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1 Character Generation

1 Character Generation There are six sections in Character Generation: 1.1 Characteristic Points 1.2 Race 1.3 Description 1.4 Aspect 1.5 Heritage 1.6 Starting Abilities & Possessions

Sections 1.1 – 1.5 may be done in any order. Each section is designed so that a player may choose from a range of options or randomly generate their character. Section 1.6 should be done last.

1.1 Characteristic Points

A character has 6 primary statistics which are generated by allocating points from a total, and 4 secondary statistics which are either derived from the primary statistics or are generated randomly. The higher the number, the better the characteristic. Generating Characteristic Points The player may choose to allocate the primary statistics from a total of 90 points or may roll 2D10 once against the following table. If they choose to roll the result must stand. Die Roll

Points Total

2 3 4 5 6 7 8 9 10 11 12 13 14 15 16 17 18 19 20

81 82 83 84 85 86 87 88 89 90 (default choice) 91 92 93 94 95 96 97 98 99

Assigning Characteristic Points This total of points needs to be spent on the following characteristics: Physical Strength, Manual Dexterity, Agility, Magical Aptitude, Willpower & Endurance. These characteristics may change during the game, and may be raised up to 5 points through training, though not past the character's racial maximum. The human range for each of these characteristics is 5 – 25; this range is adjusted for non-humans (see the Characteristic Modifier tables for the nonhuman races). These ranges represent the minimum and maximum capabilities of the races. The player should assign the points and then make any adjustment for race. Prior to assigning the characteristic points, the player should give some thought to what kind of character they wish to have and what weapons, spells, and/or skills are desired for the newly created individual. Some weapons require a great deal of Physical Strength or Manual Dexterity, and the player should be sure to assign enough points in those areas to use the weapons of their choice. All magical colleges require a minimum Magic Aptitude to join and the player should be aware of these restrictions. Most skills do not have any special requirements, but many give bonuses for exceeding a minimum value in certain characteristics. When the player has chosen the values for the character, they must record them on a Character Sheet. The total value of the six primary characteristics (before racial modifiers) must equal the amount received in the Generating Characteristic Points section; thus, a player cannot "save" Characteristic Points and assign them to characteristics

at a later date. The value of each of the six primary characteristics must be recorded before any secondary characteristics are generated. Generating Secondary Characteristics Fatigue, Physical Beauty, Perception and Tactical Movement Rate are secondary characteristics. They may be modified if the character is nonhuman (see the Characteristic Modifier tables for the non-human races). Fatigue The value of a character's Fatigue is a direct function of their Endurance. The

player enters the Fatigue value corresponding to the character's Endurance value after their Endurance has been modified for race. Endurance Fatigue 3 or 4 16 5 to 7 17 8 to 10 18 11 to 13 19 14 to 16 20 17 to 19 21 20 to 22 22 23 to 25 23 26 to 27 24

Endurance and Fatigue values in bold type can be achieved only by members of certain nonhuman races.

From this point on, a change in a character's Endurance value will not affect their Fatigue value and vice-versa. Fatigue may be raised by up to 5 points, though not past the character's racial maximum.

Physical Beauty

The value of the Physical Beauty characteristic is generated randomly by rolling 4D5 + 3. This characteristic can never be increased by training.

Perception

A character's perception value begins at 5. This may be trained up to racial maximum.

Tactical Movement Rate

A character's Tactical Movement Rate (TMR) is a direct function of their Agility. It is based on the character's Agility value and is recalculated when Agility is modified by encumbrance and armour penalties; see the TMR table (§58.2) for values.

1.2 Race

A player must choose the race of their character. The majority of people in Alusia are human, but the player may choose one of the common nonhuman races: dwarf, elf, halfling, or orc. If the player wishes their character to be a giant or shapechanger they must roll D100. They may roll once per race and if the roll is lower than the race chance the character must be of one of the common races. If the player is attempting to be a shapechanger they must decide what type of shapechanger they want prior to rolling (i.e. wolf, tiger, bear or boar). Race

Chance (

Hill Giant 06 Shapechanger 04 A player may wish to play one of the very rare sentient races. To do so they must get the agreement of both the generating GM and a member of the character tribunal. They will decide which of the common races has the appropriate racial modifiers. For example Erelheine characters are generated using the Elf option. Humans learn faster than nonhumans. Learning is represented in game by spending Experience Points (EP). Divide any experience points a character gains by the "racial modifier" and then spend the result normally. 5

Race

Modifier

Dwarf Elf Halfling Hill Giant Human Orc Shapechanger

1.1 1.2 1.1 1.5 1.0 1.1 1.4

For every 25,000 Experience Points (EP) the character has spent towards the 'racial modifier' it is lowered by .1 (but not below 1.0) or after 20 adventures (when PC reaches racial max), the EM becomes 1 (whichever happens first). E.g. once a giant has lost 25,000 EP to their race, their 'racial modifier' is lowered to 1.4. Once they spend an additional 25,000 EP on their new 'racial modifier' of 1.4 it would become 1.3. RM

Amt earned that cost 25k

Amt spent that cost 25k

1.5 1.4 1.3 1.2 1.1

75,000 87,500 108,333 150,000 275,000

50,000 62,500 83,333 125,000 250,000

Each race has a description of a stereotypical member of the race and any special abilities and characteristic modifiers that apply to a character of that race. Dwarf A dwarf is a short, bearded humanoid, usually taciturn who frequents mountainous areas. Description: Pride and attention to detail are important to dwarves. They form strong community ties, and are distrustful of strangers, especially those of other races. Their strongest antipathies are towards orcs and elves. Although dwarves are greedy by nature, they are essentially honest and stand by their word. Dwarves covet precious stones and metals, and appreciate fine, detailed workmanship. Dwarven warriors favour the axe as weapon. Special Abilities 1. Dwarves' close vision is exceptionally sharp, but many have poor distance vision. They can see in the dark as a human does at dusk. Their effective range of vision in the dark is 50 feet under the open sky, 100 feet inside manmade structures, and 150 feet inside caves and tunnels. 2. Dwarves can assess the value of and deal in gems and metals as if they are a Merchant of Rank 5. If a dwarf character progresses in the Merchant skill, their ability to assess the value of gems and metals is five greater than their current Rank, to a maximum of ten. 3. If a dwarf character is a Ranger specialising in moun-

tains or caverns, they pay half the EP cost necessary to advance ranks. 4. A dwarf's capacity for alcohol is twice that of a human. Characteristic

Modifier

Physical Strength Agility Endurance Magical Aptitude Willpower Perception Physical Beauty Tactical Movement Rate Starting Age: Average Life Span:

+2 -2 +2 -2 +2 +1 -2 -1 20 + 125 – 150 years

Elf An elf is a slim agile humanoid, who frequents wooded areas. Description: Elves are virtually immortal and generally take the long term view. They are insular,

1 CHARACTER GENERATION indifferent to others and tend to be traditional. Elves are great respecters of nature and learning. Their Elders are repositories of great wisdom while elvish youth are enthusiastic merry makers. Elven warriors favour bow weapons and disdain metal armour. Members of other races generally find elves attractive. Special Abilities 1. Elves have superior vision especially over long distances or in poor lighting. An elf can see in the dark as a human does on a cloudy day. Their effective range of vision in the dark is 150 feet under the open sky, and 75 feet elsewhere. 2. If an elf character is a ranger specialising in woods, they pay one-half the EP to advance ranks. 3. An elf receives a racial Talent which functions in all respects as the Witchcraft Witchsight Talent.

Hill Giant A hill giant is a huge, coarse featured humanoid, who has no patience for laborious learning. Description: Giants are lusty types, preferring nothing better than to go through life brawling, drinking, and wenching. They tend to gather together in a clan arrangement, building huge halls (or steadings) in out-of-the-way locations. They are not overly intelligent, and resent humans and elves particularly. Giants enjoy riddling and bartering. Giant warriors favour simple weapons scaled to their size. Special Abilities 1. A giant has infravision, which allows them to see faint red shapes where living beings are located in the dark. Their range of vision is 250 feet. 2. A giant's magic resistance is increased by 10

4. An elf makes little or no noise while walking and adds 10

3. Whenever a giant attempts minor magic, the GM should increase the difficulty factor by one, making it easier.

5. If an elf character takes the healer skill, the elf pays three-quarters the EP to advance ranks, though they cannot resurrect the dead.

