Adventure Quest
Jaern

a Role Playing System

created by
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modified by
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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.

Pronoun Gender

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

Updates Made in This Version

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

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

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

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

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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:

("# of dice) d (sides of dice)

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

1.2 Physical Statistics

Each adventurer has several attributes. The most important of these are the nine physical statistics or stats, which are listed at the top of the first column of the adventurer card. These stats normally have a **rank** or value between 0 and 24.

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

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

*Partial breeds check **Chapter 6: Jaernian Humanoids** to learn how to set these skills.

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 **Chapter 6: Jaernian Humanoids** on Page 44. Roll 1d20 and check on the following 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.

Non-physical differences are represented as racial skills. For each list below in which your adventurer has a grandparent, roll 1d4 for each skill. If the number is equal to or less than the number of grandparents of that race, write that skill on the adventurer card. If your adventurer is purebred, (i.e., all four grandparents are the same race) he automatically gets all that race's skills. Read the **Chapter 6: Jaernian Humanoids** to learn about these skills and racial disadvantages.

Elves are extremely long lived compared to the other races. The 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	
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 you may also play your character as any gender of your choice.

1.6   Age

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

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

If your adventurer is pure human, obviously all four of his grandparents are human. Roll 4d6, total

them and add 10 to find out his age. If, for example, he is half-elf, quarter-human and quarter-dwarf, roll 2d20 + 1d6 + 1d10 + 10. Aging is covered in detail in **Chapter 6: Jaernian Humanoids** on .

1.7 Body build

If your adventurer is not purebred, roll `1d4` to randomly select a grandparent's race. Now roll `1d20` to determine your adventurer's body build using the appropriate race column on the following table. If your adventurer is female, her body build is one 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. Now roll `1d20` to find your adventurer's eye color, using the appropriate race column on this table:

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

1.13   Adventurer Background

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.
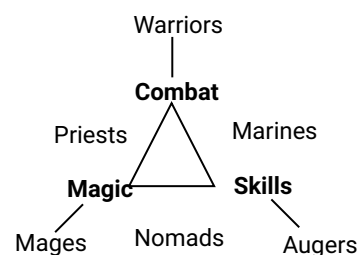
The three backgrounds at the ends of the spokes are thus Warrior (for those exclusively trained in combat) Mages (Magic), and Augers (Skills). As for the areas between the spokes, a background that combines Magic and Combat produces the Priest, someone with a knowledge of Magic and the physical training 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 an **INT** of less than **6** cannot speak coherently. They may know how to say isolated words or phrases, and can generally understand simple sentences. Playing adventurers with a low **INT** is very challenging because the player must communicate through actions rather than words.

The first language an adventurer with an INT greater than **6** learns is 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** of **9** or the adventurer's **INT**, whichever is lower.

With an **INT** above **8**, the player may choose a second language. For non-human adventurers, it would be prudent to pick the common tongue of the area to simplify communications. This second language is initially known at a skill **rank** of **6**.

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.

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 one on their MDV for Exceptional PER. If they are an orc, add one to his GDV for Exceptional WIL. Your adventurer is ready to play.

Each model allows you 20% more attributes than if you had bought all the attributes separately. This extra does not make the adventurer more powerful; it is used to buy attributes that give added flavor and a direction for further development. Once selected, models cannot be modified or changed except to buy new attributes (or upgrade current ones) with earned experience points (see Buying on).

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 Buying to learn how 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, AIR, WATER, and DIVINE)
Spell Group s	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 one to the Rating entry on the adventurer's card. Your GM uses the Rating to get a rough idea of how much experience your adventurer has had so that they may balance the difficulty of an adventure against the power of the adventurers.

You may specify that a portion of the awarded experience be set aside and used later to buy attributes. There is no limit to the amount of experience your adventurer may hold, but it makes little sense to hold it longer than needed to buy the attributes sought.

1.22　Buying

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

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** of **zero** and may be bought upward one point at a time. To buy new attributes, or increase the value of an old one, multiply the base cost of the attribute by the point value you wish your adventurer to gain.

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

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

1.23   Stats

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

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

1.24   Damage Points

Damage points (**DP**) indicate your adventurer's ability to avoid damage during combat. As you buy this total higher, your adventurer becomes more skillful at dodging, moving and twisting to avoid being damaged while fighting. If they are injured, damage points are temporarily subtracted from their total DP; the new total indicates their relative condition.

Lost DP may be regained by resting. A full night's rest (at least eight hours; twelve for those with no soul, like elves) restores a number of DP equal to the adventurer's HEA divided by five (by two for those with the **Exceptional HEA** attribute, like most dwarves), rounded down. Damage points may not be restored beyond the original maximum DP total.

Buying Damage Points

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

The base cost for DPs is **25**. 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.

When buying damage points, you are only increasing your adventurer's maximum DP, not their current DP total. New DPs are only gained after resting, according to the DP recovery rule above.

1.25   Melee Modifiers

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

Chapter 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** 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 go 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 **Chapter 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 he may buy; **CSE** is the limiter for divine magic. 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.

