Adventure Quest
Jaern

a Role Playing System

created by
Daniel Lawrence

based on version published
April 5th, 2010

modified by
Michael Lubert

modified version publish date
February 17, 2024

First Edition

First Printing:	July 1991
Second Printing:	September 1992
Third Printing:	November 1992
Fourth Printing:	September 1997
Fifth Printing:	August 1998
Sixth Printing:	July 1999
Seventh Printing:	March 2001
Eigth Printing:	August 2005

Copyright 1989 – 2010 by Daniel M. Lawrence and Robert J. Blake
Copyright 2010-2024 by Greg Mowczko

All Rights are reserved. No part of this publication may be reproduced, stored in a retrieval system, or transmitted, in any form, or by any means, electronic, photocopying, recording, or otherwise, without prior written permission of the publisher.

Published by Daniel M. Lawence and Robert J. Blake
Adventure Quest is a trademark owned by Daniel M. Lawrence

Find
http://www.aquest.com/
on the Internet to recieve up to date information on all Adventure Quest games.

DEDICATION

This game is dedicated to the memory of Robert J. Blake, whom did so much to further the art and the fun of role-playing. You will be sorely missed.

This is also dedicated to Daniel M. Lawrence, who brought this game to life for so many.

INTRODUCTION

Adventure Quest™ (**AQ** for short) is a role playing system in which you, through your game persona (adventurer), can experience all the thrills and perform deeds of derring-do in a fantasy world. It is like being the hero in an adventure novel, only, instead of just reading about what happens, your actions and decisions direct the storyline. You can destroy evil maidens, rescue fair dragons, or even be a knight in very dull armor. Your imagination is the only limit to what you can do while playing Adventure Quest.

As a player, you create an adventurer which you control. Another person, called the Game Master (GM), presents to you and other players a fantasy world of cities, towns, creatures, oppressive overlords, demanding temples, and lots of magic and treasure. You tackle adventures in this world to satisfy the personality and motives of your adventurer. Adventure Quest tm provides adventure in a variety of different settings (Games), each with its own history, customs, inhabitants, villains, and deities.

This Game covers adventuring in JAERN, a distant fantasy world far in our future. Other Adventure Quest games include AQ/BRITANNIA, describing a world similar to the British Isles in t he mid 1200's; AQ/KHEMET, providing adventure in a land akin to ancient Egypt; AQ/FREEZONE, a coorporate ruled gangland in the near future; and AQ/SPACE, for adventuring in the outer reaches of Interstellar Space among the Pan-Human Hegemony.

Realism and Playability

Adventure Quest/Jaern is a complete game; you do not have to buy any other books before beginning play. It contains all the necessary information for players to create and play their adventurers, and for Game Masters to design and maintain a campaign. Any game such as this must strike some kind of balance between realism and playability. The mechanics used in this manual lean heavily towards the latter, with the idea that you should spend your time roleplaying your creations, be you a player or Game Master, rather than wading through very complex rules for the sake of realism.

That said, we realize that some of you might be willing to make a different tradeoff. Where appropriate, optional rules are included offering different, but more complex, mechanics that arguably provide greater realism. The players and Game Master may choose which options to include to tailor the game to their liking. The cornerstone of **Adventure Quest™** games are flexibility. Much of the game book deals with the creation of personalities, creatures, magical items, etc. Examples are provided that you can use as is, but more importantly we tell you how to create your own that will automatically be balanced with the system.

About Role Playing

Playing Adventure Quest, like any role playing game, should be a fun and exciting experience. Your adventurer will likely encounter many unusual, exotic, and strange situations, people, and activities. Your adventurer may end up in conflict with, or allied to, an array of intelligent beings and creatures, many of which we might consider strange or even evil by today's standard and mores. Please remember that this is "just a game." The authors in no way endorse or suggest that you act out any game-related actions or methods in the real world. Practice safe gaming, and leave the game and any enemies you make there behind you at the gaming table.

How to Use this Book

- All players and Game Masters should read Chapters 1 through 4 which deal with the creation and playing of adventurers.
- Chapters 5 through 10 describe the world of Jaern, the setting for this game, and is therefore also pertinent for both players and Game Masters.
- Chapters 11 through 27 present the magic available in AQ/Jaern.
  - Chapter 11 discusses nomadic mystiscism.
  - Chapters 12 through 16 deal with elemental magic, and are therfore of primary interest to players whose adventurers use magician spells.
  - Chapters 17 through 27 deal with divine magic. Each deity has its own chapter, so these are of interest to any player whose adventurer follows a particular god or goddess.
- Chapters 28 through 35 are meant primarily for the Game Master. They discuss creation of actors, creatures, and treasures, designing interesting and exciting adventures, adjudicating adventures, and how to maintain a campaign.

Pronoun Gender

Gender neutral pronouns are in use where applicable, updaing from the previous version's masculine pronoun usage.