4. Giants may use the giant weapons listed in the Weapons Table (§56.1).

6. An elf is impervious to the special abilities of the lesser undead. 7. If an elf character takes the courtier skill, the elf pays one-half the EP to advance ranks. Characteristic

Modifier

Physical Strength Agility Endurance Magical Aptitude Willpower Perception Physical Beauty Tactical Movement Rate Starting Age Average Life Span

-1 +1 -1 +1 +1 +1 +2 +1 30 – 300 + Circa 10,000 years

Halfling A halfling is a short, cheerful humanoid, who will be an active participant in village life. Description: Halflings appreciate the good life more than most; a successful halfling will arrange a schedule of much sleep, good food, and relaxed study or conversation. Halflings are shy around other races, preferring to merge into the background. Amongst themselves they are a friendly folk who form into small communities where everyone knows everyone else's business. While Halflings take their social responsibilities seriously, they are renowned for their practical jokes and light fingers. Halflings are noted for their tough, hairy feet and usually go barefoot. Halflings avoid the rigours of military life but when forced to defend themselves they favour small weapons.

Characteristic

Modifier

Physical Strength Manual Dexterity Agility Endurance Magical Aptitude Willpower Fatigue Physical Beauty Tactical Movement Rate Natural Armour Starting Age Average Life Span

+7 -1 -2 +8 -1 -1 +1 -1 +3 +1 26 + 500 years

Human Humans are by far the most common race on Alusia, frequenting most areas and climes. Description: Humans have a great diversity of cultures, languages and sub-racial traits, such as hair and eye colour or skin tone. Human behaviour is an odd mix. They can be superstitious and distrustful of the unknown, but they are also insatiably curious and look for new knowledge. Many also seek personal fame and fortune as most

human social structures are less rigid than those of nonhumans and a person's birth need not permanently define their place in society. This odd combination of attributes has led them to become great explorers and sailors, and they will venture boldly into unexplored areas in search of knowledge and wealth. Humans build great cities and are far more welcoming of other races than most. Outside of their own culture they are social chameleons, adept at adapting their behaviour to match local customs.

Special Abilities 1. A halfling has infravision, which allows them to see faint red shapes where living beings are located in the dark. Their range of vision is 100 feet.

Special Abilities 1. Humans can ingratiate themselves with strangers more readily than other races. A human character has +10 to any reaction roll in an encounter with sentient creatures.

2. A halfling adds 20any activity requiring stealth.

Characteristic

Modifier

Starting Age Average Life Span (varies widely with wealth and culture)

16 + 40 – 90 years

3. If a halfling takes the thief skill, they pay half the EP cost to advance ranks. 4. A halfling may drop jewellery down active volcanoes without anyone thinking the worse of them. Characteristic

Modifier

Physical Strength Manual Dexterity Agility Endurance Magical Aptitude Willpower Physical Beauty Starting Age Average Life Span

-3 +3 +1 -2 -1 +1 -1 21 + 80 – 90 years

Orc An Orc is a stoop-shouldered, surly humanoid and a pack member by nature. Description: Orcs are a cruel, violent folk, liking nothing better than to loot and pillage. Individuals test themselves against their peers, bullying anything weaker but cowering away from anything stronger. A strong individual will form a pack around them, and the pack leader's word is law. Orcs enjoy the sensual pleasures of life, and reduce their already short life spans through hard living. They have a robust digestion and will eat foods that others turn their nose up at. Orc warriors fa6

vour the great axe and glaive. Orcs are considered unattractive by other humanoid races. Special Abilities 1. An orc's eyes are highly light-sensitive. They must decrease their chance of hitting a target with Ranged Combat by 102. An orc has infravision, which allows them to see faint red shapes where living beings are located in the dark. Their range of vision is 150 feet. 3. Orcs are either back-stabbing scum or brutal bully-boys. An orc may take one of either Assassin Skill or Warrior Skill and pay three-quarters the EP to advance in Ranks. 4. An orc's seed is highly fertile. The orc and hybrid orc population increase mitigates against the high orc fatality rate. Characteristic

Modifier

Physical Strength Endurance Magical Aptitude Willpower Fatigue Physical Beauty Natural Armour Starting Age Average Life Span

+2 +1 -2 -2 +2 -4 +1 12 + 40 – 45 years

Shapechanger Shapechangers are a hidden race amongst humans, with the ability to change into the form of a particular animal. Description: Shapechangers are identical in appearance to humans when not in animal form. They are somewhat bestial in nature, adopting traits one might expect from an anthropomorphised wolf, tiger, bear or boar. There exists a love/hate relationship between humans and shapechangers: shapechangers possess some degree of animal magnetism, but, if discovered, can expect severe treatment at the hands of humans. Shapechangers are, on the whole, bitter towards humans, and are not above using humans to their advantage. There are very few ways to tell a shapechanger from a human (e.g. they will be discomforted by wolfbane) and these vary by shapechanger type. Shapechangers are a ruthless lot. Special Abilities 1. A shapechanger can change from human to animal form (or vice-versa) in 10 seconds during daytime and 5 seconds during the night-time. 2. A shapechanger possesses a dual nature. While in animal form, human inhibitions will be muted; while in human form, animal instincts will be dulled. 3. A shapechanger cannot be harmed while in animal form, unless struck by a silvered weapon, magic or by a being with a Physical Strength greater than 25. Five Damage Points are automatically absorbed in the

latter case. 4. A shapechanger will regenerate 1 Endurance Point every 60 seconds while in animal form. 5. The player must devise a set of characteristics for their animal form. Take the difference between the average for each characteristic in animal and human form, and modify the human characteristics appropriately. 6. A shapechanger is automatically lunar aspected. 7. A shapechanger can remain in animal form for a quarter of the night times the quarters of the moon showing (i.e. at full moon they may remain in animal form all night). During the day a shapechanger can remain in animal form for one hour times the quarter of the moon. A shapechanger can make one set of transformations times the quarter of the of the moon per day (i.e. dawn to next dawn). 8. If a shapechanger is in animal form during the day, there is a 1

1 CHARACTER GENERATION minutes they remain in animal form that they will never be able to change back into human form. Similarly, if the shapechanger exceeds the time limits given above, there is a 1chance (per 5 minutes) of their not being able to return to human form.

Optionally, some characteristics may be adjusted for a female character. This would also modify her appropriate racial maximums.

9. A shapechanger will be inconvenienced by those wards which can be used against werecreatures.

Physical Strength Manual Dexterity Endurance

10. A shapechanger's magic resistance is increased by 511. If a shapechanger takes the courtier skill they pay three-quarters the Experience Points necessary to advance ranks. Characteristic

Modifier

Physical Beauty +1 Starting Age 16 + Average Life Span 55 – 65 years A separate set of characteristics must be generated for the animal form (see Ability 5 above).

1.3 Description This section covers height, weight, gender, primary hand, and general description. Height and Weight A player should choose their character's height and weight. The character's height and weight should be chosen according to the player's idea of the character, with due regard to the character's primary characteristics, race and background. The following charts give a range of heights and weights within which 90the average values within that range. Please modify your chosen height and weight according to gender and racial adjustments as below. Normal Base Height

Weight

Range

5'3" 5'6" 5'9" 6'0" 6'3" Adjustments

130 140 150 165 180 Height

100–170 110–185 120–200 130–220 145–240 Weight

Human Male Human Female Orc Male Orc Female Elf Male Elf Female Short Folk Base

+0" -4" -4" -6" +5" +2"

100801101008065

Female Characteristic Modifier Characteristic Modifier

They may choose either right or left, or roll randomly. If they choose to roll, the result must stand. The player rolls D5 and D10. If the D10 result is greater, the character's right hand is primary. If the D5 result is higher, their left hand is primary. If the two results are equal, the character is ambidextrous. Description The player will sometimes need to describe their character and should therefore think about the character's physical appearance based on the generated characteristics. They should choose hair, eye and skin colour (based on race and family background).

1.4 Aspects The timing of a character's birth orients them towards one of several astrological influences, or aspects. A character will benefit during the time their aspect is powerful, and will suffer when the opposite aspect is powerful. The times of high noon and midnight are extremely important when applying the effects of aspects. The GM should allow characters to perform actions at precisely those instants, though the passage of time must be properly monitored. Generating an Aspect The player may choose an Aspect as if they had rolled any number up to 80, or roll D100 once against the following table. If they choose to roll on the table, any roll over 80 may be re-rolled. If the character is joining one of the elemental colleges the player may choose any aspect between 1 and 80 that is neutral to their college, or they may roll.