Your adventurer's **PWR** stat determines the highest **rank** that may be bought within any spell group, *e.g., someone with a PWR of 13 may not buy above rank 13 in any spell group.* Also, your adventurer may not buy a spell group's **rank** higher than it has listed spells.

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** the base cost; buying into the subservient element costs **sextuple** 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** and at stated **base cost**. When the ritual is performed, many require a proper ingredient. An incant can not be purchased at a rank higher than **half 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** 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 <u>four</u> higher than the rank your adventurer wishes to obtain. They may buy the language skill to the desired rank at a **base cost** of <u>100 EP</u>, besides the teacher's fee (monetary or service), if any. Remember that your adventurer's **INT** limits the number of languages they may learn (see <mark>Page 11</mark>). Furthermore, the rank of a language may never exceed the INT value. Language rank definitions are as follows:

Language Rank Definitions	
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

Skills allow your adventurer to be more than their basic background permits. Each skill has a **rank** starting at <u>one</u> and going 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.

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

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>res</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>non</u> cannot be defaulted. Full descriptions of each skill are in **Chapter 4: Skills** beginning on <mark>Page 42</mark>.

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** coins = 10 silver coins = 1 **gold** coin. Any item that is **iron** or **steel** may be **silvered** by quadrupling the cost. Items may also be made of other materials, if feasible.

Material cost multiplier chart	
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

Cost	Item Name	Cost	Item Name	Cost	Item Name	Cost	Item Name
1	acorns (6)	2	dried meat	15	leather harness	2	scroll case (metal)
12	ahnk (silver)	5	drums	6	leather vest	12	sea sandals
0.50	ale (tankard)	8	duct tape (100')	8	ledger book	450	sextant
240	amulet (gold)	3	earrings (copper)	9	leg irons	30	shield
30	amulet (silver)	4000	earrings (diamond)	15	lock	1.50	shirt (cotton)
1	animal skin	2000	earrings (emerald)	30	lockpick	3	shirt (net)
5	anklet (silver)	300	earrings (gold)	0.50	loincloth	8	shirt (silk)
12	apron (leather)	1000	earrings (ruby)	30	lute	6	shoes
8	armband (silver)	500	earrings (saphire)	19	mace	40	short sword
20	arrows (20)	30	earrings (silver)	4	make-up	2	shorts
5	backpack	1	eating utensils	8	manacles	6	shovel
50	bandages	8	fishing gear	2	mapping tools	2	silk scarf
15	banner	34	flail	60	maroglave	4	silver arrow
50	battle axe	4	flask	14	megaphone	2	skin oil
2	belt	3	flute	45	middle sword	5	skullcap (leather)
12	belt (silk rope)	125	foil	3	moccasins	4	slave collar
0.40	belt pouch	30	formal dress	12	money belt	4	sling
3	beret	4	fresh meat	3	mouse	0.20	sling stone
5	bird cage	0.80	fruit	8	necklace	1	slippers
1	blank scroll	0.50	gloves	32	necklace (silver)	18	sneakers
4	blanket (4'x6')	6	grappling hook	12	necklace (tooth)	0.50	soap
0.50	bookmark	55	great sword	6	net	1	socks
10	boots	15	hair dye	5	nosering (silver)	18	spear
4	bottle(glass)	3	hair gel	2	oil (1 flask)	11	staff
105	bow	10	hammer	7	paint brush(oil)	25	surfboard
0.50	bow string (spare)	5	hammock	15	paints(oil)	5	sweat pants
4	bracelet (silver)	5	hamster	7	pants	6	sweat shirt
1	breastband	5	hat	1	parchment (5 sheets)	2	tank top
2	brooch (silver)	5	hatchet	6	pendant	3	tarp (6x6')
0.30	broom	6	haversack	60	pendant (silver)	17	tent (for 2)
1	brush	0.40	headband	8	pick	32	tent (for 6)
0.40	bucket	20	heeled shoes (formal)	12	pipe	0.50	thread (900')
10	buckler	40	helmet	200	plate mail	5	tights
1	canary	15	hoe	120	pliers	2	tinder box
0.30	candle	80	holy symbol (gold)	1	pouch	0.20	torch
4	cane	32	holy symbol (silver)	25	quarrels (20)	2	towel
5	canteen	8	holy symbol (wood)	20	quarter staff	0.30	trail mix
4	canvas	10	hooded robe	1	quill (writing)	10	trap (bear)
4	cape	7	horn	5	quiver	6	trap (rabbit)
2	cards (deck)	220	horse	8	rabbit	4	trejoner (hat)
10	chain (20')	12	hour glass	30	rapier	30	trident
85	chain mail	23	hunting net	2	razor	10	trunk
2	chalk (8 sticks)	10	incense	5	riding cape (hooded)	0.50	twine (300')
250	changing screen	2	ink (bottle)	3	ring (iron)	8	umbrella
15	chest (2'x3'x1')	13	jacket	7	ring (silver)	0.50	vegetable
15	chicken (live)	9	javelin	8	robe	20	war hammer
4	chisel	31	jeweler's loupe	8	robe (cotton)	8	washboard
12	cloak	0.40	jug (4 pints)	12	robe (cowled)	2	water skin
15	cloak (hooded)	14	juggling balls (5)	60	robe (fur)	1	whetstone
0.20	clothing pins	3	knapsack	13	rod bar	8	whip (10')
2	club	12	knee high boots	10	rope 100'	8	wig
0.50	comb	3	knife	1	rose(black)	9	wine (bottle)
150	crossbow	2	knit cap	0.80	sack	0.60	wine (glass)
4	crowbar	4	ladder (10')	60	saddle	4	wineskin
4	dagger	15	lance	100	salt (1 ounce)		
3	dice	8	lantern	0.50	sand (10 lbs)		
11	dress	0.50	lantern fuel	2	sandals		
19	dress (formal)	40	leather armor	35	scimitar		
21	dress robe	3	leather gloves	0.80	scroll case (leather)		

