any armor with short sleeves, some neck protection and which comes only to the wearer's waist. It's usually of identical thickness to full armor.

Full Armor: Any armor with long sleeves, complete neck protection and which comes at least to the knees of the wearer.

An arming doublet is usually worn as padding under all metal armors, such as chain, plate or mail. It is not worn under leather armors. It resembles thick quilted cloth half armor, and is sometimes called a gambeson.

Silk cloth armor is +5 AV and 5% less EV. However, its cost is at least 50% more.

Armor can be of poor, average or excellent construction. Those that are poorly made are only one half the normal AV. For example, poor quality boiled hard leather full armor would have an AV of 2, not 4. It would also cost from one quarter to one third less.

Excellent armor is 50% better. Using the boiled leather full armor as an example once again, it has an AV of 6, not 4, if of excellent construction. It would cost at least double the cost of standard armor of the same type, and is likely to be very difficult to acquire.

There are many modern armors such as kevlar, and flak jackets of ballistic nylon. The GM is on his own in factoring such stuff into his game. Sorry folks, these ain't sci-fi rules!

• Encumbrance Value (EV) •

Encumbrance affects only the character's movement ability and nothing else. To compute the total EV of the character, simply add the EVs of each weapon (see **Table 38**) and each armor item he is using (see **Table 39**). Then divide the EV by the character's STR to get a ratio, and refer to **Table 46** to determine the reduction in movement allowance, if any. Calculate this value on the appropriate section of the Worksheet. This result should be entered on the front of the Character Sheet, as a percentage figure, in the box "Encum %." This percentage figure applies only to movement on foot; as you will see below, encumbrance is much different for the same equipment when the character is in the water or in the air.

As an example, Durstan Goldtooth has a CF of 17, giving him a movement of 170' each melee round, and an STR of 14. But he is wearing standard chain mail half armor, a full metal helm and is carrying a tower shield. He also has a broadsword and dagger. The half armor's EV is 16, the full metal helm 4 and the shield a further 7. The broadsword has an EV of 5, and the dagger is 1. So $16 + 4 + 7 + 5 + 1 = \text{EV } 33$, which, divided by his STR of 14, gives a ratio of 2.36. Referring to **Table 46**, this means his movement is reduced by 50%, leaving Durstan a movement of only 85 feet.

Armor Training

Just as a warrior has a bonus with weapons types he is trained in, so does he have the same for armor. The warrior will mainly use one type of armor, for example, soft leather, ring mail or perhaps lacquered samurai armor. This will be his primary armor type with only half of the listed EV.

Table 46
Encumbrance-Strength Relationship

Ratio, EV/STR	Effect
1 or less	Movement unaffected
1.001 to 2	Reduce movement by 25%
2.001 to 3	Reduce movement by 50%
3.001 to 4	Reduce movement by 75%
More than 4	Reduce movement by 95%



The warrior also chooses a secondary armor type with which he is familiar enough to have only three-quarters of the listed EV. Armor training is not specially recorded on the Character Sheet, but can be written in the Notes box.

Trained individuals can use the half and full sets of that armor type. With all other kinds of armor a trained person must suffer the full EV listed.

Each shield type from small to large is a separate armor type requiring very different combat techniques. Most martially-trained characters choose an armor type and a shield type as primary and secondary armor types, respectively.

Using the previous example, if Durstan were trained primarily in the use of chain mail and secondarily in the use of the shield, his former EV of 33 would be reduced 8 for his familiarity with the mail (50% reduction in EV), and another 2 for his familiarity with the shield (25% reduction in EV). This would give him a new total EV of 23 (8 + 4 + 5 + 5 + 1), and a ratio of just 1.64. Referring to Table 46, he would lose only 25% of his base movement allowance, giving him a revised movement allowance of 128 feet per melee round.

Generally speaking, characters who do not have extensive martial training are not entitled to the advantage of armor training and therefore suffer full encumbrance from the armor they use. The GM will have to decide who does or does not get this training; reference to the section "Weapons Training" in this chapter may be of assistance.

Suggested Cultural EV Bonuses

Certain characters might use certain types of armor at half the normal EV; they will still get bonuses for training as well:

Plains Horse Tribes: Bone scale half armor, soft leather half armor, boiled hard leather half armor and small targs.

Forest Peoples: Soft leather half armor.

Corsairs: Soft leather half armor or occasionally light half chain armor.

Desert Peoples: Light chain half armor, soft leather brigantine half or full armor and round shields.

Steppes or Tundra Tribes: Quilted full or half armor and round shields.

Mountain Peoples: Boiled hard leather half or full armor or brigantine, round shields and occasionally chain mail, usually half armor.

Temple Guards: Silk quilted half or full armor.

These are applied only with GM approval, and others might be added to conform to particular world or campaign. The character must fit all cultural parameters in order to qualify.

Encumbrance in the Water and in the Air

Water: We recommend the GM *triple* all EV, and if the ratio exceeds 4, the character sinks like a stone! Swimming in armor is *never* a good idea.

Air: We recommend the GM *quadruple* all EV. If the ratio exceeds 4, the character simply cannot get into the air. If the ratio is greater than 1, the GM will have to adjudicate limitations on altitude, speed and maneuverability. And don't forget the character will have more inertia when he tries to land, and will tend to come down more abruptly. Or, as they say in show biz, break a leg...



Rinaldo & Anais—Getting Militant

Rinaldo's base BF is 39 (11 CF + 9 RF + 14 STR + 5 MB). Regarding his DBF, he has fur half armor, AV 1, and no ELs. However, he does have a primary weapon, as we will see in a moment, so add 15 when he is using that, for a final DBF of 55 (39 base BF + 1 AV + 15 WC). His ABF also starts at 38, but we can add his sword, a claymore, with a WV of 5, according to **Table 38**, Weapons, and we decide it is his primary weapon, for a WC of 15 as a martially trained character. Adding the attacker's bonus of 50 to all of this, we see that Rinaldo has an ABF of 109 (39 + 5 + 15 + 50). Of course, if he goes berserk, we would subtract 15 from the DBF (giving a value of only 40) and add 20 to his ABF (for a total of 129). We begin to see that Rinaldo is very fortunate to have lots of hitpoints, because he is going to get hit frequently. Even though he has no shield, he is considered to have primary training in the use of a small shield, and secondary training in the wearing of fur armor, so if he acquires a shield in the future, he will use it with reduced encumbrance.

The base RCH chance for Rinaldo is 5% (109 / 20, rounded down), to which we add 5% for the claymore (Table 38), giving a total RCH chance of 10%. His fumble chance is 5% (subtracting the base RCH chance from 10; Table 38 does not give a fumble add for the claymore). When he is berserk, his RCH chance goes up 1% because his ABF goes up exactly 20, so the RCH chance becomes 11%. At the same time, the fumble chance goes down to 4%, since the increase in his RCH chance was to the base chance, not from the weapon plusses.

Rinaldo's primary weapon class is two-hand blade arms, and his secondary weapon class is impact blade arms. As it happens, a claymore falls into both groups; most weapons belong to only one group. Rinaldo does not get any further bonus with the claymore, but he does get WC of 10 if using any other two-handed blade, and a WC of 5 if using any other blade impact weapon. Rinaldo is not trained with missile weapons, but if he decides to pick up a rock and throw it at an opponent, his MA will be 22% (CF of 11 x 2%). Were he trained, a 25% bonus would raise his base chance to 47%. Since his armor has an AV of 1, his Missile Defense (MD) is double that, or 2.

Rinaldo also has a dagger, with which he is automatically familiar because he is martially trained. Thus his ABF is 91 with dagger (39 base BF + 50 attacker's advantage + 2 WV for the dagger + 0 WC for a familiar weapon). His DBF is only 40 (39 base BF + 1 for his armor), since the dagger, with a WC of zero, contributes nothing to his defense. His base RCH chance with dagger is 4.5% (91 / 20), which rounds up to 5%. To this add a 6% RCH bonus for the dagger, giving him a final RCH chance of 11%. The fumble chance is 5.5% (10 - base RCH of 4.5), rounded up to 6%; the dagger does not enhance the base fumble chance.

With his CF of 11, Rinaldo moves on CF counts 11 and 6. His unadjusted Speed is 110 feet per melee round (CF x 10), or 55 feet per move. The encumbering items he has are the claymore, with an EV of 7 on **Table 38**, the dagger with an EV of 1 on the same table, and his fur half armor with an EV of 3, for a total EV of 13. His STR of 14 gives him a strength-encumbrance ratio of .929. Since it is 1 or less, **Table 46** specifies no encumbrance, and thus Rinaldo's speed remains at 55 feet per move. In fact, we have also decided that Rinaldo is trained in the use of fur armor, which would reduce the EV by half (in this case, to 1.5), so the strength-encumbrance ratio would be about .82 (11.5 / 14), meaning Rinaldo might find one other item with an EV of 2 later, without putting the EV ratio over 1.

Anais's base BF is 35 (CF 15 + RF 12 + STR 8). She is not a trained warrior type, so no martial bonus applies. Thus, her DBF is 32 (35 + 2 for soft leather half armor - 5 WC for dagger as a familiar weapon). Anais's ABF with dagger is 82 (35 + 2 WV for the dagger + 50 attacker's bonus - 5 WC). She gets nothing for ELs, and even though the dagger is her primary weapon, that just means she suffers only a -5 WC when using it. Suffice it to say she has little interest in hand-to-hand combat. In any event, her chance of an RCH with the dagger is 4% (ABF of 82 / 20). To this, **Table 38** adds 6%, for a net RCH chance of 10%. Her chance of fumble with the dagger is 6%, subtracting the base RCH chance of 4 from 10.

Anais's Base MA is 30% (CF of 15 x 2). Her MD is 6% (twice the value of her armor). Her 15 CF allows her to move three times per melee round, on counts 15, 10 and 5. Her unadjusted Speed is 150 feet per round, or 50 feet per move. Her total EV is 11: 1 for the dagger (**Table 38**) + 2 for her staff as a quarterstaff (**Table 38**) + 8 for the half soft leather armor, for which she is not warrior-trained (**Table 39**). As her strength is just 8, this results in a strength-encumbrance ratio of 1.375, which, with reference to **Table 46**, reduces her total movement by 25%, to 38 feet each move. Although she is inherently much faster than Rinaldo, the armor encumbers so much that she is now almost the same speed as him.



• The Mechanics of Combat •

Melee Conventions

Who Does What and When: Prior to melee, all characters must state for the GM each and every magikal ability or item that they have prepared or activated (e.g., invisibility, strength, "I took my wand of cold and put it in my left hand and have drawn my magik sword with my right"). This is to ensure that players cannot hindsight a situation, or that the GM can't disallow something that will eat his favorite ugly, because he didn't hear the player declare it.

Length of Combat and Distance Moved: Generally speaking, combat takes place in a series of melee rounds, these rounds being 10 seconds in duration; 6 melee rounds constitute a one-minute movement turn.

Movement and Combat: In any battle, all human-sized fighters can move as much as 5' and still attack in the same action. All movement greater than 5' precludes any combat that action and is considered simply a movement, unless you choose to incorporate the optional rules below. Two-handed weapons or pole weapons have more reach than a standard broadsword or mace, so combat could still conceivably take place after only a 5' movement, if the intended target is within the particular reach of the weapon used. These distances will have to be adjusted where large characters (e.g., Throon) or small (e.g., Kobbits) are involved.

It's a Tight Squeeze: Only two warriors may fight side by side in a ten-foot space at full efficiency, or only one man with a two-handed weapon. If two two-handed weapons or three regular weapons are wielded within that space, then there is a -10 penalty to the ABFs of these warriors. Although it is nearly physically impossible to get three two-handed weapons into efficient use in such a narrow place, four normal-sized weapons may be wielded there, but at -20 ABF. Spears and related weapons may be wielded phalanx fashion with no penalty. Carrying that one step further, if there are three spearmen with shields, fighting together in that ten-foot wide corridor, then add 10 to each of their DBFs. If there are four of them, add 20 to the DBFs.

Parrying a Faster Character's Attack: In weaponed combat only, if any character with a shield is attacked by another character of no more than four CF counts faster, he may attempt a shield parry. For this, use the ABF armed with shield only. However, for each CF count slower the defender is, 5 is subtracted from the ABF of the parrier. Thus a warrior with a CF of 10 could attempt to shield parry a blow coming at him from a 13 CF attacker at CF 13, but his parry attempt would be at -15 to his ABF

because he is three counts slower. This emergency shield parry is instead of his normal action at the upcoming 10 CF count.

An emergency weapon parry may be attempted by a character only if he is no more than two CF counts slower than his opponent. For each CF count slower that he is, the attempt is -10 to the ABF on its success chance, so a person two CF counts slower than his opponent would be -20 ABF on his emergency parry attempt. As with a shield parry, this emergency action is instead of his next normal CF action during the melee count down. Either way, the player must declare his parry before his opponent has rolled the attack: no hindsighting by players.

The shield parry combat move totally negates the ability of an attacker being able to go over or get past a defender's shield. It's simply too difficult to attempt with a very large shield smack in your face!

Shields can also be used to block a specific organic attack much in the same way you parry against a weapon. If your CF is faster, and you do not want to risk a creature hitting you, then roll your normal attack at +20 ABF to strike because of the size of the shield. And if you do hit, you have blocked the attack. But remember that this is instead of your normal attack.

A character with a superior CF score can always elect to parry instead of attack; to adjudicate if you were successful or not, just roll your normal attack roll and if a hit is indicated, you successfully parried the attack. None of this is the same as a shield bash. A shield bash does not block an attack; instead, you are attempting to inflict damage on your opponent using the large area of the shield for impact. See below for specifics.

Weapon Length: Where opponents have weapons of dissimilar length, and the one with the shorter weapon has the next CF action, he cannot attack the other he has just taken an attack from the longer weapon. If he was hit in that attack, he cannot close for his own attack unless he defends the next attack from his opponent's long weapon successfully. On the other hand, because of the unwieldiness of pole arms in close combat, if the spearman misses his opponent, the spearman will lose 10 ABF when his opponent steps into him and forces him to shorten up on his haft—unless, of course, the spearman is in one of the aforementioned phalanxes. You can't get inside a phalanx.

There is one exception to the rule that the wielder of the longer weapon can keep his opponent at bay: berserk or fervid attackers *automatically* close on opponents with



longer weapons and run their normal attack. However, there is a kicker—there is a 99% chance the opponent will hit the berserk or fervid attacker simultaneously, and if he hits, he gets *triple* the normal RCH chance. This situation resembles a wild boar impaling itself in its rush to gore the hunter.

The Shield as a Weapon: On any melee turn, a warrior with a shield may elect to strike with it, instead of his weapon. Because the striking area of the shield is so large, 20 is added to the ABF. The shield will only do one point of damage plus any STR adds, and in any case will push back any similar-sized opponent, with a 2% chance per difference in the opponent's STR scores of knocking them down.

Shields cover the front of the warrior and the side carried. The side with the weapon is uncovered and does not count the shield in its armor class adjudication, unless a facing movement is made by the warrior to cover that side, before combat.

Attacking diagonally across one's shielded side takes 5 off the ABF, as the arm has to travel over an obstruction.

Based on the EL difference between the defender and the attacker, there is a 15% chance times that difference that the attacker will manage to get past the shield in his attack, so that it cannot be counted in the defender's armor class. This assumes that the target did not first make a successful shield parry. Those of equal level always have a 5% chance of getting past an opponent's shield, and of course those of a lesser level than those they attack have no chance at all.

Push Backs: A factor in any melee is the combatant's ability to force his opponent back so that he may trip over some obstruction, fall down a flight of stairs, or perhaps slip in a puddle of blood. Therefore, consider any attack that is one less than is needed to hit as a push back of three feet. Obviously a large creature such as a Dragon won't actually step back, but he will jerk back his head or claw or whatever it is that's been bopped.

Knock Downs and Falls: Whenever the GM deems it necessary for a character to make an agility roll in order to stay on his feet, consult the **Fall Penalty Figure** in the **Melee Diagram** below, to determine if there is a reduction in his chance of success, based on the direction from which the knocking-down impetus is coming.

All persons being knocked over or accidentally falling in combat will stay down for 1D10 actions based on the GM's die roll. However, if the fallen party is assisted to rise by one person, then 1 action is subtracted from the required down time. If two try, which is the maximum number allowed to help, then 2 or 3 actions are subtracted. Also, if the downed party wishes to try to do something while he is still down, he must wait until the last

1-5 CF counts of the time he is to be down. However, that action means that he has ceased trying to rise, so that at any time when he wishes to rise, he must take an additional action to complete the activity. Also, if the downed person has dropped his weapon or any other object when he fell, it will require an additional CF action segment to retrieve it if it is within a 4' radius of him. If it is farther away it takes a normal movement to get to it and a CF roll to retrieve it. If a person is down for, say, five actions, for example, that it is only at the end of the last action that said person can stand up. And for his next action, that person may not do more than make facing movements or fight while remaining in place.

Horatio at the Bridge: If a character is trying to defend a corridor or other area in a rear guard or other action requiring him to remain steadfast, and he is facing a creature more than twice as massive as he, then he will have to give ground or be *bouled over*, *trampled*, *crushed* or otherwise *knocked flat!* A normal-sized man, even in full plate armor with a battleaxe and shield, just cannot stop a charging dragon, mantichore, bull, lion, bear or other larger opponent. He may get the first strike in, but he'll go down under the onslaught nonetheless. GMs should try to exercise common sense when adjudicating situations like these, but adjudicate you must! The good old days of one lone thief holding the door for ten melee turns against the charging wyvern are over, and reality has reared its ugly, but so much more playable head.

On Running Away (Or, How to Decorate Your Enemy's Spearpoint)—Any character with a CF four or more points higher than his opponent's may elect to escape and evade. To be successful, he must roll his CF or less on a D20. This means that the slower opponent cannot prevent the evasion, nor can he strike the evader. In any other case, turning your back on an attacker in an attempt to get away is almost always tantamount to suicide. If a character turns to flee, the attacker's next action is advanced; the defender's DBF is his AV only! Alternatively, the attacker may move to track the escapee and block the escape.

To determine if an opponent can track or block an evading character, compare their movement factors. If the person evading has more movement left after the deductions for the evader turning around as indicated on the combat chart, then the evasion cannot be blocked, although he may still be attacked as outlined above. However, if the character evading has less movement than his opponent, then the opponent must roll a number equal to or less than his CF on a D20 in order to succeed. If successful he has managed to move and block the attempted escape.



What Hits What: The question has often been raised as to what can hit a mythological or magikal monster and what cannot. Herewith is how it is done in Arduin: magik weapons can hit anything, as can technological energy weapons, but pistols, etc. cannot harm undead types, and silver weapons or bullets can hit all undead types. Normal swords and such will have virtually no effect on animated metal or stone monsters because of sheer density; they are usually magikally animated anyway. Also, “Flash Points” and like stuff won’t do more than warm a stone golem up, even though it is magik fire. However, if the mage is smart enough to hit that golem with a “Flash Point” one turn and a blast of cold the next, the expansion and contraction will be equal to both of the hit points of the combined blasts and the damn thing will probably shatter! I suggest the mage duck, since the fragmentation effect in a confined space would do an eight-inch artillery shell justice.

All magikal creatures can always hit all other creatures regardless of the fact that the intended target can go gaseous, ethereal, or whatever, and they can always see each other except where invisible. Normal creatures cannot even scratch anything other than other normal types. Yes, that does mean that a 200 HP non-magikally spawned giant spider cannot even touch the 21 HP vampyr that is slowly picking it apart with his junior woodchuck pocket knife. However, that nasty old vampyr can be shoved aside by the spider’s superior strength, webbed, or better yet, outrun. An extreme example to be sure but true nonetheless. That is to say, the spider’s mandibles could tear huge wounds in the undead one, but it being a non-magikal and non-silver attack means that such damage would nearly instantly heal, and no bother or ill effect would accrue from such bites.

Monsters have the option of who their opponent will be and may break off combat at will. If they are unintelligent, roll a D12 at the end of each melee round, with the following results: 9-12 means maintain present opponent even if he is deceased; a roll of 5-8 means go to a new target (roll randomly to see who); and a roll of 2-4 means pull out of the melee for one CF count to get its bearings; a roll of 1 indicates it will retreat for 1D3 melee rounds.

Surprise! If a party is surprised at night when members of the party are sleeping, roll a D6 for each member who is asleep, and the resulting die rolls will determine how many actions it takes each member to arise. And just as for the knock-down roll noted above, the person will stand in place the first turn he is up. The only exceptions to this rule are Elves, Deodanths and the like, who will roll the die and then divide by two to obtain their number. As an optional rule, anyone who rolls a one on the initial D6 roll may then roll a D20 to see how many CF counts it takes to get up.

Rear, Side and Other Attacks: See the **Defense Capability Figure** in the **Melee Diagrams** below for the penalties on defense if the character is attacked from the back or side. See the **Attack Capability Figure** in the **Melee Diagrams** in the same place for the penalties if the character tries to attack other than straight ahead. In both cases, the numbers respectively show the reduction in the character’s DBF and ABF.

Missile Conventions

Explosions and Area Effects: All explosions, fireballs, and radius-effect weapons will do damage using the core method. Everyone within the inner core of the area effected would take the full damage listed, those in the central ring would take two-thirds regular damage each, and those in the outer ring would take but one-third damage each. You can roll the actual damage instead of automatically assessing full damage, at GM’s option, but make sure you are consistent—the baddies can employ this sort of stuff too. The more bodies in the blast zone, the more total damage is inflicted. The GM may choose to adjudicate that some of the victims are partially shielded by others in the blast zone, and therefore will take less damage.

Dragon breath and sprayed-type weapons have their damage applied to each of those within the area of effect. Again, it may be adjudicated that some take less damage if partially protected.

All “Flash Point” spells or other offensive area-effect weapons have their full damage points applied to each of those caught inside its limits. That means, if there are four people caught in a 60 HP Flash Point, each of the four takes 60 points damage if they fail their saving throw or 30 points if they make their save. Generally, this type of effect occurs instantaneously throughout the area affected, and thus there is no way for one victim to be shielded by another.

Firing into a Melee: One of the real problems of melees is the guy who hollers “I’m firing my crossbow” at such and such, totally ignoring the fact that nine of his friends are in the way. Well, here is how we discourage such idiocy: for every person or enemy in a given 10-foot area that the dummy fires into, there is a 20% chance of hitting the wrong target. Roll that percent first, then determine by random roll, excluding the intended target, who was actually hit. After killing off a few friends, most imbeciles will get the message, perhaps forcibly, from what few friends they have left.

Targets of Opportunity: Everyone involved in a combat has the option of declaring “Target of Opportunity” and holding his fire until such time as he sees fit. However, if the target finally selected is at a different facing than the

one he had at the beginning of the melee round, a roll is required to see if the delayed fire is completed. This is done using the melee chart provided. The Emergency Turn Melee Diagram below is used, the percentage of failure being based on the degree of turn as illustrated. If the archer fails to make his emergency turn, he automatically stumbles. At the GM's discretion, depending on terrain or other factors, the archer could be required to make an agility or CF roll or suffer even worse inconvenience. For example: an archer with a CF of 15 has no real uncovered targets when his CF turn comes up so he declares a target of opportunity, and proceeds to watch the melee progress through the CF countdown, his arrow nocked and ready, of course. At CF count 13 an enemy knocks down one of the archer's allies, thus exposing himself. The archer then declares the target found, and on the very next CF count, 12, he will fire, if he needed an emergency turn and successfully accomplished it. Of course, he must roll a normal attack to hit. The shot came two CF counts before his next scheduled CF action segment at CF count 10.

This is allowed, though shots or actions less than two counts before his next normal action take the place of that action, just slightly early.

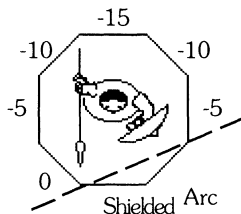
About the Melee Diagrams

The **Defense Capability** and **Attack Capability Figures** have already been explained, as has the **Fall Penalty Figure**. The **Emergency Turn Figure** is referred to any time the character tries a sudden turn not in the course of otherwise normal movement. Yes, I know that's vague, but that's why you have a GM—I'm not there to straighten out every little situation. Just use some common sense.

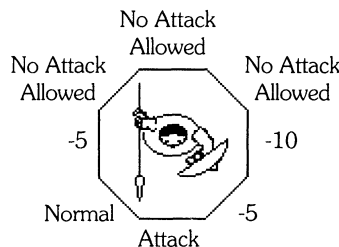
The **Movement Cost Figure** shows the percentage of his movement the character loses off his adjusted movement for that action as a consequence of turning.

The **Sighting Capability Figure** shows the character's chance of seeing something during a melee. Like all these diagrams, actual employment may require GM adjudication.

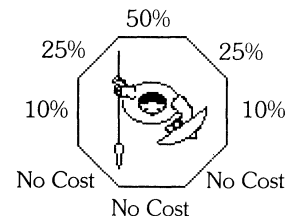
Melee Diagrams



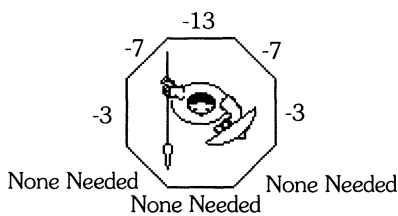
Defense Capability (DBF-)



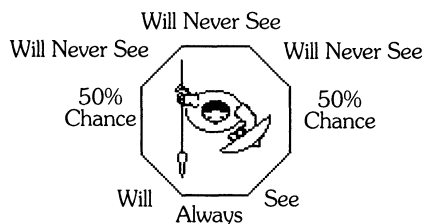
Attack Capability (ABF-)



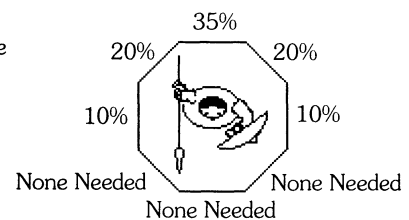
Movement Cost (Fraction of Move) for Turning



Fall Penalty for CF Rolls



Sighting Capability



Chance of Fall During Emergency Turn



OPTIONAL COMBAT RULES

RCH Full Damage

At the GM's option, all critical hits may be considered to automatically do full normal and, if applicable, magikal damage, as well as the critical effects listed. Be warned that this works both ways.

Closing Attacks and Half Actions Reserved

The following two rules should be used together; they are designed to closely approximate simultaneous movement, but they can slow the combat down, so you may choose not to use them.

Closing to the Attack in Melee: Normally, if you move more than five feet, you may not make any attack. This rule allows melee attacks at the end of any movement that is less than your full movement factor. However, this is subject to an ABF penalty of 1 for every full foot of movement. Thus, if your ABF is 150 and you move four feet to the attack, there is no penalty, but if you move 14 feet, the penalty is 14, making your ABF 136 for that attack only. At the end of the turn, your ABF returns to 150. You still may never move more than 5' when using a missile weapon, unless you are specifically trained to use that particular missile weapon on the move, as movement drastically disrupts accuracy.

Reserving Half Actions: If you expend half or less of your available speed for any one action, you may reserve a half action. You may use the half action to meet an enemy's close to attack with an attack of your own. However, if you meet his attack with your own, you are pinned in combat; you may not flee from your opponent without the risk of giving him one free attack against a DBF of your armor only. The half action may also be used for any *melee* attacks of opportunity, such as an opening occurs to an opponent less than five feet away, allowing you to move to the attack. The GM can also adjudicate other uses of a half action. Two things never allowed for the reserved half action are the use of missile weapons and the recovery of shock points.

In all cases, the GM decides whether a character has moved the next full foot. Measuring to a nicety those last two inches so that you will retain a point on your ABF is all very well and good as a game tactic for the omniscient, but the GM is there to enforce the rules both for and against you—if he says you went five feet, or cannot reach your opponent, accept it and keep the game moving.

Missile Placement: In order to have melees and situations in which weapons are shot from an enemy's hand or a single, well-placed shot through the dragon's eye slew him, we have an optional rule to allow the character to call or place his shot. Here is how it works.

Whenever a missile-firing player rolls an RCH on his initial roll, he may elect to roll once again in a placement attempt. He must first call or designate his target to the GM before the re-roll. If, on this second roll, another (the second) RCH is naturally rolled, without the benefit of any bonus to the RCH from the weapon itself, then the placement was successful! As the chance for another RCH happening is quite small, this seldom happens in game play—just often enough to make it interesting! If the player had chosen to place a killing shot and then succeeded, he would then simply look over the RCH chart and pick, with GM approval, the appropriate RCH for his called shot. Thus if he wanted one through the eye of the dragon, the appropriate RCH would be brain penetrated, instant death.

Even if the second RCH roll is not made, the original one still stands, with all attendant RCH rules. All we are doing is allowing a player some small chance of shooting the wizard's wand out of his hand and other such fun stuff! So enjoy!

The placement of a missile shot, to maintain some reality, should be allowed only when a character has two or more seconds (6 CF counts) in which to aim or on the very first shot per melee round in any case. No snap shots allowed here!

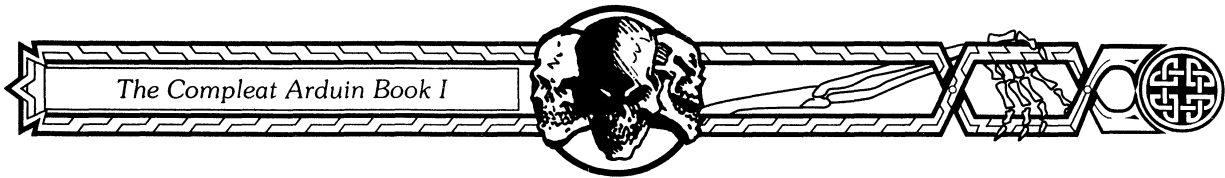
Missile Evasion

You may choose to use evasion against any possible missile attacks while you are moving. You may move no faster than half your normal speed, the remainder of your move being spent in small direction changes and jinks. If missile attacks occur, you may add the value of your CF to your MD. Thus, a character with a CF of 15, an unmodified MD of 8 and a speed of 37' per action can limit his movement to 18' and add the CF to the MD, giving a new MD of 23. This may be used in addition to any bonus to MD for lateral movement.

MD Modifiers

Certain factors of terrain, movement and physical position will modify a character's MD, as follows:

Hard Cover (rocks, tree trunks, ice, brick walls) adds 20 to the MD for every one-quarter of the target's height of effective cover. Effective cover is the actual amount of cover the object provides. For example, a four foot high rock offers four feet of effective cover to a 5'6" character from an archer standing on the other side of a level field, for about three-quarters coverage, and thus the rock adds 60 to the defender's MD. However, if that same archer is in a thirty-foot high tower just thirty feet away, the rock will probably provide only about two feet of effective cover, as the archer can see the upper body of the defender behind the rock. In this example, the rock only offers about one-quarter effective coverage, and so adds about 20 to the MD, and maybe less, depending on the GM's adjudica-



tion. All of this assumes the cover does not completely hide the target; the GM may refuse to allow an attack if there is just no way the target can be hit.

