Adventure Quest
Jaern

a Role Playing System

created by
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modified by
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Welcome to JAERN!
Adventure awaits within this tome

First Edition

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

Dedication

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

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

INTRODUCTION

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

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

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

Realism and Playability

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

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

About Role Playing

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

How to Use this Book (TODO: UPDATE CHAPTER NUMBERS)

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

Original Acknowledgements

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

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Chapter 0

Changes Made in this Version

The following are areas that I (the editor of this revised edition, Michael Lubert) 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 clarifications/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 **10d20** 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. If a creature effected by this effect has a soul implanted (whether their own or a new one) during the duration, the effect clears and their soul takes over functions.

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.

7. Adamantine vs Adamantite: Both versions of this material appear in the text. It appears that "adamantite" was utilized in the 1st edition of D&D, which **Adventure Quest** is based on, and then changed in later versions to "adamantine," which is a Greek concept for diamond (and thus an obvious inspiration the hard and durable nature of the material). I have opted for "adamantine" and will be updating any instances of "adamantite." Additonally, there is almost no actual information on the availability/utility of the material or its properties beyond the material cost modifier and that it's apparently durable but rare

and hard to work with. I first gained familiarity with the material from the video game Dwarf Fortress, where it's known for being exceedingly light, and is crafted into lightweight chainmail or sharp blades, but is useless for hammers because of how light it is. I will be including similar material properties for various woods, leather and scales, metals, stones, magical materials, mythical materials, etc. and how they could affect weapon and armor weight, durability, performance, or resistance to damage types.

8. **Scrogg**: Scrogg was created as a joke, but eventually given some level of legitimacy. By my time, they were referred to not as the "God of Sensual Pleasures" but as the "God of Earthly Pleasures," which had been expanded to include music and food. I will be reworking most of the spells, history, and structure of this priesthood to reflect that, as well as removing many of the frankly disturbing aspects of Scrogg. Having 4 different spells that make people want to have sex with you is excessive, and it'd be more interesting, for instance, to have a spell that makes someone think that eating stew that's about to go off tastes like the best meal they've ever had, or to make a tone-deaf drunk's wailing sound like Frank Sinatra.

9. Restructuring - Having gone now through roughly 1/3 of this book (as well started work on an NPC generator script), I can safely say that there are definitely aspects of this book that can be re-arranged. I don't have concrete ideas yet, but I as a start I will put all chapters necessary for playing an adventurer before boat combat and information about the Onivero and Jaern. Also, I will likely split up the "Playing an Adventurer" chapter to

0.1 To Do

- Finish copying remaining old text. Prioritize player-utilized chapters first (Nomad Incants, Elemental Spells, Priest Spells, Glossary, Tables)
- Redo all formatting.
- Create Player Model template and import data.
- Update gender of remaining old text.
- Update/remove "slavery" and pimping references.
- Correct any logical inconsistencies.
- Fix line wrap with highlighting to not screw with spacing so much.
- Come up with a better indexing system that doesn't require all lowercase.
- Update Mets/Feet/Mile/Kilometer charts to not all start on a new page (maybe drop to 200?).

0.2 Changelog

- DATE-TBD: Initial version

Contents

Chapter 1

How to Read This Book

1.1 Dice Notation

Dice come in many different sizes, and when a die roll is required, the type and number are expressed like this:

> **Dice Notation**
> **(# of dice) d (sides of dice) [+ modifier]**

This notation means to take so many of a kind of dice, roll them, and add the results of each die, with an optional modifier added to the end.

Examples:

- 3d6 - Roll three dice which each have six sides.
- 1d4 - Roll one die with four sides.
- 5d8+6 - Roll five dice with eight sides, add the totals, and then add 6 to the result.

> Always assume six-sided dice if the number of sides per die is not specified.

1.1.1 Die Types

There are numerous kinds of die available. Most players new to playing tabletop role playing games are likely familiar with the standard d6, which is present in many board games. Eventually, you will learn the die by their shape, but they sheer number of die types can be confusing. If you're ever in doubt, look for the largest number you can see on a die, or ask another player.