Updates Made in This Version

The following are areas that I felt were either no longer in keeping with the world that I played, were wholely missing, or were conflicting within the text:

1. Slavery: In the original text, slavery is both depicted as a form of punishment (akin to an endentured labor) and as a chattel version of slavery in which slaves remain in servitude for life. Additionally, the original text includes statements both that children cannot be slaves and that they can be born into slavery. As slave labor was often relegated to the background of scenes when I played, I will be removing much of the supporting text for it and updating it to be more in line to be a limited time frame of endentured labor, with the punishment for crimes not being transferable to kin, save for the withholding of inheritance to cover debts.

2. Weapons: Many of the weapons seem to hold nonsensical values with regard to their (sparse) descriptions. I will be making efforts to update the weapon table to make sense.

3. Souls: Much of the writings of nomadic, divine, and elemental magic systems involve souls and those who have them. There are entire branches of necromancy devoted to it. However, there are odd gaps when it comes to elves. As a result, I have made a determination that spells and effects which remove or destroy a soul do not kill the target. Additionally, as there is some confusion on the difference between the mind/soul, specifically in regards to memory and personality, I have made the determination that those are part of the soul. This means that a being or creature who is able to move their soul to another body (which is without a soul) will possess all of their knowledge and skills, but is still bound by the physical characteristics of their new form (meaning they may be unable to wield a weapon they are proficient in or cast certain spells beyond their WIL).

Original Acknowledgements

The list below is really just the beginning. Many people have contributed in different ways at different stages of this project. We would especially like to thank Mark Shoemaker for lots of zany ideas and style over many years, Bob Ferguson for his devotion in filling out thousands of forms, to Scott Delaney for fixing all our cars, to Tony Charlesworth for his endless time researching a world full of information, to Greg Mowzko for not letting a single error problem by no matter how insufferable it was, to Microsoft for their Access product that holds all of our databases, and to our good roleplaying friends in Lake Geneva, for providing us the motivation.

Robert J. Blake, my coauthor of this system, created most of the elemental spells, a lot of creatures, many skill descriptions and provided a sounding board for all the basic concepts behind our system. He provided endless encouragement to bring this project to pass. Robert ran the AD&D Open Tournement at the Gencon Gaming convention for over a decade, overseeing uncountable details of scenario design and game master coordination. It was his experience which made it possible for us to create this system. Also our work on these concepts found its place in improving other systems in many ways. Sadly, we lost Robert at the beginning of the new millenium. He will be greatly missed.

Design assistance:
Daniel Lawrence
Robert J. Blake
Dana Hoggatt
Eric Delaney
Christopher Stanley
Steve Ames
Greg Mowczko

Cover Art:	Terry Pavlet
Interior Art:	Sean Cannon
	Kirstein Jacobus
	Scott Starkey
Logo Design:	Karen Klutzke
Database Design:	Daniel Lawrence

Play Testers:

Aaron K Alexander	Andrew Grey Smith	Andrew M Luers	Anthony C Brown
Anthony Charlesworth	Benjamin Wai	Bill Dorell	Brent D McLean
Brett Riester	Brian Cash	Calvin Krug	Charles Voelkel
Chris Esser	Daniel Lawrence	Terry Pavlet	Sean Cannon
Kirstein Jacobus	Scott Starkey	Karen Klutzke	Daniel Lawrence
Chris Normand	Craig Waylan	Dana Shea	David H Morse
David Moore	David Ward	Eric Starkey	Erich Shultz
Gregory Mowczko	Jeff Hartwig	Jim Ivey	Joe Gregorovich
Jose Berrios	John Flournoy	John Haley	John W. Fisher
John R. Prewitt III	Kat Price	Kathy Janney	Kirk Monsen
Lee Kenyon	Lyle H Janney	Mark Muller	Matthew W Somers
Michael Ballard	Michael Brobst	Patrick Collins	Patrick Perrone
Paul Bernard	Robert Tertocha	Robert Thelan	Robert Westerman
Ryan Gavigan	Ryan Parker	Scott Starkey	Sean L McLane
Steve Ames	Terran D Lane	Tessy E Fitzpatrick	

Chapter 1

Creating an Adventurer

To play in **Adventure Quest** (**AQ** for short), you must first create an adventurer to control during the game. All adventurers start out as young persons just leaving home, seeking fame, fortune and yet more adventure. Keep track of your adventurer's attributes and skills by completing a 4x6 **adventurer card** like the empty one below; use a pencil for this, as frequent changes will be made during the adventurer's career.

