Adventure Quest
Jaern

a Role Playing System

created by
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modified by
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2

First Edition

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 roleplaying. 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[TM] (**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**[TM] 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.

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.

Chapter 0

Changes Made in this Version

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

1. Slavery: In the original version text, slavery is both depicted as a form of punishment-based indentured servitude, and as a chattel version of slavery in which slaves remain in servitude for life. Additionally, the original text includes the conflicting statements that children cannot be slaves, and that they can be born into slavery or saddled with someone else's slave-debt. As slave labor was often relegated to the background of scenes when I played, and slavery was only utilized as a punishment, I will be removing much of the supporting text for it and updating it to be more akin indentured labor, with the punishment for crimes not being transferable to kin, save for the withholding of inheritance to cover debts. References to "slave" will be replaced with "**prisoner**," which fits with their circumstance as someone who is *temporarily* obligated to perform work as a condition of criminal punishment.

2. **Weapons**: Many of the weapons seem to hold nonsensical values with regard to their (sparse) descriptions, often conflicting with historical (and other game's versions) of the weapons. 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. Additionally, there is some confusion on the difference between the mind/soul, specifically in regards to memory and personality (important distinctions for both undead and necromancy). As a result, I have made the following changes:

   (a) **Spells** and effects which **remove** or **destroy** a soul do not kill the target's body.

   (b) **Memory** and **personality** of a creature with a soul are stored in the soul, and are stored in the mind for a creature without. This means that a person or creature who loses their soul loses their memories and personality, but are still capable of creating new memories and may develop a similar or radically different personality (similar to amnesia). Additionally, a person or creature who is able to move their soul to another body (which is without a soul) will retain all of their memories, but none of the being whose body they now inhabit.

   (c) Where the phrase **"husk"** is used, it can be interpreted as the following effect:

   > **Husk**
   > The creature is in a nearly lifeless stupor, unaware of the world around it and incapable of any actions beyond the basic processes needed to continue life (ie breathing, maintaining heartbeat). This condition will continue for **1d20** hours, determined by the GM. After leaving this condition, the creature will retain none of their memories or personality of their previous life. If the affected creature was an **adventurer**, it is up to the GM to determine whether the player should continue playing their new life, or if they become a GM-acted character.

4. Karfelon: Much of the 2010 version of the manual references Karfelon, including characters, history, locations, and lore. Karfelon was a massive city in a valley surrounded by a man-made seawall extending from the bottom of Lojem. Karfelon was destroyed following the destruction of the seawall in the late 1990s or early 2000s (the AQ website adventure summaries from 2002 already reference Rougtero, the city founded in the wake of the destruction where surviving refugees rebuilt). As it had been destroyed for nearly a decade (Earth time) by the time I began playing, I never had any attachment to it beyond as a source for lore and a potential place to send adventurers to dive down to for a mysterious treasure. I will be updating the relevant chapters and characters to match ones from Rougtero (perhaps copying some of the more interesting ones from Karfelon).

5. Pronoun Gender: Gender neutral pronouns are used where applicable, updating from the previous version's masculine pronoun usage.

0.1   Conventions Used

In this version I have included multiple differences to fonts, spacing, and color, which I will make efforts to keep constant across the work, and are documented here:

0.1.1   Bolded Text

Bolded text that is not highlighted (e.g. **rank**, **Placed Roll**) indicates that the bolded text will appear in the index, **Page 70**

0.1.2   Colored Highlighting

1. Definitions of terms, concepts, and calculations are **bold** and highlighted in a light blue and wrtiten in the format that best suits them, with units where it makes sense. Numbers <u>not</u> describing values (attributes, skill ranks, costs, etc) will be written out.
   - Example: The base cost for DP is **25 EP**
   - Example: If your adventurer is purebred (i.e. **all four grandparents are the same race**)
2. Calculated values (ie the values that are added to a roll), or are used to derive values, (such as multipliers), are **bold** and highlighted in cyan , with units where possible. Numbers will be written in numerical form. If there are mathematical operators, they will be included for clarity, but should not be done multiple times.
   - Example: multiply the total by **10x** to determine your adventurer's starting money
     − In this example, you would multiply the total by 10.
3. Chapter and page number references are **bold** and highlighted in a light salmon and written in a "Ch #: Title" format for chapters and a "Page #"" format for pages.
   - Example: Aging is covered in detail in **Ch 6: Jaernian Humanoids** on **Page 64**.
4. Die roll which the player makes are **bold** and highlighted in a light green-yellow and wrtiten in a "#d#"" format.
   - Example: Roll **4d6** and throw any one die out.
5. Measurements of distance, length, and time are bold and highlighted in light tan a and wrtiten in a "number unit" format. Measurements part of a definition will be highlighted in the definition color.
   - Example: A ballista is generally **8 to 10 feet** in length and breadth
6. Examples are *italic* and highlighted in a light orange.
   - Example: *Thus an earth magician could also learn fire spells, but not air or water spells.*
7. Quips are use to add flavor to the descriptions, and are *italic* and highlighted in light green.
   - Example: *Shooting your friends in the back is a good way to earn a quick and violent death.*
8. Listings are headings that are then described in detail in the following paragraph, and are **bold** and highlighted in a custhlsoulDarkOrangegray.
   - Example: **Area: caster**
     This limits the spell effect to the caster.

0.2   Changelog

- DATE-TBD: Initial version

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	Missile	/	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:

<div align="center">(# of dice) d (sides of dice)</div>

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**.

Physical Statistics	
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 totaling the roll of **3d6**, and thus ranges from 3 to 18. Roll **3d6** and write the total opposite STR on the card , roll again and 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, totaling 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

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

Your adventurer may be one of five different races of intelligent creatures. Members of different races have differing physical appearances and abilities; see **Ch 6: Jaernian Humanoids** on **Page 64**. Roll **1d20** and check on the Race Roll table to determine your adventurer's race.

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.

Racial Traits	
Elf	**Orc**
1. Exceptional PER	1. Exceptional WIL
2. Distance Judgment	2. Enhanced Smell
3. Missile Skill*	3. Physical Viciousness*
4. Soulless	4. Mental Stubbornness
Dwarf	**Lizard**
1. Exceptional HEA	1. Exceptional AGI
2. Material Sense	2. Quickness
3. Armor Construction*	3. Water Breathing
4. Great Durability	4. Homing
*See **Ch 6: Jaernian Humanoids** to learn about these skills.	

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**) they automatically get all that race's skills. Read the **Ch 6: Jaernian Humanoids** to learn about these skills and racial disadvantages.

Elves are extremely long lived compared to the other races. They do not, however, posses a soul, and thus do not have an existence 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 deities 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, totaling 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

Sex Roll	
Roll	**Sex**
1-3	Male
4-6	Female

Choose a sex for your adventurer, or roll **1d6** and check against the following table. You may additionally choose to play an intersex character, and your character may present as any gender of their choice.

1.6 Age

Age Die	
Race	**Die**
Orc	d4
Human	d6
Lizards	d8
Dwarf	d10
Elf	d20

Determine how old your adventurer is at the start of his or her career by rolling one die of the appropriate type for each grandparent, and add **+10** to the result. Aging is covered in detail in **Ch 6: Jaernian Humanoids** on **Page 64**.

*If your adventurer is pure human, obviously all four of their grandparents are human. Roll **4d6**, total them and add **+10** to find out their age.*

*If, for example, they are half-elf, quarter-human and quarter-dwarf, roll **2d20** + **1d6** + **1d10** + **10**.*

1.7 Body build

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

Body Build					
	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

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

Height and weight are determined by rolling **4d6** and totaling them. Add the number shown below for the race of each grandparent. Now look up the resulting number on the following table, referencing the number to the appropriate body build column:

Height and Weight Table								
#	HGT	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. Roll **1d20** to find your adventurer's eye color.

Eye Color					
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 appropriate race column on this table:

Hair Color					
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 role-playing. 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:

Motivation	
Duty	Allegiance 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 help mankind
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 perceived by the GM as your motive, which may disagree with what you have written. To learn more about creating your adventurer's personality, read **Ch 7: Creating and Playing Actors** 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. Worshiping 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.

Patron Gods		
God	Sphere of Influence	Chapter
Ra	Bearer of Light	??
Isis	Mistress of Life	??
T'or	The Thunder of Righteousness	??
At'ena	Mistress of Wisdom	??
Osiris	Protector of Nature	??
Tarus	Master Archivist	??
Neptune	Dweller of the Waters	??
Orus	The Flame of Zeal	??
Anubis	Lord of the Dead	??
Rudri	Dweller of the Dark	??
Scrogg	Earthly Pleasures	??

1.13 Adventurer Background

Backgrounds are the adventuring professions available in a specific AQ Game. Each Game has at least three major, 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-spoke wheel, each spoke labeled with a major discipline. In AQ/Jaern these are **Combat**, **Magic**, and **Skills**.

Warriors

Combat

Priests   Marines

Magic   **Skills**

Mages   Nomads   Augers
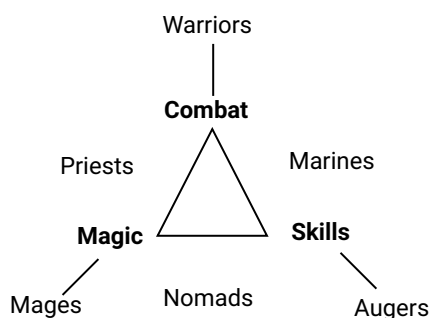
The three backgrounds at the ends of the spokes are thus **Warrior** (for those exclusively trained in **combat**), **Mages** (**magic**), and **Augers** (**skills**). As for the areas between the spokes, a background that combines magic and combat produces the **Priest**, someone with a knowledge of 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 Stats	
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 role-playing (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 themselves 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 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.

Learned Language		
INT	Initial#	Max#
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 less than **INT 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 greater than **INT 6** learns is their 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 them, whichever is most appropriate. The first language is always known at a skill **rank 9** or the adventurer's **INT**, whichever is lower.

Above **INT 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 6**.

Languages	
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

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

If your adventurer is a **Nomad**, then they must know their own prefix name, or **Epokonom**. Roll **1d20** and look at the following table. Put this prefix before your adventurer's name on your **adventurer card**.

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), 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 **+1** on their **DV** for **Exceptional PER**. If they are an orc, add **+1** to their **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 **Ch 1.22: Buying** on **Page 14**).

If none of the models fit your idea of your adventurer's personality, and your GM is allowing custom adventurer creation, skip this section and read to complete your adventurer's creation.

Each adventurer prototype specifies the values for the following attributes:

Model Attributes	
Damage Points (**DP**)	Relative health
Combat Modifier (**CM**)	Ability using hand-to-hand weapons
Missile Modifier (**MM**)	Ability using bows, slings and cross-bows
Grapple Modifier (**GM**)	Ability to grapple
Spell type	Declared type of spells (Earth, Fire, Aair, Water, and Divine)
Spell Groups	Ability to use various spell groups
Incants	Specific nomadic items and talisman
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 **+1** 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 **5000 EP** with which to buy:

Things You Can Purchase With Experience	
Stats	STR, INT, etc.
Damage Points	Ability to survive injury
Melee Mods	Ability 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 0** 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 Magnificent (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 **Learning Skills** on 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 up by arbitrary value, call that value **N**,

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

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

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

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 RANK	NEW 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

Skill Purchase Multiplier Reference

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.*

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

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

Damage points (**DP**) indicate your adventurer's ability to avoid damage during combat. If they are injured, damage points are temporarily subtracted from their total DP; the new total indicates their relative condition.

The **base cost** for DP is 25 EP. Your adventurer must have DP to survive. 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.

Lost **DP** may be regained by **resting**. A full night's rest (at least 8 hours or 12 hours if soulless) restores a number of DP equal to the adventurer's **HEA divided by 5** (divided by 2 for those with the **Exceptional HEA** attribute, like most dwarves), rounded down. Damage points may not be restored beyond the original maximum DP total.

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 0 and are bought upward like any other attribute. The base cost depends on your adventurer's **background**:

Melee Modifier Costs			
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

There is more to using magic in **AQ/Jaern** than is given here, but you need to understand experience point costs and stat limitations to decide whether your adventurer is suited to magic use. Spell casting mechanics are discussed in Ch 2: Playing an Adventurer on Page 22.

Spells are of two varieties: **Divine** and **Elemental**. Divine magic is the magic used by priests, granted them by their **deities**. Elemental magic is used by magicians to harness the raw power of the elements. Both styles of magic are bought in similar ways.

Adventurers buying elemental magic must declare which one of the four elements (**Earth**, **Fire**, **Air**, or **Water**) they will use as the source of their power. List this choice on the **Adventurer Card** under **Element**.

If an adventurer wants to purchase priestly magic, he must declare **allegiance** to a specific deity, who will serve as the source of his magic. This is listed on the card under "**Deity** " as the primary god or goddess to whom the adventurer owes allegiance. Spell effects for both elemental and divine magic are divided into groups. The spells in each group are related in some fashion, and are ranked in ascending order of power. Spells in a group must be acquired in ascending order, as the ability to cast the more powerful spells is built on the knowledge learned from casting the less powerful spells in the group.

Elemental spells are divided into **core** spells, usable by all magicians, and **element-specific** spells that may only be used by the appropriate mages.

Priestly **spell groups** are also divided into two types: **core** spells that are common to all devout casters, and **deity-specific** spell groups that manifest the particular sphere of influence of each deity. The base cost for each spell group varies and is listed in the spell descriptions. Most spell groups have a base cost of **300 EP**; one spell group in each element has a base cost of **600 EP**.

1.26.1   Acquiring Spells from Other Elements

Besides their chosen element, adventurers may purchase spells in the element they dominate at double the base cost. They may not purchase spells in any other element. Dominance is discussed in **Ch 2: Playing an Adventurer**, but briefly **fire** dominates **air**, **air** dominates **water**, **water** dominates **earth**, and **earth** dominates **fire**. *Thus an earth magician could also learn fire spells, but not air or water spells.*

1.26.2   Stat Limitations

Your adventurer's **INT**, **divided by 2 and rounded down**, dictates how many elemental spell groups they may buy; **CSE** is the limiter for divine magic. Your adventurer's **PWR** stat determines the highest **rank** that may be bought within any spell group. Also, your adventurer may not buy a spell group's **rank** higher than it has listed spells.

Thus if your adventurer has an INT of 12 and a CSE of 15, they may not buy into more than 12/2 or 6 elemental spell groups and 15/2=7.5 (round down to 7) divine spell groups. Someone with a PWR of 13 may not buy above rank 13 in any spell group.

1.26.3   Buying of Spells by Other Backgrounds

Normally only magician or priest adventurers buy spells, but those in other backgrounds may desire at some point in their careers to dabble in magic. Like any magician or priest they must choose an element and/or declare devotion to a deity. Spell groups are purchased at **triple (3x)** the **base cost**; buying into the subservient element costs **6x** the base cost.

Spell Cost Multiplier					
Buyer	Earth	Fire	Air	Water	Divine
Earth	1	2	-	-	3
Fire	-	1	2	-	3
Air	-	-	1	2	3
Water	2	-	-	1	3
Div/Earth	3	6	-	-	1
Div/Fire	-	3	6	-	1
Div/Air	-	-	3	6	1
Div/Water	6	-	-	3	1
NM*/Earth	3	6	-	-	3
NM*/Fire	-	3	6	-	3
NM*/Air	-	-	3	6	3
NM*/Water	6	-	-	3	3

*This also applies to a non-magician who picks up divine magic and then elemental magic as well.

1.27   Incants

Incants are rituals performed by by **nomads**. These incants take the form of Alchemical **mixtures**, **Songs**, **Talisman**, **Imprints** (**tattoos**), and **Spiritual Invocations**. The ability to perform the ritual is purchased by the nomad by **rank** at **base cost**. When the ritual is performed, many require a proper ingredient. An incant can not be purchased at a **rank** higher than **half (1/2)** the adventurer's **PER** stat, **rounded down**.

1.27.1   Preparing Incants by Other Backgrounds

If an adventurer from another background wishes to delve into the arcane, they must seek out a nomadic **rondo**, renounce their allegiance to any **gods**, and be accepted by the **nomads**. They must be inducted into their ranks before they can learn any spiritual magic. They undergo **The Seraei** to find and bind with a **Guardian Spirit** . Even then, they must pay **triple (3x)** the normal experience cost since they have not yet learned the stories, songs an traditions of those brought up within the rondo.

1.28   Languages

The key to increasing your adventurer's ability in a **language** is to find someone with a **rank** in that language at least **4 ranks** higher than the rank your adventurer wishes to obtain. They may buy the language skill to the desired rank at a **base cost** of **100 EP**, besides the teacher's fee (monetary or service). Remember that your adventurer's **INT** limits the number of languages they may learn (see **Page 12**). Furthermore, the **rank** of a language may never exceed the **INT** value. Language rank definitions are as follows:

Language Rank Definitions	
Rank	Description
1-2	Knows individual words, no sentences
3-4	Can speak common phrases
5-6	Can be understood, but speaks w/accent
7-8	Can hold conversations, read, and write
9-10	Speaks like a native
11-15	Can speak persuasively as an entertainer or politician
16+	Can use speech as a weapon as a poet or bard

1.29 Skills

Skill Rank Definitions	
Rank	**Description**
1 - 2	Beginner
3 - 4	Novice
5 - 6	Apprentice
7 - 8	Journeyman
9 -10	Professional
11-12	Craftsman
13-15	Master
16+	Guild-master

Skills allow your adventurer to be more than their basic background permits. Each skill starts at rank 1 and goes upward. An adventurer possessing a skill at rank 1 is complete novice at that skill, while holding a rank 18 shows an almost godlike command of the craft.

1.29.1 Learning Skills

Skills may be taught by an actor, or by one adventurer to another. The teacher must rank at least four higher than the student's desired rank; the minimum learning time is one week times the skill rank the student is attempting to learn. The student must spend the required **EP**, plus a teacher's fee (monetary or service), if any. Each skill's **associated stat** governs the maximum rank your adventurer may purchase.

e.g., INT based skills may not be bought higher than your adventurer's INT rank.

The following table is a listing of available skills. Those listed as <u>reserved</u> cannot be bought without consulting the GM. All the others can be bought by a beginning adventurer. The number listed in the "Extra Dice" column is the number of extra dice used to **default** that skill. Skills labeled with <u>N/A</u> cannot be defaulted. Full descriptions of each skill are in **Ch 4: Skills** beginning on **Page 44**.

Skills			
Skills	**Base Cost**	**Stat**	**Extra Dice**
Auger Skills			
Accounting	130	INT	4
Ambush	150	INT	2
Analyze Trap	150	INT	N/A
Animal Calling	80	HEA	2
Animal Husbandry	120	CSE	3
Archeology	100	INT	N/A
Architecture	65	INT	3
Armor Smithing	65	INT	2
Arson	50	INT	2
Artistry	80	CSE	4
Astronomy	115	INT	N/A
Barber	15	AGI	2
Barristry	115	INT	RESERVED
Bartending	30	CSE	2
Binding	50	CSE	3
Blacksmithing	65	STR	3
Bludgeon	165	AGI	N/A
Botany	30	INT	N/A
Brewing	80	INT	RESERVED
Bricklaying	50	INT	2
Build Trap	250	INT	N/A
Butchering	30	CSE	2
Camouflage	50	CSE	2
Candlemaking	15	INT	2
Carpentry	50	INT	2
Cartwrighting	50	INT	3
Cobbling	50	INT	2
Cooking	15	INT	2
Coopering	65	INT	2
Courtesan	115	COM	2
Cyphering	115	INT	N/A
Detect Traps	150	PER	4
Diagnosis	80	INT	RESERVED
Disarm Trap	250	INT	N/A
Disguise	50	INT	3
Dwarvish	100	INT	RESERVED
Dyeing	50	INT	2
Empathize	20	CSE	1
Entish	100	INT	RESERVED
Escape	400	INT	4
Farming	30	CSE	2
Fencing/Merchant	80	CSE	4
Ferric	100	INT	RESERVED
Fishing	50	CSE	2
Fletching	50	INT	2
Forestry	30	INT	2
Forgery	250	INT	4
Gambling	50	CSE	2
Gardening	15	INT	2
Geleik	100	INT	RESERVED
Glassblowing	50	INT	N/A
Haoogh	100	INT	RESERVED
Heraldry	50	INT	N/A
Herding	30	CSE	1
Hiding	50	AGI	3
Horse Training	150	WIL	N/A
Horsemanship	100	CSE	2
Hunting	70	PER	2

Skills

Skills	Base Cost	Stat	Extra Dice
Identify Minerals	15	INT	2
Identify Plant	20	INT	2
Innkeeping	50	CSE	2
Jeweler	50	INT	N/A
Knitting	30	AGI	N/A
Landscaping	30	INT	2
Laundering	15	CSE	1
Leather Working	80	INT	2
Lip Reading	50	PER	RESERVED
Listen	50	PER	2
Locksmithing	80	INT	N/A
Marathon Running	65	HEA	2
Masonry	50	STR	2
Massage	75	AGI	2
Metal Smithing	150	INT	3
Military Construction	80	CSE	N/A
Mining	30	STR	2
Money Changing	65	INT	3
Mountain Climbing	80	AGI	3
Moving Silently	100	AGI	4
Opening Locks	65	INT	N/A
Orcish	100	INT	RESERVED
Orienteering	30	CSE	2
Paroli	100	INT	RESERVED
Pickpocketing	80	AGI	4
Pimping	80	CSE	3
Poetry	65	CSE	3
Pottery	15	CSE	2
Saddlemaking	30	INT	2
Sculpting	65	CSE	3
Seduction	100	COM	3
Sel'ict	100	INT	RESERVED
Set Traps/Snares	250	INT	3
Shadows	50	AGI	4
Skating	30	AGI	2
Slave Handling	35	CSE	3
Sleight of Hand	30	AGI	4
Smuggling	200	CSE	4
Snorkeling	15	STR	2
Spelunking	150	AGI	3
Sprinting	50	STR	2
Stalking	150	CSE	2
Stone Smithing	100	INT	3
Tailoring	50	INT	2
Tanning	30	INT	2
Taxidermy	65	INT	N/A
Tent Making	80	INT	2
Torture	65	CSE	4
Toy Making	65	INT	2
Tracking	150	PER	2
Trapping	50	CSE	2
Trejon	100	INT	RESERVED
Veterinary	150	CSE	RESERVED
Water Skiing	50	AGI	2
Weapon Smithing	50	INT	2
Weaving	30	INT	3
Wheelwright	50	CSE	2
Writing	15	INT	RESERVED

Skills

Skills	Base Cost	Stat	Extra Dice
Zoology	50	INT	3
Warrior Skills			
Ambidextrous	150	AGI	2
Assassination	500	AGI	N/A
Jousting	300	STR	3
Lance	360	CSE	N/A
Net Handling	100	AGI	2
Priest Skills			
Embalming	200	CSE	0
Scribing	200	INT	N/A
Teaching	100	INT	N/A
Verbal Casting	300	CSE	N/A
Wine Making	250	INT	N/A
Mage Skills			
Identify Spell	200	PER	3
Non-verbal casting	300	CSE	N/A
One hand casting	150	AGI	N/A
Target Magic	200	AGI	N/A
Marine Skills			
Acrobatics	200	AGI	2
Artillery	200	INT	2
Balance	50	AGI	2
Belching	100	HEA	2
Boarding	100	AGI	2
Cartography	100	INT	3
Climbing	100	STR	2
Dagger Fighting	120	CSE	N/A
Dagger Throwing	60	CSE	N/A
Diving	50	STR	2
Dodging	200	AGI	4
Dolphin Speech	300	INT	N/A
Dolphin Training	400	CSE	RESERVED
Dolphinship	200	AGI	3
Fencing	350	AGI	N/A
Flagging	100	INT	N/A
Flying	400	AGI	4
Immobilize	400	STR	N/A
Jumping	50	STR	2
Navigation	150	INT	4
Oar Mastery	200	INT	2
Painting	50	INT	2
Pummeling	100	STR	2
Repair	250	CSE	N/A
Rigging Running	100	AGI	2
Rope Making	50	INT	2
Rowing	100	STR	2
Sail Falling	150	AGI	2
Sail Making	50	INT	N/A
Sailing	50	CSE	2
Ship Building	300	INT	RESERVED
Surfing	50	AGI	2
Swimming	20	STR	2
Tackling	120	AGI	2
Tumbling	100	AGI	2
Wrestling	180	CSE	N/A
Nomad Skills			
Acting	100	INT	2

Skills			
Skills	**Base Cost**	**Stat**	**Extra Dice**
Animal Training	200	WIL	N/A
Astrology	250	INT	RESERVED
Composing Music	250	CSE	0
Dancing	100	AGI	1
Drum Speak	150	INT	N/A
Falconry	350	WIL	N/A
Herbology	250	INT	RESERVED
Hypnosis	300	WIL	N/A
Instrumental Music	100	CSE	N/A
Instrumental Smithing	200	INT	RESERVED
Jesting	100	CSE	2
Juggling	100	AGI	2
Mimicry	250	PER	4
Musical Composition	250	INT	N/A
Puppeteering	150	INT	2
Pyrotechnics	100	INT	N/A
Singing	50	COM	2
Tattooing	200	PER	N/A
Ventriloquism	200	CSE	N/A

1.30 Money

Each adventurer has a small initial supply of silver pieces to spend on equipment. If you did not pick an adventurer model, roll **3d6** and multiply the total by **10** to determine your adventurer's starting money.

1.31 Equipment

Silver is used to buy adventuring equipment. Items on the following table may be bought or sold when in a town and between adventures, without consulting the GM. Equipment may be sold back to the merchants in town for one half of the listed price. Place any equipment bought under "**Equipment**" on the **Adventurer Card** and subtract the proper amount of silver.

All prices are in **silver**. The exchange rate is **100 copper (cp)** coins = **10 silver (sp)** coins = **1 gold (gp)** coin. Any item that is **iron** or **steel** may be **silvered** by **quadrupling (4x)** the cost. Items may also be made of other materials, if feasible.