Players of **Adventure Quest** can expect to use the following dice regularly:

- d20 - Players will need 1x twenty sided die. This is used to roll for combat attacks.
  - Note: There are two kinds of d20s: "Normal" and "Spindown." Normal die have each consecutive number as far as possible from the next number in the series (thus 1 and two are on nearly opposite sides of the die). Spindown die, often used as counters, have consecutive number touching the previous one, making finding the next number easy for someone using it as a placeholder. Various people have conducted testing of the probabilities and have determined that there is a greater variance between any two die of the same kind than of one type over another. Thus either variety can be used.
- d10 - Players will need 2x ten sided dies. These are used for certain weapons and for rolling "percentiles"
  - Note: There are two kinds of d10s: ones that are numbered 1-10, and ones that are numbered 00-90 (by 10s). It may be beneficial to have one of each t9o role percentiles (described below), but either can be used in place of a d10 for a standard role (with the understanding that 00 is "10"). It's a good idea if your d10s are the same kind to have two different colored ones.
- d6 - Players will need at least 3x six sided dies. These are used for all skill checks.

Players will potentially need one or more of the following, depending on what weapons and skills they have chosen:

- d4
- d8
- d12

1.1.2 Substituting Die

Die can be substituted for one another, provided the probabilities are equal. For instance, a player who needs to roll a d10 but does not have one, can roll a d20 and cut the result in half. Thus:

- 1-2 = 1
- 3-4 = 2
- 5-6 = 3

- 7-8 = 4
- 9-10 = 5
- 11-12 = 6
- 13-14 = 7
- 15-16 = 8
- 17-18 = 9
- 19-20 = 10

Similarly, a d12 can be used in place of a d6. Dice can not be multiplied (ie you can't roll 2d6 in place of 1d12, as there is no way to roll a 1).

1.1.3   Percentiles

When the player rolls a critical hit, or under other circumstances, they will need to roll "percentiles." This is a roll from 1-100. There are several ways this can be acomplished:

- 1d100 - There are 100-sided dies that are sold. It is not recommended that you purchase one unless you really want to.
- 2d10 - The player can roll two (differentiated) d10 die, and treat one as the tens digit, and one as the ones. Players should state which is which before the roll, if it is not obvious. Each die is treated as 0-9, with the 10 result being 0. The only exception is if both die are 0, in which case the result is 100.
- 2d20/1d10+1d20 - players can substitute a d20 for one or both die and divide the result of each in half.

Examples using 2d10 labeled as "1-10":

- Example 1: The 10's die is a 6 and the 1's is a 4. Their result is 64.
- Example 1: The 10's die is a 6 and the 1's is a 10. Their result is 60.
- Example 2: The 10's die is a 10 and the 1's is a 4. The 10's die result is considered 0, and their result is 4.
- Example 2: The 10's die is a 10 and the 1's is a 10. In this, and only this instance, the result is 100.

1.2   What Order To Read

This books serves as a players guide, GM's guide, and general reference. You are free to read any and all you wish, in whatever order.

Information necessary to create a character is located in chapters... Creating Races Backgrounds

Information on how to play a character is located in chapters ... Skills Combat Boats Weapons and Armor Magic Nomad Elemental Divine Creating Magic items

Information about the world this game takes place is located in chapters ... Historical Torandor Onivero Jaern Lojem Rougtero

Information about how to run a game is located in chapters... Rules Running a Campaign Example NPCs Example Magic Items Creatures

Chapter 2

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 an adventurer card The one below is designed to fit on a 4x6 notecard. If you'd like one that expands a bit more and takes up a full sheet of paper, you can find an example in **Ap ??: ??** on **Page ??**. 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	Missile	/		EXP
CSE	DU	Grapple	/		Profession
HEA	LF	Skills:	Equipment:		Enchanted Items:
AGI	Element				
PWR	Languages:				
COM					
WIL					
Race					
Sex					
DoB					
Age					
Build					
Height					
Weight					
Eye					
Hair					
Motive					
Deity					

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 they grow.

2.1 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.

2.2   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.

2.3   Life Force

All adventurers have a Life Force, which starts equal to the total of their HEA and PER stats, but can be improved separately to those skills. For now, simply note the LF value on your adventurer's record.

2.4   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 ??: ??** on **Page ??**. 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
1. Exceptional PER
2. Distance Judgment
3. Missile Skill*
4. Soulless
Orc
1. Exceptional WIL
2. Enhanced Smell
3. Physical Viciousness*
4. Mental Stubbornness
Dwarf
1. Exceptional HEA
2. Material Sense
3. Armor Construction*
4. Great Durability
Lizard
1. Exceptional AGI
2. Quickness
3. Water Breathing
4. Homing

*See **Ch ??: ??** 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 ??: ??** to learn about these skills and racial disadvantages.

