

ECONOMICS & EQUIPMENT

This chapter is concerned with money: how much characters have, and what it buys. MYTHRAS uses the Silver Piece (SP) as the standard unit of currency in the game, with the cost of most equipment, goods and services being measured in SP. One Silver Piece is the standard price for one day's food, drink, and accommodation for one person, of stark quality; that is to say, breakfast and an evening meal, with some form of cheap beverage, and a place to sleep for the night.

It therefore costs a character around 7 SP a week personally to live at subsistence level. Depending on where the characters are located, coinage may not even be used (or may be viewed with suspicion). Some cultures value barter and payment in kind more favourably than the chink of silver.

Other coins are available as well. The standard currency for MYTHRAS consists of the Copper Piece, Silver Piece and Gold Piece. The exchange rate is:

- ✧ 10 Coppers = 1 Silver
- ✧ 100 Silvers = 1 Gold

Thus a single Gold Piece would provide a MYTHRAS character with reasonable food for 100 days. Three or four Gold Pieces would see a character roughly all the way through the year, if he is frugal.

Some cultures, typically farming, nomad and barbarian communities, measure wealth in terms of livestock. A single large herd animal, such as a cow, is worth around 100 SP. A pig or sheep is worth around 25 SP, and a flock of hens around 15 SP.

ANATHAYM'S SAGA

As MYTHRAS is not setting-specific the names of coins are very generic, but Games Masters should create something evocative for their coinage.

Silvers could, for example, be shillings, royals, pounds, and so on. Coppers could be pennies, bits or farthings. Gold could be wheels, Imperials or something equally grandiloquent.

In Meeros the copper piece is known as an Obol, the silver as a Drachm, and a gold a Zarg

INCOME, LIVING STANDARDS AND CLASS

A character's income is a reflection of how much he makes in a given period of time. Whilst income equates to wealth, it is most common for average workers to generate income not in terms of coin, but in terms of food and shelter, or access to land which, if tended, annually generates an amount per year equivalent to their yearly income in terms of coinage. Other common forms of recompense include training – magical and mundane – favours, and trade in kind.

Civilised cultures are most likely to use coinage for income and expenditure – although only those social classes with any form of prosperity will use coins on a frequent basis. Lowly classes will rely on barter, favours, and payments-in-kind for most transactions, with coins being a rare and treasured luxury.

An individual's standard of living is determined by their total expenditure each year on essentials: food, drink, lodging, clothes, gifts, and so on. It is natural for most people to spend nearly all their income achieving, or maintaining, the highest possible standard of living that they can. Note that this income may be required to support any additional dependents they may have, such as children, household servants or perhaps even a troop of personal guards. Those who spend more are likely to be at the top of their social class; those who are frugal and pinch pennies can exist on about 25% less than the amounts listed in the Social Class table, and will save some of their income, but may show a lower standard of living for their class.

Anyone seeking to be socially mobile must increase their living expenditures accordingly. Note, though, that social rank often does not rely on comparatively equal incomes. A barbarian chieftain may very well be accorded more respect, and wield more power, than a civilised rich noble, yet have nowhere near the same income in terms of cash and value in property.

The Minimum Maintenance Costs table opposite compares the minimum required expenditures required over time to maintain the standard of living for that social class. It does not necessarily indicate

the actual amount a member of that social class earns, which can be higher, but it can be used as a basis for deciding how much money a particular social class may have available in ready coin or other commodities.

Social Class	SP per Day	SP per Week	SP per Year*	Typical Home
Exile	Lives a hand to mouth existence			None/Lives Rough
Slave	1	7	375	Shared Shack/Hut
Freeman	2	15	750	Hut/Cabin/ Rented Room
Gentry	10	75	3,750	House/Apartment
Aristocracy	50	350	20,000	Large Villa/ Mansion
Ruling	250	1,750	100,000	Palaces/Estates

**Depends on the campaign setting. Assumes a year length of roughly 360 days with totals rounded up for neatness*

CHARACTER INCOME BETWEEN ADVENTURING

Characters are unlikely to spend all their time adventuring and, between adventures, will be engaged in professional and cultural pursuits. Characters can therefore expect some form of income from 'normal' day to day business according to their social class.

For example a noble might earn a regular income from taxing the inhabitants of his lands, or receive a stipend from his father, requiring no direct involvement on his part; whereas a baker might be employed slavishly baking loaves every day.

A character can expect to earn an applicable SP amount for his profession and social class. This assumes all is well in the world and no disasters, natural or otherwise, have affected the ability to generate income. However, if a more accurate reflection of downtime income is needed, roll on the Seasonal Income table adjusting the 1d100 roll as follows:

SEASONAL INCOME TABLE

1d100	Profitability
01-10	Disastrous: Reduce Income by 50%
11-20	Poor: Reduce Income by 25%
21-60	Normal: No adjustment to Income
61-80	Prosperous: Increase Income by 25%
81-00	Very Prosperous: Increase Income by 50%

The table represents the downtime profitability during the length of time the character was working or supervising his holdings, anything from several days to a year. During this period any number of things may have occurred from the failure of a harvest or theft of his property, through to an unexpected demand for particular produce or the expansion of a business.

For example, a self-employed Baker (a freeman) might expect to earn 30 SP in a week under normal circumstances. The 1d100 result is 06. One winter is especially bad, and the price of grain is driven up due to shortages, forcing the baker to absorb the majority of the loss in order to keep his customers. The baker only earns 50% of his usual Seasonal amount, for a total of 15 SP, which fortunately is just enough to keep supporting his family, and business. If his basic income had been less then he might have had to sell his bakery or resort to illicit



means in order to prevent himself dropping a social class, perhaps being forced into servitude as a slave to pay off his debts.

Characters can expect to spend the income indicated in the Minimum Maintenance Costs table on general living expenses. Of course, they can squander any windfall or spend less if prepared potentially to drop their living standards, albeit at the risk of their reputation suffering in some form.

BARTERING AND HAGGLING

In most societies shopping for services or goods is rarely straightforward. Coinage tends to be confined to civilised cultures, but in primitive, barbarian and nomad cultures, barter is far more common. Even where currency is actually used, traders rarely sell anything for a 'standard' price, as the value of most objects is subjective, and most purchases are haggled over.

As was once wisely said, an item is only as valuable as the amount somebody will pay for it.

BARTERING

Bartering successfully depends on tendering something someone else needs in exchange for what is being offered. A civilised character in a barbarian stead might offer coins in exchange for food, but coinage does not necessarily offer any immediate advantage to the barbarian. To barter successfully then, the character must have something the other party finds valuable in their normal environment.

