

Adventure Quest *Jaern*

a Role Playing System

created by
Daniel Lawrence

based on version published
April 5th, 2010

modified by
Michael Lubert

modified version publish date
February 25, 2024

Welcome to JAERN!
Adventure awaits within this tome

First Edition

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

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

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

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

Find
<http://www.aquest.com/>
on the Internet to receive 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™ (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 the mid 1200's; AQ/KHEMET, providing adventure in a land akin to ancient Egypt; AQ/FREEZONE, a corporate ruled gangland in the near future; and AQ/SPACE, for adventuring in the outer reaches of Interstellar Space among the Pan-Human Hegemony.

Realism and Playability

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

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

About Role Playing

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

How to Use this Book

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

Original Acknowledgements

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

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

Design assistance:

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

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

Play Testers:

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

Chapter 0

Changes Made in this Version

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

1. **Slavery:** In the original version text, slavery is both depicted as a form of punishment-based indentured servitude, and as a chattel version of slavery in which slaves remain in servitude for life. Additionally, the original text includes the conflicting statements that children cannot be slaves, and that they can be born into slavery or saddled with someone else's slave-debt. As slave labor was often relegated to the background of scenes when I played, and slavery was only utilized as a punishment, I will be removing much of the supporting text for it and updating it to be more akin indentured labor, with the punishment for crimes not being transferable to kin, save for the withholding of inheritance to cover debts. References to "slave" will be replaced with "**prisoner**," which fits with their circumstance as someone who is *temporarily* obligated to perform work as a condition of criminal punishment.
2. **Weapons:** Many of the weapons seem to hold nonsensical values with regard to their (sparse) descriptions, often conflicting with historical (and other game's versions) of the weapons. I will be making efforts to update the weapon table to make sense.
3. **Souls:** Much of the writings of nomadic, divine, and elemental magic systems involve souls and those who have them. There are entire branches of necromancy devoted to it. However, there are odd gaps when it comes to elves. Additionally, there is some confusion on the difference between the mind/soul, specifically in regards to memory and personality (important distinctions for both undead and necromancy). As a result, I have made the following changes:
 - (a) **Spells** and effects which **remove** or **destroy** a soul do not kill the target's body.
 - (b) **Memory** and **personality** of a creature with a soul are stored in the soul, and are stored in the mind for a creature without. This means that a person or creature who loses their soul loses their memories and personality, but are still capable of creating new memories and may develop a similar or radically different personality (similar to amnesia). Additionally, a person or creature who is able to move their soul to another body (which is without a soul) will retain all of their memories, but none of the being whose body they now inhabit.
 - (c) Where the phrase "**husk**" is used, it can be interpreted as the following effect:

Husk

The creature is in a nearly lifeless stupor, unaware of the world around it and incapable of any actions beyond the basic processes needed to continue life (ie breathing, maintaining heartbeat). This condition will continue for **1d20** hours, determined by the GM. After leaving this condition, the creature will retain none of their memories or personality of their previous life. If the affected creature was an **adventurer**, it is up to the GM to determine whether the player should continue playing their new life, or if they become a GM-acted character.
4. **Karfelon:** Much of the 2010 version of the manual references Karfelon, including characters, history, locations, and lore. Karfelon was a massive city in a valley surrounded by a man-made seawall extending from the bottom of Lojem. Karfelon was destroyed following the destruction of the seawall in the late 1990s or early 2000s (the AQ website adventure summaries from 2002 already reference Rougtero, the city founded in the wake of the destruction where surviving refugees rebuilt). As it had been destroyed for nearly a decade (Earth time) by the time I began playing, I never had any attachment to it beyond as a source for lore and a potential place to send adventurers to dive down to for a mysterious treasure. I will be updating the relevant chapters and characters to match ones from Rougtero (perhaps copying some of the more interesting ones from Karfelon).
5. **Pimping:** Similar to slave handling, this skill was never utilized, and additionally is just pretty gross. Additionally, the skill basically encompasses Teaching, Business Management (a newly created skill), and Courtesan skills.
6. **Pronoun Gender:** Gender neutral pronouns are used where applicable, updating from the previous version's masculine pronoun usage.

0.1 Conventions Used

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

0.1.1 Colored Highlighting

- Definitions of terms, concepts, and calculations are **bold** and highlighted in a light blue and written in the format that best suits them, with units where it makes sense. Numbers not describing values (attributes, skill ranks, costs, etc) will be written out.
 - Example: The base cost for DP is **25 EP**
 - Example: If your adventurer is purebred (i.e. **all four grandparents are the same race**)
- Calculated values (ie the values that are added to a roll), or are used to derive values, (such as multipliers), are **bold** and highlighted in cyan, with units where possible. Numbers will be written in numerical form. If there are mathematical operators, they will be included for clarity, but should not be done multiple times.
 - Example: multiply the total by **10x** to determine your adventurer's starting money
 - In this example, you would multiply the total by 10.
- Chapter and page number references are **bold** and highlighted in a light salmon and written in a "Ch #: Title" format for chapters and a "Page #" format for pages.
 - Example: Aging is covered in detail in **Ch 6: Jaernian Humanoids** on **Page 65**.
- Die roll which the player makes are **bold** and highlighted in a light green-yellow and written in a "#d#" format.
 - Example: Roll **4d6** and throw any one die out.
- Measurements of distance, length, and time are bold and highlighted in light tan and written in a "number unit" format. Measurements part of a definition will be highlighted in the definition color.
 - Example: A ballista is generally **8 to 10 feet** in length and breadth
- Examples are *italic* and highlighted in a light orange.
 - Example: *Thus an earth magician could also learn fire spells, but not air or water spells.*
- Quips are use to add flavor to the descriptions, and are *italic* and highlighted in light green.
 - Example: *Shooting your friends in the back is a good way to earn a quick and violent death.*
- Listings are headings that are then described in detail in the following paragraph, and are **bold** and highlighted in a custhlsoulDarkOrangegray.
 - Example: **Area: caster**
This limits the spell effect to the caster.

0.2 Changelog

- DATE-TBD: Initial version

0.2.1 Bolded, Italicized, and Underlined Text

- Bolded** text that is not highlighted (e.g. **rank**, **Placed Roll**) indicates that the bolded text will appear in the index, which begins on **Page ??**. Because most of the highlights include bolding, indexed entries will also be underlined.
- Text which is used for emphasis, but does fit as a definition, will be underlined.

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: |
| AGI | | | Enchanted Items: |
| 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 |

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

1.3 Placed Roll

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

1.4 Race

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

Your adventurer may be one of five different races of intelligent creatures. Members of different races have differing physical appearances and abilities; see **Ch 6: Jaernian Humanoids** on **Page 65**. Roll **1d20** and check on the Race Roll table to determine your adventurer's race.

If the roll is **19 or 20** this means the adventurer's parents were of different races. Now roll to find the race of each parent. Each must be a different race, of course, so if the second parent roll is the same as the first, roll again until a different race is determined. The parents may be half-breeds themselves, which means that the adventurer's grandparents must be determined the same way. If a half-breed grandparent is rolled, ignore it and roll again. **Racial heritage** determines which racial skills your adventurer has.

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

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

Elves are extremely long lived compared to the other races. They do not, however, possess a soul, and thus do not have an existence after death. This makes them unable to use divine magic, and unable to ever be brought back from the dead. Elves generally do not interact with the deities and their priests. Holy places like temples and shrines make them feel uncomfortable and they tend to avoid them.

Full Humans are often more diverse and adaptable than other races. If your adventurer is a full bred human, you may take

an additional **Placed Roll** to further customize your stats. Roll **4d6** and throw any one die out, totaling the remaining three. Use this total to again replace the value of any of your nine original stats. If the roll is unsatisfactory, ignore it and leave your stats unchanged.

1.5 Sex

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

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

1.6 Age

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

Determine how old your adventurer is at the start of his or her career by rolling one die of the appropriate type for each grandparent, and add **+10** to the result. Aging is covered in detail in **Ch 6: Jaernian Humanoids** on **Page 65**.

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

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

1.7 Body build

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

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

1.8 Height and Weight

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

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

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

1.9 Eye color

If your adventurer is not purebred, roll **1d4** to randomly select a grandparent's race. Roll **1d20** to find your adventurer's eye color.

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

1.10 Hair color

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

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

1.11 Motivation

That takes care of the random elements of adventurer creation; now you have a free hand in developing your adventurer's inner-self. Evolving his personality takes some thought, but it is a rewarding aspect of role-playing. A good way to start is to create an event that occurred early in his life that now defines his basic motivation. Once you have a starting point it is easier to describe more about their personality.

Below are some possible motivations from which to choose, but you are free to make up others as best fits your needs and concepts. Now mentally describe an event or condition to explain why it is your adventurer's primary motivation. Write this motive down on the Adventurer Card after **"Motive."** Here are some suggestions:

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

The motive you choose is not meant to be a "straight jacket" to force you to play the adventurer within narrow bounds. It is meant to be used, by you, to help set a direction for your adventurer's actions and a start for his personality. You always have the freedom to write down what you believe is your adventurer's driving force on your card. Also realize that there is magic which can be used to determine your motive, and the results of this magic will be what is perceived by the GM as your motive, which may disagree with what you have written. To learn more about creating your adventurer's personality, read **Ch 7: Creating and Playing Actors** to see how the GM creates personalities for actors. These methods are applicable to your adventurer's personality as well.

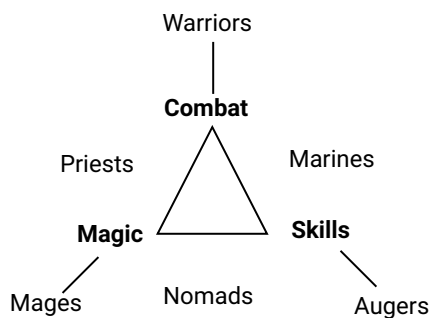
1.12 Patron Gods

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

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

1.13 Adventurer Background

Backgrounds are the adventuring professions available in a specific AQ Game. Each Game has at least three major, divergent disciplines that may be followed, and thus gives three professions. Others are derived by combining two of the major disciplines to yield another, unique background. It may be helpful for you to visualize this as a three-spoke wheel, each spoke labeled with a major discipline. In AQ/Jaern these are **Combat**, **Magic**, and **Skills**.



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 to 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 **Page 13** for ideas and suggestions. If it appears your adventurer suffers from hopelessly inadequate stats, they would probably not become an adventurer in a fantasy world. Ask the GM; they may allow you to discard this would-be adventurer and start over.

1.14 Languages

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

| Learned Language | | |
|------------------|----------|------|
| INT | Initial# | Max# |
| 3 - 5 | 0 | 0 |
| 6 - 8 | 1 | 1 |
| 9 - 11 | 2 | 2 |
| 12 - 14 | 2 | 3 |
| 15 - 17 | 2 | 4 |
| 18 - 20 | 2 | 5 |
| 21 - 23 | 2 | 6 |
| 24+ | 2 | 7 |

Adventurers having less than **INT 6** cannot speak coherently. They may know how to say isolated words or phrases, and can generally understand simple sentences. Playing adventurers with a low **INT** is very challenging because the player must communicate through actions rather than words.