Height

Weight

Range

3'9" 4'0" 4'3" 4'6" 4'9" Adjustments

85 95 105 115 125 Height

65-110 75-125 85-140 95-155 105-170 Weight

Dwarf Male Dwarf Female Halfling Male Halfling Female Hill Giants Base

+0” -2” -12” -13”

100906560

01–05 06–10 11–15 16–20 21–25 26–30 31–35 36–40 41–45 46–50 51–55 56–60 61–65 66–70 71–75 76–80 81–85 86–90 91–95 96-00

Weight

Range

8’4” 8’8” 9’0” 9’4” 9’8” Adjustments

370 420 470 525 580 Height

295–490 335–555 375–625 420–700 465–780 Weight

Giant Male Giant Female

+0” -4”

10090

Gender A player may choose whether their character is male or female. It is recommended the character be the same gender as the player, as playing the opposite gender convincingly is difficult.

Aspect Winter Air Winter Water Winter Earth Winter Fire Spring Air Spring Water Spring Earth Spring Fire Summer Air Summer Water Summer Earth Summer Fire Autumn Air Autumn Water Autumn Earth Autumn Fire Solar Lunar Life Death

Seasonal Aspects A character is affected by their seasonal aspect during their aspect’s season and the opposite season. The following table lists the seasonal aspect effects and when they apply. Time

Primary Hand A player must determine whether their character’s Primary Hand is their right or their left. This determination affects which hand a weapon is held during combat, and any penalties assigned for attacking with a weapon in a secondary hand.

Die

Height

-2 +1 +1

poses Water. Ice and Celestial magic is not affected.

Effect

Midnight, Aspect’s Season -10 Midnight, Equinox or Solstice of As-25 pect’s Season Midnight, Opposite Season +10 Midnight, Equinox or Solstice of Oppo+25 site Season The effect is applied for 30 seconds before and after midnight. Solar and Lunar Aspects A character of solar or lunar aspect is affected by their aspect at high noon and midnight. The following table lists the Solar aspect effects, and when to apply them. Time

Effect

Noon -5 Midnight +5 Noon, Summer Solstice -25 Midnight, Winter Solstice +25 Lunar aspected characters gain opposite bonuses and penalties for the same times. The effect is applied for 10 seconds before and after high noon or midnight. If the sky is cloudy, the effect may be reduced to a minimum of +/1 and 5. Life and Death Aspects Life and Death aspected people are affected by the creation and destruction of life force. The following table lists the Death aspect effects, and when to apply them. Event

Range

Aspect

Effect

Birth of mammal Birth of humanoid Birth of close relative† Death of mammal Death of humanoid Death of close relative† †A close relative is no cousin.

100’ 250’ 500’

Death Death Death

+5 +10 +25

50’ 125’ 250’

Death Death Death

-5 -10 -25

more distant than a second

Life aspected characters gain opposite bonuses and penalties for the same times. Deaths are noncumulative (only one can be in effect at a given time), though births are cumulative. A stillbirth does not affect a life or death aspected character. A resurrection is treated as a birth. A death event is applied for as many seconds as the effect range in feet. A life event is applied for 3 times as long. A female life aspected character will suffer no pain after giving birth, and will be as healthy and active as she was before she became pregnant. Light and Dark Aspects All living creatures have an additional celestial Light or Dark Aspect. This is fully explained in an addendum to the College of Celestial Magics (§19.8).

1.5 Heritage This section is relevant to humans, primarily from the Western Kingdom and Cazarla, and should be adapted for other races or regions.

Effects of Aspects Apart from elemental aspects, all modifiers apply to percentile rolls, not base chances. Elemental Aspects Characters gain a bonus of 1of performing any magic of the same College as their elemental aspect, and a penalty of -1opposed College. Air opposes Earth and Fire op7

Social Status The “social status” is that of the character’s parent(s), usually the father. The ta-

ble does not represent the population, merely the proportion of backgrounds from which accepted Adventurer's Guild applicants originally come. Most social classes are present in a variety of environments (city, town/village, rural, court, castle/stronghold, maritime). A player may choose any social category in

1 CHARACTER GENERATION the 01-80 range for the character's background or roll; however, any such dice-roll must be accepted. In general, the higher the number rolled, the higher the social status within each band. A roll of 40-90 optionally may indicate a respectably retired exadventurer. Die

Social Status

01–14 15–20 21–29 30–44 45–54 55–70 71–84 85–94 95–98 99–00

Trash / Criminal Bonded Skilled retainer Goodman Master Military Gentry Lesser Noble Merchant-prince Greater Noble

Explanation of Classes Trash/Criminal No legitimate employment. Example

Thug, body-snatcher, bandit, pirate, beggar.

Bonded There is no slavery in the Baronies. This is the next best thing: enforced servitude to one master for a long period [up to life], through birth, contract, or debt. Example Serf, villain, unskilled or semi-skilled servant, labourer, indentured apprentice or journeyman in a craft or trade guild, dependent artisan contracted to a master, lay member of an accepted religious community, ordinary soldier or sailor.

Skilled Retainer Voluntarily employed person, physically and legally capable of seeking a position elsewhere. Owns the tools of the trade and has other, limited possessions. Usually works under the direction of a goodman or master. Occasionally an itinerant artisan of low status. Example Clerk, court musician, religious acolyte, freeborn shepherd or farm hand, merchant's assistant, family chaplain, tinker, fisher.

Goodman [Goodwife, Goody] Head of a household: more possessions and commitments than a mere retainer, comparatively independent. Usually leases or owns a smallholding (if in the countryside) or a few rooms (if in a town). Much contact with social peers and superiors. Often employs skilled retainers. Includes itinerant professionals and artisans of high status. Example Miller, pilot, established artisan, minor trader, innkeeper, accredited witch, priest in an accepted temple, shop owner, poor freeman-farmer, forester, gamekeeper, itinerant or privately employed alchemist, healer, magician or blacksmith.

Master: [Mistress, Mother] Like a goodman, but with a larger establishment, more employees, more commitments to subordinates and equals. Tied to one place as direct contact with, and obligations to, social superiors and Guilds may make impolitic any relocation or other changes in social conduct, despite theoretical liberties and rights. Example Guild master of a smaller craft/trading guild, or councillor in a more powerful one, wealthy freeman farmer, professional (alchemist, healer etc) trading publicly, with own shop and apprentices, Alphonse the famous chef, a Ducal Kapellmeister, high-priest of an accepted temple, captain-owner of a trade ship, mayor of a medium town.

Military A socially sanctioned, trained fighter or skilled ancillary. This includes sergeants and lowborn lesser officers (lieutenants, etc); high-ranking officers are ex officio gentry. Example Town guardsman, skilled scout or military spy, army blacksmith, (legal) mercenary captain.

Gentry By birth or service entitled to a coat of arms: significant social or military duties. There are often many social gradations of gentry not comprehensible to persons outside that class. Often possesses an estate or "independent means" but is not of lordly rank; such persons may, technically, be employed (but usually to a lord, or in service to their country). May have difficulty ensuring all children have an acceptable start in society (especially in larger families).

Example Knight, country squire, beneficed parson, portreeve, courtier of significance, respected & influential magician, judicial officer of a town or district, tax farmer, non-noble army or navy officer (generally Captain & up), cadet member of a noble family.

Lesser Noble Of lordly rank. Similar to the gentry, but definitely a cut above. Normally owes feudal service to, or through, a greater noble. Ex-

ample Non-independent Baron, Lord Admiral of a small navy, General, ordinary Abbot or other Head of an established, accepted, religious house, former gentry ennobled for extraordinary or personal services to a great noble or royalty.

Merchant-Prince Extremely wealthy city-based merchant, head of an extended trade/family. Controls a nationally significant trade-empire and / or monopoly. Has significant power in the local guilds. Extensive resources (especially in his/her home city), with contacts and enemies in several countries. Capable of ordering actions deemed criminal in less influential personages. On a roll of 98, the family head is the character's parent; on 95–97, the head is a little more distant (perhaps uncle or cousin). Example Owner of a trade-fleet, trader with a national monopoly on a commodity (e.g. silk, wine), Guild master of a powerful guild.