Name:	(	)		Rate
STR	Background		Mod / Defense	Date
INT	DP	Combat	/	Silver
PER	EU/DU	Missle	/	EXP
CSE	Element	Grapple	/	Profession
HEA	Languages:	Skills:	Equipment:	Enchanted Items:
AGI				
PWR				
COM				
WIL				
Race				
Sex				
DoB				
Age				
Build				
Height				
Weight				
Eye				
Hair				
Motive				
Deity				

1.1 Random Numbers

When people are born, they do not get to choose to be male or female, tall or short, or clever or daft. To simulate this in AQ, these attributes (and other uncontrollable random events) are determined by rolling dice. Later, you may freely choose the skills, languages, etc. your adventurer learns as he grows.
Dice come in many different sizes, and when a die roll is required, the type and number are expressed like this:

(# of dice) d (sides of dice)

Thus, "3d6" means to roll three six-sided dice and add up the results of each die to get the total result. Always assume six-sided dice if the number of sides per die is not specified.

1.2 Physical Statistics

Each adventurer has several attributes. The most important of these are the nine physical statistics or stats,

which are listed at the top of the first column of the adventurer card. These stats normally have a rank or value between 0 and 24. These represent:

Strength	(STR)	Physical prowess
Intelligence	(INT)	Reasoning and problem solving
Perception	(PER)	Awareness of surrounding events
Common Sense	(CSE)	Sound practical judgement
Health	(HEA)	Physical well-being
Agility	(AGI)	Physical coordination
Power	(PWR)	Magical potential
Comeliness	(COM)	Physical beauty
Willpower	(WIL)	Mental strength

Each stat is generated by totalling the roll of 3d6, and thus ranges from 3 to 18. Roll 3d6 and write the total op posite STR on the card , roll aga in an d write the total opposite INT, etc. until all stats have a value. Do not despair if they are not all high; playing an adventurer with both strong and weak points is much more fun and interesting than playing an omnipotent adventurer who never needs to think.

1.3 Placed Roll

After rolling the stats, you may change them somewhat to fit the kind of adventurer you wish to play. Roll 4d6 and throw any one die out, totalling the remaining three. Use this total to replace the value of any of your nine original stats. If the roll is unsatisfactory, ignore it and leave your stats unchanged.

1.4 Race

Your adventurer may be one of five different races of intelligent creatures. Members of different races have differing physical appearances and abilities; see **Chapter ??: ??** on page **??**. Roll 1d20 and check on the following table to determine your adventurer's race.

Roll	Race
01 - 14	Human
15	Elf
16	Dwarf
17	Lizard
18	Orc
19 - 20	Half-breed

If the roll is 19 or 20 this means the adventurer's parents were of different races. Now roll to find the race of each parent. Each must be a different race, of course, so if the second parent roll is the same as the first, roll again until a different race is determined. The parents may be half-breeds themselves, which means that the adventurer's grandparents must be determined the same way. If a half-breed grandparent is rolled, ignore it and roll again. Racial heritage determines which racial skills your adventurer has. Non-physical differences are represented as racial skills. For each list below in which your adventurer has a grandparent, roll 1d4 for each skill. If the number is equal to or less than the number of grandparents of that race, write that skill on the adventurer card. If your adventurer is purebred, (i.e., all four grandparents are the same race) he automatically gets all that race's skills. Read the **Chapter ??: ??** to learn about these skills and racial disadvantages.

Elf

1. Exceptional PER
2. Distance Judgment
3. Missile Skill*
4. Soulless

Orc

1. Exceptional WIL
2. Enhanced Smell
3. Physical Viciousness*
4. Mental Stubbornness

Dwarf

1. Exceptional HEA
2. Material Sense
3. Armor Construction*
4. Great Durability

Lizard

1. Exceptional AGI
2. Quickness
3. Water Breathing
4. Homing

*partial breeds check **Chapter ??** to learn how to set these skills. Creating an Adventurer

Elves are extremely long lived compared to the other races. The do not, however, posses a soul, and thus do not have an existance after death. This makes then unable to use divine magic, and unable to ever be brought back from the dead. Elves generally do not interact with the dieties and their priests. Holy places like temples and shrines make them feel uncomfortable and they tend to avoid them.
Full Humans are often more diverse and adaptable than other races. If your adventurer is a full bred human, you may take an additional Placed Roll to further customize your stats. Roll 4d6 and throw any one die out, to talling the remaining three. Use this total to again replace the value of any of your nine original stats. If the roll is unsatisfactory, ignore it and leave your stats unchanged.

1.5 Sex

Choose a sex for your adventurer, or roll 1d6 and check against the following table:

1 - 3	Male
4 - 6	Female

1.6 Age

Determine how old your adventurer is at the start of his or her career by rolling one die of the appropriate type (from the following table) for each grandparent, and add 10 to the result.

Race	Age Die
Orc	4
Human	6
Lizards	8
Dwarf	10
Elf	20

If your adventurer is pure human, obviously all four of his grandparents are human. Roll 4d6, total them and add 10 to find out his age. If, for example, he is half-elf, quarter-human and quarter-dwarf, roll 2d 20 + 1d6 + 1d10 + 10. Aging is covered in detail in **Chapter ??: ??** on page **??**.