Trading in kind usually works well: offering to chop wood for a morning in exchange for a bowl of stew and a bed for the night, for example. More complex or specialised goods and services are less likely to succeed – unless the character can convince the other party of the need and utility.

ANATHAYM'S SAGA

Anathaym decides she wishes to purchase a new sword. Venturing to the bronzesmith's quarter in Meeros, she spots an intriguing blade suited to her tastes, and begins to bargain with the seller. The Games Master decides to use the Hagglng rules which require resolution based on a differential roll. Anathaym has an Influence skill of 28% which the merchant opposes with his Commerce skill of 63%.

The dice are rolled. Whilst Anathaym manages to succeed in her Influence roll, the merchant Criticals his, resulting in the seller winning by one level of success. According to the Hagglng Outcome Table this means that although Anathaym negotiates well, the merchant's impressive sales pitch convinces her to pay a quarter over the normal price for such a weapon. Anathaym considers herself fortunate however, if she had failed the roll the merchant would have won by two levels of success, which would have been even more expensive!

Bartering works in the following way:

- ✧ The character makes an offer of something. If this is a common commodity or an essential service appropriate to the other party that is obviously going to be of benefit, then the barter succeeds.
- ✧ If the character is intending to offer something of less obvious value/utility or something esoteric, then he makes a Customs or relevant Culture roll. If successful, he has spotted a way of pointing out benefits not realised by the other party. This changes the difficulty grade of either Influence or Commerce, whichever is being used to effect the transaction.

BARTER MODIFIER TABLE

Customs/Culture	Influence Bonus	Commerce Bonus
Critical	Easy	Very Easy
Success	Standard	Easy
Failure	Hard	Standard
Fumble	Formidable	Hard

- ✧ Next the character makes an Opposed Influence or Commerce roll. The other party resists with either Willpower or Commerce - whichever is higher.
- ✧ If the character wins the Opposed roll, what he offers is accepted. If he fails, it is not. If the Adventurer fumbles the opposed roll, then there is a good chance he has insulted the other party, meaning that offence has been taken, even if not intentionally offered.

HAGGLING

Reducing a price to a reasonable amount is known as Hagglng. In some cultures hagglng is a major source of social interaction, a prime source of daily entertainment. A skilled negotiator can achieve substantial discounts through careful hagglng, although it is rare for any seller to allow themselves to make a loss on any transaction. To do so on a regular basis would soon place them out of business. Prices listed in the Equipment section assume a 'standard' profit margin for the seller, enough to reasonably support themselves.

The process works in a slightly different way from Bartering, in that participants use Insight rather than Customs to gain an advantage in the negotiation. This is followed by a Differential Roll of

Influence or Commerce against Willpower or Commerce. The outcome of the roll is determined by the difference in success levels between buyer and seller:

HAGGLING OUTCOME TABLE

Difference in Levels of Success	Purchaser gains Advantage	Seller gains Advantage
3	25% of the Standard Price	200% of the Standard Price
2	50% of the Standard Price	150% of the Standard Price
1	75% of the Standard Price	125% of the Standard Price
Equal	Standard Price	Standard Price

EQUIPMENT

The remainder of this chapter is given over to equipment: armour, weapons, clothing, tools and other sundries characters rely on when adventuring.

Any piece of equipment is described in terms of one or more elements (some apply more than others). These are:

- ✧ Cost (in SP or CP)
- ✧ Armour Points: the natural resilience of the item to damage
- ✧ Hit Points: how much damage the item can sustain before being destroyed or rendered useless
- ✧ Encumbrance: how much the item contributes to Encumbrance (see page 77) limits; a combined measure of weight, mass, and restriction

Some items, typically clothing, and very small, light things, have only cost listed: it can be assumed that such things do not contribute towards Encumbrance limits and can be damaged relatively easily. Others, such as weapons, armour, and tools, display all four elements.

EQUIPMENT PRICE

All items listed in this chapter represent standard quality examples. Items of better or worse quality are available at an either an inflated or reduced cost. The section on Equipment Quality, starting on page 65, provides guidance on costs, enhancements/drawbacks or higher and lower quality goods.

The prices quoted assume availability is good. When there is a short supply of something, prices will rise and, depending on the commodity, may be anywhere between 10% and 1000% higher than quoted (1d100x10%). The environment, too, will affect availability and therefore cost. Items, and commodities are generally easier and cheaper to obtain in larger settlements with established markets and traders. In remote or rural areas all but the most basic of locally produced goods and foodstuffs will be more difficult to obtain; and will command a higher price, if available at all.

CULTURE/MILIEU

Depending on the setting for your MYTHRAS game, not all items will be available. One would not expect clockwork mechanisms or wheeled vehicles to be available in a MYTHRAS setting modelled on Ancient Mesoamerica, for example. Equipment is therefore provided with a Culture/Milieu classification to help Games Masters identify what is and isn't available in a particular setting. This is a rough guide only, but one that helps recreate an authentic atmosphere (if one is needed; your MYTHRAS setting may be deliberately anachronistic).

The Culture/Milieu classifications are:

- ⌘ Prehistoric (P): Items likely to be found in settings and cultures that have not progressed much beyond the Stone Age.
- ⌘ Ancient (A): Items likely to be available in settings and cultures equating to the Bronze and Iron Ages.
- ⌘ Medieval (M): Items likely to be available in settings and culture equating to the European Middle Ages.
- ⌘ Renaissance (R): Items likely to be available to settings and cultures equating to the European Renaissance.
- ⌘ Enlightenment (E): Items likely to be available in settings and cultures equating to the European Age of Enlightenment (17th and 18th Centuries).
- ⌘ Industrial (I): Items found in settings and cultures that have embarked on an Industrial Revolution.

ARMOUR

Worn for protection against physical harm, armour reduces the amount of damage a Hit Location sustains by its Armour Point value. Armour of any kind therefore offers a significant advantage in combat, and helps improve the chances of survival. The downside to armour is that it can be heavy and restrictive to movement; fighting for a sustained period in metal armour takes its toll in terms of fatigue, and also slows down the ability to react.

Armour is ranked according to the manner in which it is constructed and overall coverage, not the actual material it was made from. For example it is perfectly permissible to manufacture a scaled

helm made from sewing boar tusks to a leather cap, or a suit of half-plate from cuir bouilli dinosaur leather or carved jade. Of course some materials are stronger than others; a bronze breastplate will be thinner and lighter than an equivalent made from rhino hide. Thus the material used to manufacture the armour affects its Encumbrance (ENC).