Greater Noble Ruler of a minor country, or head of one of the "Great" families in a larger country. Will have several estates and titles. Usually has subordinates of lordly rank. Children may have courtesy titles. Example An independent Baron, Marshall of a Duke's or independent Count's armies, Bishop, Abbot of a mother-abbey, Marshall or vicar-general of a powerful order, Count within a duchy, Lord Admiral of a maritime nation.

Greater Noble and Merchant-Prince families impact seriously on the campaign; the generating GM may need time to consult with other GMs before the character's background is finalised. Characters who wish to retain an acknowledged, good socialstanding may have to devote time and money to maintain their position by indulging in appropriate behaviour - noblesse oblige.

their fellow adventurers to unnecessary risks arising from their backgrounds. In most cases, achievement begets amnesty. A serf who has spent a year and a day in a town becomes a freeman; a now wealthy prodigal is welcomed back into the family fold.

1.6 Starting Abilities and Possessions This section covers abilities and possessions a character has prior to starting life as an adventurer. None of the experience points awarded in this section are adjusted by any racial experience modifiers but the player must use their character's race and heritage as a guideline to the allocation or choices they make. Except where noted, the normal acquisition and ranking rules apply to the spending of experience points. This section must be started after all other sections are completed, and each sub-section must be completed in order. Language Skills Every character knows their native language, the Alusian trade language (Common) and possibly another language. A Guild member will be literate in at least one language and literacy is required to learn magic. The player should get the GM's assistance to determine what their character's native language is and then choose one of the following options for their starting language skills: • Option A Rank 8 and literate in either native language or common, Rank 6 in the other of native language or common, Rank 4 in any other common language. • Option B Rank 8 and literate in either native language or common, Rank 7 and literate in the other of native language or common, Rank 1 in any other language. • Option C Rank 9 and literate in either native language or common, Rank 6 and literate in the other of native language or common.

Birth Order Players should now choose their birth order, or roll on the following table. Note that it is unlikely that an heir will go adventuring (at least not without active encouragement from the next-in-line).

Adventuring Skills A character starts with Rank 0 in the Adventuring skills of Horsemanship, Climbing, Swimming and Stealth. The player now receives 1250 experience points that may be spent on improving these skills. Any experience points left over are lost. They also gain Rank 0 Flying, but may not raise it at any stage during Character Generation.

Die

Birth Order

The possible combinations are:

1 2–3 4 5 6 7–8 9 0

1st or 2nd 3rd 4th 5th 6th 7th 8th or later bastard

Horsemanship, Climbing and Swimming

Disinheritance Beginning characters never start with an estate, magic possessions, or other "real" wealth. For game reasons, characters seldom inherit while actively adventuring. Most classes will happily pass

over an adventurer in favour of more deserving and capable stay-at-home siblings. If the heir or heiress cannot be passed over (e.g. a noble estate) and the player does not wish to retire the character, a trusted kinsman or tenant must be appointed as trustee or warder, to administer and enjoy the inheritance until it is reclaimed. A noble or wealthy parent may disown adventuring children either through disfavour, or for mutual protection. A beginning character doesn't want to be set upon by family enemies, and no parent wants the social stigma of refusing to pay a ransom. The guild fully supports such characters adventuring under an alias, just as it also supports gifted adventurers who fled legal restraints in order to join the guild (e.g. a runaway serf turned mage). Both classes do have the obligation not to expose 8

(in any order)

Stealth

4, 0, 0 3, 0, 0 3, 2, 1 2, 2, 0 2, 2, 2

0 1 0 1 0

Mage or Non Mage? The player must decide whether the character will be a magic user or not. (This choice can be made at any time during character generation). Mage If the character is to be a magic user then the player must choose a college of magic for the character to belong to. Remember that there is a minimum Magical Aptitude requirement for each college. College

MA

Naming Incantations Mind Fire Air Ice Illusion Celestial Earth Bardic

1 11 12 13 13 13 14 15 16

1 CHARACTER GENERATION E&E 16 Necromancy 16 Binding & Animating 17 Water 18 Witchcraft 18 The character now receives all of the general knowledge abilities of their college including talents, general knowledge spells, general knowledge rituals, both counterspells, the purification ritual and ritual spell preparation. The player should list these on their character sheet. Non Mage If a player decides that their character will not be a magic user then they receive 6500 experience points to be spent in the following order: 1. 2500 must be spent on either 1 point of Fatigue or 3 points of Perception. 2. The character must acquire one new skill at rank 2, and may acquire a second new skill at no more than rank 1. The Warrior skill may not be chosen at this time.

3. The character must acquire one weapon at rank 2, and may acquire up to two weapons at no more than rank 1. 4. The player may save up to 500 points to spend later. The player must spend any remaining points on any of: • 1 rank in any known adventuring skills • more ranks in any known languages • more perception. Any remaining points (other than the permissible 500) are lost. Background Experience A character now chooses any one Artisan skill at Rank 0. This reflects knowledge gained through childhood and must be appropriate to their family background. They also receive 2500 Experience Points which, together with any left over from the non-mage generation, can be spent freely. At this time the character may acquire any one new skill at Rank 0 for the cost of only 100 EP (rather than the usual cost).

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If there is any EP remaining it may be saved for spending later in the game. Background Possessions The character will have two sets of clothing of a quality appropriate to their family background. They also have goods up to the value of 500 sp which may be chosen from the Basic Price List in the Players Guide. Up to 50 sp may be saved as cash. Modified Agility and Manual Dexterity The player should calculate any agility modifiers from the weight of their possessions and any armour penalties; see the Encumbrance Table (§58.1) for values. They should then calculate their modified TMR from this value, see the table (§58.2) for values. If the character uses a shield, they should modify their Manual Dexterity as well. Finishing the Character The player must choose a name for their character. They should enter every piece of relevant data onto their Character Sheet, and calculate base chances and other variables. The generating GM will check it, and then sign & date it as complete.

2 EXPLANATION OF CHARACTERISTICS

2 Explanation of Characteristics This section is an explanation of a character's characteristics and how they are used in the game. All characteristics are calculated when the character is generated but Adventurers in a world of magic can expect them to change from time to time. A "temporary" change indicates an increase or decrease of

limited duration to the value of a characteristic; a "permanent" change indicates an increase or decrease of indefinite duration to the value of a characteristic. The first six characteristics are the primary characteristics. These can be increased temporarily by magic or permanently by training (expenditure of experience points), and can be decreased temporarily by magic or injury, or permanently by injury to the character. These primary characteristics can never be trained more than 5 above their starting value, and never above racial maximum, except by unusual magical means. All other characteristics are secondary characteristics. The manner in which a secondary characteristic can be changed will be covered in the appropriate explanation. Generally, a high characteristic value indicates a character's ability to perform a certain task well, while a low value indicates a relative lack of such ability. A characteristic's effect is almost always translated into numerical terms for the purposes of resolving action during play. Adventurers generally have higher characteristics than normal people in the world, that is what makes them heroes after all. Effects of Characteristics A character develops specific skills during the game, and their characteristics influence their base chances with these skills. However there are also many feasible tasks that a character may wish to perform without having a specific skill to do so. The GM then uses the most appropriate characteristic to generate a base chance to perform that task. Difficulty Factors (Characteristic Multipliers) When a player declares that their character will attempt a task which the GM acknowledges as dependent upon a particular characteristic, the GM assigns the task a difficulty factor. This difficulty factor will be a number from 1/2 through to 5. The greater the difficulty factor value, the easier a task will be to perform. The player multiplies the difficulty factor by the appropriate characteristic, arriving at the percentage chance of the character performing the task. The maximum base chance is (70 + characteristic + difficulty factor)and if the roll is less than or equal to the percentage then the character has successfully performed the task. If the roll is greater than the percentage, the character has failed. If the roll fails by at least the value of the characteristic or exceeds the maximum base chance, the character has failed miserably and may have injured themselves. The GM may wish to determine the extent of the injury by how much the roll exceeds the percentage plus the characteristic.

• Lifting heavy or awkward objects Example Consider the sturdiness of the object and the implement being used to break it for the former, and consider the weight and bulk of the object plus the purchase afforded the character for the latter.

2.2 Manual Dexterity (MD) Manual Dexterity is a measure of a character's control with their hands. The Manual Dexterity characteristic represents the character's hand-toeye co-ordination, the speed at which the character can perform a complex task with their hands, and the ability to manipulate their hands. Specific Influences • Minimum MD requirement for weapons • Thievery • Strike Chance in Combat Generic Uses • Handling dangerous substances • Fine handicrafts & other delicate tasks. Example Consider the delicacy of the task when a character seeks the careful manipulation or removal of an object.