1.7 Body build

If your adventurer is not purebred, roll 1d4 to randomly select a grandparent' s race. Now roll 1 d20 to determine your adventurer's body build using the appropriate race column on the following table. If your adventurer is female, her body build is one catagory smaller than the chart result.

	Orc	Elf	Human	Dwarf	Lizard
A	-	-	-	-	-
B	1	1- 2	-	-	-
C	2- 5	3- 6	1- 2	-	-
D	6-16	7-14	3- 6	1	1- 2
E	17-19	15-18	7-14	2- 5	3- 6
F	20	19-20	15-18	6-16	7-14
G	-	-	19-20	17-19	15-18
H	-	-	-	20	19-20

1.8 Height and Weight

Height and weight are determined by rolling 4d6 and totalling them. Add the number shown below for the race of each grandparent.

Dwarves	+0
Orcs	+2
Humans	+4
Elves	+5
Lizards	+6

Height and Weight Table

ROLL	height	A	B	C	D	E	F	G	H
4	3’7”	29	35	42	51	62	74	89	108
5	3’8”	31	37	44	54	65	78	94	113
6	3’9”	32	39	47	56	68	81	98	118
7	3’10”	34	40	49	59	71	85	103	124
8	3’11”	35	42	51	61	74	89	107	129
9	4’0”	37	44	53	64	77	93	112	135
10	4’1”	38	46	55	67	80	97	117	141
11	4’2”	40	48	58	70	84	101	122	146
12	4’3”	41	50	60	72	87	105	127	153
13	4’4”	43	52	63	75	91	109	132	159
14	4’5”	45	54	65	78	94	114	137	165
15	4’6”	47	56	68	81	98	118	142	171
16	4’7”	48	58	70	85	102	123	148	178
17	4’8”	50	60	73	88	106	127	153	185
18	4’9”	52	63	75	91	110	132	159	192
19	4’10”	54	65	78	94	114	137	165	199
20	4’11”	56	67	81	98	118	142	171	206
21	5’0”	58	70	84	101	122	147	177	213
22	5’1”	60	72	87	105	126	152	183	220
23	5’2”	62	75	90	108	130	157	189	228
24	5’3”	64	77	93	112	135	162	196	236
25	5’4”	66	80	96	116	139	168	202	243
26	5’5”	68	82	99	119	144	173	209	251
27	5’6”	70	85	102	123	148	179	215	259
28	5’7”	73	88	105	127	153	184	222	268
29	5’8”	75	90	109	131	158	190	229	276
30	5’9”	77	93	112	135	163	196	236	285
31	5’10”	80	96	115	139	168	202	243	293
32	5’11”	82	99	119	143	173	208	251	302
33	6’0”	84	102	122	148	178	214	258	311
34	6’1”	87	105	126	152	183	220	266	320
35	6’2”	89	108	130	156	188	227	273	329
36	6’3”	92	111	133	161	194	233	281	339
37	6’4”	94	114	137	165	199	240	289	348
38	6’5”	97	117	141	170	205	246	297	358
39	6’6”	100	120	145	174	210	253	305	368
40	6’7”	102	123	149	179	216	260	313	377
41	6’8”	105	127	153	184	222	267	322	388
42	6’9”	108	130	157	189	227	274	330	398
43	6’10”	111	133	161	194	233	281	339	408
44	6’11”	114	137	165	199	239	288	348	419
45	7’0”	117	140	169	204	246	296	356	429
46	7’1”	119	144	173	209	252	303	365	440
47	7’2”	122	148	178	214	258	311	374	451
48	7’3”	125	151	182	219	264	318	384	462

1.9 Eye color

If your adventurer is not purebred, roll 1d4 to randomly select a grandparent's race. Now roll 1d20 to find your adventurer's eye color, using the apropriate race column on this table:

Color	Human	Elf	Dwarf	Orc	Lizard
Black	1	1-2	1-10	1-4	1-12
Brown	2-8	–	11-18	5-6	–
Blue	9-14	3-10	–	–	13-15
Green	15-16	11-14	19-20	7-12	16
Red	–	15-17	–	13-18	17-19
Silver	–	18-19	–	–	20
Hazel	17-20	–	–	19-20	–
White	–	20	–	–	–

1.10 Hair color

If your adventurer is not purebred, roll 1d4 to randomly select a grandparent's race. Now roll 1d20 to find your adventurer's hair color, using the apropriate race column on this table:

Color	Human	Elf	Dwarf	Orc	Lizard
Brown	1-7	–	1-10	1-2	–
Black	8-11	1-6	11-16	3-16	–
Blond	12-15	7-8	–	–	–
Red	16-17	9-13	17	17-18	–
Green	–	14-15	–	19	–
Grey	18	–	18	–	–
White	19	16-18	–	20	–
None	20	–	19-20	–	1-20
Silver	–	19-20	–	–	–