Soft Cover (bushes, snow, unarmored bodies) adds 10 to the MD for every one-quarter of the target's height in effective cover.

Prone Characters add 60 to their MD, but the GM may rule, depending on circumstances, that they cannot wield a shield effectively.

Crouching or Kneeling Characters add 20 to their MD.

Characters Underwater add 60 to their MD for every foot they are underwater.

Moving Characters add half their CF, rounded down, to their MD if they are traveling *laterally* to the missile-using attacker. If the movement is at or away from the attacker, up to a 45° angle, there is no modifier. If the movement is from right to left, more than 45° off of a direct advance or retreat, the half CF bonus to the MD applies. In the event a moving character becomes a target of opportunity before completing his movement, half his CF is still used to determine the modifier, since this is representative of the speed rather than the distance actually traveled. Please, let's not get into acceleration, deceleration, inertia, and so on. This is not a high school physics test—it's a game. Characters may use both lateral movement and missile evasion as MD modifiers at the same time.

Character Size: MD calculations assume the character is between 30 and 45 HP. For every HP less than 30 HP, add 1 to the MD. For every HP greater than 45 HP, subtract 1 from the MD. Thus, a character with 24 HP is +9 to the MD, while a character with 52 HP is -7 from the MD. Yes, something large and soft might have a negative MD. In effect, the missile user is shooting at the proverbial broad side of the barn and has an increased chance to hit. In fact, if we use size, our friend Rinaldo, with 49 HP and an AV of 1, has an MD of -2! This is because his AV doubled gives an MD of 2, but he is -4 MD for HP over 45. Of course, if he crouches, takes cover, or even runs evasively, the MD will go up into the positive range.

The GM may choose to base this calculation on height instead of HP. In that case, assume that the average target height is between five and six feet, and adjust the MD accordingly. However, recognize that larger monsters, especially quadrupeds, may present much larger targets than is evident from simply referring to their height, which is why we use HP for this in the first place!

In every case, adjudication is necessary. There may be a mix of partial hard and soft cover, or a character crouching behind a narrow post, or moving rapidly and evasively through brush. There may even be cover that is somewhere between hard and soft. In all cases, the GM has the final word.

Cultural Weapons

Some races have a cultural advantage with certain types of weapons; see **Table 47**. These bonuses will be a normal part of their ABF or MA percentages. In every case, this means that the character in question is at least minimally familiar with the weapon, and thus never suffers any penalty for unfamiliarity ($WC = 0$). Wizards and the like will still be -5, as they are for any familiar weapon, though they will also receive the appropriate cultural bonus.

There are also some national ABF and MA adds that pertain to the Arduinian campaign. I list a few here to give you an idea for your own campaigns

Tharkalla: The king's guard gets special training with a 6' (short) spear that is also throwable. Thus it gets a bonus of 5 to ABF, or 15 to MA when thrown.

Viruelandia: The officers and NCOs (only!) get special shield-attack training that adds 5 to their ABF with those unlikely weapons, mounted or afoot.

Ithalos: Their infantry types get special training with a 22' pike (+10 to ABF) called Zalkhor.

Khorsahr: Their cavalry types (only) get special saber training (+15 to ABF mounted, only +10 afoot).

Falohyr: The temples of the Earth Mother-Amarydian have female acolytes trained for defense, using both a short sickle-like weapon (+10 to ABF) called a Gorrin and a 15' to 20' long lead weighted rope (+15 to ABF as whips) of hemp called a Dokka.

Rainbow Isles: The corsairs and naval military types get special cutlass training (+10 to ABF).

Arduin: The king's Royal Guard, the Red Dragons, all get special heavy lance attack training for a +20 ABF bonus while mounted or +5 while afoot!

Shock

This optional rule is only to be used by those gamers who desire a realistic, lethal melee system. It is probably too deadly for most players. You have been warned!

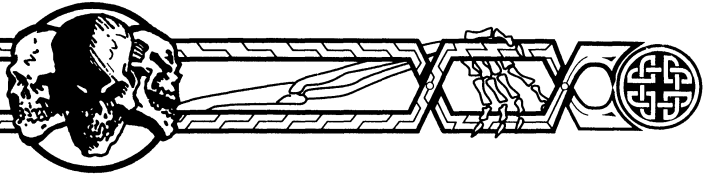
Shock adds 50% to normal blows and 100% damage to missile hits. This extra damage is used only to determine falls, stunning, unconsciousness and such like as it is not really physical damage. Each shock damage point thus lost is automatically regained at the rate of one point per melee round. However, if any character takes shock damage plus real damage equal to or in excess of double his base hit points, then *death* ensues if the character fails his resurrection roll; see Book II. Shock can kill you just as dead as a bullet—sometimes quicker!



**Table 47
Cultural Weapon Bonuses**

Race	Weapons Type	ABF Add	MA Add
Amazon	Any spear	5	-
Centaur	Short or self bow	-	20
Centaur	Light lance (charge)	15	-
Deodanth	Sabre	5	-
Deodanth	Heavy throwing dart	-	25
Dwarf	Any battle or throwing axe	5	5
Elf, High	Heavy lance (mounted)	5	-
Elf, Sea	Throwing net, weighted	-	15
Elf, Woods	Elven Longbow	-	20
Elf, City	Broadsword	5	-
Goblin	Shortsword	5	-
Gnome	Warhammer	10	5
Half Elf	Quarterstaff	10	-
Half Orc	Club	10	-
Half Orc	Light crossbow	-	10
Hobbitt	Sling, standard leather	-	20
Human	Dagger	5	-
Kobbit, rural	Sling, standard leather	-	30
Kobbit, city	Throwing knife (proper)	-	5
Knoblin	Light throwing dart	-	40
Khai-Shang	Tzidzi (double-edged scimitar)	5	-
Khai-Zirin	Chupa (light throwing dart)	-	15
Merpeople	Trident	15	-
Orc	Hand axe	5	10
Ogre	Any 2-handed impact arm	15	-
Phraint	2-handed sword	5	-
Phraint	Light javelin	-	20
Saurig, Desert	Jhang	5	-
Saurig, Swamp	Spiked (balled or collared) tail bash	15	-
Throon	Any 2-hand bladed weapon	5	-
Urukk	Composite bow	-	10
Urukk	Scimitar	5	-

- not applicable



Here's an example of how this works: Rinaldo has 49 HP and is struck by a huge polar bear. This bear's claw normally does 1D10+10 HP of damage and the GM's die roll shows 18 HP worth. Now an additional 9 HP (+50%, remember?) is added to this total to register the massive shock of this blow. Thus $18 + 9 = 27$ HP of damage registered. Rinaldo has taken more than half of his HP total in one blow, in a combination of shock and real damage; he must roll his CF or less with a D20. If he fails the roll, he is knocked down. If not knocked down, Rinaldo is still terribly stunned and wobbly-kneed, meaning he loses his next action. On the bear's next action that melee round, he registers another terrific bash upon Rinaldo. This time the full 20 HP is rolled, so now we have $20 + 10$ for shock or 30 HP of damage. With the 27 HP from the first blow added to this one ($27+30$) we see the hapless Rinaldo clobbered for a total of 57 HP of damage. Being only 49 HP total, Rinaldo goes down, unconscious, but not dead. After all, he received only 38 HP of actual, physical damage. The systemic shock will, as mentioned above, wear off at 1 HP per action of the unconscious character.

This rule drastically increases the carnage. So use it only if you want truly realistic bloody melees. Critters and characters go down like tenpins!

Simultaneous Actions

Even though actions in a melee are spread over the course of a 30-count melee round, there is a tendency, especially at the lower end of the melee round, for characters to have actions at exactly the same count. Generally, actions remain simultaneous, but some actions will take place before others, even if they occur at the same count, in order to minimize players taking advantage of the artificial sequencing necessary to simulate simultaneity. Frankly, this may slow the game down a lot, and the GM should be able to adjudicate something quick and dirty without it. However, if you are a stickler for accuracy, or need some guidelines, the following is the order in which otherwise simultaneous actions take place:

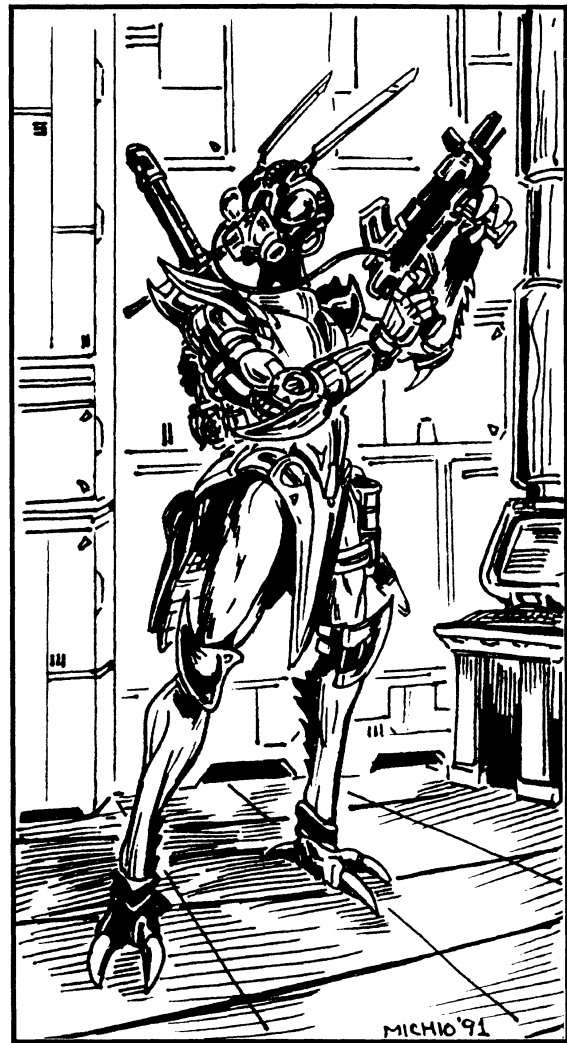
1. Any preparatory action, such as loading a crossbow, pulling out a scroll, or looking for a dropped weapon.
2. Any movement except movement into melee.
3. Any missile fire.
4. Any movement into melee, including charges.
5. Any attacks with reach against opponents moving into melee.
6. All other melee attacks, unless spell-based.
7. All spell-based attacks and saves against magik, fear, etc.
8. All conversation.

9. Any recovery from a debilitating condition, such as regaining a shock point, waking up, or overcoming fear.

10. Any other action.

Within each category, all actions take place simultaneously, subject to GM adjudication. However, previously-reserved opportunity missile or magikal attacks may be taken at any time, and previously-reserved opportunity melee attacks may be taken at any time from 4. on.

Actions earlier in the sequence may affect or even prevent actions later in the sequence, but rather than give any hard-and-fast rules, it is better to rely on the GM to decide what should happen in each situation.





• Techno Weapons •

Small Caliber Gunnery

To use **Table 48**, just find the weapon type or caliber, or the one closest to it, then look across the line to see all pertinent data. Bullets always do 100% base damage at point blank range; 80% at short range; 60% at best range; 40% at long range; 20% at extreme range. No die rolls are needed. All fractions are rounded to the nearest whole number, or 1 minimum. The definitions of those ranges are as follows:

Point Blank Range: 5% or less of the listed base range of any given weapon.

Short Range: From 6% through 25% of the listed base range, etc.

Best Range: From 26% through 75% of the listed base range, etc.

Long Range: From 76% through 100% of the listed base range, etc.

Extreme Range: From 101-125% of the listed base range, etc.; yes, it is more range than the base listing.

The listed base ranges are the maximum effective range of the weapon in question, not the ultimate range a particular bullet might travel. In fact, a .22 caliber rifle bullet can travel a over a mile, but its effective range is far short of this.

Anyone struck by at least one bullet and suffering a minimum 20% base HP damage, must make a CF roll or be knocked down. For each additional bullet that strikes during the next four CF counts, the CF roll is made more difficult by 2; e.g., 15 or less becomes a 13 or less and so on.

No MV values are given, as there is a multiplicity of weapons for any given caliber and, frankly, just how many weapons like this do you want in a fantasy campaign? It is your decision, of course, but the GM will have to adjudicate the appropriate MV for any given weapon. Keep in mind that the penetration power, which is already taken into account below, has nothing to do with the MV, and in fact the recoil or unwieldiness of the weapon itself may give a negative MV the player character will only overcome by training.

Definitions

Symbol	Meaning
MDP	Missile Defense Penetration of the projectile—the amount of AV negated by the round; recompute the target's MD, ignoring any AV equal to or less than the listed MDP

DMG	The Damage a particular round will do
YDS	Yards
ROF	Rate of Fire—how fast the weapon can be fired
RPM	Rounds per melee round if it's a one- or two-digit number, or rounds per minute if it's a three or more digit number. Some weapons can be both automatic and semi-automatic, so they will have two numbers. For example, the .380 caliber is used in both pistols (at 8 shots per 10 seconds a melee round) and in submachine guns (at 600 shots per minute, or 100 per melee round, if you prefer). Thus it is shown as 8/600
(C)	Indicates a carbine round
(R)	Indicates a full sized rifle round
(E)	Indicates an elephant gun or rifle round
(M)	Indicates a magnum round. A P/M would be a magnum pistol and an R/M is a magnum rifle round
(MK)	Indicates a musket ball
(MG)	Indicates a machine gun round: (L) for light, (H) for heavy
MM	Indicates millimeter
(SMG)	Indicates a submachine gun round
(S)	Indicates "00" buckshot for a shotgun
(SRSFL)	Indicates a rifled slug for a shotgun

An example:

Alred hangs on to his .50 caliber machine gun and grimly waits as the huge Roc swoops down on his master's ship. He knows he must make his last three bullets count or all is lost. Suddenly the huge avian dives straight down, claws extended! At 95 yards range Alred blazes away, once! twice! thrice! But in his haste only one shot has hit the 190 HP bird, using Alred's MA with this particular weapon to determine if he hit. Still at that range, short for the HMG, the weapon does 80% bullet damage, or 38 HP. It also easily negates the AV 13 of its target. It's not enough to kill it, or is it? Don't forget the 99% chance the bullet has of doing an RCH. In this case, the RCH is automatic. For Alred's, sake one can only hope he gets a devastating crit!

Then again, just stop and think a minute about what such a bullet would do to the average human character. They only average somewhere between 30 and 45 HP, you know! Guns and bullets are not toys; these rules reflect that.



Table 48
Small Caliber Gunnery

Weapon Caliber & Type	RCH %	Base Range Yards	Base HP Damage	Rate of Fire (RPM)	Point Blank MDP	Short Range MDP	Best Range MDP	Long Range MDP	Extreme Range MDP
.22(P)	10	25	5	12	6	4	2	1	0
.22(R)	15	150	6	10	9	6	3	2	1
.223(R)	28	450	18	10/550	16	14	13	10	6
.25(P)	9	20	4	10	4	2	1	0	0
.30(C)	35	350	16	8/500	14	12	9	4	1
.30(R/LMG)	60	600	24	8/550	25	22	19	14	12
.300(R/M)	65	500	28	2 or 3	24	20	17	13	10
.32(P)	26	25	12	9	12	10	9	4	1
.357(P/M)	50	55	18	6	20	18	14	12	7
.358(R/M)	70	350	32	2 or 3	22	18	13	9	0
.38(P)	45	40	16	6	14	12	9	5	1
.380(P/SMG)	45	35/50	15/16	8/600	13	10	6	2	0
.41(P/M)	68	55	20	5	22	19	16	13	9
.416(E)	70	250	36	1 or 2	22	19	14	12	7
.44(P)	44	50	20	4	16	13	10	7	0
.44(P/M)	80	60	24	5	24	20	18	13	10
.45 ACP(P/SMG)	75	50/65	23	5/450	19	16	12	6	1
.455(P)	50	45	21	5	14	12	7	1	0
.458(E)	90	325	44	1 or 2	24	20	16	12	7
.50(HMG)	99	1200	48	600	26	22	19	16	12
.505(E)	92	265	45	1 or 2	24	19	14	10	3
.58(MK)	39	150	20	1	13	9	2	0	0
.600(E)	92	220	50	1 or 2	24	19	13	6	1
.69(MK)	47	120	24	1	12	7	1	0	0
9mm(P/SMG)	48	50/75	16/17	8/60	16	13	10	6	2
10ga(SB)	22	50	45	2 to 4	12	9	6	2	1
12 ga(SB)	20	45	40	2 to 5	10	7	4	1	0
20ga(SB)	12	35	24	2 to 6	6	2	1	0	0
28ga(SB)	9	30	18	2 to 6	4	1	1	0	0
410ga(SB)	7	25	13	2 to 6	4	1	1	0	0
10ga(SRFSL)	48	65	48	2 to 4	14	12	10	8	6
12ga(SRFSL)	45	60	45	2 to 5	13	11	9	6	4
16ga(SRFSL)	35	55	35	2 to 6	12	9	6	4	2
20ga(SRFSL)	28	50	28	2 to 6	10	7	4	2	1
28ga(SRFSL)	21	45	21	2 to 6	18	4	2	1	0
410ga(SRFSL)	15	40	15	2 to 6	18	4	2	1	0



Cannon and Carronades

Table 49 works like **Table 48**, except that projectiles from these big guns have a tendency to throw splinters and shrapnel all about. Consequently, attacks are rolled against all targets within a radius in feet from the point of impact equal to the pounder rating of the gun; on any successful attack, taking the MDP into account as before, that victim gets a share of the damage, but never more than one-

quarter of the listed damage, unless the victim suffered a direct hit, in which case he takes full damage and 1D4 RCHs. If the damage from a direct hit is more than double his HP, the remainder is spread equally among all other successfully attacked targets within the radius. Grapeshot and canister are like huge shotguns, so treat them as though they cannot do a direct hit. All these weapons should have large negative MV values, as they were notoriously inaccurate.

**Table 49
Cannons and Carronades**

Weapon Caliber & Type	RCH %	Base Range Yards	Base HP Damage	Rate of Fire (RPM)	Point Blank MDP	Short Range MDP	Medium Range MDP	Long Range MDP	Extreme Range MDP
<i>Long Cannon:</i>									
6 pounder	12	400	50	.5	50	40	30	20	10
12 pounder	20	500	75	.25	60	48	36	24	12
18 pounder	28	600	100	.2	75	60	45	30	15
24 pounder	36	800	140	.167	100	80	60	40	20
32 pounder	47	1000	200	.125	125	100	75	50	25
<i>Carronades:</i>									
12 pounder	30	200	100	1	50	40	30	20	10
18 pounder	42	250	150	.8	60	48	36	24	12
24 pounder	54	275	200	.75	75	60	45	30	15
32 pounder	70	300	300	.67	100	80	60	40	20
42 pounder	99	325	500	.5	125	100	75	50	25
68 pounder	99	350	750	.33	150	120	90	60	30
<i>Special:</i>									
Grapeshot (32 pounder)	32	100	100	.25	35	17	9	4	2
Canister (24 pounder)	24	100	200	.5	25	12	6	3	1
Bar Shot (24 pounder)	60	100	50	.5	30	20	10	5	2

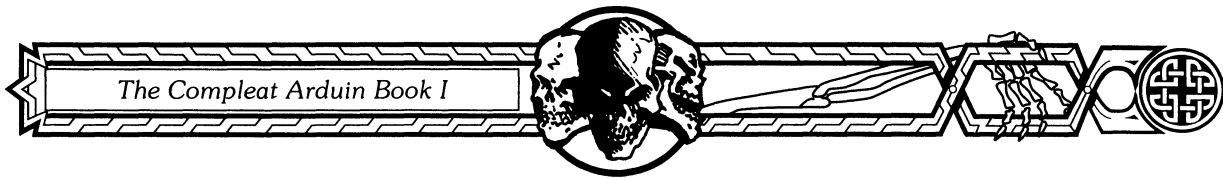


Table 50
Large Caliber Gunnery

Size	Blast Radius	Core MDP	33%R MDP	67%R MDP	100%R MDP	DH MDP	DH* DMG	Core DMG	33%R DMG	67%R DMG	100%R DMG
20mm	15'	12	8	6	4	25	60	36	32	20	10
25mm	18'	12	9	7	5	26	72	40	36	24	12
37mm	21'	13	10	9	6	28	90	48	44	30	14
40mm	30'	13	11	9	7	30	100	50	48	32	16
50mm	42'	14	12	10	9	34	120	57	53	36	18
57mm	51'	15	13	12	11	40	144	65	58	40	22
75mm	60'	16	14	13	12	50	180	80	72	48	24
88mm	72'	19	16	14	13	64	192	100	88	60	30
105mm	90'	20	18	16	14	85	216	150	132	88	44
5 in.	105'	22	19	18	16	110	240	180	175	118	60
6 in.	150'	25	22	20	19	130	300	240	225	150	75
8 in.	180'	30	25	22	20	170	360	300	280	187	94
11 in.	210'	40	30	25	22	230	400	400	375	250	125
14 in.	240'	57	40	30	25	300	500	600	560	374	188
16 in.	300'	80	57	40	30	400	600	880	820	547	274
18.1 in.	390'	110	80	57	40	475	800	1150	1000	666	333
800mm	900'	220	155	111	77	1000	1200	1750	1500	1000	500

Large Caliber Gunnery

For **Table 50**, the core is the point of impact itself. The MDP is dependent on the distance of the target from the core. Simply ascertain where the target is in the blast zone for the proper MDP and damage. The damage is always two-thirds concussive and one-third fragmentation. Concussion causes hearing loss, internal hemorrhaging, and even stunning or unconsciousness. Victims can be blinded and/or set afire, as adjudicated by the GM.

Blast effects travel great distances in channeled areas such as dungeon corridors. If a blast is worth 40 HP and 4 people are in the same blast zone, then each takes 40 HP. Those hit in lesser blast areas or partially shielded by their less-fortunate brethren can be adjudicated to take lesser damage. Victims of a major caliber shell detonation can also be blown through the air great distances and damaged further as they bounce off the surrounding scenery. In effect, the detonation of an artillery round near your favorite character simply isn't nice!

This table wasn't changed for range, as was the small arms gunnery section. That's because the incidence of encounter for such in an FRP game should be so low as to preclude everyday usage of this table. The only suggestion I can make to the GM is to reduce the MDP as the firing ranges increase, especially for those shells in the 20mm-40mm

range. Likewise, no listing is given for critical hits. The typical character is likely to be horribly injured even with the lightest weapon at the outermost core of the blast effect, so RCHs are almost irrelevant. If you insist, a rule of thumb would be to automatically roll 1D10 RCHs for any hit by a weapon of 40mm or less caliber, and 2D12 for all larger strikes.

Symbol	Meaning
*	From penetration alone, the explosive effect is then added to this damage! Thus the damage you see is actually this column plus the adjacent Core column
33%R	Within the first third of the blast radius
67%R	Within the middle third of the blast radius
100%R	Within the last third of the blast radius
MDP	Missile Defense Penetration; as for the previous tables
DMG	Damage
Core Blast	Maximum blast diameter
mm	Millimeter
in.	Inch
DH	Direct hit, i.e. the target receives the full listed damages (no die roll).
Core	A shell going off between your legs; not a direct hit but as close as possible otherwise.



**Table 51
Techno Energy Weapons**

Weapon Type	Base HP Damage	Base Range Meters	Point Blank MDP
Anti-matter projector, 2.5-ton lightweight version	100*	5,000	100
Blaster, hand	18	575	18
Blaster, heavy pistol	20	700	19
Blaster, assault submachine gun-sized	24	950	19
Blaster, rifle	30	1,575	20
Blaster, semi-portable, two man crew	48	4,750	25
Icer, hand	10	55	N/A
Icer, heavy pistol	12	120	N/A
Icer, assault carbine sized	15	200	N/A
Icer, rifle	18	300	N/A
Icer, semi-portable, three man crew	30	900	N/A
Laser, hand	12	500	16
Laser, heavy pistol	15	660	18
Laser, assault	18	1,000	18
Laser, x-ray assault rifle sized	24	990	19
Laser, rifle	20	1,500	19
Laser, x-ray rifle B.A.R. sized	32	1,380	22
Laser, semi-portable B.A.R. sized	30	4,500	22
Laser, x-ray, semi-portable 3-man crew	40	4,150	25
Lightning gun, hand	20	85	N/A
Lightning gun, heavy pistol	24	120	N/A
Lightning gun, assault rifle sized	28	195	N/A
Lightning gun, rifle B.A.R. sized	30	275	N/A
Lightning gun, semi-portable, 3 man crew	45	500	N/A
Needler, hand	15	375	20
Needler, heavy pistol	18	525	22
Needler, assault submachine gun-sized	20	885	22
Needler, rifle carbine sized	25	1,250	25
Needler, semi-portable rifle-sized, with bipod	35	3,750	25
Sonic stunner, hand	**	50	N/A
Sonic stunner, heavy pistol	***	80	N/A
Sonic stunner, heavy assault carbine-sized	****	150	N/A
Sonic disruptor, hand	16	75	13
Sonic disruptor, heavy pistol	18	150	14
Sonic disruptor, assault	20	225	14
Sonic disruptor, rifle	24	375	16
Sonic disruptor, semi-portable, 2 man crew	36	975	16
<i>Specialty Tools and Weapons</i>			
Laser cutting torch, semi-portable model	33	3	25
Sonic knife	9	1	13
Electro-bolt welder, semi-portable model	18	2	N/A



Notes to Table 51

- * This 100 HP of damage is for each single increment of charge used, and there are 10 increments! At increment 10 the damage is an incredible 1,000 HP of damage! Each increment is an additional 10' in radius of effect. Thus at increment 1 it is only a 10'-diameter sphere of destruction. But at increment 10 it is 100' in diameter!
 - ** This is a MK I stunner that only affects living creatures up to 35 HP in size for 21-40 melee rounds per charge used.
 - *** This is a MK II version that affects those up to 55 HP in size for 51-100 melee rounds.
 - **** This is a MK III version that affects creatures of up to 75 HP in size for 101-200 melee rounds per charge used.
- N/A means not applicable.

Energy Weapons in Fantasy Games

Boy! How all this stuff ever got in an FRP game I'll never know! **Table 51** is for your ease of use in battle.

Range for these weapons is given in meters, as that's the future! For those who don't want to mess with metric, every 10 meters is roughly 11 yards, or 32.5 feet.

MDP means Missile Defense Penetration, as defined in **Table 47**, which see. If the AV being attacked is higher than the one listed as their best MDP, then all damage is cut to one-third of that listed on any hit. Most energy weapons fire short pulses or bursts of energy, not long-duration zaps.

All listed damage decreases by 10% for each 10% of its listed firing range. This means it does full damage at 0-10% range, 90% damage at 11-20% range, and so on, all the way out to 91-100% of its range, where it only does 10% of its listed damage.

All MDP will be reduced by 1 for each 15% of maximum range out to which the weapon is fired. 01-15% range is at base MDP, 16-30% range drops this by 1 and so on.

Anti-Matter Projector: Also called AMP cannons, these things are never less than 20' long and some 5,000 lbs. in weight. Most are four or five times that size. They project minute balls of anti-matter inside of tiny magnetic bottles. Once these projectiles touch anything solid, the bottle instantly dissipates and the resultant matter/anti-matter explosion is awesome to behold.

Blaster: Usually a weapon that fires streams of charged particles. It causes whatever it hits to vaporize in part or whole.

Needler: A variation on the blaster that zips out a stream of highly charged mu-meson particles so small in diameter that a human hair is 1,000 times thicker! It tends to cut or

deeply puncture whatever it hits depending upon how it's wielded. It's sometimes called a slicer.

Icer: This odd weapon causes all the molecules in the air around an object to nearly instantly drop to absolute zero! That's cold. And no, I don't know how it's done. Also called a freezer. You take 100% damage from this and it's popsicle city for you! Frozen solid and as brittle as ice! Dead, too.

Laser: You gotta be kidding! If you don't know what this one is, I'm not going to tell you! Don't forget, though, they'll reflect off of any highly polished surface on a 25% chance. Unless of course it's an X-ray or pulse laser.

Lightning Gun: Also called a blitzer, this thing simply pops a very large charge of high amperage electricity from it to its target. It does it by making its target a different polarity than it is and then, ZAP! Metal armor on a target sure helps!

Sonic Disrupter: This thing will do everything from vibratory to heat to friction damage. All at once. Metal armor in particular is very susceptible to this form of attack. It also pulps eyes, blows out eardrums and just generally blows out any living critter's nervous system. Nasty, nasty, nasty. Outlawed on most worlds.

Sonic Stunner: A vastly toned-down variant of the sonic disruptor. It cannot kill but it'll certainly do a job on a target's nervous system—they lose all equilibrium, sense of direction and 51-100% of their ability to even think! In fact, most folks just fold up and lie there quivering for about 1D20+10 minutes.

That's all the techno weaponry you get in this fantasy game. If you want something else, do it yourself.

• Aerial Combat •

This arena of warfare is one of the most difficult to visualize, communicate about and referee. However, no matter how hard a GM tries to avoid them, occasionally aerial battles will ensue. Therefore, here are a few guidelines which you may find helpful:

1. The battlefield is in three dimensions, not two; each participant should have a designator for altitude of some sort. A simple way is to put your figure on a large 6-sided die, and decide what each face means, i.e., 1 pip = 10 feet or 100 feet or 35 feet, as appropriate. This keeps the figures' true spatial relationship in mind. This is especially important for ranged attacks of missiles and spells.
2. The table for falls in Book II should be used in conjunction with all aerial battles.
3. Think about these questions: Does the speed affect the ability of a warrior to fight? Does he fight just as well upside down as rightside up? Gravity will affect the fighters, as they are not used to fighting in the air. On the other hand, Knoblins can and do fight upside down, since the air is their natural element. Fighters who can fly due to artifacts may be given advantages if they train constantly for six months to a year to learn aerial skills. This is entirely up to the individual GM. If the character isn't trained, appropriate penalties must be applied.
4. Aerial battles are mostly fast passing engagements. All movement must be prorated to show where each participant is at every CF count.
5. Warfare in the upper reaches of the atmosphere also have the added problem of scarce oxygen, severe cold and so on. A nice rule of thumb is that for every 1,000 feet up you are, you lose one degree. Anoxia might be mildly burdensome as low as 10,000 feet, and incapacitating by 30,000 feet. Of course, these factors also apply for characters in mountainous terrain.
6. Flying creatures get tired, just like other folks, so fatigue and endurance should be important factors in the aerial battle.
7. The training required for non-winged types to fight astride flyers is long and tiresome. Very few who have had this training have the time to train for anything else.
8. Be prepared for a lot of discussion from the players. Before each decision, make sure you understand what each player has described.