2.3 Agility (AG) Agility is a measure of a character's ability to manoeuvre their whole body and their speed of movement. The Agility characteristic represents the character's litheness of body, the speed at which the character can run, and their ability to dodge with or contort their body. Specific Influences • Tactical Movement Rate • Defence

2.6 Endurance (EN) Endurance is a measure of the punishment a character's body can absorb before the character becomes unconscious, sustains mortal wounds, or dies. The Endurance characteristic represents the character's capacity to withstand wounds, their resistance to disease and infection and their rate of recovery from same, and directly affects their ability to over-exert themselves. Specific Influences • Starting Fatigue • Damage capacity • Stunning from damage Generic Uses • Resisting poison, infection & disease

2.7 Fatigue (FT) Fatigue is a measure of a character's physical and mental fitness. The Fatigue characteristic represents the degree to which the character can exert themselves before becom-

ing exhausted, the number of minor cuts and bruises they can take before their abilities are affected, and the mental energy that can be used to cast spells. This characteristic directly reflects a character's current level of tiredness as it is reduced temporarily with any strenuous activity and restored to normal with rest. Fatigue may be permanently increased by training up to 5 points or to racial maximum.

• Minor damage capacity

• Most physical skills

• Spell casting energy

Generic Uses • Manoeuvring Example Consider speed, distance, and complexity of the manoeuvre, as well as the nature of any obstacles or features they are using.

2.4 Magical Aptitude (MA) Magic Aptitude is a measure of a character's ability to harness and direct magical energies. The Magic Aptitude characteristic represents the character's control over the flow of mana (the stuff of magic), and their ability to remember spells and rituals. Specific Influences • Magic Colleges have a minimum MA requirement • Cost of training magic • Base chances of magical skills Generic Uses • Noticing arcane mana effects

2.5 Willpower (WP)

Physical Strength is a measure of a character's muscle coordination and strength. The Physical Strength characteristic represents the brute force a character can exert from the thews of their arms, the thrusting power of their leg muscles, and their lift and weight capacity. Specific Influences • Effects of weight carried

Specific Influences • Magic resistance

• Minimum PS requirement for weapons

• Fear resistance

• Damage

• Concentration checks to perform magic

Generic Uses • Breaking objects

• Persevering with boring or dangerous tasks

Specific Influences • Sustained activity

• Speed in combat

Willpower is a measure of a character's self control of mind and body, especially in stressful situations. The Willpower characteristic represents a character's ability to concentrate, their ability to resist the imposition of another's will upon their own, and the degree to which their will can be used to counter their instincts (when, for instance, the character might be attempting an action which could be suicidal).

2.1 Strength (PS)

Generic Uses • Resisting suffering

• Recovering from being stunned

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Generic Uses • Ignoring cold • Coping with missing meals or sleep

2.8 Physical Beauty (PB) Physical Beauty is a measure of a character's exterior attractiveness (or repulsiveness) as perceived by the humanoid races. Physical Beauty is a characteristic representing a character's appearance compared to the aesthetic standards of the main sentient races. It is in no way a reflection of a character's personality. Specific reactions to PB are also influenced by the observer's race and gender. The Physical Beauty values for monsters describe how that monster appears to a character, and not to another monster of the same race. Physical Beauty can be increased or decreased temporarily by magic, and decreased permanently by disfigurement. It cannot be increased by training. Specific Influences • Reaction rolls Generic Uses • Influencing NPCs

2.9 Perception (PC) Perception is a measure of a character's intuition developed as a result of their experience. The Perception characteristic represents the character's ability to note peculiarities in a given situation, their ability to deduce a person's habits or customs from scant information, and their general knowledge of the world. The Perception value can be increased or decreased temporarily, and can be increased permanently through training up to racial maximum. Magic, certain natural or alchemical preparations, and the character's condition can cause a temporary increase or decrease in the Perception value.

2 EXPLANATION OF CHARACTERISTICS Specific Influences • Detecting ambushes or traps

• Remembering vague information

• Detecting hidden things

• Making connections between new clues and previous knowledge

• Initiative

2.10 Tactical Movement Rate (TMR)

Generic Uses • Picking up information from conversation or observation

The Tactical Movement Rate is the fastest speed a character can move in combat. A character's Tactical Movement Rate (TMR) characteristic is based on their Agility and influenced by any weight carried or restricting clothing. It may be temporar-

• Peripheral vision • Noticing things out of the ordinary

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ily modified by magic or injury, but cannot be trained. Specific Influences • Distance moved in combat Generic Uses • comparative speeds

3 RANKING

3 Ranking Experience points are required to advance in anything. Time spent training is required to increase proficiency in spells, skills and weapons. Adventuring time is required to advance in characteristics and talents. EP is spent as per below but note the following. • Talents may be ranked only once per game adventuring week. • Weapon skills take 1 week of training to reach Rank 0, and 2 weeks × (rank to be achieved) to improve. • Skill ranks 8, 9, and 10 must be ratified by a GM and in general required significant use of the skill. • The character may rank any combination of two things at the same time, providing the character does not rank magic (i.e. spells or rituals) at the same time as non-magic (i.e. weapons or skills). • Time spent training for a particular rank of an ability may be interrupted by other activity (including being on adventure). However training for a given rank must be resumed within 6 months of starting training for that rank. • Namers may rank 1 name in addition to other forms of ranking. They may also substitute ranking names for ranking any single magical or nonmagical ability; ie Namers may rank 1 name while learning two related abilities, 2 names with one ability or, if doing no other ranking, 3 names at once. All adventurers can learn any skill or weapon, and any magic within their college. Learning costs EP, time and money. The following can be ranked: Skills, Weapons, Spells, and Languages, Names, Rituals, Talents, Adventuring Skills and Characteristics.

3.1 Characteristics A Characteristic may only be raised by five points over its starting value to a maximum of 25 (modified by racial bonuses / penalties), except Fatigue, and Physical Beauty (which cannot be raised). The exception to this is Perception, which can be raised to racial maximum. To calculate the maximum for Fatigue, take the racial maximum for Endurance and find the maximum Fatigue (see table §1.1). For example, orcs have +1 to EN so their maximum EN is 26, hence their maximum FT is 24 from the chart. Then apply any additional racial modifiers to FT. For example, orcs gain +2 to FT so their maximum is 24 + 2 = 26. A characteristic may only be increased once per adventuring session (if a session took more than the normal session length, then this rule should be applied appropriately). If a character did not adventure during a session then they cannot raise any characteristics, and if they participated on more than one adventure during the session, then they can still only raise a characteristic by one. Any or all of the characteristics may be raised simultaneously if permissible.

If a character has lost characteristic points for any reason, they may buy back as many points as they wish in addition to any normal increase. The cost of buying a characteristic point back is the same as buying an extra point (see table §55.3).

Achieving Ranks 8, 9 and 10 is difficult. You must find and complete a special task relating to your skill (although of less stature in the case of Artisan skills), with the assistance of a GM, for each of these Ranks. Rank 10 is the maximum achievable Rank in all Skills.

3.6 Adventuring Skills

3.2 Talents For each week of actual, out in the field, adventuring, you can rank each of your talents once. No training time is required to rank Talents. Like Spells and Rituals, each Talent has an EM. No MA discounts apply to any Talents.

3.3 Spells If you are an Adept (i.e. cast magic), you can rank your spells. Each spell has an EM, or Experience Multiplier. This is multiplied by the Rank that you wish to achieve, to give a total EP cost. If the Adept has MA > 15, (MA - 15) × 5cost of General Spells may be discounted. Training time for spells is (Rank to be achieved) days. Learning a new spell to Rank 0 takes (EM / 100 rounded up + 1) weeks, but no experience points. See the Players Guide for availability of special knowl-

edge spells. You cannot have more spells and rituals below rank 6 than your MA characteristic. Rank 20 is the Maximum Rank achievable with any Spell.

Adventuring Skills are skills used every day by adventurers to survive, and thus are continually honed. These skills include Horsemanship, Swimming, Flying, Stealth and Climbing. If you have extensively used an adventuring skill while on adventure, you may rank this skill without any time requirements. Otherwise, Ranking time is as per normal skills. Adventurers are assumed to start off with Rank 0 or more in all these skills, unless specifically told otherwise. The EP cost for ranking each Adventuring Skill is listed in table §55.2. The maximum rank in each of these Skills is 10. No special task is required for Rank 8 and above.