No matter what material the armour is made of, it cannot be layered with other types – such concepts are already incorporated as part of its construction. Armour is assumed to come with whatever lining or padding would normally be expected as part of the complete panoply.

Each type of armour is defined by the following qualities:

- ⌘ AP: The number of armour points given to each location covered by this armour. If a character is wearing multiple pieces of armour on a location, only the highest armour point score is used although the ENC incurred is cumulative.
- ⌘ ENC: The typical weight and bulk of the armour. Use the Material Types table to adjust ENC for more unusual materials.
- ⌘ Cost: The cost, in Silver Pieces, per location covered. Price assumes the armour is made from common local material, more exotic substances increase this cost.
- ⌘ Milieu: Typical milieus where this type of armour occurs.

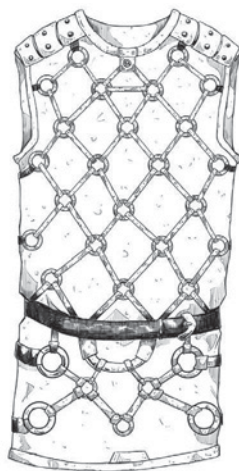
The Armour Table lists each of the characteristics by armour type, and also summarises the encumbrance and cost for a full suit, covering all seven Hit Locations, for the armour in question assuming construction from standard materials. The Armour Penalty for a full suit of the same armour is given in parentheses.

In the Material Types table, no cost adjustments are given for the construction of armour from more unusual materials, only its effect on ENC. The availability and additional cost of such substances is wholly dependent on the campaign setting. For instance, chitin armour would be impossible in a game where giant insects did not exist. Likewise if chitin is only available to primitive or hostile cultures, it might be vastly more expensive for someone in a civilised culture to purchase armour made from the material, assuming somebody in the city could actually craft or import it. On the other hand, it might be the default armour substance for tribesmen lacking metallurgy.

LINOTHORAX



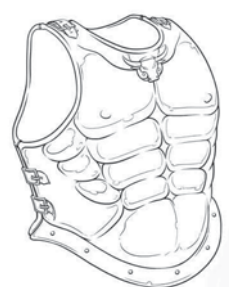
BEZAIKTED



CHAINMAIL



HOPLITE CUIRASS



ARMOUR TABLE

Base Material	Construction	Example	AP	ENC	Cost per Location	Suit ENC/Cost/ Armour Penalty	Milieu
Flexible	Natural/Cured	Furs, Hides	1	2	20	14/140/3	Any
	Padded/Quilted	Aketon, Gambeson	2	1	80	7/560/2	Any
	Laminated	Linothorax, Bezainted	3	2	180	14/1260/3	A-M
	Scaled	Brigandine, Lamellar	4	3	320	21/2240/5	A-R
Rigid	Half Plate	Hoplite Plate	5	4	500	28/3500/6	A-R
	Mail	Mail Hauber, Laminar	6	5	900	30/6300/7	A-R
	Plated Mail	Splinted Chainmail	7	6	1400	42/9800/9	M-E
	Articulated Plate	Gothic Plate	8	7	2400	49/16800/10	M-E

MATERIAL TYPES TABLE

Material	ENC Modifier	Notes
Bone	x1.5	Bulky though light, desiccated bone can be used in Laminated, Scaled, and Plate construction
Bronze	x1	Bronze, like iron, is considered the default material for rigid armours
Chitin	x0.75	Lighter than other rigid materials it can be used for Laminated, Scaled, and Plate armours. Chitin can only be carved however; not moulded, so large armour segments must come from insects of suitable size
Iron	x1	Similarly to bronze, iron is considered the default material for rigid armours
Ivory	x1.25	Teeth, and tusks can be fashioned as part of Laminated, Scaled, and Plate
Leather	x2	Leather can be tanned or boiled to make it rigid, and thus used in the construction of any armour save mail, providing it is thick enough; crocodile skin for a suit of half plate for example. Furs, and Hide armour is by default assumed to be made from leather
Linen	x1	Linen or its woollen equivalent is considered the default material used in flexible armours up to Laminated
Shell	x2	Shell armour tends to be thick, and heavy to make up for its fragility, but can be used in Laminated, and Scaled armour; or if the source creature is of sufficient size, single pieces carved down to shape for Plate
Silk	x0.75	Tougher, and lighter than other fabrics, silk can be used to make flexible armours
Steel	x0.75	Superior in strength to iron or bronze, it can be fashioned into thinner, lighter pieces for rigid material armours
Stone	x3	Not often used due to its weight, stones such as jade or obsidian can be carved, and ground into small pieces suitable for laminated or scaled armours, or large single segments worn as impromptu half-plate cuirasses

ARMOUR AND SIZ

Flexible armour will generally fit one point of SIZ more or less than the SIZ it was designed for. Rigid armour is crafted to fit a wearer of specific proportions, so it will only fit the same SIZ and frame for which it has been designed.

ARMOUR PENALTY TO INITIATIVE

Armour can be heavy and impede movement to some degree. The vast bulk of those who train in weapons also train in armour, and so become accustomed to armour's rigours, but this does not mean they are free from its more restrictive effects.

MYTHRAS simulates this through the Initiative Penalty. The more armour one wears, and the heavier or more encumbering it is, the greater the Initiative Penalty. This penalty is applied to a character's Initiative. Its calculation is simple enough; add together the ENC for all the armour worn, and then divide by 5, rounding up. A full suit of plated mail, having an ENC of 6 per location, and covering seven locations has an Armour Penalty of $(6 \times 7) / 5 = 8.2$, rounded up to 9. Thus a character wearing a full set would reduce his Initiative by 9 points.

ANATHAYM'S SAGA

Meerish Warriors wear Hoplite Half Plate armour: helm, greaves, vambraces, breastplate, and kilt. Anathaym therefore has her seven Hit Locations covered with armour having an ENC value of 4 per piece. The total ENC is therefore 28, and her Initiative Penalty due to the Hoplite Armour 28/5. Her Initiative Penalty is therefore -6.

ACCOMMODATION

Accommodation can be permanent or temporary, fixed or transportable. Prices for rented temporary accommodation, such as a room at an inn, are per night. Food is extra.

As always, accommodation costs will vary with seasons and demand. In busy periods – markets, festivals, and so on – prices will climb with demand, and larger towns and cities will charge more, in general, than smaller ones.