• Escape and Evasion •

Breaking Free From a Grapple. This is used in any situation where the players are involved with opponents who have already grabbed one or more of them. This grab can be anything from a giant octopus' tentacle to a Roc's claws, a dragon's jaws or a drunken barbarian's bearhug.

The chance the player has of breaking free is a base 50%, plus 5% for every point his combined STR and CF is greater than that of his opponent. If the opponent has the higher combined total, then for every point of difference 5% is subtracted from the 50% base chance of breaking free.

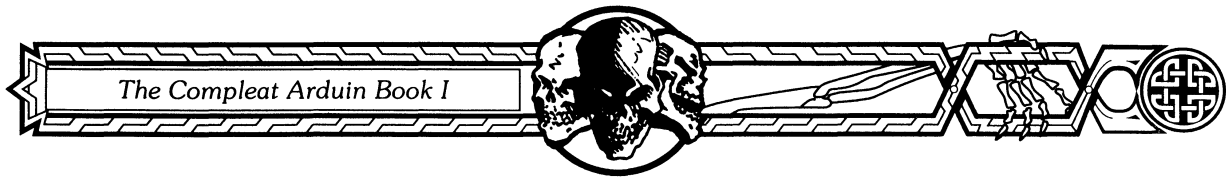
The GM may also allow other modifiers. For example, the write-up for a giant octopus might include a 20% bonus in holding a grab with its tentacles. Likewise, a character with the martial artist skill of wrestling might be given a 20% break-away bonus.

The chance of breakaway may be zero, and it may be 100%. Of course, someone who is completely overmatched can always hope for...

Divine Providence. Once in a great while luck, fate, or whatever steps into a being's life and something good happens. Well, in all hopeless situations where escape is involved, a player is allowed one and only one roll for Divine Providence (**Table 52**). The player chooses when and if to utilize this option, and may do so but once per adventure. The GM may refuse to allow an attempt, but should do so only in the most extreme circumstances (like, if the ibathene has already swallowed the character alive). Roll a D6.

Table 52
Intervention by Divine Providence

Roll	Results
1	You don't escape, but you wriggle so much damage is halved.
2-3	The gods aren't looking, tough luck, you're still stuck!
4	The struggle, though failing to free you, has caused 25% more damage.
5	You have been dropped, squidged out or otherwise released from whatever ugly horror had you! Lucky you! But you suffered 10% more damage in doing so.
6	You pop right out and suffer no extra damage while doing so! The gods must really love you!



Overland Evasion

Table 53 is used where someone is trying to avoid something or someone outdoors.

To use, simply cross-index the EL of the person fleeing to the area in question. These are base percentages. Don't

forget to take into account either party's familiarity with the terrain. Also take into account such things as magikal or Elven cloaks, boots of speed or silence, and other similar items or circumstances that could have a bearing on the chase. This is a pursuit table only! What happens when the quarry is caught is another question entirely.

Table 53
Overland Evasion

Level	Natural Cave	Mine or Dungeon	Tundra or Plain	Scrub Brush	Light Forest	Heavy Forest	Jungle	Swamp	Desert	Moun-tains	City Streets	All Other
1	5%	1%	10%	15%	20%	30%	40%	25%	20%	35%	5%	25%
2	10%	5%	15%	20%	25%	35%	45%	30%	25%	40%	10%	30%
3	15%	10%	20%	25%	30%	40%	50%	35%	30%	45%	15%	35%
4	20%	15%	25%	30%	35%	45%	55%	40%	35%	50%	20%	40%
5	25%	20%	30%	35%	40%	50%	60%	45%	40%	55%	25%	45%
6	30%	25%	35%	40%	45%	55%	65%	50%	45%	60%	30%	50%
7	35%	30%	40%	45%	50%	60%	70%	55%	50%	65%	32%	55%
8	40%	35%	45%	50%	55%	65%	75%	60%	55%	70%	34%	60%
9	45%	40%	50%	55%	60%	70%	80%	65%	60%	75%	38%	65%
10	50%	45%	55%	60%	65%	75%	82%	70%	65%	80%	42%	70%
11-15	55%	50%	60%	65%	70%	80%	84%	75%	70%	82%	46%	75%
16-20	60%	55%	65%	70%	75%	82%	86%	80%	75%	84%	50%	80%
21-30	65%	60%	70%	75%	80%	84%	88%	82%	80%	86%	53%	82%
31-50	70%	65%	75%	80%	82%	86%	90%	84%	82%	88%	56%	84%
51-100	80%	75%	85%	90%	92%	96%	99%	94%	92%	98%	59%	94%



• Brawls, Fisticuffs and Punch Outs •

There comes a time in every game when an altercation will erupt in an inn or some other location where deadly force is not applicable. In these instances the characters will probably resort to fists and feet in a brawl.

With a brawl, there's no time to organize, many or all of the characters will be partially or completely inebriated, and anyway, it's rare for anyone to suffer serious injury. So go with the flow, do the obvious thing instead of the clever thing, and don't get on the GM's case if he insists that your character, who just swilled down the entire ale production from this village's last harvest, is going to do something simple and stupid.

Instead of real damage points, damage inflicted in a brawl is called Brawl Points (BP). When a character suffers BP damage equal to his HP, he is unconscious for 1D100 melee rounds. When a character suffers BP damage equal to one half his HP in one blow, he is stunned for his next CF action and he must roll CF or be knocked down.

For each five HP of brawl damage sustained in a brawl, one HP of real damage is done to a character's normal HP score. The GM may adjudicate that less is done.

Attacks are done as usual. Each character uses his or her Base BF plus 50 as an ABF, and uses Base BF plus whatever armor he is wearing as a DBF. Remember where your character likely is—few people in the common room of an inn or saloon go traipsing around in all their armor, because it's cumbersome, uncomfortable and besides, they'd probably be the butt of enough jokes to start a brawl right off the bat.

Attacks are run just as in lethal combat. Critical hits and fumbles are also calculated in the usual way and result in special effects as per the Brawl Critical Hit and Brawl Fumble Tables (Tables 54 and 55, respectively).

The following Brawl Actions may be done, plus any other the GM permits:

- **Punch:** Attack with fist/elbow. Calculate attack normally, see below for damage.
- **Kick:** Attack with foot. Calculate attack normally, see below for damage; if kick misses, roll CF or fall.
- **Haymaker:** Character tries for extra damage with his fist. Calculate attack normally. -10 to DBF until next action. If blow misses, roll CF or fall.
- **Grab:** Requires successful attack roll. A character who is grabbed is -20 to his ABF/DBF and can do nothing but attempt to escape, or try a counter-grab at -20 ABF. The grabbing character is -20 to his DBF vs. attack from other characters.

- **Bite:** A character who has been grabbed may be bitten by the grabbing character. No attack roll is required. See below for damage.

- **Throw:** A character who has been grabbed may be thrown in a subsequent action. The grabbing character must have the necessary strength to lift his victim and must make a successful CF roll. The thrown character takes Brawl damage and ends up off his feet.

- **Take Down:** A character who has been grabbed may be taken down to the floor. The grabbing character must have at least enough strength to lift his victim and must make a successful CF roll. Both characters end up on the floor.

- **Squeeze/Twist:** A character who has grabbed another character may use his strength to inflict injury. The grabbed character takes Brawl damage (see below). No attack roll is required.

- **Get Up:** Attempt to stand. Use same CF roll modifiers as for recovery from falls. If successful, character may face any direction. No other action may be taken.

- **Roll:** A character on the floor may roll up to 6 feet away from his current location, obstructions allowing. Requires successful CF roll. No other action may be attempted

- **Pick Up and Throw Object:** Chairs, beer mugs, etc. Character must have the strength to lift object in question. An object that has been picked up may also be used to strike an opponent. If thrown at a target, calculate missile attack with MA; however, target's armor does not count against chance to hit. Picking up an object requires one CF action.

Brawl Damage

Bite: 1D3.

Fist: 1D6 plus strength damage

Haymaker: 1D6+3 plus strength damage

Kick: 2D6 plus strength damage

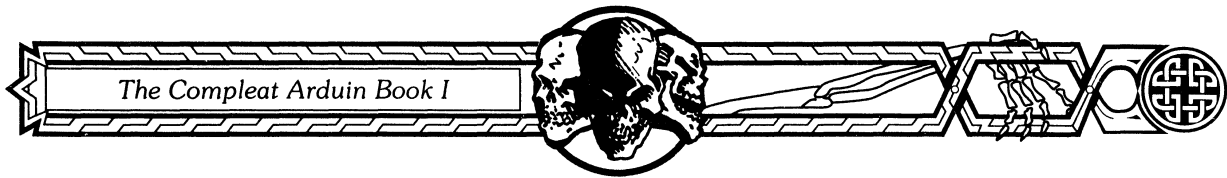
Thrown Character: 1D6+6 plus strength damage

Squeeze/Twist: two times strength damage in BP

Hit by Thrown Object: strength damage plus GM-add based on the weight of the object. In general: light 1D6, medium 2D6, heavy 3D6.

Roll of Coins or Weight in Fist: extra 1D3 to Fist or Haymaker attacks

Other Brawl Factors: Warriors, Martial Artists, Paladins, Assassins and Witch Hunters add 5 to their base BF and MA for brawl purposes.



Barbarians add 15 to their base BF and MA for brawl purposes. They will not go berserk during a brawl. After all, brawls are good fun!

Martial Artists are not required to roll CF or fall on a missed kick. If they are thrown, they can land on their feet and take only half damage from the throw if a successful CF roll is made. They can use the Grab and Throw tactics as one combined CF action instead of two separate actions. This requires a successful grab attack and a successful CF roll to throw. If either throw fails, the tactic has no effect. If Martial Artist's primary weapon class is bare hand or bare foot attacks, add the weapon attack plus to his BF for that type of attack.

Characters who are off their feet are -20 to their BF and MA. This is additive with other modifiers, such as being grabbed. All damage they inflict is halved, except bites. Grabs and kicks may be attempted on characters in reach with GM approval.

When Brawls Turn Ugly

Brawls should not normally result in lethal weapons being drawn. The GM can enforce this in many ways consistent with the culture of his or her world. If, however, killing weapons are wielded, the brawl immediately converts to a combat using the usual methods. All BP sustained to that point are converted to Shock Damage, if you are using that optional rule; otherwise, ignore them. If any real HP damage has been done, it will carry over into the combat.

Table 54
Brawl Critical Hits

Die Roll	Hit Location	Results
01-04	Gut	Wind knocked out, stunned for 1D6 actions
05-10	General	Opponent stumbles, roll CF at -3 or fall
11-13	Face	Nose broken, 50% chance will bleed, stunned 1D3 actions
14-20	Neck	Strain. -10 to BF
21-25	Head, general	Slight concussion. Stunned 1D6 melee rounds
26-30	Face	1-2 teeth knocked out. Stunned 1D3 actions.
31-37	General	Opponent wrenches his back trying to dodge blow, -20 to BF
38-45	Stomach	Double BP damage
46-49	Forehead	Gashed. Blood in eyes, can't see for 1D6 actions
50-55	Head	Concussion, stunned for 1D20 actions
55-59	General	Opponent slips, immediate fall
60-65	Head, face	One eye temporarily injured for 1D20 actions. -20 BF
66-67	Head, face	Both eyes temporarily injured for 1D20 actions, -60 BF
68-71	Throat, larynx	Stunned 1D6 actions. Voice hoarse 1D20 days
72-79	Genitals	Stunned 1D20 actions if male, 1D3 if female
80-85	Chest	1-2 broken ribs, -30 BF, stunned 1D6 actions
86-88	Side	Double BF damage
89-92	General	Opponent falls and hits head, stunned 1D6 melee rounds
93-95	Jaw	25% chance broken, triple BP damage
96-98	Nerve Plexus	Stunned 1D20+5 actions
99	Head, temple	Knocked unconscious, 10% chance of immediate death
100	Neck	Broken! 25% chance of death, 50% chance of Spinal Critical Damage, stunned 1D20+5 melee rounds



**Table 55
Brawl Fumbles**

Die Roll	Immediate Effects	Damage, If Any
01-05	Glancing blow	Half usual BF damage, make CF roll or fall
06-10	Stumble	Lose next action
11-15	Opponents tangled	Both parties lose next action
16-20	Foot slips	Make CF roll at -3 or fall
21-25	Object knocked from grasp	Loss next CF count. If no object in hand, roll again
26-30	Opponent grabs arm	You are now grabbed (opponent may decline)
31-35	Hit wrong target	Normal damage to wrong target (character or object)
36-40	Clothing tangled	Lose next 1D6 CF counts to untangle
41-49	Hit yourself	50% usual damage
50	Break own fingers or toes	50% usual damage done to opponent, 50% to yourself and -20 to BF
51-55	Foot slips	Make CF roll or fall
56-60	Bump ally	Each makes CF roll or lose next action
61-65	Bump an enemy	Each makes CF roll or lose next action
66-70	Full stumble	Immediate fall, those in fall direction make CF roll or fall as well
71-75	Off balance	Make CF roll or lose next action
76-80	Take blow not meant for you	Take three-quarters usual damage, 50% fist 50% kick
81-85	Twist ankle	Lose next 2 CF actions, thereafter move at half speed for 1D20 minutes
86-90	Hit wrong target	Three quarters usual damage is done
91-92	Hit yourself	Lose next CF count and take half usual damage
93-94	Clothing tears	Roll CF or fall, 50% chance restricted movement with -10 to BF
95	Lose item you are carrying	GM determines; you don't notice anything
96-97	Hit and stun nearest ally	Half normal damage, stunned for 1D10 actions
98	Critical hit nearest ally	Just as it says
99	Critical hit yourself	Yep, you did it
100	Roll three times on this table	Accept all three roll results, ignoring this number



Chapter Six

Magik

What makes a fantasy role-playing game different from any other role-play is the element of fantasy, which usually involves the influence of one or more kinds of magik. As you have already seen from the material on magik-using character classes, magik is greatly varied in Arduin. Magik can be defined as the use of supernatural powers to affect the physical, mental, psychological or spiritual reality of beings, or the physical reality of the environment, or to allow connection to other planes of existence. This may mean the use of magikal artifacts such as a magik amulet of evil detection. It may mean inducing the intervention of beings of great mystic power, such as a priest calling upon an angel to intervene. It may mean relying on magikal properties peculiar to a particular time and place, such as a gate between universes. It may mean using knowledge of magikal forces to compose a structure that generates magikal power, such as wards or herbal potions. Finally, it may mean using one's own inner reservoir of magikal potential, which we call mana. During the course of this chapter, we discuss in detail the magik system in Arduin, particularly as it relates to the use of mana.

Spells for the Beginning Mage

Secular Mages: At their graduation, all secular mages are assumed to have learned three OP 1 magiks of the player's choice, unless specified otherwise. They may also have learned more than those three: If your character has an RF above 14, roll a D20, and if the number that comes up is equal to or less than your character's RF score, he will have learned one more magik for each two full points of RF he has above 14. For example, if a character has an

RF of 18 and the D20 roll is, say, 7, then that character would have managed to learn two magiks more than his basic three. Two is normally all the extra spells a mage can learn considering the usual beginning RF limit of 18 maximum.

Those additional magiks can be of an OP as high as OP 3! To determine what OP they are, roll that D20 again for each extra spell or ritual you've gained. On a roll of 1 through 16, the spell is OP 1. On a 17 through 19, the spell is OP 2. A 20 yields an OP 3 magik. All of these are the choice of the player.

Priests: Each priest automatically knows the following rituals at game start:

Basic Healing (your race only to begin with)

God(dess) Light

Detect Evil (or good if you're a baddie)

Additionally, the priest will start out with 3 other OP 1 magiks of the player's choice. In addition, if and only if the priest has an RF of 15 or more, and then rolls an 18, 19 or 20 on a D20, up to 3 more OP 1 magiks may be chosen by the priest:

18 = one extra spell

19 = two extra spells

20 = three extra spells

These can be OP 1 or OP 2 magiks at the GM's discretion. Thus a priest will begin play with as many as 9, and at least 6 known magiks.

About the Spell Lists: All spells, alchemical concoctions and herbalist recipes are included in Book II, except for a few special topics discussed this chapter.



• The Basics of Magik •

MANA

Mana was defined in the introduction to the mage classes in Chapter 3 as the energy which powers most of the magik used by most mages. It is used pretty much the same way by wizards, priests, illusionists, and so on, even if the effects and costs of their various types of magik are very different. The formulas for computing mana are given in Chapter 4.

Recovery of Mana: The mana total for the character is the amount of mana available during the course of one day. If the mage uses up all her mana, she is unable to perform the spells and suchlike that normally require it, though artifact-based magik and other magiks that do not require mana may still be performed. My rule of thumb is that the mage must get at least five hours of uninterrupted sleep to recover all her mana for the next day's adventuring; I pro-rate the recovery for less sleep or interrupted sleep, or where the mage has used less than half of her mana. The GM may choose to use some other approach, but should keep in mind that the easier it is to recover mana, the less circumspect the mage will be in its use.

Here are ways in which mana can be increased, albeit with difficulty:

ELs: Some magely classes advance in total mana as they earn levels. Consult the formulas in Chapter 4.

Ritual: A magik user's mana capacity can be artificially induced through the use of very powerful and extremely dangerous magikal rituals. These rituals are unknown to most magik users. The GM will be the sole arbiter as to their discovery, and how much time and G.S. is needed to complete them successfully. We recommend that the success chance be 20% or less, with a commensurately high fatality rate or other unpleasant variable. "Rhyton's Ritual of Basic Mana Regeneration" and "Tamhelm's Ritual of Mana Regeneration" are examples of this type of magik.

Potions: Potent alchemical, druidical or herbal concoctions can temporarily increase a magik user's mana capacity. However, these are extremely rare, highly prized and very expensive. The character is also liable to end up with a doozy of a migraine or stomach ache if the stuff, usually vile-tasting, doesn't agree with him. The GM is the adjudicator for all mana boosters, but a cost of 100,000 G.S. wouldn't be out of line for a 25-hour doubling of one's mana. Again, these things don't always work either, though the failure rate, and the death rate, by the by, are not nearly as high as with the aforementioned rituals. Indeed, the herbal concoctions probably will kill no more than 1% of users.

Artifacts: Legends speak of mystik artifacts that enhance, increase or otherwise alter the mana capacity of magik users. Their availability is strictly the province of the GM

and should be extremely rare indeed! As to their value, well, let's just say that less scrupulous mages wouldn't blink an eye at killing for such a device.

RULES FOR LEARNING MAGIK

Most magik users keep their own personal spells, conjurations and rituals secret. Thus it is that only the OP 1 magik is readily available to the student magician; the OP 2 or 3 magiks are learned directly from the magik user they were apprenticed to during their last two years at the College of Magik. When a magician graduates, he can learn new magiks in only five ways:

- By being taught by another magik user. All normally-applicable costs and times are halved.
- By having access to another magician's Book of Power wherein the magik is writ. All learning costs and times still pertain as each spell indicates—but he likely has complete information on the spell.
- By finding arcane scrolls or other writings allowing him to reconstruct, through painstaking, expensive and time-consuming research, how to use a spell. This approach will cost at least as much in time and money as the guidelines given for the spell; it may be a lot more, depending on how complete the writings are.
- For each full year spent as an assistant (to EL 4) or full (EL 5 or greater) teacher at the College of Magik the magician is allowed access to the Grand Grimoire wherein is writ all known OP 1 magik. He may then learn one new spell, conjuration, etc. from it with all costs being deferred by the college. This year's service may be waived (50% chance) if the magician donates 1,000 G.S. per EL to the College's operating fund. Or a donation or great service equal to 25,000 G.S. might be done so that the OP 2 Grand Grimoire be opened to them. The last Grimoire available is the one covering OP 3 magik and the cost to use it must equal at least 100,000 G.S. The OP 2 and 3 Grimoires still are only made available on a 25%/10% base chance respectively regardless of the funding or deed done. This increases by 3% per each EL more than 4th the Mage becomes.
- Any mage may conduct research into the formulation of a completely new spell, conjuration, ritual or whatever. The GM must carefully control what is and is not allowed, including gold cost, mana cost, time, chance of success, gruesome side effects, etc. In all respects, the sky's the limit. On the other hand, at least two dozen of the spells in these books were developed just that way, by player characters! So if your character thinks she can do it better, give her that chance.



PREPARATION OF SPELLS

No mage may simply pull spells out of his hat, so to speak, even if he has known and used a spell for centuries. Magik is a demanding discipline, and its practitioners learn early in their apprenticeships how dangerous it is to do something without adequate preparation. Thus, for the most part, all spells must be memorized in advance of the time at which they may be needed. *Nobody* will have the time to pull out her tome of spells in the middle of a swirling melee to read off the entire text of the spell she wants. Nosiree!

A wizard or other mage has to sit down at the start of each day and concentrate on his book of spells, undisturbed, for five minutes per spell he intends to memorize for that day, irrespective of OP. So, the memorization of twelve assorted single-strength spells will take one hour, during which time the wizard must be absolutely undisturbed. However, the total OPs of the spells the mage memorizes may not exceed twice the number of mana points the mage has. Each spell must be memorized once for each use. The wizard who wants to have ready three mystik darts and one double-strength mystik dart will have to memorize the spell four times, the last time at double strength. And, yes, since it's double strength, it takes ten minutes to memorize, and also counts for double its normal OP!

THE TOOLS OF MAGIK

Any character capable of performing magikal spells, conjurations and rituals, even if of the priestly sort, has the ability to construct those mystik artifacts which are their trademarks. Here then is a general idea of what they are and how they're made:

Writings

Book of Power: A grimoire where most mages write down, in full detail, but usually in a personal code, all of their mystik knowledge, as they learn it. Upon their graduation, they write in it the beginning magiks they have learned. In later years, these tomes are frequently protected by magik to attack anyone other than themselves opening the grimoire. These books are worth fabulous amounts for the knowledge they contain, but require nothing more than the mage's time to make or amend. Priests seldom make such devices, but they could if the need arose.

Magikal Scroll: A parchment or similar material infused with the full essence and power and all necessary mana of a spell, conjuration or ritual. Written upon the scroll is the trigger phrase that must be spoken in order to activate and release whatever magik has been stored inside it. Once fired, it is empty of mana and may not be used again, unless of course it has been multiple-charged beforehand.

Once loaded, scrolls will keep forever if need be. A scroll requires one full hour of concentrated work plus whatever time the magik itself normally needs to be used, to construct. The cost is generally 10 G.S. plus 5 G.S. per each OP of the magik in question per individual scroll. Most scrolls are 7" wide by 13" long and contain but one magikal work, however a few have been known to contain two, three, or even more spells or other magiks infused within them. The risk with doing this, however, is that the multiple magiks sometimes blur or blend together with rather unpredictable results. The mana cost of scroll making is only that which is required by the magikal spell, conjuration or ritual in question. These are the wizard's most frequently made and used tools.

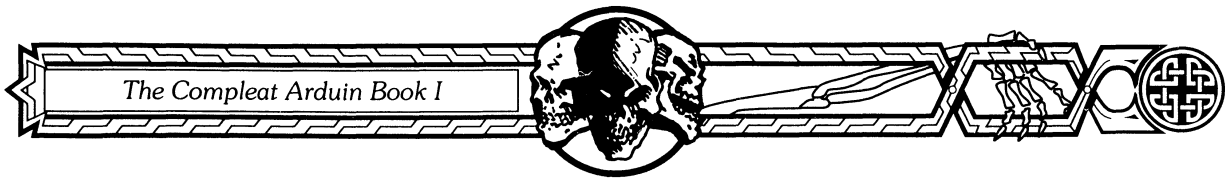
Device Magik

Device Magik is magik which uses an item, not a spoken spell, conjuration or ritual, to achieve the desired result. Wands, rings, etc. are all devices. Such magik can never be more powerful than the device's construction allows.

Many wands, rods and staffs have pre-set self-destruct triggers in them so their wielder can go out with a bang should they choose. Also, any time any wand, rod or staff is completely emptied of charges, there is a 5% chance the device will shatter and the fragments will thereafter be completely unusable in a another device; shattering is automatic for non-reusable wands.

Wands, rods and staffs may each be used once only each melee round, except that some such devices have inherent detection abilities and the like that may be used without limit unless otherwise specified.

Wand: A 9" to 18" long device used to store magik much like a scroll does. However, the advantage to a wand is that no trigger phrase has to be spoken in order to activate it. The wielder simply speaks the activation command which only he knows and the wand fires—if he's holding it or touching it, that is. Wands can normally hold only three uses of any one magikal spell, conjuration, or ritual, each of which requires triple the listed mana cost. For example a wand could be loaded with three single "Flash Point" magiks, a single and a double strength "Flash Point," or one triple strength "Flash Point." Wands usually need one week of time to construct, as well as 50 G.S., not including any jewels, etc., and any additional time the magik itself requires to perform. They can be made of silver, copper, brass, bronze, gold, mithril, adamantium, orichalcum, iron, steel, jade, horn, bone, petrified wood, ivory, unicorn horn, crystal, glass, or some very hard wood like oak or teak. They are frequently set with a gem or precious stone or gold, silver, etc., and are occasionally ornately carved, though generally straight. Many non-reusable wands of cheap wood are also made.



Rod: A larger (19"-32") type of wand which can normally only store up to five spells, conjurations, or rituals. Thus a wizard could load five single power "Flash Point" magiks into it, one of five times normal power, or any combination in between. The mana cost of each of those five magiks is, like the wand, triple normal so a fully loaded rod would require 15 times the mana listed for one magik. Rods are almost always ornately carved, wound with gold, silver or other such wire, with precious and semi-precious stones worked in. They are most often built of oak, teak, rosewood, or some other seasoned hardwood. They are also occasionally made from iron, brass, bronze, silver, copper or even polished jade or stone. A rod requires 150 G.S., not including the gems, precious metal, etc., and three weeks of time to construct. Priests use rods frequently, mages much less so.

Staff: The artifact of office of most priests and wizards, it functions exactly as do the wands and rods. However, it can usually store 10 spells, conjurations and/or rituals. They are almost always constructed of the following woods: ash, oak, teak, iron wood, willow, yew or bamboo. They are practically never ornamented or carved save for capped ends of either silver or iron. The staff needs 500 G.S. and five weeks to construct, plus any additional time required for the working of the individual magiks that are being loaded into it.

Amulet: A device worn around the neck to continually protect or otherwise function for its owner. They are most often very ornamental, of gold, silver or some other precious metal, and either heavily runed or cast into some suggestive shape (e.g., a hawk of silver for an amulet of flight). A neck torc is one form of amulet. The time required to build an amulet and the monetary cost is contingent upon its capabilities. Only the GM can really adjudicate these costs, but they should be at least 1,000 G.S. and one month of time as minimum base costs. Both priests and mages construct these artifacts.

Ring: Similar to the amulet in construction and materials, but will usually only activate if rotated or similarly triggered. The base minimum G.S. and time cost to build a magik ring is approximately 20% greater than that of an amulet. Priests do not often construct these items but can do so if they desire. Silver is a favorite for these items.

Talisman: Akin to the amulet in design, but more like the magik ring in the way it functions. A talisman usually needs to be touched to activate. It can be a cloak clasp, belt buckle, toga pin or even a 1" to 3" carved idol, figurine or similar item. The base cost in time and G.S. is approximately the same as for a magik ring. Priests construct talismans more often than do mages, who can do so if desired.

Crystal Ball: The classic artifact of the wizard; pure priests never use them. This 4" to 24" sphere, usually of

clear crystal, requires two months of time and 4,000 to 24,000 G.S. to construct. The larger the sphere, the more powerful and costly it is. The more powerful conjure crystals require 50% more time and money to build. See the section on magikal treasure for more information pertaining to these artifacts.

Activation of Artifacts

To use a magikal wand or staff, the user must concentrate. If just casually thinking about firing a wand were enough to fire it, there would be a lot of accidental firings. And I, for one, do not think that mages would make magik wands that would go off in their faces! So a little concentration is needed, as well as physical contact, to fire them.

Along those same lines, rings must be rotated to activate; talismans and the like with active powers must be fingered or cupped in the palm. All these actions are usually visible to a watching opponent. If a warrior is wearing his magik ring of flight under his armored gauntlets when he sailed off the cliff, then he'd either better grow wings or hope he lands on something soft, because that ring is unturnable under all that leather and metal, and just try grabbing a talisman under a breast plate or gambeson.

The upshot of all this is simple: you have to have your magikal goodies where your hot little hands can get them at an instant's notice.

SUPER-MAGIK

Each spell takes a certain amount of mana when used at normal power. When a magik user pumps more mana into a chosen spell, where it is not specifically prohibited in the spell's write-up, the spell will have greater effect. Generally speaking, each additional level in power, duration, etc. desired is acquired by adding additional mana equal to twice the amount required for the previous level. For example, a "Mystik Dart" costs one mana point to produce 1D8+9 HP of damage. It can be super-loaded to cause 2D8+18 HP of damage for another 2 mana points (double) expenditure, thus totalling 3 mana points, or 3D8+27 HP of damage for another 4 mana point (double again) expenditure, now totalling 7 mana points, and so on. Thus the magik user can wield incredible power in this manner, but only at the cost of having fewer magiks to use due to the high mana cost. All super-magik must be memorized in this super-charged state to be used in that manner. And if the super-magik is to be loaded into a wand, rod or staff, the mana cost is still tripled, on top of the original increased cost.

Thus, a staff-loaded octuple strength "Mystik Dart" would cost $(1+2+4+8+16+32+64+128) \times 3 = 765$ mana points, and would do 138 points of damage (automatic full damage for the equivalent spell because it is staff-loaded, based on 8D8+72 if it were a spoken spell), though it



would still be only +5 to hit, per the original description of the spell. Because of the horrendous mana cost, it would probably take a mage the better part of two months to complete the loading of this, a little bit at a time, all for the sake of using it exactly once. And if she misses...well, life's tough sometimes.

SPELL USE, EXPERIENCE & SUCCESS

If the mage is disturbed while saying the spell or reading the scroll, his concentration will be broken, with the result that the spell could fail entirely, go off in an unexpected manner, or even blow up in his face. Naturally, this is not exactly what the mage had in mind, so discretion is indicated where the mage could be bothered. This disruption of magik is referred to as a magik fumble. All magik fumbles, whether spell, artifact or even intrinsic magikal ability, are rolled on **Table 56**.

Unless the spell says otherwise, it is automatically successful 99% of the time. Many spells are so simple they only fail on a fumble. For non-combat spells, the base chance of a fumble is just 1% (roll of 00). However, the GM may take extenuating factors into account, such as illness, injury, drunkenness, or a local anomaly in the universe, to raise this chance. So, for every spell, the mage must roll at least to see if there is a fumble.