Material Cost Multiplier	
Material	**Cost**
Wood	1/2x
Iron	Base Cost
Silver Plated	4x
Solid Silver	10x
Gold Plated	16x
Platinum Plated	64x
Solid Gold	100x
Steel	200x
Solid Platinum	1000x
Solid Adamantite	2000x

Equipment

Cost	Item Name
1	acorns (6)
12	ahnk (silver)
0.50	ale (tankard)
240	amulet (gold)
30	amulet (silver)
1	animal skin
5	anklet (silver)
12	apron (leather)
8	armband (silver)
20	arrows (20)
5	backpack
50	bandages
15	banner
50	battle axe
2	belt
12	belt (silk rope)
0.40	belt pouch
3	beret
5	bird cage
1	blank scroll
4	blanket (4'x6')
0.50	bookmark
10	boots
4	bottle(glass)
105	bow
0.50	bow string (spare)
4	bracelet (silver)
1	breastband
2	brooch (silver)
0.30	broom
1	brush
0.40	bucket
10	buckler
1	canary
0.30	candle
4	cane
5	canteen
4	canvas
4	cape
2	cards (deck)
10	chain (20')
85	chain mail
2	chalk (8 sticks)
250	changing screen
15	chest (2'x3'x1')
15	chicken (live)
4	chisel
12	cloak
15	cloak (hooded)
0.20	clothing pins
2	club
0.50	comb
150	crossbow
4	crowbar
4	dagger
3	dice
11	dress
19	dress (formal)
21	dress robe

Equipment

Cost	Item Name
2	dried meat
5	drums
8	duct tape (100')
3	earrings (copper)
4000	earrings (diamond)
2000	earrings (emerald)
300	earrings (gold)
1000	earrings (ruby)
500	earrings (saphire)
30	earrings (silver)
1	eating utensils
8	fishing gear
34	flail
4	flask
3	flute
125	foil
30	formal dress
4	fresh meat
0.80	fruit
0.50	gloves
6	grappling hook
55	great sword
15	hair dye
3	hair gel
10	hammer
5	hammock
5	hamster
5	hat
5	hatchet
6	haversack
0.40	headband
20	heeled shoes (formal)
40	helmet
15	hoe
80	holy symbol (gold)
32	holy symbol (silver)
8	holy symbol (wood)
10	hooded robe
7	horn
220	horse
12	hour glass
23	hunting net
10	incense
2	ink (bottle)
13	jacket
9	javelin
31	jeweler's loupe
0.40	jug (4 pints)
14	juggling balls (5)
3	knapsack
12	knee high boots
3	knife
2	knit cap
4	ladder (10')
15	lance
8	lantern
0.50	lantern fuel
40	leather armor
3	leather gloves

Equipment

Cost	Item Name
15	leather harness
6	leather vest
8	ledger book
9	leg irons
15	lock
30	lockpick
0.50	loincloth
30	lute
19	mace
4	make-up
8	manacles
2	mapping tools
60	maroglave
14	megaphone
45	middle sword
3	moccasins
12	money belt
3	mouse
8	necklace
32	necklace (silver)
12	necklace (tooth)
6	net
5	nosering (silver)
2	oil (1 flask)
7	paint brush(oil)
15	paints(oil)
7	pants
1	parchment (5 sheets)
6	pendant
60	pendant (silver)
8	pick
12	pipe
200	plate mail
120	pliers
1	pouch
25	quarrels (20)
20	quarter staff
1	quill (writing)
5	quiver
8	rabbit
30	rapier
2	razor
5	riding cape (hooded)
3	ring (iron)
7	ring (silver)
8	robe
8	robe (cotton)
12	robe (cowled)
60	robe (fur)
13	rod bar
10	rope 100'
1	rose(black)
0.80	sack
60	saddle
100	salt (1 ounce)
0.50	sand (10 lbs)
2	sandals
35	scimitar
0.80	scroll case (leather)

Equipment

Cost	Item Name
2	scroll case (metal)
12	sea sandals
450	sextant
30	shield
1.50	shirt (cotton)
3	shirt (net)
8	shirt (silk)
6	shoes
40	short sword
2	shorts
6	shovel
2	silk scarf
4	silver arrow
2	skin oil
5	skullcap (leather)
4	slave collar
4	sling
0.20	sling stone
1	slippers
18	sneakers
0.50	soap
1	socks
18	spear
11	staff
25	surfboard
5	sweat pants
6	sweat shirt
2	tank top
3	tarp (6x6')
17	tent (for 2)
32	tent (for 6)
0.50	thread (900')
5	tights
2	tinder box
0.20	torch
2	towel
0.30	trail mix
10	trap (bear)
6	trap (rabbit)
4	trejoner (hat)
30	trident
10	trunk
0.50	twine (300')
8	umbrella
0.50	vegetable
20	war hammer
8	washboard
2	water skin
1	whetstone
8	whip (10')
8	wig
9	wine (bottle)
0.60	wine (glass)
4	wineskin

1.32 Defense Values

Once your adventurer is equipped, you can calculate the three defense values, which determine how difficult it is to wound your adventurer in combat. There is a separate defense value for each type of melee: using hand-to-hand weapons (to **strike**), missiles (to **hit**), and grappling (to **grapple**). Add up the factors for each defensive component to calculate your adventurer's three defense values. They only need to be recalculated if any of the component values change.

If the adventurer is **bound** or **unconscious**, skip the sections on **Mobility**, **Agility**, and **Stat Modifiers**. Set your adventurer's defense values **at 0** and start at the section on **Armor**.

1.32.1 Mobility

If your adventurer is standing and alert, they start each **defense value with 3**.

1.32.2 Agility

If your adventurer is alert and able to move, add **+1** to each defense value for every **5 points of AGI (rounded down)** that your adventurer has. Add an additional **+1** to each defense value if your adventurer has **Exceptional AGI** (if they are a lizard).

1.32.3 Stat Modifiers

Melee Defense Stats		
Combat	(CDV)	STR
Missile	(MDV)	PER
Grapple	(GDV)	WIL

Each defense value is dependent on one additional **stat**. Take the related stat for each defense value, **divide it by 5 and round down**. Add this to the appropriate defense value. **Elves** gain an additional **+1** on their **MDV** for **Exceptional PER** and **orcs +1** on their **GDV** for **Exceptional WIL**.

1.32.4 Armor

Different types of armor increase your adventurer's defense. Armor also determines how fast they can move each round during combat. Look up the type of armor they are wearing on the following table and add the modifier to each defense value:

Armor Defense and Movement				
Armor	Combat	Missile	Grapple	Move
Naked	0	0	0	60'
Clothed	1	1	1	50'
Leather	2	2	2	40'
Chain Mail	4	1	2	30'
Steel Chain Mail	5	2	2	30'
Plate Mail	6	4	2	20'
Steel Plate	8	5	2	20'

Also take note of the move speed and note that on your **adventurer card** under "**Movement**."

1.32.5 Defensive Devices

Different kinds of shielding devices affect defense values. Of course, they must be worn or properly used to be effective.

Device Defensive Additions			
Device	Combat	Missile	Grapple
Buckler	1	0	0
Helmet	1	1	0
Shield	3	3	1
Steel Shield	4	3	1

1.32.6 Weapons

Many weapons may be used defensively as well as offensively. If your adventurer is currently using such a weapon, look up its defense value adjustment on the **Weapon Information Table** chart on and add it to your **CDV** and your **GDV**.

Chapter 2

Playing an Adventurer

An **Adventure Quest** game session revolves about the interaction between you, other players, actors, and your **Game Master** as events unfold during play. This chapter presents the rules you and the GM need for a smooth running game. Once learned, you'll find them so simple and natural that they fade into the background, allowing everyone to immerse themselves in the excitement of the adventure without being distracted by constantly consulting tables and charts.

2.1   Your job as a player

You must bear one thought in mind when playing Adventure Quest: your GM has gone to much effort to learn and adjudicate the adventure. All their decisions are <u>final</u> and should not be challenged during the game. If you believe that the GM may have made a mistake, or you are uncertain if an event or condition that affects a character was considered (e.g. a spell effect, character trait, or pre-established event), you can ask if that was considered. No GM is infallible, and running an adventure often requires spinning many plates.

If you disagree with any of their decisions, take the GM aside **after** the game and talk it over. They may have acted on information you don't know, or slightly changed some rules to make the game different, more exciting, or less predictable. Your GM is under no obligation to explain any result, as the explanation could reveal information that your adventurer should not have.

2.2   Use of Dice

Dice with different numbers of sides are required to play AQ. At a minimum you'll need a **d4**, a **d6**, a **d8**, a **d12**, and a **d20**. A **d10** is available, but a **d20** can be used in its place. Percentile rolls (**d100**) can be rolled with **2d10** **2d20**; one die represents the tens digit and the other the ones digit. A **d100** and a **d30** are commercially available, but they are not needed to play AQ. Since it is quicker to roll three dice at once rather than the same die three times, expand your dice collection as needed. Adopting these simple conventions will prevent confusion and misunderstandings about dice rolls:

1. Make sure someone witnesses all rolls.
2. Don't roll dice until the GM asks you.
3. If any dice fall off the rolling surface, reroll them all.
4. For percentage rolls, the darker die is always the ten's digit. If uncertain, verbally name the ten's die before rolling.

2.3   Playing Modes

Play occurs in one of three **modes**, which are mainly defined by their time-keeping requirements during play.

2.3.1   Summarized Actions Mode

When adventurers must perform a series of mundane actions that are not pertinent to the plot or enjoyment of the adventure, the GM may simply state these things are occurring, thus briefly summarizing a long time passage.

If a player feels it's important to clarify an action during this time, he should notify the GM to switch to **Free Action Mode**.

Having conquered the evil Jhelonian prince and rescued the fair Felicia from his clutches, you and your companions procure passage back to your home city of Rougtero. Four uneventful days at sea do not prepare you for the large celebration that takes place when you step foot on the docks.

2.3.2   Free Actions Mode

For most of an adventure session you will play in near real time. The GM freely accepts actions stated by the players and gives the results of those actions. This mode of play is suspended only when the GM decides to summarize a long time period or when melee is initiated.

2.3.3   Melee Actions Mode

When adventurers, creatures and actors come into conflict with each other, the GM places the game into melee mode. Time is broken down into 4 second combat rounds. Each round, the GM hands out information about the **combat**, asks for adventurer actions, and reports the results. This cycle is repeated until the melee ends, at which point the GM switches to **Free Action Mode**.

Differing from other systems in which every player participating in a combat rolls to determine their place in the order of initiative, melee in **Adventure Quest** utilizes groupings of melee, in which local, allied participants are grouped together and all of their actions occur simultaneously.

2.4   Encounters and Combat

When adventurers encounter an actor, a group of actors, or creatures, combat may be the only alternative. The GM accepts and resolves **melee** actions as follows:

2.4.1   Distance

When the opportunity exists for adventurers to encounter other creatures or actors, your GM will determine at what distance you are from them. Your adventurer must have **Line of Sight**, *i.e. an unobstructed viewing path*, to see their opponents. Indoors or underground this generally means they must be in the same room or corridor. Outdoors, the prevailing

light conditions, the type of plant life, and the general terrain are all factors that the GM must considered.

2.4.2 Order of Melee

A **Round** is an exchange of blows between two or more opponents. A round lasts **4 seconds** (15 rounds per minute) and is the time unit of combat. The following **Order of Actions** imposes order on an inherently chaotic situation:

1. Determine **initiative**.
2. Each group, in order of initiative, gets an **Action Phase**.
   (a) **Informational questions**
   (b) **Action preparation**
   (c) **Statement of actions**
   (d) **Results of actions**
3. **Outcome Phase**

2.4.2.1 Initiative

Initiative indicates the order in which each side plans and performs its actions. A representative from each group rolls **2d6** and the results determine the order, highest to lowest, in which actions are taken. There is no simultaneous combat. If players are involved in one group, they win ties. Otherwise if a tie results, each side must roll again until one wins.

For each **Round** a side does not win initiative, it gets to add a cumulative **+1** to its roll for each succeeding roll. When a side wins initiative, it gets no such bonus the next round. The GM will likely make use of counters or markers to denote the bonus given to each side of a melee.

There may be more than two groups in initiative, in which case the rounds occur in descending order of initiative. Additionally, groups may merge or split during combat. *e.g. a character is revealed to be an impostor or attacks an innocent bystander.*
Any changes to initiative groups take effect on the next round.

2.4.2.2 Informational Questions

The GM starts the adventurers' action phase by taking questions from the players about the current situation and answering them according to the adventurers' knowledge at the time. Players may talk with each other about the situation, about playing style and rules questions, but <u>MAY NOT</u> tell each other what they plan to do or exchange information between adventurers. When all questions have been answered, the GM continues.

2.4.2.3 Action Preparation

The GM asks all players to prepare actions. Each player must decide what one action their adventurer will do during the upcoming round. Players <u>MAY NOT</u> talk with each other during this time. If play becomes very intense or important, the GM may ask for actions in writing. When all actions are ready, play continues.

2.4.2.4 Statement of Actions

One at a time, the GM asks each player what their adventurer's action is for the round. Since these actions are occurring simultaneously, the order of the call is unimportant. As each action is revealed, the GM asks the player to make any needed

rolls. The player should roll the requested dice and announce the results (including any modifiers). The GM records any results during this phase.

2.4.2.5 Results of Actions

After all actions have been stated and resolved, the GM announces the results of the Action Phase. This includes creatures or people falling to the ground, incidental movement, noise, or visions. The players may ask questions here if the results are unclear. *Remember, sometimes this is intentional and the GM may refuse to answer!*

2.4.2.6 Outcome Phase

After all combatants have had their Action Phase, the GM also announces the outcome of any occurrences that are not the direct result of adventurers, actors, or creatures involved in the combat. This includes things like large falling objects, timed explosions, natural disasters, collapsing buildings and disintegrating planets.

2.4.3 Surprise

When two groups of adventures, actors or creatures first meet, one group may not notice the other immediately. If this is true, and the non-surprised group attempts a combat action, the GM will change to Free Action mode allow them a Free Round to perform actions. The GM will continue to allow the Free Rounds until the other party notices their presence. Then the GM will start normal combat.

2.5 Actions

Of course, there are many different actions an adventurer may take during a round, but usually they fall into a few different classes. Each of these is described below to give you an idea of what your adventurer may do during melee.

2.5.1 Movement

Armor Restrictions	
Armor	**Move Rate**
Naked	60'
Clothed	50'
Leather armor	40'
Chain armor	30'
Plate mail	20'

It is often necessary to maneuver during combat. Each adventurer has a **Movement Rate** that is the distance they may move in a round when not in direct melee. This distance may be modified by your GM according to terrain, obstacles, or circumstances. If you wish to make any attacks or cast spells, you can only move **1/4** your movement rate that round. You can ready weapons, talk, observe the situation or ready actions while moving.

2.5.2 Striking

When two opponents are within **5 feet** of each other, they are normally considered **in melee**, trading attacks with intent to harm. To determine if a hand-to-hand attack is successful, the attacker rolls **1d20**, adds their **Combat Modifier** (**CM**), plus any other appropriate bonuses, to the result, and compares the total to the **Combat Defense Value** (**CDV**) of the opponent. The total must equal or exceed the opponent's CDV to hit.

Valken the Warrior attacks a poor, helpless villager with his once enchanted (+1) long sword. Valken's player rolls a 10 on 1d20. Valken's CM is 1, and the magical sword has a bonus of 1, for a total of 10+1+1 = 12. The poor villager is lying supine on the ground (with Valken's foot on his stomach), so it has a CDV of 5.

Valken's player announces he has struck CDV 12. Since 12 is greater than 5, Valken strikes the orc with his long sword. The GM tells Valken's player that he has struck and directs him to roll damage. The player rolls 1d10 (for long sword damage), getting a 5. He adds 1 (for the magic sword) and announces that Valken has done 6 points of damage. At the end of the round, since the poor villager only started with 4 DP, the GM announces the he is slain.

2.5.2.1   Impaling

Impaling our opponent with your weapon is a style of attack that uses the same attack roll and defense value as striking, but can cause considerably more damage. Charging an opponent with a set weapon or setting a weapon and allowing an opponent to run themselves through are both examples of impaling. Impaling is only effective when the target or the impaler have been moving at their maximum movement rate for at least one full round and the other is stationary or moving closer. Impaling is accomplished with standard roll to strike, but modifiers and skills are not applicable.

2.5.3   Hitting

Missile weapons are used very much like hand-to-hand weapons, except you use the attacker's **Missile Modifier** (**MM**) and the defender's **Missile Defense Value** (**MDV**). If the attacker's **1d20** roll plus their **MM**, plus other bonuses equal or exceeds the defender's **MDV**, they have hit and the player rolls **missile damage**.

2.5.4   Critical Hits and Misses

When your adventurer is attempting to attack in any way, examine the result of the attack roll before any bonuses or mods are added. If the die roll is **a 1**, it is an **automatic miss**, no hit happens, no grapple succeeds, no damage is done. If the die roll is **a 20**, it is considered a **Critical Hit**. The GM will ask you to roll percentiles (**2d10** with one die specified as the tens' digit and one die as the ones' digit) to determine its severity. You can cross reference the appropriate table for your attack type in **Appendix A on Page 66**

2.5.5   Grappling

Whenever an adventurer is within melee range of an opponent, they may attempt to **grapple** rather than strike at the opponent with a weapon. The adventurer must drop anything they are holding at the beginning of the round so that both hands are free. **Shields** take a full round to drop, your adventurer's arm is in a couple of straps.

The player states which grappling option will be used (hold or throw), then rolls **1d20** and adds the adventurer's **Grapple Modifier** (**GM**). If the total is equal to or greater than the opponent's **Grapple Defense Value** (**GDV**), the grapple option succeeds, the defender is held, or thrown. If the grapple fails

the attacker and defender are still grappling, and must wait until the next round for another attempt.

All this happens during the attacker's portion of the round, so the defender may become the attacker in his portion of the round. Once an adventurer is grappling he may not withdraw unless he is not held, and has the initiative.

2.5.5.1   Hold

The only action a held person may take is to attempt to break the **hold**. During their round, the held combatant may make a **4d6** check vs. **STR**. Each additional person holding the combatant adds **1d6** to this **STR** check. If the check succeeds, they has broken the attacker's grasp and may take other actions in their latter rounds. If it fails, every subsequent attempt is made adding **an additional die** to the **STR** check.

2.5.5.2   Throw

When a **throw** attempt succeeds, the thrower may determine the direction of the throw. However, the distance thrown and what, if any, damage or other results occur must be adjudicated by the GM at the time of the throw.

2.5.6   Withdrawal from Melee and Grappling

To successfully **withdraw** from melee, the adventurer must not be held when it is his round to take an action. It will take one round to get up from the ground, so their opponent may have further opportunities to grapple before they can escape. Even if an adventurer has got up and run from a grapple, their opponent is free to chase and tackle them.

2.5.7   Multiple Combatants

Situations occur where more than one person wants to strike or grapple the same target. If the target and the attackers are relatively the same size, no more than **4 combatants** may attack the same target. A standing target backed up against a wall may only be attacked by **2 combatants**; if in a doorway or tight corridor, only **1 combatant**. If more than the allowed number attempt to attack a single target, all attackers must make a check of **3d6**, plus **1d6** for each extra attacker, vs. their **AGI** or trip and fall to the floor, losing their attack that round.

A possible exception to this might arise if adventurers behind the attackers want to thrust polearms or spears at the target between the attackers. This might be perfectly feasible; it is up the GM to decide based on the circumstances.

2.5.8   Shooting into Melee

Shooting a missile weapon at an opponent who is in melee with adventurers from your party is a dangerous and possibly fatal action. If you attempt to hit an opponent in melee, and miss, the GM will determine if any others in the combat are potential targets. If so, they will ask you to roll to hit the alternate target, damaging them if you succeed. *Shooting your friends in the back is a good way to earn a quick and violent death.*

2.5.9   Other Common Actions

It is impossible to list all the actions that might occur during an Action Phase. During play, the GM must adjudicate

any unusual actions and assign duration for them. Some common actions and their duration in rounds are given below:

Common Action Duration	
Action	**Duration**
Climb 10' of rope	2
Dropping a shield	1
Finding something in backpack	1-4
Getting up from the ground	1
Lighting a torch	2-10
Mount a horse or dolphin	2
Readying weapon	1
Remove chain armor	4
Remove leather armor	2
Remove plate armor	8
Removing backpack	1
Searching a body	5-20
Survey a situation	1
Switching weapons	1

2.6 Using Skills

When your adventurer must perform a specific task during play, success or failure is determined by a **skill** check or a stat check. Having an applicable skill gives them a better chance of succeeding, and the higher the skill value, the greater the chance for success.

To check skill use, your Game Master will ask you to roll some **d6**. If you roll **your adventurer's skill value or less**, they have successfully applied that skill.

Simple tasks require a roll equal to or below your adventurer's skill value on **1d6**; moderately difficult tasks require a roll of **2d6**, and very difficult tasks **3d6** or more. Remember, your GM is the final authority on needed rolls and can and will apply appropriate modifiers.

2.7 Defaulting a skill

If your adventurer attempts to use a skill they don't have, or fails at an acquired skill, they may still try, but the check is against that skill's associated stat, this is called **defaulting**. The total number of **d6** to be rolled is that given by the GM, plus the number of dice shown as extra dice for that skill. Restricted skills are so complex that aside from the fact that they must be purchased from the GM, they also may not be attempted by those who have not been taught the skill. Also some skills are based on acquired knowledge, and can not be defaulted. An entry of **reserved** or **N/A** in the extra dice column indicates that skill can not be defaulted.

Alene has bought mountain climbing up to rank 8, and has an AGI of 15. While adventuring she must climb a steep rock face. The rock is damp from rain and somewhat slippery, so the GM asks Alene's player to roll 8 or less on 2d6. The player rolls a 7, so the skill check succeeds.

Let's say the player rolled a 10, meaning the skill check failed. The GM allows another chance, using mountain climbing's associated stat (AGI). The player must roll Alene's AGI or less on 4d6 (the 2 dictated by the GM, plus 2 from the extra dice column opposite mountain climbing). The result is a 12, meaning success this time.

2.8 Resistance Checks

Resistance Checks (or **RC**) are a measure of your adventurer's resistance to physical and spell effects. When you are subject to such an effect, your GM will state what the effect is, which stat to check against, and how strong the effect is by announcing how many dice you need to roll to resist that effect. Roll that many dice, and if you roll **equal to or lower than your rank** in the appropriate stat, you succeed the resistance check and the effect is weakened or negated.

2.8.1 Armor Effects of Resistance Checks

Different types of armor can diminish your ability to resist certain magical and physical effects. Leather armor restricts mobility, automatically adding **1d6** to any **RC (Resistance Check)** against **AGI**. Chain mail has, in addition, a large mass of metal that attracts magical energies. An adventurer in chain must add **1d6** to any RC against **AGI** and **PWR**. A set of plate mail is extremely heavy and takes considerable strength to wear. An adventurer in plate mail must add **1d6** to any RC against **AGI**, **PWR**, or **STR**.

2.9 Dying and Falling Unconscious

If you fight you just might get hurt! When an adventurer is damaged they must temporarily subtract that number of damage points from their damage point total. If the total goes **below 0 DP**, the adventurer **dies immediately**. (Since all actions are simultaneous in an action phase, a cure in the same round may prevent the total from going below zero).

If an adventurer's **DP** total is between **0 and 5**, the player must roll their adventurer's current **DP** total (after damage) or less on **1d6** to remain conscious. If they fail this roll, the adventurer immediately falls **unconscious**. When (and if) an unconscious adventurer recovers damage points through natural or magical healing, they may reroll to wake up. (This is automatic once **6 DP** is reached).

2.10 Stressing Stats

If desired, adventurers can push themselves beyond the normal limits of their stats by **stressing**. This means that one point of the stressed stat is expended **permanently** to gain some effect. A single stat may not be stressed more than once in a melee, and two stats may not be stressed at the same time. Stressing may be done in any playing mode, but occurs most often during melee and doesn't count as an action. Though the stressed stat can never recover naturally, it can be bought back to its previous rank, or beyond, by spending experience points.

Stressing can not be used for any **skill checks**. Even though **defaulted** skills are rolled against a stat, this is not considered a stat check for the sake of stressing. A defaulted skill roll is a skill attempted without the proper training or knowledge, so no amount of stressing will improve your adventurer's chance of success.

To stress a stat, state to the GM at the **beginning** of your action which stat your adventurer is stressing. Some

stats may be stressed in response to the GM asking for an RC. This table summarizes the results of stressing.

Effects of Stressing			
Stat	Resist Bonus	Spell Units	Other Effects
STR	2d6		+10 Strike +10 Damage
INT	2d6		
PER	2d6		
CSE			1 Extra DI die
HEA	2d6	+2 rank/ incant	Stay conscious
AGI	2d6		
PWR	2d6	4 EU or 4 DU	
COM			
WIL	2d6		

A few of the entries in this table deserve some more explanation.

2.10.1 Strength

Stressing **STR** during a combat round means your adventurer is making a heroic effort against their opponent. They gain a **+10 modifier** to their "to strike" roll and, if they strike successfully, inflicts an additional **10 DP** on their target.

2.10.2 Common Sense

When a priest feels deserted by their deity during desperate times, they may elect to set common sense aside and put their faith in being delivered from their predicament by their god. Stressing a point of **CSE** gives them **1 extra die** when calling forth intervention from their deity. No other background gains this ability.

2.10.3 Power

Caught in a deadly situation, a caster may stress one point of **PWR** to regain **4 lost units**, which must be used in the same round of the stress. These units can be **elemental** or **divine** units.

2.10.4 Health

When near death, the slightest damage can cause your adventurer to black out, leaving them at their opponent's mercy. By an enormous effort of will, they can stay conscious, but this places their body and health at great risk. Stressing one point of **HEA** allows the adventurer to automatically succeed one unconsciousness check.

Nomads may stress one point of **HEA** to add **2 ranks** to any one incant which they are preparing. They can only do this once per day.

2.10.5 Comeliness

Unfortunately, physical attractiveness is not something that can be improved in times of stress. If anything, the opposite is likely to occur. Stressing your adventurer's **COM** doesn't result in any perceptible boon, and may actually make the adventurer seem more frantic to his companions.

2.11 Weapons and Their Effects

Adventurers may employ many different weapons in combat. Each weapon is unique in the amount of damage it can do and who may use it. **Weapon Type** is the broad classification of each weapon as Edged, Pointed, Blunt, or Defensive. If a critical hit is rolled, these tell you which Critical Hit Table to consult. No criticals are possible with a defensive device.