1.11 Motivation

That takes care of the random elements of adventurer creation; now you have a free hand in developing your adventurer's inner-self. Evolving his personality takes some thought, but it is a rewarding aspect of roleplaying. A good way to start is to create an event that occurred early in his life that now defines his basic motivation. Once you have a starting point it is easier to describe more about their personality. Below are some possible motivations from which to choose, but you are free to make up others as best fits your needs and concepts. Now mentally describe an event or condition to explain why it is your adventurer's primary motivation. Write this motive down on the Adventurer Card after "Motive." Here are some suggestions:

Duty	Alliegance to a higher authority
Fame	Gaining recognition from others
Justice	Maintaining balance
Knowledge	Learning for learning's sake
Passion	Serving a cause with intense emotional fervor
Pleasure	Seeking pleasures of the flesh
Power	Forcing the submission of others
Religion	Devoting their life to a higher authority
Righteousness	Striving to helpmankind
Romance	Earning the love and/or respect of others

The motive you choose is not meant to be a "straight jacket" to force you to play the adventurer within narrow bounds. It is meant to be used, by you, to help set a direction for your adventurer's actions and a start for his personality. You always have the freedom to write down what you believe is your adventurer's driving force on your card. Also realize that there is magic which can be used to determine your motive, and the results of this magic will be what is percieved by the GM as your motive, which may disagree with what you have written. To learn more about creating your adventurer's personality, read **Chapter ??: ??** to see how the GM creates personalities for actors. These methods are applicable to your adventurer's personality as well.

1.12 Patron Gods

You may select one deity as your adventurer's patron god. Adventurers aligning themselves to a deity this way are expected to assist the causes of the god, and especially to follow that god's precepts and laws. In return, they are often assisted by the priests and followers of that deity. Worshipping more than one god is possible, but can become difficult if the deities conflict in any way. Write down the name(s) of the deity(s) on the adventurer card after "Deity." Here is a list of available deities; each is covered in detail in its own chapter.

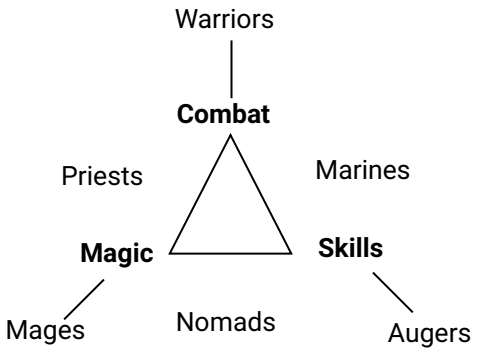
GOD	**Sphere of Influence**	**Sex**
Ra	Bearer of Light	M
Isis	Mistress of Life	F
T'or	The Thunder of Righteousness	M
At'ena	Mistress of Wisdom	F
Osiris	Protector of Nature	F
Tarus	Master Archivist	M
Neptune	Dweller of the Waters	M
Orus	The Flame of Zeal	M
Anubis	Lord of the Dead	M
Rudri	Dweller of the Dark	F
Scrogg	Concubine and follower of Orus	M

1.13 Adventurer Background

Backrounds are the adventuring professions available in a specific AQ Game. Each Game has at least three ma-

jor, divergent disciplines that may be followed, and thus gives three professions. Others are derived by combining two of the major disciplines to yield another, unique background.

It may be helpful for you to visualize this as a three-spoked wheel, each spok labeled witha a major discipline. In AQ/Jaern these are Combat, Magic, and Skills.



The three backgrounds at the ends of the spokes are thus Warrior (for those exclusively trained in combat) Mages (Magic), and Augers (Skills). As for the areas between the spokes, a background that combines Magic and Combat produces the Priest, someone with a knowledge of Magic and the physical training to back it up. Combining Magic and skills yields a Nomad, with training in the mystical arts as well as skills. And finally, mixing Combat and Skills produces a Marine, a person with a need for fighting ability and quick and nimble movements.

Adventurer Background	Most Important Stat
Warrior	CSE and STR
Priest	PWR and CSE
Magician	PWR and INT
Nomad	PER and HEA
Auger	INT and CSE
Marine	AGI and STR

Each background has one or more stats that is very important to the successful practice of the profession, as given in the above table. If your adventurer's highest stat is STR, they probably would fare best as a Warrior. If they have a high PER, you probably should consider making them a Nomad, etc.

You must now choose an available background for your adventurer. Consider not only the stats, but also what you envision your persona becoming, or what you want to roleplay. You are not forced to pick the background that matches the highest stat. In fact, successfully roleplaying (for example) an adventurer with a high STR and a mediocre INT as a Auger rather than a Warrior is very rewarding, not to mention entertaining, to you, the GM, and other players.Here are descriptions of the available backgrounds to further help you make a selection:

- A **Warrior** relies upon their skill at arms. They are proficient at fighting and confident in their ability to succeed with force. While they might serve in an army, a warrior prefers individual combat and is more likely found employed as a bodyguard, mercenary, constable, or a guard.