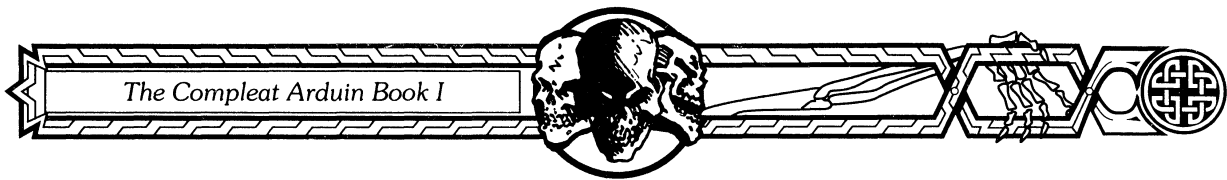
Combat spells are generally pretty simple in execution; if the mage does not fumble, the magik is performed, though the user still must hit the target. The same roll is used to determine the possibility of fumble and the attack, as is discussed further under Combat Magik, below.

Where no combat is involved, there may still be a spell failure. Some spells, such as most detection spells, give a specific chance of success, followed by a second percentage roll to see how much information can be got *if the spell was successful*. But spell failure is not the same as a fumble. The success rate increases with the increase in the mage's EL, unless the individual write-up specifically states otherwise. 99% is always the maximum chance of success. The increase is normally 3% per the mage's EL over the EL at the time the spell was learned. This increase has no additional mana cost as it reflects the mage's growing expertise. Failure with a detection spell means that the character in question cannot attempt to run that detect on that object (or whatever) again until he first advances an EL.

If the spell is a higher OP than the mage's EL, the fumble chance increases by 10% times the difference. An EL 1 wizard can use a "Flashpoint" spell, which is OP 3, but his fumble chance will be at least 20% higher (2 OPs x 10%)

Table 56
Magik Fumbles

Die Roll	Results
01-05	Total spell failure.
06-20	50/50 chance either complete spell failure, or else it goes off at double strength and quadruple mana cost. Targeted spells automatically miss the intended target, but may hit someone else in the same general direction.
21-50	50/50 chance of either complete failure, or the entire magik going off in the casting mage's own face.
51-60	Typo Effect—the spell goes off, but is changed to reflect something that sounds similar. Thus, a Fire Wall might become a Fur Wall or a Flyer Fall, or a Wizard Light might become Blizzard Might or Wizard Blight. The GM has to be careful here, but can achieve some amazing things!
61-75	50/50 chance of either complete failure, or the entire magik going off in a random direction.
76-95	The magik absolutely will go off in the mage's face. BOOM!
96-97	The exact reverse of the spell will happen, 50/50 either to the target or to the casting mage.
98-99	The magik works, but with a 1D20 melee turn delay, to be rolled and known by the GM only.
100	The magik increases in power proportionately based on a D100 roll that tells <i>how much of the mage's remaining mana points are sucked out to add to its power</i> . Thus if 25 is rolled, and the mage has 12 mana points left, 25% of that 12, or 3 mana points, would be pumped into the spell in question. If that spell only required 1 mana point to cast, then it would add three times the normal spell power to its effects, unless other parameters are listed for increasing its power in that particular magikal write up. It's still 50/50 whether the spell hits the target or goes off in the mage's face.



than it would be for the otherwise equivalent EL 3 wizard. To determine if a mage can complete a spell, conjuration or ritual when he is hurt during the CF counts before saying the final words, first determine the amount of damage he has taken, then divide that into his starting HP to discover what percent his damage was. If he took 38%

damage, that means he has a base 38% fumble chance. However, for every EL of the mage, subtract 3% from his fumble chance. Thus, in the example, an EL 3 mage would only have a 29% fumble chance, and an EL 15 mage would merely have the base 1% fumble chance. The maximum fumble chance never exceeds 99%.

• Combat Magik •

Just as warriors are able to use their weapons only in the context of the combat system, so too the mages must be limited and defined by their capabilities in combat. This section defines these capabilities.

Combat magik includes the use of spells that one might not think were particularly combat-oriented. For example, if your character has reason to use a lockjaw spell on someone outside the bounds of a true melee, you would still have to hit the target, and the rules of combat magik will apply. In any event, the decision as to whether a spell must be aimed or not is up to the GM, though it will be obvious from the spell write-up in many cases.

The Spell Attack Factor (SAF)

To determine if an aimed magik has landed exactly where it was supposed to, we need to compute the Spell Attack Factor (SAF). Use the following formula:

$$\text{SAF} = (\text{CF} \times 2) + (\text{EL} \times 3) + \text{Special}$$

CF is the character's Coordination Factor. EL is the Experience Level; only mages get the benefit of ELs in the use of SAF. Special refers to any bonuses and penalties that might accrue. The most common Special factor for mages is Competence, which is discussed in the Definitions preceding the Special Ability Tables in Chapter 4. Characters often have multiple Special factors which apply simultaneously; in such an event, add all the applicable values together.

Referencing the Character Sheet: Record the Base SAF in the appropriate box in the Combat Factors portion of the sheet. This can be used as a basis for any use of projected magik.

For each specific item or attack spell you expect the character to use, you also should fill out a line in the Attack Magik section of the sheet. This gives a place for the SAF for the particular spell or whatever, which may differ from the Base SAF in that Special factors may apply here that do not apply to all magiks the character can use. An example would be the use of fire magik by a fire-competent wizard; all his fire magiks would be +10, while all his other magiks would be without that particular Special factor.

The individual lines also give places to record the mana cost of the magik. This will depend upon the write-up of

the spell, and whether it is to be used at super strength. In the case of artifacts and scrolls, there is usually no mana cost during the actual combat, as these are mostly pre-loaded, so the value recorded on the sheet may well be zero.

The individual lines for Attack Magik also have boxes to record the RCH Chance, Fumble Chance and Damage. The computation of RCHs and Fumbles is discussed below.

Example: An EL 1 mage with a CF of 13 would have a 66% base chance ($13 \times 5\% = 65\% + 1\%$ for the EL) of putting his magik right on target. However, if he rolls a 67% or higher he must then roll on **Table 57**, below, to see where the magik scattered to when it missed the target.

At the GM's option, and depending on the type of attacking magik, the target may get credit for some or all of its MD, which is subtracted from the SAF for that particular magik to give the net chance of hitting.

The critical hit (RCH) chance is computed just as for normal missiles; thus, in the example above, the RCH chance is 7% ($66\% \text{ SAF} / 10$, rounded up). The fumble chance is also computed this way, giving in this case a fumble chance of 3% ($10\% - 7\%$ base RCH chance).

Table 57
Magikal Miss

D10 Roll	Results
1	Short, frontal
2	Short, right side
3	Short, left side
4	Long, to direct rear of intended target
5	Long, right side
6	Long, left side
7	High, left side
8	High, right side
9	High, directly over the intended target
10	Random direction, not towards the original target



In some cases, a non-magik user will be in a position to use attack magik, usually because of an artifact she carries. In that case, the SAF does not include ELs, since the user's EL has nothing to do with the use of magik.

The high rolls can also indicate low misses as well where appropriate.

To determine just how badly the intended target was missed, the GM measures the distance from the center of the magik user to the center of the intended target, then rolls a D100 with the result being the distance missed. For example: the intended target was 50' distant, center to center, and the D100 miss roll was 46%. Thus the actual miss would be 50% of that 50', or in this case 25'. The miss would be left, right, short, or long, depending on the initial roll. The actual distance could be modified by ceilings, walls, floors or other obstructions.

This table may also be used for arrows, bullets or any other missiles that have gone astray. Duck! And with solid high-energy stuff like bullets, don't forget how embarrassing a ricochet can be!

All characters can miss; a 1% miss chance is the minimum allowed, so be prepared to have even the best character goof once in a while.

Although the above system is simple, quick and easy to use, you may wish to work with one that is more complex. Perhaps one that factors in such variables as character EL, OP of the magik involved and so on. Fine, feel free to do so, just make up your own table and blaze away!

Normal Attacks with Magikal Objects

When using a weapon that requires no penetration to work and no magikal skill, just simple contact, such as stasis-compacted silver slime grenades, roll the appropriate missile attack (MA), whether as computed for that weapon, or the Base MA if no separate MA has been computed, and treat your opponent as having no AV. When using something like a shock wand, attack as for a melee weapon, and add 10 to the ABF; you get less because you must close and strike as in normal combat.

When throwing an area weapon like a jar of magik shrinking potion, make your attack, adding 30 to MA, then roll a D100 to see what percentage actually hit your target. At close range, re-roll until you get a result of 51 or higher.

Splash

Tongues of fire, cold blasts, jars full of some alchemical goop or other and the like have a tendency to splash when they hit a solid target. Therefore consider that 50% will splash at 10' range or less, dropping 10% for each 10' in range thereafter. As a generalization, the splash will be divided in quarters, one quarter going left, right, up and down. Therefore, if a 48 HP Tongue of Fire is used against

a monster 7' away, 50% will splash, or 24 HP, with 6 HP worth going in each of the 4 directions. That splash can harm friends if they are in the way. So don't be careless.

On Hitting the Wrong Target

Magik is indiscriminate in its effect and will destroy friend and foe alike, so a mage should exercise great caution in combat situations. In a melee, unless extreme care is taken, it is all too easy to hit friends as well as enemies. Therefore, as a general rule, *Use of targeted magik in close combat situations carries a significant chance that wrong targets such as friends will be hit. There should be no exceptions to this rule.* Even if the character using the magik says something like "I am going to shade my attack to the left side of the Orc, so I'll miss Phisbin the Fair's back," the GM is within his rights to not only reduce the to-hit chance for the spell, but also to include a chance, albeit reduced, that Phisbin will still be hit. Factors the GM may choose to take into account include Phisbin's size and whether he is stationary or moving towards or away from the target.

Magikal Damage

Unless specified otherwise, all device magik or techno energy weapons do full HP damage automatically. That includes all wands, staffs, rods and the like. It does not include spell-storing devices, like scrolls. A 6D6 wand would do 36 points every firing, for example.

If using the optional shock rules discussed earlier, magikal damage which is not manifested by an elemental force such as fire, cold, etc. should be considered shock damage only. The GM may also choose to limit elemental force damage to physical damage only, but no shock.

The Limitations of Mages in Combat

In the Arduinian universe, the use of magik is affected by all metals, so most mages cannot wear metallic armor and use magik properly. To be blunt, there is a 75% magik fumble chance each time spoken magik is tried while wearing metallic armor, etc. Leather armor is fine, and even shields made of only wood and leather can be used, but most mages find shields reduce their mobility, and peer pressure against the use of any armor is great.

Mages generally do not need to carry weapons other than their daggers, but those of EL 5 and above can use magik swords, and those of EL 10 and above may use all magik weapons. However, they may never carry more than one at a time, for the use of weapons requires a mental discipline alien to the philosophy of magik, and so will interfere with a mage's concentration if he relies on them too much. Most mages prefer spells to swords anyway!

Magik by spoken spell takes a lot out of the caster. Therefore, no matter how many actions the character may have in the melee round, he may cast only one spoken spell during that



round. He may continue to use one spell every melee round for so long as he has spells memorized, and sufficient mana to power them. Most mages memorize more spells than they have mana to allocate, so they'll have the spell they need at the crucial time.

Alternatively, the mage may read a prepared scroll.; they may be read and used every other CF action, because it takes a little time to drop one scroll, pull out another, unroll it, and read the trigger phrase.

Most magikal artifacts may also be fired only once per round. Of course, if the mage has a fully-loaded staff, a passel of memorized spoken spells, and a half dozen magikal scrolls, he'll have plenty to do each and every action.

The GM may choose to impose DBF penalties on a mage who is casting a spell, since the casting requires concentration, and thus reduces the caster's ability to react to combat. We suggest that DBF penalties not exceed half the base DBF, and only be applied where the mage is involved in an extended magik, such as a ritual or conjuration.

• Special Topics •

On Using Higher OP Spells

In Arduin, any OP spell may be used by any EL mage so long as he knows said spell. The kicker to this is that for each OP the spell is above the mage's EL there is a 10% chance of an magik fumble. For example, an EL 10 mage wishes to use an OP 15 spell. He thus has a base 50% chance of fumbling, regardless of any other circumstances. So he would have to weigh in his mind the value of utilizing said spell versus its possible bad side effects (the fumble). And do remember the higher OP magik's nasty side effect: *aging*.

In the Arduinian world magik of the higher orders of power not only takes mana from the magik user but time as well. That is to say, a portion of the magician's life force is actually consumed as part of the empowering of the magik in question. This life force is permanently gone, reducing the actual life span of the magician who dares to utilize the awesome forces of the higher order of mystik power. The ratio for this is as follows:

- OP 1 - OP 3 magik has no life force cost to perform
- OP 4 - OP 6 magik costs the magician one full hour of his life
- OP 7 - OP 9 magik costs the magician one full day of his life
- OP 10 - OP 11 magik reduces the magician's life by one week
- OP 12 magik strips one full month from the magician's life
- OP 13 magik takes five full months away
- OP 14 magik reduces the magician's life span by 10 full months
- OP 15 magik takes one full year (15 months in Arduin).

Beyond OP 15 the costs in life force increase by one full year per each OP the magik is beyond OP 15. Thus OP 20 magik takes six Arduinian years off his life span! Life force taken from the magik user each and every time the

spell is used. So, unless the need is great, no one will lightly wield magiks of the higher orders of power. Those who do use these spells seldom live long enough to enjoy the benefits of usage. Even long-lived or immortal races such as Elves physically age, though their lifespan is not appreciably shortened. But who wants to live 10,000 years in a physically decrepit body?

Magik Detection, Masked Magik & Magik Lie

An item that has masked magik about it may accidentally be detected in the course of doing normal magik detection spell, if the percentage for how much you found out equals or exceeds 90%. At that time the GM will not only tell you that you have detected a magikally masked object, but at that time you may roll again to determine how much of the masked magik you find out about. However this doesn't work for Magik Lie. On the other hand, if a Masked Magik Detect is done and successful, and if it, too, has a 90% or better information roll, then you get the Magik Lie as well.

If a mage uses a magik detection spell upon an item, then he cannot use a masked magik detection or magik lie detection spell on that same object. The reverse also holds true. One try to a customer.

And what do these percentages mean? Well, a result of 1-20% simply tells the mage that the thing in question is magik and nothing more, or in the case of mask or lie, that such a condition exists. In the range of 21-80%, the GM should give progressively more information without revealing all, and on a result over 80%, pretty much tell the full story, subject only to the 90% disclosure threshold for mask and lie. As an example, three different wizards try to detect magik on a sword. All succeed with the spell, but the first rolls only 21%, and can discover only that the sword is magik and +1 to hit. The second rolls a 57, and discovers that the sword is +1 to hit and speaks at least three languages, and appears to have one other power as well. The third wizard comes up with 96%. To him, the



sword, Slice by name, is +1 to hit, speaks low Elven, Dwarvish, and two local human tongues, and on any critical hit automatically cuts the victim's head off. But, lo and behold, Wizard #3 also detects masked magik (90% or higher roll). Therefore, he rolls again, getting a 90. This gives full information on the masked magik, which is a curse against anyone evil who uses the sword; it will turn on them and cut *their* head off. Furthermore, since he got the requisite 90+ roll a second time, he also rolls a third time, this time for magikal lie. This time, his result (42) is enough to discover that in fact the sword is itself horribly evil, although the full portent of what that means is lost to him. Nonetheless, it is sufficient warning to the party that no one will touch the thing now.

Carrying this a little farther, we see a wizard trying to "Detect Magik" on a sword his warrior friend has found. If he fails his detection on the first try, he will get no second chance; that sword just won't register to his magikal detection, until he increases his EL and may try again.

Wishes

In Arduin, Wishes are OP 25 and Limited Wishes are OP 12. Since wishes are attuned to the fabric of their parent universe, they are not usable in any other universe. These wishes are grants from specific gods and GM adjudication is always required for their usage.

Time Warps

In Arduin, a time warp field is something a little different than played elsewhere. It works like this: the mage works the magik, and the area affected has a magikal aura, usually a dull grey-blue, that causes all subatomic motion to cease. Non-corporeal types (wraiths, etc.) are not affected by the aura, but solid objects and energy in motion are. The aura is passive until impinged upon, and it only reacts on the area of impingement. The wizard is, of course, immune to the aura, as his subatomic matrix is attuned to it. Normal light is stopped, but the aura radiates its own type of light, thus the grey-blue illumination. Air is also stopped, but as the wizard moves through the aura, his body impinges on it, allowing it to flow into his lungs as breathable, as he moves about. If the wizard were to stop moving in the aura, breathing would become rapidly impossible as all of the air immediately impinging upon his body would be used up, and suffocation would follow. Thus in an Arduinian time warp aura, it is move or die for the casting wizard!

Time warps affect the time around a victim and not merely the victim himself, thus allowing no save chance.

Certain beings with an innate resistance to magik (angelic beings, demons, dragons, and the like) will get their normal MRS roll for all non-technological time warps. To analogize, if they make the roll, their sub-atomic matrix is also attuned to the field.

Any ethereal, phased, astral or non-corporeal being or item is 100% immune to all forms of time warp automatically.

Major Demons caught in time warps as well as gods and the like, have a 25% chance of gating away automatically. And if held, it is only for 10% of the normal time warp's duration.

There is never any save for a technological time-stop.

Prismatic Barriers

A general category of magikal constructs are the prismatic barriers. These very powerful constructs look like a translucent wall of sparkling light, and also give off a soft low-pitched thrum normally audible within 15 feet. These barriers are almost entirely the province of the priestly mages and rune weavers, as they serve a primarily protective function. Different colored prismatic barriers will have different powers; one who has knowledge of the different colors and what they portend will be well served.

Almost all prismatic barriers have the following properties in common:

- They are created by priestly ritual, which will take a minimum of two hours to complete for ten feet or less of horizontal span of the barrier, and more time for wider barriers.
- They must be anchored at creation by supports at each end of the barrier. The supports must be real, but can be liquid, such as a waterfall. Once the barrier is created, it no longer depends on the support to exist.
- They are self-sustaining, requiring no further mana expenditure after the creating ritual.
- They are very difficult to dispell. All dispell attempts suffer a 75% penalty. Some rune weavers become prismatic barrier competent; this means they can dispell prismatic barriers by unravelling them without any cost in time or mana beyond that for any other magik of equivalent OP.
- Many prismatic barriers can be nullified by one means or another. Nullification lasts for 1D10 melee rounds, after which the barrier regains its power. The barrier itself does not go down, but it does stop thrumming.
- They are very difficult to save against. All MRS or other saving factors suffer a 35% penalty.
- Their effects are limited to those who actually come into physical contact with the barrier, though there may be indirect effects on others not in contact, for example, getting hit by magik that bounces off the barrier.
- All those with true sight have a 100% chance of going insane if they look at a prismatic barrier for more than one melee round, less the character's psychic attack save chance. If insanity occurs, it has a 50% chance of becoming permanent, less the psychic attack



save chance, and usually takes the form of catatonia. Even those with true sight who do not go insane will get splitting headaches after that first melee round, said headaches lasting one hour for every melee round they stare at the barrier.

- Anyone else continuously staring at a prismatic barrier for more than one melee round has a 75% chance of burning the retinas of his eyes, resulting in 1D100% vision loss. In the case of those with very sensitive vision, such as Elves, the chance is 90%. Talk about bright light!
- If aging due to magik use is part of your campaign, figure that these rituals are half again as high an OP for the purposes of calculating aging. Thus, an OP 10 prismatic barrier ritual would age the caster as if it were an OP 15 ritual. However, priests (only) have a 2% chance per EL of being spared the aging by their patron god.

For specific prismatic barriers, see the priestly spell list in Book II, beginning with OP 9.

Mesmerization and Related Magik

Mesmerization etc. lasts one hour plus one hour per caster's EL over the OP of the spell, unless otherwise noted.

The mesmerized being has a 3% chance per INT point plus 1% chance per EL, each day, of snapping out of the spell. This is reduced by 1% per EL of spell caster over the EL of the victim and ditto per INT point difference. Thus, an EL 8 mage with a 15 INT successfully mesmerizes a victim who is EL 7 with an INT of 12. The victim's chance to break the spell would be only 39% ($3\% \times 12$ (INT) + 7% (EL) = 43%, minus 3% for the INT difference and minus 1% for the EL difference, for a final total of 39%).

Traumas such as being hit by lightning, taking at least one-half damage from one blow and the like, also stand a chance of snapping the victim out of the magikal control. Use the percentage chance given above.

Concentration and Overlaying Magiks

Most magiks are of the "fire and forget" variety, such as webs, fire walls, lock jaws, pentagrams, etc. However, a significant minority of spells and most conjurations require the continuing concentration of the mage, as, for example, flight spells, invisibility, or any summoning which specifies control or observation. For these magiks, adverse effects in the event of loss of control are either obvious (the flyer falls) or may be specified in a particular write-up. GM adjudication may also be necessary.

There are circumstances where the mage may wish to overlay one continuing non-ritual magik with another. For example, a wizard may wish to cast first a "Hawkflight" and then a "Mystik Shield" on herself so she can reconnoiter an enemy position by overflight. This is permissible, but there are two limiting factors.

First, the mage must have one point of RF over 12 for each spell overlaid on the first. Thus, a wizard with an RF of 15 could maintain 4 spells simultaneously. If his RF were 12 or less, he could not overlay at all.

Second, the fumble chance of each subsequent spell is its normal chance plus the fumble chance of all the preceding spells. For example, the same wizard with the RF of 15 who chooses to use 4 spells at once might choose to use spells with respective fumble chances of 1%, 1%, 3% and 10%. There is a 1% chance of fumble with the first spell, 2% (1 + 1) with the second, 5% (1 + 1 + 3) with the third and 15% (1 + 1 + 3 + 10) with the last. In most cases, the mage will want to save the most difficult spell for last, as he will otherwise have to roll against the most unfavorable fumble chance multiple times. Of course, there will be times when the mage will need an overlay he didn't originally expect to need.

Rituals may never be overlaid with or overlay any other magik unless the write-up for the ritual specifies otherwise. This means the aforementioned "Mystik Shield" may not be available when you summon that efreet.

"Fire and forget" types of magik are never affected by any of the overlay rules. Thus, one can use "Hawkflight" and "Mystik Dart" simultaneously.



Dispelling Magik

All mages may cause any magik they themselves have created to cease to exist at a mana cost equal to 10% of the original mana cost. This cost is never less than one mana point, unless the target magik cost only one mana point to perform; then it may be dispelled without cost.

A magic user may have a 50% chance of dispelling magik of equal OP and power. For every EL difference, there would be a plus or minus 5% added to the chance for success, to a maximum of 95% and a minimum of 0%. Example: an EL 7 wizard tries to dispell a monster conjured by an OP 10 spell. His one-time success chance would be 35% ($50 + (-3 \times 5)$), since his EL is 3 less than the spell's OP. If he attempted to dispell a spell that was triple-powered, the chance of success would be 10% less (-5% for each increase in power). Also, if the spell is different in kind, such as wizard vs. priest, priest vs. rune weaver, etc., subtract an additional 25% from the success chance.

Whether successful or not, the mana cost for dispelling another's magik is half that of the magik itself, always rounded up to the nearest whole mana point.

Effects that are already complete, such as healing, short-acting attack spells, and the permanent ensorment of weapons or devices, are not dispellable, though there are other ways of destroying some magikal items and constructs.

Once a magic user is successful in dispelling a particular spell of a particular character, he can always dispell it, until his opponent gains another EL. Conversely, if he fails to dispell, he automatically fails in any subsequent attempt, until he gains another EL.

Familiars

All Wizards, Illusionists, Rune Weavers, Rune Singers, Druids and Medicine Men may optionally acquire a familiar. Familiars are symbiotically tied to the mage, and will live as long as the mage does. The mage can use them for many jobs simply by ordering them to do it; they'll understand. These jobs must be within the physical capabilities of the familiar or it won't get done. Some familiars are smarter than others, and so have a better chance at ad libbing what needs to be done. Familiars cannot speak and are limited in intelligence by their species, but within those parameters they can and will learn much over a long period of time in association with the mage. Some familiars are granted extraordinary abilities and powers by their mages as time goes by, and become creatures of no little power in their own right. Some even acquire a limited form of magikal expertise, but only after many, many years of association. Just how far the association can or will go is entirely up to the

individual GM.

In tropical areas the GM can replace wolf with ocelot, wolverine with jaguar and badger with mongoose. Also the squirrel can become a monkey and the cat becomes a lemur. Finally the sparrow would be a parrot. Other changes can be made to show other ecosystems.

The prerequisites for acquiring a familiar:

- The magik user must be at least EL 3
- The magik user must expend at least 100 G.S. (GM's discretion)
- The OP 5 "Ritual of Acquiring" takes at least three weeks; mana cost is 22 and real cost is 333 G.S.

The "Ritual of Acquiring" is performed and the mage waits to see what shows up. If all of these prerequisites have been met, then roll a D20 on **Table 58** to see what kind of familiar is acquired; there is no choice, you know!

Table 58
Familiar Acquisition

Die Roll	Familiar
1	Mouse
2	Rat
3	Squirrel
4	Toad
5	Cat
6	Sparrow
7	Dog
8	Snake (non-venomous)
9	Bat
10	Badger
11	Owl
12	Snake (venomous, GM's discretion)
13	Raven
14	Fox
15	Ferret
16	Wolf
17	Wolverine
18	Hawk
19	A great predator (e.g. bear, lion, at GM's discretion)
20	A metamorph (roll twice for the two types, ignoring this number)



Homunculus

This arcane creature is one of the most misunderstood, yet one of the most often encountered, manifestations of a magician. It is created by a long and debilitating OP 9 ritual of 100 hours duration. It has a mana cost of 66 and a real cost of 2,000 G.S. Once done the magician will have created a small, bat-winged humanoid 13" tall. This grey-skinned and red-eyed creature has a psychic and mystic link to its creator, being made from his blood and life essence. When the creature is hurt, so suffers its creator, HP of damage per HP of damage on a 1:1 ratio. When the creature is slain (it being 13 HP with an AV of 5), its creator suffers 26 HP of damage; he is also rendered unconscious for 1D20 hours.

The Homunculus has an MRS of 33%, an ABF of 80, a DBF of 30 and can bite for 1-2 HP of damage. This bite also has a sleep-inducing effect on all warm-blooded creatures up to 40 HP in size. Those who fail a save versus venom fall asleep for 1D12 hours and even an "Awake" spell cannot rouse them. A successful save, however, means that the toxic venom reacts in the victim's blood stream for 1D20+10 HP of venom damage. Once bitten by any Homunculus, that being is thereafter 100% immune to their toxic saliva.

The creature's creator can see, smell, taste, feel and hear all that his Homunculus can, to a range of 13 miles plus one additional mile for each EL gained after the EL at which the Homunculus was created. Thus, even far away, it is his eyes and ears. Each of these creatures has a life span of only 13 years. A natural death at the end of its allotted span will not cause the magician harm. They can regenerate up to 13 HP of damage per day, 1 per hour. The creature is of no real intelligence; it is totally loyal to its creator and capable of doing only the most simple of tasks; its RF is only 5. Though the magician can utilize all of the creature's senses, he cannot control it once it has left the sound of his voice. The instructions given the Homunculus must be of simple, such as "fly to Zamboanga and spy on Princess Pizzazza" or "go steal the big red ruby from inside the black spider's tower."

This creature can see all things invisible. It also has a 33% chance of sensing those things astral or ethereal in a 30' radius.

The Homunculus creation ritual has some alchemical aspects but can be learned by any user of arcane forces. It requires 22 weeks of study and 8,365 G.S. to learn.

Magikal Cookery: Lotions, Potions & Salves

Alchemists, herbalists, druids and medicine men can produce magikal potions and other such items. These items come in many categories; the most common are potions, lotions and salves. Both the alchemist and

herbalist write-ups and skill lists specify details on how these work for those classes of characters, and to the extent the following conflicts with those descriptions, rely on the character class write-ups. Where there is no more specific information elsewhere, where you are dealing with a druid or medicine man, or where you have to deal with an item of this sort that is not thoroughly described, the following guidelines will be helpful:

Potions: These are liquids meant to be drunk and will normally produce results within 10 melee rounds or less. They can be produced by druids or medicine men of EL 5 or greater in the following manner.

- The effect of the potion must correlate to that of a spell, conjuration or ritual already known to them. A medicine man who could use a "Swift Sleep" could produce a sleeping potion of the same effectiveness when drunk. Obviously some GM adjudication is needed here, but only a very little, as common sense will provide most of your guidelines. As the spell worked, so would the potion.
- The cost of the potion would be equivalent to the initial learning cost of the magik in question, or 50 G.S. per OP, whichever is greater.
- The time required to produce the potion will be equal to one hour per OP of the magik involved or the same time that is normally needed to wield such a spell, conjuration, etc., whichever is greater.
- The shelf-life of the potion will be one day per each 5 ELs that the mage is, or fraction thereof; an EL 7 druid's potion would remain effective for two days. Potions produced by alchemists last much, much longer, since they are alchemically stabilized.
- Potions are used only for such things as affect the drinking body's ability to perform physically or mentally. Thus for strength, stamina, intelligence increases or better vision, improved hearing, etc., a potion is what is needed. Such things as poison neutralizers, disease curatives and so on are almost always potions.
- As a general rule, consider one dose of any given potion to be one fluid ounce, and capable of affecting characters up to 45 HP in size; a 47 HP character would need two doses.

Lotions: These are thick liquids meant to be spread upon the body for absorption through the skin. This usually takes 5 minutes or less after the lotion is completely spread. They can be produced by medicine men or druids of EL 6 or greater in the exact same manner as are potions with these few differences:

- The potency of a lotion will be one day per each three ELs of its creator or fraction thereof. Thus, an EL 8



mage's lotion would work for up to three days after formulation. An alchemist can do a lot better.

- Lotions are used for such things as protecting the body or area they are rubbed into. Fire, cold, acid or other resistances, increased AV or even etherealness are all examples of how lotions might be empowered. Certain injury-healing (usually vs. rot, etc.) lotions are also made.

- Each dose of lotion is about four fluid ounces and will cover one character of up to 45 HP in size.

Salves: These are sticky, petroleum jelly-like substances that are meant to be applied to a body for absorption through the skin. This usually takes 5 minutes or less after the salve is completely spread. They may be produced by druids and medicine men of EL 7 or greater. They are produced exactly as are lotions and potions but at a +10% cost. And they do have these few differences:

- Salves are used where the area to be protected needs said protection for greater periods of time. Thus a salve of the same protective type, such as fire resistance, has a 50% longer potency after application than a lotion. Salves also do not rub off as easily as lotion-type protection.

- Only a salve can be concocted as a wound-healing agent, and only by those of EL 15 or greater. Healing salves cost triple what other salves do, and take up to

five times as long to make. Doctor John's and Golden Centaur Salve are two examples of this kind of stuff.