"STR" is the minimum **STR** value required to effectively use the weapon. The "DV" column is the **Defensive Value** (**DV**) adjustment for that particular weapon; this value is added to the adventurer's **CDV** and **GDV** when that weapon is in use. Note that **one-handed weapons** are worth **1 DV**, **two-handed weapons** are worth **2 DV**, and most defensive weapons are worth **3 DV**. Two-handed weapons (those listed with a DV of two) must be used two-handed.

The value in the **Use Rate** column specifies how many rounds are needed to use and then ready a weapon, already in hand, for another attack. **Strike Damage** is the damage inflicted on a successful "to strike" roll. **Thrown Damage** is the damage done on a successful "to hit" roll, or when a weapon is hurled by hand. **Impale Damage** is the damage potential if the weapon is set and braced against a charge, a falling body, etc. **Max Range** is the distance, in feet, that the weapon can be fired or hurled.

| Weapon Effects | | | | | | | | |
Weapon	Type	STR	DV	Use Rate	Strike	Thrown	Range	Impale
Unarmed	B	4	X	1	1d2	X	X	X
Battle Axe	E	12	2	1	1d12	1d4	10	X
Bow/Arrow	P	10	X	2	X	1d6	160	X
Buckler	D	10	1	1	1	X	X	X
Club	B	6	1	1	1d4	1d2	10	X
Crossbow/Quarrel	P	8	X	3	X	1d8	100	X
Dagger	P	6	1	1	1d4	1d2	25	1d3
Flail	E	10	2	1	1d8	X	X	X
Great Sword	E	16	2	1	1d12	1d8	10	1d12+10
Hatchet	E	9	1	1	1d6	1d3	20	X
Javelin	P	8	X	1	X	1d8	80	X
Kick	B	5	X	1	1d4	X	X	X
Lance	P	12	X	1	1d3	X	X	1d20+4
Mace	B	12	1	1	1d6	1d3	15	X
Maroglave/Blade	E	8	1	1	1d8	X	X	X
Maroglave/Point	P	10	1	1	1d6	X	X	1d3
Middle Sword	E	14	2	1	1d10	1d6	15	1d12+8
Net	D	10	3	1	X	X	10	X
Quarter staff	B	6	3	1	1d4	1	40	1d2
Rapier	P	8	1	1	1d6	1d3	20	1d10
Scimitar	E	10	1	1	1d8	1d6	10	X
Shield	D	8	3	1	1d2	1d2	10	X
Short Sword	E	12	1	1	1d10	1d4	15	1d12+5
Sling stone	B	5	X	2	X	1d4	40	X
Spear	P	6	2	1	1d6	1d6	80	1d20
Trident	P	7	2	1	1d6	1d6	60	1d12
War Hammer	B	10	1	1	1d4	1d2	10	X
Whip	B	8	1	2	1d6	X	X	X
E=Edged, B=Blunt, P=Pointed, D=Defensive								

2.12   Weapon Specialization Skills

You may increase your adventurer's ability to use specific weapons by buying the appropriate weapon specialization skill. You buy this skill separately for each weapon you wish to specialize in. Skill in any weapon gives you additional options during combat for multiple attacks, better accuracy, higher damage and ability to get difficult shots with missile weapons. These abilities are given in detail under the entries for **Combat Weapon Skill** and **Missile Weapon Skill** in the list of skills in the next chapter.

2.13   Using Magic

There are two broad classes of **magic**: **elemental** and **divine**. Elemental power is derived from the four elements present in the physical environment: Earth, Fire, Air, and Water. The adventurer chooses one element in which to specialize and serves as a conduit for the power of that element. Magical effects are manifested by calling forth, manipulating, and controlling raw elemental power. The caster's expertise in their craft is measured in **Elemental Units (EU)**.

Each time a caster buys a rank in a **spell group**, they gains one **Elemental Unit** (**EU**). This power may be applied to any Spell Group the caster has purchased the knowledge to use; it is not limited to any specific spell group. *Thus a caster who has purchased up through the third rank spells in five spell groups has 15 EU, and may use them to cast any spell they have acquired, even the same spell requiring three EU five times.*
Elemental Unit and **Divine Unit** totals must be kept separate

as elemental power cannot activate divine spells and vice versa.

Divine magical power derives directly from the Jaernian deities. The adventurer is beholden to a specific **God** and must perform the duties of their office and serve the cause of their god to receive the power to invoke magical effects. Priests perform their magical effects by manipulating the divine power granted them by their gods. Their mastery of their calling is also measured in **Divine Units** (**DU**).

2.13.1   Casting and Terminating Skills

To **cast** a spell, declare to the GM which spell your adventurer intends to cast. Your adventurer then begins to gesture, with a single hand if the casting time of the spell is a single round, or both hands for longer spells. They also speak out the key word or words that activate the spell. Any spell may be **terminated** by the caster before the normal end of its duration by expending one unit. This counts as the adventurer's action for the round.

2.13.2   Recovering Elemental and Divine Units

When a spell is cast, the required units are temporarily deducted from the caster's total. Expended units may be recovered by resting. These units regenerate at a rate of the caster's **PWR** stat in units for each **8 hours rest**, or **12** of **meditation** for an **elf**.

For example, a caster with a PWR of 13 recovers units at the rate of 13 units/full rest.

Divine and elemental unit totals are kept separate, and an

adventurer recovers their PWR in units for both types if they have purchased both styles of magic. **Priests** of **Ra** (see Ch ??: ?? on ??) and **Rudri** (see Ch ??: ?? on ??) recover spells in unusual ways.

2.13.3   Restrictions on Spell Casting

If your adventurer's hands are damaged or restricted, they may be prevented from casting spells. One impaired hand prevents casting any spell with a casting time greater than 1 round; two impaired hands prevents any casting. A damaged or non-functional voice also prevents casting, but a magical **silence** does not, as the vocal component of a spell is more a concentration device than a method of summoning magical power.

If a spell caster has the **One-Hand Casting** skill, they can cast spells longer than one round by making a check. **Non-verbal casting** allows a caster to cast spells without using their voice. See Ch 4: Skills on Page 44 for more information.

The properties of the metal **Terisium**, consume spell energy. If a caster is encircled by this metal, their current **EU** and **DU** totals eventually drops to 0 units; the adventurer may recover the units, by resting, once the metal is removed.

Prisoners capable of spell-casting are often made to wear manacles, collars, and leg irons.

2.13.4   Spell Interruption

All spells have a fixed casting time. If your adventurer begins a spell and then becomes the target of an attack before the spell is completed, the spell is ruined and they lose the units put into the spell. Spells with a one round casting time may not be interrupted, except by your adventurer's companions.

Of course, if a fellow adventurer disrupts the spell, they may no longer be a friend.

2.13.5   Spell Duration

Once a spell has been cast and is active, the caster only needs to **concentrate** on it when they desires to change the spell effect. For example, an **Arise** spell requires no concentration to hover, but does to lower or raise the target. A **Fly** spell requires no concentration to move straight at a constant velocity, but does to turn, slow down, or speed up. A conjuration takes no concentration to maintain, but the caster must concentrate on it to make any changes within the conjuration.

Concentrating on the spell restricts the caster's actions to a slow walk (1/5 normal movement rate) for any non-movement spell, and the appropriate movement for movement spells. Also they must maintain line-of-sight (**LOS**) on the spell effect to be changed. The caster may not speak, nor perform other actions while concentrating.

2.13.6   Stressing PWR for Units

An adventurer may sacrifice 1 point of **PWR** for 8 EU or DU by **stressing** the stat. This may be done at any time and does not count as an action. The caster may use these newly acquired units as they sees fit. The experience cost to replace a point of **PWR** is quite high, so this is not an action to be taken

lightly.

2.13.7   Overloading the Spell Group

Normally you state your adventurer is casting an acquired spell, expend the necessary unit (deducting them from their current total), and the spell effect is adjudicated by the GM. If the caster lacks the required number of units, the spell may not be cast as they lose all remaining units. However, there are instances where an adventurer can stretch their ability to (and beyond) the limit.

This happens when the total cost of a spell is higher than the caster's rank in a spell group, and they have sufficient units to cast that spell. The caster is extrapolating their knowledge of the gestures and control that may be required by trying to skip one or more necessary steps (spells) in the training process. The adventurer may cast spells above what is allowed normally by overloading. They may not cast any spell 7 ranks or more higher than their highest purchased rank in the spell group; attempting to do so only drains their unit total to 0 DU or EU and no spell effect occurs. Nor may the attempted spell rank be higher than the caster's **PWR** stat.

If the overload attempt is from 1 to 6 ranks above the caster's highest purchased rank, the attempted spell may work, but other effects are possible considering the uncertainties of the power involved. The required units are deducted from the caster's total despite what happens. Subtract the caster's rank in the spell group from the rank of the attempted spell and add +6 to the result.

This is the number the player must roll or exceed on 2d6 for the overload to work. The spell fails if the roll comes up short; check the roll against the **Overload Effect Table** for additional effects. The table only goes up to 11 because if the required roll is 12 and a 12 is rolled, the overload is successful.

Overloading Effect Table	
Roll	**Effect**
2	caster suffers (units)d4 DP
3	caster drained of all remaining units
4	random spell (from ANY group) falls on caster
5	caster looses consciousness for 1d4 hours
6	caster suffers 1d10 DP
7	no other effects
8	lose one rank in spell group
9	lose two ranks in spell group
10	lose one INT/CSE point permanently
11	lose two INT/CSE points permanently (INT for elemental/CSE for divine)

Malvern has bought up to rank four in the Fire Magics group, but wishes to cast the eighth ranked spell, Fireball. He expends 8 EU to cast the spell, and the player must roll a 10 or higher (8-4+6=10) on 2d6 for the Fireball to succeed. The roll comes up as 11, meaning the Fireball functions as normal.

Gondo has bought up to sixth rank in the Water Magics group, but wants to cast Ocean Cold, the twelfth ranked spell. He expends 12 EU and needs to roll a 12 (12-6+6=12) on 2d6 for the overload to work. Unfortunately, he rolls an 11, meaning that the spell fails, and he loses two points of INT. He may buy his INT back, but it cannot regenerate on its own. One must be cautious when using spells.

2.13.8 Finessing Spells

The spells any caster learns have been developed over centuries of trial and much error. What has been learned is that when a certain amount of power is called forth and, through specific gestures and words manipulated in such a way, a certain effect happens. Magic is thus more an art than a science due to the vagaries of the raw power, elemental or divine, with which the caster must work.

This is not to say that experimentation is dead; on the contrary, most spells were serendipitously discovered when magicians and priests attempted to refine, or **finesse**, a known spell effect by judiciously applying a little more power to alter the **range**, **duration**, **area of effect**, or the **effect** itself. The **EU** or **DU** cost required to alter a spell component is always one, and no spell or spell component may be finessed more than **4 times**. The sum of the spell rank and the finesses may not exceed the caster's **PWR** stat.

Finessable parameters within the spell descriptions are denoted by giving their values in two parts. The first part is the base number, followed by a plus sign, and then the amount that the base number may be modified by each finesse. No number may be modified to less than **0 of any unit** by finessing.

For example, the area of effect of a spell could be given as 20 + 10/F' radius. This means the spell normally occupies a 20 foot radius sphere, but each finesse can add or subtract up to 10 feet to this radius

To determine if the finesse is successful, add **1 unit** for each spell parameter the caster wishes to alter to the base cost of the spell. If the total cost does not exceed the caster's rank in that spell group, the finesse works. If the total cost exceeds the caster's rank, they are overloading the spell group (see above); subtract the caster's rank in the group from the total cost of the spell and add **+6** to find the number or more to be rolled on **2d6**.

Tolfirion wishes to finesse two parameters of a 2 EU spell. The total cost is 4 EU (2+1+1=4), but the caster has only bought up to the second spell . He therefore is overloading the spell group and must roll 8 or more (4-2+6=8) on 2d6 for the finessed spell to work. If the roll is 7 or less, check the Overload Table for the result.

If the caster finds they lack the required units to meet the total cost, the spell never gets started and the caster loses all remaining units. *Pay attention to the costs and your adventurer's current unit totals!*

Malvern has bought up to the fourth rank in a spell group and wishes to finesse two parameters of a 2 EU spell. The total cost is 4 EU, but he only has 2 EU left. The spell fizzles and the caster loses his remaining 2 EU, unless he stresses his PWR to gain EU.

2.13.9 Limitations on Finessing

How much may a spell be altered before it, in essence, becomes a new spell effect that must be researched? No spell, or single parameter of a spell, may be finessed more than **4 times**. This could be 1 parameter four times, 2 parameters twice, 2 parameters once and 1 parameter twice, etc. Each spell description shows which parameters may be finessed and the change per finesse.

For example, an adventurer wishes to increase the range of a spell by 2 steps, the duration by 1 step. This is a total of 3 finesses and is possible. If they wished to increase the range twice and the duration twice, it would be possible, as well. But if they wanted to increase the range 3 times and the duration 3 times that is a total of 6 finesses and is beyond the capabilities of the spell.

2.13.10 Finessing and Overloading

This is possible, but obviously very chancy. This occurs when the adventurer wants to cast a spell above their rank in a group, and finesses it. The deleterious effects of lacking the basic spell ability and finesse ability are additive.

For example, a caster wishes to alter a fifth ranked spell so that it is 2 steps smaller but does the same damage as the normal spell. The finesse cost for this would be 4 EU (reduce the area twice (2 EU) and increase the damage twice (2 EU). This is a total of 4 finesses (within the limit) and 9 EU (5+2+2=9). But the caster only has rank 4 in this group. The total cost for this spell exceeds the caster's rank by 5. They must roll 11 or more on 2d6 (9-4+6=11) for the finessed spell to succeed; if they roll 10 or less, check the Overload Table for the grizzly results.

2.13.11 Powerful Spells

Casting any spell with a base **rank 12** or more (before finesses) causes the caster to **permanently** lose **1 rank** in that spell group. The only way to recover this rank is to purchase the rank back with experience points, just as it was originally bought.

2.14 Targeting

Targeting is the directing of magical spell energy, and is as important as the spell itself. There are seven **targeting methods** which determine what is the spell target. Some affect an object, entitling that object to a **resistance check** to reduce or eliminate the spell effect. Other methods affect an area and are always successful. Each spell description lists the targeting method for that spell.

2.14.1 Caster

Target: caster

Spells which specify **caster** as a target can only affect the person or creature casting the spell.

2.14.2   Touch

Target: touch

Spells labeled touch require the caster to actually touch the intended target. Only a single object, person, or creature can be affected by this type of spell. If cast during combat at a mobile target, the caster must successfully **strike** the target to deliver the spell. If the caster attempts to strike and fails, the spell is never cast and the spell energy is not expended. If the target is an unwilling person or creature, or any object, it is entitled to a resistance check against the spell if one is listed.

2.14.3   Multitouch

Target: multitouch

While a spell labeled MultiTouch is being cast, the caster touches each target they want to affect, during the **rounds** used to cast the spell. *Thus a spell with a target of MultiTouch, which takes three rounds to cast, indicates the caster touches as many targets as they can (or wish) to in those three rounds, and when the casting time is complete, all those touched are affected.* If the targets are unwilling persons or creatures, or any objects, they are entitled to a resistance check against the spell if one is listed.

2.14.4   Hearing

Target: Hearing

This targeting method involves an **audible** casting magic, which affects any creatures or persons capable of hearing it. In a large, open area with no other sounds, creatures or people within a distance of **240 feet** of the caster can be affected. Other sound, wind, and obstructions may modify this distance, as adjudicated by the GM. Simply covering the ears does not stop the sound! The targets must have effective earplugs, which stop all other noises as well, to avoid being affected by the spell. If the targets are unwilling persons or creatures, they are entitled to a resistance check against the spell if one is listed.

2.14.5   Memorized Location

Target: MemLoc

This targeting method is generally used for spells which move the caster or an object to a distant place, or let the caster scry or communicate at a distance. To memorize a location the player must state that their adventurer is specifically memorizing a location. The adventurer must spend at least **10 minutes** to complete the memorization, and may not memorize more locations than their **INT** attribute. The adventurer can only remember the fine details needed to target to the memorized location for a period of **4 weeks**. Since there is no target object, no resistance checks are needed for these spells.

2.14.6   Direction/Distance

Target: X + Y/F unit

Spells using this method contain only a **distance** in the Target: field. The caster specifies the direction the spell is to travel, and the distance at which it will activate. The spell then travels in that direction and activates at the stated distance **X units**, or at the **first** intervening object in the indicated direction. Since there is no intended target object, there is no resistance check which could prevent the spell from activating. However, there may be a resistance check against the spell effect. The distance can be finessed by **Y units** per finess.

2.14.7   Line of Sight

Target: LOS X + Y/F unit

LOS stands for **Line of Sight**. These spells are cast at an object. The object must be within the listed distance **X units**, and there must be an unobstructed, straight path from the caster to the object. The distance limitation is based on the details needed for the caster to successfully target the spell. Any intervening objects, glass, water, opaque gases, or darkness prevent these spells from succeeding. LOS spells may not be cast through scrying spells unless the spell specifically states otherwise. Distances can be increased by the amount **Y units** for each finess.

These spells can be banked off of well-formed mirrors and other optics, but will malfunction in strange ways (GM's discretion) if banked off flawed surfaces. Spells which affect vision also affect the ability to cast LOS spells. *For example, **Long Eyes** increases LOS spell ranges proportionally. **Heat Vision** allows LOS spells to function in the dark.* There are no resistance checks against the activation of these spells, but any listed RC applies to the resulting spell effect.

2.15   Areas of Effect

As well as understanding how to target a spell, you also need to know how to define what is affected by the spell. In general, spells affect areas, objects, or groups of objects.

Let's deal with areas first. An area is defined by giving a specific size to the spell effect. If the effect is meant to occur to objects within the area, then every object within it is entitled to the resistance check listed in the spell description. If the area itself is to be affected, there is no resistance check. Areas can be expressed as:

2.15.1   Radius

Area: X unit radius

This affects a spherically-shaped area with a radius of **X units** from the point at which the spell is targeted. Intervening objects within the area may partially or fully shield other objects from the spell effect (GM's discretion). Once the spell is activated, the GM may use normal laws of physics to determine how the effect acts, if it's a physical effect.

2.15.2   Volume

Area: X cubic unit

This spell affects a particular volume of size **X units**, whose shape is specified by the caster. No single dimension of this volume may by more than **4 times** larger than any other dimension. All objects within the volume can be affected by the spell, and resistance checks may be listed, if appropriate.

2.15.3 Cone

Area: X x Y unit cone

This spell affects a conical area **Y units** long with a **X unit** diameter base. The point of the cone is at the caster's fingertip. Intervening objects within the area may partially or fully shield other objects from the spell effect (GM's discretion). Once the spell is activated, the GM may use normal laws of physics to determine how the effect acts, if it's physical in nature.

2.15.4 Line

Area: X x Y unit line

This area of effect is defined by drawing a line from the caster's finger tip **Y units** toward the spell target. All objects within a column whose radius is one half of the width (**X/2 units**) can be affected by the spell. Intervening objects within the area may partially or fully shield other objects from the spell effect (GM's discretion). Once the spell is activated, the GM may use normal laws of physics to determine how the effect acts, if it's physical in nature.

2.16 Objects

An object is a person, a creature or a thing. When a spell affects an object, further restrictions limit what kind or type of object can be affected by the spell.

Area: caster

This limits the spell effect to the caster.

Area: single creature

This limits the target of the spell to one living creature or person.

Area: single marine creature

This type of area further restricts the target to a creature which primarily lives beneath the sea. Many other restrictions, such as living, dead, humanoid or non-intelligent, can be applied in this way.

Area: single plant

Yes, plants can be affected by some spells as well.

Area: X unit

This limits the spell effect to a **single** object of no more than **X units**.

Area: X unit radius

This limits the spell to affecting that portion of an object which is within **X units** of the target point of the spell.

Area: ferromagnetic object

The target of this spell is only effected if it can be magnetized. Other classifications, such as **transparent**, **non-metallic**, **frozen** or **red** can be used in this way.

2.17 Groups of Objects

Often a group of several objects can and will be considered as a single object. If all the objects in the group fit within the limits and restrictions of the spell being cast, and they are all physically touching, the spell will affect the group of objects as though they are one.

An **adventurer**, their clothes, backpack, and enclosed objects within the backpack, is considered a single object. A wall, with all of its boards, nails, enclosed wiring, and paint is considered a single object. A brick wall, with bricks and mortar is considered a single object. A ship's **hull**, with its enclosed superstructure, decking and rigging is considered a single object. A group of more than one persons, creatures, or plants is not considered a single object.

In short, anything constructed as a permanent structure, and any creature carrying non-living objects, are considered as a single object when examining the area of effect of spells.

2.18 Incants

Unlike spells, **incants** involve the release of **Spiritual Energy** or **Life Force**. The power behind incantations is that of the spirits of the **Kurago**, but the incantor uses his own life energy to perform the ritual to create the conduit to the Kurago. This conduit is then used to channel the spiritual energy, concentrating it in a **mixture**, **talisman**, **song**, **imprint** or **invocation**.

The nature of incants is such that they many may not show their power or effect immediately. The magic is concentrated in some physical form and remains quiescent until activated by drinking, breaking, or brandishing it appropriately.

2.18.1 Preparing Incants

To prepare an incant your adventurer performs a Ritual. Each ritual requires life force to be expended by your adventurer equal to the rank of the incant. Make sure you have gathered any needed ingredients, and have any needed props at hand for the particular incant. Tell your GM which ritual your adventurer is about to perform. Spend the time listed preparing, using the method in the incant description. With the preparation ready, your adventurer speaks or sings the ritual, manifesting the results of the incant. Subtract the incant rank from your live force total.

2.18.2 Life Force and Death

All adventurers have a **Life Force** equal to the total of their **HEA** and **PER** stats. Nomads use this life force to open a conduit to the **Kurago** to channel the energies of the spirits within. If a nomad's life force drops below 1, their body expires, and the nomad's spirit travels to the Kurago, mergin with their **Guardian Spirit**. The attempted ritual does complete, but the results may or may not be useful depending on the type of incantation. Life force is regained by the nomad at a rate of **(HEA + PER) divided by 5, rounded down**. The life force total never exceeds the **sum** of these two stats.

2.18.3 Restrictions on Preparing Incants

Incants may not be prepared under duress. The incantor must be calm and in firm control to complete the preparation without error. The incantor must not be under the influence of any mind-controlling spell or drug. If the incantor is interrupted while mixing, speaking or singing, the ritual must be redone from the beginning.

2.18.4 Stressing Health for Incants

An adventurer may sacrifice **1 HEA** while preparing an incant to increase its **rank** by **+2**. This may done only once per day, and it does not count as an action. The caster can only effect the single ritual they are currently performing. The cost to replace a point of **HEA** is quite high, so this is not an action to be taken lightly.

2.18.5 Performing Songs

Some incants are performed as songs, or songs with dancing. More than one nomad can conduct such an incant at the same time. While multiple incantors will not increase the effect of such a ceremony, it will multiple the number of resistance checks needed to resist. Musicians accompanying the incantor assist in their concentration making it harder for external distractions to interrupt the ritual.

If the target of such an incant must make a 4d6 RC vs WIL to resist, with three nomads singing, the target must make three RCs to resist the effects.

2.19 Intervention of the Deities

Gods and goddesses are much like humans in their likes and dislikes. They enjoy heroism and abhor cowardice. They live to be worshiped, reward their faithful followers, and punish wrongdoers. Manipulating the creatures of their world is both a pleasure and a duty.

When your adventurer seems to be up against impossible odds, or when death is imminent, they may call upon a deity for aid. To try this, announce your adventurer is calling for divine aid, roll **3d6**, and call out the name of a deity. If all three dice come up as **1s or 2s**, the deity may intervene.

A call for **Divine Intervention** (**DI**) may be made during your action phase whenever your adventurer is **conscious**. Also, at the time of **death**, one call may be made after the GM announces your adventure's demise in the result phase of your round. If you forget to name a deity when making the roll, the GM will choose a random deity who may respond. The GM may allow priests to stress their **CSE**, allowing them extra dice in their attempt to roll three 1s or 2s.

A result of **three 6s** automatically signals the deity's immense displeasure at being disturbed, and typically results in the instant and irrevocable death of the adventurer or their party, usually at the end of an enormous bolt of lightning. If your adventurer is granted extra dice for a divine intervention call, while the first three must be rolled, you may stop at any point past them to avoid such a fate.

Repeated, spurious calls to the gods do little but annoy them. Each time they do not respond to your adventurer's call, and they survive without their aid, they will be less inclined to be helpful in the future. They recognize and appreciate those who survive and flourish on their own talents and abilities.

2.20 Between Adventures

Your adventurer does not disappear from existence at the end of an adventure, and then reappear at the beginning of the next. While there are many things he may do which are of little consequence to the ongoing adventures, your GM may allow you to specify some of their actions between adventures. Here are a few of the activities in which he may be involved.

2.20.1 Employment: Getting a Job

There are many opportunities for using your adventurer's skills in the employ of some shop, business or nobleman. You may pick one such skill to consider as your adventurer's Profession. You adventurer earns silver in this employment which both pays their living expenses and provides them some extra cash. Only skills that make sense as a profession can be chosen (GM's choice). To be hired to a position, using a skill, that skill must first be bought to a rank high enough to be profitable, **rank 7** is considered the minimum. For each game week between adventures, the adventurer profits silver pieces equal to the base cost of the skill, divided by ten, times the adventurer's rank in that skill.

Job Profit

$$Profit = \frac{BaseCost}{10} * Rank$$

2.20.2 Being Your Own Boss

With a sufficient amount of capital, you can buy the property and equipment to become your own boss, running a business. Pick a skill which your adventurer has at **rank 9** or higher and ask your GM the cost of setting up a storefront, shop or warehouse. If you can meet or exceed that amount, and they determine there is space available, and a market for your product or service, you may invest silver to establish this business.

The GM will then roll **1d6** to find out how many **months** your adventurer will have to spend out of play to acquire land, outfit or build the building, purchase stock or supplies and hire and train employees. Once you are in business, you normally earn **1/20** of your original investment back **each game month** with no further attention on your part. You may invest additional silver at any time, raising the earnings and worth of your business. If at any time after you have started, you decide to disband your business, you may recover up to one half of your total investment.