The first language an adventurer with greater than **INT 6** learns is their racial language. This is **Paroli** for all **human** adventurers. **Half-breed** adventurers may pick one of their racial languages as their native tongue or the tongue of whomever raised them, whichever is most appropriate. The first language is always known at a skill **rank 9** or the adventurer's **INT**, whichever is lower.

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

| Languages | |
|-----------------|--|
| Breziak | Human tongue |
| Dwarvish | Race tongue of dwarves |
| Elvish | Race tongue of most elves |
| Entish | Spoken by intelligent forest creatures |
| FerriC | Human tongue |
| Geleik | Tongue of the elves of Silvan Isle |
| Haoogh | Speech of the southern pirates |
| Orcish | Race tongue of orcs |
| Paroli | Race tongue for humans and common tongue |
| Sel'ict | Race tongue of the lizard men |
| Trejon | Ancient human tongue |

1.15 Rating

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

1.16 Date

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

1.17 Nomadic Prefix Names

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

If your adventurer is a **No-mad**, then they must know their own prefix name, or **Epokononm**. Roll **1d20** and look at the following table. Put this prefix before your adventurer's name on your **adventurer card**.

1.18 Name

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

1.19 Profession

Your adventurer may have a regular job to bring in a steady income. After your adventurer's skills are selected (see **Page 17**), you may choose one as their profession.

1.20 Adventurer Models

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

To simplify making a new adventurer, several different Model Adventurers are reproduced here. If you wish to pick one of these, just copy the information from the chosen model that matches your adventurer's background onto an adventurer card. For each defense value listed in the model, plug in the appropriate stats from your adventurer (**dividing them by 5 and rounding down** as shown) and add the results to find the your adventurer's defense values. If they are an elf, add **+1** on their **DV** for **Exceptional PER**. If they are an orc, add **+1** to their **GDV** for **Exceptional WIL**. Your adventurer is ready to play.

Each model allows you **20%** more attributes than if you had bought all the attributes separately. This extra does not make the adventurer more powerful; it is used to buy attributes that give added flavor and a direction for further development. Once selected, models cannot be modified or changed except to buy new attributes (or upgrade current ones) with earned experience points (see **Ch 1.22: Buying** on **Page 14**).

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

Each adventurer prototype specifies the values for the following attributes:

| Model Attributes | |
|------------------------------|---|
| Damage Points (DP) | Relative health |
| Combat Modifier (CM) | Ability using hand-to-hand weapons |
| Missile Modifier (MM) | Ability using bows, slings and cross-bows |
| Grapple Modifier (GM) | Ability to grapple |
| Spell type | Declared type of spells (Earth, Fire, Air, Water, and Divine) |
| Spell Groups | Ability to use various spell groups |
| Incants | Specific nomadic items and talisman |
| Skills | Purchased skills and their ranks |
| Combat Defense (CDV) | Resistance to being struck |
| Missile Defense (MDV) | Resistance to being hit by missiles |
| Grapple Defense (GDV) | Resistance to being grappled |

1.20.1 Models

TBD

1.21 Experience Points

Experience Points (EP) are the currency used to buy such attributes as skills, stats, spells groups, damage points, and melee modifiers. Your adventurer is awarded **EP** during and after an adventure in several ways, depending on the method chosen by your GM. Using experience points in this way simulates any training or study that might be required to acquire or improve an ability without actually going through the tedium and boredom of doing so during a gaming session. By the way, when an adventure ends, don't forget to add **+1** to the **Rating** entry on the adventurer's card. Your GM uses the rating to get a rough idea of how much experience your adventurer has had so that they may balance the difficulty of an adventure against the power of the adventurers.

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

1.22 Buying

If you have not chosen an **Adventurer Model**, your adventurer is given **5000 EP** with which to buy:

| Things You Can Purchase With Experience | |
|---|-----------------------------------|
| Stats | STR, INT, etc. |
| Damage Points | Ability to survive injury |
| Melee Mods | Ability to resist physical damage |
| Spells | Magician and Priest magic |
| Incants | Nomadic rituals |
| Languages | Spoken languages |
| Abilities | Useful skills and abilities |

All buying must be done either when creating an adventurer or between adventures, and must be witnessed by the GM or their representative. The majority of the time this will be done when the adventurer has returned to a civilized setting, where the resources for training are most likely to be found. If an adventure is one in a series, and no game time has passed since the previous adventure, your GM may disallow buying attributes until after the entire sequence of adventures has been completed.

All attributes start at an initial **rank 0** and may be bought upward one point at a time. To buy new attributes, or increase the value of an old one, multiply the **base cost** of the attribute by the point value you wish your adventurer to gain.

*If Marna (a priestess of Osiris) attempts to raise her teaching skill (**base cost 100 EP**) from 8 to 9, she must expend 100×9 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 $12 \times 50 \times 3$ or 1800 EP. The 3x multiplier is included because the skill is an Auger skill, and George is a Warrior.

See **Learning Skills** on **Page 17** for more information on purchasing skills outside your class.

1.22.1 Buying up from zero

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

To buy something up by arbitrary value, call that value **N**,

Attribute Purchase Equation

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

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

Attribute Purchase Example

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

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

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

1.23 Stats

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

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

1.24 Damage Points

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

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

The **base cost** for DP is **25 EP**. Your adventurer must have DP to survive. Buying damage points with experience actually simulates additional training to avoid being wounded. This could be handled as another defensive modification, but being able to take more damage yields the same effect, is easier to keep track of, balances quite nicely, and is more fun to play.

Lost **DP** may be regained by **resting**. A full night's rest (**at least 8 hours** or **12 hours if soulless**) restores a number of DP equal to the adventurer's **HEA divided by 5** (**divided by 2** for those with the **Exceptional HEA** attribute, like most

dwarves), **rounded down**. Damage points may not be restored beyond the original maximum DP total.

When buying damage points, you are only increasing your adventurer's maximum DP, not their current DP total. New DPs

are only gained after resting, according to the DP recovery rule above.

1.25 Melee Modifiers

Every **adventurer** has three modifiers, or **Mods**, that help determine success in combat. The **Combat Modifier (CM)** is added to all **1d20 "to strike"** rolls you make when your adventurer attacks using a hand-to-hand weapon. The **Missile Modifier (MM)** is added to all **"to hit"** rolls from bows, crossbows and thrown objects. The **Grapple Modifier (GM)** is used when wrestling or boxing an opponent. Mods start at **rank 0** and are bought upward like any other attribute. The base cost depends on your adventurer's **background**:

| Melee Modifier Costs | | | |
|----------------------|--------|---------|---------|
| Background | Combat | Missile | Grapple |
| Warrior | 200 | 200 | 200 |
| Priest | 300 | 300 | 400 |
| Mage | 400 | 500 | 600 |
| Nomad | 500 | 600 | 500 |
| Auger | 400 | 400 | 400 |
| Marine | 300 | 400 | 200 |

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

1.26 Spells

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

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

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

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

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

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

1.26.1 Acquiring Spells from Other Elements

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

1.26.2 Stat Limitations

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

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

1.26.3 Buying of Spells by Other Backgrounds

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

Spell Cost Multiplier

| Buyer | Earth | Fire | Air | Water | Divine |
|-----------|-------|------|-----|-------|--------|
| Earth | 1 | 2 | - | - | 3 |
| Fire | - | 1 | 2 | - | 3 |
| Air | - | - | 1 | 2 | 3 |
| Water | 2 | - | - | 1 | 3 |
| Div/Earth | 3 | 6 | - | - | 1 |
| Div/Fire | - | 3 | 6 | - | 1 |
| Div/Air | - | - | 3 | 6 | 1 |
| Div/Water | 6 | - | - | 3 | 1 |
| NM*/Earth | 3 | 6 | - | - | 3 |
| NM*/Fire | - | 3 | 6 | - | 3 |
| NM*/Air | - | - | 3 | 6 | 3 |
| NM*/Water | 6 | - | - | 3 | 3 |

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

1.27 Incants

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

1.27.1 Preparing Incants by Other Backgrounds

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

1.28 Languages

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

Language Rank Definitions

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

1.29 Skills

Skill Rank Definitions

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

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

1.29.1 Learning Skills

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

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

The following table is a listing of available skills. Those listed as **reserved** 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 **N/A** cannot be defaulted. Full descriptions of each skill are in

Ch 4: Skills on **Page 44**.

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

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

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

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

1.30 Money

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

1.31 Equipment

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

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

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

| Equipment | | Equipment | | Equipment | | Equipment | |
|-----------|--------------------|-----------|-----------------------|-----------|-----------------------|-----------|---------------------|
| 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 (sapphire) | 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 0** and start at the section on **Armor**.

1.32.1 Mobility

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

1.32.2 Agility

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

1.32.3 Stat Modifiers

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

Each defense value is dependent on one additional **stat**. Take the related stat for each defense value, **divide it by 5 and round down**.

Add this to the appropriate defense value. **Elves** gain an additional **+1** on their **MDV** for **Exceptional PER** and **orcs +1** on their **GDV** for **Exceptional WIL**.

1.32.4 Armor

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

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

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

1.32.5 Defensive Devices

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

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

1.32.6 Weapons

Many weapons may be used defensively as well as offensively. If your adventurer is currently using such a weapon, look up its defense value adjustment on the **Weapon Information Table** chart on **Page 26** 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 believe that the GM may have made a mistake, or you are uncertain if an event or condition that affects a character was considered (e.g. a spell effect, character trait, or pre-established event), you can ask if that was considered. No GM is infallible, and running an adventure often requires spinning many plates.

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

2.2 Use of Dice

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

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

2.3 Playing Modes

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

2.3.1 Summarized Actions Mode

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

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

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

2.3.2 Free Actions Mode

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

2.3.3 Melee Actions Mode

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

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

2.4 Encounters and Combat

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

2.4.1 Distance

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

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

2.4.2 Order of Melee

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

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

2.4.2.1 Initiative

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

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

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

Any changes to initiative groups take effect on the next round.

2.4.2.2 Informational Questions

The GM starts the adventurers' action phase by taking questions from the players about the current situation and answering them according to the adventurers' knowledge at the time. Players may talk with each other about the situation, about playing style and rules questions, but **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

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

It is often necessary to maneuver during combat. Each adventurer has a **Movement Rate** that is the distance they may move in a round when not in direct melee. This distance may be modified by your GM according to terrain, obstacles,

or circumstances. If you wish to make any attacks or cast spells, you can only move **1/4** your movement rate that round. You can ready weapons, talk, observe the situation or ready actions while moving.

2.5.2 Striking

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

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

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

2.5.2.1 Impaling

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

2.5.3 Hitting

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

2.5.4 Critical Hits and Misses

When your adventurer is attempting to attack in any way, examine the result of the attack roll before any bonuses or mods are added. If the die roll is **a 1**, it is an **automatic miss**, no hit happens, no grapple succeeds, no damage is done. If the die roll is **a 20**, it is considered a **Critical Hit**. The GM will ask you to roll percentiles (**2d10** with one die specified as the tens' digit and one die as the ones' digit) to determine its severity. You can cross reference the appropriate table for your attack type in **Appendix A on Page 69**

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 have broken the attacker's grasp and may take other actions in their latter rounds. If it fails, every subsequent attempt is made adding **an additional die** to the **STR** check.