- Each dose of salve weighs approximately 6 oz. and will affect any character of up to 45 HP in size within its preset wound healing capabilities.

- Salves generally retain their potency for one week, plus one week for each five ELs or fraction thereof of the maker over EL 15. An alchemist's equivalent product could be expected to last indefinitely; herbalist preparations are often even more perishable.

Other Creations: This is limited only by the GM's imagination. See what you can come up with, such as perhaps a specialized poultice to apply to burns.

Potions and Unnatural Acts

A real sore point with some players and GMs is the use of potions and other things that make the body perform unnaturally. How can this be done, they ask. The answer is simple, for if a person is doubled and moves at double his normal speed, then his body is working twice as hard, aging twice as fast, tiring twice as fast, and generally getting screwed up physically. If a person has swallowed a giant strength potion, that's fine, but that same person's bone structure has not changed to compensate for the increased muscular power. Therefore, broken bones, broken weapons and the like will be the result unless the user is very careful.

Rinaldo & Anais—Anais' Magikal Way

This section applies only to Anais, as Rinaldo has no magik.

At this stage, we can determine what spells Anais has, and how effective she will be with any attacking spells. First, we determine whether she has any more than the usual three OP 1 spells to start. Referring to **Spells for the Beginning Mage** at the beginning of Chapter 6, we see that Anais's RF is too low (12) to allow for the roll for extra spells. Thus we go to the OP 1 Spell List for wizards in Book II. We choose "Moshaera's Mystik Dart," "Harwyn's Spell of Magik Detection" and "Harwyn's Bone Shaker Spell."

Both "Mystik Dart" and "Bone Shaker" are combat spells, so we need to compute Anais' chance to hit with each. Her Spell Attack Factor (SAF) with "Boneshaker" is 30% (CF of 15 x 2%, with no add for ELs). Her SAF with "Mystik Dart" is 35% (the same 30% as above + 5% due to the nature of the spell itself). The RCH chance with "Mystik Dart," computed just as for any missile, is 11% (SAF of 35% / 10, for 3.5% + 7% additional specified in the spell's write-up, for a total of 10.5%, rounded to 11%). The fumble chance is 7% (10% - the base RCH chance of 3.5%, for a result of 6.5%, rounded to 7%). As the impact of "Bone Shaker" causes no damage, no RCH is possible with that spell. Thus the fumble chance for this spell and "Magik Detection" is just 1%.

Anais chooses to load her staff with "Mystik Darts," loaded at double strength. Since this is a standard staff, with capacity for ten levels of spells, there will be room for five double-strength "Mystik Darts"; each will cost 9 mana points (1 normal cost plus 2 to double, for a base of 3 points, x 3 for the cost per spell of loading into the staff) and will do 34 points of damage (normally 1D8 + 9, doubled, for a total of 2D8 + 18, and automatic maximum damage from a staff, for 16 + 18 = 34). If the optional shock rule is used, these will be totally shock points rather than real damage.



Chapter Seven

Saving Chances

As you have realized by now, there are a variety of forces out there that may present a serious hazard to your character's mental or physical health and well being. This runs the gamut from the brutal impact of a blunt instrument to the subtle misdirection and confusion engendered by a well-conjured illusion, to the immense arcane power wielded by a master wizard. However, not

all characters are as likely to be injured by a blunt instrument, because of their armor or their defensive prowess. Likewise, different characters are more or less likely to suffer from the other forces that can be brought into play in this game. These defensive capacities are collectively referred to as "saving chances."

• Magikal Resistance Score (MRS) •

All characters have a basic natural resistance to magikal and/or mystical forces which is indicated by a percentage. This number is based on the character's race or species; see **Tables 59** and **60**. The MRS will change only when the character becomes a higher EL. For each EL, simply add 1% to this Magikal Resistance Score (MRS). The only bonuses besides EL are as follows:

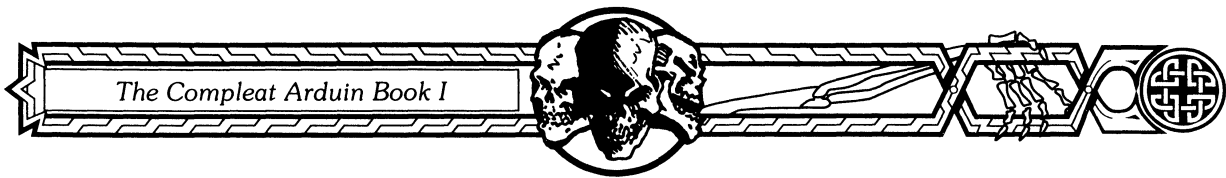
- Mages, whether wizard, priest or whatever, have 5% added to their basic score when confronting their own styles of magiks.
- All other modifiers as listed in each racial or class type are still valid as well, as in the barbarian class, for instance. All plusses and minuses translate on a one-for-one basis (i.e., +1 = 1% add to MRS)
- Occasionally, an artifact will give plusses or minuses to a character versus particular types of magic. These modifiers are converted on a one-for-one basis, even for artifacts designed for the old D20 system of saving rolls.

The MRS should be recorded in the Saving Factors section of the Character Sheet

USING MRS

Saving: To determine if a target is affected by a particular magik, the target rolls percentile dice. If the roll is higher than the target's MRS, then the magik has full effect. If the roll is equal to or less than the MRS, then one of two things will happen:

- For all damage-causing magiks, such as "Flash Point," "Blizzard," "Lightning Strike," etc., only half damage will be taken by the character. The only exceptions are for dragons, greater demons, and a very few other monsters of that ilk—if these save, they take no damage at all. It is up to the GM to decide which mystical creatures benefit from this.
- For all other magiks, such as "Mage Fear," "Hypnos," etc., the character will suffer no ill effects whatsoever from whatever magikal result was intended. One exception: a



rare few very powerful spells are written to have an adverse impact even if the target does save. Again, these may not be as effective against highly mystical opponents.

Long-Term Implications: If a wizard tries a damage-causing spell, "Flash Point" for example, against an Orc, and the Orc makes his MRS roll, taking only half damage, that means that particular spell does not work well against that particular Orc. From that time forward, the Orc's MRS roll is automatically made against that wizard's "Flash Point" spell. It is simply that the wizard's "Flash Point" is not quite the right brand of magik to cook this particular Orc. At least not all at once! This holds true for all magik, and in a situation where the spell either affects you or leaves you alone, if the MRS roll is made, then thereafter that spell *will not affect that same target* so long as the same mage is using it. The GM needs to keep this concept in mind, since it will sometimes be necessary in a campaign to keep track of who has saved or failed to save versus what from whom over the course of facing the same opponents.

The only bright spot is that when the mage progresses to a higher EL, his entire armory of magik wizard and that little Orc that got away will have to make his MRS roll all over again against those nasty "Flash Points." The converse is true; fail that MRS roll and thereafter you get no save against that particular spell, until you yourself earn another EL. And besides, where one wizard's magik fails, another's will burn, baby, burn!

Optional Rule Reductions in MRS

For every OP over OP 1 that a certain magik is, the MRS of the intended target is lowered by 1%, up to and including a maximum 50% MRS penalty. Thus, spells of OP 6 add 5% to the saving throw required, those of OP 11 add 10% and so on. Any creature that has a base MRS must always get at least a 1% MRS attempt regardless of the OP of the magik in question. There is no such thing as a minus save chance. However, there are *some* items which specify no save; the GM should of course strictly limit the prevalence of such powerful artifacts, as well as limit their impact on demons, dragons, etc.

PARALYSIS

Whenever any form of magikal paralysis is attempted upon a character and he successfully makes his saving roll, the character will still be slowed for one melee round for each CON point he has less than 40. For example; Anais is struck by the ray from an evil mage's wand of paralysis. She is successful in her saving roll (MRS) and has a CON score of 16. Thus she would now be affected as if she'd been slowed for 24 melee rounds ($40 - 16 = 24$). The net effect is to reduce her CF by 4 from what it normally is.

The GM can adjudicate this duration for several reasons, including religious fervor, adrenalin surges due to berserk rages, wounds, etc.

STONING

Table 61 is used to determine if a person has been gazed upon by a creature that turns flesh to stone with a glance or gaze. A D20 is rolled, and a failure to match or exceed the number indicated by the character's EL vs. the distance from the monster means the character *must* make save versus stoning using his MRS. If it is a surprise situation, with the monster jumping out at the party, then add 2 to the above save requirement. If the party is aware of the creature before attempting to confront it, then subtract 2 from your save requirement. A failure means you've locked gazes with the creature and must now make your MRS roll, or commence to turn to stone.

Stoning takes time—one melee round per every point of the victim's CON. For game play, figure that for each 5% of his CON score stoned, the character loses 10% of his capabilities (movement, combat, etc.). As an example, a character with a CON of 10 is stoned by a Medusa on melee turn one. On melee turn two he has 1 CON point stoned which is 10% of his CON score. Therefore his movement is at -20% and he is at -20 to BF. By the end of melee round two, he has had 2 CON points stoned but is now -40% on movement and -40 to BF as his body becomes less and less responsive.

As you can see, the hapless victim will be totally incapable of any real movement or combat long before becoming completely stoned, the nervous system being the first to go. But nothing happens the melee turn on which he is first stoned. It is only at the beginning of the following melee round that the horrible effects begin to manifest themselves.

People who are stoned are dead. However, their soul is forever locked in the stone body unless freed by arcane means. If such a stoned body is unstoned more than 30 days after becoming such, the soul, now free, will depart for the ethereal plane in approximately 13 minutes. Then it's forever gone.



Table 59
Base Magik Resistance Scores

Character Type	Base MRS	Character Type	Base MRS
Amazon	8%	Insect, large (centipede)	6%
Avian, small (robin)	2%	Insect, giant	9%
Avian, large (ostrich)	4%	Knoblin	17%
Avian, giant (roc)	8%	Kobbit	12%
Centaur	15%	Khai-Shang	4%
Crustacean, normal	1%	Khai-Zirin	6%
Crustacean, large	2%	Mammal, small (rat)	3%
Crustacean, giant	4%	Mammal, medium (wolf)	6%
Demon, lesser	67%*	Mammal, large (horse)	9%
Demon, greater	87%*	Mammal, giant (rhino)	12%
Deodanth	33%	Magikal beings	50%*
Dragon	35%*	Merpeople	15%
Dragonkind	20%*	Orc kind	30%
Dwarf	25%	Orc, half	17%
Elf, full	35%	Ogre	13%
Elf, half	20%	Pegasus	33%
Fish, small (trout)	2%	Phraint	1%
Fish, large (marlin)	3%	Reptile, small (turtle)	1%
Fish, giant (shark)	4%	Reptile, medium (cobra)	2%
Fury, etc.	13%	Reptile, large (alligator)	4%
Gnome	24%	Reptile, giant (trachodon)	6%
Goblin	15%	Saurig, desert	3%
Gargoyle	33%	Saurig, swamp	2%
Giant	13%*	Throon	9%
Harpy	13%	Triton	18%
Hobbitt	11%	Troll	25%
Human female	7%	Undead	see Table 60
Human male	5%	Unicorn	75%
Insect, small (honey bee)	1%	Urukk	35%
Insect, medium (mantis)	3%	All not covered	7%*

Notes to Table 59

"Magikal beings" refers to brownies, naiads, dryads, etc.

* This is the default value if not specified in Book II

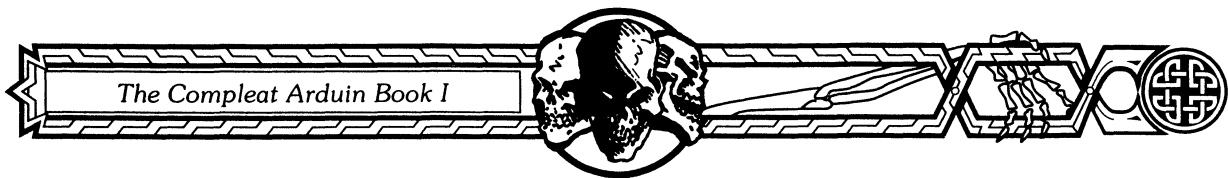


Table 60
Undead MRS Base Scores

Character Type	Base MRS
Apparition	10%
Banshee	12%
Battle Bones	3%
Blue Wraith	28%
Boogie Man	45%
Drich	40%
Ghost Crab	27%
Ghoul	5%
Hell Horse	40%
Lich	40%
Lupogaunt	83%
Morghoul	25%
Mummy	15%
Red Wraith	30%
Shadow	7%
Shadow Titan	33%
Skeleton	1%
Skullmonculous	13%
Skull Warrior	4%
Spectre	18%
Tomb Wight	8%
Valpyr	35%
Vampusa	33%
Vampyr	25%
Will O'Wisp	35%
Wraith	9%
Wraith Wyvern	29%
Zombie	2%
All not covered	7%

Table 62
Psychic Defense Bonus

Character Type	Bonus
Saint	18
Illusionist*	15
Courtesan	15
Medicine Man	12
Druid	12
Beast Master	10
Thief	8
Bard	8
Sage	7
Rune Weaver	6
Trader	6
Priest	5
Paladin	4
Witch Hunter	4
Forester	3
Herbalist	3
Rune Singer	2
Assassin	2
Wizard	1
Alchemist	1
Star-Powered Mage	1
Techno**	0

* Illusionists also get the standard 5% bonus vs. their own type of magik, illusion, giving them a total bonus of 20 vs. illusion only.

** Technos are *immune* to illusions of magik, though not to other illusions, and have no bonus vs. any other form of psychic attack.

Table 61
Stoning by Glance or Gaze

EL	1-10'	11-20'	21-30'	31-40'	41-50'	51-60'	61-80'	81-100'	101'+
1-3	20	19	18	17	16	15	14	13	12
4-6	19	18	17	16	15	14	13	12	11
7-9	18	17	16	15	14	13	12	11	10
10-12	16	15	14	13	12	11	10	9	8
13-15	14	13	12	11	10	9	8	7	6
16-18	12	11	10	9	8	7	6	5	4
19-21	10	9	8	7	6	5	4	3	2
22-24	9	8	7	6	5	4	3	2	-
25-27	8	7	6	5	4	3	2	-	-
28-30	7	6	5	4	3	2	-	-	-
31+	6	5	4	3	2	-	-	-	-



• Other Saving Rolls •

Now that we've taken care of magikal saves, we must address ourselves to three others just as important: those versus venoms and poisons, those versus psychic attack and those versus fear.

VENOM AND POISON

To save against venom or poison, multiply the character's CON score by 1.5 to get his resistance percentage. Always round any fractions up to the next highest percent. For example: a CON score of 15 would be $15 \times 1.5 = 22.5$, rounded up, to 23%. Thus each time that person was injected, breathed, etc., poison or venom, he'd have a 23% chance of suffering only half the listed damage for same. Of course, if his roll was 24% or higher then he failed his resistance roll and would suffer full damage. This resistance does not increase when the character gains an EL, but will increase if the CON score does.

PSYCHIC ATTACK

The save against psychic attack includes saves against most illusions, as well as any other magik or condition which specifies this saving roll in its write-up. Add together the character's EGO times 2, WIS, and Psychic Defense Bonus (given in **Table 62**) to get the resistance percentage. Some classes get no bonus, and therefore are not listed. Always give split-class characters the *lowest*

applicable bonus value. Increases in a character's EL do not increase the chance of save vs. psychic attack.

Generally, saves versus psychic attack result in the attack having no effect whatsoever. The GM may choose to enhance the save chance of anyone who is berserk or in the midst of holy fervor. However, keep in mind that someone in a fervid or berserk mind state might be *more* easily fooled by a well-chosen illusion. The GM may also adjust the save chance to take into account poorly-maintained illusions, incompatibility with well-known facts, previous experience with the particular psychic attack, or any permanent or temporary enfeeblement of the target mind.

The Psychic Attack value should be written in the appropriate box in the Saving Factors section of the Character Sheet.

FEAR

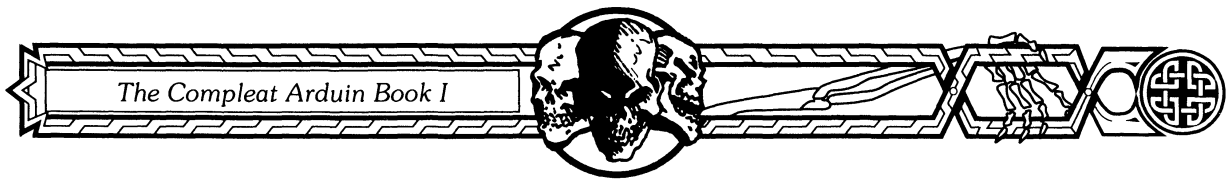
To determine the fear save chance, add a character's RF and EGO scores together. For each EL a character attains, add 3 to this score. The final result is the Fear Save percentage chance, and should be recorded on the Character Sheet in the appropriate box in the section for Saving Factors.

Individuals who are already berserk when exposed to the source of fear are not affected by the fear unless and until they cease being berserk.

Should a character fail the fear save, use **Table 63**.

Table 63
Fear Reaction

D12 Roll	Results	Melee Rounds
1-2	Faint on the spot, instant collapse	1D100
3-4	Collapse in utter despair, howling and shaking	1D20
5	Move randomly 1D10' in screaming panic and confusion	1D12
6	Stagger backwards, away from the source as per above	1D10
7-8	Turn and run in blind howling panic without thinking	1D8
9-11	Sway rigidly, eyes closed and motionless awaiting your fate	1-2
12	Hesitate indecisively, doing nothing at all, no movement	1



• Special Topics on Saving •

NATURAL AND TECHNOLOGICAL FORCES

If the character is attacked or impinged upon by something other than magik, fear or poison/venom, then no saving roll may be attempted. For example, a “Disintegrate” spell and a laser beam are both energy attacks, but the character would only be allowed to save versus the spell and not against the technological attack even though both do similar things. Another example would be a “Lightning Strike” spell and an electrical shock from a power line. Again, the character could save against the magik, but not against the technological power. Nor do you save vs. natural forces. For instance, a real blizzard could kill you just as dead as a “Blizzard” spell, yet no save can be made versus its lethal effects. Don’t mess with Mother Nature! Likewise, “Fire Wall” conjuration might be resisted because of its magikal origin, but a simple torch will always burn you.

RESISTANT DEVICES

“Fire Resistance” will help vs. all fire, magikal and non-magikal. It is a degree of fire-proofing, not a saving roll. The same is true with resistances for acid, lightning, etc. Unless a specific percentage is given (25%, 50%, etc.), all resistances are variable (1-100) and must be re-rolled for

every encounter. The effect is to reduce the damage actually taken by a percentage equivalent to the resistance. Thus, a character whose fire-resistant robes yield a D100 roll of 37 will take only five points of damage from an eight-point flame strike.

(3 is 37% of 8; $8 - 3 = 5$).

FRIENDLY SAVING ROLLS

Question: Does your friend have to make his saving roll when all you’re trying to do, with his concurrence, is help him? Heal him? Etc.?

Answer: No, he does not. However, when I’m running a game and this comes up, I roll a D20 and if a 20 comes up, well, it just didn’t quite work as planned, though he may try again, up to twice more. This is the one case where multiple tries are allowed.

But what about situations where the friend is in no position to concur? Perhaps he’s unconscious or unaware of what’s about to happen, as in a melee. Well in that case the GM rolls a D20 and if 18, 19 or 20 comes up, then the friend’s natural MRS roll must be made, with whatever results that entails. And, in the unfortunate event he has been geased, brainwashed, etc., and is actively hostile, all saving rolls stand as they normally would.

Rinaldo & Anais—Their Chance of Salvation

Rinaldo is severely deficient when it comes to MRS. To begin with, he is human, and thus starts with an MRS of only 5%. Worse, he is a barbarian, and therefore has his MRS reduced by 10. This means his MRS is a negative number. Also, it is reduced by a further 10% if the magik has properties of cold or disease. The good news is that nobody ever has an MRS of less than 1, no matter what the numbers say. On the other hand, that minus value will be there to absorb the equivalent amount of improvement in Rinaldo’s MRS. It is hard to improve MRS, so Rinaldo will probably avoid mages as much as he can.

Rinaldo’s save versus poison and venom is 27% ($CON\ 18 \times 1.5$), better than for the average character. His save vs. psychic attack is 39% ($7\ WIS + 16\ EGO \times 2 + 0\ \text{Psychic Defense}$), which is about average. His save versus fear is 40% ($9\ RF + 16\ EGO + 15\ \text{bonus for a barbarian}$). This is very high for a starting character, and will likely lead to foolhardy risk-taking.

Anais does much better with MRS; her base chance of saving is 35% as an Elf. Further, if the magik is of the same sort she practices (i.e., True Magik, as opposed to Priestly, Druidical, Illusionary, etc. forms), then her MRS is 5% higher, or 40%.

Anais’ poison/venom save would normally be 24% ($CON\ 16 \times 1.5$), but recall that her roll for special abilities gave her a -15% save on poisons, reducing her save chance to just 9%. If the GM distinguishes between poisons (toxins concocted by an alchemist or some such) and venoms (toxins utilized by attacking plants or animals), then she might get the full 24% save chance versus the latter. More typically, poisons and venoms are treated the same. Her save versus psychic attack is 42% ($5\ WIS + 18\ EGO \times 2 + 1\ \text{Psychic Defense}$). Finally, Anais’ fear save is 30% ($12\ RF + 18\ EGO$); a bit above the average for a starting character.

Chapter 8

Character Development in Conclusion

In the preceding chapters, we have taken Rinaldo and Anais through the character development process step-by-step, as each part of the process was explained in this book. We now have two distinct characters with very different abilities and potentials for growth. Here is a third example, Danforth, whom we take through the entire process of character development from start to finish.

DANFORTH THE KOBBIT

We decide at the outset that Danforth is a male Kabbit. With that in mind, we roll up his characteristics on **Table 2**, Characteristic Parameters, and get the following results:

INT	12 (7 + 5 on a D8)
WIS	10 (4 + 6 on a D8)
CON	15 (7 + 8 on a D8)
STR	9 (6 + 3 on a D6)
DEX	16 (11 + 5 on a D6)
AGIL	14 (9 + 5 on a D8)
EGO	11 (8 + 3 on a D8)
CHAR	6 (4 + 2 on a D6)
MECH	3 (2 + 1 on a D6)
SWIM	4 (2 + 2 on a D6)

We see from **Table 3**, Strength, that he can carry 65 pounds and can use a broadsword or smaller weapon one-handed. He also has a 10% chance of forcing a door by pushing on it, or 30% with the help of a crowbar. His BF and damage will not have STR modifiers. We note on **Table 4**, Charisma, that a CHAR of 6 is described as “pretty ugly,” and if the GM is employing the modifiers in this table, we’ll record them on the character sheet. Keep in mind that beauty is relative; Danforth might look okay to another Kabbit.

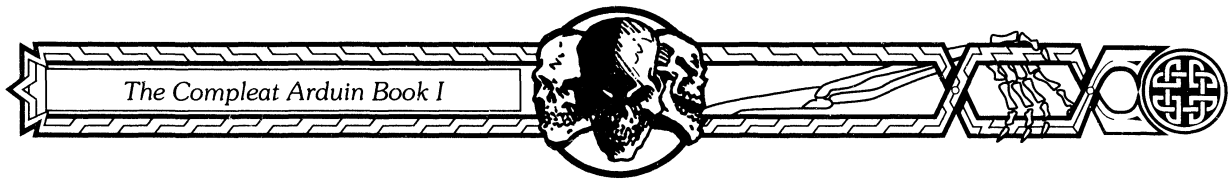
We now go to **Table 5**, Height. A D100 roll of 49 gives him a height of 3’2” to 3’4”, which we decide to make 3’4”. Next we look at **Table 6**, Weight, where we find that his weight is 55 pounds, based on his height. We also decide to use the optional **Table 7**, Body Type; the D100 roll is 79, which is average, so no modification occurs.

We decide his alignment will be true chaotic, and therefore do not roll on **Table 8**, Alignment.

Next, we determine Danforth’s legacy. Referring to **Table 9**, Legacy, we roll 82 on a D100, which means that Danforth’s family were “men”-at-arms. Next we go to **Table 10**, Starting Cash, where the roll is 2 on a D12. For a man-at-arms, this translates to 1.2 Gold Sovereigns, or one G.S. and four Silver Pennies (S.P.) Danforth is not a rich Kabbit. On the other hand, when we get to **Table 11**, Owned Equipment, the roll on a D20 is 19; Danforth is entitled to four pieces of equipment. We will wait until we know more about him before deciding what he has.

The next step is to use the optional appearance tables. For **Table 12**, we roll for scars, pigment and exotic things in the hopes of understanding why Danforth’s CHAR is relatively low. The roll on the scar column is a 7 on the D20, which equates to no scar. The roll on the pigment table is a 20, for a “special” result. Going to **Table 13**, Special Physical Appearance, we roll a 10 on a D20; poor Danforth is electric blue. Since this is enough trouble for anyone, we decide not to add any exotic things to his appearance, and thus do not go back to Table 12.

At this point, we need to decide what class of character Danforth will be. Since he will have a high CF, the thief class looks appealing, though his distinctive appearance has the potential to cause him problems—it’s hard to fade into a crowd when you’re bright blue. Nevertheless, we choose to make him a thief. Since many of the abilities and



skills will depend upon computation of RF, CF and other factors, we will return to them in a moment. Therefore, the next step is to see what Danforth's special abilities might be. Among the Special Ability tables, **Table 29** is most appropriate for thieves. We roll a 37 on a D100. The good news is that Danforth is immune to all forms of psychic attack. On the other hand, he suffers MRS penalties when facing magikal fire (-5%), cold (-4%) or lightning (-3%).

Next we compute Danforth's HP, RF and CF. None of these is subject to any special abilities or other modifiers, so the normal formulas will apply. For HP, add his CON (15), his CON over 12 (3), his occupational bonus (5) and the racial base for a Kobbit (13); the last value comes from **Table 31**. This gives a total of 36 HP. For RF, add his INT (12) and WIS (10) and divide by 2. This gives an RF of 11. Danforth's CF is DEX (16) plus AGIL (14), divided by 2, or 15. This also means that Danforth gets three actions per melee round, at counts 15, 10 and 5, per **Table 32**. His unencumbered speed on foot is 150 feet per melee round, which breaks down to three segments of 50 feet each. His swimming speed is the total of his CF (15) and SWIM (4), or 19 feet per melee round. He can swim a little over 6 feet every action, provided he doesn't drown first with his poor SWIM skill.

Danforth's sensory abilities are determined by **Table 33**, Character Senses. He has night vision to 75 feet, a hearing roll of 40% and a sense of smell roll of 30%.

We now will see if Danforth has any interesting skills outside his chosen profession. On **Table 34** Danforth will get one or two skills as a "man-at-arms;" the roll is high, so he gets two. The D100 rolls on **Table 35** are 44 and 52. 44 is an artist (painter), while 52 gives the somewhat bizarre result of theologian. This presents several interesting possibilities. Perhaps as an apprentice thief, Danforth, an avid painter, snatched some magik blue paint and then had a mishap that resulted in his unusual coloration. The theological interest may mean that he has a deep belief in a particular religion and seeks to study its scriptures. Or perhaps he is a budding specialist in the sale of purloined religious works. On the other hand, we may simply decide that the theologian result is ridiculous, in which case we can discard it. In any event, a D100 roll of 86 shows mastery of painting techniques, which can be adjudicated to give Danforth a bonus with the forgery skill, while the theologian skill is 28, indicating barely average skills, though it does imply Danforth can read at least one language, and recognize the script of others. It is even possible that Danforth may at some point get good enough with these skills to be able to forge old illuminated

manuscripts of religious works to swindle unknowing buyers. This of course would all be well in the future; no beginning character could pull this off, though some might be fool enough to try.

At this point, we can go back to the thief write-up to determine the ten skills with which Danforth will begin. Danforth's best attribute as a thief will be his CF; his RF is merely average. Further, Kobbits get bonuses for lockpicking, pickpocketing, climbing and escape in the home environment. The first skill we will choose for Danforth is climbing; to his base 20% success chance we add 10% for his CF (2 points over 13, times 5%) and a 5% racial bonus, for a total of 35%. The second skill is escape and evasion in rural towns and villages; to the base of 20% we add the racial bonus of 15%, again for a total of 35%. The third skill is forgery; to the base of 20% the GM will adjudicate a bonus of 9%, or one-tenth of Danforth's artist skill, for a total of 29%. Because of Danforth's conspicuous color, he chooses disguise for his fourth skill; to the base of 50% with disguise kit there are no bonuses to add. Danforth's fifth skill is lockpicking; to the base of 20% he cannot add anything based on the average of his RF and CF, as it comes to only 13, but he is entitled to a racial bonus of 20%. He also chooses to add his one-time specialization bonus of 1D10%; he rolls a 7. Thus his skill with lockpicking is 47%. His sixth skill is deactivation, which goes hand-in-hand with lockpicking. He has no bonuses of any sort, so his skill is just 20%. His seventh skill is pickpocketing; to the 20% base he adds 10% for his CF over 13 and a 10% racial bonus, for a total of 40%. However, the GM may rule that he is such a suspicious-looking character because of his skin that he will suffer a penalty unless he is properly disguised. Danforth's eighth, ninth and tenth skills are concealment, close search and area search; all are at the base rate of success, which is 65% for the first two skills and 20% for the last one. If Danforth had picked the lie or con skills, he would have been subject to the penalties listed in **Table 3**, Charisma.

We now know a bit more about Danforth and can thus choose his equipment. First, he will need a lockpick set. Second, he certainly needs a disguise kit. Third, he will have a dagger for defensive purposes. Finally, he will have a sling, as this is a racial favorite for Kobbits, and unencumbering missile weapons are ideal for thieves. Unfortunately, he will not have any armor at the start, but neither will he have its encumbrance.

Next, we will figure Danforth's combat abilities. His base BF is 15 for CF, 11 for RF, and 9 for STR, or a total of 35. The base ABF would thus be 85, when the attacker's bonus of 50 is added.



According to the BF Advancement List in Chapter 5, Combat, thieves add one to the BF for every 3 ELs earned. This does nothing for Danforth right now, as he is EL 0, but it does define his level of weapon training. For one thing, he is not entitled to a martial bonus. Second, he is considered to have had limited weapons training, and thus is familiar with only one class of weapon. His only melee weapon is a dagger; he also has the sling as a missile weapon. He chooses blades (short) as his class of familiarity, and the dagger as his +5 weapon. Therefore, both his ABF and DBF have 5 added to them when he is employing the dagger. However, he would normally be -15 to his MA when using the sling, as it is an unfamiliar weapon. This will be discussed further below.