The economy of the village, town or city you are based in may change. The GM may alter your earnings to reflect times of boom, or economic hardship. Also, the GM can base adventures around your business and its employees.

2.21 Extended Leave from Adventuring

If you want to take an adventurer out of play for an extended period, inform your GM and he will place your adventure out of play, and record the current game date on your adventurer card. You can do this to allow your adventurer to take a long trip, to recover from too much action, to enter an institution of learning or to join a monastery or temple. Your adventurer will earn **1d6 times 100** experience points **per game month** they are out of play. You can apply this to any attributes as you feel appropriate for the activities the adventurer pursued while out of play.

For example, if Yazin, a warrior, suddenly acquired religion and decided to present himself at the Solarium to the priests of Ra, if he is accepted, he informs the GM that he is out of play. The GM records the game date that this occurred. If the GM then determines that Yazin spends 10 months inside the Solarium until his Day of Awakening, Yazin's player would roll 10d6. If the total was 37, Yazin would receive 3,700 experience points, which he probably should spend on divine magic (which is, of course, triple cost because Yazin has a warrior's background).

2.22   Aging

Very successful adventures may live to a ripe old age, but eventually Time catches up with everyone. To find out when your adventurer could pass on from natural causes, add the numbers on the table below for each of their four grandparents.

Min Life Span					
Race	Orc	Human	Lizard	Dwarf	Elf
Years	10	15	20	35	50

A half-human, half-elf's minimum life span would be 2 x 15 + 2 x 50 = 130 years.

A full human's **Minimum Life Span** is **60 (4 x 15)**. A check needs to be made on each of your character's birthdays past their minimum life span. To make the check, subtract your adventurer's minimum life span from their age. Then roll the die shown on the next table for each grandparent and total the results. If it is less than the difference in ages, your character has passed on (**died**) due to natural causes.

Aging Die					
Race	Orc	Human	Lizard	Dwarf	Elf
Die	d4	d6	d8	d10	d20

Feldnor is one quarter dwarf and three quarters human (minimum life span is 35 + 3 x 15 = 80 years). Suppose he has reached his 95th birthday. He must roll 15 or more (95 – 80) on 3d6 (human grandparents) + 1d10 (dwarf grandparent) to avoid death from old age.

This check is made once a year for convenience. This means that your adventurer's death is not always a sudden, catastrophic event that might have been prevented. The only way to preserve your adventurer's life is to use magic or some other means to physically reduce their age, or to allow them to live after death (as in the undead). Your adventurer is entitled to a divine intervention call when they die in this way.

2.23   Diseases

Adventures encounter many strange places and are subjected to a lot of questionable health risks. Here is a list of some of the more common Jaernian diseases and illnesses and their effects:

Granjuke

Transmitted from person to person by close and prolonged bodily contact, this disease manifests itself as a rash on the skin. The affected area becomes inflamed and the victim has an intense desire to itch. This helps spread the disease to other areas of the body. Each day the afflicted must make a

4d6 check vs **WIL** or lose **1 DP** from damage of the infected area.

While not usually fatal, this is a very annoying condition. It is normally treated with an extract of the **Horust** tree being spread on the afflicted areas just prior to a long soak in hot waters. This treatment will, over the course of **4 to 6 days**, force the disease into a dormant state. However, heavy stress or physical activity can cause a reoccurance at a later date.

Maldormi

Believed to be caused by a fungus which grows on overripe fruits, this illness robs its victim of the ability to sleep. As tired as the victim gets, their body is unable to fall into unconsciousness unless injured, and even then, none of the normal healing and recuperative effects of sleep occur. Eventually, this results in death. Each day this illness robs its victim of **1d8 DP**, causing them to grow more tired, irritable and confused. When the victim reaches **0 DP**, they **die**.

The priestesses of **Isis** sedate victims of maldormi with herbal mixtures to calm and dull their senses and minds, and restrain them to help them conserve their dwindling reserves. Each day of this treatment, the victim may attempt a **5d6** check vs **HEA**. If successful, they break the disease, and falls into a normal sleep. Upon waking, they are functional, but needs to heal up to full normally.

Malibro

Leading healers are in disagreement as to the cause of this malady, but its symptoms are very recognizable. When its victim has been at sea for some great length of time, a sudden inability to hold his balance causes him to be unable to stand, walk or even sit. The surface below him seems to be swinging and spinning wildly. The constant movement makes it difficult for the victim to concentrate, speak coherently, or perform any task. The victim must make a **6d6** check vs **WIL** to take any voluntary action, or make a **5d6** check vs **WIL** to talk coherently for up to a minute.

The best treatment for such an individual is to restrain them in a bunk to keep them from injuring themselves, and then setting course for the nearest land. Once on land, the victim slowly comes back to normal over the next two to four days. Roll **3d6** vs **HEA** after **4 hours** of rest to return to normal. The disease is never actually cured, and will remanifest itself within one to two hours if its unfortunate victim sets foot on any floating or flying vessel.

Putrihaut

Caused by a fungus which normally grows on certain underground mushrooms, this disease causes the skin to dry, flake and fall off. This process occurs faster than the body can regenerate new layers of skin. About a week after this is first notices, layers of muscle tissue are exposed. This leads to blood loss and a lot of pain. Victims will tightly wrap their exposed muscle in oil cloth to try to prevent blood loss. Each day from the third on, the victim looses **1d8 DP** and must make an RC of **4d6** vs **WIL** to perform any voluntary actions while in great pain.

Siritmenso

The origin and transmission method of this disease are still

unknown, but its symptoms are devastating. It attacks the brain, forcing it to use more and more of its reasoning power to combat the effects of the disease. This manifests itself first as short **dropouts**, where the victim stops moving, and is unaware of the passage of time. These can be as short as a few seconds, but get longer as the disease progresses until the victim never comes out of this state again.

In any new situation, scene or location (GM's discretion), the player rolls **1d6** vs **WIL** for each week they have been infected. If this **RC** vs **WIL** fails, they have a **dropout** of **1 round times the product of the dice** of their roll. *If the player rolls 2d6 and gets a 4 and a 3, they lose 12 rounds.* At the end of this time, they must succeed at this roll to come out of the dropout. While not in a mindless state, the victim can be aware that the dropouts are occurring by the sudden shifts occurring around them. This gets more pronounced and frantic as the dropouts increase, until near the end, time seems to be rushing to a final end. This is extremely frightening.

Sondikapto

An inherited condition, the unfortunate victim goes into a violent seizure triggered by the combination and sequence of certain tones. This seizure can last up to five minutes, during which the victim is likely to injure themselves. When triggered, make a **5d6** check vs **HEA** or suffer **1d10 DP** damage.

Many troubadours have studied this condition in depth, and have categorized the kinds of sounds leading to these seizures. They avoid these combinations in their music. Some of the more knowledgeable nomads have discovered other sequences of sound which can bring the victim out of the seizure quickly, before they damages themselves.

Sorcofin

This can only effect those who cast magic, either divine or elemental. This airborne spore enters the body and attaches itself to the mucous membranes of the nose, mouth and throat. There it begins to grow, using any existing magical energy on which to feed. Quickly it victim looses

any accumulated spell energies and any regenerated energy is fed on by the spores.

These spores are most often found in humid dark regions rich in magical energies. These spores will feed for **4 to 8 weeks** until they reach a magical saturation level and reproduce, leaving the current host behind. The only known method of treating this infection involves the use of the metal **Terisium** to create an area completely devoid of magic. The spores will die within **4 hours** in such an area.

Steliforto

This disease affects all muscle tissue in its victim. It lodges within the muscles, and feeds of the energy and nutrients which would have operated the muscles. Its symptoms start with a weakening of the limbs, and progress in two days to a difficulty in walking. At four days the victim can no longer walk and can barely use their arms. At six they are unable to make any voluntary movement, and generally at eight days their heart stops beating and they die. Effectively, the unfortunate adventurer afflicted with this loses **2 STR** each day.

Treated carefully by informed and well equipped priests of **Isis**, this disease can be halted and it effects slowly reserved in one half of most cases if they are caught while the victim can still walk. The earlier it is treated, the better the chances of living and eventual recovery. They will recover **1 STR** for every **2 days** of rest after being cured.

Vortoperdi

This very unusual and rare disease can only affect those of human stock, and mostly just those with red hair. When afflicted, the victim loses the ability to associate words with ideas, objects and places. This process takes about a day, and after this, they can not communicate verbally or telepathically with anyone else. The only known method of treating this disease involves magically removing all knowledge of language from the victim's brain, and then reteaching it language, from the ground up. The scrambled brain pathways relearn speech, and eventually the victim can communicate once again.

Chapter 3

Life on the High Seas

A very mature planet, the land masses of Jaern have been slowly eroded away, leaving most of its surface covered in a relatively shallow ocean. Thousands of small islands poke above the surface, leading to a proliferation of very diverse biologies and cultures. The ocean itself has a very low salt content and is home to the majority of Jaernian life. Humans and their kin ply the surface of the ocean with a plethora of different vessels, traveling from island to island, or even living at sea.

3.1 Ocean Creatures

3.1.1 Fish

The variety of fish swimming the seas of Jaern seems endless. Cold blooded, finned, spined, colored, poisonous and not, there is no end to their sizes shapes and appearances. Fish form the diet staple of most people, and employment for over one fifth of all humanoids in their harvesting. Dangerous fish include vicious **sarko**, and the very poisonous **quezl**.

3.1.2 Coelenterates

Almost as numerous as all the other life in the seas, Jaern supports a bewildering variety of these creatures. Small **Atomo**, each less than a hundredth of an inch in size, form the food for most of the grazing fish . Larger jellyfish in myriads of colors float in the top twenty feet of the water, slowly converting light to food by different chemical processes. The largest of these creatures, the **Flugofiso** can grow up to 60 feet in radius, and generate gases that allow it to escape the waters and float high in the air. Many superstitions surround the sighting of these strange **coelenterates**.

3.1.3 Dolphins

These creatures have evolved into highly intelligent creatures. Because of their environment and lack of manipulative limbs they are not tool builders, however they have developed a diverse and complex culture.

Physically they are very similar to Earth's dolphins, they differ in a few important ways. A dorsal stripe of color, blue for females, and yellow for males, assists in their communications by changing shade subtly, indicating general mood and inclinations. A slightly larger skull is protected by thicker bone and fleshy bumps which protect the dolphin's brain from blows and the extreme temperature found in ocean currents. A larger tail fin and a more sleek body allow these creatures to move through waters at speeds approaching **40 mets** per hour (*15 mi or 24 KM*) . The life expectancy of these dolphins average from 30 to 40 years.

Dolphins communicate with each other in a highly developed language consisting of whistles, clicks and guttural stops. Some of these are outside the range of **human** (but not **lizard**) hearing. The language itself is weak in complex verbs and time based tenses, but very extensive in descriptive terms describing water and the objects found in the oceans. Some humans can, after extensive training, understand and speak some of this speech, but the dolphin must make a conscious effort to slow its speaking speed.

Forming small groups of 8 to 16 based around social needs and friendship, dolphins are rarely seen alone. They will pair once, making a lifetime commitment to a mate. If they are capable, each pair will bear young live, in pairs and triples, once every 5-10 years. These young are raised by the group until they are old enough to interact with others close to their age, at which time they leave and form new groups.

The dolphins consider Jaern their world, and land based creatures as strange aliens. Generally they do not concern themselves with events on land, however they will relentlessly hunt down those who damage or poison the seas and those whom would capture and enslave dolphins for their own ends. The dolphins will seek a way to punish these humans for these crimes. As for others living beneath the sea, dolphins live in peace with lizardkind, and while they can not ordinarily communicate well, will often be seen in lizard's company.

Occasionally, a young dolphin will meet one outside their own race and form a friendship. If the other wins the dolphin's trust and affection, the dolphin may decide to pair outside their race. This kind of relationship remains one of emotion and friendship. Maraujos often seek out places where many young dolphins swim, looking to find those whom would pair with its youngest marines. The dolphins and the marines, over time , have learned the benefits of such a pairing, which has resulted in the dolphins tolerating the nearby presence of these humans.

Once paired in this way, the dolphin will expect nearly daily attention from his partner. In return, he will devote his time, energies and abilities to help his partner. Over time, the two develop an almost telepathic sense of the other's needs and desires. Many dolphins, and dolphineers have sacrificed even their own lives to help save their partner from harm.

3.1.4 Lizards

Evolved in the deeps of the oceans, these intelligent creatures group together forming gatherings. They communicate verbally and sense objects and motion mainly via sound, which travels well under water. Finding dry land uncomfortable, they largely avoid interacting with the humans

and humanoids above the water.

3.1.5   Balenoigajos

Mammalian creatures of large size, these herbivorous sea dwellers subsist on **Atomo** strained through their bodies as they swim. While it is very profitable to hunt and slay these creatures for their meat and other body products, this profession has been virtually eliminated by the Onivero whom consider these creatures close friends and allies.

3.1.6   Oorn

Evolved from land trees, these plants grow branches along the water's surface and thrust large leafy growths upward toward the light. A single floater can reach sizes of up to a few hundred feet in length. Posing a navigational hazard to ships, standard shipping lanes in the southern waters that the Oorn usually grow, are regularly swept clean of these plants. Especially large Oorn are sometimes used as the base of small villages inhabited by the **Onivero**, or by some nomads whom have emulated them.

3.2   Oceangoing Vessels

The seas of Jaern are plied by innumerable vessels of many different sizes. Ocean going transportation ranges from that for the single person, to entire ocean dwelling communities.

3.2.1   Sail Boards

Only suitable for short journeys between nearby islands, these boards are about **6 feet long** and **2 feet wide**. In the center, 2 feet from the front is a socket which excepts a 7 foot tall mast, bearing a single cross spur and a triangular sail, 6 foot wide at the base, coming to a point at the top of the mast. The user of this device stands behind the sail and holds the cross spur at the proper angle to catch the waves. They use their body to steer the board.

This very active and athletic way of travel restricts the journey time to about two to three hours for even the most ambitious athlete. At a speed of up to **10 mets** per hour (*4 mi or 6 KM*) , this restricts the normal range of this device to **30 mets** (*11 mi or 18 KM*) .

Marines, trained in sailboarding, will use sailboards as a last resort when their **Maraujo** has sunk. Carrying several days food, they can often go up to a week, traveling **30 mets** per day (*11.3 mi or 18.3 KM*) , to attempt to find a place to land. Navigating while using a sailboard is particularly difficult since they will only keep a course when they are held steady by their riders. Sailboards without a mast and sail are called **Surfboards** and are often used by marines to land during amphibious assaults. A maraujo will sit just over the horizon from its target, and its dolphineers will ride these surfboards to shore to catch their target by surprise. Then the maraujo will close and disgorge attack boats to pick up the marines after the assault.

3.2.2   Dolphins

Dolphins will rarely concede to being used like steeds by humanoids. Normally only dolphineers and a few scattered nomads spend enough time at sea to have an opportunity to

meet and pair with a dolphin. Even these people must treat their dolphin as a partner rather than a mount.

While riding a dolphin, the human lies above the dolphin and wraps their arms and legs around the dolphin. Since their arms will rarely reach, they will hold on to a length of leather in each hand, or tied about their wrists. Dolphineers will often have a suitable leather thong attached to their maroglave for this purpose. As the dolphin swims, the rider must match their body movements to the flexing of the dolphin as its tail and back arc up and down. A dolphin and rider traveling like this can achieve speeds approaching **35 mets** per hour (*13.25 mi or 21.3 KM*) . Dolphins have good senses about currents, depths, and direction. They will be able to find land with little effort.

More barbaric and oppressive riders have been known to use a leather harness on the dolphin. Such a rider places their feet in the stirrups and attached their harness to the dolphin's. Such a harness is uncomfortable for the dolphin and will injure it in time.

3.2.3   Skiffs

These small boats are generally about **10 to 12 feet long** and **3 to 4 feet wide**. They are generally constructed of wood planking and have a rudder operated manually at the rear. A mast with a single spur sports a 10 foot high triangular sail. A skiff can generally hold **6 to 8 people** and can travel at speeds of **10 mets** per hour under sail (*3.8 mi or 6 KM*) , or **4 mets** per hour rowed (*1.5 mi or 2.4 KM*) .

Skiffs are generally used for line of sight travel between nearby islands, and as auxiliary craft aboard larger crafts. The handle only relatively calm seas and will swamp easily with waves larger than a couple of feet tall.

3.2.4   Attack Boats

Larger than skiffs, these boats are generally **25 to 30 feet long**, **8 to 10 feet wide**, and hold up to **30 men**. These boats are generally constructed of wood planking, pegged to form, and covered in many layers of a heavy shellac to waterseal and reduce friction. With no mast, they are driven by six sets of oars mounted midship. At capacity, these boats can be rowed at speeds of up to **8 mets** per hour (*3 mi or 4.9 KM*) . They are generally used by larger vessels to aid in debarking and boarding. A Maraujo will often have up to four of these to transport non dolphin riding warriors. Merchant vessels will use these boats as life boats, and to land in places not equipped with a proper dock.

3.2.5   Kurujo

Used mainly as couriers and light cargo and passengers, these vessels are generally **35 to 50 feet** long and displace **3,000 to 6,000 tons**. With a crew of **10 to 20 sailors**, they can carry a few passengers, or a limited amount of cargo. Two masts hoist large triangular sails, with a few smaller sails for maneuverability. An unladen Kurujo can travel at speeds of up to **15 mets** per hour (*5.7 mi or 9.1 KM*) .

3.2.6 Metioujo

These wooden vessels are deep sea ships capable of traveling long distances with large cargos. Used generally by merchants, these carry the majority of traffic at sea. Metioujo are sail driven, and are normally armed to ward off attacks by privateers.

A metioujo's displacement varies from **10,000 to 20,000 tons**, and their length from **80 to 120 feet**. Width, at the center, is usually one third of the vessel's length. There is normally a large cargo deck accessible from one or more cargo hatches on the main deck. Above the cargo deck is the crew deck, containing quarters for the crew, storage for food and operating equipment, and the crew's mess. Above this is the main deck, open to the sea in the middle. At the front of the ship is the forecastle, housing the officer's quarters. At the rear is the aftcastle, containing the chart room and the weapons locker. Above the aftcastle is the pilot's deck, where the rudder wheel is manned, and the aft ballista is usually located. Above the forecastle is the **cefo's** deck, from where the ship is normally commanded, and the fore ballista or catapult is manned.

Three masts carry a variety of square and triangular sails, and a crows nest tops the center mast. An intricate webbing of rigging allows the ship's rigger's to control the trim of the sails. The sails allow these vessels to travel as fast as **12 mets** per hour (*4.5 mi or 7.3 KM*) .

Mounted at the port and starboard rails at center ship, two to four skiffs serve as lifeboats in emergencies.

3.2.7 Maraujo

These are the vessels inhabited by groups of **Marines**. Similar to **Metioujos**, these ships are usually narrower, lighter and faster than their mercantile counterparts. Like the **Kurujo**, these vessels can travel as fast as **15 mets** per hour (*5.7 mi or 9.1 KM*) . Much of what would be cargo space in a Metioujo is used in the Maraujo for supply storage, ammunition storage and dolphin tanks.

Usually sporting two or three large ship to ship weapons on the deck, Maraujos are rigged for speed and maneuverability. Two attack boats can be lowered from their stowage position near the rear of the ship. Boarding ramps are hinged into the port and starboard decking. A 30' long and 10' wide tank at they very keel allows the ships compliment of dolphins to ride within the maraujo. A waterlock with two interlocked doors, slightly left of the keel, allows the dolphins access to the ocean. A third safety door can be lowered from ropes at three places on the ship, protecting the ship against sinking should the waterlock be damaged. Closing this safety door also protects the ship against boarders during a battle.

Crews of these vessels are proud, well trained warriors whom are honer bound to protect their crew mates, and their ship. Most marines will scuttle their Maraujo rather than let it fall into enemy hands. More information about these marines can be found in **Ch ??: ??** on page **Page ??**.

3.2.8 Onivero Skim Boats

Built and crewed by the **Onivero**, these small boats are very unique. Only about **50 feet long** and **10 feet wide**, these boats have four masts using over one hundred and eighty sails. At first, the rigging seams inhabited by hoards of small sea creatures, but on closer examination it appears that the creatures ARE the rigging! The Onivero communicate with them telepathically, and together they control the skim boat. One or more groups of dolphins also travel with each skim boat.

Two hydrofoils are attached to the hull, a few feet under the waterline at each side. When the skim boat is in the open water, the dolphins form a bow wave, pulling the ship, and the sails delicately take best advantage of each gust of wind, speeding the skim boat forward. At a crucial speed, the the boat leaps above the water, rising on its hydrofoils, and increases speed to **150 mets** per hour (*68 mi or 110 KM*) Once skimming, the dolphins no longer need to pull it forward, and simply trail the boat, catching up to it as they can.

The Onivero will rarely allow others on board, as they have little space, and little patience for humans.

3.2.9 Platforms

Land is a rare commodity. With the largest and most farmable isles being well populated in recent times, many people have turned to living off of some of the smaller and less desirable lands. In the last century, a new kind of migratory farmer has emerged. Rather than being tied to one plot, they have taken their entire household, established it on a large barge like raft, and moves from isle to isle. Tending different crops with different growing seasons, they maximize their ability to produce foodstuffs.

At first small groups of these farmers banded together, lashing their barges to each other, and traveling, en masse, from one site to another. As these groups grew, they started needing specialized services, people to build and service tools, people to process the raw crops, merchants and traders to sell the results to others. Eventually these grew into entire towns and cities. Today many of these cities lay claim to a number of home sites, traveling from one to another as the growing season progresses.

3.3 Building and Buying Ships

3.3.1 Design

Ship Design Time	
Ship type	**Days to Design**
Sail Board	1
Skiff	5
Attack Boat	8
Kurujo	14
Metioujo	30
Maraujo	45

Before the first beam can be laid, a complete plan of the craft must be made. Shipwrights have the knowledge to create such plans and direct the construction. The average fee for hiring a shipwright is approximately **10x** times their **Ship Building** skill in silver pieces per day. The size of the ship will determine the time needed to draw the designs.

3.3.2   Dry Dock Fees

With the initial design complete, the next step is to rent drydock space, and hire the workers to begin construction of the ship's hull. Drydocks are usually owned by the municipality where the construction is to take place. Most drydocks must be scheduled six months to two years in advance of its usage. Penalties are levied on construction time overruns, as others ahead on the schedule must delay their construction. Drydocks are located in the prime docking areas, are reasonably expensive to build, and take a certain staff to maintain. All these factors go into their rather steep rental fees.

Sail boards are usually made in the shipwright's workspace, and do not require drydock fees. Skiffs and attack boats are made in smaller drydocks, usually requiring a fee of 40 silver per day. Metioujos and Maraujos are made in full size drydocks, and require a fee of 400 silver per day of construction.

3.3.3   Workers

Long experience has taught the shipwright the proper number of workers to accomplish their task most expediently. Less workers slows down the job, while more will simply get in each other's way. Ship workers have long since had their wages fixed at 25 silver pieces per day. Adventurers with a **Ship Building** skill of at least rank 7 can replace these workers, bringing down the total ship cost by volunteering their labor.

Shipbuilding Labor Costs			
Hull Style	**Number of Workers**	**Days to Complete**	**Average Total Labor Cost**
Sail Board	1	2	50
Skiff	4	8	800
Attack Boat	10	12	3,000
Kurujo	14	40	14,000
Metioujo	30	80	60,000
Maraujo	40	120	120,000

3.3.4   The Hull

The first element of the ship to choose is its hull. Hulls can be built in a variety of different sizes and styles. The quality of the construction material also will effect the cost of this phase.

Hull Costs			
Hull Style	**Days to Build**	**Costs of Materials**	**Cargo Tonnage**
Sail Board	1	200	none
Skiff	6	500	none
Attack Boat	8	2,000	none
Kurujo	32	30,000	150
Metioujo	60	120,000	500
Maraujo	90	150,000	200

Modifications to the basic hull will effect the price. Adding copper sheathing reduces the wear and maintenance, and affords some additional protection against weapons, but increases the price by a factor of 2x. The cost of maintaining such a ship is 1/3x the normal cost.

Extra internal reinforcements can be placed within the hull to strengthen it. This makes it better able to withstand weapon fire and stressed placed on the hull from sandbars, storms and bad piloting. Hull bracing adds 1/2x of the hulls original cost, and reduces its cargo space by 1/3x.

3.3.5   Masts

Masts must be made from a hard wood like oak or walnut. The trees for these are specially cultivated over a period of years. The trees are bound with growing frames and protected from insects and animals. Then they are cut, stripped of bark and planed to smoothness. Circular bands of iron are bound around the wood every few feet to increase its resistance to bending and cracking. The wood is then varnished with several different layers to protect it from the water, wind and sun.

Then, the potential mast is fitted with the metal fixtures for mounting booms and stays. A metal cap which must be custom fitted to the deck and supports of the target ship is placed on the end. Fitting and initial rigging is then done at drydock.

Shipbuilding Sails		
Hull Style	**Days to Fit Mast**	**Costs of Materials**
Sail Board	1/5	100
Skiff	3	500
Attack Boat	0	0
Kurujo	10	10,000
Metioujo	25	40,000
Maraujo	30	50,000

A sailmaker is called in after the initial design is complete and he and his staff begin the task of preparing sails for the vessel. Generally, two identical custom sets are created, one to fit and a second for repairs. When the masts are up, the sailmaster works with the rigging crew to fit and retailor the original sails. The times and costs below include the preporation, placement, rigging and fitting of sails.

3.3.6   Rowing Deck

The installation of rowing decks on large ships allows them the flexibility of moving under power in windless or other adverse conditions. This also causes a corresponding loss in cargo space or living quarters. Only Metioujo and Maraujo hulls have sufficient space for rowing decks. Each of the two possible decks cost an additional 25,000 silver and reduces the cargo space by 100 tons.

3.3.7   Weapons

Most weapons on a ship are deck mounted engines which project missiles of different types. These weapons vary in size (tonnage), damage inflicted, rate of fire and range. Each weapon is designed for a particular ammunition and can not be used with a different ammunition unless specifically noted.