3.7 Languages Languages have the same time requirement as normal skills, except that the time for Rank 0 in a language is only 1 week, and no special task is required for Rank 8 and above.

Rituals are learnt and ranked just like spells, except that Ranking time is (Rank to be achieved) weeks, rather than days. MA discount applies to General Knowledge Rituals.

The undiscounted EP costs are set out in Table §55.2. Note that knowing related languages or the Philosopher Skill may grant an EP discount. The maximum total EP discount applicable is 50regardless of how many individual discounts are available to the character.

3.5 Skills

3.8 Weapons

All skills are assumed to be unranked (i.e. unknown) initially. The first level of competence is Rank 0, and will take eight weeks to learn. Each subsequent rank will take that number of weeks to reach (eg. to get to Rank 7 from Rank 6 will take 7 weeks). The EP cost for ranking each Skill is listed in table §55.2. Some skills require minimum Characteristic requirements to Rank, or impose EP penalties (or discounts) for exceptional Characteristics.

All weapons are assumed to be unranked initially. Rank 0 in a weapon takes 1 week. All higher ranks take 2 × Rank weeks. Weapons have individual maximum Ranks. EP costs are detailed in 55.1 Weapons. All Weapons require minimum PS and MD Characteristics. If you do not fulfil both requirements, you may not rank a weapon. You may not get an EP discount for training, but if no trainer is available, you may not increase in Rank. The cost of a trainer is 10 × Rank squared (minimum

If the character is taught by someone of greater Rank in the skill, decrease any Experience Point cost by 10(the availability of which is up to the GM), verbal descriptions or practices with someone of equal or lesser Rank in the skill, any Experience Point cost is unmodified. If the character practices with no useful outside assistance, any Experience Point cost is increased by 25Guild, it costs 150sp × (Rank to be achieved, minimum 1).

1) silver pennies.

3.4 Rituals

Some skills include specific abilities (subskills) which are learnt when increasing your rank in the skill. It is possible in some skills to learn subskills by spending time and EP without increasing your rank. Knowledge has a one-off cost. In both cases, see table §55.2 and each skill concerned.

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3.9 Names Anyone can learn Names, but only Namers can Rank them beyond Rank 0. Once acquired, an Individual or Generic Name may be studied and fully learnt. For Ranking Names beyond Rank 0 see the College of Naming Incantations (§17.3). • Learning a Name replaces ranking any other single magical or non-magical ability. • Generic Names take one day of study to be learned (i.e. Rank 0). • Individual Names take one week of study to be learned.

4 HEALTH AND FITNESS

4 Health and Fitness A character's Fatigue will vary depending upon the amount of food and rest they get compared to their activities. A character's Endurance may be temporarily reduced by lack of sustenance, extreme activities, damage, or illness.

4.1 Eating and Drinking The amount of food and water required per day is dependent on many factors. These include the person (endurance, weight, build, metabolic rate and race) and the level of activity they are involved in (light, medium, hard or strenuous). On average 1 lb of food and 2 pints of water per day is required.

4.2 Starvation Starvation occurs when a character does not have at least 1 nourishing meal a day. If a character is starved they

will have their Fatigue maximum and Endurance temporarily reduced by 1 each day. This decrease will last until the character starts receiving proper nourishment. A starved character's Fatigue maximum and Endurance will recover by 1 point each day, after the first, that they receive proper nourishment

4.3 Dehydration Dehydration occurs when a character does not have at least 2 pints of water a day. This amount will increase in high temperatures by 1 pint per 10 degrees above 20. If a character is dehydrated they will have their Fatigue maximum and Endurance temporarily reduced by 5 each day. If the character receives part of their water requirement, the penalty is reduced. For every 20daily requirement they lose 1 from FT max and EN. This decrease will last until the character starts receiving adequate quantities of water. A dehydrated character's Fatigue and Endurance maximums will recover by 5 points each day, after the first, that they receive adequate quantities of water.

4.4 Tiredness and Rest Characters have a tendency to lose Fatigue points on adventure. A fatigued character must rest to recover Fatigue points. Sleep, as might be expected, is the best way to become refreshed, but food and rest will also help. The Fatigue point loss and recovery rates given in these rules assume that the character is in good health and is well fed. If the character is not in good condition, the GM may adjust the effects of activity, the effects of weight carried and the rate of recovery. Fatigue Loss A character can lose Fatigue points when they engage in any activity more stressful than a leisurely walk. There are four classes of activity which can fatigue a character: 1. Light Exercise includes moderate to brisk walking, riding slowly or at a moderate pace on a docile mount, etc. 2. Medium Exercise includes jogging, riding on a cantering mount, light construction or precision work, etc. 3. Hard Exercise includes paced running, riding at a gallop, hard manual labour, etc. 4. Strenuous Exercise includes constant sprinting, breakneck riding, and generally those actions with which the character pushes their body to its practical limits. It is possible for a character's actions to be more taxing than Strenuous Exercise, which requires

superhuman exertion. This Fatigue loss from this activity will be determined by the GM. A character's degree of exertion is judged each hour. The GM should indicate to players the level of exertion of their activities (averaging where necessary). If the GM gives consistent guidelines the players will be able to keep an ongoing track of fatigue loss. Encumbrance A character is limited in the weight they can bear, and may become fatigued if they engage in exercise. The Fatigue and Encumbrance Table (§58.1) lists the maximum weight a character may carry. A player must determine the total weight their character is carrying if the character is to engage in light or more stressful exercise for a significant length of time during a day. When an entity has a Physical Strength value greater than 40, the GM divides that value by 40. Multiply the quotient by the entry for 40, and add the entry corresponding to the remainder to determine that entity's capabilities. Damage A character may lose Fatigue by being damaged. This may be recovered naturally or by being healed. Spell Casting A character may lose Fatigue by using magical abilities. This may be recovered naturally but may not be healed. Calculating Current Fatigue The Fatigue status of a character only needs to be calculated before they enter into combat, wish to perform magic or if they perform fatiguing activities for long periods. To calculate current Fatigue use the Fatigue and Encumbrance Table (§58.1): 1. Cross-reference the character's Physical Strength and the weight they are carrying. 2. Read down this column until it intersects with the row corresponding to the character's rate of exercise. 3. Multiply the resulting number (Fatigue points lost per hour) by the number of hours at this exercise level. 4. Perform this calculation once for each time one (or more) of the three factors changes. 5. Add each separate subtotal to determine the total Fatigue points expended by the character so far. Exhaustion If a character's Fatigue point total is reduced below zero, they are exhausted. An exhausted character is limited in the activities they may choose to do and the performance of their abilities is adversely effected. Their Fatigue is considered zero for the purposes of combat or magic use.

A character may choose to exert themselves after their Fatigue points are reduced to zero until they have expended a nominal one-half their initial Fatigue points (round down). When they reach this limit they will collapse unless they succeed a 1 × WP check every (2 × Endurance) minutes. An exhausted character must sleep for as much time as they were performing any exercise while exhausted before they may recover any Fatigue points. If an exhausted character wishes to engage in Strenuous Exercise, they must succeed a separate 1 × WP check. Exhaustion Modifier The character must subtract 1 / half hour (or fraction) of exhaustion to any base chance. 13

4.5 Fatigue Recovery A character may regain Fatigue points naturally by eating a hot meal or resting. A character may never have a Fatigue total greater than their Fatigue Characteristic. A character naturally recovers Fatigue points as follows: Activity

Fatigue points / Hour

Eat Hot Meal 2 Relaxation 1 Nap 2 Sleep 3 1. A character may benefit from a hot meal no more than three times during a 24 hour period, and each meal must be separated by at least 4 hours. 2. A character that does not get at least 6 hours of rest and/or sleep per day will have their Fatigue maximum temporarily reduced by 1 FT / hour (or fraction) of sleep under 6 hours. This may be recovered at the rate of 1 FT / 4 hours sleep. 3. If a character's Endurance is less than 10, they recover one-half of a FT point less per hour or meal, and if their Endurance is less than 5, they recover one less FT point. However, a character always recovers a minimum of one-half a FT point when resting. 4. If a character's Endurance is from 21 to 30, they recover an additional one-half of a FT point per hour or meal. Each succeeding ten point Endurance bracket carries an additional one-half FT point bonus. 5. Fatigue loss from damage may also be recovered by magical healing (but not the Healer skill Heal Endurance).