- A **Priest** is devoted to the service of a deity, forever at that deity's disposal to spread their faith and worship throughout the world. A priest is willing for fight for their deity's cause, but can also use god-given magical powers to further their goals.

- A **Magician** is a practitioner of one of four types of elemental magics, using his magics to affect the world and gain wealth, recognition and influence. A magician is often consulted and employed by others to accomplish their goals.

- The spells available in each element give a definite flavor to the personality and style of play of a magician. Fire and Air magicians tend to have more offensive spells, whereas Earth and Water mages are more defense oriented. Fire and Earth magic tends to be more individual in nature, while many Air and Water spells are useful to support and maintain a group of adventurers. If your adventurer is going to become a magician, bear these generalities in mind to select the elemental style that matches your adventurer's personality.

- Brought up learning to think to solve their problems, an Auger's basic tenet is to live up to their potential, learning to utilize their best skills and making the most of any situation.

- Born to the seas, a **Marine** is a member of the traveling armies that plies the seas of Jaern. Ready with a quick story of marine heroes of the past, today's marine attempts to make a name for themseves and their shipmates. They adventure for fame, and are always ready for a good fight and a large tankard of ale.

- Members of a tight-knit group of families, **Nomads** mistrust all other Jaernians and rarely travel among them. They are rumored to have various mystical and magical powers, so most people shun them, unsure of their intentions.

After choosing one of these, place it on the adventurer card after "Background." If you're still uncertain, scan the list of Model Adventurers beginning on page **??** for ideas and suggestions.

If it appears your adventurer suffers from hopelessly inadequate stats, they would probably not become an adventurer in a fantasy world. Ask the GM; they may allow you to discard this would-be adventurer and start over.

1.14 Languages

You need to know which languages (if any) your adventurer speaks to know how they can communicate with actors and other adventurers. Knowledge of languages is an intelligence-based skill, and beginning adventurers may know zero, one or two languages.

INT	Initial Languages	Maximum Languages
3 - 5	0	0
6 - 8	1	1
9 - 11	2	2
12 - 14	2	3
15 - 17	2	4
18 - 20	2	5
21 - 23	2	6
24+	2	7

Adventurers having an INT of less than 6 cannot speak coherently. They may know how to say isolated words or phrases, and can generally understand simple sentences. Playing adventurers with a low INT is very challenging because the player must communicate through actions rather than words.
The first language an adventurer with an INT greater than 6 learns is his racial language. This is Paroli for all human adventurers. Half-breed adventurers may pick one of their racial languages as their native tongue or the tongue of whomever raised him, whichever is most appropriate. The first language is always known at a skill rank of 9 or the adventurer's INT, whichever is lower.
With an INT above 8, the player may choose a second language. For non-human adventurers, it would be prudent to pick the common tongue of the area to simplify communications. This second language is initially known at a skill rank of 6.

The available languages are:

Breziak	human tongue
Dwarvish	race tongue of dwarves
Elvish	race tongue of most elves
Entish	spoken by intelligent forest creatures
Ferric	human tongue
Geleik	tongue of the elves of Silvan Isle
Haoogh	speech of the southern pirates
Orcish	race tongue of orcs
Paroli	race tongue for humans and common tongue
Sel'ict	race tongue of the lizard men
Trejon	ancient human tongue

1.15 Rating

Your GM must be able to balance your adventuring party against some opponents it might meet. Your adventurer's **Rating** is how many adventurers they have experienced. Set this at two now, and each time he finishes a gaming session, add one. A starting rating of two represents the skills that you choose in creating your adventurer. Your GM may ask for this number from all the players at the beginning of a gaming session.

1.16 Date

At the beginning and end of each adventure, the Game Master will tell you the current game date. The amount of time elapsed between adventures is important for curing damage, doing research, being pregnant, etc. The date is in ISO 8601 format (Year-Month-Day), such as 10080-06-15 SF (Since Founding). Record the current date minus your age on your card as your date of birth (DOB).

1.17 Nomadic Prefix Names

If your adventurer is a nomad, then they must know their own prefix name, or **epokonom**. Roll 1d20 and look at this table:

Roll	Epokonom	Roll	Epokonom
1 - 5	Raz-	16	Ald-
6 - 9	Car-	17	Edo-
10 - 12	Oka-	18	Ijo-
13 - 14	Vem-	19	Bez-
15	Lar-	20	Sag-

Put this prefix before your adventurer's name.

1.18 Name

Each adventurer must have a name of some sort. Choose a name for your adventurer and place it in the upper left-hand corner of the card. After this put your real name in parenthesis. This will help the Game Master to remember whose adventurer is whose.

1.19 Profession

Your adventurer may have a regular job to bring in a steady income. After your adventurer's skills are selected (see page **16**), you may choose one as their profession.