A **Ballista** is a device which projects large wooden bolts at high velocities. These bolts are of short range, since the must stay fairly level in flight and hit point first. The bolts generally have fins of stiff cloth or leather to help stabilize them in flight. A ballista is generally 8 to 10 feet in length and breadth. A non-torsion ballista consists of a wooden track where the bolt is placed, a bow at right angles to the track which propels

the bolt, a bowstring connected to the ends of the bow, and a trigger which holds the bolt and bowstring until fired. Other ballistas, called torsion ballistas, employ two arms connected to a box containing wound sinew or hair to propel the bolt instead of a bow. Both styles of ballistas are mounted on a swivel base for easy targeting.

A **Catapult** throws large (**5–10lb**) stones at high velocities. Because these stones cause damage just by impacting, they can be thrown in optimal arcs, allowing them to be used at longer ranges. Also mounted on swivel bases, this weapon has a long throwing arm which has has a large weight at on end providing the propelling force. An attached winch is used to raise the weight to prepare the catapult for firing.

A **Flamer** is a weapon developed for use on a ship carrying an experienced fire mage. Mounted on a swivel base is a **6 foot long** tube of iron which starts about two feet thick and narrows to an aperture of two inches. The walls of the tube are **3 inches thick**, and polished smooth. The large end has a small opening **1 inch round**. Inside is a delicate mechanism which covers the opening with a plate of **adamantine** at the slightest temperature rise.

The Engineer operating the device aims it at an appropriate target. Then the fire mage casts a Fireball spell through the small aperture, which closes immediately after from the heat of the spell passing through. The fireball explodes within the weapon, and all of its force and heat get channeled into a **2 inch** stream projecting from the weapon's mouth. This stream expands to about **1 foot** wide at its maximum range of **60 feet**. The weapon must then be immediately doused with water before it can be used again. This short range weapon is very deadly to its targets, delivering both a very forceful concussion and a very damaging heat and fire stream.

An **Onager** is a catapult like device with one throwing arm which is powered by a twisted spring of sinew and hair, similar to a torsion ballista. The ability of this device to deliver large targets to great distances makes it a good choice for larger ships. Its solid framework is braced directly to the ship's deck, and it is aimed by turning the ship. Normally throwing large (**20-30lb**) stones, it can also be used to deliver other ammunition. Some favorites include fire bombs, made of bales of burning oil soaked hay, glass jars filled with poisonous snakes, and small **Terisium** pellets embedded in an iron sphere to use to target different kinds of magic.

An **Acceler** is a **6 foot long** and **1 foot wide tube** of nickel or other non-ferrous metal. The inner surface of the tube is covered with a tightly wound spiral of copper draw into a thin wire. The engineer opens an access panel on the read end and dumps in an amount of metallic shot. Closing the panel, a mage casts a **Lightning Bolt** spell at the copper terminal at the rear end of the machine. The power of the lightning flows up the tube, attracting the jagged shot, and finally gives its charge to the now quickly moving ammunition. The shot travels to its target, wildly spinning, physically tearing and damaging what it hits, as well as releasing a portion of the energy used to propel it. Human beings in the way are generally torn to bits.

# Weapon Mounts	
Hull Style	**Available Weapon Mounts**
Sail Board	0
Skiff	0
Attack Boat	0
Kurujo	1
Metioujo	2
Maraujo	4

Ship Weapon Costs		
Weapon	**Days to Mount**	**Cost**
Ballista		
Non-torsion	2,000	4
Torsion	2,000	4
Catapult	3,000	5
Flamer	8,000	6
Onager	10,000	6
Acceler	15,000	8

3.3.8 Auxiliary Craft

Larger vessels usually mount small boats to act as lifeboats, and to give access to coasts where there is no dock. **Kurujo** generally carry one **skiff**, while **Metioujo** carry two. A **Maraujo** will normally carry two large **attack boats**. Doubling capacity during an emergency, each skiff can carry **16 people** to safety, while an attack boat could potentially carry **50 people** in a smooth sea. These boats are mounted near the rear of the ship, on either side, a few feet above the waterline. A canvas chute runs from the deck down into the boat, and the rigging allows it to be dropped into the water with a single pull. A well drilled Maraujo crew can assemble, board and cast off in less than a minute.

3.3.9 Defense Value

Any constructed ship needs to have assigned to it a **Artillery Defense Value** or **ADV** for short to determine how well it can void enemy fire. To do this follow each of these steps, and then record the ship's **ADV**.

3.3.9.1 Mobility

If your ship is operational, and is not fettered or restricted from moving, start with an **ADV** of **+3**.

3.3.9.2 Maneuverability

If your helm is manned, and riggers or rowers in place, each ship then adds to this **ADV** according to the maneuverability of that hull.

Ship Maneuvering Defense	
Ship	**Maneuvering bonus**
Sail Board	6
Skiff (rowed)	4
Skiff (sailed)	3
Attack Boat	4
Kurujo	2
Metioujo	1
Maraujo	2

3.3.9.3 Hull Condition

A fully undamaged hull counts as an additional **+6** to that ship's **ADV**. Using the ships **DP** total as guide to its condition, this gets reduced when the ship loses **DP**. *A ship starting with 80 DP which has been reduced to 42 DP gets (6 x (42 / 80)) rounded down to 3 to be added to its ADV.*

3.3.9.4 Hull Reinforcements

A reinforced hull has extra bracing to strengthen the structure of the ship's hull, making it more able to withstand impact damage. If your ship's hull is reinforced, add +3 to your ship's **ADV**.

3.3.9.5 Armor

Copper sheathing increase your ship's defense. If your ship's hull is sheathed in **copper**, add +1 to your ship's **ADV**.

3.3.9.6 ADV Equation

ADV Equation	
Equation	**Explanation**
D_{MOB}	+3 if operational
$+D_{MAN}$	Maneuver Bonus
$+D_{HC}$	+6 if undamaged
$+D_{HR}$	+3 if reenforced
$+D_{ARM}$	+1 if copper sheathing
$= ADV$	total

3.3.10 Initial Supplies

When the ship is constructed, it needs to be stocked with the supplies and equipment needed by its crew. On the average, for each crewmember, **200 sp** must be spent for this initial equipment. This does not include any consumables like food or lamp oil or replacement equipment.

3.3.11 Construction Costs

Construction costs on a new ship are the sum of all the various steps. For example, if you wish to construct a maraujo, it might cost out like this:

Initial design assuming a shipright with shipbuilding at rank 15 would take 45 days at 150 sp/day = 6,750 sp

Drydock fees would cost 400 sp/day and construction would take 120 days for a total drydock cost of 48,000 sp.

A maraujo takes 40 workers being paid 25 sp per day and working for 120 days. This totals to 120,000 sp. The hull cost for a maraujo is 150,000 sp.

The mast costs for a maraujo is 50,000 sp.

If we decide to have one rowing deck, we add an additional 25,000 sp.

Four weapons, 2 balistas, a flamer and an acceler are to be mounted on our maraujo:

2x	*Ballista 2,000*	*= 4,000 sp*
1x	*Flamer 8,000*	*= 8,000 sp*
1x	*Acceler 15,000*	*= 15,000 sp*
	Total	*= 27,000 sp*

We need two attack boats. These also need to have all their steps summed, but we get to save by making both attack boats to the same design.

Design:	*8*	*x 150 sp/day*		*= 1,200 sp*
Drydock:	*2*	*x 10 days*	*x 40 sp/day*	*= 800 sp*
Workers:	*2*	*x 10 wrks*	*x 25 sp/day*	*= 500 sp*
Hulls:	*2*		*x 2,000 sp*	*= 4,000 sp*
Total				*= 6,500 sp*

And lastly, the original equipment for the maraujo. This includes any non-expendable equipment and supplies. Assume a crew of 80, at a cost of 200 sp per crew member, this totals to 16,000 sp.

So, summing all the various costs reveals the cost of building a new maraujo:

48,000 sp	*Ship Design*
120,000 sp	*Labor*
150,000 sp	*Hull Cost*
50,000 sp	*Mast Costs*
25,000 sp	*Rowing Deck*
27,000 sp	*Weapons*
6,500 sp	*Attack boats*
16,000 sp	*Initial Equipment*
442,500 sp	*Total construction cost*

We will have to remember to figure the expendable costs of food, ammunition and replacement equipment when we want to go and actually use this ship.

3.3.12 Used Ships

Commissioning and building a new ship is both costly and time consuming. A much better option for many is purchasing an already existing vessel. Since the usable lifetime of most ships ranges from **8 to 50 years**, the quality and price will be largely determined by the age of the vessel, and the current availability of ships of its type. Prices vary from **20%** to **80%** of the original construction price. Initial repairs for a newly bought used ship can cost up to **30%** of the vessel's original construction price.

3.3.13 Running Costs

Supplies must be periodically replaced. Sails last only a year or two. Onboard supplies of repair materials are consumed. Broken tools and damaged weapons must be serviced or replaced. In general, it costs **1%** of the original construction cost **per month** to maintain the condition of a ship.

3.3.14 Cargo Profits

Cargo Prices	
Cargo	**Price/ Ton**
Ale	1200
Cloth	2000
Fish	1600
Grain	1000
Livestock	1600
Lumber	5000
Oil	1800
Spices	3000

While operating a merchant vessel can be quite lucrative, much is dependent on the business sense of the owner and the skill of the ship's officers in acquiring and disposing of the proper cargoes at the correct times. Most common bulk cargos are grains, foodstuffs, ale, lumber, livestock, prisoners, and manufactured items. While the costs of these cargoes will vary according to demand and the negotiating skills of the trader, here are the average selling price, per ton, of cargoes entering Rougtero at this time.

Transporting prisoners usually requires one ton of space per

prisoner transported. Since the selling price of prisoners varies so wildly based on demand and prisoner skill set, profitability depends more on the selling skills of the merchant.

3.4 Maintaining and Operating a Ship

3.4.1 Navigation

Any crew should include at least one sailor, preferably two, with a well developed skill at navigation. Sailing from port to visible destination takes no navigation check. Sailing to a different port on the same island requires a **1d6** check vs indynavigation. Sailing across the ocean to a nearby island requires a **2d6** check, and to a far away island, a **3d6** check.

3.4.2 Porting

Any port city will charge per day fees for docked ships. These fees pay the salaries of the port cargo handlers, pay for the harbormaster's office, and for periodic dredging of the docks to allow large ships to dock. These fees are based on hull size and run about **100 sp** per day for the largest vessels.

3.4.3 Repairs

Major repairs to a vessel's hull require it to be drydocked. Drydocking fees (like those charged during building) are applicable, as well as a **2000 silver** fee to pull large ships into drydock, mounting them in a work frame. The number of laborers and materials needed to accomplish repair work is dependent on the severity of the damage.

3.4.4 Crew Management

While a vessel's captain or **cefo** is the ultimate responsibility for all things, the hiring, firing and management of the crew is usually left to the ship's first trader. Often on a merchant vessel, this will be the ship's owner as well. The first trader handles payment at each port of call, and checks on the status and performance of each crew member. If there is a difficulty, the first trader collects information and then presents it to the cefo for any needed disciplinary actions.

3.4.5 Crew Abilities

As a whole, the crew of a ship has been trained to work together to sail and fight for their ship. The quality of a crew's ability to fight in ship to ship combat is represented by the crews **Artillery Modifier** (**AM**). The GM will assign this number to any crew dependent on the skills of the individual members of the crew, their length of service together, and their past combats. The person operating the ship has the responsibility to track the ship's Artillery Mod.

3.5 Combat at Sea

Most modern warfare takes place on Jaern's oceans. Land is generally considered too valued by any participants in a dispute to risk its ruination during combat. Nations and city states have in the past fielded large fleets of ships to protect their land and expand their interests. Supporting and maintaining theses flees proved a large expense to these resource poor nations. Over time this forced other

alternatives to appear.

In the early 79th century, the emergence of the independent maraujos as the major maritime force have helped make combat more personal. Each maraujo is an independent force of **30 to 200 marine warriors** whom contract their services to nations, guilds, and individuals. For small towns and villages, employing a maraujo when needed is a much more economic way to provide for defense needs. Larger cities and nations will often negotiate long term contracts for one or more maraujos for defense, or hire a large number when they wish to engage in war. Merchants and guilds often will hire these maraujos to protect and guard shipments of goods. All have learned to rely on the honor of these marines to fulfill their contractual obligations. This codifying of warfare has resulted in a personalization of combat. Large conflicts of fleet versus fleet are much rarer than two vessels facing of against each other. Other players in this gamer are armed merchants, lawless privateers, and the Onivero. The preponderance of those who would take what they wish from others has caused even the smallest merchant to consider arming their vessels. And with the number of captured merchant vessels used as privateer craft, today's sailor will find the seas of Jaern a very dangerous place. dangerous place.

3.5.1 Ship to Ship Combat

When two or more ships decide to enter combat, it is handled much like combat between two individuals. Your GM will determine the distance between the involved ships, and usually draw a map, or setup a table with models to show the position of each combatant. Few spells and no ship to ship weapons exceed **1000 feet** in range, so this is generally the largest range set for most combats.

Generally, one of the combatants starts by performing a combat action. A weapon shot, a spell being cast, a course change or a shouted challenge. Any action which clearly indicates the start of a combat is considered a surprise round, and those on the instigator's ship are the only allowed to take an action during this round.

Rounds in ship combat are the same length as hand to hand combat, **4 seconds** each. After the surprise round is resolved, each following round starts with an initiative check to see which ship acts first. Like normal combat, a representative from each ship rolls **2d6**, and the results determine the order, lowest to highest, in which actions are taken. The same rules on ties and cumulative bonuses also apply here.

The same phases of combat, **Informational Questions**, **Action Preparation**, **Statement of Actions**, **Results of Actions** and **Outcome Phase**, are used in ship battles. In general, if there is any uncovered questions about ship combat, treat it like individual combat. To reference those rules, consult .

3.5.1.1   Moving the Ship

Ship Movement in Combat		
Ship	Max Feet	Turn Angle (deg)
Sail Board	30	60
Skiff (rowed)	10	45
Skiff (sailed)	30	30
Dolphin/rider	120	180
Attack Boat	30	45
Kurujo	50	20
Metioujo	40	15
Maraujo	50	20

Ships will find it necessary to maneuver during combat. Each ship has a movement rate that states the distance it can move, each round. This distance is then modified by your GM according according to wind strength and direction, ship conditions, and crew status.

Every ship can turn as well. The calling player calls out the turn direction, and amount. The GM may also modify the turn angle considering the conditions on the ship.

Given they are properly staffed, vessels under sail require **10 rounds** to go from a full stop to their maximum movement rate, if the wind is available and the crew ready. A rowed vessel can come to speed in **3 rounds**. Stopping times are the same. *A Maraujo, for example, in the first round after the cefo has given the raise sails call, will accelerate from a stop to 5 feet per round, increasing its speed by 5 feet per round for ten rounds, until it is traveling 50 feet per round.*

3.5.1.2   Firing Weapons

Shipboard weapons are handled much the same way as missile weapons in normal melee combat. A ship may fire any of its weapons at and target in its line of site, and its firing arc (weapons can't fire through the ships own rigging). After a missile fires, it takes a fixed number of rounds to reload. *Thus a catapult can be fired once every 4 rounds (16 seconds), the weapon is fired, and then the throwing arm is pulled back and a new stone is placed in the cup.*

Firing Ship Weapons					
Weapon	Missile	Reload Time	Range	Impact Dmg	Fire Dmg
ballista					
non-torsion	bolts	3	200	15	–
torsion	bolts	2	300	20	–
catapult	stone	3	400	30	–
flamer	fire	1	120	30	20
onager					
	stone	4	600	60	–
	firebomb	6	300	10	20
acceler	metal	4	200	100	10

When the ship fires its weapon, roll **1d20**, **add** the firing crew's **artillery mod (AM)** and compare the result to the defense value of the target ship. If the result is equal to or higher than the defense value (**ADV**), the shot succeeds in striking the target. The engineer manning the weapon can apply one option of their personal artillery skill if they wish.

3.5.1.3   Critical Hits and Misses

When a ship attempts to fire one of its weapons, examine the result of the attack roll before any bonuses or mods are added. If the die roll is **a 1**, it is an **automatic miss**,

no hit happens, no damage is done. If the die roll is **a 20**, it is considered a **Critical Hit**. The GM will ask the engineer (or will roll if the engineer is not a player) to roll percentiles (**2d10** with one die specified as the tens' digit and one die as the ones' digit) to determine its severity, and cross reference the appropriate table for your attack type in **Ap A.1.2: Artillery Critical Hits** on **Page 66**. The GM will ignore any results that make no sense for the target vessel and have the engineer reroll until they get an appropriate result. If a ship gets a **sinks immediately** result, all hands aboard are killed.

3.5.1.4   Individual Missiles

Standards bows and crossbows hold little danger for the structure and equipment on an enemy ship. The constantly rolling deck, and movement of both bowman and target render conventional techniques for shooting virtually useless. However, a hail of missile fire can cause opponents to seek cover, an d hamper their ability to fight. And the occasional arrow or quarrel may kill or crewman, or foul rigging, or jam a weapon.

When an adventurer (or any non-occupied crewmen) fires a bow or crossbow, roll **1d20**. On **a 20** such a random hit occurs, doing normal damage for that weapon to the target ship (representing loss of crew or damage to rigging). The normal time must elapse for reloading these weapons before they may be used again.

3.5.1.5   Individual Spells

Area effect spells which cause damage can be used on an enemy ship if all the proper range and targeting requirements are met. Fireballs and other fire based damage spells do fire damage to the vessel, while lightning bolt and any percussive spells do impact damage. The amount of damage done to the ship is the same as if they were used against a human target.

3.5.1.6   Boarding Actions

If two vessels come within **15 feet** of each other, they may drop boarding ramps to attempt to board the other vessel. Dropping these takes **1 round**, and locks the two vessels together. When this happens, the GM will diagram the two ships and place the actors and adventurers in appropriate or random places. Combat continues as before, but the GM will then be asking everyone for actions, not just the player controlling the vessel.

3.5.2   Sink and Burn

3.5.2.1   Damage Points

Hull DP	
Hull	Initial DP
Sail Board	25
Skiff (rowed)	40
Skiff (sailed)	50
Attack Boat	80
Kurujo	300
Metioujo	500
Maraujo	800

Each vessel, like each adventurer, has a damage point total. This total represents a combination of the physical condition of the vessel's hull, the state of its rigging and sails, and the condition of the crew manning the vessel. As damage is done to the vessel, the number of living crew, the ship's

ability to defend itself (its **ADV**), its ability to remain afloat and its maximum movement rate are all effected. The initial number of damage points for a non-damaged completed vessel is based on its hull size.

Each time a vessel is damaged, each of the components making up its **DP** are changed. If you express the damage done to the vessel as a fraction, with the current DP on top and the initial DP on the bottom, this fraction is multiplied with each component. Consult the equation on **Page 40** for more details.

If a Kurujo with 18 crew members starts with 300 DP and is currently at 150 DP. It originally had a value of 2 added into its ***ADV*** *for its hull, but now this becomes 150/300 * 2 or 1, so its ADV decreases by 1.*

With 18 original crew members, the Kurujo now has only 9 remaining. Normally, the GM would give any adventurers on board the target ship a 150/300 chance of having been struck and killed in artillery fire. The GM will assign the roll of a particular size die, and announce what is needed to survive, and then let the player make the roll. The GM may, at his option, decide to handle this in more detail, taking into account the adventurer's position and actions.

This ship would normally move up to 50 feet in one round. In its damaged condition, it now has a maximum movement of 150/300 x 50 = 25 feet per round.

3.5.2.2 Impact Damage

When a weapon strikes a ship, the player or GM directing the firing ship rolls a die to generate a random amount of damage from one to the listed damage for the weapon which has fired. If the weapon damage does not exactly fit the size of a die, choose the next biggest die, and ignore any rolls above the maximum. Never use multiple dice to make this roll, as this changes the resulting distribution of results.

The impact damage indicated by this roll is then immediately subtracted from the ship's current DP total. This represents a hole in the hull, or structural damage, or broken masts and spars.

3.5.2.3 Fire Damage

A flaming weapon can do more than just cause impact damage. When a weapon has flame damage listed, and a strike with such a weapon succeeds, part of the target vessel is set afire. This has no immediate effect, but adds to the ship's **fire damage**, its potential damage done to the vessel from fire. Each round a ship is in flames, its player rolls one die to generate a random amount of damage from one to the current fire damage and subtracts the total from the ship's current DP. Fire fighting by the crew or via spells can lower a ship's fire damage value.

3.5.2.4 Combat Repairs

In the height of combat, repairs are rarely able to be executed quickly enough to make a large difference. But in the case where a particular part of the ship ceases functioning due to damage, an engineer can attempt to jury-rig a replacement.

For example, if a critical hit takes out the helm, an engineer can attempt to rig a temporary replacement locating the ropes leading to the destroyed wheel, positioning men to pull them and shouting instructions.

To succeed, the engineer must have two rounds to give instructions to their assistants, spend two rounds as they place themselves, and then make a check against his repair skill. The GM will determine the difficulty of the repair. *In this case would be* **3d6** *versus* ***Repair*** *to keep the helm operational until after the battle is over.*
This approach requires the proper number of engineers for the particular repair , and the proper materials to be at hand. Only one engineer can attempt any one repair at one time.

3.5.2.5 Fire Fighting

During combat, the ship's riggers and unengaged dolphineers provide one important function. They lower buckets over the side, and bring up water to throw on fires. From the round following the one where a rigger or dolphineer begins to fire fight, they take **1 point** of fire damage off of their ship's fire damage **each round**. Marines occupied fighting fires can not perform other duties.

Magicians can also play an important role in abating the burning of their ship. Casting an appropriate spell to quench the fires will lower the ship's fire damage by **1 DP** for each rank of the spell. This reduction happens **each round** for the spells duration. These spells include **Akvovoki**, **Change Temperature**, **Condense**, **Create Water**, **Dowse**, **Elemental Mastery**, **Extinguish**, **Ice Ball**, **Quench**, **Torrent**, and **Water Stream**.

3.5.2.6 Sinking

When a vessel is damaged, there is always the chance that it may sink. When small vessels sink, they leave those carried floating on the surface of the sea, at the mercy of the waves and any passing sea creatures, or enemy warriors.

A larger sinking vessel, anything **larger than an attack boat**, creates a suction which pulls anything on the ship , and near the ship, into the water and down to the bottom. Collapsing decks, sheared timbers, in-rushing walls of water, upended rooms, and heavy furniture combine to make survival during sinking unlikely. Even if the unfortunate crew member was not immediately crushed, and somehow managed to work free of the vessel, the suction of the ships passing would pull them to their death at the bottom of the sea. Being in such a ship **during the round it sinks**, results in **death**.

Any time a ship's total is below **20 DP** as the result of a hit or fire damage, the player of the ship rolls **1d20** and must get the ship's DP total or less to keep the ship from sinking that round. Any adventurers on a small ship which sinks are left adrift in the water, and must stay afloat to survive.

Any adventurers on a large ship when it sinks get **1 round** of action at the time the ship sinks. If they are not off the ship and at least **60 feet** away at the end of their action, they go down with the ship and die. **Lizards**, able to breath water, get a **2nd round** to attempt to withdraw, but even they will be crushed and killed if they can not escape within two rounds.

Chapter 4

Skills

This chapter contains a list of all the standard skills, where they are applicable, and how they are adjudicated. Please be aware the the GM may modify any check as they see fit depending on the circumstances. If a skill does not list a specific die roll, the GM will assign an appropriate number of dice to check against the skill.

Accounting

Base Cost: INT   Attribute: Auger
Skill Type: 130   Extra Dice: 4

Keeping track of accounts and expenditures is important to the merchants and the larger establishments. Creative accounting also can be profitably employed among the less ethical.

Acrobatics

Base Cost: AGI   Attribute: Marine
Skill Type: 200   Extra Dice: 2

Useful for **gymnastic flips, jumps, leaps, and swings**. An adventurer can jump into, or backflip out of, melee. They could jump from a second story window into the street and gain a free round on an opponent. Acrobatics cannot be performed in any sort of metal armor.

Acting

Base Cost: INT   Attribute: Nomad
Skill Type: 100   Extra Dice: 2

An adventurer with acting skill has some understanding of how to **assume a role and stay in character**. The GM must assign difficulties and appropriate checks for this skill based on circumstances.

Ambidextrous

Base Cost: AGI   Attribute: Warrior
Skill Type: 150   Extra Dice: 2

An adventurer can **use either hand** as their primary attack hand. Adventurers, by default, have the same "handedness" as their player. If the adventurer's primary hand is incapacitated or damaged, this skill will let them fight using their secondary hand as if it were their primary hand. Normally, using a weapon in the secondary hand causes the adventurer to suffer a **-4** penalty on any to "to **strike** " roll. Roll **1d6** for each minus you wish to cancel against the skill rank. If successful, subtract the number of dice rolled from the **-4** penalty.

Ambush

Base Cost: INT   Attribute: Auger
Skill Type: 150   Extra Dice: 2

If your adventurer knows a person or group is coming, and if they are totally unaware of their presence or intentions, they can set an ambush for them. The GM will determine the amount of time necessary to set the ambush. Roll the skill rank or less on **2d6**. If successful, the adventurer gets **1d3 free rounds before normal combat** begins.

Analyze Trap

Base Cost: INT   Attribute: Auger
Skill Type: 150   Extra Dice: N/A

An adventurer uses this skill to learn the **workings of a set or unset trap**. Most traps require a **2d6** check against this skill to analyze successfully. If successful, subtract two dice from any attempt to disarm that trap. The GM may set a different roll for success depending on the difficulty of the trap.

Animal Calling

Base Cost: HEA   Attribute: Auger
Skill Type: 80   Extra Dice: 2

Ever needful of quick gratification, this skill has been the boon to many lonely travelers. Out in the forests or fields, the sound of the skill user's voice **lures unsuspecting woodland and field animals** to the side of the caller, ready to become target practice, dinner, a new floor rug, or to meet even a more distasteful fate.

Animal Husbandry

Base Cost: CSE   Attribute: Auger
Skill Type: 120   Extra Dice: 3

Domesticated animals (horses, cows, sheep, pigs, jkarr'n, ichitle, etc.) are needed in large numbers for food, transportation and work. Understanding **how to raise these creatures** successfully is a profitable profession.

Animal Training

Base Cost: WIL   Attribute: Nomad
Skill Type: 200   Extra Dice: N/A

The ability to **train mammals to perform on command** is regulated by the rank of this skill. It is useful in adventuring, or as a profession.