ACCOMMODATION TABLE

<i>Accommodation Type</i>	<i>Cheap</i>	<i>Reasonable</i>	<i>Superior</i>
Common room floor/stables	0.5	-	-
Shared room/dormitory	1	1.5	-
Private room	2	5	10
Rented hovel or shack (week)	10	-	-
Rented cabin or cottage (week) – sleeps small family	15	25	50
Rented house or apartment (week) – sleeps large family	30	50	75
Rented villa or mansion(week) – sleeps small entourage	100	250	1000
Hovel or shack to buy	100	-	-
Cabin or Cottage to buy (per bedroom)	750	1,250	2,500
House or Apartment to buy (per 2 bedrooms)	3,000	5,000	7,500
Villa or Mansion to buy (per 4 bedrooms)	20,000	50,000	200,000
Tent (per person capacity)	1	3	5

CLOTHING

All characters begin the game with a set of clothes appropriate to their culture and social class, but through wear and tear it will become necessary to replace existing garments as well as buy new ones appropriate to the local conditions or to celebrate unusual occasions. Those of high Social Class may even be required to continually purchase new sets of clothes simply to keep up with fashion.

The following prices are merely guidelines. There is technically no upper limit as to how much an item of garb can cost once you take into consideration exotic fabrics, embroidery, dyed colours, and decorations of precious furs or jewels.

Assuming more or less continual wear, cheap clothing can be worn for a year before it is rendered to rags. Reasonable clothing lasts for twice that before being reduced to cheap status. Superior clothing lasts for three years of wear, and then is downgraded to reasonable status.

Repairing clothing is a normal part of everyday life. In most cultures it is commonplace to provide garments, footwear or the fabric to make such things as part of an employee's annual wages.

CLOTHING TABLE

<i>Garment</i>	<i>Cheap</i>	<i>Reasonable</i>	<i>Superior</i>
Boots	25	50	100
Cap or Hat	3	6	18
Gloves, Socks or Underwear	5	10	20
General Coat or Cloak	20	45	90
Vest or Tabard	10	20	50
Tunic or Dress	15	30	75
Sandals	4	8	20
Shoes	20	45	90
Trousers, Skirt or Kilt	12	25	60
Shirt, Smock or Shift	8	16	35
Winter Coat or Cloak	30	75	150

FOOD

Food is not specified by any particular type in MYTHRAS as it can vary dramatically according to culture: assume that food bought is a meal which, for a very basic, cheap meal typically includes some kind of broth, pastry or bread, and some brewed or dairy beverage. More expensive meals include larger portions of meat or fish, a wider range of seasonal fruits and vegetables, and a better grade of beverage. A superior meal consists of several varied courses, and luxuries of some sort such as rare meats, spices or imported fruits.

Trail rations consist of food preserved for long life, such as dried and cured meats, cheese, bread (usually unleavened flatbread for ease of transport), and cereals, either nuts or grains.

Characters need to eat and drink at least once per day or begin to suffer penalties, see Survival on page 49.

FOOD TABLE

<i>Type</i>	<i>Cheap</i>	<i>Reasonable</i>	<i>Superior</i>
Meal at a tavern or inn	1	3	8
Ale or Beer for an evening	1	1.5	3
Wine or Spirits for an evening	2	4	6
Trail rations (7 days)	7	9	12

LIVESTOCK

In many communities livestock represents cash wealth, and may even form the local currency. Livestock needs to be fed and tended. The cost to maintain livestock in bought food (grazing will usually be free during appropriate seasons, but stockpiled food is essential in inclement seasons) for a week is usually a twentieth of the animal's price.

A creature's inherent worth is not simply dependent on how much food it produces when butchered. Some are valued for their

ability to draw vehicles or ploughs, whilst others may be a source of valuable materials such as ivory or chitin. A few creatures might even be kept for their ability to fight or hunt.

The following table only offers general livestock. In more exotic settings one can expect to see a greater range of creatures available, anything from giant insects to flying beasts. Higher quality usually reflects better physical characteristics or training, but can be merely based upon the creature's aesthetic beauty.

LIVESTOCK TABLE

Item	Poor Quality	Reasonable	Superior
Bull	500	1000	3000
Calf	30	60	180
Camel	1100	2200	6000
Cow	100	200	600
Fowl	1	2	4
Goat	25	50	100
Horse (cavalry/ war-trained)	3000	6000	10,000
Horse (heavy draught)	1400	2800	8000
Horse (riding)	1200	2500	7000
Ox	150	300	800
Pig	25	50	150
Sheep	25	50	150

TOOLS

Tools include all the items any self-respecting adventurer can be expected to own: rope, sacks and bags, candles, lanterns, and so on. All items in this list are deemed to be of reasonable quality.



Tools	ENC	Cost
Abacus	1	8 SP
Astrolabe (Ancient onwards)	1	200 SP
Backpack/Satchel (holds up to 20 ENC)	1	5 SP
Bedroll	1	1 SP
Bit & Bridle	1	15 SP
Block & tackle	1	15 SP
Bottle, glass/earthenware	—	2 SP
Candle, 6 hour	1	1 SP
Chain, 2m	2	40 SP
Chest, Large (holds up to 100 ENC)	5	80 SP
Chest, Small (holds up to 50 ENC)	3	40 SP
Cooking Pot (for travel)	2	3 SP
Craft tools (basic tools to match a handicraft)	2	75 SP
Crop (riding)	—	15 SP
Crowbar	1	25 SP
Doorjamb	2	5 SP
Driver's whip	—	25 SP
Falconer's Kit	1	30 SP
Feed/mount rations (per day)	1	5 CP
Fine wine goblet (glass – double for silver)	—	8 SP
First aid kit (useful for 10 applications of First Aid skill)	—	25 SP
Fish hooks (20)	—	1 SP
Fishing kit	1	15 SP
Fishing Net	4	10 SP
Flint & tinder	—	1 SP
Game Snares, and Traps	1	1 SP
Goad	1	25 SP
Grappling hook	—	5 SP
Hammer/Saw/Mallet/Chisel	1	1 SP
Healer's kit (useful for 10 applications of Healing skill)	1	150 SP
Hourglass (Ancient onwards)	1	20 SP
Knife (tool, not weapon)	—	5 SP
Ladder, rope 3m	4	2 SP
Lantern, basic	1	10 SP
Lock picks	—	75 SP
Lockbox	1-4 depending on size	75 - 250 SP
Lodestone	—	5 SP
Milling Stone	2	8 SP
Mirror (hand glass)	1	12 SP
Mug/Beaker/Dish/Plate (wood – double price for metal)	—	5 CP each
Musical instrument	2	70 SP
Nails or tacks (50)	—	2 CP
Oil flask	1	1 SP
Papyrus or paper sheet (double the cost for vellum)	—	5 CP