4.6 Damage and Illness Effects of Low Endurance Unconsciousness When an entity's Endurance reaches 3 or less, they must make a (current EN) × WP check or fall unconscious; this WP check is repeated every minute or if their EN changes. An entity on 0 Endurance is unconscious, but stable. An entity with a full Endurance of 5 or less does not make consciousness checks. They remain conscious until they fall to 0 or less Endurance. Below Zero Endurance An entity on negative Endurance will lose one point of Fatigue (Endurance when no Fatigue remains) until the bleeding is stanched by a Healer, or until dead. They will continue to take damage from any further blows, spells, grievous wounds which are bleeders, burning, etc. When an entity is below zero Endurance they are on the very brink of death. It takes time and skill to tell the difference between this state and death (e.g. empathy, DA). GMs should not let players take advantage of out of character information when another player's character is below 0 Endurance. Death When an entity's Endurance falls below negative one-half their full Endurance, they are dead. Once dead, ongoing damage (e.g. poison or bleeding) ceases but further damage may be inflicted on the body. Endurance Recovery There are many causes of a character losing Endurance points. However, once lost there are two primary methods of recovering them. Healers and Magical Healing Healers, herbalists, potions, medicines and some magics may aid the recovery of Endurance. The exact effects can be found under the appropriate skill or magic.

4 HEALTH AND FITNESS/ 5 EQUIPMENT AND MONEY Natural Healing The rate at which Endurance Points recover naturally primarily depends on how active the injured being is. If an entity is resting they regain 1 Endurance point every three full days. This rate is reduced to 1 / 4 days if the entity: • takes any further EN damage • uses more than half their FT • does not receive adequate nourishment If an entity is given ministrations from a physicker's kit, their body requires one less day to regain an Endurance Point. Injuries which are not quantified as Endurance point losses or grievous injuries (e.g. hamstrung muscles) heal at the same rate as they do in this world. These healing rates are based on average Endurance value of 15. The GM may chose to increase the healing rate if an entity's full Endurance is very high or decrease it for a low Endurance entity. Potions & Unconscious Patients An entity cannot drink a healing potion when they are unconscious or below zero endurance

but one can be massaged down their throat. The chance of doing this is equal to the Manual Dexterity + Perception of the person administering the potion, or if a healer, 90 + Healer Rank. If successful then D10 per 10 points of the healing potion's curing (round down) will be received. If the person fails the roll, the potion is wasted, but no harmful effects occur to the patient. Grievous Injuries Endurance loss resulting from specific grievous injuries may not be healed separately from the underlying specific injury. When the specific injury is fully cured the related endurance is recovered automatically.

Natural Healing of Grievous Injuries Major injuries take a long time to heal and some will not heal naturally but require a healer. Here are guidelines for the healing requirements of some common major injuries. Broken bones will knit in 4 weeks for a simple fracture, or up to 10 weeks for a compound fracture. A bone must be properly set before the bone may knit together. Internal injuries an entity will usually die from internal injuries. If the patient is comfortable, unmoving, and kept alive by a healer or physician, internal injuries will heal 1 Endurance point per week Open wounds will heal at half the normal rate, provided that they are kept free of infection. Open wounds will leave scars. Removed body parts will not regrow naturally. However, the remaining wound will heal over at quarter the normal rate, provided it is kept free from infection.

Dry -5Humid +20The average temperature is … Below 0 +201−5 +1030 − 40 +10Above 40 +20Some specific grievous injuries also increase the chance of infection. Effects of Infection An entity with an infection will be slowly poisoned by the infection. The damage is [D - 5] Endurance per day, until the infection is cured. An infected wound will not heal until the infection is cured. Curing Infection There are two ways to recover from infection. The first is to tough it out. The second is to be healed by a healer. Toughing it out An infected character may make a 1 × Endurance check every day to recover naturally.

Magical healing of Specific Injuries Healers and certain magics may heal specific injuries. The time taken and effects of these magics may be found under the appropriate skill or magic.

Healing An infected character may be cured by the arts of a Healer or by magic. The rank at which this is possible, and the chance of success can be found under the appropriate skill or spell.

4.7 Infection

4.8 Conception

If a character is wounded there is the possibility that they have become infected as a result of their wounds.

The natural conception chances for character races are:

An Infection Check must be performed to determine whether they are infected or not. Becoming Infected The chance of becoming infected depends on the entity's health, the type of injury, and the environment the entity is in. Modifiers are cumulative one is applied from each category: There is a wound which is … Dirty +20Heavily contaminated +50The environment is …

Dwarf 3Elf 1Halfling 4Hill Giant 2Human 6Orc 10Shapechanger 5Checks against the relevant chance should be made no more often than once per 48 hours of appropriate activity.

5 Equipment and Money 5.1 Purchase of goods and items The GM will be guided in determining the price (in Silver Pennies) of the various goods produced by craftsmen by the Price List (see Players Handbook and Tables §56.1, §56.2 and §56.3). The three factors which determine the price of finished goods are the quality of the material used, the hours spent in construction, and the estimated Rank of the artisan (if one person produces the goods) or of the overseer (if the effort is a team project). However, if a character wishes to purchase a custom-made or rare item, then they will have to negotiate with the artisan (represented by the GM), and may defray costs by providing some of the scarcer components themselves. The barter system is acceptable when dealing in costly or rare items.

The value of a coin is determined by its weight and the metal of which it is made. Name

Weight Value

Copper farthing (cf) 1/5 oz Silver penny (sp) 1/20 oz 4 cf Gold shilling (gs) 1/20 oz 12 sp Truesilver guinea (tg) 1/10 oz 21 gs Other common coins include the halfpenny, threepence,

and sixpence. The values and weights of these coins correspond to those of the Silver Penny.

5.2 Encumbrance Modifies Agility The weight borne by a character may temporarily reduce the character's Agility. To calculate modified Agility use the Fatigue and Encumbrance Table (§58.1) and:

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1. Cross-reference the character's Physical Strength and the weight they are carrying. Clothing (other than armour) the character is wearing does not count towards this weight. 2. Read down this column until it intersects with the row which reads "Agility Loss." 3. Deduct the resulting number from the character's Agility to give Modified Agility. 4. Re-calculate this number if there is a change in the weight they bear. The character's Modified Agility is used as a basis for determining their current TMR. A character is considered to have a minimum Agility of 1 for all other game functions.

2 Combat

6 Combat (Ver 1.1) There are nineteen sections in Combat: 6.1 Definitions 6.2 Preparation for Combat 6.3 Combat Sequence 6.4 Engaged Actions 6.5 Close Combat Actions 6.6 Unengaged Actions 6.7 Free Acts 6.8 Action Restrictions 6.9 Attacking 6.10 Resolving Attempted Attacks 6.11 Damage 6.12 Effects of Damage 6.13 Weapons 6.14 Unarmed Combat 6.15 Multi-hex Figures 6.16 Mounted Combat 6.17 Aerial Combat 6.18 Aquatic Combat 6.19 Magical Combat Individual Combat is an inevitable and sometimes necessary occurrence, and characters should be aware of its dangers. Fighting is a deadly process and should be avoided if at all possible. Heroes are made by defeating the dragon, but more graves are dug than heroes made. The DragonQuest combat system reflects these dangers and emphasises skills and smarts over brawn and brutality. When combat has begun, the players should place the figures representing their characters on the Tactical Display, with the GM determining their final position. The hostile figures are placed by the GM, and the Combat Sequence begins. Combat time on the Tactical Display is divided into five second Pulses during which all figures may attempt to take an action, depending on their position relative to hostile figures. The order in which these actions take place is determined by the figures' engaged or unengaged Initiative values. Attacks are resolved by comparing the attacker's Modified Strike Chance with a percentile roll. A successful hit does D10 damage, plus any bonus for weapon type and skill. When all figures on the Tactical Display are dead, unconscious, incapacitated, or friendly to each other, the combat is finished. Combat should never last longer than necessary to resolve the situation; returning to normal interactive roleplaying will speed overall play.