Archeology

Base Cost: INT   Attribute: Auger
Skill Type: 100   Extra Dice: N/A

This skill lets your adventurer use **archeological methods and techniques**, but does not give any historical information. Studying days or months on a site, they can determine patterns of lifestyle, diet, wealth, and other generalizations about the ancient inhabitants. On a spot examination, if you succeed the check against this skill, the race, time era, and other simple elementary data about the ancient inhabitants can be learned.

Architecture

Base Cost: INT   Attribute: Auger
Skill Type: 65   Extra Dice: 3

Architecture involves the **planning and design** of buildings. An architect can also give advice on structural weaknesses and suggest repair options, if feasible. Architects always keep building plans as references for future work.

Armor Smithing

Base Cost: INT   Attribute: Auger
Skill Type: 65   Extra Dice: 2

This skill is necessary to **create and repair armor** of all types. This includes some knowledge of working leather, iron, copper, fabrics, sewing and fastenings. Creating good quality armor of normal manufacture usually requires a two dice check, though temporarily repairing damaged armor in the field usually requires a **1d6** check (GM discretion)

Arson

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 2

This is the ability to **set fire to something** and make it appear to have occurred **naturally**. The GM sets the number of **d6** for the player to roll against the skill. If successful, anyone investigating the scene of the fire must make a PER check at **2d6** more than usual to detect the arson.

Artillery

Base Cost: INT   Attribute: Marine
Skill Type: 200   Extra Dice: 2

Ballistas, catapults and other artillery weapons are complex to load, aim and fire. An engineer or other adventurer may increase their skill using these weapons. This skill is a combination of different loading and firing styles that gives the artilleryman flexibility. Any ONE of these options can be used in one round. Since most of these weapons are very similar to use, this one skill can be applied to using any of artillery piece.

Quickload: The Quickload option lets the artilleryman load their weapon **faster**. Each round they are loading an artillery piece, or directing a team loading the weapon, if they can roll **2d6** and get their **artillery rank or less**, that counts as **2 rounds** of loading. They can not load and fire in the same round using this option.

Long Shot: Knowing just how much to overwind, change aperture sizes or otherwise stress their weapon, the experienced artilleryman can make a Long Shot **to increase range**. They choose the number of dice for an attempted shot, and roll them. If the total is their **artillery skill or less**, then their range increases **by 25%** of the original range for **each die** rolled. But this is not without danger. Any "roll to **hit** " **of 1** indicates that they have overstressed their artillery piece, and it falls to pieces, possibly injuring those about it.

Lethal Attack: A steady hand and a good eye help the artilleryman make a difficult Lethal Attack. Choosing a number of dice, the player rolls those dice. Getting a total of their **artillery skill or less** makes the number they need to get a **Critical Hit** on their "roll to **strike** " one less for **each die** rolled. *If they roll three dice and succeed, they will score a critical hit on a 17 or better on their "roll to strike."*

Precise Attack: Being able to very carefully set the angle and elevation of their weapon relative to the target, and in spite of the rolling deck, is what allows an artilleryman to make a Precise Attack. The player picks a number of dice, making the check against against their weapon skill. If this succeeds they may add **+2 for each dice** used in the check to the value of their "roll to **strike** " during this round.

Artistry

Base Cost: CSE   Attribute: Auger
Skill Type: 80   Extra Dice: 4

Painting, sculpting, dancing, or executing **any form of artistic expression** requires this skill to avoid being laughed out of town as a rube or charlatan.

Assassination

Base Cost: AGI   Attribute: Warrior
Skill Type: 500   Extra Dice: N/A

This skill represents an **organized and prepared attempt** to kill a target. The preparations must be arranged at least **1 hour** prior to the attack. Guards, security precautions, disguises, access to the site before the attempt and the accessibility of the target will all influence the number of dice which the GM will assign to the attempt. For physical melee attacks, if successful, the attacker rolls on the assassination column of the appropriate **critical wound** table (see **Ap A.1: Critical Hits** on **Page 66**). If the check fails, the attacker makes a normal melee roll instead. For other styles of killings, like poisonings and "arranged" accidents, the GM will determine the results of a success or a failure.

Astrology

Base Cost: INT   Attribute: Nomad
Skill Type: 250   Extra Dice: RESERVED

The trained astrologer looks at the position of the stars and the planets in the night sky. Some believe that **future events can be divined** by someone with this skill. The astrologer states what they are attempting to divine, and the GM assigns a number of **d6** to roll against the skill rank for them to convince onlookers that what they says will come to pass.

Astronomy

Base Cost: INT   Attribute: Auger
Skill Type: 115   Extra Dice: N/A

Looking at the skies and cataloging the movements of the stars and planets is the province of the astronomer. This skill is needed to **understand the movements of the heavens**, and is often learned by sages, navigators, and nomad fortune readers.

Balance

Base Cost: AGI   Attribute: Marine
Skill Type: 50   Extra Dice: 2

This ability is used to walk thin ledges, ropes, narrow walkways, etc. **without falling**. The GM may also ask for a check against balance when an adventurer tries many physical maneuvers that would test the balance of a normal person.

Barber

Base Cost: AGI   Attribute: Auger
Skill Type: 15   Extra Dice: 2

Barbers **cut hair** and perform other personal grooming services. Wealthy citizens frequently train their own barber, or hire one skilled in these duties. Many free-lance barbers work out of the **Natatorium**.

Barristry

Base Cost: INT   Attribute: Auger
Skill Type: 115   Extra Dice: RESERVED

The barristry skill is useful if **legal representation** is needed, or if proper legal documents must be executed and filed. Such services can be quite costly, and many barristers grow rich from the legal woes of others.

Bartending

Base Cost: CSE   Attribute: Auger
Skill Type: 30   Extra Dice: 2

The art of **mixing palatable combinations of liquers** and listening endlessly to repetitive conversation is important to those who must tend bars at various inns and taverns over the whole of Jaern.

Belching

Base Cost: HEA   Attribute: Marine
Skill Type: 100   Extra Dice: 2

This skill has been brought to a fine art by bored marines who have been eating the onboard cooking too long. A high rank in this skill allows the talented belcher to sound off entire songs.

Binding

Base Cost: CSE   Attribute: Auger
Skill Type: 50   Extra Dice: 3

When **binding a target**, choose how many more dice to add to the check for escape. Roll that many **d6**; if you get your adventurer's **skill rank or less**, the bound person must add that many dice to a **2d6** check against the escape skill to break free.

Blacksmithing

Base Cost: STR   Attribute: Auger
Skill Type: 65   Extra Dice: 3

A blacksmith is skilled in **forming utilitarian items** from iron, such as nails, horseshoes, chains, etc. They are also experienced at attaching iron fittings to leather, and thus can fabricate and adjust horse tack and dolphin harnesses.

Bludgeon

Base Cost: AGI   Attribute: Auger
Skill Type: 165   Extra Dice: N/A

Bludgeon is the ability to **knock an unsuspecting target unconscious** by striking them from behind with a **blunt** instrument. The bludgeoner must position themselves behind the target without the target having heard, seen or being aware in any way of the attacker. The GM will adjudicate the difficulty of the bludgeon based on factors such as alertness of the target, prevailing light conditions, and other distractions. If successful, roll on the **Ap A.1.1: Bludgeon Critical Hits** Table on **Page 66**. If the skill check fails, roll "to **strike** " against the target. If this roll succeeds, the target takes damage as normal (resolving all proper criticals and modifiers). If the roll "to **strike** " fails, the target of the bludgeon gets **1 free round** to act before combat continues.

TODO BOOKMARK

Boarding

Base Cost: AGI   Attribute: Marine
Skill Type: 100   Extra Dice: 2

This is the ability to move safely and quickly from one ship to another, especially to a hostile vessel. This may involve lots of rope swinging, careful jumping, and rigging running, which are all encompassed in this skill.

Botany

Base Cost: INT   Attribute: Auger
Skill Type: 30   Extra Dice: N/A

Botany is necessary to understand and implement the requirements for healthy plant growth. A botanist can advise on proper fertilization, watering, pruning, etc., as well as diagnose and perhaps cure plant diseases.

Brewing

Base Cost: INT   Attribute: Auger
Skill Type: 80   Extra Dice: RESERVED

This skill has been carefully handed down, parent to child, since antiquity. The secrets of using just the right materials to assure the proper fermentation of the grains have been closely held by those in the brewers guild. This profession is highly profitable to one who can find a way to gain admittance to its ranks.

Bricklaying

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 2

Mixing, layiing and mortering bricks is vital to the construction of new buildings and public works. The bricklayer is in demand on all such construction projects, both making the bricks and laying them out carefully allong the wall lines and areas specified by the architech.

Build Trap

Base Cost: INT   Attribute: Auger
Skill Type: 250   Extra Dice: N/A

Anyone wanting to build and arm mechanical traps should have this skill. Magical effects can be bound to such traps using the rules for creating magical items.

Butchering

Base Cost: CSE   Attribute: Auger
Skill Type: 30   Extra Dice: 2

This skill is necessary for the efficient cutting of an animal carcass into usable meat. A **butcher** (i.e., one who uses this skill as a profession) can identify spoiled meat before others can, and is an expert at putting a razor sharp edge on a knife.

Camouflage

Base Cost: CSE   Attribute: Auger
Skill Type: 50   Extra Dice: 2

This skill is the deliberate and specific concealment of one or more persons in the wild. A substantial amount of time may be required to gather and prepare all the needed materials. As a guide, allow **3d6**+3 turns per person to be concealed.

Candlemaking

Base Cost: INT   Attribute: Auger
Skill Type: 15   Extra Dice: 2

Basic candlemaking involves the repetitive dipping of a fabric wick in tallow to create a longlasting light source.

Carpentry

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 2

This skill is crucial to the construction of wooden objects, buildings, or vehicles. The proper use of tools, materials and knowledge of their joinings allow the hard working carpenter to make a reasonable living from their craft. Attempts to create or repair wooden items can be ajudicated by checks against this skill.

Cartography

Base Cost: INT   Attribute: Marine
Skill Type: 100   Extra Dice: 3

Cartography is the making, care, reading, copying, and interpretation of maps. A successful **1d6** skill check is required to read the basics of a map well enough to follow established paths and roadways. Without this skill, a **4d6** check versus **INT** is required. To travel off the beaten path with the aid of a map, a player needs to make a successful **2d6** skill check (as well as a successful **Orienteering** check to keep from getting lost).

Cartwrighting

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 3

A cartwright posses special carpentry skills to assemble and repair carts and wagons. They cannot make wooden wheels, however.

Climbing

Base Cost: STR   Attribute: Marine
Skill Type: 100   Extra Dice: 2

This skill is used for climbing ropes, scaling rough walls, etc. The GM will set the difficulty of the check based on the circumstances of the climb.

Cobbling

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 2

Cobbling involves the construction and repair of leather footwear. The amount of time required and the difficulty of the check depends on the type of footwear. A pair of rope-soled sandals take about 1 day, whereas a pair of thigh length, jacer hide boots with secret compartments in the heels and soles could take 2 weeks or more.

Combat Weapon Skills

Base Cost: CSE   Attribute: Special
Skill Type: 0   Extra Dice: 0

An adventurer may increase their ability with hand-to-hand weapons. This skill combines five different maneuvers and fighting styles to give the wielder flexibility in their attack. Any one of these options may be used in a round. A player may buy combat weapon skills for each weapon their adventurer uses. Base costs are listed by weapon in the skill list in Ch 1.29.1: Learning Skills on 17.

Quickdraw is used to pull a weapon and get 1 normal attack with that weapon in the same round. The player rolls 2d6; if the total equals the corresponding weapon skill or less, their adventure pulls the weapon and gets one normal attack in that round.

Multi-Attack makes more than one attack per round possible when the adventurer is in combat and has their weapon ready. The player makes a check of 1d6 for each desired additional attack against their weapon skill. If they fail, they gets a single attack. If successful, they may attempt the number of die rolled +1 attacks, one at a time, stopping when they are used up or when an attack fails to strike the target.Attacks may be directed at any target(s) currently engaged in melee with the adventurer.
A P reci s e A tta c k c an be used wh e nev e r th e adventurer has his weapon ready. The player picks a number of dice, making the check against his weapon skill. If this succeeds he may add 2 for each die used in the check to the value of his single "to strike" roll during the round. A Lethal Attack adds 2 damage points per dice of the check to the damage done by a successful attack. The a dventurer must h ave his w ea pon ready, an d choose the number of dice for the attempt. An Effective Attack is similar to a Lethal Attack, except the warrior adds "1" to the "to strike" roll and "1" to the damage roll for each die in the skill check.

Composing Music

Base Cost: CSE   Attribute: Nomad
Skill Type: 250   Extra Dice: 0

Creating melody, harmony and rhythm from the chaos of life all around, the composer puts quill to paper to creae music that they and others can perform.

Cooking

Base Cost: INT   Attribute: Auger
Skill Type: 15   Extra Dice: 2

This skill allows the preparation of edible and attractive foods and drinks. A check of 2d6 is reasonable to prepare a plain but tasty meal. A check of 4d6 is appropriate to prepare a successful feast for a large crowd, or to make a very exotic dish.

Coopering

Base Cost: INT Attribute: Auger
Skill Type: 65 Extra Dice: 2

A cooper fashions watertight wooden containers, such as barrels, kegs, buckets, etc. The skill includes the ability to select the proper wood, make beveled joints, and use metal bands to clamp and reinforce the item.

Courtesan

Base Cost: COM Attribute: Auger
Skill Type: 115 Extra Dice: 2

This skill is used to please other people in various physical and sexual ways. Skill as a evening companion and well as the well directed use of lust are included within. A check of 2d6 is considered when attempting to please a companion. A check of 3d6 vs this skill is usual for attempting to entice someone into a situation, but remember the circumstances can cause the GM to modify this check.

Cyphering

Base Cost: INT Attribute: Auger
Skill Type: 115 Extra Dice: N/A

Cyphering is encoded writing. It is frequently used in business correspondence, communication with the **Assassins Guild**, and between **maraujo captains**. Cyphering can be used to create or break codes. To create a code, the player selects a number of **d6** to roll against the skill rank. If they gets their adventurer's **skill rank or less** the code is **useable**, and the number of **d6** rolled becomes the code's **difficulty rating**. If the check is failed, the code is flawed and will yield gibberish or misleading statements if used. To break a code, the player rolls a number of **d6** equal to their adventurer's cyphering rank. The GM rolls a number of **d6** equal to the code's difficulty. The higher total wins, i.e., if the player is higher they break the code, and if the GM is higher, the code remains insolvable. If the player knows the key word or phrase used to construct the code, the player rolls a number of **d6** equal to **1d6 less** than the code's difficulty (if the code is difficulty 6, the player rolls **5d6** and the GM **6d6**) regardless of their adventurer's cyphering rank. The role of player and GM can of course be reversed in the above examples if an actor is trying to break a player-created code.

Dagger Fighting

Base Cost: CSE Attribute: Marine
Skill Type: 120 Extra Dice: N/A

This weapon skill allows greater proficiency in hand-to-hand combat with a dagger. Like other weapon skills, options for **Quickdraw**, **Multi-Attack**, **Precise Attack**, **Lethal Attack**, and **Effective Attack** can be used as described for **Combat Weapon Skills**.

Dagger Throwing

Base Cost: CSE Attribute: Marine
Skill Type: 60 Extra Dice: N/A

This proficiency skill assists in targeting thrown daggers. Roll the number of dice equal to the bonus desired. If the total is equal to or less than your adventurer's skill rank, add that bonus to the "to **hit**" roll, but not the damage roll.

Dancing

Base Cost: AGI Attribute: Nomad
Skill Type: 100 Extra Dice: 1

The dancing skill is used to execute pleasing footwork patterns and body motions, usually to musical accompaniment. Success at this skill indicates the dancer has enjoyed the activity and has appeared to be competent at the appropriate level of difficulty depending on the assigned skill check (GM discretion, considering the intricacy of the dance).

Detect Traps

Base Cost: PER Attribute: Auger
Skill Type: 150 Extra Dice: 4

This skill allows an adventurer to observe a suspicious area and determine if, and how, it is trapped. The area must be in the adventurer's LOS, and the difficulty of the check depends not only on how cunningly the trap design is but also visibility.

Diagnosis

Base Cost: INT Attribute: Auger
Skill Type: 80 Extra Dice: RESERVED

Someone adept at diagnosis can determine what is physically wrong with a person, though a remedy or treatment suggestion is outside the scope of this skill. Diagnosis can be developed into a very lucrative profession when used in conjunction with the nomadic herbology skill.

Disarm Trap

Base Cost: INT Attribute: Auger
Skill Type: 250 Extra Dice: N/A

Having identified a trap by some means, this skill allows one attempt to disarm it. Average mechanical traps require a 2d6 check to successfully disarm. Magic, technology, and trap difficulty can all change this check at the GM's discretion. Failure to disarm may trigger the trap (GM discretion).

Disguise

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 3

This is the ability to skillfully apply makeup, false beards, etc., and select and wear clothing to change one's outward appearance. The GM will determine the difficulty of the check based on how much the desired result varies from the physical characteristics of the adventurer. Simply adding a beard is very easy, but to disguise a human as another race can be exceedingly difficult.

Diving

Base Cost: STR   Attribute: Marine
Skill Type: 50   Extra Dice: 2

Diving allows an adventurer to properly dive into water from greater heights, or into shallow water, with less chance of injury than someone without it. As a base, an unskilled person cannot dive into less than 10 feet of water safely, and will likely be injured if diving from a height of more than 10 feet. The GM determines the difficulty of the skill check. A dive from 30 feet into 10 feet of water would be a **2d6** check against the skill; dives from greater heights or into shallower water increases the difficulty. The depth of the dive may also be adjusted with this skill. Normal dive depth is 10 feet, regardless of height. If the adventurer wishes he may have the depth of the dive equal the height of the dive to a maximum of 30 feet; minimum depth is two feet. Such depth changes add **1d6** to the skill check.

Dodging

Base Cost: AGI   Attribute: Marine
Skill Type: 200   Extra Dice: 4

This skill allows your adventurer to dodge incoming missiles. This is done in the opponent's round when the GM is about to roll "to **strike** " your adventurer. When the GM asks for their MDV, announce that they are dodging, and roll the number of dice equal to the number you wish to increase their MDV. If successful, state the MDV plus the number of dice rolled. Otherwise, state the MDV minus the number of dice rolled.

Dolphin Speech

Base Cost: INT   Attribute: Marine
Skill Type: 300   Extra Dice: N/A

Some believe dolphins are as intelligent as humans, but most think of them more like children. Dolphins communicate among themselves with a series of clicks, whistles, and grunts. Over time people can learn to understand and even "speak" some of the simpler "words." Trying to convey a simple idea, or understand one spoken by a dolphin, requires a successful **2d6** check against this skill. Your GM will modify this roll depending on the complexity of the communication, and the current circumstances.

Dolphin Training

Base Cost: CSE   Attribute: Marine
Skill Type: 400   Extra Dice: RESERVED

Dolphins can become very intelligent and loyal mounts if skillfully trained. Dolphin trainers are highly prized and sought by Maraujo cefos to train their cavalries, and can demand and get high fees for their services.

Dolphinship

Base Cost: AGI   Attribute: Marine
Skill Type: 200   Extra Dice: 3

This skill allows an adventurer to control and ride a properly trained and harnessed dolphin. Riding a dolphin at half the creature's speed through a calm sea is a **2d6** check. Faster speeds, rough seas, or high speed maneuvers increase the difficulty of the check.

Drum Speak

Base Cost: INT   Attribute: Nomad
Skill Type: 150   Extra Dice: N/A

Small, specially formed drums are crafted by nomads to project sound up to three mets in fair weather (humid conditions can increase the distance carried to five mets, but heavy precipitation can cut the distance to a half a met.) This skill is used to create and translate messages and inflections via drum noises. The GM will assign a skill check based on the complexity of the message. Loud noises at the source or destination of the sound obliterate the message and cannot be overcome with this skill.

Dyeing

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 2

Dyeing is the infusion of color or colors into cloth. A dyer will know where to obtain specific dyestuffs, and can also aid in bleaching cloth.

Embalming

Base Cost: CSE   Attribute: Priest
Skill Type: 200   Extra Dice: 0

Used by Priests of Anubis

Empathize

Base Cost: CSE   Attribute: Auger
Skill Type: 20   Extra Dice: 1

This skill allows it possesor to carefulle listen to the tales and woes of others, seemingly concerned and sympathetic to their problems. Listening to the inflection and voice of their target, the empethiser both learns new things about them and eases their troubles and mood.

Escape

Base Cost: INT   Attribute: Auger
Skill Type: 400   Extra Dice: 4

This skill is used to escape after being tied up. The player rolls **2d6** against their adventurer's skill rank to work free from an average set of ropes. This roll may be modified by rope type, chains, locks and the adventurer's physical condition (GM discretion). If the check fails, more escapes may be tried, but subsequent checks are made with one additional **d6** per failure.

Falconry

Base Cost: WIL   Attribute: Nomad
Skill Type: 350   Extra Dice: N/A

Training and controlling small birds of prey are delicate and difficult tasks. This skill measures the ability to train such birds over a time period, and the ability to instruct a trained bird to perform a task. A **2d6** check against the skill is usual; the GM will adjust this depending on the bird's tractability, the difficulty of the task, etc.

Farming

Base Cost: CSE   Attribute: Auger
Skill Type: 30   Extra Dice: 2

Farmers supply about one third the food used by Jaernian towns and cities, so this skill can be useful as a profession. Farming encompasses knowledge about planting, cultivation, and harvesting of crop plants. An adventurer with this skill might use the condition of crops as a clue to soil, weather, or unnatural conditions in a given area.

Fencing/Merchant

Base Cost: CSE   Attribute: Auger
Skill Type: 80   Extra Dice: 4

This skill is necessary to avoid detection while buying or re-selling stolen goods. A **2d6** skill check is normal, but the GM will adjust this based on such factors as uniqueness of the item, its recognizability, T'orite activity in the vicinity, T'orite suspicion of the fencer, etc.

Fencing

Base Cost: AGI   Attribute: Marine
Skill Type: 350   Extra Dice: N/A

This style of ritualistic combat uses small, light, flexible swords called foils or rapiers. These weapons are of virtually no use against armored opponents, or opponents with other weapons; attacks against such are at a -4 "to strike," and the fencing weapon breaks on ANY critical hit. Marines, however, often fence to resolve differences between themselves. Combatants in a fencing match wear light clothing, and arm themselves with an appropriate fencing weapon. The fencing skill rank is used as a modifier in all rolls "to strike." Foils and rapiers do **1d6** DP per hit.

Fishing

Base Cost: CSE   Attribute: Auger
Skill Type: 50   Extra Dice: 2

A hobby for many, fishing supplies at least half of the foodstuffs for most Jaernian cities and towns and therefore the skill can be used as a profession. This skill includes knowledge of small boats, nets, bait, location and movements of fish, and the storage and transport of caught fish.

Flagging

Base Cost: INT   Attribute: Marine
Skill Type: 100   Extra Dice: N/A

Ship-to-ship and ship-to-shore communications are often accomplished with flags. A flagger holds a flag in each hand, and moves them in patterns to signify words or concepts. Red flags are used on clear days, and white flags on overcast days for best visibility. Concepts are often abbreviated to make flagging concise and quick, but are limited in vocabulary. If a message cannot be expressed ordinarily, Paroli alphabet characters can be flagged one by one. Succeeding a **2d6** check against this skill conveys most ordinary messages within the standard flagging vocabulary (GM discretion). Simple concepts are flagged twice as fast as ordinary speech, while spelling words is four times slower than speech.

Fletching

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 2

Technically speaking, fletching allows an adventurer to finish arrows by adding flight control feathers to the shaft. Fletchers work closely with arrow makers, and it is not unusual to find one or the other with the ability to completely fashion arrows from scratch. A **2d6** skill check is usual to successfully manufacture arrows (checked in lots of five or ten). Manufacture of unusual missiles (larger than normal, made from non-standard materials, etc.) increases the difficulty.

Flying

Base Cost: AGI   Attribute: Marine
Skill Type: 400   Extra Dice: 4

This skill allows an actor or adventurer to control the orientation and movement of their body while utilizing the spell Flight

Forestry

Base Cost: INT   Attribute: Auger
Skill Type: 30   Extra Dice: 2

Forestry involves the nurturing and management of trees, including the cutting of appropriate trees for lumber to make room for new growth. A basic knowledge of different tree species, their requirements, and uses are subsumed in this skill.

Forgery

Base Cost: INT   Attribute: Auger
Skill Type: 250   Extra Dice: 4

A skilled forger can duplicate signatures, papers, paper currency, or documents. Attempts at forging are made at a number of dice against the skill rank. Forging a signature is perhaps the easiest (2d6 check), while documents might be 3d6 and currency 5d6 (GM's discretion).

Gambling

Base Cost: CSE   Attribute: Auger
Skill Type: 50   Extra Dice: 2

The gambling skill allows an adventurer to have a better chance at beating the odds in games of chance. Gambling is simulated by the GM (the "house") and the adventurer's player rolling dice against each other, the higher total winning the wager. The GM usually rolls 5d6. An adventurer with no gambling skill rolls 1d6; each rank in the skill adds a d6. Some games of chance are far more difficult (or highly rigged in favor of the house), so the GM may roll upwards of 10d6. Also, if the GM is portraying an actor with gambling skill, he would roll twice, once for the "house" and once for the actor. Under specific roleplaying circumstances, either the player or the GM may ask to roleplay the game of chance rather than relying on dice for the outcome.

Gardening

Base Cost: INT   Attribute: Auger
Skill Type: 15   Extra Dice: 2

Gardening is similar to farming, though on a smaller scale and dealing with vegetables, herbs, shrubberies, flowers, and the like rather than field crops. The skill subsumes knowledge of garden plants, their growth requirements, and uses. Gardening can be used as trade, from selling produce to tending the private gardens of the wealthy.

Glassblowing

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: N/A

A glassblower creates glass containers by blowing air through a hollow pipe into a blob of molten glass, then twirling or rolling the glass until it hardens. The skill can be a lucrative profession.