<i>Tools</i>	<i>ENC</i>	<i>Cost</i>
Oil flask	1	1 SP
Papyrus or paper sheet (double the cost for vellum)	—	5 CP
Pickaxe	1	35 SP
Pole, 3m	1	1 SP
Quills, and ink for writing	1	30 SP
Quiver	—	2 SP
Razor, folding	—	3 SP
Rope (hemp), 10m	2	10 SP
Sack, large (holds up to 60 ENC)	1	5 CP
Sack, small (holds up to 30 ENC)	—	2 CP
Saddle, riding	3	60 SP
Saddle, war	4	90 SP
Saddlebag (holds up to 2x20 ENC)	2	20 SP
Saw, hand	1	1 SP
Scythe/Sickle	2	30 SP
Sextant (Renaissance cultures, and later)	1	25 SP
Ship's Compass (Medieval cultures, and later)	1	70 SP
Shoes, horse	1	10 SP
Spade/Hoe/Pitchfork	1	25 SP
Torch, 1 hour	—	4 CP
Torch, 6 hour	1	8 CP
Waterskin or Canteen (holds 2 litres of liquid)	1	5 CP
Wax, block	1	2 CP

MELEE WEAPONS

The weapons listed here cover a wide gamut of societies and periods. Some weapons, such as swords, axes, and spears, are ubiquitous, whereas others have firm cultural and period groundings. In many societies it is deemed both necessary and desirable to carry some means of defending oneself. Customs always vary though, and the type of weapon carried depends very much on circumstances. Having a sword and dagger anchored to one's belt may not be thought unusual, for instance, whereas carrying a halberd or greatsword would be deemed unthinkable unless one is actively preparing for war.

All weapons are governed by a series of characteristics which are as follows:

- ✦ *Damage:* The amount of damage the weapon delivers if an attack is successful.
- ✦ *Size:* Every weapon is rated for its mass, leverage and stability. The Size is used to determine the weapon's ability to inflict and parry damage (see page 94). The size categories are Small (S), Medium (M), Large (L), Huge (H), and Enormous (E).
- ✦ *Reach:* Every weapon is also rated for its Reach – its length and ability to hold a foe at bay due to its length. The longer the weapon the greater its ability to prevent an opponent getting close enough to inflict damage

with their own weapon. The Reach categories are Touch (T), Short (S), Medium (M), Long (L), and Very Long (VL).

- ✦ *Combat Effects:* The design of the weapon allows it access to weapon specific Special Effects. Swords, for instance, slice and stab, and so are permitted access to the Impale and Bleed effects, whereas a mace is unable to produce those effects but could inflict Stun Location instead (see Special Effects page 95).
- ✦ *ENC:* The weapon's combined encumbrance and weight
- ✦ *AP/HP:* All weapons are rated for their Armour Points and Hit Points; their ability to withstand direct damage, and how much damage they can tolerate before breaking. Those weapons that rely on metal for their damage capability are assumed to be either bronze or iron.
- ✦ *Traits:* Some weapons, due to their specialised nature, have certain qualities, or traits, that differentiate them from weapons of a similar style. The common traits are:
 - ✦ *Barbed* – If impaled it will cause full rather than half damage on being yanked free.
 - ✦ *Defensive* – If used to parry an attacking weapon, that weapon is considered one size smaller than it actually is. So a Large sword is considered Medium, and a Medium sword is considered Small. Weapons already Small in size are unaffected.
 - ✦ *Double Ended* – If broken in combat, the length remaining in the hand can be reversed, and used as a shorter version of the original weapon.
 - ✦ *Entrapping* – As per the Defensive trait, but also allows use of the Pin Weapon special effect without needing to roll a Critical.
 - ✦ *Flexible* – If the opponent is using a shield to parry, the shield is considered one size smaller than it actually is. So a Huge shield is considered Large, a Large shield is considered Medium, and so on.
 - ✦ *Mount* – The weapon must be used from the back of a moving mount.
 - ✦ *Offensive* – The weapon cannot be used to parry.
 - ✦ *Passive Block* – The weapon can passively block multiple Hit Locations, which must be contiguous to one another.
 - ✦ *Ranged Parry* – The weapon can parry ranged weapons.
 - ✦ *Set* – The weapon can be set to receive a foot or mounted charge.
 - ✦ *Stealth* – The weapon must be used from ambush.
 - ✦ *Thrown* – The weapon can be used as a ranged weapon as well as a hand-to-hand weapon.

- ✦ *Cost:* The weapon's cost in Silver Pieces.

The melee weapon tables begin on page 63.

RANGED WEAPONS

Ranged weapons deal damage at a distance, and do not require physical contact between combatants; such as a thrown rock, a bullet from sling or an arrow from a bow. Being able to harm an opponent from range has clear advantages: one can take advantage of cover and greater protection and, unless the opponent has a ranged weapon himself, the chances of you being injured are lessened.

Since dealing damage at range inevitably means imparting velocity to some form of projectile, ranged weapons are difficult to defend against. Without a shield or other form of solid cover that can disperse the energy of a projectile, ranged weapons cannot be parried; meaning that the best defence, if one is aware of an incoming missile, is evasion. However evasion often puts the defendant into a situation where returning an attack, even a ranged one, is difficult.