Getting back to the dagger, **Table 38**, Weapon Characteristics, lists the BF add for it of 2. This means that Danforth's ABF is the base BF of 35, plus 50 for the attacker's advantage, 2 for the dagger (WV) and 5 for his training with it (WC), or a total ABF of 92. Were Danforth to use a shortsword instead, the base BF would still be 35 and the attacker's bonus 50, to which we would add the WV of 3, for a total ABF of 88. Since the shortsword is another short blade, there is no penalty with this familiar weapon, but it is not the one weapon with which he does get a bonus, so the +5 allowed for the dagger does not apply here; the WC is thus 0. Table 38 also gives us the values for encumbrance, RCH +, fumble + and damage. The encumbrance and damage can simply be recorded for the moment, and there is no increase in the fumble chance when using a dagger, so the only critical value at this point is the increased chance of RCH with a dagger, 6%. Danforth's base RCH chance with the dagger is 92 divided by 20, or 4.6, which is rounded up to 5%. Add the 6% RCH bonus for dagger, giving an RCH chance of 11%. Since the chance of fumble is not enhanced, simply subtract the base RCH chance of 4.6% from 10 to give the fumble chance with dagger, 5.4%, rounded down to 5%.

Danforth's base MA is his CF x 2, or 30. He does not get the martial bonus of 25. Further, normally he would also have a -15 WC penalty for the sling being an unfamiliar weapon. However, **Table 47**, Cultural Weapons Bonus, gives +30 to rural Kobbits for use of the sling; this is a form of Special factor. This also automatically makes him familiar with the weapon (WC = 0), so no penalty applies for unfamiliarity. To the base MA of 30 and the 30 Special we add the MV for the sling of 5, from Table 38, for a total MA with sling of 65%. The base RCH chance is $65 / 10$,

or 6.5, rounded up to 7%. To this we add the RCH + for sling of 10%, for a final RCH chance of 17%. The fumble chance is 10 minus the base RCH of 6.5, giving a base fumble chance of 3.5, rounded up to 4%. As the sling is somewhat more prone to fumbles than some other weapons, Table 38 specifies a 2% fumble add. Thus, the final fumble chance for Danforth with sling is 6%.

Danforth wears no armor, so we need not consult **Table 39**, but **Table 40** shows that he has a natural AV of 1. Since armor is added to the base BF to give the DBF, his base DBF as a starting character is 36. If he has the dagger in hand, remember that his DBF rises by 5, to 41, because of his training (WC). Use of any missile weapon carries a -5 penalty to the DBF; if he is using the sling, his DBF is 31 (base DBF of 36 - 5). His MD is just 2 (double the AV of 1), so Danforth will probably be reluctant to go out in the open in any situation where missile weapons could be expected.

The EV could have been computed earlier, using **Tables 38** and **39**, but in this case it only comes to 1 for Danforth's dagger, as he has no armor and the sling does not encumber. To this we can add the weight of his lockpick and disguise kits, but these would only apply in a combat situation if he were actually carrying them when attacked. As neither is likely to weigh more than a pound or two, his total encumbrance will not exceed 5. For the sake of the example we will assume as much; thus his movement per action is not affected by encumbrance, as his STR is greater than his EV.

The final area we need take care of is saves. Turning to MRS first, **Table 59**, Base Magik Resistance Scores, gives a Kabbit a base MRS of 12%. Generally, Danforth has no modifiers and thus has a 12% save vs. most magik. However, his Special Abilities roll did give him -5% vs. magikal fire, -4% vs. magikal cold and -3% vs. magikal lightning. Therefore, when saving against those three types of attack, his MRS is respectively 7%, 8% and 9%. On the other hand, since Danforth's other special result was to be immune to all forms of psychic attack, there is no reason to compute his save vs. psychic attack. It never affects him at all. The save vs. poison or venom is Danforth's CON (15) x 1.5, or 22.5, rounded up to 23%. His save vs. fear is the percentage equal to the sum of his RF (11) and EGO (11) and EL x 3 (0). The total is 22, so 22% is his fear save chance.

This completes the example; we leave it to you to figure out how the electric blue Kabbit will interact with the Elven mage and the Human barbarian. After all, that's the fun of this game!

• The Last Word on Character Development •

You now have seen three characters developed from scratch and ready to go forth on their first adventure, perhaps even together, or perhaps as part of a larger group with veteran characters. The process is complicated at times, but it's a lot of fun too, as you begin to see a person evolve whose role you can play. Never again will the character require this much time to be devoted to background. Characters change and grow. In the best campaigns this is for the most part a gradual process, as they learn new things, acquire friends, enemies, wealth, debts, a scar or two, or even a top-knot of fluorescent green feathers. In large part, you will find the play of a character becomes second nature over time.

Put yourself in his or her shoes after each game. Think about how the adventure and its aftermath affect the character's approach to life. Eager novice warriors can become cautious and not so ready to fight without

thought. A thief might learn to temper greed with caution, or perhaps an early success will make him more foolhardy. Priests' beliefs may deepen, or they might question their faith for a time. Exploration like this gives depth to your characters, but also can be a true learning experience.

You will notice that there are still significant historical or cultural gaps in your character's background: What is her religion? His favorite food? What is her family like? How many brothers and sisters does he have, and what are they doing? Frankly, while it would be easy enough to provide tables for all of this, you will have a much better result if you spin out your own tale of the character. Invent everything! After all, the point of this is to enjoy using your imagination. If we provided a way to determine all this stuff, the whole process could be done on a computer, and not a very bright one either. Computers have no imagination—you do. So use it!



Appendix One: Price Lists

The following lists cover a wide selection of currency, goods and services, and represent prices as they were at one point in time in the Arduin campaign. The GM is within her rights to adjust prices in any way consistent with the conditions in her world.

On page 172 we provide information on the varied coinage of the Arduinian multiverse, while the standard rates of exchange for various currency-grade metals are given on page 174. Those with an interest in trying to duplicate the arcane workings of real-world currency trading are welcome to try!

On page 175 we list typical prices for gems and other precious materials. Very large or especially beautiful examples of a particular type of gem are likely to have values several or many times those listed on a per-carat basis.

Pages 179 through 182 list prices first for weapons and then armor.

We give prices for a great variety of food beginning on page 183; you can probably make an even longer list if you want, or you can ad lib using this list as a basis of departure. Either way works, especially if you can get the players to haggle with you! In the event a character eats something he shouldn't have, see page 188.

We cover sundries beginning on page 189. We give prices and capacity for bottles, barrels, pouches, etc., beginning on page 193.

Prices for a variety of watercraft are listed on page 195, as well as prices for anchors and oars. These purchase prices do not include a crew. Hiring rates for the same vessels may range from 0.1% to 10% of the value of the vessel, but these rates will include crew and a master or captain, except for rowboats and the like.

Finally, on page 196 we include prices for animal-drawn vehicles and mounts. In most cases, rental is more straightforward, ranging from 2% to 20% of value, depending upon the nature and duration of use as well as supply and demand.

There are some tricks that allow players to expand the already large list. First, consider all items listed with a single price as of only average manufacture. In some cases, price ranges reflect quality ranges available for some items. It may also show cost due to seasonal availability, especially when referring to food or drink. For durable goods, for an additional 20% in cost the item can

be of superior quality. Or for 50% less it can be of inferior make. In these cases, superior items have a 25% better resistance to breakage, remain effective 50% longer and are generally better in all respects. The inferior items are 25% more prone to breakage, hold their shape and edge only half as well and are adequate but not entirely reliable. However, players who can't afford good gear can still outfit themselves enough to help their survival chances. Every ten melee rounds of combat reduces inferior equipment's effectiveness by 5% (i.e. -5 to ABF or DBF). This may be alleviated by 30 minutes of repair, honing, etc. In the case of weaponry and armor, once again the listed prices refer to iron items only. Bronze items are harder and heavier than iron and hold an edge better, so they cost 10% more. Steel is even better than bronze, so it costs 25% total more than iron. However, most steel and all iron can rust, whereas bronze won't. At any rate, consider bronze 10% more break resistant than iron and steel 20% better than iron.

Here's an example of how to buy the best. Rinaldo the Barbarian gets lucky in a dice game and decides to replace his rusty, inferior-quality iron battle axe. He knows an average iron battle axe costs 5 G.S., but he wants the best, so he opts for a steel axe of superior quality. This will cost him 7.25 G.S. (+20% for superior quality and +25% for steel), but in return his axe has a 25% less chance of breaking. It needs sharpening only half as often, it keeps a servisable edge regardless of the number of active melee rounds he uses it, and it even looks better!

Another trick, again dealing with weapons: buy only those things that you specifically think you'll need. Shop wisely; don't load up with all kinds of expensive weaponry you'll never use.

The variable price range in the list of prices for steeds etc. on page 196 indicates, as a general guideline, inferior, average and superior quality. For instance, a 15 G.S. light warhorse would be of inferior quality, a 20 G.S. one would be average and a 25 G.S. light warhorse would be of superior kind.

Pack animals are not broken for riding, so they may not be used for such! Similarly draft animals, while docile enough to be ridden, are too slow and uncomfortable to use in that manner.

War-trained animals will be calm and steady in melees and will defend their downed owners on a 60% chance roll. Non-war-trained animals are prone to panic and bolt in combat or stress situations at the GM's discretion. Be warned!



COINAGE OF THE KNOWN MULTIVERSE

Composition	Shape	Name	Origin/Abbrev	Value
Copper	round	Minum	Arduin/¢	.1 CP
Copper	round	Ha'Penny	Arduin/HP	.5 CP
Copper	round	Penny	Arduin/CP	.05 SP
Silver	round	Silver Penny	Arduin/SP	.05 GS
Gold	pentagon	Half Crown	Arduin/GHC	.25 GS
Gold	hexagon	(Gold) Crown	Arduin/GC	.5 GS
Gold	heptagon	(Gold) Sovereign	Arduin/GS	20 SP
Gold	octagon	Royal Sovereign	Arduin/RS	5 GS
Gold	bar	Bar/Monarch	Arduin/B	5 RS
Gold	pyramid	Citadel	Arduin/GDL	4 GB
Copper	rounded wedge	Tenbit/Wedge	Vargalla/W	.2 CP
Copper	round	Coracle	Vargalla/CL	2 CP
Silver	pentagon	Pentaconter	Vargalla/PR	1 SP
Gold	scalene triangle	(Gold) Sail	Vargalla/GSL	1 GC
Gold	5-pointed star	(Gold) Fleet	Vargalla/GF	2.5 GS
Black Jade	coffin shape	Black Mariah	Vargalla/BM	18 GS
Silver	round	Buckler	Rainbow Isles/SB	.125 GS
Silver	equilat. triangle	Heater	Rainbow Isles/SH	.333 GS
Silver	round	Round	Rainbow Isles/SR	1 GC
Silver	rod	Rod	Rainbow Isles/SD	2 GS
Gold	trident	Trident	Rainbow Isles/GT	20 GS
Silveel	crescent	Moon	Elven/SVM	1.5 GS
Silveel	heart	Heart	Elven/SVH	1 RS
Electrum	oval	Oval	Elven/H	5 SP
Electrum	acorn	Acorn	Elven/EF	10 SP
Mithril	round	Planet	Elven/MPT	5 RS
Mithril	diamond	Temple	Elven/MT	10 RS
Iridium	flat spiral	Galaxy	Elven/IG	20 RS
Nickel	hollow triangle	Bannog	Dreaming Isles/BN	13 CP
Electrum	hollow square	Bannu	Dreaming Isles/BNU	.875 GS
Hafnium	cube	Bann	Dreaming Isles/HB	4 GS
Copper	odd lump	Niggle	Dwarven/CN	1.875 CP
Silver	arrowhead	Arrow	Dwarven/SA	3.5 SP
Nickel	half circle	Shunt	Dwarven/NST	11 CP
Electrum	pick axe-head	Digger	Dwarven/ED	1.125 GS
Red gold	round	Reds	Dwarven/RG	3.875 GS
Platinum	star	Star	Dwarven/PS	1 RS
Platinum	cube	Manor	Dwarven/PM	3 RS
Titanium	heptagon	Dragon	Dwarven/TD	7 RS
Adamantium	round	Lunar	Dwarven/AL	25 RS
Orichalcum	round	Solar	Dwarven/OS	125 RS
Silver	pentagon	Fiver	Gnome/SF	2.25 SP
Red Gold	hexagon	Rexxor	Gnome/RGX	22 SP
Mithril	nonagon	Niner	Gnome/MN	9 GS
Aluminum/Manganese	sphere	Eyes/Floater	Gnome/AMS	20 GS
Mithril	dodecagon	Pard	Titan/MP	12 GS
Black Gold	hexagon	Jax	Titan/BG	120 GS
Iron	square	Pujo	Orc/PJ	.125 CP
Copper	square	Sugg	Orc/SG	3 CP
Silver	round	Narp	Orc/NP	12.5 CP
Gold	round	Xap	Orc/XP	3 SP
Gold	equilateral triangle	Chudd	Orc/CD	1 GC
Bronze	square	Puidar	Goblin/BR	7 CP



Coinage of the Known Multiverse Continued

Composition	Shape	Name	Origin/Abbrev	Value
Silver	octagon	Dring	Khai-Shang/KD	3 SP
Gold	octagon	Sorarr	Khai-Shang/KS	4.5 GS
Platinum	octagon	Dalha	Khai-Shang/KDA	20 GS
Iridium	octagon	Kreet	Khai-Shang/KK	80 GS
Adamantium	sphere	Orb/Moon	Hurrakku/AO	75 RS
Orichalcum	X-shaped	Constellation	Dragon/OC	1,000 RS
Orichalcum	S-shaped	Snake/Serpent	Kthoi/OSK	1,125 RS
Black Ivory	cube	Ti/White	Namorand/IT	1 RS
Osmium	sphere	Twaal	Isle of Tasalla/OT	7 GS
Brass	round	Bluker	Khoraz/BB	.25 CP
Brass	square	Telk	Khoraz/BT	.5 CP
Nickel	round	Staad	Khoraz/NS	1 CP
Tin	square	Volk	Khoraz/TV	5 CP
Aluminum	hexagon	Brant	Khoraz/KBT	18 CP
Iron	round	Rilk	Marmachand/IR	.05 CP
Brass	round	Ralk	Marmachand/BR	.5 CP
Copper	round	Rulk	Marmachand/CR	1.5 CP
Silver	equilat. triangle	Keph	Marmachand/SK	13 CP
Silver	equilat. triangle	Kaph	Marmachand/SKH	39 CP
Silver	equilat. triangle	Koph	Marmachand/SOK	3 SP
Gold	octagon	Zerel	Marmachand/GZ	13 SP
Black Jade	pentagon	Zaad	Marmachand/BZ	13 GS
Platinum	diamond	Stellar	Off World/PSR	37 GS
Osmium	elongated oval	Imperial	Off World/IMP	133 GS
Titanium/Diamond	equilat. triangle	Grand Imperial	Off World/GI	685 GS
Blue Jade	equilat. triangle	Gat	Isle of Khra/BG	.25 GS
Green Jade	square	Agat	Isle of Khra/JA	.5 GS
Red Jade	round	Shagat	Isle of Khra/RRS	1 GS
Black Jade	octagon	Gort	Isle of Khra/BOG	5 GS
Iridium	pentagon	Agort	Isle of Khra/KIA	15 GS
Adamantium	hexagon	Shagort	Isle of Khra/KAS	25 GS
Copper	square	Khopp	Tharkalla/TKP	.875 CP
Copper	square	Khoppos	Tharkalla/TKS	2.1 CP
Copper	round	Shael	Tharkalla/TSL	.875 SP
Copper	round	Shaelos	Tharkalla/TSS	2.1 SP
Gold	round	Diros	Tharkalla/TDO	.875 GS
Gold	hexagon	Diron	Tharkalla/TDN	2.5 GS
Gold	hexagon	Dirdar	Tharkalla/TDR	7.5 GS
Platinum	octagon	Wundra	Tharkalla/TWA	22.5 GS
Adamantium	equilat. triangle	Balok	Tharkalla/TBK	67.5 GS
Aluminum	strip	Phynque	Ken Leguer/PHQ	.178 CP
Copper	round	Centirin	Ken Leguer/CRN	6.4 CP
Silver	round	Demirin	Ken Leguer/DRN	3.2 SP
Gold	round	Rin	Ken Leguer/RN	1.6 GS
Diamond Steel	nonagon	Kilorin	Ken Leguer/KRN	320 RS
Silver	cube	Cubits	Phraint/PC	.5 GS
Gold	ovoid	(Gold) Egg	Phraint/PG	3 GS
Platinum	cylinder	(Phraint) Stick	Phraint/PT	9 GS
Platinum	figure 8	Eights	Deodanth/DE	38 GS
Red Coral	round with hole	Corals	Sea Elf/EC	30 CP
Black Gold	pentagon	Pentagrams	Hell/none	13 GS
Black Mithril	hepatgon	Hellers	Hell/none	169 GS
Black Silver/1 ct Ruby	octagon	Demon's Eyes	Hell/none	99 GS



STANDARD EXCHANGE RATES

1 oz	oz Copper	oz Silver	oz Gold	oz Platinum	oz Mithril	oz Adamantium
Copper	1	.05	.0025	-	-	-
Silver	20	1	.05	.005	-	-
Gold	400	20	1	.1	.005	.001
Platinum	4000	200	10	1	.05	.01
Mithril	•	4000	200	20	1	.2
Adamantium	•	•	1000	100	5	1
Orichalcum	•	•	5000	500	25	5
Electrum	200	10	.5	.05	.00125	-
Silveel	10	.5	.025	.0025	-	-
Brass/Bronze	.8	.04	.002	-	-	-
Nickel	2	.1	.005	-	-	-
Tin	.6	.03	.0015	-	-	-
Iron	.05	.0025	-	-	-	-
Aluminum	3	.15	.0075	-	-	-
Manganese	500	25	1.25	.125	.00625	.00125
Osmium	3560	178	8.9	.89	.0445	.0089
Titanium	•	3120	156	15.6	.78	.156
Iridium	2704	135.2	6.76	.676	.0338	.00676
Black Silver	400	20	1	.1	.005	.001
Black Gold	•	400	20	2	.1	.02
Red Gold	1200	60	3	.3	.015	.003
Black Mithril	•	•	4000	400	20	4
Diamond Steel	•	•	4550	455	22.75	4.55

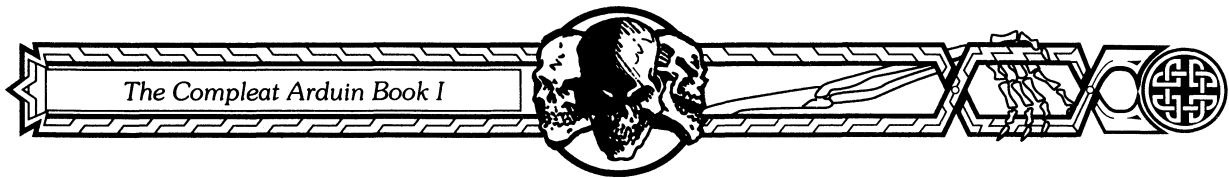
• = more than 5000 oz to one oz.

- = less than .001 oz to one oz.



GEMS AND OTHER VALUABLES

Item	Value	Notes
Agate, catseye	4.5 GS/ct	Prized by worshippers of Baast
Agate, common	2 GS/ct	The most common stone in Arduin
Amber	5 GS/oz	Prized by Druids and Barbarians for amulets
Ambergris	100 GS/oz	The main essence for perfume, thus highly prized by the perfume makers, also very rare in a fresh state
Amethyst (all colors)	15 GS/ct	Nearly the most common gem in Arduin
Aquamarine	13.5 GS/ct	Prized by Dryads and other forest folk
Bloodstone	7 GS/oz	Carved for perfume bottles
Carbuncle	1 GS/ct	See Peridots
Chalcedony	2.4 GS/oz	Used like Bloodstone
Chrysophase	3.5 GS/ct	Common semi-precious gem of jungle areas, frequently used by Courtesans
Coral, black	25 SP/lb	Found only off the coast of Marmachand at depths of 101' to 300'
Coral, blue	22 SP/lb	Used by Alchemists in potions
Coral, gold	77 SP/lb	The sign of kings, very rare
Coral, green	20 SP/lb	Most common Sea Elf trade coral
Coral, orange	18 SP/lb	Found only in tropic seas
Coral, pink	12 SP/lb	Common in all but arctic seas
Coral, purple	28 SP/lb	Prized by Dryads and Nixies
Coral, rainbow	30 SP/lb	Prized by Dragons
Coral, red	24 SP/lb	Worn only by Courtesans as a guild sign
Coral, silver	50 SP/lb	The sign of lesser royalty, rare
Coral, white	10 SP/lb	Most common gem quality coral
Coral, yellow	15 SP/lb	Prized by Amazons, especially in necklaces
Crystal, clear	1 GS/lb	The most common fine crystal
Crystal, black	9 GS/lb	Found in dread Marmachand only
Crystal, blue	3 GS/lb	Prized by Mages for potion holders and bottles, etc.
Crystal, green	2.5 GS/lb	Also called Sea Glass
Crystal, maroon	6 GS/lb	Very rare, seldom seen by men
Crystal, orange	3.5 GS/lb	Found only in Tharkalla
Crystal, pink	1.5 GS/lb	Common in the Mickleback mountains only
Crystal, purple	4.5 GS/lb	Prized by Elves for wall facings
Crystal, rainbow	100 GS/lb	Extremely rare, prized by Elves
Crystal, red	3.5 GS/lb	Prized by priests for basic amulets
Crystal, yellow	2 GS/lb	Found only in the Scorpion Mountains
Diamond, black	77.5 GS/ct	Associated with greater demons
Diamond, blue	50 GS/ct	Usually found in or near tin and silver mines
Diamond, green	47.5 GS/ct	Called Sea Diamonds
Diamond, lavender	72.5 GS/ct	Usually seen only in Elf troves
Diamond, orange	39.5 GS/ct	Fairly common in swampy areas
Diamond, pink	45 GS/ct	Usually associated with new volcanoes
Diamond, rainbow	100 GS/ct	The rarest of rare, associated with the dread Elder Gods and their fell rites, considered bad luck by everyone
Diamond, red	65 GS/ct	Associated with Valpyrs and lesser demons



Gems and Other Valuables Continued

Item	Value	Notes
Diamond, yellow	40 GS/ct	Usually found in and near mithril mines
Diamond, white	37.5 GS/ct	Most common diamond
Dragon Tears	67.5 GS/ct	Usually associated with dragon hoards
Dunestars	61.5 GS/ct	Found in mirage oases only, prized by bards
Dust, Mummy	30 GS/lb	Used in potions and poultices
Dwarf Nodes	32.5 GS/ea	Very rare
Ebony	5 GS/oz	Used worldwide for religious icons, etc.
Elf Stones	37.5 GS/ea	Very rare
Emerald	75 GS/ct	The gem of royalty, highly prized
Eyes, Demon	99.5 GS/ct	A violet gem in the ruby family with a bright gold eye. Alchemists use them in their work
Eyes, Dragon	1500 GS/ea	Of the diamond family, usually dark green in color and with a silver vertical slit pupil. Prized by rich merchants as a sign of great wealth and power
Eyes, Orc	3.3 GS/ct	A form of agate; hated by true Orcs!
Eyes, Triton	225 GS/ea	Used by wizards in necromantic arts
Firestars	88.5 GS/ct	Very rare as they originate off-planet
Garnets	4 GS/ct	Very common semi-precious gem
Hands of Glory	1500 GS/ea	Must be authenticated; used in magikal rituals of the highest order
Heart Stones	32 GS/ea	Associated with star powered mages
Heliotrope	2.5 GS/ct	Common in desert areas
Hide, Demon	500 GS/sq ft	Used by wizards and alchemists
Hide, Dragon	100 GS/sq ft	Used to make magik leather armor
Horn, Unicorn	100 GS/oz	The most potent aphrodesiac known
Ink, Kraken	5 GS/oz	Used in writing magik scrolls
Ivory	4.5 GS/oz	Used in all sorts of carven artifacts
Ivory, black	100 GS/lb	From no beast alive today
Ivory, elephant	10 GS/lb	Prized for small amulets and icons
Ivory, walrus, etc.	5 GS/lb	Prized by sailors
Jade, black	18.5 GS/oz	The rarest of all jades, prized by evil priests for horrific blood rites
Jade, blue	12.5 GS/oz	Found only in the Thunder Mountains
Jade, green	10 GS/oz	The most common jade
Jade, pink	11 GS/oz	Usually found in Pixie hoards
Jade, purple	17.5 GS/oz	Found only in dread Marmachand
Jade, red	15 GS/oz	Revered by priests of Set
Jade, white	13.5 GS/oz	Prized highly by Gnomes
Jade, yellow	10.5 GS/oz	Prized highly by Amazons
Jasper	24 SP/lb	Usually found in mountain areas
Lapis Lazuli	14.5 GS/oz	Used as inlay, rarer than Turquoise
Lodestones	20 GS/ea	Prized by travelers worldwide
Marble, black	12 SP/lb	Found only in Morvaen, used in some temples as altar stones
Marble, gold-veined	28 SP/lb	Very rare, used in palaces
Marble, green	12 SP/lb	Found mostly in the Dreaming Isles



Gems and Other Valuables Continued

Item	Value	Notes
Marble, lavender	18 SP/lb	Prized by Elves in home building
Marble, orange	22 SP/lb	Rare now, used to come from lost Akkon of the Western seas
Marble, pink	8 SP/lb	Abounds in Arduin, used everywhere
Marble, rainbow	33 SP/lb	From off-world, extremely rare
Marble, red	20 SP/lb	Used in Temples of Set
Marble, silver-veined	25 SP/lb	Fairly rare, used in palaces
Marble, white	6 SP/lb	The most common fine marble
Marble, yellow	10 SP/lb	Prized by Amazons for temple building
Metal, meteoric	25 GS/lb	Prized by Wizards and Dwarves for amulets
Moonstone	17.5 GS/carats	Prized by Hobbitts and Silver Moon cultists
Nacre	8 SP/lb	Used in alchemical experiments
Obsidian	1-25 GS/100 lbs	Used in some temples as flooring; black is cheapest; red most expensive
Opals (common)	25 GS/ct	Prized by most humans, and all Saurigs
Opals, black	44 GS/ct	Usually associated with graveyards, etc.
Opals, fire	33.5 GS/ct	Prized by Goblins above all other gems
Opals, sea	35 GS/ct	A common Sea Elf trade item
Pearl, black	60 GS/1" dia.	Prized by Alchemists for potion making
Pearl, blue	54 GS/1" dia.	Found only in polar seas, considered lucky by sailors and thieves
Pearl, gold	62 GS/1" dia.	Found in Sea Dragon hoards only
Pearl, green	30 GS/1" dia.	Also called Sea Pearls
Pearl, lavender	70 GS/1" dia.	Extremely rare; originate off-world
Pearl, orange	12 GS/1" dia.	Found in tropic seas only, and only rarely
Pearl, pink	24 GS/1" dia.	Mostly found in mermaid hoards
Pearl, rainbow	740 GS/1" dia.	So rare, only three are known to exist
Pearl, red	46 GS/1" dia.	Highly prized by Nixies and Pixies
Pearl, silver	61 GS/1" dia.	Prized by medicine men for healing potions
Pearl, sky	222 GS/1" dia.	Ever-shifting blue-grey-white. Found only in Ken Leguer; said to have powers against undead
Pearl, white	30 GS/1" dia.	The most common type of pearl
Pearl, yellow	30 GS/1" dia.	Highly prized by Amazons for braid ties
Peridot	1.4 GS/ct	So common in some areas it is used to pave the streets! Unknown in other areas
Powder, black	50 GS/oz	Used in esoteric rites and rituals. Also known as boom dust or bang dirt.
Rubies (common)	50 GS/ct	Prized as a standard Trader's item
Rubies, black	63 GS/ct	Usually associated with Amazon royalty and/or nobility
Rubies, star	66 GS/ct	Rare, prized by Phraints as chitin inlay
Sapphires, blue	22 GS/ct	One of the most common of all gems
Sapphires, yellow	29 GS/ct	Common only in the Independent Duchy of Tarm
Sapphires, green	35 GS/ct	Mined in the mountains of Maldoryn Fel
Sapphires, white	72 GS/Ct	Not common, and actually worth more than the same color diamond
Sapphires, star	39.5 GS/ct	Prized by seafarers as trade items



Gems and Other Valuables Continued

Item	Value	Notes
Sard	16 SP/lb	Fairly abundant in desert areas
Sardonyx	2.2 GS/oz	Used as a substitute for carnelian
Silk, grey	150 GS/sq ft	The most common spider silk
Silk, black	350 GS/sq ft	Favored by assassins
Silk, emerald	370 GS/sq ft	In its raw state found only in the jungles of the Green Hell; garments made of this are resistant to acid
Silk, blue	525 GS/sq ft	Also called "sea silk"; quite rare
Silk, red	750 GS/sq ft	Priest mages of Shagrath covet it for their vestments!
Silk, white	850 GS/sq ft	Taken from snow spider lairs in the far north; a superb insulator against cold
Silk, spiga	1575 GS/sq ft	The very best spider silk, so long as a spiga doesn't catch you wearing it
Silk, pseudo	45 GS/sq ft	Not spider silk at all, but silklike stuff from insects or other arthropods; generally yellowish in color
Snow Tears	88.8 GS/ea	So cold, they'll freeze water; highly prized in deserts and by nobility
Star Tears	112.5 GS/ct	One of the rarest stones in existence
Stone, meteoritic	10 GS/lb	Prized by priests and alchemists
Teeth, Hydra (whole)	5 GS/ea	Used as amulets and in potions
Sun Drops	97.5 GS/ct	Holds the warmth of the sun and glows! Very rare and highly prized
Thunderstones	80 GS/ct	A shocking gem to say the least! Holds a charge; prized by Dwarves
Topaz, blue	12.5 GS/ct	Common stone, given at weddings for luck
Topaz, smoky	17.5 GS/ct	The rarest topaz, still fairly common
Topaz, yellow	14 GS/ct	Fairly common stone, usually found in chalk cliffs, prized by Amazons for sword pommels and spear butts
Tourmaline	10.5 GS/ct	Fairly rare, prized by Centaurs for necklaces and other ornamentation
Turquoise	11 GS/oz	Used as inlay, worldwide, rare in Arduin
Wood, petrified	10 SP/lb	Fairly rare in most lands of men, a common Elven trade item.