Heraldry

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: N/A

Heraldry involves the recording and awarding of coats of arms for nobles. Heralds are often consulted to settle disputes over royal bloodlines and to decide who is entitled to display a coat of arms. Thus they are quite knowledgeable about noble ancestry, including the black sheep and closeted skeletons the nobility would just as soon forget. The skill is used to ferret out and verify information that will prove a given bloodline. The GM will set the difficulty of the check based on such factors as the availability and accessibility of written documents, living witnesses, etc.

Herbology

Base Cost: INT   Attribute: Nomad
Skill Type: 250   Extra Dice: RESERVED

Herbologists collect, classify, purify, and sell reagents derived from plants. The work is delicate and exacting; done improperly a potentially beneficial reagent can become a deadly poison. An herbologist can serve as a physician (of sorts) to cure minor ailments (dyspepsia, headache, diarrhea, etc.), though he cannot restore lost DP with their nostrums and extracts.

Herding

Base Cost: CSE   Attribute: Auger
Skill Type: 30   Extra Dice: 1

The herding skill is used to control groups of domesticated animals, such as cattle, sheep, etc.

Hiding

Base Cost: AGI   Attribute: Auger
Skill Type: 50   Extra Dice: 3

The adventurer can use available cover (walls, corners, rubbish, furniture) to avoid being seen, or to conceal an object. A **2d6** check against the skill is usual, but the GM will modify this based on the size of the person or object to be hidden versus the type and amount of cover available. It is possible that the result will be something less than full concealment. A **2d6** check against PER is normal to notice something. The GM may adjust PER rolls if the person or object is quarter concealed (+**1d6**); half concealed (+**2d6**), or fully concealed (+**3d6**). This skill can be used under any lighting conditions.

Horse Training

Base Cost: WIL   Attribute: Auger
Skill Type: 150   Extra Dice: N/A

A horse trainer attempts to curb the wildness of a horse to make it comfortable around people, but breaking and training wild horses for riding and farming duties can be hazardous if you don't know what you're doing. This skill is in great demand around any large village or town. A **2d6** check is normal, though the GM will adjust this based on the fractiousness of the beast in question. Failure might result in injury to the adventurer (GM discretion).

Horsemanship

Base Cost: CSE   Attribute: Auger
Skill Type: 100   Extra Dice: 2

This is the ability to ride a horse, or to handle a team of horses. A standard check of **1d6** applies to riding a horse at a trot, or driving a wagon pulled by two horses at a walk, for an hour. Your GM will set checks for any other actions your adventurer attempts on horseback.

Hunting

Base Cost: PER   Attribute: Auger
Skill Type: 70   Extra Dice: 2

This ability allows its possessor to find, capture or kill small animals in the wild. A hunter can find animal spoor and trace it to their current location. For a hunter to find enough food for one day, he must roll one **d6** for each person to feed against their rank in this skill.

Hypnosis

Base Cost: WIL   Attribute: Nomad
Skill Type: 300   Extra Dice: N/A

This is the ability to use some object or technique to place a willing target into a hypnotic trance. The hypnotist can cause the target to recall events clearly, perform any short, non-combat action, or implant subliminal suggestions about actions to be taken up to one week in the future. While the subject can be instructed not to remember questions or actions, he cannot be forced to do anything to which he would strongly object in their normal mental state. The GM must set the skill check based on the circumstances and the difficulty of the request. Simple actions might be a **2d6** check, whereas implanting suggestions could be a **3d6** or **4d6** check.

Identify Minerals

Base Cost: INT   Attribute: Auger
Skill Type: 15   Extra Dice: 2

Someone with this skill can look at a rock sample and identify any minerals or metal ores it contains (**1d6** check). Determining quality and quantity raises the difficulty of the skill check (GM discretion).

Identify Plant

Base Cost: INT   Attribute: Auger
Skill Type: 20   Extra Dice: 2

Identify plant is used to determine what a plant is (**1d6** check for common plants; **2d6** and higher for rarer flora). Whether the adventurer can recognize the use of a given plant is a **3d6** check. A use check can be ignored if the adventurer has previous experience with the plant in question (GM discretion).

Identify Spell

Base Cost: PER   Attribute: Mage
Skill Type: 200   Extra Dice: 3

This skill enables an adventurer or actor to identify certain parameters of any spell he sees cast. It in no way gives them any specific information about how that spell is cast or used. Roll **1d6**; if the roll is equal to or less than the skill rank the spell type is discovered. Now roll another **d6** and add it to the first roll. If the total is equal to or less than the skill rank, the spell group name is revealed. Now roll another **d6** and add it to the total of the first two rolls; the spell rank can be discovered if the total of the three dice are equal to or less than the skill rank. The fourth **d6** is rolled and added to the first three to reveal the number of finesses used, as long as the total of the four dice do not exceed the skill rank. The identification process ends whenever the dice total exceeds the skill rank. Dice for Skill Check 1 Identify type [elemental type or specific deity] 2 Spell group name 3 Rank of spell 4 Exact finesses in use

Immobilize

Base Cost: STR   Attribute: Marine
Skill Type: 400   Extra Dice: N/A

A quick blow to certain body areas can immobilize an opponent. The area (solar plexus, neck, etc.) must be unprotected, and certainly unarmored. Roll **2d6**. If the total is equal to or less than the skill rank, the opponent collapses and cannot take any actions for **3d6** rounds.

Innkeeping

Base Cost: CSE   Attribute: Auger
Skill Type: 50   Extra Dice: 2

Innkeeping is necessary to the successful management of an inn, or in any situation requiring someone to provide food and lodging for a large group of people.

Instrumental Music

Base Cost: CSE   Attribute: Nomad
Skill Type: 100   Extra Dice: N/A

This skill allows its possessor to use one musical instrument; it must be rebought for each additional instrument. The difficulty of the music being played, and the audience it is played to, are considered by the GM when assigning dice for checks against this skill.

Instrumental Smithing

Base Cost: INT   Attribute: Nomad
Skill Type: 200   Extra Dice: RESERVED

This skill allows one to create musical instrumentals. Working with leather, metal, hide, and wood are all common to the instrument smith. The smith has knowledge of musical theory and the crafting of sounds from natural material. This skill can not be purchased at any rank higher then 3 above the possessor's highest instrumental music skill.

Jesting

Base Cost: CSE   Attribute: Nomad
Skill Type: 100   Extra Dice: 2

Jesting is the ability to make other people laugh. It can involve slap-stick, sarcasm, abuse, or singing. This skill is complemented by the Juggling, Acrobatics, Singing, and the Instrumental Music skill. The GM may ask for ranks in these other skills to adjust the success of Jesting.

Jeweler

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: N/A

A jeweler is adept at fashioning adornments of precious metals and also the setting of gemstones in such jewelry.

Jousting

Base Cost: STR   Attribute: Warrior
Skill Type: 300   Extra Dice: 3

Jousting is the formal, non-lethal combat between mounted opponents. Each jouster rolls a number of **d6** equal to their jousting rank; the higher total wins the match.

Juggling

Base Cost: AGI   Attribute: Nomad
Skill Type: 100   Extra Dice: 2

Throwing and tossing objects into the air and retrieving them is always an amusing skill. The distance of the toss, the number of objects, and the danger of what is being thrown are all considered by the GM when he sets a difficulty for a check against this skill.

Jumping

Base Cost: STR   Attribute: Marine
Skill Type: 50   Extra Dice: 2

This skill is used for performing physical jumps of more than ordinary distance, height, or speed.

Knitting

Base Cost: AGI   Attribute: Auger
Skill Type: 30   Extra Dice: N/A

Knitting is the looping of thread or yarn with special needles to make garments. The more intricate or fine the work, the more difficult the skill check.

Lance

Base Cost: CSE   Attribute: Warrior
Skill Type: 360   Extra Dice: N/A

Because of the nature of this combat weapon, skill in its use precludes using the Added Attack and Quickdraw options. Lethal, Precise and Effective attacks are legal.

Landscaping

Base Cost: INT   Attribute: Auger
Skill Type: 30   Extra Dice: 2

A landscaper can design and implement a formal garden or any pre-planned planting area.

Laundering

Base Cost: CSE   Attribute: Auger
Skill Type: 15   Extra Dice: 1

This skill allows it possesor to clean clothing, furs, and hides. Items cleaned include clothing, linens, towels, rugs, and about any other item made of cloth. This skill is also used to clean specific stains and freshen specific cloth types.

Leather Working

Base Cost: INT Attribute: Auger
Skill Type: 80 Extra Dice: 2

This skill involves the sewing of clothing or items from pieces of leather.

Lip Reading

Base Cost: PER Attribute: Auger
Skill Type: 50 Extra Dice: RESERVED

The adventurer must succeed a **2d6** check vs this skill to interpret what is being spoken by another humanoid without having to hear. The lip reader must be fluent in the language being spoken to use this skill.

Listen

Base Cost: PER Attribute: Auger
Skill Type: 50 Extra Dice: 2

This reflects the extra training required to notice, and perhaps recognize, faint noises that would normally go unheard.

Locksmithing

Base Cost: INT Attribute: Auger
Skill Type: 80 Extra Dice: N/A

This skill is used to craft locks and make or duplicate keys.

Marathon Running

Base Cost: HEA Attribute: Auger
Skill Type: 65 Extra Dice: 2

This skill allows an adventurer to run at a measured pace for a great length of time without fatigue. The GM asks for a **1d6** check against the skill at the end of the first hour of running. At the end of the second hour the check is **2d6**, etc. As soon as a check is failed, the runner must stop and rest one hour before continuing.

Masonry

Base Cost: STR Attribute: Auger
Skill Type: 50 Extra Dice: 2

A mason is skilled at building structures from cut stone and bricks. He is knowledgeable about the types of stone suitable for such work, and the proper mortar mix to bind them together.

Massage

Base Cost: AGI Attribute: Auger
Skill Type: 75 Extra Dice: 2

Skilled in the ease of muscle pain and stiffness, the masseuse aides their target in releaving the tightness and pain of the days work. Physical manipulation of tightned muscles, application of potent oils and liquids, and aromatic burning of helpful vapors are all part of the techniques used to relieve their target's pains.

Metal Smithing

Base Cost: INT Attribute: Auger
Skill Type: 150 Extra Dice: 3

Metal smithing is the ability to manipulate and build things out of silver, gold, copper, bronze, tin and lead. Fastenings, jewelery, nails, fixtures and parts for other craftsmens projects are some of the obvious things produced by the metal smith.

Military Construction

Base Cost: CSE Attribute: Auger
Skill Type: 80 Extra Dice: N/A

This skill is necessary for the proper construction of siege engines (catapults, ballistas, etc.) and effective defensive positions.

Mimicry

Base Cost: PER Attribute: Nomad
Skill Type: 250 Extra Dice: 4

This skill is used to reproduce the sound of any human voice that its user has heard and memorized. Success is normally achieved with a **2d6** check against this skill.

Mining

Base Cost: STR Attribute: Auger
Skill Type: 30 Extra Dice: 2

Someone with mining skill knows the proper procedure to dig a shaft into earth or stone and construct the necessary shoring to prevent collapse of the mine shaft.

Money Changing

Base Cost: INT Attribute: Auger
Skill Type: 65 Extra Dice: 3

Knowledge of foreign coinage, the ability to translate values, calculate interest and fees, and the ability to interact with other money changers all go into this skill. Being able to identify a foreign coin could be a **2d6** check, while calculating compound interest on an overdue loan might be a **3d6** check.

Mountain Climbing

Base Cost: AGI   Attribute: Auger
Skill Type: 80   Extra Dice: 3

This is the skill to use to climb up and down the cliffs, hills, and mountains. Climbing alone, without equipment, up a 45 degree slope requires a **2d6** check once per hour. Equipment, slope, and weather conditions can modify the difficulty and frequency of a check.

Moving Silently

Base Cost: AGI   Attribute: Auger
Skill Type: 100   Extra Dice: 4

An adventurer with this skill has a better chance of approaching without being heard. The noiser the terrain underfoot, the more difficult the check.

Musical Composition

Base Cost: INT   Attribute: Nomad
Skill Type: 250   Extra Dice: N/A

Creating new music is a difficult skill. This skill should be combined with the instrumental music skill for a greater chance of success. The test of a new piece of music is how well it is received by its first audience. When a new piece is presented, a **2d6** check against this skill is normal.

Navigation

Base Cost: INT   Attribute: Marine
Skill Type: 150   Extra Dice: 4

Navigation involves being able to read sea charts, determine location by the position of Onra and the stars, understand the affects of wind and currents on plotting a course, etc.

Net Handling

Base Cost: AGI   Attribute: Warrior
Skill Type: 100   Extra Dice: 2

Weilding a 6 foot long net with their non-weapon hand, the user swings and flings the net to defend themselves nd entrap their prey. For each die he rolls against the skill, he gets to add a +2 to their attempt to grapple to net their opponent. Once netted, an apponent must roll **4d6** vs agility to fling the net aside, or **5d6** vs strength to tear the net apart. Each failed attampt adds one die to future attempts while still netted. While netted, all attacks on the target are at a +4 to succeed, or one die less on skill checks (like pummeling).

Non-verbal casting

Base Cost: CSE   Attribute: Mage
Skill Type: 300   Extra Dice: N/A

Spell casting normally requires the use of hand motions and words to focus and target the magical energies. Making a check of **2d6** against this skill allows the caster to cast their spell without the use of their voice. A mage who has lost the use voice, or is gagged, would find this skill very useful.

Oar Mastery

Base Cost: INT   Attribute: Marine
Skill Type: 200   Extra Dice: 2

This skill allows your adventurer to control and command banks of galley slaves. This includes the ability to correctly power the ship, knowledge of how to maintain the short and long term health of the rowers, and how to control and restrain the rowers. While not the most glamorous job on board, everyone knows a ship without a good oar master is useless in combat.

One hand casting

Base Cost: AGI   Attribute: Mage
Skill Type: 150   Extra Dice: N/A

Normally any spell with a casting time of over one melee requires the use of both hands. Making a check of **2d6** allows the caster to cast their spell with one hand. A mage who has lost the use of one hand would find this skill very useful.

Opening Locks

Base Cost: INT   Attribute: Auger
Skill Type: 65   Extra Dice: N/A

An adventurer with this skill may be able to open a lock without the key.

Orienteering

Base Cost: CSE   Attribute: Auger
Skill Type: 30   Extra Dice: 2

This skill is very useful to prevent becoming lost. An adventurer with orienteering can always find due north, and thus know which way to travel to their destination.

Painting

Base Cost: INT   Attribute: Marine
Skill Type: 50   Extra Dice: 2

This skill is the ability to use painting tools and paint to coat large objects such as ship hulls and exterior or interior walls.

Pickpocketing

Base Cost: AGI   Attribute: Auger
Skill Type: 80   Extra Dice: 4

Pickpocketing is necessary to remove objects from a person's clothing without being caught. The GM will determine how many dice to use based on the circumstances of the encounter, size and location of the item to be filched, etc.

Pimping

Base Cost: CSE   Attribute: Auger
Skill Type: 80   Extra Dice: 3

A judge of good looking women and men, the pimp is considered a "lay Priest" of the Erection of Scrogg, and is generally tolerated, if not accepted in any town or city if they wish not to excite the wrath of Scrogg. This skill allows the pimp to judge the potential attraction of their current and future employees, and to train them to their task. A variety of tasks will be assigned difficulties by the GM and an appropriate number of **d6** can then be rolled against this skill.

Poetry

Base Cost: CSE   Attribute: Auger
Skill Type: 65   Extra Dice: 3

A poet is able to craft words into rhymes capable of evoking any mood, or perhaps a scathing political commentary. The poet must state what they are writing about, and what force he wants their poetry to have, so the GM can determine the difficulty of the check.

Pottery

Base Cost: CSE   Attribute: Auger
Skill Type: 15   Extra Dice: 2

The pottery skill allows the creation of pots or other containers from molded clay hardened in a kiln.

Pummeling

Base Cost: STR   Attribute: Marine
Skill Type: 100   Extra Dice: 2

This skill is used to repeatedly punch a standing opponent in melee. Making a **2d6** check vs this skill inflicts **1d4** damage points on your opponent and knocks them to the ground.

Puppeteering

Base Cost: INT   Attribute: Nomad
Skill Type: 150   Extra Dice: 2

Creating and using small hand puppets to stage plays to entertain both children and adults is a common skill among many nomads. These plays are often used to teach morals to young people. Nomads often ask for donations after a play is complete.

Pyrotechnics

Base Cost: INT   Attribute: Nomad
Skill Type: 100   Extra Dice: N/A

The handling of flammable powders and devices to produce sparks, flames, sounds, and smoke is a delicate and dangerous skill. The pyrotechnist explains what he wishes to do, and the GM determines the materials cost and assigns a skill. These powders cannot cause great explosions, and are very hard to trigger precisely.

Repair

Base Cost: CSE   Attribute: Marine
Skill Type: 250   Extra Dice: N/A

This skill enables an actor or adventurer to fix such things as mechanical linkages, complex rigging, water clocks, devices with pulleys, ropes and wheels, or items based on a similar technology.

Rigging Running

Base Cost: AGI   Attribute: Marine
Skill Type: 100   Extra Dice: 2

This skill allows an actor or adventurer to move quickly through a ship's rigging by jumping, climbing, and sliding. It also encompasses adjusting knots, rope tensions and sail positions to properly trim a ship.

Rope Making

Base Cost: INT   Attribute: Marine
Skill Type: 50   Extra Dice: 2

This skill allows an adventurer to make proper rope from any suitable material (e.g., plant fibers, hair, yarn, etc.).

Rowing

Base Cost: STR   Attribute: Marine
Skill Type: 100   Extra Dice: 2

This skill is required to properly row a boat with two oars. It might also be applied to rowing in unison with others.

Saddlemaking

Base Cost: INT   Attribute: Auger
Skill Type: 30   Extra Dice: 2

Saddlemaking is the skill needed to meld wood, leather, and metal fittings into a seat comfortable to both man and mount.

Sail Falling

Base Cost: AGI   Attribute: Marine
Skill Type: 150   Extra Dice: 2

This skill allows your adventurer to safely fall 100 feet or less to the deck in one round. The adventurer jumps in the direction of the nearest sail with knife in hand. Thrusting the knife into the material of the sail, he hangs from it and executes a controlled fall as the knife slices the rough canvas. The check is **1d6** for each 20 feet of height. If the check fails, your adventurer suffers **1d6** damage points per 20 feet fallen and loses one round of action. For that round he lies flat on the deck. He may get up the next round, which is their action for the round.

Sail Making

Base Cost: INT   Attribute: Marine
Skill Type: 50   Extra Dice: N/A

A sailmaker has the skill to design sails to the proper size for a vessel, then transfer the patterns to canvas, cut the panels, and assemble them. This is a very lucrative profession on a planet where the main means of transportation is by ship.

Sailing

Base Cost: CSE   Attribute: Marine
Skill Type: 50   Extra Dice: 2

Sailing involves holding a course with the rudder and trimming the sails to catch the prevailing wind, to in turn drive a ship at an optimum speed. This skill is useful for long journeys, passage through rough waters or storms, or handling damaged ships.

Scribing

Base Cost: INT   Attribute: Priest
Skill Type: 200   Extra Dice: N/A

This ability is used to copy manuscripts, take dictation, and record happenings. It involves much more than simply writing down the appropriate words in the correct language. Proper fonting, illustrations, indexing, and cross-referencing are crucial to historical, professional, and technical scribing.

Sculpting

Base Cost: CSE   Attribute: Auger
Skill Type: 65   Extra Dice: 3

This skill allows someone to chisel statuary or other objects from stone, or craft such items in clay or wax.

Seduction

Base Cost: COM   Attribute: Auger
Skill Type: 100   Extra Dice: 3

Attracting other people for use as sexual toys has long been an art practiced by the followers of Scrogg. The proper clothing, the right walk, the correct affected accent and the appropriate scent are all parts of this skill. The ability to attract any specific person will be assigned a difficulty and dice roll by the GM.

Set Traps/Snares

Base Cost: INT   Attribute: Auger
Skill Type: 250   Extra Dice: 3

This gives the ability to set a trap or snare to capture or injure something or someone. The GM will assign the difficulty based on such things as size, intricacy, how well hidden it's to be, damage it can do, etc.

Shadows

Base Cost: AGI   Attribute: Auger
Skill Type: 50   Extra Dice: 4

This skill can be used to attempt to hide in moonlight, very poor lighting conditions, and underground. The actor or adventurer must be at least 20 feet away from those they are hiding from, and they must be unaware of their presence. A **2d6** check will normally allow them to remain hidden. Any movement will likely reveal their presence, or the GM may require a **3d6** or **4d6** check to maintain the cover. This skill can not be used in daylight.

Ship Building

Base Cost: INT   Attribute: Marine
Skill Type: 300   Extra Dice: RESERVED

Directing the construction of ships, from the smallest dinghy to the largest merchant ship, takes a keen knowledge of specialized construction techniques, materials, labor management, accounting, and finance management. The building of seaworthy ships can only be learned from experienced shipwrights, and is a very profitable profession.

Singing

Base Cost:	COM	Attribute:	Nomad
Skill Type:	50	Extra Dice:	2

Pleasing others with song can save an adventurer from the most difficult situations. The difficulty of the song and the difficulty of the audience are both considered when assigning a skill check.

Skating

Base Cost:	AGI	Attribute:	Auger
Skill Type:	30	Extra Dice:	2

Skating gives an adventurer the ability to move swiftly over frozen water on ice skates. The movement rate is doubled if a **1d6** check is made. Changes in direction while moving also require a **1d6** check. Fancy maneuvers or attempts to go faster require more difficult checks.

Slave Handling

Base Cost:	CSE	Attribute:	Auger
Skill Type:	35	Extra Dice:	3

Knowing how to evaluate slaves, how to buy and sell them, how to keep them healthy and strong, and how to manage and control them are all facets of this skill. Slave handlers are in great demand by the merchant class, by the rich, and by the large temples for managing their necessary staffs of slaves.

Sleight of Hand

Base Cost:	AGI	Attribute:	Auger
Skill Type:	30	Extra Dice:	4

This is used to perform minor feats of "magic," usually prefaced by the phrase, "The hand is quicker than the eye . . ."

Smuggling

Base Cost:	CSE	Attribute:	Auger
Skill Type:	200	Extra Dice:	4

This is the ability to bring goods or people into an area undetected, usually for illegal purposes.

Snorkeling

Base Cost:	STR	Attribute:	Auger
Skill Type:	15	Extra Dice:	2

This skill allows an adventurer to swim while scanning the bottom, or dive to depths of 15 feet without need for extra air. Proper snorkeling equipment is required, of course.

Spelunking

Base Cost:	AGI	Attribute:	Auger
Skill Type:	150	Extra Dice:	3

This is a climbing ability usually used in underground caverns. It is useful for climbing in any situation involving wet rock and darkness.

Sprinting

Base Cost:	STR	Attribute:	Auger
Skill Type:	50	Extra Dice:	2

This is your adventurer's ability to run at a much faster pace for a short duration. Normally, you roll **1d6** versus this skill for each 10 foot per round increase in movement rate he attempts. This roll is automatically modified by the same number of dice that their AGI is modified, according to their armor. Repeat the check each minute; if failed the adventurer can not attempt this skill again until after they have rested for ten minutes. Sprinting cannot be combined with Marathon Running.

Stalking

Base Cost:	CSE	Attribute:	Auger
Skill Type:	150	Extra Dice:	2

Stalking is the ability to stealthily approach a place where something (or someone) may be hiding, and planning a way to kill or capture it. The GM determines the difficulty of the stalk and assigns a number of **d6** for the player to roll. If successful, the stalker has reached their chosen position.

Stone Smithing

Base Cost:	INT	Attribute:	Auger
Skill Type:	100	Extra Dice:	3

Stone smithing is the ability to manipulate and build things out of cut marble, basalt, slate and quartz. Floors, walls, supports, stairways and parts for other craftsmen's projects are some of the obvious things produced by the stone smith.

Surfing

Base Cost:	AGI	Attribute:	Marine
Skill Type:	50	Extra Dice:	2

Riding the wave crests to shore while standing on wooden boards is a favorite marine tactic to land in force from ships anchored just off shore. More recently it has become a sport practiced by adolescents and young adults at beaches everywhere.

Swimming

Base Cost: STR   Attribute: Marine
Skill Type: 20   Extra Dice: 2

Swimming forward in calm water normally requires a **1d6** check against this skill to succeed. Water temperature, flow, roughness, armor, and carried equipment can affect the difficulty of this check. Water Breathing makes this check two dice easier.

Tackling

Base Cost: AGI   Attribute: Marine
Skill Type: 120   Extra Dice: 2

An adventurer can knock their opponent to the ground, if he gets a running start. The tackler must make a **2d6** check vs this skill; if successful he and their opponent are knocked down and the tackler gets an immediate free round. After the free round, initiative is determined and combat proceeds normally. The GM may modify the number of dice for different sized opponents.

Tailoring

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 2

Tailoring involves the sewing of fabric to make clothing, or items such as bags, from cloth.

Tanning

Base Cost: INT   Attribute: Auger
Skill Type: 30   Extra Dice: 2

This skill is needed to turn raw animal hides into leather. The better the tanning, the more supple and better quality the leather will be.

Target Magic

Base Cost: AGI   Attribute: Mage
Skill Type: 200   Extra Dice: N/A

Target Magic allows the caster of elemental or divine spell to maneuver for line of sight and finish casting in one round. The spell must be a one round spell, or be in its last round of casting, and if the player succeeds at a two dice check against this skill, their adventurer jostles about and he gets an additional roll to determine line of sight. The roll will be at the same odds as a requested line of sight roll during the informational questions portion of the round. The player does not appreciable change position, but is just jostling to obtain a shot. If the player fails the roll, he aborts the casting of the spell, not consuming the appropriate units.

Tattooing

Base Cost: PER   Attribute: Nomad
Skill Type: 200   Extra Dice: N/A

A tattoo artist uses metal needles and colored inks to create designs, pictures and words on the skin of their subjects. Tattoos are used often by nomads, Priests of T'or and by Akravojo Warriors and the talented tattooist is in high demand. Also tattooing is considered an art form, and its best practitioners are revered and may demand any price for their work.

Taxidermy

Base Cost: INT   Attribute: Auger
Skill Type: 65   Extra Dice: N/A

Taxidermy is the preservation of deceased creatures by removing organs and chemically preserving the body.