2.5.5.2 Throw

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

2.5.6 Withdrawal from Melee and Grappling

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

2.5.7 Multiple Combatants

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

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

2.5.8 Shooting into Melee

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

2.5.9 Other Common Actions

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

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

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

2.6 Using Skills

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

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

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

2.7 Defaulting a skill

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

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

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

2.8 Resistance Checks

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

2.8.1 Armor Effects of Resistance Checks

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

| Armor Stat Effects | | |
|--------------------|---------------|--------|
| Armor | Stat | Change |
| Leather | AGI | 1d6 |
| Chain Mail | AGI, PWR | 1d6 |
| Plate Mail | AGI, PWR, STR | 1d6 |

2.9 Dying and Falling Unconscious

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

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

2.10 Stressing Stats

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

Stressing can not be used for any **skill checks**. Even though **defaulted** skills are rolled against a stat, this is not considered a stat check for the sake of stressing. A defaulted skill roll is

a skill attempted without the proper training or knowledge, so no amount of stressing will improve your adventurer's chance of success.

To stress a stat, state to the GM at the **beginning** of your action which stat your adventurer is stressing. Some stats may be stressed in response to the GM asking for an RC. This table summarizes the results of stressing.

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

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

2.10.1 Strength

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

2.10.2 Common Sense

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

2.10.3 Power

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

2.10.4 Health

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

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

2.10.5 Comeliness

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

2.11 Weapons and Their Effects

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

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

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

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

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

2.12 Weapon Specialization Skills

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

2.13 Using Magic

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

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

as elemental power cannot activate divine spells and vice versa.

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

2.13.1 Casting and Terminating Skills

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

2.13.2 Recovering Elemental and Divine Units

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

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

Divine and elemental unit totals are kept separate, and an

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

2.13.3 Restrictions on Spell Casting

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

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

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

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

2.13.4 Spell Interruption

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

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

2.13.5 Spell Duration

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

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

2.13.6 Stressing PWR for Units

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

taken lightly.

2.13.7 Overloading the Spell Group

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

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

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

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

Overloading Effect Table

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

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

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

2.13.8 Finessing Spells

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

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

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

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

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

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

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

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

2.13.9 Limitations on Finessing

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

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

2.13.10 Finessing and Overloading

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

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

2.13.11 Powerful Spells

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

2.14 Targeting

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

2.14.1 Caster

Target: caster

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

2.14.2 Touch

Target: touch

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

2.14.3 Multitouch

Target: multitouch

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

2.14.4 Hearing

Target: Hearing

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

2.14.5 Memorized Location

Target: MemLoc

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

2.14.6 Direction/Distance

Target: X + Y/F unit

Spells using this method contain only a **distance** in the Target: field. The caster specifies the direction the spell is to travel, and the distance at which it will activate. The spell then travels

in that direction and activates at the stated distance **X units**, or at the **first** intervening object in the indicated direction. Since there is no intended target object, there is no resistance check which could prevent the spell from activating. However, there may be a resistance check against the spell effect. The distance can be finessed by **Y units** per finesse.

2.14.7 Line of Sight

Target: LOS X + Y/F unit

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

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 be more than **4 times** larger than any other dimension. All objects within the volume can be affected by the spell, and resistance checks may be listed, if appropriate.

2.15.3 Cone

Area: X x Y unit cone

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

2.15.4 Line

Area: X x Y unit line

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

2.16 Objects

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

Area: caster

This limits the spell effect to the caster.

Area: single creature

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

Area: single marine creature

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

Area: single plant

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

Area: X unit

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

Area: X unit radius

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

Area: ferromagnetic object

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

2.17 Groups of Objects

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

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

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

2.18 Incants

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

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

2.18.1 Preparing Incants

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

2.18.2 Life Force and Death

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

2.18.3 Restrictions on Preparing Incants

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

2.18.4 Stressing Health for Incants

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

2.18.5 Performing Songs

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

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

2.19 Intervention of the Deities

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

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

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

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

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

2.20 Between Adventures

Your adventurer does not disappear from existence at the end of an adventure, and then reappear at the beginning of the

next. While there are many things he may do which are of little consequence to the ongoing adventures, your GM may allow you to specify some of their actions between adventures. Here are a few of the activities in which he may be involved.

2.20.1 Employment: Getting a Job

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

Job Profit

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

2.20.2 Being Your Own Boss

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

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

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

2.21 Extended Leave from Adventuring

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

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

2.22 Aging

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

Min Life Span

| Race | Orc | Human | Lizard | Dwarf | Elf |
|-------|-----|-------|--------|-------|-----|
| Years | 10 | 15 | 20 | 35 | 50 |

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

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

Aging Die

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

Feldnor is one quarter dwarf and three quarters human (minimum life span is $35 + 3 \times 15 = 80$ 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 reoccurrence 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 noticed, 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 loses **1d8 DP** and must make an RC of **4d6** vs **WIL** to perform any voluntary actions while in great pain.

Siritmenso

The origin and transmission method of this disease are still

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

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

Sondikapto

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

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

Sorcofin

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

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

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

Steliforto

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

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

Vortoperdi

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

Chapter 3

Life on the High Seas

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

3.1 Ocean Creatures

3.1.1 Fish

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

3.1.2 Coelenterates

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

3.1.3 Dolphins

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

Physically they are very similar to Earth's dolphins, they differ in a few important ways. A dorsal stripe of color, blue for females, and yellow for males, assists in their communications by changing shade subtly, indicating general mood and inclinations. A slightly larger skull is protected by thicker bone and fleshy bumps which protect the dolphin's brain from blows and the extreme temperature found in ocean currents. A larger tail fin and a more sleek body allow these creatures to move through waters at speeds approaching **40 mets** per hour (15mi or 24KM). 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** (3.8mi or 6.1KM), this restricts the normal range of this device to **30 mets** (11mi or 18KM).

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** (11mi or 18KM), 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** (13mi or 21KM). 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** (3.8mi or 6.1KM), or **4 mets per hour rowed** (1.5mi or 2.4KM).

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** (3mi or 4.8KM). 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** (5.7mi or 9.2KM).

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 (4.5mi or 7.2KM).

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 (5.7mi or 9.2KM). Much of what would be cargo space in a Metioujo is used in the Maraujo for supply storage, ammunition storage and dolphin tanks.

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

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

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 (57mi or 91KM) Once skimming, the dolphins no longer need to pull it forward, and simply trail the boat, catching up to it as they can.

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

3.2.9 Platforms

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

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

3.3 Building and Buying Ships

3.3.1 Design

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

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

3.3.2 Dry Dock Fees

With the initial design complete, the next step is to rent drydock space, and hire the workers to begin construction of the ship’s hull. Drydocks are usually owned by the municipality where the construction is to take place. Most drydocks must be scheduled six months to two years in advance of its usage. Penalties are levied on construction

time overruns, as others ahead on the schedule must delay their construction. Drydocks are located in the prime docking areas, are reasonably expensive to build, and take a certain staff to maintain. All these factors go into their rather steep rental fees.

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

3.3.3 Workers

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

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

3.3.4 The Hull

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

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

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

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

3.3.5 Masts

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

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

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

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

3.3.6 Rowing Deck

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

3.3.7 Weapons

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

A **Ballista** is a device which projects large wooden bolts at high velocities. These bolts are of short range, since the must stay fairly level in flight and hit point first. The bolts generally have fins of stiff cloth or leather to help stabilize them in flight. A ballista is generally **8 to 10 feet in length and breadth**. A non-torsion ballista consists of a wooden track where the bolt is placed, a bow at right angles to the track which propels the bolt, a bowstring connected to the ends of the bow, and a trigger which holds the bolt and bowstring until fired. Other ballistas, called torsion ballistas, employ two arms connected to a box containing wound sinew or hair to propel the bolt instead of a bow. Both styles of ballistas are mounted on a swivel base for easy targeting.

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

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

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

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

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

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

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

3.3.8 Auxiliary Craft

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

3.3.9 Defense Value

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

3.3.9.1 Mobility

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

3.3.9.2 Maneuverability

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

| Ship Maneuvering Defense | |
|--------------------------|----------------|
| Ship | Maneuver Bonus |
| Sail Board | 6 |
| Skiff (rowed) | 4 |
| Skiff (sailed) | 3 |
| Attack Boat | 4 |
| Kurujo | 2 |
| Metioujo | 1 |
| Maraujo | 2 |

3.3.9.3 Hull Condition

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

3.3.9.4 Hull Reinforcements

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

3.3.9.5 Armor

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

3.3.9.6 ADV Equation

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

3.3.10 Initial Supplies

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

3.3.11 Construction Costs

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

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

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

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

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

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

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

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

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

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

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

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

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

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

3.3.12 Used Ships

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

3.3.13 Running Costs

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

3.3.14 Cargo Profits

Cargo Prices

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

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

Transporting prisoners usually requires one ton of space per

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

3.4 Maintaining and Operating a Ship

3.4.1 Navigation

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

3.4.2 Porting

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

3.4.3 Repairs

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

3.4.4 Crew Management

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

3.4.5 Crew Abilities

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

3.5 Combat at Sea

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

alternatives to appear.

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

3.5.1 Ship to Ship Combat

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

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

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

The same phases of combat, **Informational Questions, Action Preparation, Statement of Actions, Results of Actions and Outcome Phase**, are used in ship battles. In general, if there is any uncovered questions about ship combat, treat it like individual combat. To reference those rules, consult **Ch 2.4: Encounters and Combat**.

3.5.1.1 Moving the Ship

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

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

Every ship can turn as well. The calling player calls out

the turn direction, and amount. The GM may also modify the turn angle considering the conditions on the ship.

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

3.5.1.2 Firing Weapons

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

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

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

3.5.1.3 Critical Hits and Misses

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

no hit happens, no damage is done. If the die roll is **a 20**, it is considered a **Critical Hit**. The GM will ask the engineer (or will roll if the engineer is not a player) to roll percentiles (**2d10** with one die specified as the tens' digit and one die as the ones' digit) to determine its severity, and cross reference the appropriate table for your attack type in **Ap A.2.1: Artillery Critical Hits** on **Page 69**. The GM will ignore any results that make no sense for the target vessel and have the engineer reroll until they get an appropriate result. If a ship gets a **sinks immediately** result, all hands aboard are killed.

3.5.1.4 Individual Missiles

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

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

3.5.1.5 Individual Spells

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

3.5.1.6 Boarding Actions

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

3.5.2 Sink and Burn

3.5.2.1 Damage Points

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

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

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

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

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

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

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

3.5.2.2 Impact Damage

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

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

3.5.2.3 Fire Damage

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

3.5.2.4 Combat Repairs

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

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

To succeed, the engineer must have two rounds to give instructions to their assistants, spend two rounds as they place themselves, and then make a check against his repair skill. The GM will determine the difficulty of the repair.

*In this case would be **3d6** versus **Repair** to keep the helm operational until after the battle is over.*

This approach requires the proper number of engineers for the particular repair, and the proper materials to be at hand. Only one engineer can attempt any one repair at one time.