1.20 Adventurer Models

Players buy attributes for their adventurers using experience points. Physical equipment is bought with silver pieces. This buying allows you to make your adventurer's

abilities fit your perception of her personality.
To simplify making a new adventurer, several different Model Adventurers are reproduced here. If you wish to pick one of these, just copy the information from the chosen model that matches your adventurer's background onto an adventurer card. For each defense value listed in the model, plug in the appropriate stats from your adventurer (dividing them by 5 and rounding down as shown) and add the results to find the your adventurer's defense values. If they are an elf, add one on their MDV for Exceptional PER. If they are an orc, add one to his GDV for Exceptional WIL. Your adventurer is ready to play.
Each model allows you 20% more attributes than if you had bought all the attributes separately. This extra does not make the adventurer more powerful; it is used to buy attributes that give added flavor and a direction for further development. Once selected, models cannot be modified or changed except to buy new attributes (or upgrade current ones) with earned experience points (see Buying on page **14**). If none of the models fit your idea of your adventurer's personality, and your GM is allowing custom a dventurer creation, skip this section and read Buying to learn how to complete your adventurer's creation.
Each adventurer prototype specifies the values for the following attributes:

Damage Points (DP)	Relative health
Combat Modifier (CM)	Ability using hand-to-hand weapons
Missile Modifier (MM)	Ability using bows, slings and crossbows
Grapple Modifier (GM)	Ability to grapple
Spell type	Declared type of spells (EARTH, FIRE, AIR, WATER, and DIVINE)
Spell Groups	Ability to use various spell groups
Incants	Specific nomadic items and tailsmen
Skills	Purchased skills and their ranks
Combat Defense (CDV)	Resistance to being struck
Missile Defense (MDV)	Resistance to being hit by missiles
Grapple Defense (GDV)	Resistance to being grappled

1.20.1 Models

TBD

1.21 Experience Points

Experience Points (EP) are the currency used to buy such attributes as skills, stats, spells groups, damage points, and melee modifiers. Your adventurer is awarded EP during and after an adventure in several ways, depending on the method chosen by your GM. Using experience points in this way simulates any training or study that might be required to acquire or improve an ability without actually going through the tedium and boredom of doing so during a gaming session. By the way, when an adventure ends, don't forget to add one to the Rating entry on the adventurer's card. Your GM uses the Rating to get a rough idea of how much experience your adventurer has had so that they may balance the difficulty of an adventure against the power of the adventurers.
You may specify that a portion of the awarded experience be set aside and used later to buy attributes. There is no limit to the amount of experience your adventurer may hold, but it makes little sense to hold it longer than needed to buy the attributes sought.

1.22 Buying

If you have not chosen an Adventurer Model, your adventurer is given 5,000 EP with which to buy:

STATS	such as STR, INT, etc.
DAMAGE POINTS	the ability to survive injury
MELEE MODs	abiltiy to resist physical damage
SPELLS	magician and priest magic
INCANTS	nomadic rituals
LANGUAGES	spoken languages
ABILITIES	useful skills and abilities

All buying must be done either when creating an adventurer or between adventures, and must be witnessed by the GM or their representative. The majority of the time this will be done when the adventurer has returned to a civilized setting, where the resources for training are most likely to be found. If an adventure is one in a series, and no game time has passed since the previous adventure, your GM may disallow buying attributes until after the entire sequence of adventures has been completed.
All attributes start at an initial rank of zero and may be bought upward one point at a time. To buy new attributes, or increase the value of an old one, multiply the base cost of the attribute by the point value you wish your adventurer to gain.

If Marna (a priestess of Osiris) attempts to raise her teaching skill (base cost 100 EP) from 8 to 9, she must expend 100 x 9 or 900 EP to do so.
If George the Magnificient (a Warrior) wants to raise his

*disguise attribute (base cost 50 EP) from 11 to 12, it will cost him 12 x 50 x 3 or 1800 EP. The 3x multiplier is included because the skill is an Auger skill, and George is a Warrior. See Skills on page **16** for more information on purchasing skills outside your class.*

1.22.1 Buying up from zero

While attributes are usually bought one point at a time, sometimes it is necessary to buy one from zero up to a high value. To do this, we use a little bit of math . . .
To buy something from zero to an arbitrary value, call that value N,

$$TotalCost = \frac{N*(N+1)}{2} * BaseCost$$

For example, to buy damage points (base cost 25 EP) from zero up to 16 would cost as follows:

$$\frac{16*(16+1)}{2} * 25 = \frac{16*17}{2} * 25 = 3,400EP$$

If the formula above is too intimidating, use the following table. Cross reference your adventurer's current rank in the attribute against the desired rank, then multiply the number from the table by the base cost of the attribute to find the experience point cost.