Teaching

Base Cost: INT   Attribute: Priest
Skill Type: 100   Extra Dice: N/A

Normally one can teach a skill to someone else at any rank up to four ranks less then their own rank in that ability. This teaching skill allows its possessor to teach the next four ranks up to their own rank in the target skill. To use this skill, the teaching actor must spend the time attempting to teach the target skill to their target. At the end of this time, he must make a check of one dice for each rank above four below their rank against the rank of this skill. If he succeeds, the target gains the additional rank. If he fails, he must go through the teaching time from the start to attempt again. The last rank he can teach is their own rank, and this requires a **4d6** check against the rank of their teaching skill. The teacher can never teach above their own rank in the target skill.

Tent Making

Base Cost: INT   Attribute: Auger
Skill Type: 80   Extra Dice: 2

Tent making is the fabrication of portable shelters from animal hides or heavy fabric.

Torture

Base Cost: CSE   Attribute: Auger
Skill Type: 65   Extra Dice: 4

Causing pain is a fine skill to reduce the strongest man to a state of submission. Talented torturers can cause captives to divulge knowledge or confess crimes, even those not actually committed. Truth is valuable to many, and one with this skill can always find gainful employment.

Toy Making

Base Cost: INT   Attribute: Auger
Skill Type: 65   Extra Dice: 2

Toy making is primarily the working of wood (though other materials may be used) into shapes to amuse children. Toys capable of complex movements require more difficult skill checks.

Tracking

Base Cost: PER   Attribute: Auger
Skill Type: 150   Extra Dice: 2

Following the spoor of animals and the tracks of man is a useful skill in the wild. Fresh tracks can usually be followed by making a 2d6 check. Time, rain, and conscious efforts to mask a trail can make these checks more difficult.

Trapping

Base Cost: CSE   Attribute: Auger
Skill Type: 50   Extra Dice: 2

Trapping is the setting of snares or metal spring traps to capture small animals, generally for their fur. It can be a lucrative profession.

Tumbling

Base Cost: AGI   Attribute: Marine
Skill Type: 100   Extra Dice: 2

This skill allows your adventurer to reduce the amount of damage taken in a fall. Subtract their rank in this skill from any damage taken from a fall.

Ventriloquism

Base Cost: CSE   Attribute: Nomad
Skill Type: 200   Extra Dice: N/A

Throwing your voice to appear to come from another place is a strange skill which is often combined with Puppeteering to give puppets an apparent voice.

Verbal Casting

Base Cost: CSE   Attribute: Priest
Skill Type: 300   Extra Dice: N/A

Normally spell casting requires hand motions to focus and target the magical energies. Making a check of 2d6 vs this skill allows the caster to cast their spell with just their voice. A mage who has lost the use of their hands, or is bound, would find this skill very useful.

Veterinary

Base Cost: CSE   Attribute: Auger
Skill Type: 150   Extra Dice: RESERVED

A veterinarian is skilled in the care of animals and the diagnoses and treatment of animal diseases.

Water Skiing

Base Cost: AGI   Attribute: Auger
Skill Type: 50   Extra Dice: 2

This ability is needed to travel behind Jaernian hydro-sails or dolphins, on water, skis.

Weapon Smithing

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 2

Weapon smithing is the ability to craft any weapon from metal and wood. The GM must set the difficulty, depending on how complex or difficult the weapon would be to make.

Weaving

Base Cost: INT   Attribute: Auger
Skill Type: 30   Extra Dice: 3

Weaving involves the tedious process of interlocking numerous strands of yarn together on a loom to make cloth, rugs, wall hangings, etc. The more intricate the design, or the tighter the weave, the more difficult the check.

Wheelwright

Base Cost: CSE   Attribute: Auger
Skill Type: 50   Extra Dice: 2

A wheelwright is expert in the crafting of wheels for carts, carriages, or wagons. These can be simple wooden disks (1d6 check) or carriage wheels of fancy design (3d6 or more). Wheelwrights also know how to apply iron rims to wheels to prolong a wheel's life.

Wine Making

Base Cost: INT   Attribute: Priest
Skill Type: 250   Extra Dice: N/A

The production of wine has always been the province of the Priesthood. Some of the best wines come from the Priesthood of Isis, because of their knowledge of living things, and its uses in deadening the senses of their patients. Others claim the best wines come from the cellars of the Solarium, where secret fermentation techniques involving the sun and much glassware give the wines a sweeter flavor.

Wrestling

Base Cost: CSE   Attribute: Marine
Skill Type: 180   Extra Dice: N/A

This skill combines several different styles of unarmed hand to hand combat which can aid an adventurer when grappling an opponent. Any one of these options may be used in a single combat round. Clobbering is using your fists and feet to knock an opponent to the ground, increasing an adventurer's chance to succeed at "grapple to hold" and opponent. When the player has decided to "grapple to hold", he may at the same time roll **1d6** for each bonus of 2 that he wants to add to their grapple roll. If he succeeds the roll, he adds the sought number to their **d20** roll to grapple, and uses the sum to determine the success of the "grapple to hold". When an adventurer attempts to "grapple to throw" an opponent, he may use this skill to Heave the opponent farther than would be originally adjudicated by the game master. The player rolls **1d6** for each additional 5' of distance he wishes their adventurer to heave their opponent. The GM still adjudicates the resulting distance and damage (probably adding damage from a fall from a successful heave). Pummel can only be used after an opponent has been successfully "grappled to hold" in a previous round, and while that opponent is still held. The player decides how many **d6** of damage he wishes their adventurer to do to their opponent by kneeing, punching, slapping and jabbing him. Then the player rolls twice that number of **d6**. If he matches or gets less than the rank in this skill, he does the desired number of **d6** of damage to their opponent. Like a pummel, a Cosh can only be performed after the opponent is still being held. The adventurer attempts to knock the opponent unconscious by hitting them in the head, or hitting their head against the ground. The Player rolls **4d6** vs this skill, and if successful, the opponent is dazed or unconscious for **1d6** rounds (rolled by the GM). A skillful wrestler knows a number of holds which make it more difficult for their opponent to break free. To Pin their opponent, the player rolls one **d6** for each dice he wants to increase their opponent's attempts to break free. If he succeeds, the opponent attempts to break the hold are that many dice more difficult until the next time the adventure has a round. The player needs to recheck this hold every round for it to stay in effect. When an adventurer has been held by being the target of a successful "grapple to hold", and then attempts to break free, he can Struggle to make the attempt easier. For each die he wishes to reduce the check by, he must roll a **d6**. If the check succeeds, he can lower how many dice he rolls to break free by the same number of dice.

Writing

Base Cost: INT   Attribute: Auger
Skill Type: 15   Extra Dice: RESERVED

This is creative writing, not writing a grocery list. The writer must state what they are writing about, and what force he wants their writing to have so the GM can determine the difficulty of the check.

Zoology

Base Cost: INT   Attribute: Auger
Skill Type: 50   Extra Dice: 3

This skill is used to identify and care for animals. It encompasses such things as knowledge of a creature's life cycle, breeding habits, food preferences, etc.

Chapter 5

The Onivero

Chapter 6

Jaernian Humanoids

Chapter 7

Creating and Playing Actors

Appendix A

Important Tables

A.1 Critical Hits

Below are the tables which may come up often during play:

A.1.1 Bludgeon Critical Hits

A.1.2 Artillery Critical Hits

Weapon Effects

Weapon	Type	STR	DV	Use Rate	Strike	Thrown	Range	Impale
Unarmed	B	4	X	1	1d2	X	X	X
Battle Axe	E	12	2	1	1d12	1d4	10	X
Bow/Arrow	P	10	X	2	X	1d6	160	X
Buckler	D	10	1	1	1	X	X	X
Club	B	6	1	1	1d4	1d2	10	X
Crossbow/Quarrel	P	8	X	3	X	1d8	100	X
Dagger	P	6	1	1	1d4	1d2	25	1d3
Flail	E	10	2	1	1d8	X	X	X
Great Sword	E	16	2	1	1d12	1d8	10	1d12+10
Hatchet	E	9	1	1	1d6	1d3	20	X
Javelin	P	8	X	1	X	1d8	80	X
Kick	B	5	X	1	1d4	X	X	X
Lance	P	12	X	1	1d3	X	X	1d20+4
Mace	B	12	1	1	1d6	1d3	15	X
Maroglave/Blade	E	8	1	1	1d8	X	X	X
Maroglave/Point	P	10	1	1	1d6	X	X	1d3
Middle Sword	E	14	2	1	1d10	1d6	15	1d12+8
Net	D	10	3	1	X	X	10	X
Quarter staff	B	6	3	1	1d4	1	40	1d2
Rapier	P	8	1	1	1d6	1d3	20	1d10
Scimitar	E	10	1	1	1d8	1d6	10	X
Shield	D	8	3	1	1d2	1d2	10	X
Short Sword	E	12	1	1	1d10	1d4	15	1d12+5
Sling stone	B	5	X	2	X	1d4	40	X
Spear	P	6	2	1	1d6	1d6	80	1d20
Trident	P	7	2	1	1d6	1d6	60	1d12
War Hammer	B	10	1	1	1d4	1d2	10	X
Whip	B	8	1	2	1d6	X	X	X

E=Edged, B=Blunt, P=Pointed, D=Defensive

Overloading Effect Table

Roll	Effect
2	caster suffers (units)d4 DP
3	caster drained of all remaining units
4	random spell (from ANY group) falls on ca
5	caster looses consciousness for 1d4 hour
6	caster suffers 1d10 DP
7	no other effects
8	lose one rank in spell group
9	lose two ranks in spell group
10	lose one INT/CSE point permanently
11	lose two INT/CSE points permanently (INT for elemental/CSE for divine)

Chances of Success using Multiple Dice

Stat Value To Check Against

#	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24
1:	50	66	83	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100	100
2:	8	16	27	41	58	72	83	91	97	100	100	100	100	100	100	100	100	100	100	100	100	100
3:	<1	1	4	9	16	25	37	50	62	74	83	90	95	98	99	100	100	100	100	100	100	100
4:	0	<1	<1	1	2	5	9	15	23	33	44	55	66	76	84	90	94	97	98	99	99	100
5:	0	0	<1	<1	<1	<1	1	3	5	9	15	22	30	39	50	60	69	77	84	90	94	96
6:	0	0	0	<1	<1	<1	<1	<1	<1	1	3	6	9	14	20	27	36	45	54	63	72	79

Appendix A

Earth References

A.1　Distance Conversion

METS	FEET	MI	KM
1	2000	0.38	0.61
2	4000	0.76	1.22
3	6000	1.14	1.83
4	8000	1.52	2.44
5	10000	1.89	3.05
6	12000	2.27	3.66
7	14000	2.65	4.27
8	16000	3.03	4.88
9	18000	3.41	5.49
10	20000	3.79	6.09
11	22000	4.17	6.70
12	24000	4.55	7.31
13	26000	4.92	7.92
14	28000	5.30	8.53
15	30000	5.68	9.14
16	32000	6.06	9.75
17	34000	6.44	10.36
18	36000	6.82	10.97
19	38000	7.20	11.58
20	40000	7.58	12.19
21	42000	7.95	12.80
22	44000	8.33	13.41
23	46000	8.71	14.02
24	48000	9.09	14.63
25	50000	9.47	15.24
26	52000	9.85	15.85
27	54000	10.23	16.46
28	56000	10.61	17.07
29	58000	10.98	17.67
30	60000	11.36	18.28
31	62000	11.74	18.89
32	64000	12.12	19.50
33	66000	12.50	20.11
34	68000	12.88	20.72
35	70000	13.26	21.33
36	72000	13.64	21.94
37	74000	14.02	22.55
38	76000	14.39	23.16
39	78000	14.77	23.77
40	80000	15.15	24.38
41	82000	15.53	24.99
42	84000	15.91	25.60
43	86000	16.29	26.21
44	88000	16.67	26.82
45	90000	17.05	27.43
46	92000	17.42	28.04
47	94000	17.80	28.65
48	96000	18.18	29.25
49	98000	18.56	29.86
50	100000	18.94	30.47
51	102000	19.32	31.08
52	104000	19.70	31.69
53	106000	20.08	32.30
54	108000	20.45	32.91
55	110000	20.83	33.52
56	112000	21.21	34.13
57	114000	21.59	34.74
58	116000	21.97	35.35
59	118000	22.35	35.96
60	120000	22.73	36.57
61	122000	23.11	37.18
62	124000	23.48	37.79
63	126000	23.86	38.40
64	128000	24.24	39.01
65	130000	24.62	39.62
66	132000	25.00	40.23
67	134000	25.38	40.83
68	136000	25.76	41.44
69	138000	26.14	42.05
70	140000	26.52	42.66
71	142000	26.89	43.27
72	144000	27.27	43.88
73	146000	27.65	44.49
74	148000	28.03	45.10
75	150000	28.41	45.71
76	152000	28.79	46.32
77	154000	29.17	46.93
78	156000	29.55	47.54
79	158000	29.92	48.15
80	160000	30.30	48.76
81	162000	30.68	49.37
82	164000	31.06	49.98
83	166000	31.44	50.59
84	168000	31.82	51.20
85	170000	32.20	51.80
86	172000	32.58	52.41
87	174000	32.95	53.02
88	176000	33.33	53.63
89	178000	33.71	54.24
90	180000	34.09	54.85
91	182000	34.47	55.46
92	184000	34.85	56.07
93	186000	35.23	56.68
94	188000	35.61	57.29
95	190000	35.98	57.90
96	192000	36.36	58.51
97	194000	36.74	59.12
98	196000	37.12	59.73
99	198000	37.50	60.34
100	200000	37.88	60.95
101	202000	38.26	61.56
102	204000	38.64	62.17
103	206000	39.02	62.78
104	208000	39.39	63.38
105	210000	39.77	63.99
106	212000	40.15	64.60
107	214000	40.53	65.21
108	216000	40.91	65.82
109	218000	41.29	66.43
110	220000	41.67	67.04
111	222000	42.05	67.65
112	224000	42.42	68.26
113	226000	42.80	68.87
114	228000	43.18	69.48
115	230000	43.56	70.09
116	232000	43.94	70.70
117	234000	44.32	71.31
118	236000	44.70	71.92
119	238000	45.08	72.53
120	240000	45.45	73.14
121	242000	45.83	73.75
122	244000	46.21	74.36
123	246000	46.59	74.96
124	248000	46.97	75.57
125	250000	47.35	76.18
126	252000	47.73	76.79
127	254000	48.11	77.40
128	256000	48.48	78.01
129	258000	48.86	78.62
130	260000	49.24	79.23
131	262000	49.62	79.84
132	264000	50.00	80.45
133	266000	50.38	81.06
134	268000	50.76	81.67
135	270000	51.14	82.28
136	272000	51.52	82.89
137	274000	51.89	83.50
138	276000	52.27	84.11
139	278000	52.65	84.72
140	280000	53.03	85.33
141	282000	53.41	85.94
142	284000	53.79	86.54
143	286000	54.17	87.15
144	288000	54.55	87.76
145	290000	54.92	88.37
146	292000	55.30	88.98
147	294000	55.68	89.59
148	296000	56.06	90.20
149	298000	56.44	90.81
150	300000	56.82	91.42
151	302000	57.20	92.03
152	304000	57.58	92.64
153	306000	57.95	93.25
154	308000	58.33	93.86
155	310000	58.71	94.47
156	312000	59.09	95.08
157	314000	59.47	95.69
158	316000	59.85	96.30
159	318000	60.23	96.91
160	320000	60.61	97.52
161	322000	60.98	98.12
162	324000	61.36	98.73
163	326000	61.74	99.34
164	328000	62.12	99.95
165	330000	62.50	100.56
166	332000	62.88	101.17
167	334000	63.26	101.78
168	336000	63.64	102.39
169	338000	64.02	103.00
170	340000	64.39	103.61
171	342000	64.77	104.22
172	344000	65.15	104.83
173	346000	65.53	105.44
174	348000	65.91	106.05
175	350000	66.29	106.66
176	352000	66.67	107.27
177	354000	67.05	107.88
178	356000	67.42	108.49
179	358000	67.80	109.10
180	360000	68.18	109.70
181	362000	68.56	110.31
182	364000	68.94	110.92
183	366000	69.32	111.53
184	368000	69.70	112.14
185	370000	70.08	112.75
186	372000	70.45	113.36
187	374000	70.83	113.97
188	376000	71.21	114.58
189	378000	71.59	115.19
190	380000	71.97	115.80
191	382000	72.35	116.41
192	384000	72.73	117.02
193	386000	73.11	117.63
194	388000	73.48	118.24
195	390000	73.86	118.85
196	392000	74.24	119.46
197	394000	74.62	120.07
198	396000	75.00	120.68
199	398000	75.38	121.28
200	400000	75.76	121.89
201	402000	76.14	122.50
202	404000	76.52	123.11
203	406000	76.89	123.72
204	408000	77.27	124.33
205	410000	77.65	124.94
206	412000	78.03	125.55
207	414000	78.41	126.16
208	416000	78.79	126.77
209	418000	79.17	127.38
210	420000	79.55	127.99
211	422000	79.92	128.60
212	424000	80.30	129.21
213	426000	80.68	129.82
214	428000	81.06	130.43
215	430000	81.44	131.04
216	432000	81.82	131.65
217	434000	82.20	132.25
218	436000	82.58	132.86
219	438000	82.95	133.47
220	440000	83.33	134.08
221	442000	83.71	134.69
222	444000	84.09	135.30
223	446000	84.47	135.91
224	448000	84.85	136.52
225	450000	85.23	137.13
226	452000	85.61	137.74
227	454000	85.98	138.35
228	456000	86.36	138.96
229	458000	86.74	139.57
230	460000	87.12	140.18
231	462000	87.50	140.79
232	464000	87.88	141.40
233	466000	88.26	142.01
234	468000	88.64	142.62
235	470000	89.02	143.23
236	472000	89.39	143.83
237	474000	89.77	144.44
238	476000	90.15	145.05
239	478000	90.53	145.66
240	480000	90.91	146.27
241	482000	91.29	146.88
242	484000	91.67	147.49
243	486000	92.05	148.10
244	488000	92.42	148.71
245	490000	92.80	149.32
246	492000	93.18	149.93
247	494000	93.56	150.54
248	496000	93.94	151.15
249	498000	94.32	151.76
250	500000	94.70	152.37
251	502000	95.08	152.98
252	504000	95.45	153.59
253	506000	95.83	154.20
254	508000	96.21	154.81
255	510000	96.59	155.41
256	512000	96.97	156.02
257	514000	97.35	156.63
258	516000	97.73	157.24
259	518000	98.11	157.85
260	520000	98.48	158.46
261	522000	98.86	159.07
262	524000	99.24	159.68
263	526000	99.62	160.29
264	528000	100.00	160.90
265	530000	100.38	161.51
266	532000	100.76	162.12
267	534000	101.14	162.73
268	536000	101.52	163.34
269	538000	101.89	163.95
270	540000	102.27	164.56
271	542000	102.65	165.17
272	544000	103.03	165.78
273	546000	103.41	166.39
274	548000	103.79	166.99
275	550000	104.17	167.60
276	552000	104.55	168.21
277	554000	104.92	168.82
278	556000	105.30	169.43
279	558000	105.68	170.04
280	560000	106.06	170.65
281	562000	106.44	171.26
282	564000	106.82	171.87
283	566000	107.20	172.48
284	568000	107.58	173.09
285	570000	107.95	173.70
286	572000	108.33	174.31
287	574000	108.71	174.92
288	576000	109.09	175.53
289	578000	109.47	176.14
290	580000	109.85	176.75
291	582000	110.23	177.36
292	584000	110.61	177.97
293	586000	110.98	178.57
294	588000	111.36	179.18
295	590000	111.74	179.79
296	592000	112.12	180.40
297	594000	112.50	181.01
298	596000	112.88	181.62
299	598000	113.26	182.23
300	600000	113.64	182.84

Met to Feet/Mile/Kilometer

METS	FEET	MI	KM
301	602000	114.02	183.45
302	604000	114.39	184.06
303	606000	114.77	184.67
304	608000	115.15	185.28
305	610000	115.53	185.89
306	612000	115.91	186.50
307	614000	116.29	187.11
308	616000	116.67	187.72
309	618000	117.05	188.33
310	620000	117.42	188.94
311	622000	117.80	189.55
312	624000	118.18	190.15
313	626000	118.56	190.76
314	628000	118.94	191.37
315	630000	119.32	191.98
316	632000	119.70	192.59
317	634000	120.08	193.20
318	636000	120.45	193.81
319	638000	120.83	194.42
320	640000	121.21	195.03
321	642000	121.59	195.64
322	644000	121.97	196.25
323	646000	122.35	196.86
324	648000	122.73	197.47
325	650000	123.11	198.08
326	652000	123.48	198.69
327	654000	123.86	199.30
328	656000	124.24	199.91
329	658000	124.62	200.52
330	660000	125.00	201.13
331	662000	125.38	201.73
332	664000	125.76	202.34
333	666000	126.14	202.95
334	668000	126.52	203.56
335	670000	126.89	204.17
336	672000	127.27	204.78
337	674000	127.65	205.39
338	676000	128.03	206.00
339	678000	128.41	206.61
340	680000	128.79	207.22
341	682000	129.17	207.83
342	684000	129.55	208.44
343	686000	129.92	209.05
344	688000	130.30	209.66
345	690000	130.68	210.27
346	692000	131.06	210.88
347	694000	131.44	211.49
348	696000	131.82	212.10
349	698000	132.20	212.70
350	700000	132.58	213.31
351	702000	132.95	213.92
352	704000	133.33	214.53
353	706000	133.71	215.14
354	708000	134.09	215.75
355	710000	134.47	216.36
356	712000	134.85	216.97
357	714000	135.23	217.58
358	716000	135.61	218.19
359	718000	135.98	218.80
360	720000	136.36	219.41
361	722000	136.74	220.02
362	724000	137.12	220.63
363	726000	137.50	221.24
364	728000	137.88	221.85
365	730000	138.26	222.46
366	732000	138.64	223.07
367	734000	139.02	223.68
368	736000	139.39	224.28
369	738000	139.77	224.89
370	740000	140.15	225.50
371	742000	140.53	226.11
372	744000	140.91	226.72
373	746000	141.29	227.33
374	748000	141.67	227.94
375	750000	142.05	228.55

Met to Feet/Mile/Kilometer

METS	FEET	MI	KM
376	752000	142.42	229.16
377	754000	142.80	229.77
378	756000	143.18	230.38
379	758000	143.56	230.99
380	760000	143.94	231.60
381	762000	144.32	232.21
382	764000	144.70	232.82
383	766000	145.08	233.43
384	768000	145.45	234.04
385	770000	145.83	234.65
386	772000	146.21	235.26
387	774000	146.59	235.86
388	776000	146.97	236.47
389	778000	147.35	237.08
390	780000	147.73	237.69
391	782000	148.11	238.30
392	784000	148.48	238.91
393	786000	148.86	239.52
394	788000	149.24	240.13
395	790000	149.62	240.74
396	792000	150.00	241.35
397	794000	150.38	241.96
398	796000	150.76	242.57
399	798000	151.14	243.18
400	800000	151.52	243.79
401	802000	151.89	244.40
402	804000	152.27	245.01
403	806000	152.65	245.62
404	808000	153.03	246.23
405	810000	153.41	246.84
406	812000	153.79	247.44
407	814000	154.17	248.05
408	816000	154.55	248.66
409	818000	154.92	249.27
410	820000	155.30	249.88
411	822000	155.68	250.49
412	824000	156.06	251.10
413	826000	156.44	251.71
414	828000	156.82	252.32
415	830000	157.20	252.93
416	832000	157.58	253.54
417	834000	157.95	254.15
418	836000	158.33	254.76
419	838000	158.71	255.37
420	840000	159.09	255.98
421	842000	159.47	256.59
422	844000	159.85	257.20
423	846000	160.23	257.81
424	848000	160.61	258.42
425	850000	160.98	259.02
426	852000	161.36	259.63
427	854000	161.74	260.24
428	856000	162.12	260.85
429	858000	162.50	261.46
430	860000	162.88	262.07
431	862000	163.26	262.68
432	864000	163.64	263.29
433	866000	164.02	263.90
434	868000	164.39	264.51
435	870000	164.77	265.12
436	872000	165.15	265.73
437	874000	165.53	266.34
438	876000	165.91	266.95
439	878000	166.29	267.56
440	880000	166.67	268.17
441	882000	167.05	268.78
442	884000	167.42	269.39
443	886000	167.80	270.00
444	888000	168.18	270.60
445	890000	168.56	271.21
446	892000	168.94	271.82
447	894000	169.32	272.43
448	896000	169.70	273.04
449	898000	170.08	273.65
450	900000	170.45	274.26

Met to Feet/Mile/Kilometer

METS	FEET	MI	KM
451	902000	170.83	274.87
452	904000	171.21	275.48
453	906000	171.59	276.09
454	908000	171.97	276.70
455	910000	172.35	277.31
456	912000	172.73	277.92
457	914000	173.11	278.53
458	916000	173.48	279.14
459	918000	173.86	279.75
460	920000	174.24	280.36
461	922000	174.62	280.97
462	924000	175.00	281.58
463	926000	175.38	282.18
464	928000	175.76	282.79
465	930000	176.14	283.40
466	932000	176.52	284.01
467	934000	176.89	284.62
468	936000	177.27	285.23
469	938000	177.65	285.84
470	940000	178.03	286.45
471	942000	178.41	287.06
472	944000	178.79	287.67
473	946000	179.17	288.28
474	948000	179.55	288.89
475	950000	179.92	289.50
476	952000	180.30	290.11
477	954000	180.68	290.72
478	956000	181.06	291.33
479	958000	181.44	291.94
480	960000	181.82	292.55
481	962000	182.20	293.15
482	964000	182.58	293.76
483	966000	182.95	294.37
484	968000	183.33	294.98
485	970000	183.71	295.59
486	972000	184.09	296.20
487	974000	184.47	296.81
488	976000	184.85	297.42
489	978000	185.23	298.03
490	980000	185.61	298.64
491	982000	185.98	299.25
492	984000	186.36	299.86
493	986000	186.74	300.47
494	988000	187.12	301.08
495	990000	187.50	301.69
496	992000	187.88	302.30
497	994000	188.26	302.91
498	996000	188.64	303.52
499	998000	189.02	304.13
500	1000000	189.39	304.73

Appendix A

Index

Index