3.5.2.5 Fire Fighting

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

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

3.5.2.6 Sinking

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

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

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

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

Chapter 4

Skills

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

| | | | |
|--|--|---|---|
| Accounting | Base Cost 130 EP Attribute INT Skill Type Auger Extra Dice +4 | Ambush | Base Cost 150 EP Attribute INT Skill Type Auger Extra Dice +2 |
| Keeping track of accounts and expenditures is important to the merchants and the larger establishments. Creative accounting also can be profitably employed among the less ethical. | | If your adventurer knows a person or group is coming, and if they are totally unaware of their presence or intentions, they can set an ambush for them. The GM will determine the amount of time necessary to set the ambush. Roll the skill rank or less on 2d6 . If successful, the adventurer gets 1d3 free rounds before normal combat begins. | |
| Acrobatics | Base Cost 200 EP Attribute AGI Skill Type Marine Extra Dice +2 | Analyze Trap | Base Cost 150 EP Attribute INT Skill Type Auger Extra Dice N/A |
| Useful for gymnastic flips, jumps, leaps, and swings . An adventurer can jump into, or backflip out of, melee. They could jump from a second story window into the street and gain a free round on an opponent. Acrobatics cannot be performed in any sort of metal armor. | | An adventurer uses this skill to learn the workings of a set or unset trap . Most traps require a 2d6 check against this skill to analyze successfully. If successful, subtract two dice from any attempt to disarm that trap. The GM may set a different roll for success depending on the difficulty of the trap. | |
| Acting | Base Cost 100 EP Attribute INT Skill Type Nomad Extra Dice +2 | Animal Calling | Base Cost 80 EP Attribute HEA Skill Type Auger Extra Dice +2 |
| An adventurer with acting skill has some understanding of how to assume a role and stay in character . The GM must assign difficulties and appropriate checks for this skill based on circumstances. | | Ever needful of quick gratification, this skill has been the boon to many lonely travelers. Out in the forests or fields, the sound of the skill user's voice lures unsuspecting woodland and field animals to the side of the caller, ready to become target practice, dinner, a new floor rug, or to meet even a more distasteful fate. | |
| Ambidextrous | Base Cost 150 EP Attribute AGI Skill Type Warrior Extra Dice +2 | Animal Husbandry | Base Cost 120 EP Attribute CSE Skill Type Auger Extra Dice +3 |
| An adventurer can use either hand as their primary attack hand. Adventurers, by default, have the same "handedness" as their player. If the adventurer's primary hand is incapacitated or damaged, this skill will let them fight using their secondary hand as if it were their primary hand. Normally, using a weapon in the secondary hand causes the adventurer to suffer a -4 penalty on any to "to strike " roll. Roll 1d6 for each minus you wish to cancel against the skill rank. If successful, subtract the number of dice rolled from the -4 penalty. | | Domesticated animals (horses, cows, sheep, pigs, jkarr'n, ichitle, etc.) are needed in large numbers for food, transportation and work. Understanding how to raise these creatures successfully is a profitable profession. | |

Animal Training

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

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

Archeology

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

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

Architecture

Base Cost **65 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+3**

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

Armor Smithing

Base Cost **65 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Arson

Base Cost **50 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Artillery

Base Cost **200 EP** Attribute **INT**
 Skill Type **Marine** Extra Dice **+2**

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

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

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

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

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

Artistry

Base Cost **80 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+4**

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

Assassination

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

This skill represents an **organized and prepared attempt** to kill a target. The preparations must be arranged at least **1 hour** prior to the attack. Guards, security precautions, disguises, access to the site before the attempt and the accessibility of the target will all influence the number of dice which the GM will assign to the attempt. For physical melee attacks, if successful, the attacker rolls on the assassination column of the appropriate **critical wound** table (see **Ap A.2: Critical Hits** on **Page 69**). If the check fails, the attacker makes a normal melee roll instead. For other styles of killings, like poisonings and "arranged" accidents, the GM will determine the results of a success or a failure.

Astrology

Base Cost **250 EP** Attribute **INT**
Skill Type **Nomad** Extra Dice **+RES**

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

Astronomy

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

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

Balance

Base Cost **50 EP** Attribute **AGI**
Skill Type **Marine** Extra Dice **+2**

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

Barber

Base Cost **15 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **+2**

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

Barristry

Base Cost **115 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+RES**

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

Bartending

Base Cost **30 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

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

Battle Axe

Base Cost **360 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Battle Axe** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Belching

Base Cost **100 EP** Attribute **HEA**
Skill Type **Marine** Extra Dice **+2**

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

Binding

Base Cost **50 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+3**

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

Blacksmithing

Base Cost **65 EP** Attribute **STR**
Skill Type **Auger** Extra Dice **+3**

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

Bludgeon

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

Bludgeon is the ability to **knock an unsuspecting target unconscious** by striking them from behind with a **blunt** instrument. The bludgeoner must position themselves behind the target without the target having **heard, seen or being aware** in any way of the attacker. The GM will adjudicate the difficulty of the bludgeon based on factors such as alertness of the target, prevailing light conditions, and other distractions. If successful, roll on the **Ap A.2.3: Bludgeon Weapon Critical Wounds** Table on **Page 70**. If the skill check fails, roll "to **strike**" against the target. If this roll succeeds, the target takes damage as normal (resolving all proper criticals and modifiers). If the roll "to **strike**" fails, the target of the bludgeon gets **1 free round** to act before combat continues.

Boarding

Base Cost **100 EP** Attribute **AGI**
 Skill Type **Marine** Extra Dice **+2**

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

Botany

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

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

Bow

Base Cost **180 EP** Attribute **CSE**
 Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Bow** grants the abilities listed under **Missile Weapon Skills** on **Page 56**

Brewing

Base Cost **80 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+RES**

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

Bricklaying

Base Cost **50 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Build Trap

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

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

Business Management

Base Cost **50 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+2**

Operating a successful business is key to turning a continual profit. This skill allows an individual to operate as a shop keeper and sales person, to hire and manage employees, and to negotiate with suppliers.

Butchering

Base Cost **30 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+2**

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

Camouflage

Base Cost **50 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+2**

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

Candlemaking

Base Cost **15 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Carpentry

Base Cost **50 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Cartography

Base Cost **100 EP** Attribute **INT**
Skill Type **Marine** Extra Dice **+3**

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

Cartwrighting

Base Cost **50 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+3**

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

Climbing

Base Cost **100 EP** Attribute **STR**
Skill Type **Marine** Extra Dice **+2**

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

Club

Base Cost **120 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Club** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Cobbling

Base Cost **50 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

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

Combat Weapon Skills

Base Cost **0 EP** Attribute **CSE**
Skill Type **Special** Extra Dice **+0**

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

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

Multi-Attack makes **more than one attack per round** possible when the adventurer is in combat and has their weapon ready. The player makes a check of **1d6** for each desired additional attack against their weapon skill. If they fail, they gets a single attack. If successful, they may attempt the **number of die rolled +1** attacks, one at a time, stopping when they are used up or when an attack fails to strike the target. Attacks may be directed at any target(s) currently engaged in melee with the adventurer.

Precise Attack: A Precise Attack **increases attack accuracy** and can be used whenever the adventurer has their weapon ready. The player picks a number of dice, making the check against their weapon skill. If this succeeds they may add **+2** for each die used in the check to the value of their single "to strike" roll during the round.

Lethal Attack: A Lethal Attack adds **+2 DP** per die of the check to the damage done by a successful attack. The adventurer must have their weapon ready, and choose the number of dice for the attempt.

Effective Attack: An Effective Attack is similar to a Lethal Attack, except the warrior adds **+1 to the "to strike"** roll and **+1 DP** to the damage roll for each die in the skill check.

Composing Music

Base Cost **250 EP** Attribute **CSE**
Skill Type **Nomad** Extra Dice **+0**

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

Cooking

Base Cost **15 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

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

Coopering

Base Cost **65 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Courtesan

Base Cost **115 EP** Attribute **COM**
 Skill Type **Auger** Extra Dice **+2**

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

Crossbow

Base Cost **270 EP** Attribute **CSE**
 Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Crossbow** grants the abilities listed under **Missile Weapon Skills** on **Page 56**

Cyphering

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

Cyphering is **encoded writing**. It is frequently used in business correspondence, communication with the **Assassins Guild**, and between **maraujo captains**. Cyphering can be used to create or break codes. To create a code, the player selects a number of **d6** to roll against the skill rank. If they gets their adventurer's **skill rank or less** the code is **useable**, and the number of **d6** rolled becomes the code's **difficulty rating**. If the check is failed, the code is flawed and will yield gibberish or misleading statements if used.

To break a code, the player rolls a number of **d6** equal to their adventurer's cyphering rank. The GM rolls a number of **d6** equal to the code's difficulty. The higher total wins, i.e., if the player is higher they break the code, and if the GM is higher, the code remains insolvable. If the player knows the key word or phrase used to construct the code, the player rolls a number of **d6** equal to **1d6 less** than the code's difficulty (*if the code is difficulty 6, the player rolls 5d6 and the GM 6d6*) regardless of their adventurer's cyphering rank. The role of player and GM can of course be reversed in the above examples if an actor is trying to break a player-created code.

Dagger Fighting

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

Skilled usage of **Dagger** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Dagger Throwing

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

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

Dancing

Base Cost **100 EP** Attribute **AGI**
 Skill Type **Nomad** Extra Dice **+1**

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

Detect Traps

Base Cost **150 EP** Attribute **PER**
 Skill Type **Auger** Extra Dice **+4**

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

Diagnosis

Base Cost **80 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+RES**

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

Disarm Trap

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

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

Disguise

Base Cost **50 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+3**

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

Diving

Base Cost **50 EP** Attribute **STR**
Skill Type **Marine** Extra Dice **+2**

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

Dodging

Base Cost **200 EP** Attribute **AGI**
Skill Type **Marine** Extra Dice **+4**

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

Dolphin Speech

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

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

Dolphin Training

Base Cost **400 EP** Attribute **CSE**
Skill Type **Marine** Extra Dice **+RES**

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

Dolphinship

Base Cost **200 EP** Attribute **AGI**
Skill Type **Marine** Extra Dice **+3**

This skill allows an adventurer to control and **ride a properly trained and harnessed dolphin**. Riding a dolphin at half the creature's speed through a calm sea (**35 mets** (13mi or 21KM)hour13.2521.3) is a **2d6** check. Faster speeds, rough seas, or high speed maneuvers increase the difficulty of the check.

Drum Speak

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

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

Dyeing

Base Cost **50 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

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

Embalming

Base Cost **200 EP** Attribute **CSE**
Skill Type **Priest** Extra Dice **+0**

Used by Priests of Anubis to **prepare the dead**.

Empathize

Base Cost **20 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+1**

This skill allows its possessor to **carefully listen** to the tales and woes of others, seemingly concerned and sympathetic to their problems. Listening to the inflection and voice of their target, the empathiser both **learns new things about them and eases their troubles and mood**.

Escape

Base Cost **400 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+4**

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

Falconry

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

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

Farming

Base Cost **30 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+2**

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

Fencing Stolen Goods

Base Cost **80 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+4**

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

Fencing Weapon

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

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

Fishing

Base Cost **50 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+2**

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

Flagging

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

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

Flail

Base Cost **270 EP** Attribute **CSE**
 Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Flail** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Fletching

Base Cost **50 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Flying

Base Cost **400 EP** Attribute **AGI**
 Skill Type **Marine** Extra Dice **+4**

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

Forestry

Base Cost **30 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Forgery

Base Cost **250 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+4**

A skilled forger can duplicate **signatures, papers, paper currency, or documents**.