Ranged weapons have very similar characteristics to Melee Weapons, although there are some differences as noted below:

- ✦ *Damage:* The amount of damage the weapon delivers if an attack is successful.
- ✦ *Damage Modifier:* Not all ranged weapons can take advantage of a character's damage modifier. A Yes or No entry dictates whether or not the user's damage modifier can be applied.
- ✦ *Force:* Each ranged weapon possesses a force rating equivalent to the 'Size' of close combat weapons. In the case of projectiles, this does not relate to the firing weapon itself, but rather to how much 'impact' its ammunition has. The value is used to determine whether the weapon can overcome any shield which may parry it. The size categories are Small (S), Medium (M), Large (L), Huge (H), and Enormous (E).
- ✦ *Range:* This is a measure of the weapon's effectiveness at three distances separated by slashes, representing the maximum Close, Effective and Long ranges of the weapon or its ammunition. Ranges are expressed in metres. Note that distance penalties to the user's skill are independent from the weapon, see page 108.
 - ✦ *Close Range* – The distance over which Choose Location may be used as a non-critical special effect, provided the target is stationary or unaware of the impending attack.
 - ✦ *Effective Range* – The distance over which there are no significant modifiers on the weapon's accuracy or power.
 - ✦ *Long Range* – The distance over which the weapon can still inflict harm, but the amount of damage is halved, and its Force is reduced by one step.
- ✦ *Load:* This shows how many turns are required to load or reload a weapon which fires ammunition.
- ✦ *Combat Effects:* As per Close Combat weapons.
- ✦ *Impaling Size:* The effective size of the weapon or its ammunition if it succeeds in an impaling attack.
- ✦ *ENC:* The weapon's combined encumbrance and weight.
- ✦ *AP/HP:* All weapons are rated for their Armour Points and Hit Points; their ability to withstand direct damage, and how much damage they can tolerate before breaking. Those weapons that rely on metal for their damage capability are assumed to be either bronze or iron.
- ✦ *Cost:* The weapon's cost in Silver Pieces.

¹ Thrown javelins may use the Pin Weapon special effect against shields, without needing to roll a Critical.

RANGED WEAPON AMMUNITION

Weapons such as bows and crossbows use ammunition to deliver damage. Arrows, quarrels, darts and bullets can be made by anyone with the appropriate craft skill, for example Craft (Fletcher) for



arrows, as long as the appropriate raw materials, and a suitable work area or workshop are available for the task. If bought from a craftsman then the costs are as follows:

- ✦ Arrows (per sheaf of a dozen) 4 SP
- ✦ Quarrels (per sheaf of a dozen) 3 SP
- ✦ Lead sling bullets (per bag of twenty) 1 SP
- ✦ Blowgun darts (per half dozen) 2 SP
- ✦ Thrown darts (per sheaf of a dozen) 2 SP

Ranged Weapon tables begin on page 65.

SIEGE WEAPONS

Most siege weapons are used to lob simple bolts or stones at targets. They are so powerful that a direct hit will generally cripple or kill most armoured humanoids with a single shot. However, it is often only siege weapons which can hurt larger creatures such as giants or dragons. If not being used in battle most siege weapons are used to reduce fortifications, breaching holes in walls or destroying defensive towers hosting their own siege weapons.

The following weapons do not use handedness, damage bonuses or ENC being beyond such issues. The Size of their projectiles is rated as Beyond Enormous (BE), meaning that no shield will protect against the force of such impacts. Due to the nature of the weapons, Range only has two values; Effective Range and Long Range.

NOTES ON SIEGE WEAPONS

- ✦ Reloading time is measured in Combat Rounds, not Turns.
- ✦ Crew: This is the minimum and maximum crew required to operate the weapon. Each extra person above the minimum value reduces the Load time by 1.
- ✦ Siege Weapon Combat Effects are included for attacks against large or colossal creatures. They are superfluous against fortifications.

Siege Weapon tables begin on page 64.

VEHICLES

Most vehicles are drawn by one or more animals, and move at the animal's rate. The number of animals required, for the animals to maintain their standard movement rate, is noted in the Draw column of the vehicles table. Reduce the movement proportionately if fewer animals are used. Generally drivers will not exceed the required number of animals because this decreases control, stability, and integrity.

The amount a vehicle can carry in terms of driver(s), and passengers, and cargo (total ENC) is indicated in the Load column. Again, drivers will refuse to exceed these load amounts because control, and stability becomes more difficult.

Vehicle tables begin on page 64.

ONE HANDED WEAPONS

<i>Weapon</i>	<i>Damage</i>	<i>Size</i>	<i>Reach</i>	<i>Combat Effects</i>	<i>ENC</i>	<i>AP/HP</i>	<i>Traits</i>	<i>Milieu</i>	<i>Cost</i>
Ball & chain	1d6+1	M	M	Bash, Entangle, Stun Location	2	6/8	Flexible	M	250 SP
Battleaxe	1d6+1	M	M	Bleed, Sunder	1	4/8		A-R	100 SP
Broadsword	1d8	M	M	Bleed, Impale	2	6/10		A-E	175 SP
Chain	1d4	M	M	Entangle	1	8/6	Flexible	A-I	10 SP
Club	1d6	M	S	Bash, Stun Location	1	4/4		All	5 SP
Dagger	1d4+1	S	S	Bleed, Impale	—	6/8	Thrown	All	30 SP
Hatchet	1d6	S	S	Bleed	1	4/6	Thrown	All	25 SP
Falchion	1d6+2	M	M	Bleed	1	6/10		A-M	200 SP
Flail	1d6	M	M	Bash	1	3/6	Flexible	A-M	25 SP
Knife	1d3	S	S	Bleed, Impale	—	5/4		All	10 SP
Lance	1d10+2	H	VL	Impale, Sunder	3	4/10	Mount	A-M	150 SP
Longsword	1d8	M	L	Bleed, Impale	2	6/12		M-R	250 SP
Mace	1d8	M	S	Bash, Stun Location	1	6/6		A-R	100 SP
Main Gauche	1d4	S	S	Bleed	—	6/10	Entrapping	M-E	180 SP
Military pick	1d6+1	M	M	Stun Location, Sunder	3	6/10		M-E	180 SP
Net	1d4	S	L	Entangle	3	2/20	Entrapping, Thrown	All	20 SP
Rapier	1d8	M	L	Impale	1	5/8		E	100 SP
Sabre	1d6+1	M	M	Bleed, Impale	1	6/8		E-I	225 SP
Scimitar	1d8	M	M	Bleed	2	6/10		M-E	200 SP
Shortspear	1d8+1	M	L	Impale	2	4/5	Set, Thrown	All	20 SP
Shortsword	1d6	M	S	Bleed, Impale	1	6/8		All	100 SP
Trident	1d8	M	L	Impale	2	4/10	Barbed, Thrown	A-M	155 SP
Whip	1d3	M	VL	Entangle, Stun Location	1	2/8	Entrapping, Flexible, Offensive	A-M	100 SP