Elves are extremely long lived compared to the other races. They do not, however, posses a soul, and thus do not have an existence after death. This makes then unable to use divine magic, and unable to ever be brought back from the dead. Elves

generally do not interact with the deities and their priests. Holy places like temples and shrines make them feel uncomfortable and they tend to avoid them.

Full Humans are often more diverse and adaptable than other races. If your adventurer is a full bred human, you may take an additional Placed Roll to further customize your stats. Roll 4d6 and throw any one die out, totaling the remaining three. Use this total to again replace the value of any of your nine original stats. If the roll is unsatisfactory, ignore it and leave your stats unchanged.

2.5   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.

2.6   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 ??: ??** on **Page ??**.

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.

2.7   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

2.8   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																	
#	HGT	A	B	C	D	E	F	G	H	#	HGT	A	B	C	D	E	F	G	H
4	3'7"	29	35	42	51	62	74	89	108	27	5'6"	70	85	102	123	148	179	215	259
5	3'8"	31	37	44	54	65	78	94	113	28	5'7"	73	88	105	127	153	184	222	268
6	3'9"	32	39	47	56	68	81	98	118	29	5'8"	75	90	109	131	158	190	229	276
7	3'10"	34	40	49	59	71	85	103	124	30	5'9"	77	93	112	135	163	196	236	285
8	3'11"	35	42	51	61	74	89	107	129	31	5'10"	80	96	115	139	168	202	243	293
9	4'0"	37	44	53	64	77	93	112	135	32	5'11"	82	99	119	143	173	208	251	302
10	4'1"	38	46	55	67	80	97	117	141	33	6'0"	84	102	122	148	178	214	258	311
11	4'2"	40	48	58	70	84	101	122	146	34	6'1"	87	105	126	152	183	220	266	320
12	4'3"	41	50	60	72	87	105	127	153	35	6'2"	89	108	130	156	188	227	273	329
13	4'4"	43	52	63	75	91	109	132	159	36	6'3"	92	111	133	161	194	233	281	339
14	4'5"	45	54	65	78	94	114	137	165	37	6'4"	94	114	137	165	199	240	289	348
15	4'6"	47	56	68	81	98	118	142	171	38	6'5"	97	117	141	170	205	246	297	358
16	4'7"	48	58	70	85	102	123	148	178	39	6'6"	100	120	145	174	210	253	305	368
17	4'8"	50	60	73	88	106	127	153	185	40	6'7"	102	123	149	179	216	260	313	377
18	4'9"	52	63	75	91	110	132	159	192	41	6'8"	105	127	153	184	222	267	322	388
19	4'10"	54	65	78	94	114	137	165	199	42	6'9"	108	130	157	189	227	274	330	398
20	4'11"	56	67	81	98	118	142	171	206	43	6'10"	111	133	161	194	233	281	339	408
21	5'0"	58	70	84	101	122	147	177	213	44	6'11"	114	137	165	199	239	288	348	419
22	5'1"	60	72	87	105	126	152	183	220	45	7'0"	117	140	169	204	246	296	356	429
23	5'2"	62	75	90	108	130	157	189	228	46	7'1"	119	144	173	209	252	303	365	440
24	5'3"	64	77	93	112	135	162	196	236	47	7'2"	122	148	178	214	258	311	374	451
25	5'4"	66	80	96	116	139	168	202	243	48	7'3"	125	151	182	219	264	318	384	462
26	5'5"	68	82	99	119	144	173	209	251										

2.9 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	–	–	–

2.10 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	–	–	–

2.11 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 ??: ??** to see how the GM creates personalities for actors. These methods are applicable to your adventurer's personality as well.

2.12   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	??

2.13   Adventurer Background

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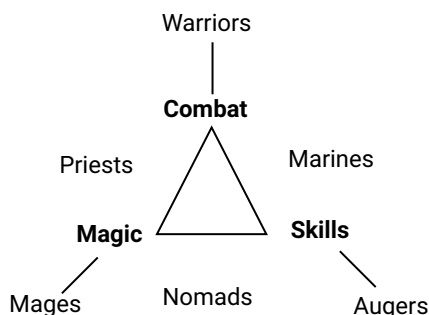
The three backgrounds at the ends of the spokes are thus Warrior (for those exclusively trained in combat), Mages (magic),

and Augers (skills). As for the areas between the spokes, a background that combines magic and combat produces the Priest, someone with a knowledge of magic and the physical training to back it up. Combining magic and skills yields a Nomad, with training in the mystical arts as well as skills. And finally, mixing combat and skills produces a Marine, a person with a need for fighting ability and quick and nimble movements.