OLD	NEW RANK																	
RANK	**1**	**2**	**3**	**4**	**5**	**6**	**7**	**8**	**9**	**10**	**11**	**12**	**13**	**14**	**15**	**16**	**17**	**18**
0	1	3	6	10	15	21	28	36	45	55	66	78	91	105	120	136	153	171
1	–	2	5	9	14	20	27	35	44	54	65	77	90	104	119	135	152	170
2	–	–	3	7	12	18	25	33	42	52	63	75	88	102	117	133	150	168
3	–	–	–	4	9	15	22	30	39	49	60	72	85	99	114	130	147	165
4	–	–	–	–	5	11	18	26	35	45	56	68	81	95	110	126	143	161
5	–	–	–	–	–	6	13	21	30	40	51	63	76	90	105	121	138	156
6	–	–	–	–	–	–	7	15	24	34	45	57	70	84	99	115	132	150
7	–	–	–	–	–	–	–	8	17	27	38	50	63	77	92	108	125	143
8	–	–	–	–	–	–	–	–	9	19	30	42	55	69	84	100	117	135
9	–	–	–	–	–	–	–	–	–	10	21	33	46	60	75	91	108	126
10	–	–	–	–	–	–	–	–	–	–	11	23	36	50	65	81	98	116
11	–	–	–	–	–	–	–	–	–	–	–	12	25	39	54	70	87	105
12	–	–	–	–	–	–	–	–	–	–	–	–	13	27	42	58	75	93
13	–	–	–	–	–	–	–	–	–	–	–	–	–	14	29	45	62	80
14	–	–	–	–	–	–	–	–	–	–	–	–	–	–	15	31	48	66
15	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	16	33	51
16	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	–	17	35

1.23 Stats

Of all the attributes, stats are arguably the most important. Stats are the basis for most resistance checks (the avoidance of effects), and determine the maximum value for most other attributes (skills, languages, spell groups, etc.). At a base cost of 500, they are also very expensive to increase. For example, to buy STR from 14 to 15 would cost 500 x 15 = 7,500 experience points.

Optional:
A physical stat may not be increased more than 4 above the initial roll, to reflect the notion that training and practice can only increase a physical ability so much.

1.24 Damage Points

Damage points (DP) indicate your adventurer's ability to avoid damage during combat. As you buy this total higher, your adventurer becomes more skillful at dodging, moving and twisting to avoid being damaged while fighting. If they are injured, damage points are temporarily subtracted from their totral DP; the new total indicates their relative condition. Lost DP may be regained by resting. A full night's rest (at least eight hours; twelve for those with no soul, like elves) restores a number of DP equal to the adventurer's HEA divided by five (by two for those with the Exceptional HEA skill, like most dwarves), rounded down. Damage points may not be restored beyond the original maximum DP total.
The base cost for DPs is 25. Your adventurer must have DPs to survive, so here is a chart of the total cost of buying damage points up from zero.

DP	Cost	DP	Cost	DP	Cost
1	25	8	900	15	3000
2	75	9	1125	16	3400
3	150	10	1375	17	3825
4	250	11	1650	18	4275
5	375	12	1950	19	4750
6	525	13	2275	20	5250
7	700	14	2625	21	5775

Buying damage points with experience actually simulates additional training to avoid being wounded. This could be handled as another defensive modification, but being able to take more damage yields the same effect, is easier to keep track of, balances quite nicely, and is more fun to play.
When buying damage points, you are only increasing your adventurer's maximum DP, not their current DP total. New DPs are only gained after resting, according to the DP recovery rule above.

1.25 Melee Modifiers

Every adventurer has three modifiers, or Mods, that help determine success in combat. The **Combat Modifier (CM)** is added to all 1d20 "to strike" rolls you make when your adventurer attacks using a hand-to-hand weapon. The **Missile Modifier (MM)** is added to all "to hit" rolls from bows, crossbows and thrown objects. The **Grapple Modifier (GM)** is used when wrestling or boxing an opponent. Mods start at rank zero and are bought upward like any other attribure. The base cost depends on your adventurer's background:

Background	Combat	Missile	Grapple
Warrior	200	200	200
Priest	300	300	400
Mage	400	500	600
Nomad	500	600	500
Auger	400	400	400
Marine	300	400	200

Subtract the calculated **EP** from your adventurer's expendable EP total, then place the values for these on the **Adventurer Card** after **Combat**, **Missile**, and **Grapple**.

1.26 Spells

1.26.1 Acquiring Spells from Other Elements

1.26.2 Stat Limitations

1.26.3 Buying of Spells by Other Backgrounds

1.27 Incants

1.27.1 Preparing of Incants by Other Backgrounds

1.28 Languages

1.29 Skills

1.29.1 Larning Skills

1.30 Money

1.31 Equipment

1.32 Defense Values

1.32.1 Mobility

1.32.2 Agility

1.32.3 Stat Modifiers

1.32.4 Armor

1.32.5 Defensive Devices

1.32.6 Weapons