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 **zero** 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 point to each defense value for each 5 points of AGI (rounded down) that your adventurer has. Add an additional one point to each defense value if your adventurer has **Exceptional AGI** (That is if they are a lizard).

1.32.3   Stat Modifiers

Each defense value is dependent on one additional stat. Take the related stat for each defense value, divide it by five and round down. Add this to the appropriate defense value.

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

Elves gain an additional one on their MDB for **Exceptional PER** and orcs one on their GDV for **Exceptional WIL**.

1.32.4   Armor

Different types of armor increase your adventurer's defense. Armor also determines how fast he 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'

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 final and should not be challenged during the game. If you disagree with any of these 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**.

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.

There may be more than two groups of initiative, in which case the rounds occur in descending order of initiative. Additionally, groups may merge or split during combat (i.e. 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 MAY NOT 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 MAY NOT 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

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.

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

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 **1**, it is an **automatic miss**, no hit happens, no grapple succeeds, no damage is done. If the die roll is **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**

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 **four** may attack the same target. A standing target backed up against a wall may only be attacked by **two** combatants; if in a doorway or tight corridor, only **one**. 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 <u>res</u> or <u>non</u> 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** <u>rank</u> 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 <u>below zero</u>, the adventurer **dies** <u>immediately</u>. (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 <u>permanently</u> 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			NOTHING
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 his "to strike" roll and, if they strike successfully, inflicts an additional 10 damage points 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 **one** 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 **two 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. **DV** column is the Defensive Value 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 2) 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 [deity] 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 <u>**8**</u> hours **rest**, or <u>**12**</u> hours of **meditation** for an **elf**.

For example, a caster with a PWR of 13 recovers units at the rate of 13 units/8 hours rest (12 hours for an elf).

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** and **Rudri** recover spells in unusual ways, look at the section on your deity for details.

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 <u>**1** round</u>; two impaired hands prevents any casting.   A damaged or non-functional voice also prevents casting, but a magical **silence** does <u>**not**</u>, 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 **Chapter 4: Skills** on Page 42 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 zero; 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 (<u>**1/5 normal movement rate**</u>) 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 one point of **PWR** for eight **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 <u>**7**</u> or more ranks higher than their highest purchased rank in the spell group; attempting to do so only drains their unit total to <u>**0 DU**</u> 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 <u>**1**</u> to <u>**6**</u> 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 <u>**6**</u> 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 <u>**12**</u> 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 zero 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 one 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 4 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** (before finesses) of **12** or more causes the caster to 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 **four 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**, 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**, 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 **four** 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 **X/2 units** on either side of this line (**X** units total distance) 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 point** of **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, **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 full human's **Minimum Life Span** is 60 (4 x 15). A half-human, half-elf's minimum life span would be 2 x 15 + 2 x 50 = 130 years. 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** 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 his roll *(ie 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 **four to eight 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 **four 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 points** of **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. **STR** will recover at **1 point** 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 **Chapter ??: ??** on 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

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 **10** times their **Ship Building** skill in silver pieces per day. The size of the ship will determine the time needed to draw the designs.

Ship Design Time

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

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 **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.

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.

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

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-conducting 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 points** 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 points** 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 point** to your ship's **ADV**.

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

While opera ting 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.

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

3.4 Maintaining and Operating a Ship

3.4.1 Navigation

3.4.2 Porting

3.4.3 Repairs

3.4.4 Crew Management

3.4.5 Crew Abilities

3.5 Combat at Sea

3.5.1 Ship to Ship Combat

3.5.1.1 Moving the Ship

3.5.1.2 Firing Weapons

3.5.1.3 Critical Hits and Misses

3.5.1.4 Individual Missiles

3.5.1.5 Individual Spells

3.5.1.6 Boarding Actions

3.5.2 Sink and Burn

3.5.2.1 Damage Points

3.5.2.2 Impact Damage

3.5.2.3 Fire Damage

3.5.2.4 Combat Repairs

3.5.2.5 Fire Fighting

3.5.2.6 Sinking

Chapter 4

Skills

Chapter 5

The Onivero

Chapter 6

Jaernian Humanoids

Chapter 7

Creating and Playing Actors

Appendix A

Important Tables

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

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 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)

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

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