SHIELDS

<i>Shield</i>	<i>Damage</i>	<i>Size</i>	<i>Reach</i>	<i>Combat Effects</i>	<i>ENC</i>	<i>AP/HP</i>	<i>Traits</i>	<i>Milieu</i>	<i>Cost</i>
Buckler	1d3	M	S	Bash, Stun Location	1	6/9	Ranged Parry; Passive Blocks 2 locations	M-E	50 SP
Heater	1d4	L	S	Bash, Stun Location	2	6/12	Ranged Parry; Passive Blocks 3 locations	M	150 SP
Hoplite	1d4	H	S	Bash, Stun Location	3	6/15	Ranged Parry; Passive Blocks 4 locations	A-M	300 SP
Kite	1d4	H	S	Bash, Stun Location	3	4/15	Ranged Parry; Passive Blocks 4 locations	M	300 SP
Peltast	1d4	L	S	Bash, Stun Location	2	4/12	Ranged Parry; Passive Blocks 3 locations	A-M	150 SP
Scutum	1d4	H	S	Bash, Stun Location	4	4/18	Ranged Parry; Passive Blocks 5 locations	A-M	450 SP
Target	1d3+1	L	S	Bash, Impale	2	4/9	Ranged Parry; Passive Blocks 3 locations	A-E	150 SP
Viking	1d4	L	S	Bash, Stun Location	3	4/12	Ranged Parry; Passive Blocks 4 locations	M	300 SP

TWO HANDED WEAPONS

<i>Weapon</i>	<i>Damage</i>	<i>Size</i>	<i>Reach</i>	<i>Combat Effects</i>	<i>ENC</i>	<i>AP/HP</i>	<i>Traits</i>	<i>Milieu</i>	<i>Cost</i>
Battleaxe	1d8+1	L	M	Bleed, Sunder	1	4/8		A-M	100 SP
Garrotte	1d2	S	T	-	—	1/2	Stealth	A-I	15 SP
Glaive/Rhomphaia	1d10+2	L	L	Bleed, Sunder	2	4/10		A-M	250 SP
Great axe	2d6+2	H	L	Bleed, Sunder	2	4/10		A-M	125 SP
Great club	2d6	H	L	Bash, Stun Location	3	4/10		All	50 SP
Great hammer	1d10+3	H	L	Bash, Stun Location, Sunder	3	4/10		M-E	250 SP
Greatsword	2d8	H	L	Bleed, Impale, Sunder	4	6/12		M-E	300 SP
Halberd/Poleaxe	1d8+2	L	VL	Entangle, Impale, Sunder	4	4/10	Set	A-E	200 SP
Longspear	1d10+1	L	VL	Impale	2	4/10	Set	All	30 SP
Longsword	1d10	L	L	Bleed, Impale, Sunder	2	6/12		M-E	250 SP
Military flail	1d10	L	L	Bash, Stun Location	3	4/10	Flexible	A-M	250 SP
Pike/Sarissa	1d10+2	L	VL	Impale	4	4/12	Set	A-M	90 SP
Quarterstaff	1d8	M	L	Stun Location	2	4/8	Defensive	All	20 SP
Xyston	1d10	L	VL	Impale	3	4/10	Set; Double Ended	A	100 SP

SIEGE WEAPONS

<i>Weapon</i>	<i>Damage</i>	<i>Range Effective</i>	<i>Long</i>	<i>Load</i>	<i>Crew</i>	<i>SIZ</i>	<i>Combat Effects</i>	<i>AP/HP</i>	<i>Milieu</i>	<i>Cost</i>
Scorpion	3d6	150m	300m	4	1/1	BE	Impale, Sunder	4/15	A-M	750 SP
Ballista	4d6	200m	400m	5	2/4	BE	Impale, Sunder	4/25	A-M	1,000 SP
Mangonel	5d6	250m	500m	6	2/4	BE	Bash, Stun	4/50	M	1,250 SP
Onager	6d6	300m	600m	7	3/6	BE	Bash, Stun	4/75	A-M	1,500 SP
Couillard	7d6	350m	700m	8	3/6	BE	Bash, Stun	4/100	M	3,000 SP
Trebuchet	8d6	400m	800m	9	4/8	BE	Bash, Stun	4/150	M	5,000 SP

VEHICLES

<i>Vehicle</i>	<i>Occupants/Load</i>	<i>ENC</i>	<i>Draw</i>	<i>Milieu</i>	<i>Cost</i>
Two wheeled cart (hayrick, ox cart or similar)	6/60		1	A-I	60
Two wheeled wagon (goods cart, carriage or similar)	10/100		1	A-I	175
Four Wheeled Freight wagon	10/200		2	A-I	500
War Chariot	2/20		2	A-I	1200
Sedan Chair (carried by humans)	1/10		2	A-I	400
Palanquin (carried by humans)	4/40		8	A-I	2000
Stage Coach (covered and comfortable)	8/200		4	R, I	8000
Heavy Coach (covered and comfortable)	12/400		8	R, I	15000

RANGED WEAPONS

<i>Ranged Weapon</i>	<i>Damage</i>	<i>Dam. Mod</i>	<i>Force</i>	<i>Range</i>	<i>Load</i>	<i>Combat Effects</i>	<i>Impale Size</i>	<i>ENC</i>	<i>AP/HP</i>	<i>Milieu</i>	<i>Cost</i>
Atlatl	—	—	+1 Step	+0/+25/+75	1	—	—	1	1/4	P	10 SP
Blowgun	—	N	—	10/20/30	2	—	—	—	1/4	P	30 SP
Bolas	1d4	N	—	10/25/50	—	Entangle	—	—	2/2	P-A	10 SP
Dagger	1d4	Y	S	5/10/20	—	Impale	S	—	6/8	All	30 SP
Dart	1d4	Y	S	5/10/20	—	Impale	S	—	2/1	P-A	10 SP
Discus	1d4+1	Y	L	5/20/40	—	Stun Location	—	—	2/3	A	30 SP
Hatchet	1d6	Y	S	10/20/30	—	Bleed	—	1	4/6	All	25 SP
Heavy crossbow	1d10	N	H	20/150/300	4	Impale, Sunder	S	2	4/8	M-E	350 SP
Javelin	1d8+1	Y	H	10/20/50	—	Impale, Pin Weapon (Shield)	M	1	3/8	A-M	20 SP
Light crossbow	1d8	N	L	20/100/200	3	Impale	S	1	4/5	M-E	150 SP
Long bow	1d8	Y	H	15/125/250	2	Impale	S	1	4/7	M	200 SP
Net	—	N	—	3/5/10	—	Entangle	—	3	2/20	All	20 SP
Recurve bow	1d8	Y	H	15/125/250	2	Impale	S	1	4/8	A-M	225 SP
Short bow	1d6	Y	L	15/100/200	2	Impale	S	1	4/4	P-M	75 SP
Shortspear	1d8	Y	L	10/15/30	—	Impale	M	1	4/5	All	20 SP
Sling	1d8	N	L	10/150/300	3	Stun Location	—	—	1/2	P-M	5 SP
Staff sling	2d6	N	E	5/25/50	4	Stun Location	—	2	3/6	A-M	20 SP
Stone/Rock	1d3	Y	S	5/10/20	—	Stun Location	—	—	—	All	—
Trident	1d8	Y	L	10/15/30	—	Barbed, Impale	M	2	4/10	A-M	155 SP

EQUIPMENT MANUFACTURING AND QUALITY

With the right resources characters can make, repair, and enhance the quality of items they acquire. The right resources are the skills to do the job (usually a Craft skill, or Engineering/Mechanisms); tools, and other equipment, such as a forge, workbench, and so on; and, finally, time.