6.1 Definitions Action The movement and combat activity a figure may attempt during one pulse. Attacker The figure performing the Action currently being resolved. Attack Zone Any hex into which a figure may attack in Melee or at Range. Base Chance The base percentage chance of hitting with a weapon, as listed in the Weapon Chart (§56.1). Blocked Hex A hex which contains enough solid material to block any attack. A Blocked Hex is never part of an Attack Zone. Cast A Magical Action, used to Cast magic. in Close A figure in the same hex as a hostile figure is in Close with the opponent. Damage Check A roll on a D10 to determine the amount of damage done after a successful hit. This roll is modified by the weapon, the Rank or Physical Strength of the wielder, circumstances and magic. Damage Points The number of points of damage done as a result of a damage check. Defence The amount that a target may subtract from an Attacker's Strike Chance, determined by Modified Agility, a shield, magic and conditions.

Effective Damage Any Damage Points (to either Fatigue or Endurance) that are actually inflicted on the figure hit after allowing for absorption due to armour or magic.

Tactical Display The area to which a combat is confined, assumed to be covered with a grid of hexes.

Engaged A figure who is in the Melee Zone of an opponent, or is in Close, is engaged.

Tactical Movement Rate (TMR) The maximum number of hexes that a figure may move in a single action, determined by Modified Agility and Race.

Engagement A group of ad-

jacent figures, all of who are engaged with each other.

Target The figure on the receiving end of any Attacker's action.

Facing A figure must be unambiguously oriented towards one hex side. This determines their Front and Rear Hexes, and Attack Zone. They may change facing during any Action unless specifically prohibited.

Unengaged A figure who is not adjacent to an opponent, or who is not in an opponent's melee zone and chooses to be unengaged.

Figure Any entity or combatant occupying the Tactical Display. Grapple An attack in Close Combat. Grievous Injury An injury that results in specific damage to a body part. Hex A 5 foot diameter hexagonal area, with sufficient room for a figure to fight in Melee. Initiative Engaged Initiative determines the order of individual actions within an Engagement. Unengaged Initiative determines the order in which entire sides of Unengaged figures act. Line of Fire A straight line drawn from the centre of an Attacker's hex to a target's hex that is in the Attacker's Ranged Zone. Melee Zone The front hexes of any conscious, unstunned, standing or kneeling figure armed with a prepared weapon rated for Melee combat. Modified Agility A figure's Agility after it has been modified due to weight carried (see §58.1), armour worn (see §56.3) and circumstance. Modified Manual Dexterity A figure's Manual Dexterity after it has been modified due to the type of shield carried (see §56.2) and circumstance. Modified Strike Chance The percentile chance to successfully hit a target after the target's Defence and all Strike Chance Modifiers (see §57.1) have been taken into account. Obscured Hex A hex which a figure cannot see into, but through which objects may pass. Pass Action Any preparatory Action that does not directly affect another figure and is not otherwise covered by specific Actions. Preparing a Spell A type of Magical Pass Action Prepared Item Any item (weapon, shield, flask, etc.) that a figure has in their hands and may immediately use. Pulse A five second period of game time that regulates Actions on the Tactical Display. Ranged Zone The hexes radiating out from a figure's front hexes into which that figure may see and fire a missile weapon. Sheltered Hex A hex which contains enough solid material for a target to shelter behind such that approximately half of their body is protected from any attack. Strike Any Action that attempts to hit a figure. Strike Chance The standard percentage chance of hitting with a weapon; it is a combination of Base Chance, Manual Dexterity, Rank and magic. Strike Check The percentile roll against an Attacker's Modified Strike Chance to see if a Strike was successful. Stun A figure who takes sufficient Effective Damage in a single blow is Stunned, and may not attempt to perform any action except Recover from Stun (see §6.8).

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Weapon Any item used to Strike a figure.

6.2 Preparation for Combat Paperwork Character Sheets for all combatants should be prepared before the combat. These contain information that will be used continuously during combat, such as Strike Chances, Initiatives, Movement Rates, etc. A player is responsible for ensuring the completeness and accuracy of the information on their Character Sheet, while the GM should prepare this information for all NPCs in advance. Any damage or other losses in combat should be recorded as the combat proceeds. Percentile dice and copies of all charts and tables should be available for ready usage. Lead figures or counters for all combatants should also be available, as these add to the clarity and excitement of a combat. Surprise One side in a combat may gain a free pulse of activity if it surprises the other. If one side in a combat is unaware of either the opposition's intent or their location, they are surprised unless the figure with the highest effective Perception succeeds in making a Perception Check. This Perception check is modified by both Ranger Detect Ambush and the Sense Danger Talent. Prior to placing any figures on the Tactical Display, the GM should determine whether surprise exists. If one side is surprised, they should place their figures in a way that represents their lack of readiness. If no surprise exists, the players may place their figures as they choose, then the GM places the opposing figures, with the GM having the final say on all placements. As a guideline, if there is surprise, the distance between the two parties should not

exceed 8 hexes, while if there is no surprise, the distance should not be less than 8 hexes. If surprise exists, the party with the advantage may have a free pulse of activity without the surprised party being able to respond; otherwise, the normal Combat Sequence starts. Fatigue After placing all the figures on the Tactical Display the GM must assign any Fatigue losses the figures may have incurred as a result of their actions prior to combat. For player characters, this should have been recorded as they slept, rested, travelled, cast magic or attempted other fatiguing actions. For all NPCs, the GM should make a quick estimate relating all presumed activity they may have undertaken up to the start of combat.

6.3 Combat Sequence The order in which all actions are attempted in a pulse is called the Combat Sequence. This sequence should be adhered to at all times as this will greatly speed play. Each pulse, events occur in the following order: 1. Unengaged Initiative is determined for each side. 2. If any figures are engaged or in Close, these figures are grouped into Engagements, and each Engagement is dealt with separately.

6 COMBAT 3. In each Engagement, engaged Initiative is determined, and then the figures act in order of Initiative (highest to lowest), each performing one Action from the Engaged Actions list. 4. The winner of the unengaged Initiative now resolves the Actions (selected from the Unengaged Actions List) of all their unengaged figures, in any order they choose. All their actions must be resolved before any figures on the opposing side may act. 5. Remaining unengaged figures may act as in Step 4. 6. End of Pulse activity occurs. This may include an additional stun recovery attempt for figures that were Stunned during the Pulse and any housekeeping. Exceptions to the Combat Sequence Engaged Figures becoming Unengaged If a figure becomes unengaged before their engaged Action is resolved, they must act on their unengaged Initiative. If they become unengaged after they have had their engaged Action, they do not gain an extra Action. Unengaged Figures becoming Engaged If a figure becomes engaged before their unengaged Action is resolved, they must select an engaged Action on their unengaged Initiative. Optionally Engaged Figures A figure who is adjacent to a hostile figure, but is not in any opponent's Melee Zone, may choose whether to be treated as engaged or unengaged, and acts on the appropriate Initiative. Extraordinarily Agile Figures A figure who has a modified Agility of 26 or more may perform two Actions on their initiative. Their choice of Actions is restricted. See §6.8. Stunned Figures If a figure is Stunned before their Action, they may attempt to Recover from Stun as their Action. This takes place when specified for Stunned figures in the Initiative Section below. If a figure is Stunned during the Pulse they may attempt to Recover from Stun at the end of the Pulse in which they were Stunned, regardless of whether they acted or not. Initiative Engaged Initiative A figure's engaged Initiative Value is their modified Agility + Perception + their Rank with prepared weapon + Warrior bonus. If the figure has no prepared weapon, they may use their Unarmed Rank. Any ties indicate simultaneous combat. In each Engagement, figures with faster initiative may choose to act after figures with lower initiative, but all engaged Actions must be resolved before any unengaged Actions. If an engaged figure is not in any opponent's Melee Zone, they may act first in the engagement. If a figure is Stunned they act last in their Engagement. Unengaged Initiative A side's unengaged Initiative is their leader's Perception + D10. If the leader is a Military Scientist, they gain a bonus to this roll. Any ties are rerolled. The leader may choose to have their entire party act after a slower side. This decision is made before any engaged actions are resolved. If a side's leader is engaged, Stunned or otherwise incapacitated at this point, another character may assume this role. All figures who are under a single Leader take their Actions in the same Initiative, in any order that they find convenient. A Stunned figure always acts last in their side. Action Timing When a figure chooses an Action, they are assumed to be performing that Action until they start a new action or are stunned. However, any Action which requires a dice roll to resolve is completed when that dice roll is made; the figure is assumed to be engaged in follow-up manoeuvres until their next action. After success-