Attempts at forging are made at a number of dice against the skill rank. Forging a signature is perhaps the easiest (**2d6** check), while documents might be **3d6** and currency **5d6** (GM's discretion).

Gambling

Base Cost **50 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

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

Gardening

Base Cost **15 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

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

Glassblowing

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

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

Heraldry

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

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

Great Sword

Base Cost **360 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Great Sword** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Hatchet

Base Cost **180 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Hatchet** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Herbology

Base Cost **250 EP** Attribute **INT**
Skill Type **Nomad** Extra Dice **+RES**

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

Herding

Base Cost **30 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+1**

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

Hiding

Base Cost **50 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **+3**

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

Horse Training

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

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

Horsemanship

Base Cost **100 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

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

Hunting

Base Cost **70 EP** Attribute **PER**
Skill Type **Auger** Extra Dice **+2**

This ability allows its possessor to **find, capture or kill small animals** in the wild. A hunter can find animal spoor and trace it to their current location. For a hunter to find enough food for one day, he must roll **1d6** for each person to feed against their rank in this skill.

Hypnosis

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

This is the ability to use some object or technique to **place a willing target into a hypnotic trance**. The hypnotist can cause the target to recall events clearly, perform any short, non-combat action, or implant subliminal suggestions about actions to be taken up to **1 week** in the future. While the subject can be instructed not to remember questions or actions, they cannot be forced to do anything to which they would strongly object in their normal mental state. The GM must set the skill check based on the circumstances and the difficulty of the request. Simple actions might be a **2d6** check, whereas implanting suggestions could be a **3d6** or **4d6** check.

Identify Minerals

Base Cost **15 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

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

Identify Plant

Base Cost **20 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

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

Identify Spell

Base Cost **200 EP** Attribute **PER**
Skill Type **Mage** Extra Dice **+3**

This skill enables an adventurer or actor to **identify certain parameters of any spell** they see cast. It in no way gives them any specific information about how that spell is cast or used. Roll **1d6**; if the roll is equal to or less than the skill rank the spell type is discovered. Now roll another **1d6** and add it to the first roll. If the total is equal to or less than the skill rank, the spell group name is revealed. Now roll another **1d6** and add it to the total of the first two rolls; the spell rank can be discovered if the total of the three dice are equal to or less than the skill rank. The fourth **1d6** is rolled and added to the first three to reveal the number of finessees used, as long as the total of the four dice do not exceed the skill rank. The identification process ends whenever the dice total exceeds the skill rank.

Identify Spell

| Dice | Result |
|------|---------------------------------|
| 1 | Identify type [elemental/deity] |
| 2 | Spell group name |
| 3 | Rank of spell |
| 4 | Exact finessees in use |

Immobilize

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

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

Innkeeping

Base Cost **50 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

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

Instrumental Music

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

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

Instrumental Smithing

 Base Cost **200 EP** Attribute **INT**
 Skill Type **Nomad** Extra Dice **+RES**

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

Javelin

 Base Cost **270 EP** Attribute **CSE**
 Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Javelin** grants the abilities listed under **Missile Weapon Skills** on **Page 56**

Jesting

 Base Cost **100 EP** Attribute **CSE**
 Skill Type **Nomad** Extra Dice **+2**

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

Jeweler

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

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

Jousting

 Base Cost **300 EP** Attribute **STR**
 Skill Type **Warrior** Extra Dice **+3**

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

Juggling

 Base Cost **100 EP** Attribute **AGI**
 Skill Type **Nomad** Extra Dice **+2**

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

Jumping

 Base Cost **50 EP** Attribute **STR**
 Skill Type **Marine** Extra Dice **+2**

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

Knitting

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

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

Lance

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

Because of the nature of the **Lance**, skill in its use precludes using the **Multi-Attack** and **Quickdraw** options. **Lethal**, **Precise** and **Effective** attacks are legal.

Landscaping

 Base Cost **30 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Laundering

 Base Cost **15 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+1**

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

Leather Working

 Base Cost **80 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Lip Reading

 Base Cost **50 EP** Attribute **PER**
 Skill Type **Auger** Extra Dice **+RES**

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

Listen

 Base Cost **50 EP** Attribute **PER**
 Skill Type **Auger** Extra Dice **+2**

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

Locksmithing

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

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

Mace

Base Cost **180 EP** Attribute **CSE**
 Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Mace** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Marathon Running

Base Cost **65 EP** Attribute **HEA**
 Skill Type **Auger** Extra Dice **+2**

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

Maroglave

Base Cost **270 EP** Attribute **CSE**
 Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Maroglave** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Masonry

Base Cost **50 EP** Attribute **STR**
 Skill Type **Auger** Extra Dice **+2**

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

Massage

Base Cost **75 EP** Attribute **AGI**
 Skill Type **Auger** Extra Dice **+2**

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

Metal Smithing

Base Cost **150 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+3**

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

Middle Sword

Base Cost **300 EP** Attribute **CSE**
 Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Middle Sword** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Military Construction

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

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

Mimicry

Base Cost **250 EP** Attribute **PER**
 Skill Type **Nomad** Extra Dice **+4**

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

Mining

Base Cost **30 EP** Attribute **STR**
 Skill Type **Auger** Extra Dice **+2**

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

Missile Weapon Skills

Base Cost **0 EP** Attribute **CSE**
Skill Type **Warrior** Extra Dice **+0**

An adventurer may increase their skill in a missile weapon. These skill are a combination of different maneuvers and fighting styles that gives the warrior flexibility in their attack. Any **ONE** of these options can be used in one round. A player may buy any number of these missile weapon skills for their adventurer.

Quickdraw is used to **pull a weapon and attack** with that weapon in a **single round**. The player rolls two dice, and if the total **equals or is less** than the corresponding weapon skill, their adventure pulls the weapon and gets **1 normal attack** in that round. For missiles weapons that take **1 round or more** to reload, this simply gets the bow out and starts preparing a projectile. For a bow that takes **1 round to reload**, succeeding at quickdraw means the bow can be pulled and loaded on the **first round**, ready to fire on the **second**. For **thrown weapons**, the weapon can be thrown in the **same** round it is pulled.

Quicktarget allows the archer to **maneuver** for line of sight and **shoot** in one round. The bow and the arrow, or the thrown weapon must **already be ready**, and if the warrior succeeds at a **2d6** check against this skill, they jostle about and gets an additional roll to determine line of sight. The roll will be at the same odds as a requested line of sight roll during the informational questions portion of the round. The player does not appreciable change position, but is just jostling to obtain a shot.

A **Precise Attack** can be used to **increase accuracy** whenever the adventure has their weapon ready to throw or fire. The player picks a number of dice, making the check against against their weapon skill. If this succeeds they may add **+2** for **each** dice used in the check to the value of their roll "to **strike**" during this round.

Extended Range allows the adventure to target at a **greater range** than normally possible of their missile weapon. For each additional **1d6** that succeeds, they gain **an 25%** of range with a normal roll to hit. If the check fails, the shot automatically misses, and may strike someone or somewhere else as determined by the GM (Similar to any missed missile attempt). Each additional die used requires **1 STR** above what is needed to use the weapon.

Money Changing

Base Cost **65 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+3**

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

Mountain Climbing

Base Cost **80 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **+3**

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

Moving Silently

Base Cost **100 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **+4**

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

Musical Composition

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

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

Navigation

Base Cost **150 EP** Attribute **INT**
Skill Type **Marine** Extra Dice **+4**

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

Net Handling

Base Cost **100 EP** Attribute **AGI**
Skill Type **Warrior** Extra Dice **+2**

Wielding a 6 foot long net with their non-weapon hand, the user swings and flings the net to defend themselves and entrap their prey. For each die they roll against the skill, they get a **+2** to their attempt to **grapple** their opponent. Once netted, an opponent must roll **4d6** vs **AGI** to fling the net aside, or **5d6** vs **STR** to tear the net apart. Each failed attempt adds **1 die** to future attempts while still netted. While netted, all attacks on the target are at a **+4** to succeed, or **-1** die on skill checks (like **pummeling**).

Non-verbal casting

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

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

Oar Mastery

Base Cost **200 EP** Attribute **INT**
Skill Type **Marine** Extra Dice **+2**

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

One Hand Casting

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

Normally any spell with a casting time of over **1 round** requires the use of both hands. Making a check of **2d6** allows the caster to **cast their spell with one hand**. A mage who has lost the use of one hand would find this skill very useful.

Opening Locks

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

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

Orienteering

Base Cost **30 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

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

Painting

Base Cost **50 EP** Attribute **INT**
Skill Type **Marine** Extra Dice **+2**

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

Pickpocketing

Base Cost **80 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **+4**

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

Poetry

Base Cost **65 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+3**

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

Pottery

Base Cost **15 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

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

Prisoner Handling

Base Cost **35 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+3**

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

Pummeling

Base Cost **100 EP** Attribute **STR**
Skill Type **Marine** Extra Dice **+2**

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

Puppeteering

Base Cost **150 EP** Attribute **INT**
Skill Type **Nomad** Extra Dice **+2**

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

Pyrotechnics

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

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

Quarter Staff

Base Cost **120 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Quarter Staff** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Rapier

Base Cost **180 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Rapier** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Repair

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

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

Rigging Running

Base Cost **100 EP** Attribute **AGI**
Skill Type **Marine** Extra Dice **+2**

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

Rope Making

Base Cost **50 EP** Attribute **INT**
Skill Type **Marine** Extra Dice **+2**

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

Rowing

Base Cost **100 EP** Attribute **STR**
Skill Type **Marine** Extra Dice **+2**

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

Saddlemaking

Base Cost **30 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

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

Sail Falling

Base Cost **150 EP** Attribute **AGI**
Skill Type **Marine** Extra Dice **+2**

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

Sail Making

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

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

Sailing

Base Cost **50 EP** Attribute **CSE**
Skill Type **Marine** Extra Dice **+2**

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

Scimitar

Base Cost **270 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Scimitar** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Scribing

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

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

Sculpting

Base Cost **65 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+3**

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

Seduction

Base Cost **100 EP** Attribute **COM**
Skill Type **Auger** Extra Dice **+3**

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

Set Traps/Snares

Base Cost **250 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+3**

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

Shadows

Base Cost **50 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **+4**

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

Ship Building

Base Cost **300 EP** Attribute **INT**
Skill Type **Marine** Extra Dice **+RES**

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

Short Sword

Base Cost **300 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Short Sword** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Singing

Base Cost **50 EP** Attribute **COM**
Skill Type **Nomad** Extra Dice **+2**

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

Skating

Base Cost **30 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **+2**

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

Sleight of Hand

Base Cost **30 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **+4**

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

Sling

Base Cost **120 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **+3**

Skilled usage of **Sling** grants the abilities listed under **Missile Weapon Skills** on **Page 56**

Smuggling

Base Cost **200 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+4**

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

Snorkeling

Base Cost **15 EP** Attribute **STR**
Skill Type **Auger** Extra Dice **+2**

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

Spelunking

Base Cost **150 EP** Attribute **AGI**
Skill Type **Auger** Extra Dice **+3**

Also called caving, this ability is usually used to **navigate caves or underground caverns**. It is useful for climbing in any situation involving wet rock and darkness.