WEAPON PRICES

Item	Cost	Item	Cost
Missile Weapons, etc.		Stone thrower, light	150 GS
Arrows, standard (each)	5 CP	Stone thrower, medium	300 GS
Arrows, long (each)	7 CP	Stone thrower, heavy	900 GS
Atlatl (spear thrower)	7 SP	String, light crossbow	12 CP
Axe, heavy throwing	3 GS	String, heavy crossbow	15 CP
Axe, light throwing	1.5 GS	String, shortbow	3 CP
Bolas	15 SP	String, composite bow	5 CP
Boomerang	3 SP	String, longbow	7 CP
Bow, short	3 GS	String, heavy bow	10 CP
Bow, composite	9 GS	Tomahawk	1 GS
Bow, long	7 GS		
Bow, heavy long	12 GS	Hand-held Weapons	
Case, quarrel	4 SP	Axe, hand	7 SP
Chakra (war quoit)	8 SP	Axe, battle	5 GS
Club, throwing	15 CP	Axe, two-handed	12 GS
Crossbow, light	10 GS	Axe, pole	13 GS
Crossbow, heavy	20 GS	Bagh Nakh (tiger claws)	25 SP
Crossbow, wall	30 GS	Blackjack	3 SP
Crossbow, pellet	15 GS	Brass knuckles (each)	2 SP
Blow Pipe	9 SP	Cat-o-nine tails (scourge)	1 GS
Dart engine, light	100 GS	Cestus (pair)	25 SP
Dart engine, medium	250 GS	Cudgel, iron-banded	35 CP
Dart engine, heavy	750 GS	Cutlass	3 GS
Darts, blow pipe (per 3)	1 SP	Dagger	5 SP
Dart engine, light (each)	330 GS	Dagger, double bladed	12 SP
Dart engine, heavy (each)	990 GS	Dagger, triple bladed	18 SP
Darts, for engines (each)	1-5 GS	Dagger, belt buckle	10 SP
Hammer, throwing	3 GS	Dagger, punch (katar)	6 SP
Javelin, light	1 GS	Daito	25 GS
Javelin, heavy	2 GS	Dirk, boot	4 SP
Knife, throwing	8 SP	Dirk, sleeve	4 SP
Martobarbuli	5 SP	Flail, long	9 GS
Pellet, lead crossbow (per 30)	1 SP	Flail, short	7 GS
Quarrels, light crossbow (ea.)	9 CP	Foil/Epee	4 GS
Quarrels, heavy crossbow (ea.)	12 CP	Halberd/Pole Arm	12 GS
Quiver, long arrow	6 SP	Katana	10 GS
Quiver, standard arrow	5 SP	Knife, bowie	9 SP
Shaken/shuriken	2 SP	Knife, common	3 SP
Shot, lead (per 40)	15 CP	Lance, heavy	10 GS
Sling, simple	1 SP	Lance, light	6 GS
Sling, staff	1 GS	Mace	3 GS
Sling shot	5 SP	Maul	6 GS
Spear, throwing	5 GS	Morningstar	9 GS



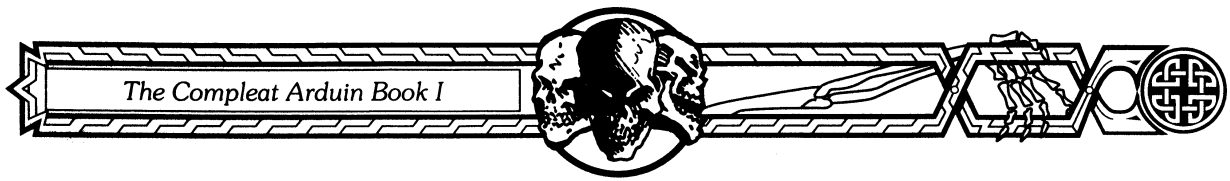
Weapon Prices Continued

Item	Cost	Item	Cost
Naginata	20 GS	Tonta	15 SP
Net, gladiatorial (10' square)	3 GS	Trident	6 GS
Pick, war/calvary	1 GS	Wakazashi	7 GS
Pike (11' to 22')	5 GS	Warhammer	2 GS
Poignard	8 SP	Warhammer, two-hand	5 GS
Quarterstaff	1 SP	Whip, bull (12')	25 SP
Rapier, heavy	10 GS		
Rapier, light	8 GS	Uncommon Weapons	
Razor, steel fighting	15 SP	Caltrops, small, 1" (each)	5 CP
Saber	4 GS	Caltrops, medium, 3" (each)	12 CP
Scimitar	4 GS	Caltrops, large, 6" (each)	1 SP
Sickle-chain (10')	5 GS	Cape, weighted fighting	15-100 SP
Scythe, two-handed war	5 GS	Dagger, spring load w/detach blade	2-20 GS
Spear, short (4' to 6')	3 GS	Poignard, spring loaded	1-7 GS
Spear, standard (6' to 8')	70 SP	Rapier, heavy spring-loaded	25-40 GS
Spear, long (8' to 10')	4 GS	Rapier, light spring-loaded	20-35 GS
Stiletto	15 SP	Scarf, weighted fighting	5-45 SP
Sword, short	70 SP	Stiletto, spring loaded	1-7 GS
Sword, broad	5 GS	Sword, bastard spring-loaded	15-45 GS
Sword, bastard	7 GS	Garrotte, silk-covered wire	18-40 SP
Sword, two-hand	12 GS	Sword, broad spring-loaded	12-36 GS
Tonfa, nunchuks, etc.	2 GS	Yari	7 GS



ARMOR PRICES

Item	Cost
Armor	
Quilted cloth half arming doublet	1 GS
Quilted cloth full arming doublet	30 SP
Double layer felt half armor	9 SP
Double layer felt full armor	15 SP
Double layer quilted cloth half armor	1 GS
Double layer quilted cloth full armor	30 SP
Double layer quilted silk half armor	30 SP
Double layer quilted silk full armor	2 GS
Double layer canvas half armor	30 SP
Double layer canvas full armor	2 GS
Soft leather half armor	2 GS
Soft leather full armor	3 GS
Boiled (hard) leather half armor	3.5 GS
Boiled (hard) leather full armor	5 GS
Soft (bone, etc.) scale half armor	6 GS
Soft (bone, etc.) scale full armor	8.5 GS
Metal studded (brigantine) soft leather half armor	5.5 GS
Metal studded (brigantine) soft leather full armor	8 GS
Boiled (hard) leather studded (brigantine) half armor	7.5 GS
Boiled (hard) leather studded (brigantine) full armor	10 GS
Metal scale half armor	9 GS
Metal scale full armor	13 GS
Metal ring mail (sewn to soft leather backing) half armor	7 GS
Metal ring mail full armor	10 GS
Light chain mail half armor	11 GS
Light chain mail full armor	16 GS
Standard chain mail half armor	18 GS
Standard chain mail full armor	25 GS
Lacquered, overlapping thin plate (Samurai) armor	75 GS
Solid metal back and breast cuirasse (hoplite half armor)	12 GS
Overlapping metal band back and breast armor (legionary half armor)	15 GS
Full armor of half metal plate and half chain mail	35 GS
Full body metal plate armor	50 GS
Fur (bear) half armor	15 SP
Fur (bear) full armor	1.5 GS



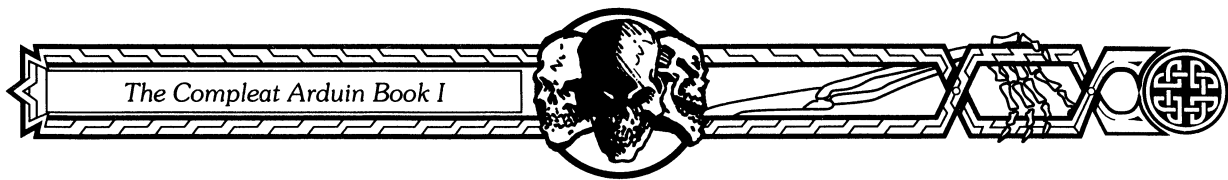
Armor Prices Continued

Item	Cost
Helmets	
Small metal cap	5 SP
Metal reinforced hard leather helmet	7 SP
Metal helmet	9 SP
Metal reinforced hard leather helm (hoplite helm)	12 SP
Full metal helm	1 GS
Shields	
Small shield (buckler, etc.)	5 SP
Standard shield (heater, etc.)	9 SP
Large shield (Roman tower, hoplite, round, kite, etc.)	1 GS
Arm/Leg Protection (ea.)	
Metal reinforced hard leather greaves/shin guards	3 SP
Solid metal greaves/shin guards (hoplite greaves)	5 SP
Metal reinforced hard leather bracers/arm guards	30 CP
Solid metal bracers/arm guards (hoplite bracers)	3 SP
Full armor, studded leather strap armor (gladiator arm guard)	25 SP
Stiffened double layer canvas arm/leg guards	3-7 SP
Gauntlets (per pair)	
Soft leather double-layered gauntlets	3 SP
Metal reinforced soft leather gauntlets	5 SP
Chain mail gauntlets	9 SP
Heavy plate and leather gauntlets	13 SP
Canvas gauntlets, metal plate reinforced	3-5 SP
Boots (per pair)	
Metal studded/reinforced soft leather boots	12 SP
Heavy plate and chain mail boots	1 GS
Double layer canvas boots	7 SP



FOOD AND DRINK PRICES

Item	Cost	Item	Cost
Cooked Meats (per lb.)			
Abalone (each)	12-20 CP	Tripe, usually beef	3-6 CP
Abalone (whole)	2-5 SP	Turkey (half)	11 CP
Bacon (slab)	10 CP	Venison (steak, ribs, etc.)	12 CP
Bear (usually paws)	15-18 CP	Uncooked Meats (per lb.)	
Beef (from steaks to ribs)	12-50 CP	Abalone (each)	12-20 CP
Boar (chops, ribs, etc.)	10 CP	Bear (usually paws)	3-8 SP
Brains, usually beef or pork	15-25 CP	Beef (side or haunch)	8-10 CP
Camel (Steak, ribs etc.)	15 CP	Boar (whole, side or haunch)	8-10 CP
Cat (whole)	3 CP	Buffalo, Water (side or haunch)	6-9 CP
Chicken (whole or half)	9 CP	Chicken, unplucked (whole)	4 CP
Clams (per dozen)	6 CP	Camel (side or haunch)	4-5 CP
Crab (whole)	16 CP	Clams (dozen)	2-3 CP
Dog (side or whole)	4 CP	Crab (live)	7-9 CP
Dove (whole or half)	12 CP	Dove, unplucked (whole)	6-7 CP
Duck (whole or half)	10 CP	Duck, unplucked (whole)	5-6 CP
Eel (whole)	5 CP	Eel (live)	3 CP
Fish, deep salt water	7-15 CP	Eggs, chicken, goose, duck (dozen)	12 CP
Fish, fresh water	3-8 CP	Eggs, dove pigeon, quail (dozen)	15 CP
Fish, shallow salt water	3-10 CP	Fish, deep saltwater (each)	4-8 CP
Goat (steak, ribs, etc.)	8 CP	Fish, fresh water (each)	1-4 CP
Goose (whole or half)	10 CP	Goat (whole or side)	4 CP
Guinea fowl (whole)	7 CP	Goose, unplucked (whole)	5 CP
Horse (steak, ribs, etc.)	14 CP	Guinea Fowl, unplucked	2-3 CP
Kidney Pie	15-50 CP	Horse (side or haunch)	6-8 CP
Lamb (chops, ribs, etc.)	13 CP	Lamb (side, haunch, whole)	7 CP
Liver, lamb or beef	12-20 CP	Lizard (live)	3 CP
Lizard (whole)	7 CP	Lobster (live)	9-10 CP
Lobster (whole)	18 CP	Mussels (dozen)	1-3 CP
Mountain Oysters	40-120 CP	Ox (side)	5 CP
Mussels (per dozen)	5 CP	Oysters (dozen)	3-4 CP
Ox (steak, ribs, etc.)	9 CP	Pheasant, unplucked (whole)	6 CP
Oysters (per dozen)	7 CP	Pigeon, unplucked (ea)	3-4 CP
Pheasant (whole or half)	12 CP	Pork (side, haunch, whole)	6 CP
Pigeon (whole)	8 CP	Prawns/crayfish (dozen)	8 CP
Pork (chops, ribs, etc.)	12 CP	Quail/partridge (unplucked)	6 CP
Prawns/crayfish (dozen)	15 CP	Rabbit (unskinned)	4-7 CP
Quail/partridge (whole)	10 CP	Shrimp (dozen)	6 CP
Rabbit (whole or half)	12 CP	Snake (live)	variable
Sausages (each)	7-22 CP	Squirrel/rat (unskinned)	1-4 CP
Shrimp (dozen)	12 CP	Turkey, unplucked (whole)	6 CP
Snake (whole)	8 CP	Veal (side or haunch)	9-10 CP
Squirrel/rat (whole)	2-3 CP	Venison (side or haunch)	9-12 CP
Tongue, beef	10-15 CP		



Food and Drink Prices Continued

Item	Cost	Item	Cost
Other Foods (ready to eat)		Other Uncooked/Dry Food (lb.)	
Beans/peas (bowl)	3 CP	Chicken Feed (10 lbs)	3-5 CP
Beets, pickled (bowl)	3-4 CP	Chicory	15 CP
Bread, flat (loaf)	4 CP	Coffee beans, roasted	1-10 SP
Bread, hard black (loaf)	7 CP	Corn, meal	2 CP
Bread, hard brown (loaf)	5 CP	Flour, bleached	4-10 CP
Bread, hard white (loaf)	2 CP	Flour, unbleached	2-5 CP
Bread, raisin/sweet (loaf)	15 CP	Grains, most other	1-5 CP
Bread, soft black (loaf)	9 CP	Hay bale (50 lbs)	10 CP
Bread, soft brown (loaf)	7 CP	Jerky (usually beef)	10-20 CP
Bread, soft white (loaf)	5 CP	Noodles, dry	2 CP
Butter, apple (jar)	1 SP	Oats, cracked	3 CP
Butter, peanut (jar)	15-30 SP	Omaline	3 CP
Cake, pound (per slab)	11 CP	Pemmican	30 CP
Carrots, steamed (bowl)	5 CP	Rice, white or brown	3 CP
Dates, honeyed/sugared (lb)	15 CP	Sugar, refined	15 SP
Doughnuts (each)	5-8 CP	Sugar, rock	5 SP
Dzivu Nuts, sugared (lb)	4 SP	Sunflower seeds, unshelled	8 CP
Dumplings (bowl)	8 CP		
Greens, boiled (bowl)	3 CP	Fruit/Vegetable, etc. (per lb.)	
Hominy (bowl)	2 CP	Almonds	18 CP
Jams/jellies (jar)	10-50 CP	Apples, crab	6-12 CP
Mushrooms, fried or steamed (bowl)	8-15 CP	Apples	12-24 CP
Noodles (bowl)	5-8 CP	Apricots	15 CP
Olives (pound)	10 CP	Beans/Peas	2 CP
Onions, pickled or stewed (bowl)	1-3 CP	Beets	1 CP
Peroshkis, meat (ea)	10-18 CP	Blackberry	25 CP
Peroshkis, cheese & mushroom (ea)	9-18 CP	Blueberry	1 SP
Pickles (each)	1-2 CP	Bungleberry	18 CP
Pies (each)	1-3 SP	Carrots	2-8 CP
Porridges (bowl)	3-5 CP	Cashews	19 CP
Potatoes, baked (each)	1-2 CP	Celery	3 CP
Rice (bowl)	1-3 CP	Cherries	1 SP
Shish kebabs (per skewer)	1-2 SP	Chestnuts	3 CP
Soup/stew, fish (bowl)	5-7 CP	Chokeberry	16 CP
Soup/stew, meat (bowl)	4-8 CP	Cranberry	15 CP
Soup/stew, vegetable (bowl)	5 CP	Cucumbers	3 CP
Tarts, most fruit (each)	6-10 CP	Dates	5 CP
Tomatoes, stewed (bowl)	5-7 CP	Eggplant	5 CP
Truffles, steamed (bowl)	5-7 GP	Elderberry	1 SP
Turnips, stewed (bowl)	2-3 CP	Figs	8 CP
Yams/sweet potatoes, baked (ea)	2-5 CP	Gooseberry	1 SP
		Grape, blue	15 CP
		Grape, green	11 CP



Food and Drink Prices Continued

Item	Cost	Item	Cost
Grape, red	12 CP	Cheese, cow (lb)	15-60 CP
Grape, white	10 CP	Cheese, goat (lb)	10 CP
Grape, yellow	9 CP	Cream, camel (pint)	4 CP
Grapes, other	8-13 CP	Cream, cow (pint)	8 CP
Grapefruit (ea)	18 CP	Cream, goat (pint)	6 CP
Greens, mustard, etc.	2 CP	Lard (5 lbs)	8 CP
Honey, wild	5-10 SP	Milk, camel (quart)	4 CP
Honey, tame	1-3 SP	Milk, cow (quart)	8 CP
Leeks	3 CP	Milk, goat (quart)	5 CP
Lemons (ea)	5-10 CP	Molasses (gallon)	18 CP
Limes (ea)	2-3 SP	Oil, olive (quart)	15 CP
Melons, small (ea)	5-10 CP	Oil, linseed (pint)	15 CP
Melons, large	6-12 CP	Syrup, maple (quart)	10 CP
Mushrooms	15 CP	Treacle (quart)	8 CP
Nectarines	18 CP	Vinegar, champagne (gallon)	15 CP
Onions	1 CP	Vinegar, wine (gallon)	5 CP
Oranges (ea)	1 SP	Vinegar, ordinary (gallon)	3 CP
Parsnips	3 CP		
Peaches	1 SP	Herbs and Spices (per oz., dry)	
Peanuts	9 CP	Allspice	4 SP
Pears	14 CP	Cardamom	10 SP
Pecans	10 CP	Cinnamon	3 SP
Peppers, blue ice (ea)	1 SP	Cumin	1 SP
Peppers, hot	10 CP	Cloves	3.5 SP
Persimmons	12 CP	Coriander seed	30 CP
Plums	15 CP	Garlic (bunch)	5 SP
Pomegranates	10 CP	Ginger	1 SP
Potatoes	1 CP	Jadreth	7 SP
Pumpkins	5 CP	Mace	5 SP
Radishes	5 CP	Mint, leaf	1 SP
Raisins	6-10 CP	Mustard seed	25 CP
Raspberry	30 CP	Nutmeg	3.5 SP
Rhubarb	4 CP	Oregano	25 CP
Rose hips	6 SP	Pepper	1 SP
Squash, most	2-4 CP	Parsley (per bunch, fresh)	25 CP
Strawberry	2 SP	Rosemary	10 CP
Tangerines (ea)	15 CP	Saffron (1/10 oz.)	1 GS
Truffles	2 SP	Sage	15 CP
Turnips	5 CP	Salt (per pound)	1 SP
Walnuts	8 CP	Savory	2 SP
Yams	2 CP	Tea, black	3 SP
		Tea, green	2 SP
Dairy Products/Oils/Syrups		Tea, mint	4 SP
Butter, salted (lb)	15 CP	Tea, orange	5 SP
Butter, unsalted (lb)	25 CP		
Cheese, camel (lb)	8 CP		



Food and Drink Prices Continued

Item	Cost	Item	Cost
Potables (per quart)		Liqueur, pear	2-4 SP
Absinthe	2-6 SP	Liqueur, persimmon	2-5 SP
Ale, Blackwater	3-5 SP	Liqueur, pumpkin	1-2 SP
Ale, nutmeg	36 CP	Liqueur, strawberry	2-7 SP
Ale, Rumble Tummy's	2-6 SP	Mash, corn	10-50 CP
Ale, most other	10-20 CP	Mash, potato	10-50 CP
Beer, acorn	32 CP	Mead	30-50 CP
Beer, bayberry	2 SP	Rum, light or dark	10-100 CP
Beer, berry	30 CP	Whiskey, corn	2-4 SP
Beer, cat tail	14-30 CP	Whiskey, rye	1-2 SP
Beer, cloves	2 SP	Willow Whump	5-25 CP
Beer, cucumber	34 CP	Wine, apple	10-40 CP
Beer, Dzivu nut	50 CP	Wine, blackberry	1-3 SP
Beer, ginger	30 CP	Wine, blueberry	1-3 SP
Beer, Orc	10 CP	Wine, blue grape	15-60 CP
Beer, pumpkin	32 CP	Wine, bungleberry	10-20 CP
Beer, most other	8-16 CP	Wine, cat tail	10-20 CP
Brandy, apple	1-4 SP	Wine, cherry	1-3 SP
Brandy, apricot	1-3 SP	Wine, chestnut	1-3 SP
Brandy, blackberry	1-3 SP	Wine, chokeberry	10-20 CP
Brandy, bungleberry	25-50 CP	Wine, cranberry	15-35 CP
Brandy, cherry	1-3 SP	Wine, cucumber	1-4 SP
Brandy, pear	1-4 SP	Wine, dandelion	2-20 SP
Brandy, peach	2-4 SP	Wine, fig	10-20 CP
Brandy, plum	2-4 SP	Wine, gooseberry	14-33 CP
Brandy, raspberry	18-60 CP	Wine, green grape	11-45 CP
Brandy, rhubarb	10-40 CP	Wine, ice pepper	50-75 SP
Brandy, strawberry	2-5 SP	Wine, lotus, common white	1-5 SP
Brandy, truffle	5-10 SP	Wine, peach	1-3 SP
Cognac, peach	2-8 SP	Wine, pear	13-40 CP
Liqueur, apricot	1-4 SP	Wine, persimmon	1-3 SP
Liqueur, blackberry	24- SP	Wine, plum	12-40 CP
Liqueur, cactus (hallucinogenic)	20-30 SP	Wine, raisin	1-2 SP
Liqueur, cherry	2-5 SP	Wine, raspberry	12-40 CP
Liqueur, citrus	3-7 SP	Wine, red grape	10-50 CP
Liqueur, cranberry	1-3 SP	Wine, rice (Sake)	1-2 SP
Liqueur, date	1-2 SP	Wine, rose petal	1-3 SP
Liqueur, rose petal	2-6 SP	Wine, sandalwood	7-25 CP
Liqueur, ordinary lotus	2-8 SP	Wine, strawberry	1-3 SP
Liqueur, peach	3-5 SP	Wine, white grape	12-48 CP
		Wine, yellow grape	9-45 CP
		Wine, zebra flower	1-7 SP
		Wine, zonkberry	3-10 CP



EXOTIC FOOD AND DRINK

The **Odd Edible Items** list contains a number of rare and costly foods and beverages, for enjoyment by those of discerning tastes.

Some of these items, if improperly prepared, could be lethal to human(oids). Some can also be highly addictive.

The **Exotic Foodstuffs Preparation** list that follows is optional, and is used when exotic or unusual foodstuffs are

served to those not accustomed to them. Some examples for humans are listed here. But beyond the examples given here, you might also consider the possible results when human food is served to some of the more exotic races. Can a Khai-Shang eat pumpkin? Does honey have any effect on Urukks? Can Elves stomach pork? These are questions the GM may choose to deal with by using this list. These chances are all adjudicated according to where they're prepared and by whom.

Odd Edible Items

Item	Cost	Notes
Black Cap (toadstools)	1-3 GS	Slightly hallucinogenic
Black Lotus Liqueur (oz)	100 GS	A true aphrodisiac and lust enhancer
Blue Lotus Liqueur (oz)	35 GS	Acts like super caffeine
Blue Truffle Tarts (ea)	1 GS	Supposedly the best dessert in the world
Cenhek (distilled spirit) (oz)	1-10 GS	Smells of cinnamon & pepper; magikally distilled to 220 proof (110% ethanol)
Crocodile steak (lb)	7-15 SP	Many like its gamey taste
Dragon Meat (oz)	5-50 GS	Supposedly imbues the eater with strength
Elf Pollen Porridge (bowl)	1-3 GS	A real stick-to-your-ribs breakfast
Fire Clams, steamed (ea)	5-20 SP	Reputedly aids in longevity
Green Lotus Liqueur (oz)	10-15 GS	A truly numbing pain killer
Meteor Weed (oz)	1-2 GS	A peppery seasoning so hot it glows! Urukks put it in their ale
Moonbush Tea (cup)	5-15 SP	Guaranteed to make you sleep 8-17 hours
Nymphrit Berry Tarts (ea)	8-17 SP	Another aphrodisiac and lust enhancer
Phantelope Brains, sauteed	1-3 GS	Supposed to give clarity of mind
Phantelope Heart Stew (bowl)	11-20 SP	Supposedly gives eater great stamina
Rat-tail Stew (bowl)	2-5 SP	A specialty in some rural areas
Red Lotus Liqueur (oz)	40-60 GS	Recommended as a cure for the pox; intoxicates Phraints
Red Raisin Beer (pint)	3-8 SP	Definitely an acquired taste. Very tart.
Shark's Fin Soup (bowl)	1-3 SP	Just like the Chinese make it here
Spine Fish Liver, sauteed	1-5 GS	Hallucinogenic and addictive
Sun Blossom Soup (bowl)	1-3 SP	Spicy and hot (too much for many)
Tza Lily Wine (glass)	30-50 SP	Can lower body temperature by 40°
Vord Blood Sausage (ea)	2-5 SP	Another acquired taste. Quite bitter.
Wolfbane Blossom Salad (bowl)	2-6 SP	Supposed to protect vs. werewolves, etc.
Yellow Lotus Liqueur (oz)	6-10 GS	The best-tasting booze in the world



Exotic Foodstuffs Preparation

D20 Roll	Result
01-05	Correctly prepared, no ill effects
06-10	As above but 3% chance of stomach cramps
11-12	As above, but 10% chance of stomach cramps
13-14	As above, but 25% chance of stomach cramps
15-16	Badly prepared, ill for 1D10 days
17-18	Badly prepared, 5% chance for death in 1D10 hours if poison/venom save missed, ill for 1D10 days in any event.
19	Very badly prepared, 25% chance for death in 1D10 minutes if poison/venom save missed, and ill for 1D10 days in any event.
20	Toxic. Death in 1D100 melee rounds if poison/venom save missed. Otherwise, ill for 3D10 days, with possible complications.



SUNDRIES PRICES

Item	Cost	Item	Cost
Clothing (per piece/pair)		Cloth/Notions (undyed/common colors)	
Boots, canvas half	2 SP	Batik fabric (per yard)	22 CP
Boots, canvas knee	4 SP	Buttons, leather (per 20)	2-6 CP
Boots, leather half	4 SP	Buttons, metal (per 5)	5-50 CP
Boots, leather knee	7 SP	Buttons, shell (per 20)	3-15 CP
Boots, fur lined leather	10-60 SP	Buttons, wood (per 20)	1-3 CP
Cap, fur lined leather	5-15 CP	Canvas (per 10' x 5')	1 SP
Cap, woolen	15 CP	Corduroy (per yard)	30 CP
Gloves, leather	1 SP	Hides, tanned (sq ft)	5-250 CP
Gloves, fur lined leather	3-5 SP	Hides, untanned (sq ft)	1-50 CP
Gloves, linen	12 CP	Lace (per foot)	1-3 SP
Gloves, silk	1 SP	Laces, 12" leather (dozen)	1 CP
Head band, leather	3-5 CP	Linen fabric (yard)	20 CP
Head band, visored leather	10 CP	Satin fabric (yard)	25 CP
"Long Johns," wool	3 SP	Silk fabric (yard)	55 CP
Mittens, wool	18 CP	Velvet fabric (yard)	2-8 SP
Patch, leather eye	5 CP	Wool fabric (yard)	15 CP
Poncho, oilskin with hood	2 SP	Needles, iron (dozen)	2 SP
Poncho, wool	5-15 SP	Needles, steel (dozen)	3 SP
Sandals, leather	25 CP	Needles, bone (dozen)	12 CP
Sandals, rope	18 CP	Scissors, iron	2 SP
Shoes, canvas	25 CP	Scissors, steel	3 SP
Shoes, leather	2 SP	Scissors, bronze	3 SP
Shoes, snow	45-100 CP	Thread, per 100' spool	10 CP
Socks, wool ankle	12 CP	Wool, raw (50 lb bale)	150 CP
Socks, wool knee	18 CP	Pins, copper/brass (dozen)	1-25 SP
Underclothes, cotton	18 CP	Thimble	1-25 SP
Undercloths, linen	25 CP	Furs, various (sq ft)	varies
Underclothes, satin	50-100 CP		
Underclothes, silk	1-20 SP	Ropes (per 50')	
Codpiece, cotton	5-50 CP	Rope, rawhide (400 lb test)	18 CP
Breeches, canvas	10-20 CP	Rope, hemp/sisal (500 lb test)	1 SP
Breeches, linen	3-30 SP	Rope, cotton fiber (250 lb test)	15 CP
Breeches, silk	10-100 SP	Rope, silk (700 lb test)	12 SP
Breeches, wool	14-45 CP	Rope, plaited bark (150 lb test)	8 CP
Breeches, leather	16-60 CP	Rope, plaited seaweed (300 lb test)	1 SP
Cloak, hooded linen	8-25 SP	Rope, plaited Kha-Luk fiber (440 lb test)	30 CP
Cloak, hooded silk	20-200 SP		
Cloak, hooded wool	10-30 SP	Light/Heat Sources	
Cloak, fur lining	15-530 SP	Candle, 1 hour (per dozen)	10 CP
Tunic, linen	8-25 CP	Candle, 3 hours (per 4)	10 CP
Tunic, cotton	10-30 CP	Candle, 8 hour (each)	10 CP
Tunic, doeskin	15-100 CP	Candle holder, metal	1 SP
Tunic, silk	8-20 SP	Candle holder, wood	10 CP
Tunic, wool	12-40 CP		
Tunic, soft leather	15-50 CP		