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

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

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

- A Warrior relies upon their skill at arms. They are proficient at fighting and confident in their ability to succeed with force. While they might serve in an army, a warrior prefers individual combat and is more likely found employed as a bodyguard, mercenary, constable, or a guard.
- A Priest is devoted to the service of a deity, forever at that deity's disposal to spread their faith and worship throughout the world. A priest is willing for fight for their deity's cause, but can also use god-given magical powers to further their goals.
- A Magician is a practitioner of one of four types of elemental magics, using his magics to affect the world and gain wealth, recognition and influence. A magician is often consulted and employed by others to accomplish their goals. The spells available in each element give a definite flavor to the personality and style of play of a magician. Fire and Air magicians tend to have more offensive spells, whereas Earth and Water mages are more defense oriented. Fire and Earth magic tends to be more individual in nature, while many Air and Water spells are useful to support and maintain a group of adventurers. If your adventurer is going to become a magician, bear these generalities in mind to select the elemental style that matches your adventurer's personality.
- Brought up learning to think to solve their problems, an Auger's basic tenet is to live up to their potential, learning to utilize their best skills and making the most of any situation.
- Born to the seas, a Marine is a member of the traveling armies that plies the seas of Jaern. Ready with a quick story of marine heroes of the past, today's marine attempts to make a name for themselves and their shipmates. They adventure for fame, and are always ready for a good fight and a large tankard of ale.
- Members of a tight-knit group of families, Nomads mistrust all other Jaernians and rarely travel among them. They are rumored to have various mystical and magical powers, so most people shun them, unsure of their intentions.

After choosing one of these, place it on the adventurer card after "Background." If you're still uncertain, scan the list of Model Adventurers beginning on **Page 18** 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.

2.14 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

2.15   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.

2.16   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).

2.17   Nomadic Prefix Names

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

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

2.18   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.

2.19   Profession

Your adventurer may have a regular job to bring in a steady income. After your adventurer's skills are selected (see **Page 23**), you may choose one as their profession.

2.20   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 2.22: Buying** on **Page 19**).

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 crossbows
Grapple Modifier (**GM**)	Ability to grapple
Spell type	Declared type of spells (Earth, Fire, Aair, Water, and Divine)
Spell Groups	Ability to use various spell groups
Incants	Specific nomadic items and talisman
Skills	Purchased skills and their ranks
Combat Defense (CDV)	Resistance to being struck
Missile Defense (MDV)	Resistance to being hit by missiles
Grapple Defense (GDV)	Resistance to being grappled

2.20.1   Models

TBD

2.21 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.

2.22 Buying

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

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

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

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

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

If George the Magnificent (a Warrior) wants to raise his disguise attribute (base cost 50 EP) from 11 to 12, it will cost him 12 x 50 x 3 or 1800 EP. The 3x multiplier is included because the skill is an Auger skill, and George is a Warrior.

See Learning Skills on **Page 23** for more information on purchasing skills outside your class.

2.22.1 Buying up from zero

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

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

Attribute Purchase Equation

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

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

Attribute Purchase Example

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

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

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

2.23   Stats

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

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

2.24   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.

2.25   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.

2.26   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 ??: ??** on **Page ??**.

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.

2.26.1   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 ??: ??**, 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.

2.26.2   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.

2.26.3   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.

2.27   Incants

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

2.27.1   Preparing Incants by Other Backgrounds

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

2.28   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 16**). Furthermore, the rank of a language may never exceed the INT value. Language rank definitions are as follows:

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

2.29 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.

2.29.1 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 ??: ??** on **Page ??**.

Skills	Base Cost	Stat	Extra Dice
Skill Rank Definitions			
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

Skill Rank Definitions			
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
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

Skill Rank Definitions			
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
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

Skill Rank Definitions			
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
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

2.30   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 10x to determine your adventurer's starting money.

2.31   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 Adamantine	2000x

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

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

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

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

2.32 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.

2.32.1 Mobility

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

2.32.2 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).

2.32.3 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.

2.32.4 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."

2.32.5 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

2.32.6 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 ??** and add it to your CDV and your GDV.