Spear Throwing

Base Cost **180 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Spear Throwing** grants the abilities listed under **Missile Weapon Skills** on **Page 56**

Spear Thrusting

Base Cost **180 EP** Attribute **CSE**
Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Spear Thrusting** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Sprinting

Base Cost **50 EP** Attribute **STR**
Skill Type **Auger** Extra Dice **+2**

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

Stalking

Base Cost **150 EP** Attribute **CSE**
Skill Type **Auger** Extra Dice **+2**

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

Stone Smithing

Base Cost **100 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+3**

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

Surfing

Base Cost **50 EP** Attribute **AGI**
Skill Type **Marine** Extra Dice **+2**

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

Swimming

Base Cost **20 EP** Attribute **STR**
Skill Type **Marine** Extra Dice **+2**

Swimming forward in calm water normally requires a **1d6** check against this skill to succeed. Water temperature, flow, roughness, armor, and carried equipment can affect the difficulty of this check. **Water Breathing** makes this check **2d6** easier.

Tackling

Base Cost **120 EP** Attribute **AGI**
Skill Type **Marine** Extra Dice **+2**

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

Tailoring

Base Cost **50 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

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

Tanning

Base Cost **30 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+2**

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

Target Magic

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

Target Magic allows the caster of elemental or divine spell to **maneuver for line of sight** and finish casting in **1 round**. The spell must be a one round spell, or be in its last round of casting, and if the player succeeds at a **2d6** check against this skill, their adventurer jostles about and they gets an additional roll to determine line of sight. The roll will be at the same odds as a requested line of sight roll during the informational questions portion of the round. The player does not appreciable change position, but is just jostling to obtain a shot. If the player fails the roll, they aborts the casting of the spell, **not** consuming the appropriate units.

Tattooing

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

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

Taxidermy

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

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

Teaching

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

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

Tent Making

Base Cost **80 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Torture

Base Cost **65 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+4**

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

Toy Making

Base Cost **65 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Tracking

Base Cost **150 EP** Attribute **PER**
 Skill Type **Auger** Extra Dice **+2**

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

Trapping

Base Cost **50 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+2**

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

Trident

Base Cost **180 EP** Attribute **CSE**
 Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Trident** grants the abilities listed under **Missile Weapon Skills** on **Page 56**

Tumbling

Base Cost **100 EP** Attribute **AGI**
 Skill Type **Marine** Extra Dice **+2**

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

Ventriloquism

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

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

Verbal Casting

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

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

Veterinary

Base Cost **150 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+RES**

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

War Hammer

Base Cost **120 EP** Attribute **CSE**
 Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **War Hammer** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Water Skiing

Base Cost **50 EP** Attribute **AGI**
 Skill Type **Auger** Extra Dice **+2**

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

Weapon Smithing

Base Cost **50 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+2**

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

Weaving

Base Cost **30 EP** Attribute **INT**
 Skill Type **Auger** Extra Dice **+3**

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

Wheelwright

Base Cost **50 EP** Attribute **CSE**
 Skill Type **Auger** Extra Dice **+2**

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

Whip

Base Cost **180 EP** Attribute **CSE**
 Skill Type **Weapon** Extra Dice **N/A**

Skilled usage of **Whip** grants the abilities listed under **Combat Weapon Skills** on **Page 48**

Wine Making

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

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

Wrestling

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

This skill combines several different styles of unarmed hand to hand combat which can aid an adventurer when **grappling an opponent**. Any one of these options may be used in a single combat round.

Clobbering: Using your fists and feet to **knock an opponent to the ground**, increasing an adventurer's chance to succeed at grapple "to **hold**" an opponent. When the player has decided to grapple "to hold", they may at the same time roll **1d6** for each bonus of **+2** that they want to add to their **grapple** roll. If they succeeds the roll, they add bonus to their **1d20** roll to grapple, and use the sum to determine the success of the grapple "to hold".

Heave: When an adventurer attempts to "grapple to **throw**" an opponent, they may use this skill to Heave the opponent farther than would be originally adjudicated by the game master. The player rolls **1d6** for each additional **5 feet** of distance they wish their adventurer to heave their opponent. The GM still adjudicates the resulting distance and damage (probably adding damage from a fall from a successful heave).

Pummel: This can be used to **harm a grappled opponent**. After an opponent has been successfully grappled "to hold" in a previous round, and while that opponent is still **held**. The player decides how many **d6** of damage they wish to do to their opponent by kneeing, punching, slapping and jabbing them. Then the player rolls twice that number of **d6**. If they **match or get less** than the **rank** in this skill, they do the **desired number of d6 DP** to their opponent.

Cosh: Like a pummel, a Cosh, can only be performed after the opponent is still being **held**. The adventurer attempts to **knock the opponent unconscious** by hitting them in the head, or hitting their head against the ground. The player rolls **4d6** vs this skill, and if successful, the opponent is **dazed or unconscious for 1d6 rounds (rolled by the GM)**.

Pin: A skillful wrestler knows a number of holds which make it **more difficult for their opponent to break free**. To pin their opponent, the player rolls **1d6** for each die of difficulty to add to their opponent's attempts to break free. If they succeed, any attempts to break the hold by their opponent **add 1d6 per die rolled** until the grappler's next round. The player needs to recheck this hold every round for it to stay in effect.

Struggle: When an adventurer has been held by being the target of a successful grapple "to **hold**," and then **attempts to break free**, they can struggle to make the attempt easier. For each die they wish to reduce the check by, they must roll **1d6**. If the check succeeds, they can lower the to break free **by the same number of dice**.

Writing

Base Cost **15 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+RES**

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

Zoology

Base Cost **50 EP** Attribute **INT**
Skill Type **Auger** Extra Dice **+3**

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

Chapter 5

The Onivero

Chapter 6

Jaernian Humanoids

Chapter 7

Creating and Playing Actors

Appendix A

Glossary

| | |
|---------------------|---|
| e.g. | (exempli gratia) "for example" |
| i.e. | (id est) "that is," "thus," "specifically" |
| Short Sword | A sword which is held in a two hands. |
| Maroglave | A weapon utilized by Marines which is attached to the arm. It is a thin blade roughly 8 inches long, attached to a fingerless glove via metal braces. |
| Middle Sword | A sword of size such that it can be utilized either as one or two handed. In terms of size, it falls between the short sword and great sword |
| Short Sword | A sword which is held in a single hand. |

Appendix A

Important Tables

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

A.1 Weapon Effects

| 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

A.2 Critical Hits

A.2.1 Artillery Critical Hits

A.2.2 Blunt Weapon Critical Wounds

| Blunt Critical Wounds | | |
|-----------------------|-------------------|---|
| Normal Roll | Damage Multiplier | Results |
| 01 | x1 | Self Hit, roll normal damage on self |
| 02-03 | x1 | Weapon Broken, -5 to strike and damage |
| 04-05 | x1 | Haft (weapon handle) cracked, 50% chance to break on use |
| 06-09 | x1 | Arms shocked, lose one round |
| 10-50 | x2 | Double Damage |
| 51-70 | x3 | Triple Damage |
| 71-73 | x2 | Weapon or shield broken |
| 74-77 | x3 | Armor Damage, lose 1d2 DV |
| 78 | x2 | Suffer 1d6 ribs broken |
| 79 | x2 | Leg/tail broken |
| 80 | x2 | Arm/Wing broken |
| 81 | x2 | Shoulder/Wing damage |
| 82 | x2 | Arm/Wing smashed, unusable |
| 83 | x2 | Leg/Tail smashed, unusable |
| 84 | x2 | Hand smashed, unusable |
| 85 | x2 | Chest Hit, winded and gasping 1d4 rounds |
| 86 | x2 | Stomach hit, stunned (14 - HEA) rounds |
| 87 | x3 | Groin smashed, stunned (20 - HEA) rounds |
| 88 | x2 | Head hit No helmet: stunned 1d4 minutes Helmet: normal damage |
| 89 | x2 | Hand severed |
| 90 | x2 | Face hit No helmet: blood blinds 1d4 rounds Helmet: not blinded, 2x damage |
| 91 | x2 | Face hit No helmet: permanently blind Helmet: 2x damage |
| 92 | x3 | Head hit No helmet: unconscious 1d4 days Helmet: unconscious 1d4 minutes and 2x damage |
| 93 | x3* | Knee cap shattered, no movement |
| 94 | x3* | Jaw broken, no speech |
| 95 | x3 | Kidney destroyed, if both are gone death in (HEA /2) rounds |
| 96 | x4 | Internal organs crushed, death in (HEA /2) rounds |
| 97 | x4 | Chest caved in, death in (HEA /3) rounds |
| 98 | x3 | Spine smashed, paralyzed |
| 99 | – | Head Crushed No helmet: INSTANT DEATH Helmet: 3x damage |
| 00 | – | Head torn off, INSTANT DEATH |

* Victim is bleeding. Lose **1 DP/round** until wounds are bound.
Applying pressure, securely bandaging the wound, or recieving any curative spell will stop the bleeding.

A.2.3 Bludgeon Weapon Critical Wounds

| Bludgeon Critical Wounds | |
|--------------------------|-----------------------------------|
| Roll | Outcome |
| 01-02 | Roll again, apply results to self |
| 03-08 | Shoulder hit, 1 pt damage |
| 09-12 | Shoulder hit, target falls |
| 13-20 | Glancing hit 1-2 damage |
| 21-30 | Stun 1d6 rounds |
| 31-40 | Stun 1d6 rounds and fall |
| 41-70 | Unconscious 10-60 minutes |
| 71-80 | Unconscious 2-12 hours* |
| 81-86 | Comatose 1-6 days* |
| 87-90 | Coma 1-6 weeks* |
| 91-00 | Death |
| *roll additional d6 | |
| 1-4 | no additional result |
| 5 | blind 1-6 days |
| 6 | amnesia 1-6 weeks |

A.3 Spell Overloading

| 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 loses 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 |

A.4 Ship Combat

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

| Ship Maneuvering Defense | |
|--------------------------|----------------|
| Ship | Maneuver Bonus |
| Sail Board | 6 |
| Skiff (rowed) | 4 |
| Skiff (sailed) | 3 |
| Attack Boat | 4 |
| Kurujo | 2 |
| Metioujo | 1 |
| Maraujo | 2 |