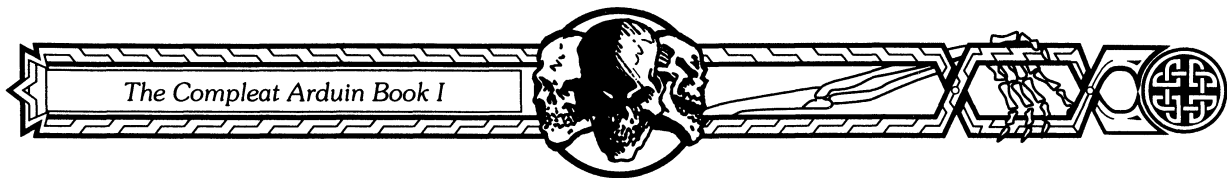
Sundries Prices Continued

Item	Cost	Item	Cost
Candelabra, metal	1-13 SP	Psychedelic mushrooms	10-25 GS
Candelabra, wooden	15-45 CP	Salve, Doctor John's*	100 GS
Charcoal (lb)	1 CP	Salve, Golden Centaur*	150 GS
Coal, hard (lb)	8 CP	Weed, shire	1-3 SP
Coal, soft (lb)	13 CP	Weed, standard pipe	10-20 CP
Flare, 15 minute (self striking)	3 GS	<i>*per single dose—see write-up elsewhere</i>	
Flare, 30 minute (self striking)	8 GS	Medical Treatment	
Flare, 45 minute (self striking)	15 GS	Alcohol, medical (pint)	15 CP
Flare, red (15 minute)	1 GS	Amputations (w/cauterization)	10-60 SP
Lantern, bullseye	3 SP	Balm, headache (dose)	10-20 CP
Lantern, camp	4 SP	Balm, toothache (clove oil)	1 SP
Lantern, glassed (household) candle	5 SP	Cauterization, minor	10 CP
Lantern, paper candle	1 SP	Cauterization, major	11-30 CP
Matches, wood (100)	1 SP	Leeching/bleeding	15 CP
Matches, waterproof (dozen)	1 SP	Poultices (each)	10-400 CP
Miner's light, strap on	5 SP	Purgatives/laxitives (ea)	10 CP
Peat (lb)	5 CP	Stitching, minor wound	1 SP
Tinder box, brass	15 CP	Stitching, major wound	2-10 SP
Torch, 30 minute (each)	7 CP	Oils, Balms & Other Sundries	
Torch, 1 hour (each)	10 CP	Alcohol, wood (pint)	8 CP
Torch, 2 hour (each)	15 CP	Bubble bath (lb)	1 SP
Wicks, lantern (dozen)	5 CP	Balm, burn healing (6 oz)	15 SP
Poison and Venom Antidotes*		Balm, anti-itching (12 oz)	5 GS
Potency	Venom	Poison	
to 30 HP	30 GS	38 GS	
to 60 HP	50 GS	58 GS	
to 90 HP	100 GS	88 GS	
to 120 HP	150 GS	150 GS	
to 150 HP	250 GS	300 GS	
to 180 HP	500 GS	450 GS	
to 250 HP	1,000 GS	975 GS	
<i>*There is only a 10% monthly chance to have any of these (roll for each one). If it is available, roll a D20 to see how many doses. The price listed is an average when supplies are not limited. At peak demand, triple the price.</i>			
Drugs, Tobaccos, etc. (per ounce)			
Aspirin: Tea (per cup)	1-2 GS	Oil, aromatic (pint)	10 CP
Elf Tea (per cup)*	50 SP	Oil, castor (point)	3 CP
Elven Wine (per cup)*	25 GS	Oil, cedar (point)	3 SP
Hashish	10-15 GS	Oil, cod liver (pint)	5 CP
Marijuana	70-35 SP	Oil, cottonseed (pint)	1 SP
Opium	10 GS	Oil, lamp (pint)	1 SP
Peyote	15-30 GS	Oil, honing (half pint)	10 CP
		Oil, lamp (pint)	1 SP



Sundries Prices Continued

Item	Cost	Item	Cost
Oil, mineral (pint)	7 CP	Flute	15 CP-15 GS
Powder, talcum (8 oz)	10 CP	Harp, lap	1-10 GS
Quinine (pint)	5 GS	Harp, standing	5-50 GS
Salve, cinnamon (3 oz tin)	1 SP	Lute	3-30 GS
Salve, mint (3 oz tin)	10 CP	Lyre	4-40 GS
Salve, mustard (3 oz tin)	20 CP	Mandolin	3-35 GS
Soap, perfumed (lb)	10 CP	Pipes, bag	5-50 GS
Soap, regular (lb)	3 CP	Pipes, pan	10-60 CP
Sulphur (per lb)	14 CP	<i>There are many others at variable cost</i>	
Turpentine (quart)	18 CP	Writing Implements	
Wax, bees (pound)	10 CP	Chalk (per stick)	5 CP
Wax, hard (lb)	5 CP	Ink, black (3 oz)	15 CP
Wax, soft (lb)	8 CP	Ink, colored (1 oz)	15 CP
Raw Metals (per hundredweight)		Paper, fine (each)	1 CP
Brass slugs	75 SP	Parchment (10 sheets)	3 CP
Bronze slugs	80 SP	Pen, quill (doz)	3 CP
Lead slugs	60 SP	Slate, wax (10"x6")	4 CP
Pig iron	71 SP	Vellum (per 10 sheets)	2 CP
Steel ingots	10 GS	Tools	
Tin slugs	72 SP	Anvil, large iron	10-30 SP
Timber (10' x 6" x 3" plank)*		Anvil, large steel	13-40 SP
Ash, seasoned	12 CP	Anvil, medium iron	4-10 SP
Birch, seasoned	10 CP	Anvil, medium steel	6-12 SP
Yew, seasoned	15 CP	Anvil, small iron	1-3 SP
Oak, seasoned	17 CP	Anvil, small steel	2-6 SP
Cherry, seasoned	1 SP	Auger, hand	15-50 CP
Cedar, seasoned	18 CP	Auger, 2 man	10-100 SP
Ironwood, seasoned	30 CP	Bellows, large hand	2-5 SP
Maple, seasoned	16 CP	Bellows, small hand	1-3 SP
Walnut, seasoned	15 CP	Crowbar	(see section on thieves' tools)
Teak, seasoned	25 CP	Drill, hand (1" bit)	1 SP
Redwood, seasoned	19 CP	Grapnel	(see section on thieves' tools)
Pine, seasoned	14 CP	Grindstone, lg (wheel)	10-25 SP
<i>* Unseasoned wood is usually half the listed price.</i>		Grindstone, med (wheel)	5-15 SP
<i>Since larger planks require better than average timber, this is by special order only, and will cost as much as 10 times more than the listed prices.</i>		Grindstone, small (wheel)	3-7 SP
Musical Instruments		Hacksaw, iron (6" blade)	10 CP
Drum, small	10-60 CP	Hammer, 1 lb iron	5-15 CP
Drum, medium	1-5 SP	Hammer, 1 lb steel	7-20 CP
Drum, large	5-10 SP	Hammer, 2 lb iron	10-25 CP
		Hammer, 2 lb steel	13-32 CP
		Lockpick set, bronze	8-24 SP
		Lockpick set, iron	5-15 SP
		Lockpick set, steel	12-36 SP
		Pulley, chain (to 3,000 lbs)	5-15 SP



Sundries Prices Continued

Item	Cost	Item	Cost
Pulley, rope (to 1,000 lbs)	1-5 SP		
Razor, steel straight	5-25 SP		
Saw, iron (15")	18-36 CP		
Saw, two man iron	35-70 CP		
Sledge, 5 lb iron	1-3 SP		
Sledge, 5 lb steel	2-5 SP		
Sledge, 10 lb iron	2-6 SP		
Sledge, 15 lb iron	3-10 SP		
Sledge, 15 lb steel	6-13 SP		
Sledge, 20 lb iron	4-13 SP		
Sledge, 20 lb steel	7-17 SP		
Whetstone, small	3 CP		
Whetstone, med	5 CP		
Whetstone, large	10 CP		
Services/Luxuries			
Bath, hot (30 min)	3 CP		
Bath, steam (20 min)	6-9 CP		
Beard trim or shave	1-10 CP		
Blacksmith work, minor	2-20 CP		
Blacksmith work, avg	21-100 CP		
Blacksmith work (from scratch)	varies		
Blacksmith, shoeing horse	2-8 CP		
Bootshine (pair)	2 CP		
Carpentry, minor	2-20 CP		
Carpentry, average	15-50 CP		
Carpentry (from scratch)	varies		
Cobbler work, minor	1-5 CP		
Cobbler work, average	3-10 CP		
Cobbler work, major	10-50 CP		
Cobbler work (from scratch)	varies		
Gem cutting	5% of cut gem value		
Haircut	5-7 CP		
Mail letter (pony mail)	1 CP per 15 miles		
Mail letter (falcon mail)	1 SP per 30 mi; 0.5 GS min		
Massage (1 hour)	15-45 CP		
Sauna (30 minutes)	5 CP		
Silver coating	20-50% cost of weapon		
Smith, gold/silver (custom)	varies		
Tailoring, average	1-5 SP		
Tailoring, very good	3-15 SP		
Tailoring, excellent	10-100 SP		
Tailoring, royal	10-100 GS		
Tooth pulling (per tooth)	10-50 CP		
Tooth, gold replacement	1-2 GS		
		Miscellaneous	
		Backscratcher, wood	1-7 CP
		Broom, large straw	3 CP
		Chain, heavy iron (10')	7-10 SP
		Chain, iron anchor (10')	1-3 SP
		Chain, standard iron (10')	4-6 SP
		Chain, bronze anchor (10')	11-20 SP
		Cork (lb)	10 CP
		Cooking pot, iron (3 qt)	15-30 CP
		Cot, folding canvas	45-100 CP
		Disguise kit (standard)	1 GS
		Disguise kit (deluxe)	5-15 GS
		False teeth, bronze	5-50 SP
		False teeth, ceramic	25-100 SP
		False teeth, gold	20-500 SP
		False teeth, silver	10-100 SP
		False teeth, wooden	1-3 SP
		Fan, feather	10-100 CP
		Fan, paper	1-20 CP
		Fan, silk and ivory	7-15 SP
		Fan, wooden	3-100 CP
		Hammock, canvas pocket	50-100 CP
		Hammock, rope net	25-40 CP
		Hourglass (6" to 10" tall)	2 SP
		Ice, clear edible (lb)	1 SP
		Ice, inedible (lb)	6-10 CP
		Incense (each 10 min stick)	1 CP
		Leg irons (pair)	1-3 SP
		Manacles (pair)	1-3 SP
		Mattress, cotton	25-50 CP
		Mattress, feather	30-65 CP
		Mattress, straw	10-20 CP
		Mirror, polished metal	10-25 CP
		Mirror, polished silver	2-20 SP
		Mirror, true glass	10-500 SP
		Paste, jewelers (oz)	1 SP
		Parasol, folding paper	1-10 SP
		Parasol, folding oilskin	3-15 SP
		Pipe, wood	1-100 SP
		Pipe, ceramic	1-100 SP
		Pipe, corncob	5-10 CP
		Poison, rat (6 oz-1D6)	1 SP
		Pumice (lb)	1 SP
		Rug, brocade (5'x3')	3-30 SP
		Rug, dyed (5'x3')	25-50 CP
		Rug, patterned (5'x3')	3575 CP



Sundries Prices Continued

Item	Cost	Item	Cost
Rug, plain (5'x3')	15-30 CP	Trap, iron bear	8-16 SP
Sandglass (1 min)	1 SP	Trap, iron otter	4-8 SP
Skates, ice (pair)	3-30 SP	Trap, iron rabbit	2-4 SP
Spikes, iron climbing (pair)	10 SP	Trap, iron rat	1-2 SP
Sponge (4")	1 SP	Trap, iron wolf	6-12 SP
Stool, folding camp	15-25 CP	Umbrella, rubber (non-folding)	9-18 SP
Straw (per bushel)	1 CP	Wash tub, wood (10 gal)	18 CP
Sundial, folding camp	25 CP	Washboard	15 CP
Sundial, wrist	25 CP	Whisk, straw	2 CP

CONTAINERS

The **Container Prices** list gives prices and capacities for various generic containers. Canvas pouches cost two-thirds more, and cloth pouches cost one-third more than listed. Leather bags cost twice but burlap bags cost only half the listed price. Canvas sacks cost triple and leather sacks cost ten times the listed price. Burlap isn't as strong as canvas and is not waterproof. Canvas is generally about as strong as leather but will take water proofing much better and lasts longer, too. Burlap is lightest, leather next, then canvas. Cloth (usually cotton) falls somewhere among the big three of bags and isn't used as much. It doesn't waterproof, isn't stronger than anything except burlap, but does come in pretty colors.

Metal boxes and wooden chests have hinged lids, wooden boxes do not, though they fit over the top snugly. Crates must be nailed shut. None have locks unless paid for extra. Wood boxes can hold 25% more weight than tin but brass holds 50% more. However, tin is lighter than wood, which is, itself, lighter than brass. Your choice—weight of container versus carry capacity.

Bottles, flasks, and vials are for cheap white ceramic. Glass bottles cost 5-15 times more, without contents.

Finely tanned leather waterskins cost so much because it takes a lot of work to get the smell and taste out of animal hides, etc.

Container Prices

Item	Cost	Capacity	Notes
Bag, small canvas	18-50 CP	1-2 lbs.	15" diameter by 24" tall
Bag, medium canvas	1-4 SP	3-5 lbs.	18" diameter by 32" tall
Bag, large canvas	2-6 SP	6-10 lbs.	24" diameter by 36" tall
Barrel, wood	15-30 CP	10 gallons	Largest cask sold to individuals
Bottle, tiny	1-5 CP	half pint	Standard specialty ale/beer size
Bottle, Split or Pint	2-8 CP	1 pint	Standard ale/beer size
Bottle, Fifth	3-12 CP	1 quart	Standard wine bottle size
Bottle, Magnum	5-15 CP	half gallon	Standard specialty wine size
Bottle, Jug	7-18 CP	three quart	Generally for low grade wines
Bottle, Jeroboam	9-20 CP	1 gallon	Special bottles used by nobility
Bowl, porcelain (6" diameter)	15-45 CP		
Bowl, wooden (6" diameter)	4-12 CP		
Box, small tin	10-20 CP	1-3 lbs	8" square by 6" tall



Container Prices Continued

Item	Cost	Capacity	Notes
Box, medium tin	15-30 CP	3-5 lbs	14" square by 10" tall
Box, large tin	1-3 SP	4-8 lbs	20" square by 15" tall
Box, small brass	1-5 SP		
Box, medium brass	3-10 SP		
Box, large brass	7-18 SP		
Box, small wood	5-10 CP		
Box, medium wood	9-20 CP		
Box, large wood	1-7 SP		
Box, very large wood	3-15 SP	10-30 lbs	30" square by 24" tall
Cage, large iron (8' square)	10-40 SP		
Cage, large wood (12'x8')	4-12 SP		
Cage, med iron (5' sq)	4-10 SP		
Cage, med wood (8'x5')	1-5 SP		
Cage, small iron (3' square)	2-5 SP		
Cage, sm wicker (3'x1')	15-30 CP		
Cage, wood (5'x3')	18-36 CP		
Cask, standard wood	2-3 SP	24 gallons	Standard inn size
Cask, iron royal	2-3 GS	110 gallons	Usual shipboard size
Cask, iron behemoth	4-8 GS	550 gallons	Used by brewers for storage
Chest, small wood	6-12 CP	20-40 lbs	24" by 18" by 12" tall
Chest, medium wood	10-20 CP	30-60 lbs	3' by 2' by 18" tall
Chest, large wood	15-50 CP	50-90 lbs	5' by 3' by 32" tall
Crate, small wood	5-8 CP		
Crate, medium wood	7-12 CP		
Crate, large wood	10-18 CP		
Drum, wood	7-10 SP	55 gallons	The caravaner's cask
Flask	1-4 CP	half pint	Standard liquor bottle size
Hogshead, wood	5-7 SP	40 gallons	Common storage cask
Horn, drinking (1.5 pint)	12-48 SP		
Jack, leather (pint)	4-8 CP		
Keg, wood pony	5-10 CP	2 gallons	Basic pack animal size
Keg, wood	7-15 CP	5 gallons	The common man's cask
Mug, porcelain (cup)	10-25 CP		
Mug, wooden (pint)	5-10 CP		
Pouch, small leather	5-15 CP	3-6 oz.	4" diameter by 6" tall
Pouch, medium leather	10-30 CP	5-10 oz.	8" diameter by 12" tall
Pouch, large leather	1-10 SP	11-20 oz.	12" diameter by 18" tall
Sack, small burlap	2-4 CP	9-15 lbs.	24" diameter by 36" tall
Sack, medium burlap	3-6 CP	18-30 lbs.	30" diameter by 48" tall
Sack, large burlap	5-9 CP	25-50 lbs.	36" diameter by 60" tall
Vial or phial	1-3 CP	1 oz.	Standard medicinal dosage
Water skin, small	10-100 CP	1 quart	Lady's size
Water skin, medium	15-150 CP	half gallon	Standard size
Water skin, large	1-20 SP	1 gallon	Caravan size



WATER TRANSPORT PRICES

Item	Cost Range	Availability	Rental Rate
Skiff, 1 man	4-8 GS	85%	1 GS
Row boat, 2 man	6-10 GS	75%	1.5 GS
Row boat, 4 man	8-15 GS	60%	2 GS
Rowing dory, 6 man	10-20 GS	50%	3 GS
Rowing dory, 8 man	12-24 GS	35%	4 GS
Kayak, 1 man	8-12 GS	50%	1.5 GS
Kayak, 2 man	10-15 GS	35%	2.5 GS
Canoe, 2 man	6-8 GS	95%	1.5 GS
Canoe, 4 man	7-10 GS	90%	2 GS
Canoe, 6 man	8-12 GS	85%	3 GS
Canoe, 8 man	10-20 GS	60%	4 GS
Keel boat, 4 pole (4 passengers)	51-100 GS	75%	10 GS
Keel boat, 6 pole (9 passengers)	101-250 GS	65%	15 GS
Keel boat, 8 pole (15 passengers)	251-500 GS	55%	20 GS
Keel boat, 12 pole (20 passengers)	501-750 GS	45%	30 GS
Keel boat, 16 pole (30 passengers)	751-1250 GS	30%	45 GS
Sailboat, small 2 man	36-175 GS	90%	2 GS
Sailboat, small 4 man	40-200 GS	80%	4 GS
Sailboat, small 6 man	50-350 GS	70%	7.5 GS
Liburnium	1000-2000 GS	55%	75 GS
Pentaconter	1100-2200 GS	50%	85 GS
Bireme	2150-3975 GS	65%	100 GS
Trireme	3375-6950 GS	75%	150 GS
Quadreme, light	4000-8000 GS	50%	200 GS
Quadreme, heavy	4750-10,000 GS	40%	250 GS
Quinquereme	4875-13,750 GS	25%	325 GS
Galisee, square rigged	3550-6985 GS	65%	125 GS
Galisse, Dhow rigged	4000-7500 GS	55%	165 GS
Dhow	550-1000 GS	65%	75 GS
Felucca	500-975 GS	90%	65 GS
Junk	600-1250 GS	25%	85 GS
Carrack, caravel	11,750-19,900	15%	175 GS
Galleon	17,895-30,000	5%	500 GS
Coracle, hide	1-3 GS	75%	5 SP
Floats, pigskin (waterwings)	10-30 SP	75%	N/A
Oars, pair	10-20 SP	95%	N/A
Anchor, very small	2-8 SP	95%	N/A
Anchor, small	10-20 SP	90%	N/A
Anchor, medium	2-8 GS	85%	N/A
Anchor, large	5-15 GS	75%	N/A
Anchor, very large	10-30 GS	60%	N/A



SSTEED & VEHICLE PRICES

Item	Cost	Item	Cost
Mounts		Coach, 16 horse	40-400 GS
Ass, war	4-8 GS	Wagon, 1 horse	10-15 GS
Ass, riding	1-3 GS	Wagon, 2 horse	12-18 GS
Burro/Donkey	1-2 GS	Wagon, 4 horse	15-20 GS
Camel, pack	10-15 GS	Wagon, 6 horse	18-25 GS
Camel, riding	12-18 GS	Wagon, 8 horse	21-30 GS
Camel, war	16-24 GS	Wagon, 12 horse	37-50 GS
Destrier	60-75 GS	Wagon, 16 horse	40-60 GS
Dog, pack/cart/sled	0.5-1 GS	Equipment	
Elephant, pack/riding	200-400 GS	Barding, chain	15-20 GS
Elephant, war	600-800 GS	Barding, leather	10-14 GS
Horse, medium draft	6-10 GS	Barding, plate	25-50 GS
Horse, heavy draft	12-18 GS	Barding, scale	15-20 GS
Horse, heavy pack	8-14 GS	Blanket, horse	8-16 CP
Horse, heavy riding	15-20 GS	Bridle	1-15 SP
Horse, heavy war	30-40 GS	Howdah, elephant	5-15 GS
Horse, light riding	8-12 GS	Nose bag	15 CP
Horse, light war	15-25 GS	Pack, dog	1 SP
Horse, medium riding	10-15 GS	Pack frame, camel	2-4 SP
Horse, medium war	20-30 GS	Pack frame, elephant	1-5 GS
Horse, pack	6-10 GS	Pack frame, horse	1-4 SP
Mule, pack	1.5-3 GS	Pack frame, mule	1-2 SP
Mule, riding	4-8 GS	Saddle, aerial	4-8 GS
Oxen, draft	4-8 GS	Saddle, camel	2-6 GS
Pony, pack	2-4 GS	Saddle, large	2-6 GS
Pony, riding	4-6 GS	Saddle, small	1-2 GS
Pony, war	6-10 GS	Saddle, standard	1-3 GS
Vehicles		Saddlebags	5-20 SP
Buggy, 1 horse	8-25 GS	Saddlebags, aerial	2-4 GS
Buggy, 2 horse	10-50 GS	Spurs (pair)	1-5 SP
Cart, dog	1-3 GS	Whip, buggy (6-8')	1-7 SP
Cart, pony	7-8 GS	Winter Transportation	
Chariot, 1 man, 1 horse	8-10 GS	Sled (1 person)	1-5 SP
Chariot, 2 man, 2 horse	9-14 GS	Sled (2 person)	2-10 SP
Chariot, 4 man, 3 horse	10-18 GS	Sled (4 person)	3-15 SP
Coach, 2 horse	13-38 GS	Sled (6-8 person)	15-35 SP
Coach, 4 horse	15-45 GS	Sleigh (1 horse)	4-10 GS
Coach, 6 horse	18-53 GS	Sleigh (2 horse)	6-18 GS
Coach, 8 horse	23-68 GS	Sleigh (4 horse)	10-30 GS
Coach, 12 horse	30-300 GS	Sleigh (6-8 horse)	15-50 GS



Appendix Two: Forms

This appendix includes the following forms:

The **Trip Ticket** is a one-page summary of key stats of up to 15 player characters in a party of adventurers. At the beginning of each game, the GM circulates a copy of the Trip Ticket so that the players can fill in the information for their characters. The completed Trip Ticket goes back to the GM. She will use this during the game to keep track of damage taken, save chances, and whether the characters can make other important rolls.

The **Character Sheet** is the place to record all permanent data about the character, from name to Battle Factor to languages spoken, to favorite food, and so on. This, along with any treasure cards he later acquires, is the only permanent record the character needs.

The **Work Sheet** gives a convenient way of computing certain of the factors necessary when creating a character. Final values can then be transferred back to the Character Sheet. You can also refer to the formulas on these Work Sheets at any time to aid in updating the character.

Apart from the above, the only other form needed for a game is a listing of the CF counts. This can easily be made at the beginning of each game. On a separate piece of paper, number the lines from 30 down to 1. These are the CF counts. After each count, write in the names of all characters who have an action beginning on that count. (See page 93, this volume for a complete discussion with example). Generally the GM will delegate this list to one of the players, who is responsible for recording the counts of any opponents the GM specifies, and who will read the counts off in sequence during combat.

How to Use the Worksheet

The Work Sheet is an aid in calculating certain factors that must then be entered in the Character Sheet. Unlike the Character Sheet, it is not part of the character's permanent record, as most of these calculations are made once only at the character's creation. But sometimes a character will change in the course of her career, especially when he gains ELs, and the player will need to revise some of the values on the Character Sheet. The Work Sheet can be helpful in figuring such changes.

When creating a new character, many values are simply given at the outset, such as INT or DEX. These are then used to figure the compound factors. Certain compound factors that will be widely used, such as RF and CF, are figured first so they will be available for the more complex calculations on the Work Sheet.

The boxes on the Work Sheet marked "Special" are there to take into account anything unusual. For instance, if you rolled a 70 on **Table 28**, you got a +5 to MD, which you recorded at the time on the back page of the Character Sheet, under Special Modifiers to MD. When the time comes that you are figuring MD on the Work Sheet, the box marked "Special" on the MD line is there to enter that +5 into the calculation.

From time to time in the course of her career, a character will acquire an artifact with magikal powers that affect one or more of her stats. The "Artifact" boxes have been included so you can enter this factor into the appropriate calculations.

The Compleat Arduin™ Trip Ticket

Character Name	Race	Class	EL	CF	RF	AV

Save Chances		
MRS	Fear	Psychic Attack Poison, Venom

HP	Hits Taken		
	Real	Shock	Crit

The Compleat Arduin™ Character Sheet

Character Name _____

The Basics												
Race			Gender	Class			Alignment			Legacy		
INT	WIS	CON	STR	DEX	AGIL	EGO	CHAR	MECH	SWIM	EL		

Strength (STR) Modifiers					
Force Door by Hand	Force Door w Crowbar	STRB	Damage +	Weight Allowance	Total Wt Carried

Compound Factors									
HP	RF	CF	CF Action Counts			Speed per Action		Mana	
						Land	Air	Water	

Saving Factors			
MRS	Fear	Poison/Venom	Psychic Attack

Movement Reduction %

Senses	
Night Vision	feet
IR Vision	feet
UV Vision	feet
X-Ray Vision	feet
Hearing	% at 60 feet
Smell	% at 60 feet
Magnetic	% at 60 feet
Psionic	% at 60 feet

Weapons Class (WC)				
	Primary Weapon	Primary Class	Secondary Class	Other Class
what				
factor #				

Battle Factors (BF)									
Base BF	Base MA	AV	Shield	Base MD	Shielded MD	Base SAF	# of Attacks	BF Advance	

Final Battle Factors per Weapon or Technique							
Melee Weapons	Weapon	ABF	DBF	RCH	Fumble	Damage	

Range

Missile Weapons	Weapon	MA	DBF	RCH	Fumble	Damage	Pt Blank	Short	Medium	Long	Extreme	

Spell Attacks	Technique	Mana	SAF	RCH	Fumble	Damage	

Combat Notes:

The Compleat Arduin™ Work Sheet Front Page

For easy reference while making the calculations on this page, first record below the factors that have already been determined on the Character Sheet:

INT _____

WIS _____

CON _____

STR _____

DEX _____

AGIL _____

EGO _____

CHAR _____

MECH _____

SWIM _____

EL _____

RF ((INT + WIS) + 2) _____

CF ((DEX + AGIL) + 2) _____

Actions _____

Total EV _____

Special Modifiers:

To Speed per Action _____

to MRS _____

to Fear _____

to Venom & Poison _____

to Psy Attack _____

to BF _____

to MA _____

to MD _____

Martial Bonuses:

to HP _____

Melee _____

Missile _____

Compound Factors

$$\boxed{} + \boxed{} = \boxed{} + \boxed{} = \boxed{}$$

CF x 10 Special to S/A Raw Speed # of Actions Speed per Action

$$\boxed{} + \boxed{} = \boxed{} \div \boxed{} = \boxed{}$$

CF SWIM Raw Swim Speed # of Actions Swim Speed per Action

$$\boxed{} + \boxed{} + \boxed{} + \boxed{} = \boxed{}$$

Racial HP Mart HP Bonus CON CON - 12 (min 0) Hitpoints (HP)

Saving Factors

$$\boxed{} + \boxed{} + \boxed{} + \boxed{} = \boxed{}$$

Species Artifact EL Special to MRS MRS

$$\boxed{} + \boxed{} + \boxed{} + \boxed{} = \boxed{}$$

RF EGO Special to Fear EL x 3 Fear Save

$$\boxed{} + \boxed{} + \boxed{} = \boxed{}$$

CON x 1.5 Special to Ven/Psn Artifact Venom/Poison

$$\boxed{} + \boxed{} + \boxed{} + \boxed{} = \boxed{}$$

WIS EGO x 2 PsyDef Bonus Special to Psy A Psych Attack

Encumbrance

$$\boxed{} + \boxed{} = \boxed{}$$

Total EV STR EV/STR Ratio

Refer to Table 46 for the Movement Reduction %:

Battle Factors

$$\boxed{} \times \boxed{} = \boxed{}$$

EL BF Advance EL Add

$$\boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{} + \boxed{} = \boxed{}$$

CF STR RF EL Add Mart Melee Bon Special to BF Base BF

$$\boxed{} + \boxed{} + \boxed{} + \boxed{} = \boxed{}$$

CF x 2 Mart Missile Bon EL Add Special to MA Base MA

$$\boxed{} + \boxed{} = \boxed{}$$

AV x 2 Special to MD MD

$$\boxed{} + \boxed{} = \boxed{}$$

Shield x 10 MD Shielded MD

The Compleat Arduin™ Work Sheet

Back Page

Melee Weapons				Missile Weapons				Spell Attacks										
Base BF	WC	WV	Spec-Clal	ABF	Base BF	AV	SH	WC	Spec-Clal	DBF	ABF	Base RCH	Base Wea-pon	RCH %	Base Fumble	Base Wea-pon	Fumble %	
+50												x 5% =			10	=	+	
+50												x 5% =			10	=	+	
+50												x 5% =			10	=	+	
+50												x 5% =			10	=	+	
+50												x 5% =			10	=	+	
+50												x 5% =			10	=	+	

Melee Weapons				Missile Weapons				Spell Attacks						
Base MA	WC	NV	Spec-Clal	MA	Base DBF	DBF	MA	Base RCH	Base Wea-pon	RCH %	Base RCH	Base Fumble	Base Wea-pon	Fumble %
					-5		x 10% =				10	=		
					-5		x 10% =				10	=		
					-5		x 10% =				10	=		
					-5		x 10% =				10	=		
					-5		x 10% =				10	=		
					-5		x 10% =				10	=		

Spell Attacks				Missile Weapons				Spell Attacks					
CF x 2	Competence	EL x 3	Spec-Clal	SAF	RCH %	RCH Fumble %	CF x 2	Competence	EL x 3	Spec-Clal	SAF	RCH %	RCH Fumble %
				x 10% =	10	-					x 10% =	10	-
				x 10% =	10	-					x 10% =	10	-
				x 10% =	10	-					x 10% =	10	-
				x 10% =	10	-					x 10% =	10	-
				x 10% =	10	-					x 10% =	10	-
				x 10% =	10	-					x 10% =	10	-

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Instructions

- This page calculates the Final Battle Factors per Weapon or Technique. Unless otherwise indicated on the sheet, add across each row up to each shaded box, and enter the sum in the shaded box. When finished, transfer the number in each shaded box into the appropriate box on the front page of the Character Sheet.
- Calculating RCH%: For Melee Weapons, the Base RCH is 5% of the ABF. To this add the Weapon RCH plus from **Table 38**. For Missile Weapons, the Base RCH is 10% of the MA; to this add the Weapon RCH plus from **Table 38**. For Spell Attacks, RCH% is simply 10% of the SAF.
- Calculating Fumble%: Base Fumble is always 10 minus the Base RCH, but never less than 1. For Melee and Missile Weapons, add the appropriate Fumble plus from **Table 38**. For Spell Attacks, Fumble % is simply 10 minus the RCH%, never less than 1.

**EMPERORS CHOICE GAMES & MINIATURES CORP.
3908 HARLEM ROAD #127
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WWW.EMPCHO.COM WWW.ARDUIN.COM

Emails: dave@empcho.com
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