RESOURCES

Access to resources is essential to the task. These will differ from one job to another but will, at the very least, involve suitable tools, materials, and a suitable place of work (a forge or workshop for example).

The availability of resources determines a number of things:

- ✂ Whether or not the task is possible
- ✂ How long it takes to complete
- ✂ The quality of the output

It is the Games Master's responsibility to decide if available resources are suitable, and in the right quantities. If they are not then the grade of the skill being used for the task should be reduced appropriately— and if there is a true dearth of materials, the skill

might be reduced by several grades. Some repairing, and manufacturing tasks will be simply impossible without the right elements, and Games Masters will need to adjudicate based on local circumstances (does a village have a working forge? Is iron, and wood available?), and on common sense.

CIRCUMSTANCE MODIFIERS

The following modifiers may be applied, depending on circumstances:

RESOURCE MODIFIERS TABLE

<i>Circumstances</i>	<i>Skill Grade</i>
No tools	Hopeless
Improvised tools	Herculean
Poor Quality/Incomplete tools, or lacking crucial resources	Formidable

TASK ROUNDS

Building or repairing something is measured by Task Rounds. This is a variable amount of time dependent on what is being done. Again, Games Masters should decide how long something is going to take, but the suggested Task Round table below offers some suggestions, and inspiration:



SAMPLE TASK ROUNDS

Task	Appropriate Skill	Task Round Unit
Repairing clothing	Craft (Needlework)	5 minutes – 1 hour
Forging metal	Craft (Blacksmith)	5 minutes – 30 minutes
Forging a sword	Craft (Weaponsmith)	1 days – 5 days
Erecting a wooden or stone structure	Engineering	6 months – several years
Sharpening a blade	Mechanisms or Craft (Weaponsmith)	3 to 5 minutes

Completing the task requires a roll against the relevant skill. Note the level of success:

- ❧ Critical: 50%
- ❧ Success: 25%
- ❧ Failure : 0%
- ❧ Fumble: -25%

Continue making skill rolls, each taking one Task Round, until 100% has been achieved – or until time, resources, and budget are exhausted. Thus, a competent worker will usually be able to accomplish the work in four Task Rounds, assuming a standard Success in each round. Reaching 100% means the final result is of an acceptable standard. Anything less is below par, and may be flawed in some way. If time is pressing or constrained then the number of Task Rounds can be reduced: this will constrain the ability to reach

100%. For example, if a blacksmith is ordered to shape, and fit a horseshoe in two Task Rounds (half the usual time needed) then, unless he scores two critical successes with his skill rolls the finished shoes will have no more than 50% of their effectiveness (meaning they are incorrectly shaped, do not fit properly, and may come loose or even injure the horse).

With unlimited time it is possible to exceed 100%. The percentage achieved at the end of the time available indicates the overall quality of the product or task, as shown in the Item Quality table, opposite. Exceptional quality offers enhancements to the product. The final percentage reflects the quality of the product or completed task.

ENHANCEMENTS

If a task exceeds 100% in four or fewer Task Rounds it gains Enhancements as indicated in the Item Quality table. If a project reaches 100% in four or fewer Task Rounds, the maker has the option to continue refining it. To do this he continues to work on it for a further Task Round and, depending on the result of the skill roll for the Task Round, may enhance it.

- ❧ Critical Success: 2 Enhancements
- ❧ Success: 1 Enhancement
- ❧ Failure: No Enhancements
- ❧ Fumble: Reduce Quality by 25%

Thus, a fumble actively overworks the item, taking away from its quality rather than enhancing it.

The Enhancement is determined by the nature of the object. Choose from the following:

Enhancements can be stacked: so an item with two Enhancements could benefit from being highly efficient, for example, conferring a 10% bonus to the using skill. However no item can benefit from more than two Enhancements of the same type.

ITEM QUALITY TABLE

<i>Total Score</i>	<i>Result</i>	<i>Enhancements</i>
150	Excellent	2
125	Good	1
100	Acceptable	0
75	Flawed	The product will break or wear out 25% faster than normal; or its Hit Points and value are reduced by one quarter reflecting its flawed durability.
50	Poor	The product will break or wear out 50% faster than normal; or its Hit Points and value are reduced by half reflecting its flawed durability.
25	Shoddy	The product will break or wear out 75% faster than normal; or its Hit Points and value are reduced by three quarters reflecting its shoddy durability.
0 or less	Unusable	The product is simply of no use whatsoever.

ENHANCEMENTS TABLE

<i>Enhancement</i>	<i>Effect</i>
Desirable	The item's value is doubled.
Durable	The item's Hit Points are increased by one.
Resilient	The item's Armour Points are increased by one.
Efficient	The item of such quality that it confers a 5% bonus to the skill required to use it.
Effective	If a weapon it gains +1 to its Damage rating. Other items reduce ENC value by 1d2 points.

USING THE TASK RULES IN OTHER CIRCUMSTANCES

The rules presented for making and repairing equipment can be applied to many different situations. Using the same basic mechanics any situation requiring an investment of time, effort and skill, and requiring a quality of outcome, can be simulated. Some examples are given below:

Social conflict - where characters are engaged in argument, debate, negotiation, politics, diplomacy, and so on.

Affairs of the heart - seductions, courtship, proof of love (or even hatred).

Sieges and wars of attrition - use the Task rules to simulate the progress of a siege or extended battle over a long-term period.

Chases and pursuits - use the Task rules where pursuits take place over days or weeks, rather than in detailed time where an immediate result is more desirable.

Games Masters will no doubt find their own uses for these rules.