Appendix A

Earth References

A.1 Distance Conversion

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

| Met to Feet/Mile/Kilometer | | | | Met to Feet/Mile/Kilometer | | | | Met to Feet/Mile/Kilometer | | | |
|----------------------------|--------|--------|--------|----------------------------|--------|--------|--------|----------------------------|---------|--------|--------|
| METS | FEET | MI | KM | METS | FEET | MI | KM | METS | FEET | MI | KM |
| 301 | 602000 | 114.02 | 183.45 | 376 | 752000 | 142.42 | 229.16 | 451 | 902000 | 170.83 | 274.87 |
| 302 | 604000 | 114.39 | 184.06 | 377 | 754000 | 142.80 | 229.77 | 452 | 904000 | 171.21 | 275.48 |
| 303 | 606000 | 114.77 | 184.67 | 378 | 756000 | 143.18 | 230.38 | 453 | 906000 | 171.59 | 276.09 |
| 304 | 608000 | 115.15 | 185.28 | 379 | 758000 | 143.56 | 230.99 | 454 | 908000 | 171.97 | 276.70 |
| 305 | 610000 | 115.53 | 185.89 | 380 | 760000 | 143.94 | 231.60 | 455 | 910000 | 172.35 | 277.31 |
| 306 | 612000 | 115.91 | 186.50 | 381 | 762000 | 144.32 | 232.21 | 456 | 912000 | 172.73 | 277.92 |
| 307 | 614000 | 116.29 | 187.11 | 382 | 764000 | 144.70 | 232.82 | 457 | 914000 | 173.11 | 278.53 |
| 308 | 616000 | 116.67 | 187.72 | 383 | 766000 | 145.08 | 233.43 | 458 | 916000 | 173.48 | 279.14 |
| 309 | 618000 | 117.05 | 188.33 | 384 | 768000 | 145.45 | 234.04 | 459 | 918000 | 173.86 | 279.75 |
| 310 | 620000 | 117.42 | 188.94 | 385 | 770000 | 145.83 | 234.65 | 460 | 920000 | 174.24 | 280.36 |
| 311 | 622000 | 117.80 | 189.55 | 386 | 772000 | 146.21 | 235.26 | 461 | 922000 | 174.62 | 280.97 |
| 312 | 624000 | 118.18 | 190.15 | 387 | 774000 | 146.59 | 235.86 | 462 | 924000 | 175.00 | 281.58 |
| 313 | 626000 | 118.56 | 190.76 | 388 | 776000 | 146.97 | 236.47 | 463 | 926000 | 175.38 | 282.18 |
| 314 | 628000 | 118.94 | 191.37 | 389 | 778000 | 147.35 | 237.08 | 464 | 928000 | 175.76 | 282.79 |
| 315 | 630000 | 119.32 | 191.98 | 390 | 780000 | 147.73 | 237.69 | 465 | 930000 | 176.14 | 283.40 |
| 316 | 632000 | 119.70 | 192.59 | 391 | 782000 | 148.11 | 238.30 | 466 | 932000 | 176.52 | 284.01 |
| 317 | 634000 | 120.08 | 193.20 | 392 | 784000 | 148.48 | 238.91 | 467 | 934000 | 176.89 | 284.62 |
| 318 | 636000 | 120.45 | 193.81 | 393 | 786000 | 148.86 | 239.52 | 468 | 936000 | 177.27 | 285.23 |
| 319 | 638000 | 120.83 | 194.42 | 394 | 788000 | 149.24 | 240.13 | 469 | 938000 | 177.65 | 285.84 |
| 320 | 640000 | 121.21 | 195.03 | 395 | 790000 | 149.62 | 240.74 | 470 | 940000 | 178.03 | 286.45 |
| 321 | 642000 | 121.59 | 195.64 | 396 | 792000 | 150.00 | 241.35 | 471 | 942000 | 178.41 | 287.06 |
| 322 | 644000 | 121.97 | 196.25 | 397 | 794000 | 150.38 | 241.96 | 472 | 944000 | 178.79 | 287.67 |
| 323 | 646000 | 122.35 | 196.86 | 398 | 796000 | 150.76 | 242.57 | 473 | 946000 | 179.17 | 288.28 |
| 324 | 648000 | 122.73 | 197.47 | 399 | 798000 | 151.14 | 243.18 | 474 | 948000 | 179.55 | 288.89 |
| 325 | 650000 | 123.11 | 198.08 | 400 | 800000 | 151.52 | 243.79 | 475 | 950000 | 179.92 | 289.50 |
| 326 | 652000 | 123.48 | 198.69 | 401 | 802000 | 151.89 | 244.40 | 476 | 952000 | 180.30 | 290.11 |
| 327 | 654000 | 123.86 | 199.30 | 402 | 804000 | 152.27 | 245.01 | 477 | 954000 | 180.68 | 290.72 |
| 328 | 656000 | 124.24 | 199.91 | 403 | 806000 | 152.65 | 245.62 | 478 | 956000 | 181.06 | 291.33 |
| 329 | 658000 | 124.62 | 200.52 | 404 | 808000 | 153.03 | 246.23 | 479 | 958000 | 181.44 | 291.94 |
| 330 | 660000 | 125.00 | 201.13 | 405 | 810000 | 153.41 | 246.84 | 480 | 960000 | 181.82 | 292.55 |
| 331 | 662000 | 125.38 | 201.73 | 406 | 812000 | 153.79 | 247.44 | 481 | 962000 | 182.20 | 293.15 |
| 332 | 664000 | 125.76 | 202.34 | 407 | 814000 | 154.17 | 248.05 | 482 | 964000 | 182.58 | 293.76 |
| 333 | 666000 | 126.14 | 202.95 | 408 | 816000 | 154.55 | 248.66 | 483 | 966000 | 182.95 | 294.37 |
| 334 | 668000 | 126.52 | 203.56 | 409 | 818000 | 154.92 | 249.27 | 484 | 968000 | 183.33 | 294.98 |
| 335 | 670000 | 126.89 | 204.17 | 410 | 820000 | 155.30 | 249.88 | 485 | 970000 | 183.71 | 295.59 |
| 336 | 672000 | 127.27 | 204.78 | 411 | 822000 | 155.68 | 250.49 | 486 | 972000 | 184.09 | 296.20 |
| 337 | 674000 | 127.65 | 205.39 | 412 | 824000 | 156.06 | 251.10 | 487 | 974000 | 184.47 | 296.81 |
| 338 | 676000 | 128.03 | 206.00 | 413 | 826000 | 156.44 | 251.71 | 488 | 976000 | 184.85 | 297.42 |
| 339 | 678000 | 128.41 | 206.61 | 414 | 828000 | 156.82 | 252.32 | 489 | 978000 | 185.23 | 298.03 |
| 340 | 680000 | 128.79 | 207.22 | 415 | 830000 | 157.20 | 252.93 | 490 | 980000 | 185.61 | 298.64 |
| 341 | 682000 | 129.17 | 207.83 | 416 | 832000 | 157.58 | 253.54 | 491 | 982000 | 185.98 | 299.25 |
| 342 | 684000 | 129.55 | 208.44 | 417 | 834000 | 157.95 | 254.15 | 492 | 984000 | 186.36 | 299.86 |
| 343 | 686000 | 129.92 | 209.05 | 418 | 836000 | 158.33 | 254.76 | 493 | 986000 | 186.74 | 300.47 |
| 344 | 688000 | 130.30 | 209.66 | 419 | 838000 | 158.71 | 255.37 | 494 | 988000 | 187.12 | 301.08 |
| 345 | 690000 | 130.68 | 210.27 | 420 | 840000 | 159.09 | 255.98 | 495 | 990000 | 187.50 | 301.69 |
| 346 | 692000 | 131.06 | 210.88 | 421 | 842000 | 159.47 | 256.59 | 496 | 992000 | 187.88 | 302.30 |
| 347 | 694000 | 131.44 | 211.49 | 422 | 844000 | 159.85 | 257.20 | 497 | 994000 | 188.26 | 302.91 |
| 348 | 696000 | 131.82 | 212.10 | 423 | 846000 | 160.23 | 257.81 | 498 | 996000 | 188.64 | 303.52 |
| 349 | 698000 | 132.20 | 212.70 | 424 | 848000 | 160.61 | 258.42 | 499 | 998000 | 189.02 | 304.13 |
| 350 | 700000 | 132.58 | 213.31 | 425 | 850000 | 160.98 | 259.02 | 500 | 1000000 | 189.39 | 304.73 |
| 351 | 702000 | 132.95 | 213.92 | 426 | 852000 | 161.36 | 259.63 | | | | |
| 352 | 704000 | 133.33 | 214.53 | 427 | 854000 | 161.74 | 260.24 | | | | |
| 353 | 706000 | 133.71 | 215.14 | 428 | 856000 | 162.12 | 260.85 | | | | |
| 354 | 708000 | 134.09 | 215.75 | 429 | 858000 | 162.50 | 261.46 | | | | |
| 355 | 710000 | 134.47 | 216.36 | 430 | 860000 | 162.88 | 262.07 | | | | |
| 356 | 712000 | 134.85 | 216.97 | 431 | 862000 | 163.26 | 262.68 | | | | |
| 357 | 714000 | 135.23 | 217.58 | 432 | 864000 | 163.64 | 263.29 | | | | |
| 358 | 716000 | 135.61 | 218.19 | 433 | 866000 | 164.02 | 263.90 | | | | |
| 359 | 718000 | 135.98 | 218.80 | 434 | 868000 | 164.39 | 264.51 | | | | |
| 360 | 720000 | 136.36 | 219.41 | 435 | 870000 | 164.77 | 265.12 | | | | |
| 361 | 722000 | 136.74 | 220.02 | 436 | 872000 | 165.15 | 265.73 | | | | |
| 362 | 724000 | 137.12 | 220.63 | 437 | 874000 | 165.53 | 266.34 | | | | |
| 363 | 726000 | 137.50 | 221.24 | 438 | 876000 | 165.91 | 266.95 | | | | |
| 364 | 728000 | 137.88 | 221.85 | 439 | 878000 | 166.29 | 267.56 | | | | |
| 365 | 730000 | 138.26 | 222.46 | 440 | 880000 | 166.67 | 268.17 | | | | |
| 366 | 732000 | 138.64 | 223.07 | 441 | 882000 | 167.05 | 268.78 | | | | |
| 367 | 734000 | 139.02 | 223.68 | 442 | 884000 | 167.42 | 269.39 | | | | |
| 368 | 736000 | 139.39 | 224.28 | 443 | 886000 | 167.80 | 270.00 | | | | |
| 369 | 738000 | 139.77 | 224.89 | 444 | 888000 | 168.18 | 270.60 | | | | |
| 370 | 740000 | 140.15 | 225.50 | 445 | 890000 | 168.56 | 271.21 | | | | |
| 371 | 742000 | 140.53 | 226.11 | 446 | 892000 | 168.94 | 271.82 | | | | |
| 372 | 744000 | 140.91 | 226.72 | 447 | 894000 | 169.32 | 272.43 | | | | |
| 373 | 746000 | 141.29 | 227.33 | 448 | 896000 | 169.70 | 273.04 | | | | |
| 374 | 748000 | 141.67 | 227.94 | 449 | 898000 | 170.08 | 273.65 | | | | |
| 375 | 750000 | 142.05 | 228.55 | 450 | 900000 | 170.45 | 274.26 | | | | |

Index

A

ability 14
 acceler 39
 action phase 23
 action preparation 41
 adamantite 39
 adamantite 19
 adventure
 between 32
 adventurer 6, 15, 31
 aging 9, 33
 background 11
 build 9
 creating 8
 deity 11
 disease 33
 epokonom 12
 eye color 10
 hair color 10
 height 9, 10
 job 32
 languages, initial 12
 languages, maximum 12
 models 13
 motivation 10
 name 12
 nomad prefix 12
 playing 22
 profession 12
 race 9
 sex 9
 statistics 8
 weight 9, 10
 adventurer card 8, 11, 12, 15, 16, 19, 21
 adventurer model 14
 agility 8, 21
 agi 8, 9, 21, 24, 25, 56, 59
 exceptional 21
 aging 9
 air 11, 16
 akvovoki 43
 allegiance 16
 anubis 11
 area of effect 29
 arise 28
 armor 21, 25
 armor construction 9
 armor defense value
 equation 40
 artillery defense value 39
 adv 39, 40, 42, 43
 armor 40
 equation 40

hull condition 39
 maneuverability 39
 mobility 39
 reinforcements 40
 artillery modifier 41
 am 41, 42
 assassins guild 49
 at'ena 11
 atomo 35, 36
 attack boats 39
 attribute
 buying 14
 audible 30
 auger 11
 augers 11
 automatic miss 24, 42

B

background 11, 12, 15
 adventurer 15
 balenoigajos 36
 ballista 38
 base cost 14–16
 blunt 47
 body build 9
 bound 21
 breziak 12
 buckler 21
 butcher 47
 buying 14

C

cast 27
 caster 29
 catapult 39
 cefo 37, 41
 change temperature 43
 clobbering 62
 coelenterates 35
 coin
 copper 19
 gold 19
 silver 19
 color
 eye 10
 hair 10
 combat 11, see melee
 combat defense 13
 cdv 13, 21, 23, 26
 combat defense value 23
 combat modifier 13, 15, 23
 cm 13, 15, 23
 combat weapon skill 27
 comeliness 8
 comliness

com 8, 26
 common sense 8
 cse 8, 16, 26, 32
 concentrate 28
 condense 43
 conscious 32
 copper 19, 40
 cosh 62
 cost
 material multiplier 19
 create water 43
 critical hit 24, 42, 45, 51
 critical hits 24
 critical wound 46

D

d10 22
 d100 22
 d12 22
 d20 22
 d30 22
 d4 22
 d6 22
 d8 22
 damage
 fire 43
 damage points 13–15
 dp 13, 15, 25, 33, 34, 39, 43, 51, 58, 62
 date 12
 day of awakening 32
 dazed 62
 death 25, 32, 33, 43
 default 17
 defaulted 25
 defaulting 25
 defense 21
 agility 21
 armor 21
 devices 21
 modifier 21
 weapons 21
 defensive value 26
 deitiy 11
 deity 11, 15, 16, 27, 32
 dice
 rolling 8
 dice,rolling 22
 difficulty rating 49
 disease 33
 distance 30
 distance judgment 9
 divine 26, 27
 intervention 26
 divine intervention 32

di 32
 divine magic 15
 divine unit 27
 divine units 27
 du 27–29
 dolphin 35, 36
 dowse 43
 dropout 34
 duration 29
 dwarf 9, 15
 dwarvish 12
 dying 25

E
 e.g. 67
 earth 11, 16
 effect 29
 effective 54
 effective attack 48
 element 16
 elemental 26, 27
 elemental mastery 43
 elemental unit 27
 elemental units (eu) 27
 elemental units
 eu 27–29
 elf 9, 21, 27
 elvish 12
 encounter 22
 enhanced smell 9
 entish 12
 epokonom 12
 equipment 19
 experience points 14
 ep 14, 15, 17
 extended range 56
 extinguish 43

F
 ferric 12
 finesse 29
 fire 11, 16
 fish 35
 flamer 39
 flight 51
 flugofiso 35
 fly 28
 free action mode 22
 frozen 31

G
 game master 22
 gdv 13
 geleik 12
 gibberish 6
 gods 11
 gold 19
 granjuka 33
 grapple 15, 21, 24, 56, 62
 grapple defense 13
 gdv 13, 21, 24, 26

grapple defense value 24
 grapple modifier 13, 15, 24
 gm 13, 15, 24
 great durability 9
 great sword 67
 guardian spirit 16, 31

H
 hand-to-hand 21
 haoogh 12
 health 8
 exceptional 15
 hea 8, 9, 15, 26, 31–34, 69
 heat vision 30
 heave 62
 height 9, 10
 race 9
 height/weight table 10
 held 62
 helmet 21
 hit 15, 21, 45, 49
 hold 24, 62
 homing 9
 horust 33
 hull 31
 human 9, 12, 35

I
 i.e. 67
 ice ball 43
 impaling 24
 imprint 16
 incant 13, 14, 31
 imprint 16, 31
 invocation 16, 31
 mixture 16, 31
 non-nomad preparation 16
 preparing 31
 song 16, 31, 32
 talisman 16, 31
 tattoo 16
 incants 16
 informational questions 41
 initiative 23
 intelligence 8
 int 8, 11, 12, 16, 30, 48
 invocation 16
 iron 19
 isis 11, 33, 34, 62

K
 knock the opponent unconscious 62
 kurago 31
 kurujo 37, 39

L
 language 12, 14, 16
 paroli 12
 rank 16
 languages 12
 lethal 54

lethal attack 45, 48
 life force 31
 lightning bolt 39
 line of sight 22, 30, 60
 los 30
 lizard 9, 21, 35
 lizards 43
 long eyes 30
 long shot 45
 los 28

M
 mages 11
 magic 11
 air 16
 earth 16
 elemental 15
 fire 16
 water 16
 magician 11
 maldormi 33
 malibro 33
 maraujo 36, 39
 maraujo captains 49
 marine 11, 37, 67
 marines 51
 maroglave 67
 material
 iron 19
 steel 19
 material sense 9
 meditation 27
 melee 15, 22
 action durations 25
 action phase 23
 action preparation 23
 actions 23
 automatic miss 24, 42
 common action 24
 critical hit 24, 42
 critical hits 24
 distance 22
 grappling 24
 hitting 24
 hold 24
 impaling 24
 in melee 23
 informational questions 23
 initiative 23
 movement 23
 multiple combatants 24
 order 23
 outcome 23
 results 23
 shooting into 24
 striking 23
 surprise 23
 throw 24
 withdrawal 24
 melee mod 14

melee modifiers 14, 15
 memorize 55
 memorized location 30
 memory 6
 mental stubbornness 9
 metal
 copper 19
 gold 19
 iron 19
 silver 19
 steel 19
 metioujo 39
 metioujos 37
 middle sword 67
 minimum life span 33
 missile 15, 21
 missile damage 24
 missile defense 13
 mdv 13, 21, 24, 50
 missile defense value 24
 missile modifier 13, 15, 24
 mm 13, 15, 24
 missile skill 9
 missile weapon skill 27
 mixture 16
 mobility 21
 mode
 free actions 22
 melee actions 22
 playing 22
 summarized actions 22
 models 13
 modifier
 defense 21
 melee 15
 statistic 21
 money 19
 motivation 10
 motive 10
 movement 21
 movement rate 23
 multi-attack 48, 54

N

name 12
 epokonom 12
 natatorium 46
 neptune 11
 nomad 11, 12, 16, 26
 guardian spirit 16
 nomads 12, 16
 non-metallic 31
 non-verbal casting 28

O

onager 39
 one-hand casting 28
 onivero 36, 37
 oorn 36
 orc 9, 21

orcish 12
 order of actions 23
 orienteering 48
 orus 11
 osiris 11
 outcome phase 41
 overload effect table 28

P

paroli 12
 perception 8
 exceptional 13, 21
 per 8, 9, 11, 16, 21, 31, 52
 permanently 29
 personality 6
 physical viciousness 9
 pin 62
 placed roll 9
 platinum 19
 playing
 free action 22
 melee actions 22
 mode 22
 summarized actions 22
 power 8
 pwr 8, 16, 25–29
 precise 54
 precise attack 45, 48, 56
 price
 material multiplier 19
 priest 11, 28
 prisoner 6
 prisoners 28
 profession 12
 pummel 62
 pummeling 56
 purebred 9
 putrihaut 33

Q

quench 43
 quezl 35
 quickdraw 48, 54, 56
 quickload 45
 quickness 9
 quicktarget 56

R

ra 11, 28
 race 9
 dwarf 9
 elf 9
 half-breed 12
 height 9
 human 9
 lizard 9
 orc 9
 playable 9
 traits 9
 race roll 9
 racial heritage 9

range 29
 rank 8, 12, 14–17, 25, 28, 29, 32, 62
 language 16
 skill 17
 rating 12, 14
 red 31
 repair 43
 resistance check 29
 armor 25
 rc 25, 34
 resistance checks 25
 rest 27
 resting 15
 results of actions 41
 roll 9
 age 9
 dice 8
 placed 9
 race 9
 sex 9
 rondo 16
 round 23, 28
 rounds 30
 rudri 11, 28

S

sarko 35
 scrogg 11
 self'ict 12
 sex 9
 shield 21
 shields 24
 ship building 37, 38
 shooting 24
 short sword 67
 silence 28
 silver 19
 silvering 19
 siritmenso 33
 skiff 39
 skill 13, 17, 25
 associated stat 17
 buying 14
 check 25
 default 17
 defaulting 25
 learning 14
 listing 17
 rank 17
 skills 11
 solarium 62
 sondikapto 34
 song 16
 sorcofin 34
 soul
 destroy 6
 remove 6
 soulless husk 6
 soulless 9, 15
 souls 6

spell 14, 15, 27
 casting 27
 cost multiplier 16
 deity-specific 16
 divine core 16
 duration 28
 element-specific 16
 elemental core 16
 finess 29
 finess and overload 29
 finess limitations 29
 interruption 28
 non-mage acquiring 16
 non-verbal casting 28
 one-hand casting 28
 overloading 28
 powerful 29
 restrictions 28
 stat limitations 16
 stressing 28
 terminating 27
 vocal component 28
 spell group 13, 27
 spell groups 16
 spells 6
 spiritual energy 31
 statement of actions 41
 statistic 21
 statistics 14
 character 15
 physical 8
 stressing 25
 steel 19
 steliforto 34
 strength 8
 str 8, 11, 21, 24–26, 34, 56
 stressing 25, 28

 comeliness 26
 common sense 26
 health 26
 power 26
 strength 26
 strike 15, 21, 30, 44, 45, 47, 48, 50, 51,
 56
 striking 23
 struggle 62

T

t'or 11
 talisman 16
 target 29
 area 30
 caster 29
 direction 30
 hearing 30
 line of sight 30
 memloc 30
 methods 29
 multitouch 30
 touch 30
 tarus 11
 tattoos 16
 terisium 28, 34, 39
 terminate 27
 the seraei 16
 throw 24, 62
 torrent 43
 touch 30
 transparent 31
 trejon 12

U

unconscious 21, 25, 47, 62

V

vessel

 attack boar 36
 kurujo 36
 metioujo 36
 sail board 36
 skiff 36
 surfboard 36
 vortoperdi 34

W

warrior 11
 water 11, 16
 water breathing 9, 60
 water stream 43
 weapon 6
 combat skill . 46, 48, 49, 51, 52,
 55, 57–59, 61
 damage 26
 defense 21
 defensive value 13, 26, 69
 effects 26
 impale 26
 impaling 24
 missile skill .. 47, 49, 54, 59, 61
 one-handed 26
 range 26
 strike 26
 throw 26
 two-handed 26
 type 26
 userate 26
 weapon information table 21
 weight 9, 10
 willpower 8
 exceptional 13, 21
 wil 8, 9, 21, 33, 34
 withdraw 24
 wood 19